Tinkering Paws

BOARD GAME INSERTS

Tainted Grail

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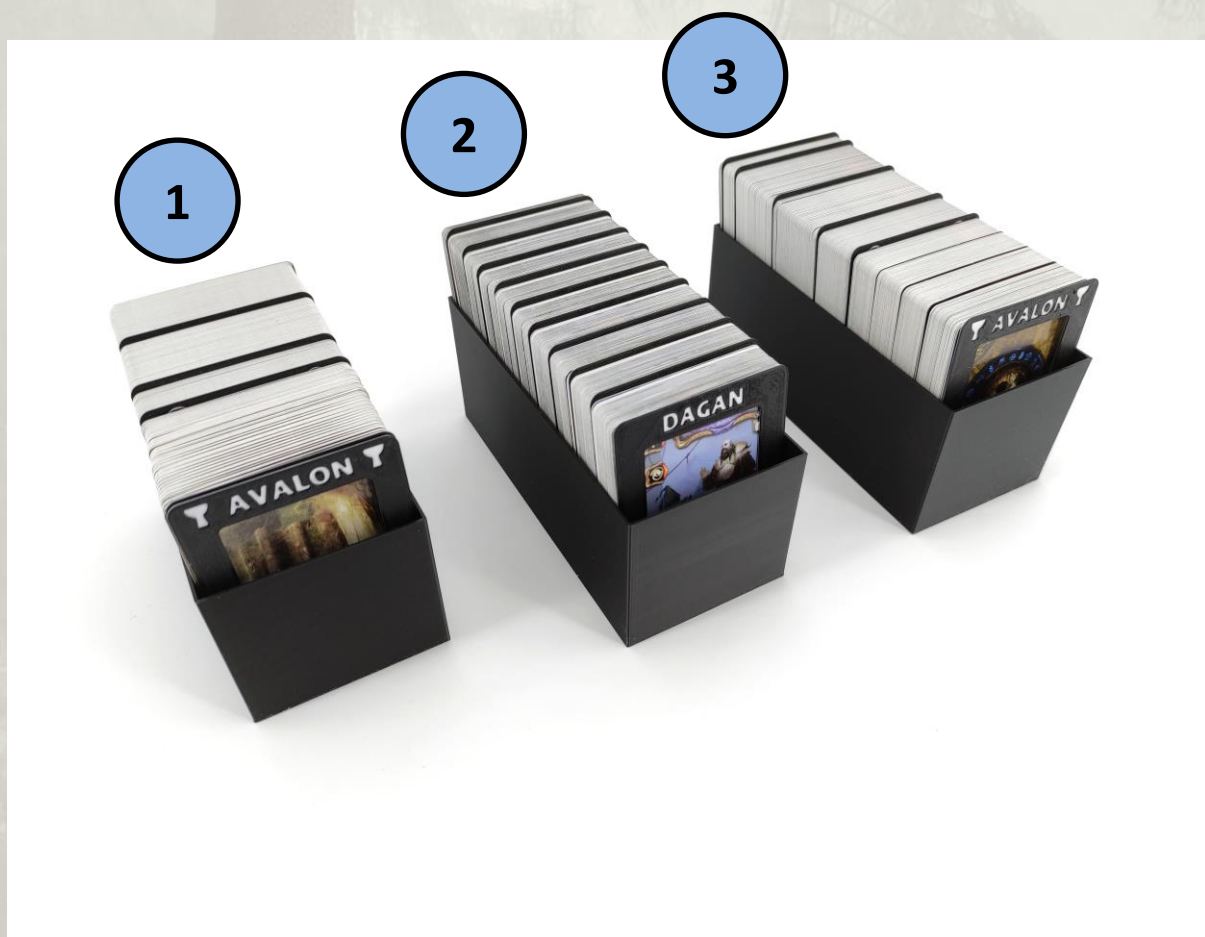

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# Unsleeved Version

Contents

1. Three Card Boxes for Medium-sized Cards
2. Card Box for Small-sized Cards
3. Token Box
4. Four Card Boxes for active characters
5. Card Box for Large-sized Cards
6. Menhir Box
7. Miniature Box

Three Card Boxes for Medium-sized Cards

1. Card Box for Event Cards (smallest box)
   Includes dividers for all four campaigns and one for saving your progress.
2. Card Box for Character Upgrade Cards (medium box)
   Includes dividers for each character.
   Make sure to store only nine characters in this box!
   The Donkey Cards and Status Cards ("You are dying", etc.) are also stored here and have their own dividers.
3. Card Box for Encounter Cards (biggest box).
   Includes dividers for all four campaigns, one for Legendary Encounters and one for saving your progress.
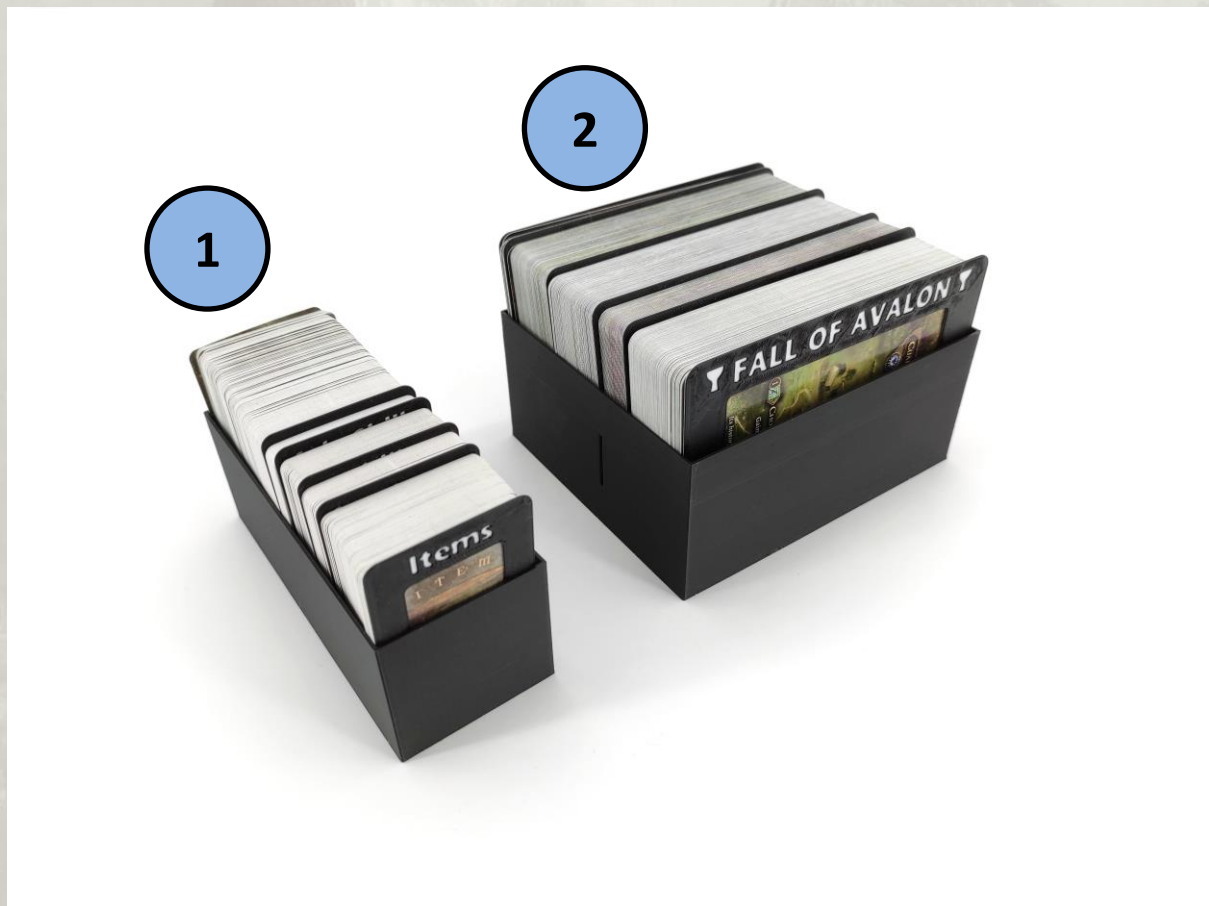
Card Boxes for Small- and Large-sized Cards

1. Card Box for Items, Ancient Items, Skills, Advanced Skills and Secrets
2. Card Box for Locations and Help Cards
   Includes dividers for each campaign, Help Cards and revealed locations.

Card Boxes for Active Characters

These four card boxes are used to store your active characters. The following cards are stored in each box:

- Archetype Combat & Diplomacy Deck
- Character Upgrade Combat & Diplomacy Deck
- Legendary Actions

If your character gains new Skills, Items or Secrets, they can also be stored in these boxes.

Token Box

1. Universal Markers (Red)
2. Large Markers (Violet)
3. Health Limiters
4. Time Tokens
5. Quest Tokens
6. Guardian & Regular Die
7. Plastic Dials
8. Metal Dials

Menhir Box

This box is used to store the Menhirs. Make sure they are orientated like shown in the picture.

Miniature Box

1. Fomorian Sentinel
2. Danse Macabre
3. Fore-Dweller
4. Plaguebeast, Donkey, Caolin (from back to front)
5. Companions
6. Heroes (except Caolin) – no special order is needed

Component Storage #1

Take the Base Game Box and place the Character Trays in the upper right corner. Place the Token Box on top.

Make sure each Character Tray has a Character Tile attached.

Component Storage #2

Place the Card Boxes for Small- and Large-sized Cards on top of the Token Box.
Place the remaining Character Tiles on top of the Character Trays.

Component Storage #3

Place the Miniature Box on top of the Character Tiles and place the Menhir Box in the remaining gap.

Make sure the Menhir Box is standing on the bottom of the box (and not on the Character Trays or Tiles).

Component Storage #4

Place the four Character Card Boxes and the Card Box with the Event Cards on the left side.

Component Storage #5

Place the Card Box with nine Character Decks and the Card Box for Event Cards in the remaining gap.

Component Storage #6

Now take the second box (Red Death, Mounted Heroes, etc.) This box is only needed to store all the booklets. The thumbnails on the next page will show you how to store everything.

Start with one Exploration Journal, place everything that belongs to the same campaign on the Exploration Journal and then place the next Exploration Journal on top.
You might want to turn each Exploration Journal by 180 degrees, because of the spiral binding.
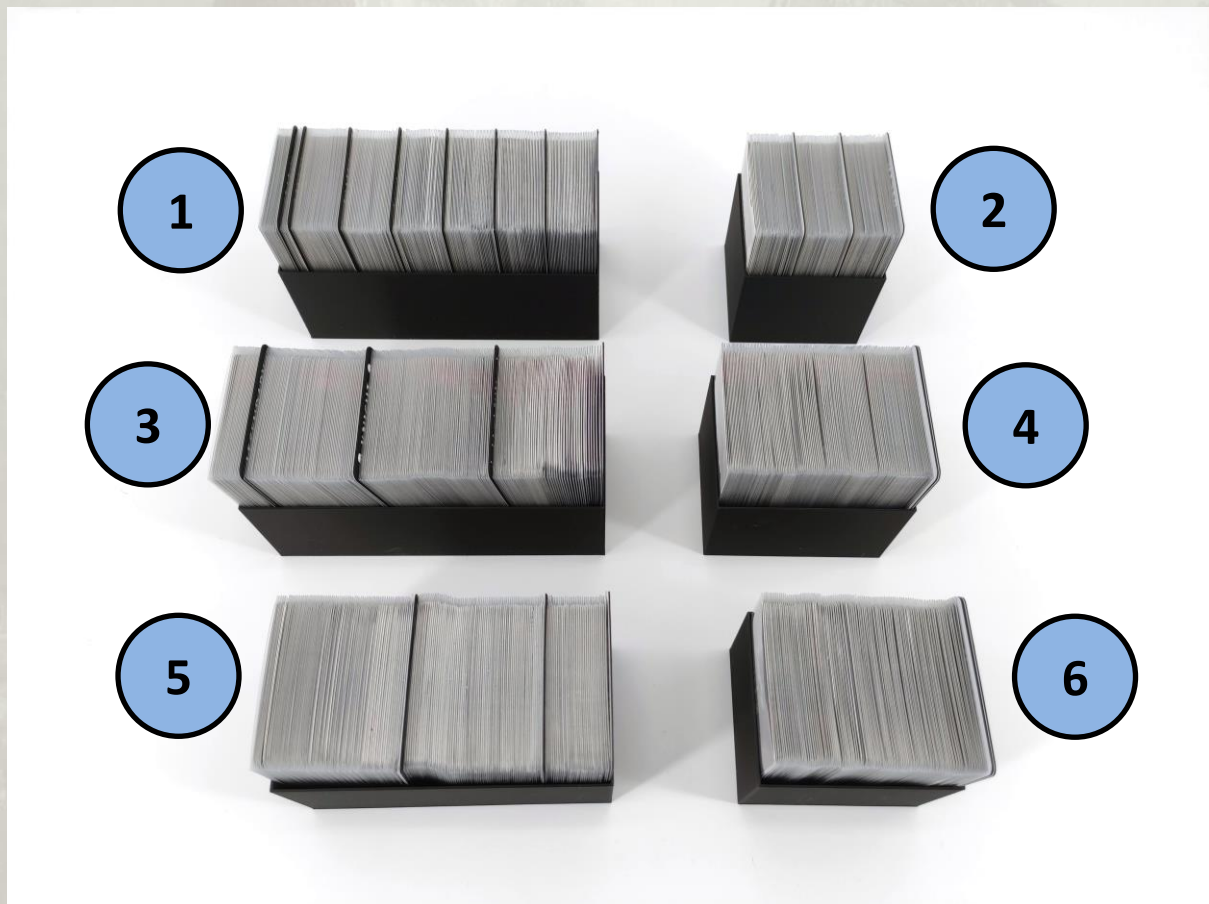
Sleeved Version

Contents

1. Six Card Boxes for Medium-sized Cards
2. Two Card Boxes for Small-sized Cards
3. Token Box
4. Miniature Box
5. Menhir Box
6. Four Card Boxes for active characters
7. Card Box for Large-sized Cards

Six Card Boxes for Medium-sized Cards

Place the boxes like in the above image.

Box 1 & 3 have the same size.
Box 5 is slightly smaller than Box 1 & 3
Box 2 is the smallest.
Box 6 is slightly bigger than Box 2.
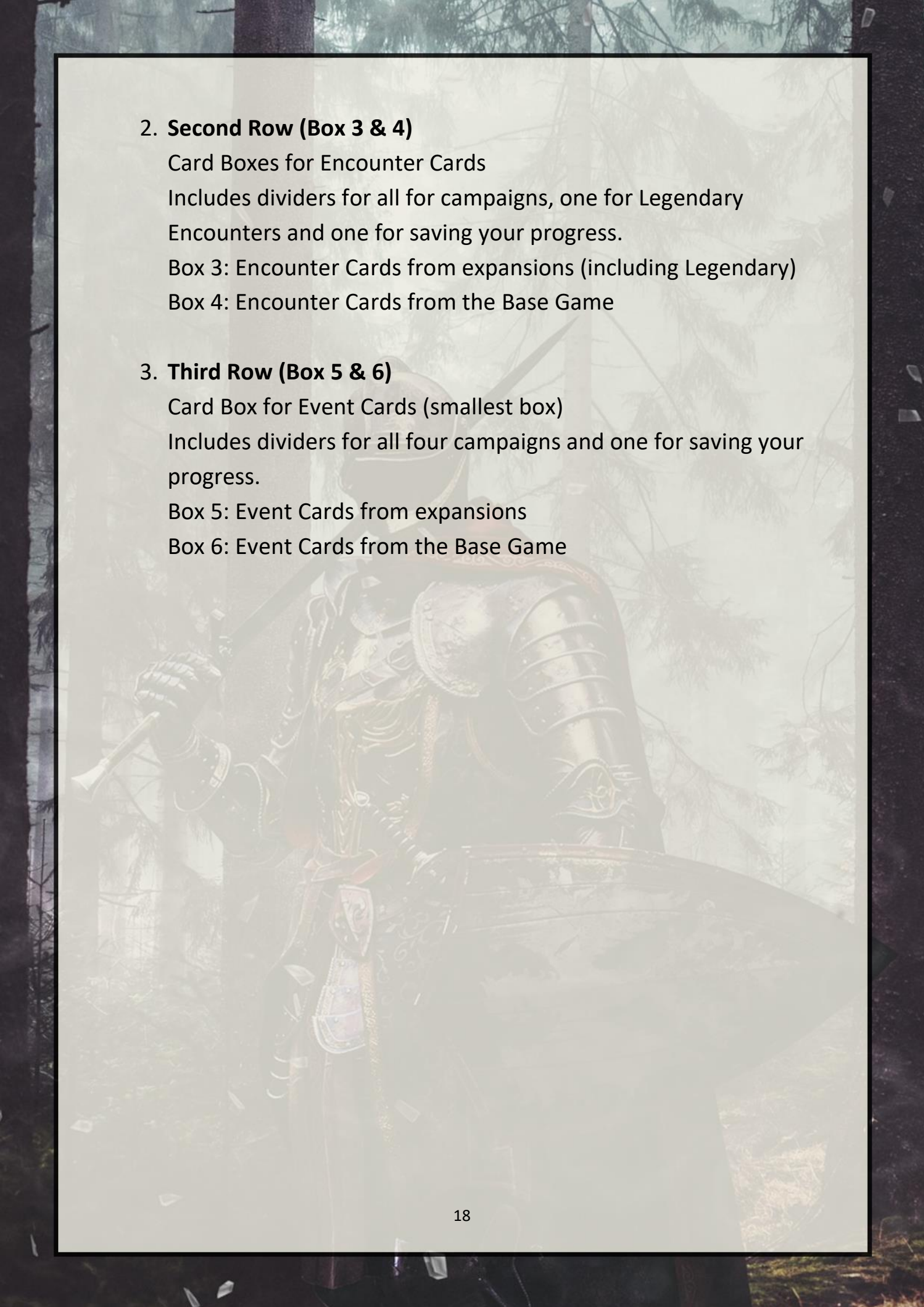Box 4 is slightly bigger than Box 6.

1. **First Row (Box 1 & 2)**
   Card Boxes for Character Upgrade Cards
   Includes dividers for each character.
   Box 1: Six Character Decks, Donkey & Status Cards
   Box 2: Three Character Decks

2. **Second Row (Box 3 & 4)**

   Card Boxes for Encounter Cards

   Includes dividers for all for campaigns, one for Legendary Encounters and one for saving your progress.

   Box 3: Encounter Cards from expansions (including Legendary)

   Box 4: Encounter Cards from the Base Game

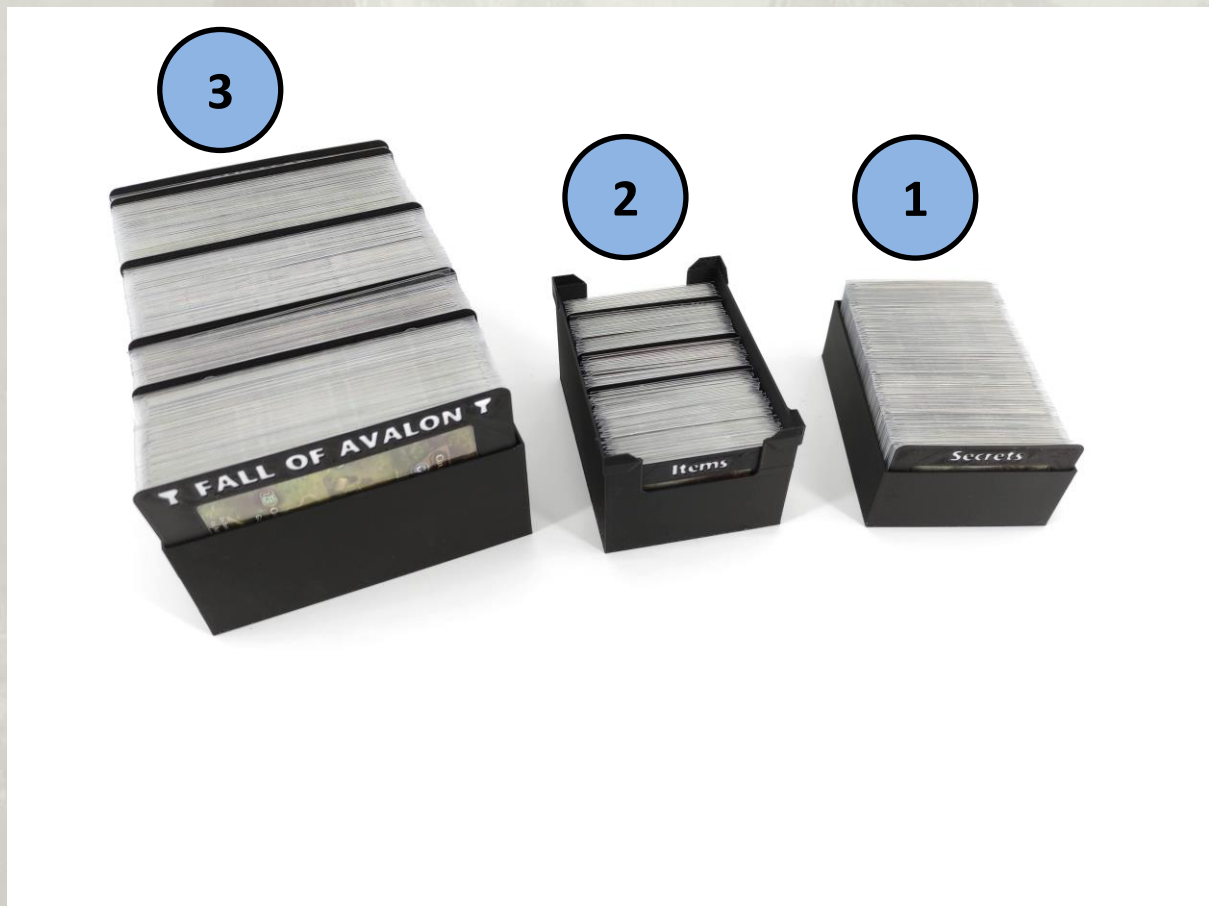3. **Third Row (Box 5 & 6)**

   Card Box for Event Cards (smallest box)

   Includes dividers for all four campaigns and one for saving your progress.

   Box 5: Event Cards from expansions

   Box 6: Event Cards from the Base Game

Card Boxes for Small- and Large-sized Cards

1. Card Box for Secrets
2. Card Boxes for Items, Ancient Items, Skills & Advanced Skills
3. Card Box for Location and Help Cards
   Includes dividers for each campaign, Help Cards and revealed locations.

Card Boxes for Active Characters

These four card boxes are used to store your active characters. The following cards are stored in each box:

- Archetype Combat & Diplomacy Deck
- Character Upgrade Combat & Diplomacy Deck
- Legendary Actions

If your character gains new Skills, Items or Secrets, they can also be stored in these boxes.
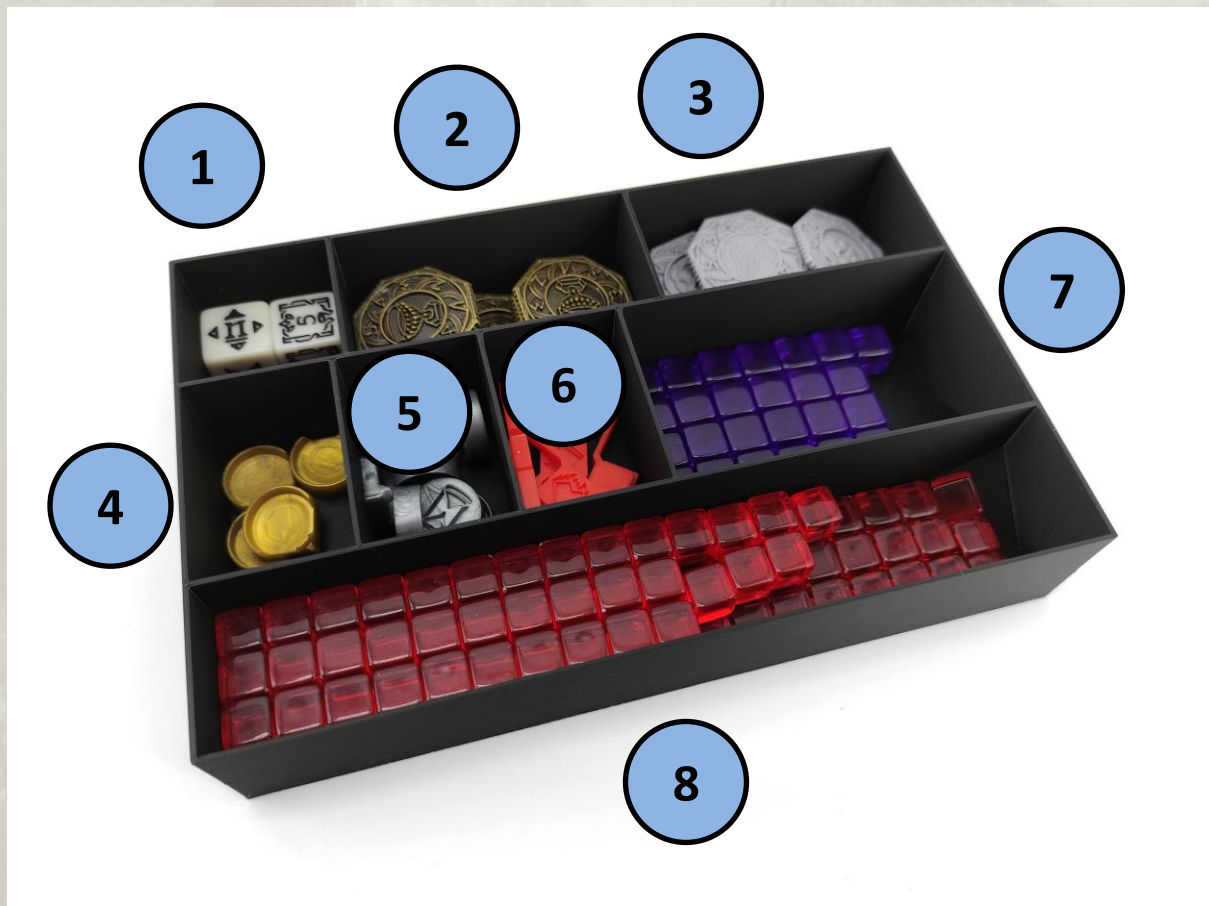
Token Box

1. Guardian & Regular Die
2. Metal Dials
3. Plastic Dials
4. Quest Tokens
5. Time Tokens
6. Health Limiters
7. Large Markers (Violet)
8. Universal Markers (Red)

Menhir Box

1. Menhirs
2. Fomorian Sentinel
3. Danse Macabre

Miniature Box

1. Fore-Dweller
2. Companions
3. Plaguebeast, Donkey, Caolin (from back to front)
4. Heroes (except Caolin) – no special order is needed

Component Storage #1

Take the "Age of Legends & Last Knight" Box and place the Character Trays in the upper left corner.

Place the Space Holder in the upper right corner.

Make sure each Character Tray has a Character Tile attached.

Component Storage #2

Place both Card Boxes with Events Cards on top of the Character Trays & Space Holder.

Component Storage #3

Place the big Card Box with Character Decks on top of the Character Trays.

Component Storage #4

Now add the small Card Box for Character Decks and the Small Box for Encounters.

Component Storage #5

Place the big Card Box for Encounters in the remaining gap.

Component Storage #6

Place the Card Box for Large-sized Cards in the lower left corner and both Card Boxes for Small-sized Cards (stacked on top of each other) in the lower right corner.

Component Storage #7

Now take the Base Game Box. The thumbnails on the next page will show you how to store all the booklets.

Start with one Exploration Journal, place everything that belongs to the same campaign on the Exploration Journal and then place the next Exploration Journal on top.
You might want to turn each Exploration Journal by 180 degrees, because of the spiral binding.

Component Storage #8

Place the four Card Boxes for Active Characters in the remaining gap.

Component Storage #9

Place the Character Tiles in the upper right corner.

Component Storage #10

Place the Token Box on top of the Character Tiles and the Miniature Box next to it.

Component Storage #11

Place the Menhir Box in the remaining gap.

Monster Box

Contents

1. Character Box 1
2. Character Box 2
3. "Aillén Trechend"-Box
4. "Hellpig"-Box
5. "Unchained Warbeast"-Box
6. "Selkie"-Box
7. "Dullahan"-Box
8. "Doomwing"-Box

General Tips

When placing miniatures in the boxes or removing them, please keep the following things in mind:

1. Even though some of the bases are round, they are not a perfect circle. If a miniature with a round base does not fit in its slot, try turning it.
2. If a miniature with an irregular-shaped base does not fit in its slot, try wiggling it.
3. When you have problems removing a miniature from its slot, press the miniature downwards while removing it.
4. Some of the miniatures are bigger than the box they are stored in. Pay attention when placing them in the game box or removing them.
5. If the base of a miniature is irregular-shaped, try placing it as closely as shown on the pictures.

Character Box 1

Both Character Boxes are labelled with the character's names and a small arrow indicating in which direction they need to look.

Caolin needs to be placed in her vertical slot looking down.

Character Box 2

Both Character Boxes are labelled with the character's names and a small arrow indicating in which direction they need to look.

Fyul needs to be placed in her vertical slot looking down.

"Aillén Trechend"-Box

1. Fachan (needs to look away from Aillén Trechend)
2. Aillén Trechend
3. Horned Warden
4. Mistbearer (needs to look down)

"Hellpig"-Box

1. Bowmaiden
2. Lost Knight
3. Angry Mob
4. Warped One
5. Child of Morrigan
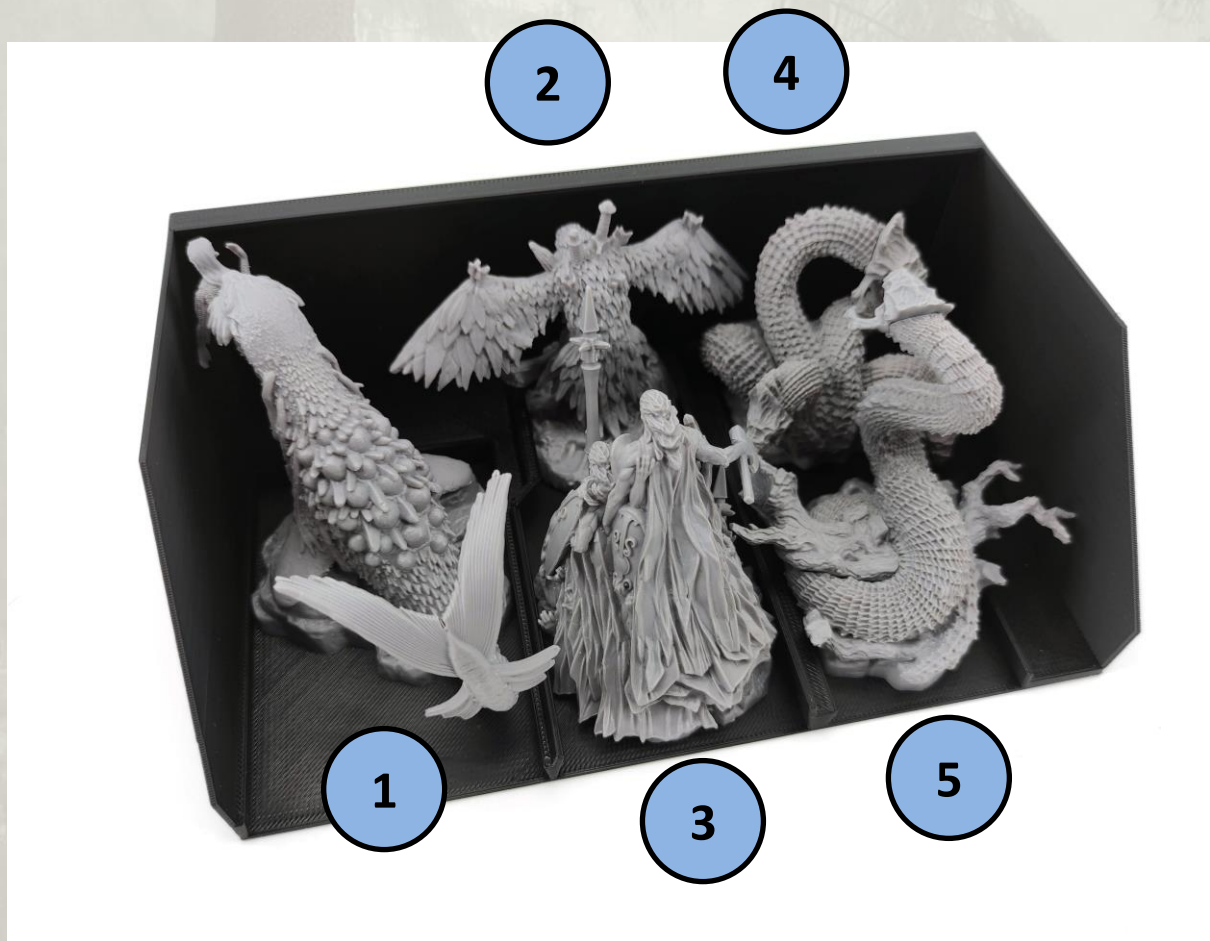6. Wyrmlings
7. Wolfwalker
8. Hellpig
9. Wyrdbear

"Unchained Warbeast"-Box

From left to right:

1. Orphaned Heart, Fuathan, Allfathers Inquisition, Bean-Chioch
2. Unchained Warbeast, Mad Warrior, Corrupted Druid , Gigelorum
3. Torch Bearer, Dearg Due , Hooded Crow, Glastig, Pale Lady

"Selkie"-Box

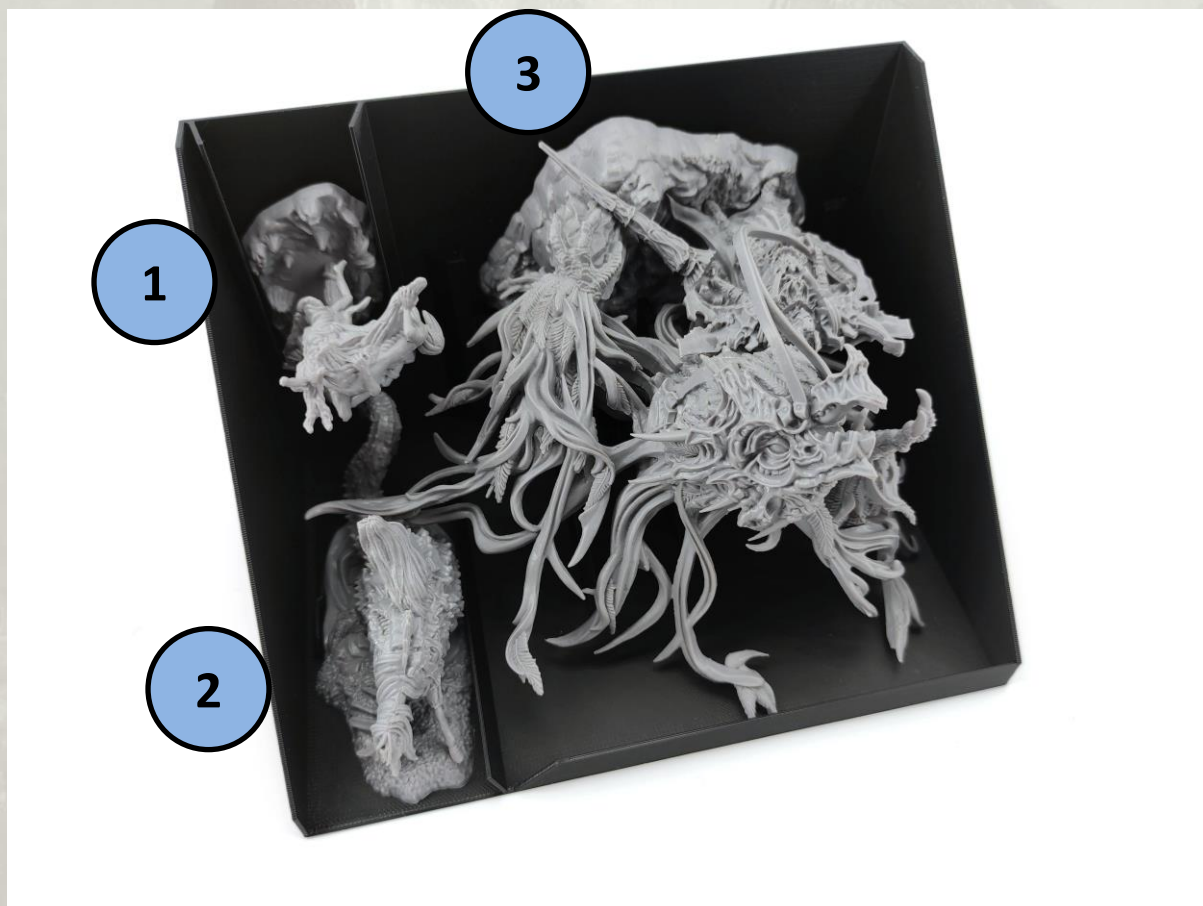1. Selkie
2. Hammerbeak
3. Slaugh
4. Wyrmtangle
5. Underbrush Wyrm

"Dullahan"-Box

1. Fore-dweller Reclaimer
2. Mulchman
3. Knight Errant
4. Dullahan
5. Warped Elk
6. Wyrmchild

"Dullahan"-Box

1. Manipede
2. Kelpie
3. Doomwing

Component Storage #1

Take the "Monsters of Avalon: Past And Future" Box. Place both Character Boxes facing each other in the upper left corner.

Component Storage #2

Place the "Unchained Warbeast"-Box and the "Dullahan"-Box and place them facing each other next to the Character Boxes.

Component Storage #3

Place the "Doomwing"-Box and the "Aillén Trechend"-Box facing each other in the upper right corner.

Component Storage #4

Place the "Hellpig"-Box and the "Selkie"-Box facing each other in the lower right corner.

For questions or feedback visit www.TinkeringPaws.de

Or write an email to info@tinkeringpaws.de