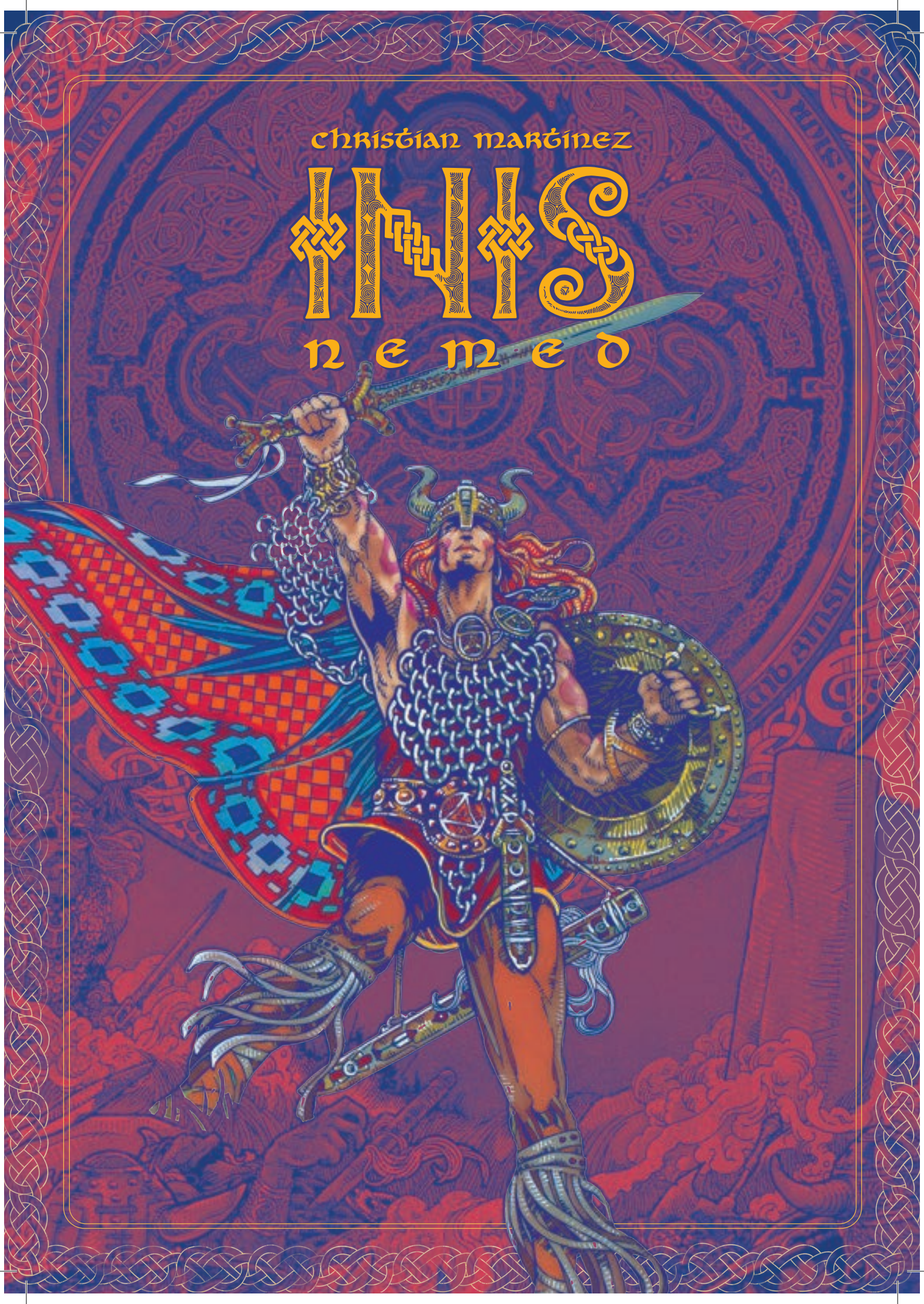
Christian Martínez

Hijos de Nemed





HALLOWED GROUNDS

Dive into the enriched world of Inis with the Nemed expansion, where new layers of strategy and Celtic lore await.

Dedicate Sanctuaries to powerful deities and heroes, earning their favors through offerings. Discover the mystical Nemetons, unique groves that defy regular territorial rules and offer special Deeds under specific conditions. These sacred spaces bring fresh challenges and unexpected shifts in power, demanding sharper strategy and deeper foresight.

Embrace the complexities, enhance your tactics, and strive to become the legendary High King in this ever-evolving land.

MODULES OVERVIEW

The two modules, Dedicated Sanctuaries and Nemetons, are independent. These two modules add complexity to the game, so it is not recommended to use them if some players have little experience with Inis. It is also advised to discover them one by one, independently from the Seasons module in the Seasons of Inis expansion. While these three modules can be played together, each one increases the overall complexity of the game.

Each module introduces a new option available to players during their turn:

- Make an Offering (from the Dedicated Sanctuaries module)
- Hold a Ceremony (from the Nemetons module)

If you play with either or both of these modules, be sure to use the Inis Nemed player aid, which recaps the five options a player may choose from during their turn:

- Three from the base game (Play a Season card, Pass, and Take a Pretender token)
- Two new ones (Make an Offering and Hold a Ceremony).



components

1. 5 figures representing the characters Nuada, Balor, Conan, Lugh, and Eriu
2. 5 Favor tiles, corresponding to each of the 5 characters
3. 6 Nemeton tiles
4. 6 corresponding Nemeton Deeds
5. 10 new Epic Tale cards
6. 4 new Territory tiles
7. 5 new corresponding Advantage cards
8. 5 Player aid cards
9. 1 Cailleach token
10. 2 Harbor tiles and 1 Island tile (you need the Seasons extension)

New Territory tiles can be shuffled in with the others during step 7 of setup. If done, add the corresponding Advantage cards to the Advantage card deck.



DEDICATED SANCTUARIES

This module allows players to dedicate Sanctuaries to deities or heroes, referred to as "characters" in these rules. Subsequently, all players can request a favor from a character with a dedicated Sanctuary in play, provided they make an offering to that character.

SETUP

Add the following step to the setup: Randomly select 3 Favor cards and place them face up on one side of the play area, each with its corresponding figure placed on top. Return the remaining 2 Favor cards to the box, as they will not be used in this game.

Each card indicates an Offering and a Favor.

HOW IT WORKS

DEDICATING A SANCTUARY

When a player builds a Sanctuary using the Sanctuary Action card, after drawing their Epic Tale card, they may choose to dedicate this Sanctuary to one of the characters, provided there is no already dedicated Sanctuary in that Territory. To do this, they select a character who does not yet have a dedicated Sanctuary and place the character's figure near the Sanctuary.

MAKING AN OFFERING

Players now have a new option available during their turn: **Make an Offering**.

A player may make an offering to a character whose sanctuary, and thus figure, is located in a Territory where they are present and whose Favor card is face up.

The player must fulfill the Offering requirement, which allows them to immediately benefit from the Favor associated with that character.

Once the Favor card is used, it is turned face down and cannot be used again during the same season.

At the end of the season, any face-down Favor cards are turned face up for the next season.

NEMETONS



Nemetons allow players to gain special Deeds under certain conditions. Nemeton Deeds function like regular Deeds, except that if a player must lose one of their Deeds, they must discard their Nemeton Deeds last.

SETUP

Shuffle the Nemeton tiles and place them in a facedown stack. Place the Nemeton Deeds nearby.

When playing with the Nemetons, replace the standard « Druid » Action card from the base game with the Nemeton Druid Action card (also included in the base game).

HOW IT WORKS

DISCOVERING A NEMETON

During the game, when a player places a new territory and thereby creates a "gap" in the island map (while respecting the rule of always placing a territory adjacent to at least 2 other territories), after completing their action, they must place a Nemeton. To do this, they draw a Nemeton tile and place it face up in the gap. **Additionally, they draw an Epic Tale card.**

Nemetons are not considered territories and are not affected by any rules or effects related to territories. For example, it is not possible to place or move clans there or to place constructions on them.

HOLDING A CEREMONY

Players now have a new option available during their turn: **Hold a ceremony**.

When a player holds a ceremony, they choose a Nemeton, and that Nemeton is evaluated. The player who meets the condition gains the Deed associated with it, and if another player already holds it, the Deed changes ownership.

A Ceremony cannot be held if the Deed's ownership would not change. This includes the case where there is a tie for meeting the condition and one of the tied players owns the Deed.

EVALUATION

To evaluate a Nemeton, consider only the Territories adjacent to it. Each player counts the relevant elements in the adjacent Territories **where their clans are present** (e.g., most Sanctuaries, fewest Clans, etc.). The player who meets the Nemeton's condition gains the corresponding Deed.

If players are tied for meeting the Nemeton's condition, and the Deed is owned by a non-tied player then the Deed is returned to the reserve.

Note that including this module does not guarantee a Nemeton will appear during the game! This is intentional, to keep the discovery of a Nemeton a rare and special event. However, if you want to drastically increase the chances of a Nemeton appearing, we suggest placing the tiles in the following positions for 2, 3, 4 or 5 players setup, respectively:



2 players



3 players



4 players



5 players

Feel free to experiment with other starting setups as well!

An Introduction to Celtic Mythology

Celtic mythology is a rich tapestry of myths, legends, and folklore from the ancient Celtic peoples of Western Europe. These oral traditions vary across regions like Ireland, Wales, and Scotland, often featuring powerful deities tied to nature, war, and magic, as well as legendary heroes facing extraordinary destinies.

Here are some key gods and heroes you'll encounter in Inis Nemed:

Nuada: Known as Nuada Airgetlám (Nuada of the Silver Hand), he was the first king of the Tuatha Dé Danann, a divine race in Irish myth. After losing his hand in battle, he was forced to step down until a silver (and later, flesh and blood) replacement allowed him to reclaim his throne.

Ériu: One of the three goddesses for whom Ireland is named (from «Éire»). As a Tuatha Dé Danann deity, she represents the sovereignty and spirit of the land itself, often embodying a powerful matriarchal force.

Balor: A fearsome Fomorian king, often depicted as a giant with a single, destructive eye. The Fomorians were monstrous beings symbolizing chaos. Balor's gaze was lethal, and he was ultimately slain by his grandson, Lugh, signifying the triumph of order over chaos.

Lugh: A central figure in Irish mythology, Lugh Lámhfada (Lugh of the Long Arm) is a versatile god of many skills—a master craftsman, warrior, and leader. He led the Tuatha Dé Danann against the Fomorians, famously defeating Balor.

Conan of the Fianna: Specifically Conan mac Morna, a member of the legendary Fianna warrior band led by Fionn mac Cumhaill. Conan is often portrayed as strong but also gluttonous and somewhat cowardly, often providing comic relief or contrasting with the more traditional heroes.

Brigid's Keening: Brigid, goddess of hearth and poetry, raises a piercing keening that, calls forth the spirits of the dead and soothes the living.

Druidic Tempest: The Tuatha Dé Danann druids invoke sacred storms that descend upon the land; lightning and thunder drive away shadows to purify the earth.

Diancecht's Vitality: Diancecht, healer-mage of the Tuatha Dé Danann has the ability to rekindle even those the dead seemed to have claimed.

Aisling Visions: In her sleepless nights, Aisling receives ominous dreams: her prophecies outline the shadows of coming fates and warn kings of imminent peril.

Brehon Law: The Brehons, sacred judges, pronounce ancient laws at the assembly; their verdicts bind clans and families according to honor and sworn word.

Feast at Emain Macha: At Emain Macha, kings and lords gather for a ritual feast; feasting and vows seal alliances and enmities under the druids' watchful eyes.

The Grip of Cailleach: Cailleach, ice-bound sovereign of winter, tightens her grip on the land: squalls and frost numb the valleys, extending her silent reign.

Áine's Radiance: Under Áine's radiant light, fields blaze gold; fertility returns, harvests flourish, and hearts open to love.

Amergin Glúingel's Call: Amergin Glúingel, bard-druid, utters the first incantation of a new age; by naming sea and land, he shapes Ireland and its destiny.

FR
DONNEZ
OU
RECYCLEZ
ASSOCIATION
OU
MAGASIN
OU
DÉCHÈTERIE
Adresses sur quefairedemesdechets.fr

KOLOSSAL GAMES
IN COLLABORATION WITH
MATAGOT

Credits

Game Design: **Christian Martinez**
Cover and Interior Art: **Jim Fitzpatrick**
Territory Art: **Sylvain Leroy**
Art Direction: **Yan Moussu & Robert Korodi**
Editing: **Steven Kimball**
Editorial Director: **Arnaud Charpentier**
Production: **Surfin' Meeple China**
Proofreading: **AJ Lambeth**