A new dawn arises upon The Continent of Erde, as you take a last look at your village. You start out on your quest to the human Capital of Wieseburh. The elders have entrusted you with the task of retrieving an artifact, by any means possible, that could bring good fortune to your people; however, they also warned you that other villages have also sent their own emissaries, and only one can win the prize. As you take your first steps, you hope you are up the task. Use strategy to block and delay the other emissaries in the desperate race to and from Wieseburh. Will you bribe orcs, pay a travelling wizard to call down lighting from the skies, or is a simple rockslide enough? Should you go it alone or try to ally with others? Remember: even if you’re not the one who reaches Wieseburh first, accidents can happen on the road home…. and even should you win the race, who knows what you may find and what effects it may have? Artifacts of Linmarch is a new and exciting board game that mixes a traditional board game with a digital element. Random artifacts and events gives endless replay value