

NAME:

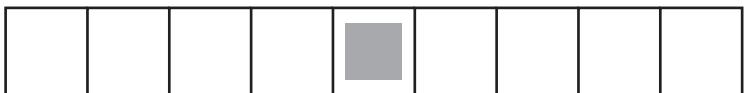
EPITHET:

INFLUENCE		MOVEMENT	
I		5	10
II		15	20
III		25	30
IV		35	40
V		45	50

RESOURCES



CORRUPTION



ASCETIC

MAGICAL

HERETIC

LEADER OF AUTUMN

HANGING INVITATION

ROLE & GOAL

CHEAT SHEET

1. Move your player
2. If your tile is:
 - A. New Tile -> Exploration Event
 - B. Resource Tile -> Harvest or Normal Event
 - C. Normal Tile -> Normal Event
3. Extra Actions
 - A. Cast
 - B. Build
 - C. Trade

Start of season:

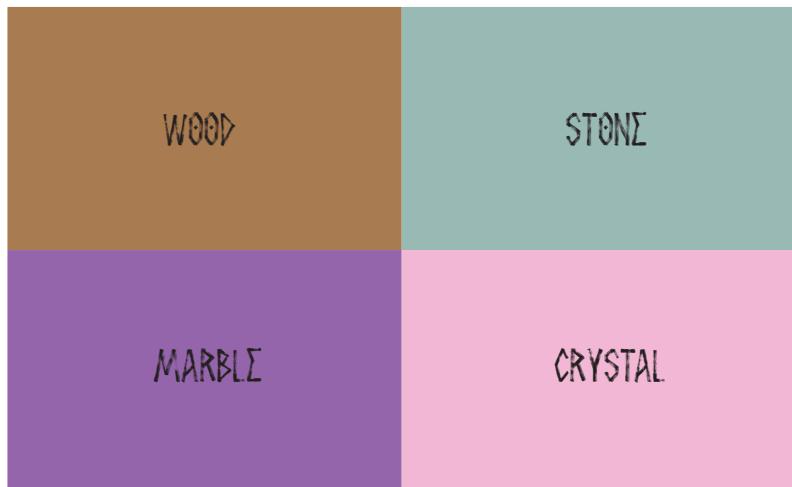
Leader rolls dice (0-2) and replenish each resource (not tile) on the board by that amount.

NAME:

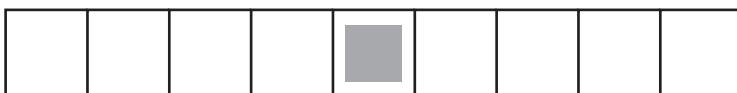
EPITHET:

INFLUENCE		MOVEMENT		
I		5		10
II		15		20
III		25		30
IV		35		40
V		45		50

RESOURCES



CORRUPTION



ASCETIC

MAGICAL

HERETIC

LEADER OF SPRING

HANGING INVITATION

ROLE & GOAL

CHEAT SHEET

1. Move your player
2. If your tile is:
 - A. New Tile -> Exploration Event
 - B. Resource Tile -> Harvest or Normal Event
 - C. Normal Tile -> Normal Event
3. Extra Actions
 - A. Cast
 - B. Build
 - C. Trade

Start of season:

Leader rolls dice (0-2) and replenish each resource (not tile) on the board by that amount.

NAME:

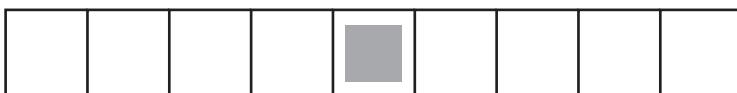
EPITHET:

INFLUENCE		MOVEMENT		
I		5		10
II		15		20
III		25		30
IV		35		40
V		45		50

RESOURCES



CORRUPTION



ASCETIC

MAGICAL

HERETIC

LEADER OF SUMMER

HANGING INVITATION

ROLE & GOAL

CHEAT SHEET

1. Move your player
2. If your tile is:
 - A. New Tile -> Exploration Event
 - B. Resource Tile -> Harvest or Normal Event
 - C. Normal Tile -> Normal Event
3. Extra Actions
 - A. Cast
 - B. Build
 - C. Trade

Start of season:

Leader rolls dice (0-2) and replenish each resource (not tile) on the board by that amount.

NAME:

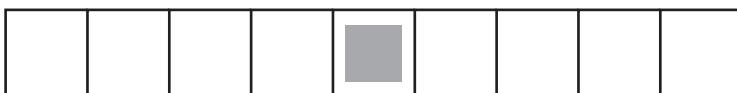
EPITHET:

INFLUENCE		MOVEMENT		
I		5		10
II		15		20
III		25		30
IV		35		40
V		45		50

RESOURCES



CORRUPTION



ASCETIC

MAGICAL

HERETIC

LEADER OF WINTER

HANGING INVITATION

ROLE & GOAL

CHEAT SHEET

1. Move your player
2. If your tile is:
 - A. New Tile -> Exploration Event
 - B. Resource Tile -> Harvest or Normal Event
 - C. Normal Tile -> Normal Event
3. Extra Actions
 - A. Cast
 - B. Build
 - C. Trade

Start of season:

Leader rolls dice (0-2) and replenish each resource (not tile) on the board by that amount.