

NAME:

EPITHET:

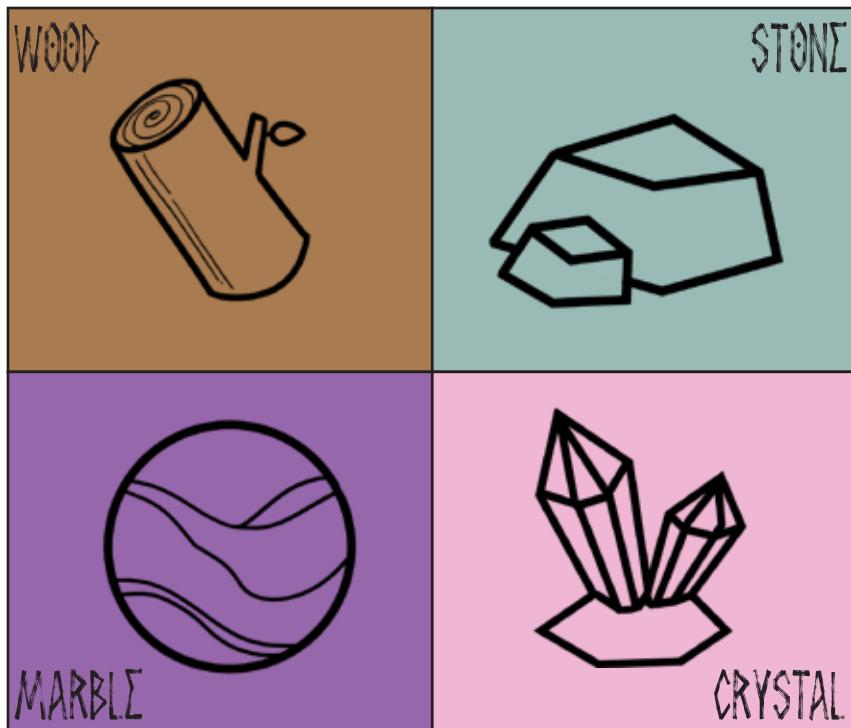
## INFLUENCE

I					6 					II 
12					17 					22 
23					28 					33 

## MOVEMENT

I	2	3	4	5	6	7	8	9	10	II
---	---	---	---	---	---	---	---	---	----	----

## ALIGNMENT



# LEADER OF AUTUMN

HANGING INVITATION

ROLE & GOAL

YOUR FIRST SPELL:

VERB

SUBJECT

ADJECTIVE



NAME:

EPITHET:

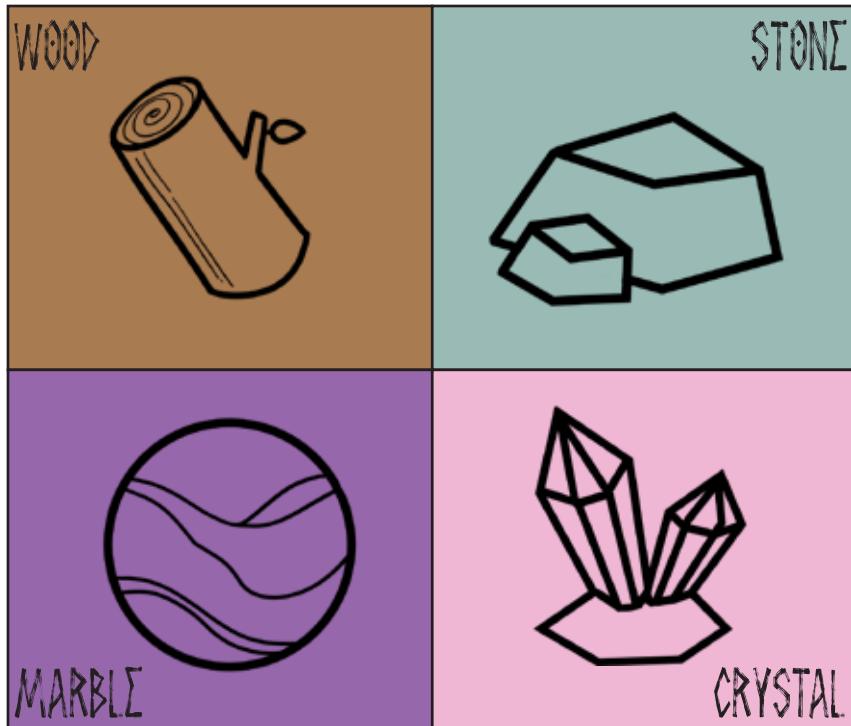
## INFLUENCE

1					6 				11 
12					17 				22 
23					28 				33 

## MOVEMENT

1	2	3	4	5	6	7	8	9	10	11
---	---	---	---	---	---	---	---	---	----	----

## ALIGNMENT



# LEADER OF SPRING

HANGING INVITATION

ROLE & GOAL

YOUR FIRST SPELL:

VERB

SUBJECT

ADJECTIVE



NAME:

EPITHET:

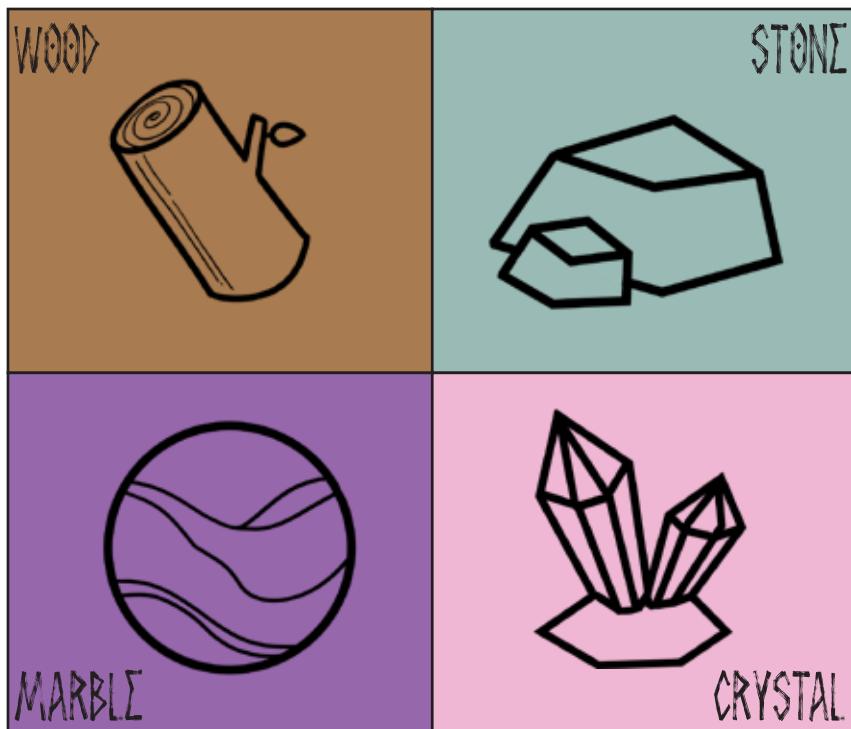
## INFLUENCE

I					6 6					II II
12					17 17					22 22
23					28 28					33 33

## MOVEMENT

I	2	3	4	5	6	7	8	9	10	II
---	---	---	---	---	---	---	---	---	----	----

## ALIGNMENT



# LEADER OF SUMMER

HANGING INVITATION

ROLE & GOAL

YOUR FIRST SPELL:

VERB

SUBJECT

ADJECTIVE



NAME:

LEADER OF WINTER

EPITHET:

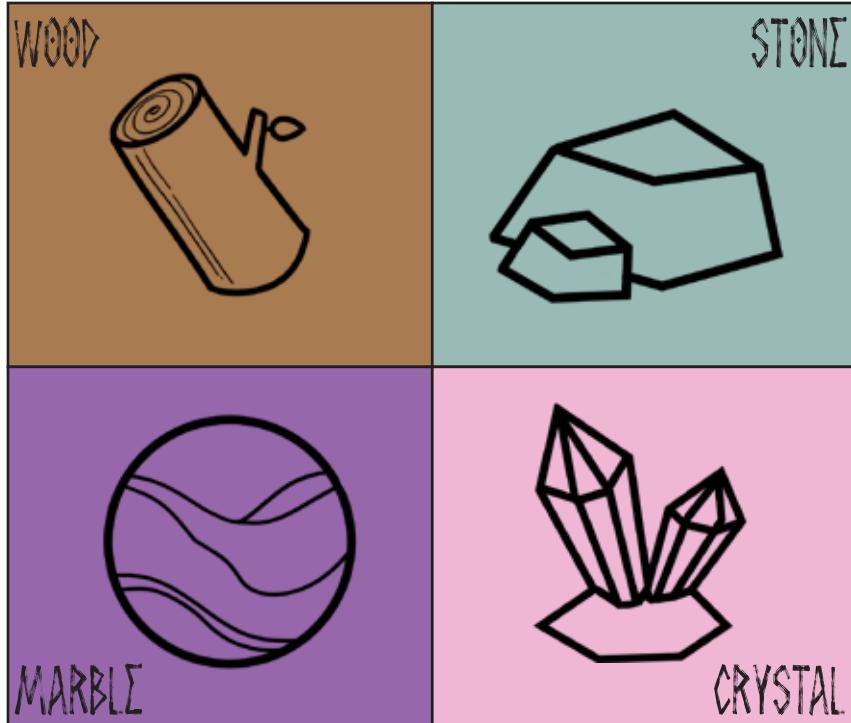
INFLUENCE 

I					6 					II 
12					17 					22 
23					28 					33 

MOVEMENT 

I	2	3	4	5	6	7	8	9	10	II
---	---	---	---	---	---	---	---	---	----	----

ALIGNMENT 



HANGING INVITATION

ROLE & GOAL

YOUR FIRST SPELL:

VERB

SUBJECT

ADJECTIVE



<p><b>Each turn:</b></p> <ol style="list-style-type: none"> <li>Move your player  tiles</li> <li>If your tile is:             <ul style="list-style-type: none"> <li>A. New Tile (you step off the board) -&gt; Exploration Event</li> <li>B. Resource Tile -&gt; Harvest or Normal Event</li> <li>C. Completed Building Tile -&gt; Visit then Normal Event</li> <li>D. Normal Tile, Incomplete Building Tile -&gt; Normal Event</li> </ul> </li> </ol> <p><b>Extra Actions:</b>  <i>You may take one of each of these each turn, at any time during your turn.</i></p> <ul style="list-style-type: none"> <li>• Cast</li> <li>• Build</li> <li>• Trade</li> </ul> <p><b>Seasons:</b></p> <ul style="list-style-type: none"> <li>• <b>(R) Replenishment:</b> Roll the Replenishment Dice and move the pips up on all resource dice up accordingly per resource.</li> <li>• <b>Every 5 turns:</b> (At the start of the game, the Leader of Spring Replenishes on the 5th turn)             <ul style="list-style-type: none"> <li>After your roll, hand off the Leader Gem to the next season.</li> <li>When you have the Leader Gem, you can donate to the Capital's Construction.</li> </ul> </li> </ul>	<p><b>WHAT'S IN A TURN? A SEASON?</b></p> <p><b>Each turn:</b></p> <ol style="list-style-type: none"> <li>Move your player  tiles</li> <li>If your tile is:             <ul style="list-style-type: none"> <li>A. New Tile (you step off the board) -&gt; Exploration Event</li> <li>B. Resource Tile -&gt; Harvest or Normal Event</li> <li>C. Completed Building Tile -&gt; Visit then Normal Event</li> <li>D. Normal Tile, Incomplete Building Tile -&gt; Normal Event</li> </ul> </li> </ol> <p><b>Extra Actions:</b>  <i>You may take one of each of these each turn, at any time during your turn.</i></p> <ul style="list-style-type: none"> <li>• Cast</li> <li>• Build</li> <li>• Trade</li> </ul> <p><b>Seasons:</b></p> <ul style="list-style-type: none"> <li>• <b>(R) Replenishment:</b> Roll the Replenishment Dice and move the pips up on all resource dice up accordingly per resource.</li> <li>• <b>Every 5 turns:</b> (At the start of the game, the Leader of Spring Replenishes on the 5th turn)             <ul style="list-style-type: none"> <li>After your roll, hand off the Leader Gem to the next season.</li> <li>When you have the Leader Gem, you can donate to the Capital's Construction.</li> </ul> </li> </ul>
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# ICONOGRAPHY



## Influence

- Gained through Buildings and Events



## Speed

- Gained through Influence and Buildings



## Wild Resource

- Take one of any Resource from the stockpile



## Wood



## Crystal



## Stone



## Influence

- Gained through Buildings and Events



## Speed

- Gained through Influence and Buildings



## Wild Resource

- Take one of any Resource from the stockpile



## Wood



## Wood



## Stone



## Marble



## Marble



## Influence

- Gained through Buildings and Events



## Speed

- Gained through Influence and Buildings



## Wild Resource

- Take one of any Resource from the stockpile



## Wood



## Crystal



## Stone



## Influence

- Gained through Buildings and Events



## Speed

- Gained through Influence and Buildings



## Marble



## Wild Resource

- Take one of any Resource from the stockpile



## Wood



## Stone



## Marble

# ICONOGRAPHY

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## Influence

- Gained through Buildings and Events



## Speed

- Gained through Influence and Buildings



## Wild Resource

- Take one of any Resource from the stockpile



## Crystal



## Wood



## Alignment

- Adjusted through Spells, Events, and certain Buildings



## Stone



## Sun-Aligned (Ascetic)

- If you are guided by an Ascetic Character while being Ascetic, gain the Aligned bonus



## Marble



## Replenish

- Roll 0-2 and add that many pips back to all dice of that resource type

# ICONOGRAPHY



## Influence

- Gained through Buildings and Events



## Speed

- Gained through Influence and Buildings



## Wild Resource

- Take one of any Resource from the stockpile



## Crystal



## Wood



## Alignment

- Adjusted through Spells, Events, and certain Buildings



## Stone



## Sun-Aligned (Ascetic)

- If you are guided by an Ascetic Character while being Ascetic, gain the Aligned bonus



## Marble



## Moon-Aligned (Wild)

- If you are guided by a Wild Character while being Wild, gain the Aligned bonus

## Replenish

- Roll 0-2 and add that many pips back to all dice of that resource type

 Basilica R:28  
L:4

2	2
3	0

 3

*Completion effect:*  
Adjust your alignment to whatever you want.

*Upon visiting this building:*  
adjust sanity by 2. You may cast an additional spell this turn.

 Baths R:12  
L:3

0	2
2	0

 2

*Completion effect:*  
place a floodplain

*Upon visiting this building:*  
flood a plains

 Aqueduct R:18  
L:3

0	3
3	0

 2

*Completion effect:*  
change a plains into a resource tile, gather, then populate

*Upon visiting this building:*  
gather stone with 1d6

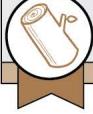
 Amphitheater R:18  
L:3

0	3
0	3

 2

*Completion effect:*  
take two sigils

*Upon visiting this building:*  
exchange one sigil with the bank

 Marketplace R:6  
L:2

2	0
1	0

 2

*Completion effect:*  
Unlock a trade with the bank:  
3R:1R

*Upon visiting this building:*  
trade with anyone, anywhere.

 Hospital R:12  
L:3

2	2
0	0

 2

*Completion effect:*  
place a plains

*Upon visiting this building:*  
adjust sanity by 1

 Hippodrome R:36  
L:4

1	1
4	3

 3

*Completion effect:*  
get +1 influence per layer from now on

*Upon visiting this building:*  
engage in a duel

 Farm R:6  
L:2

3	0
0	0

 1

*Completion effect:*  
+1 influence per adjacent farm

*Upon visiting this building:*  
gather wood with 1d6



 **Sewers** R:24  
L:4

0	3
3	0

 3

*Completion effect:*  
add three sewer tiles below this tile and two adjacent tiles. +6 influence

*Upon visiting this building:*  
enter the sewers.

 **Pendantmaker** R:12  
L:2

4	0
0	2

 2

*Completion effect:*  
take a sigil

*Upon visiting this building:*  
You may pay 4 crystals to receive a spell component of any kind.

 **University** R:28  
L:4

3	2
2	0

 3

*Completion effect:*  
get +2 same resource on gather

*Upon visiting this building:*  
gather marble with 1d6

 **Stoas** R:9  
L:3

0	3
0	0

 1

*Completion effect:*  
+4 influence

*Upon visiting this building:*  
move again

 **Housing** R:6  
L:2

2	1
0	0

 2

*Completion effect:*  
+2 influence

*Upon visiting this building:*  
Take an additional Extra Action this turn OR take an Extra Action with no location restriction.

 **Portal Circle** 5

*Completion effect:*  
Place two Portal Circle tiles anywhere on the board. You may move to one of the two portal tiles.

*Upon visiting this building:*  
Instantly teleport to the other Portal Circle without expending your speed.

*This is an event-locked building.*  
You cannot build this unless you draw the relevant Normal Event.

 **Scryer's Tower** 5

*Completion effect:*  
Place the Scryer's Tower on any empty tile. Gain 1 influence for each adjacent Cave or Crystal building (Pendantmaker, Amphitheater, Hippodrome)

*Upon visiting this building:*  
The next time you take any kind of event card, draw 2 and choose from between them

*This is an event-locked building.*  
You cannot build this unless you draw the relevant Normal Event.

 **Fishing Spot** 3

 *Completion effect:*  
Place the Fishing spot on a lake. Gain 1 influence per each adjacent floodplain. Once placed, it is possible to traverse over the lake.

*Upon visiting this building:*  
Roll 1d6. If you get a 5 or a 6, you have caught a fish! Gain 1 influence.

*This is an event-locked building.*  
You cannot build this unless you draw the relevant Normal Event.



	<b>THE SHEPHERD OF ARCADIA</b>
+1 resource added to populate rolls (maximum remains unchanged)	
<b>When aligned:</b>	<b>When unaligned:</b>
You may pay 1 resource to reroll a population dice. You must keep the result. This can populate empty tiles.	You may populate and replenish up to 2d6. 2d6 is their new maximum.
5	15
Discover 2 of every resource type	Populate 3 tiles to their maximum (not including season leading)

	<b>THE WOODLAND NYMPH</b>
+1 wood on gathering in forests	
<b>When aligned:</b>	<b>When unaligned:</b>
+1 wood on all gathers (total +2 wood on forest gather)	(Replaces ability) +1 stone or marble on quarry or basin gathers.
5	15
Get 20 wood	Spend 40 wood

	<b>THE ORACLE</b>
start with +1 sigil	
<b>When aligned:</b>	<b>When unaligned:</b>
All sigil gaining events or purchases are half their cost.	Upon entering this alignment, discard down to 1 sigil. Each sigil discarded -> +3i
5	15
have 2 completed spells	win a duel/cast a spell successfully on each player

	<b>THE SILVER-TONGUED ENVOY</b>
you can have 2 hanging invitations	
<b>When aligned:</b>	<b>When unaligned:</b>
You may bargain to take other players' hanging invitations. Deals about this are a form of Trade.	Hanging invitations are half the cost to complete.
5	15
complete 2 hanging invitations	complete 6 hanging invitations

	<b>THE CYCLOPS</b>
layers for stone-foundation building cost 1 less stone	
<b>When aligned:</b>	<b>When unaligned:</b>
All first layers cost one less stone	layers for any foundation cost 1 less stone
5	15
build 2 stone buildings	build 5 stone buildings

	<b>THE FOREST SPIRIT</b>
when you gather resources, subtract one less pip from the resource tile while keeping the amount you gather	
<b>When aligned:</b>	<b>When unaligned:</b>
(Replaces ability) After gathering, roll 1d4 and replenish that resource tile.	(Replaces ability) Roll 1d6 for gathers.
5	15
get 8 of each resource	spend 20 of each resource

	<b>THE HORN OF AMALTHEA</b>
+1 on replenishment rolls	
<b>When aligned:</b>	<b>When unaligned:</b>
Upon a successful spellcast, you may Replenish one resource type.	(Replaces ability) Upon gathering, gather again.
5	15
cast a spell to take over someone's replenishment roll	lead all four seasons at some point

	<b>THE PROLIFIC BUILDER</b>
full refund of final layer upon completion	
<b>When aligned:</b>	<b>When unaligned:</b>
-1 unique resource discount on layers	Upon visiting a building you do not own, you may additionally take the Owner Visit Bonus.
5	15
build 3 farms	build 6 buildings





## THE POLITICIAN

Double the influence gained from the last layer of a building.

### When aligned: When unaligned:

You have 0 votes on spells. Overriding votes cost only 1 influence.

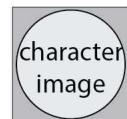
You have 2 votes on spells.



gain 3 influence from your ability



build one of each foundation type



## THE HEROIC VOYAGER

+1 on exploration bonus rolls

### When aligned: When unaligned:

Take an exploration bonus roll whenever you finish your turn on a resource tile.

You may ignore the Exploration Event and instead place a plains.



find one of each tile type (excluding volcano)



discover 15 tiles



<b>AMPHITHEATER</b> CERTIFICATE OF COMPLETION: ♦♦♦	<b>AQUEDUCT</b> CERTIFICATE OF COMPLETION: ♦♦♦	<b>BASILICA</b> CERTIFICATE OF COMPLETION: ♦♦♦	<b>FISHING SPOT</b> CERTIFICATE OF COMPLETION:
If someone visits <b>your building</b> : +1 crystal	If someone visits <b>your building</b> : also get 1 copy	If someone visits <b>your building</b> : you may adjust your sanity by 1	Upon visiting this building: Roll 1d6. If you get a 5 or a 6, you have caught a fish! Gain 1 influence.

<b>BATHS</b> CERTIFICATE OF COMPLETION: ♦♦♦	<b>FARM</b> CERTIFICATE OF COMPLETION: ♦♦♦	<b>HIPPODROME</b> CERTIFICATE OF COMPLETION: ♦♦♦	<b>SCRAYER'S TOWER</b> CERTIFICATE OF COMPLETION:
If someone visits <b>your building</b> : you may dry or flood one tile	If someone visits <b>your building</b> : +1 wood	If someone visits <b>your building</b> : +1 vote on objection during the duel	Upon visiting this building: The next time you take any kind of event card, draw 2 and choose from between them

<b>HOSPITAL</b> CERTIFICATE OF COMPLETION: ♦♦♦	<b>MARKETPLACE</b> CERTIFICATE OF COMPLETION: ♦♦♦	<b>PENDANTMAKER</b> CERTIFICATE OF COMPLETION: ♦♦♦	<b>PORTAL CIRCLE</b> CERTIFICATE OF COMPLETION:
If someone visits <b>your building</b> : you may move once towards a plains	If someone visits <b>your building</b> : you may object to the trade	If someone visits <b>your building</b> : +1 crystal	Upon visiting this building: Instantly teleport to the other Portal Circle without expending your speed.

<b>SEWERS</b> CERTIFICATE OF COMPLETION: ♦♦♦	<b>STOAS</b> CERTIFICATE OF COMPLETION: ♦♦♦	<b>UNIVERSITY</b> CERTIFICATE OF COMPLETION: ♦♦♦	<b>HOUSING</b> CERTIFICATE OF COMPLETION: ♦♦♦
If someone visits <b>your building</b> : you may enter the sewers	If someone visits <b>your building</b> : +1 speed next move	If someone visits <b>your building</b> : also get 1 copy	If someone visits <b>your building</b> : You may take a Build Action

<b>FISHING SPOT</b>	<b>BASILICA</b>	<b>AQUEDUCT</b>	<b>AMPHITHEATER</b>
CERTIFICATE OF COMPLETION:	INFORMATIONAL PAMPHLET:	INFORMATIONAL PAMPHLET:	INFORMATIONAL PAMPHLET:

*Upon visiting this building:*  
Roll 1d6. If you get a 5 or a 6, you have caught a fish! Gain 1 influence.

*Upon visiting this building:*  
adjust sanity by 2. you may cast an additional spell this turn.

*Upon visiting this building:*  
gather stone with 1d6

*Upon visiting this building:*  
exchange one sigil with the bank

<b>SCRAYER'S TOWER</b>	<b>HIPPODROME</b>	<b>FARM</b>	<b>BATHS</b>
CERTIFICATE OF COMPLETION:	INFORMATIONAL PAMPHLET:	INFORMATIONAL PAMPHLET:	INFORMATIONAL PAMPHLET:

*Upon visiting this building:*  
The next time you take any kind of event card, draw 2 and choose from between them

*Upon visiting this building:*  
engage in a duel

*Upon visiting this building:*  
gather wood with 1d6

*Upon visiting this building:*  
flood a plains

<b>PORTAL CIRCLE</b>	<b>PENDANTMAKER</b>	<b>MARKETPLACE</b>	<b>HOSPITAL</b>
CERTIFICATE OF COMPLETION:	INFORMATIONAL PAMPHLET:	INFORMATIONAL PAMPHLET:	INFORMATIONAL PAMPHLET:

*Upon visiting this building:*  
Instantly teleport to the other Portal Circle without expending your speed.

*Upon visiting this building:*  
You may pay 4 crystals to receive a spell component of any kind.

*Upon visiting this building:*  
trade with anyone, anywhere.

*Upon visiting this building:*  
adjust sanity by 1

<b>HOUSING</b>	<b>UNIVERSITY</b>	<b>STOAS</b>	<b>SEWERS</b>
INFORMATIONAL PAMPHLET:	INFORMATIONAL PAMPHLET:	INFORMATIONAL PAMPHLET:	INFORMATIONAL PAMPHLET:

*Upon visiting this building:*  
Take an additional Extra Action this turn OR take an Extra Action with no location restriction.

*Upon visiting this building:*  
gather marble with 1d6

*Upon visiting this building:*  
move again

*Upon visiting this building:*  
enter the sewers.