Exploration Token Overview

Land Exploration Tokens x70

Bonus Resources: *Another traveler has been here recently and dropped a small rucksack.* Immediately gain 1 Resource of each type shown. This may include gaining multiple Resources. ***Discard the token after use.***

Entanglement: *Bramble and briar come alive and twist around your body faster than you have strength to cut it away.* For Land Units to leave this Region, you must pay 1 per Unit. ***Keep this token in its Region.*** *If two Entanglements occupy the same Region then remove one from the game.*

Farm: *You notice the exposed ribs of a neglected laborer and wonder if tossing him a morsel may persuade him to leave this farm and join your army.* You may immediately pay 1 to place 1 Serf from your supply into this Region. If this Region cannot hold any more Units, place the Serf into your Courtyard. ***Discard this token after use.***

Fort: *The walls of this abandoned stronghold are scorched and battered from battles long ago but perhaps you will find victory here.* +1 when defending this Region. ***Keep this token in its Region.***

Mines: *A small band of rogue Kobolds snore by the opening of a vast and cavernous mine, leaving its riches unguarded.* Immediatey gain any 3 Resources of your choice. ***Discard this token after use.***

Monster: *Some unnatural beast, baring yellow fangs, ambushes you, leaving you bewildered and uncertain whether to fight or flee.* If your army has at least 3 *Natural Strength*, defeat this *Monster* and gain 1. If it does not, your army must move to your Capital City or to the Region of a Tower you control. ***Discard this token after use.***

Mysterious Wizard Tower: *Atop his tower, a shriveled old wizard babbles incoherently, his sanity lost to living in isolation, but his wisdom may yet prove useful.* When your army ends movement here (*including when this token is revealed*), you may pay 1 to perform a free *Research Action* (*cannot be followed*). ***Keep this token in its Region.*** *If two Towers occupy the same Region then remove one from the game.*

Portal: *Swirling light rips through the air before you, revealing some distant land.* Each Region with a Portal is considered adjacent. ***Keep this token in its Region.*** *If two Portals occupy the same Region then remove one from the game.*

Rogue: *A hooded figure approaches from the darkness and offers to spy on your foe for a price. His shifty demeanor convinces you it would be unwise to refuse him.* Immediately pay 1 to look at 1 Spell Card from a player's Spell Library. If you don't pay, lose 1 Unit in this Region. ***Discard the token after use.***

Unstable Ground: *The ground beneath your feet rumbles and the earth suddenly splits open, knocking you backward off your feet.* You must immediately move all Land Units in this Region into an adjacent Region of your choice (*this may result in a Battle*). ***Discard this token after use.***

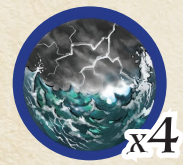
Village: *The denizens of this quaint village are kind and would surely shower a leader like you with glory.* The player that controls this Region at the end of the game gains 2. ***Keep this token in its Region.***

Wandering Knight: *At a secluded tavern, a war-weary deserter wistfully recounts tales of many great battles across Aughmoore. A mere token would likely coerce him back into the fray.* You may immediately pay 1 to place 1 Warrior from your supply into this Region. If this Region cannot hold any more Units, place the Warrior into your Courtyard. ***Discard this token after use.***

Sea Exploration Tokens x24

Bonus Resources: *A small abandoned boat knocks against your vessel. Glancing overboard, you see the crew has left something behind.* Immediately gain 1 Resource of each of the 2 types shown. ***Discard the token after use.***

Island Traders: *Through the mist ahead, you make out a tiny island. As you sail along its shore, members of an indigenous tribe beckon you with valuable commodities at their feet.* When you end your *Sail* here (*including when it is revealed*), you may exchange any number of Resources within your own supply at a *1:1 ratio*. ***Keep this token in its Region.***



Mystical Storm: *A thunderclap erupts and the once still waters churn around your creaking vessel.* Immediately move your Sea Vessel to any Shore Region of your choice (*this may result in a Battle*). ***Discard the token after use.***

Pirates: *A cannon blast from a distant ship prepares you to be boarded. The scurvy fiends will demand something of value or else they'll have your blood.* When you enter this Region you must pay 2. If you pay, gain 1 and move the *Pirates* to any **unoccupied Sea Region** of your choice. If you cannot pay, you must lose 1 Unit from the Sea Vessel (*if the Vessel is empty then lose the Vessel*) and then move the *Pirates* as above. ***Keep this token in its Region, the Region it is moved to until it is moved again.***

Sea Monster: *The sea parts as a serpent raises his enormous scaly neck out of the surf and eyes your vessel.* If your army has at least 6 *Natural Strength*, defeat this *Sea Monster* and gain 3. If it does not, your army must move to the Shore Region of your Capital City or of a Tower you control. ***Discard this token after use.***

Stranded Fisherman: *Fear in his eyes, the fisherman reaches a withered arm out for help from his rapidly sinking skiff.* If your Sea Vessel has room for 1 occupant, you may place 1 Serf from your supply into your Sea Vessel. ***Discard this token after use.***

The 4 "X-Objectives"

- **eXplore** – All Land Exploration Tokens in the game have been revealed.
- **eXpand** – All of a player's Serfs and Warriors are in play.
- **eXploit** – All 3 of a player's Towers are in play.
- **eXterminate** – A player has destroyed another player's Capital City.

Playing a Round

Each round has **3 phases** performed in order:

1. **Action Selection** – Starting with the first player, each player selects and performs one action. This process of everyone selecting actions will be **done twice**, so each player has **used both of their Action Tokens**.

2. **Collection** – All players simultaneously **collect Resources** based on the Regions they control and **draw 1 Spell Card** into to their *Spell Library*.

3. **Round End** – All players **remove Action Tokens and *Serfs*** from Action Slots, placing them back into their Courtyards. Roatate any Scribed Spells that have been cast 90°. The **First Player Token** is then passed clockwise to the next player, and the next round begins.

Game Map Overview

Note: Regions, other than Capital City Regions, can only contain a maximum of 5 Units of a single Faction. Capital City Regions do not have a Unit maximum.

Resource Regions:

Mountains yield Ore

Forests yield Mana

Plains yield Food

Swamp, Desert, and Capital City Regions yield NO Resources and are not Resource Regions.

Action Selection Overview

Capital Actions: Can be "***Followed***" by other players using a Serf.

Recruit Units: Pay Resources to Recruit 1 new Serf (*or 2 for* 3), Warrior, Hero, or a Vessel. To Recruit a Hero or a Vessel, the required building must be built on the Capital City Board.

Build: Pay Resources to do 1 of the following:

- Build a new building on the Capital City Board (3 + ***1 Serf***).
- Upgrade the Capital City to the Next Level.
- Build a Tower in a Region with a Serf that you control.

Research a Spell: Choose from 2 separate options:

- **Conjure Spells** – draw 3 Spell Cards and choose which spells to keep in the *Spell Library*.
- **Scribe a Spell** – take 1 Spell Card in your *Spell Library* and permanently place it face up in a *Scribed Spell Slot*.

Tax for Resources: Gain 1 type of Resource, the amount of which is labeled in the *Tax Track*. Afterward, move each Resource Token up 1 slot, the highest moving to the lowest.

Command Actions: Can be "***Mustered***" by the active player to immediately perform a second Command Action using a Serf.

March an Army: Move 1 to 5 Units in a single Land Region, into another Land Region.

Sail a Sea Vessel: Move a Sea Vessel and its occupants. Sea Vessels can only Sail to Sea Regions or *Dock* on a Shore Region.

- Shores separate Land and Sea Regions
- Sea Regions are separated by Ferry Routes

Fly an Air Vessel: Move an Air Vessel and its occupants. Air Vessels can move through all types of Regions but cannot end movement on a Sea Region.

Cast a Spell: Pay to cast a **Spell Card** from your *Spell Library* OR *Scribed Spell Slot*. If the Spell is cast from your Spell Library, discard it after use.
If a Scribed Spell is cast, rotate it 180° to show it is "Exhausted" and not usable until after the end of the next round.