

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. Immediately 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.**



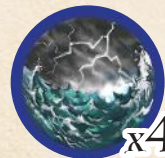
Sea Exploration Tokens x24



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"

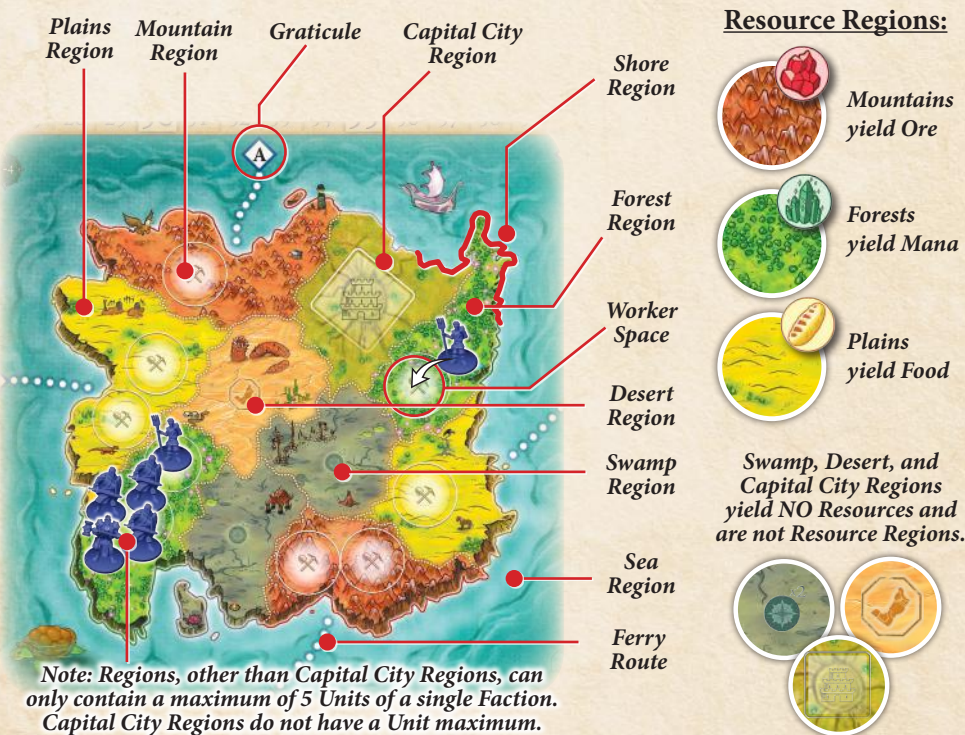
- * **eXplore** – All Land Exploration Tokens in the game have been revealed.
- * **eXpand** – All of a player's Serfs and Warriors are in play.
- * **eXploit** – All 3 of a player's Towers are in play.
- * **eXterminate** – A player has destroyed another player's Capital City.

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. Rotate 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



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 1 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.