



Guild Phase Page 10

If playing advanced guild mode, choose an additional guild ability.



1 wood per round



+5 hand limit

This increases your base hand limit from 7 to 12.
You can build storehouses to further increase your hand limit.



2 Walls (Advanced Guild Ability)

Place a wall on each built outpost. Every time you build another outpost, you may place a wall with it if you have one available. Once per turn, each of your walls on the board gives you 1 resource from its space. A wall is the first thing attacked and gives you +1 defense on that space. If defeated, a wall is removed without any other penalty. Other players can't move onto walled spaces unless they unlock the first politics ability.

Dragon Phase Page 14

Spawn dragons & resolve any swarms or dragon attacks.

Action Phase Page 16

Spend actions, focus, resources, & abilities.



Build an outpost (page 19)

Build the leftmost outpost by paying the cost to the left and gaining the renown underneath. You must build on the space where your character is. You can't build on a worker space, a nest space, or a space with another outpost. Each outpost harvests 1 resource from its space at the end of each round.



Move your character (page 18)

Spend 1 focus to move your character to an adjacent space (not diagonal). You can't move onto a space with a dragon, nest, or character without attacking (which is an additional action).



Recruit a worker from a worker space (page 18)

When your character is on a worker space, pay any combination of 2 resources to collect 1 worker. This action does not use focus.



Buy an action card (page 19)

Pay 2 focus to draw 1 action card. Action cards can be played at any time on any player. Playing an action card isn't considered an action - but buying one is.



Buy a market card (page 19)

The cost of each market card is at the top of the card, and the benefit is at the bottom. This action does not use focus.



Attack (pages 22-23)

Pay 1 focus and either 1 worker or 2 renown to attack. Your character must be on the space where you're attacking.































Upgrade an outpost (page 20)









Each outpost can be upgraded once. You must build an upgrade on the space where your character and outpost are. Each of the 4 upgrade types has its own cost and unique ability. Every upgrade also gives you 3 renown and 2 research abilities. You can build multiples of the same upgrade type.

Harvest Phase Page 24

Collect, resolve hand limit, & prepare for the next round.

| | | | |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  Your character may share a space with other characters. (only 1 character needs this per space) |  Collect 1 action card per round |  Collect 7 renown |  Collect 2 renown per space where you have an outpost or character when you unlock this |
|  Roll the fortune die once per round |  Collect 2 focus per round |  Roll the fortune die once per round (twice total) |  Collect 1 additional renown for each future market card you purchase |
|  +1 defense strength (move your defense strength tracker up by 1) |  Collect 1 wood, food, or stone per round |  +1 defense strength (move your defense strength tracker up by 1) |  Collect 1 renown for each building you own when you unlock this (outposts and outpost upgrades count separately) |
|  +1 attack strength (move your attack strength tracker up by 1) |  +1 attack strength (move your attack strength tracker up by 1) |  Collect 2 renown for each attack that you win |  +1 attack strength (move your attack strength tracker up by 1) |

| | | |
|--------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------|
|  Ability Type: Continuous |  Defense / Defense Strength / Fortification |  Outpost |
|  Ability Type: One-Time |  Dragon |  Outpost Upgrade |
|  Ability Type: Recurring |  Focus |  Renown / Politics |
|  Ability Type: Strengthen |  Fortune Die |  Research Ability |
|  Action Card |  Game Mode: Competitive |  Roll the Indicated Die |
|  Attack / Attack Strength / Conquest |  Game Mode: Cooperative |  Resource: Food |
|  Battle Won / Round Requirement |  Hand Limit |  Resource: Stone |
|  Board Space |  Market / Commerce |  Resource: Wood |
|  Character |  Movement |  Special Resource: Worker |
| |  Nest | |

| | | | | |
|------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------|
| Battle Sequence | Choose a target* Declare what you're attacking and move there. <small>*Skip these steps if a dragon is attacking you.</small> | Pay to attack* Pay 1 focus and either 1 worker or 2 renown. | Determine battle strengths Calculate the attacker and defender battle strengths. (below & page 22) | Resolve the aftermath Based on the scenario, determine next steps. (page 23) |
| Your Battle Strength |  Attack or Defense Strength (found on player board) |  Number of Workers |  Battle Die Roll |  Action Cards (if played) |
| Dragon & Nest Battle Strength |  Current Dragon Strength (found on round tracker) Multiply by the number of dragons on the space |  Current Nest Strength* (found on round tracker) <small>*If an undefeated nest is on the space</small> |  Dragon Die Roll |  Action Cards (if played) |