

Terra Mystica

Game End and Goal: The game ends after all players have Passed in the Action phase of 6th round. After final scoring the player with most VPs wins.

Setup:

- Put the **Main Board** and **Cult Board** in the middle of the table.
 - Make supply piles for the remaining **Workers** (Cubes NOT meeples), and **Coins** next to the Main Board.
- The player who most recently gardened is the **Starting Player**, and receives the **orange Starting Player Token**.
- Assign Factions:** Give the Starting Player all **7 Faction Boards**. They choose 1 of the 14 Factions (*remember boards are double-sided*), and pass the remaining boards clockwise to the next player. Repeat this process until all players have **1 Faction Board**.
- Each player takes the following components in their faction colour:
 - 7 Priests** (Meeples)– Place them next to your Faction Board.
 - Structures (**8 Dwellings, 4 Trading Houses, 1 Stronghold, 3 Temples, and 1 Sanctuary**). Place each structure on its silhouetted spot on your Faction Board.
 - 7 Markers** (Cylinders)
 - Put **1 Marker** on the **'0' space** of your **Shipping Track**
 - Put **1 Marker** on the **'3' space** of the **Exchange Track** (spade)
 - Put **1 Marker** on the **'20' space** of the **VP Track**
 - Take **4 Markers** and place **1** on the **'0' space** of **each of the 4 Cult Tracks**
 - 3 Bridges** – Place them next to your **Faction Board**.
- Do Faction-specific setup:** Each Faction Board has icons next to the faction's name that indicate how the faction should be set up:
 - Where **Resources** (Coins/Workers) are shown, take them from supply and place them next to your board.
 - Where **Cult Icons** are shown, advance your **Cult Track Marker** once per icon on the depicted Cult Track.
 - Take **12 Power Tokens** from supply and place them your **Bowls of Power** arranged as depicted.
- Set up the Main Board:**
 - Scoring Tiles:** Shuffle the **8 Scoring Tiles**, and deal them one-by-one, face-up, on the Scoring tile track, beginning with the space for the Round 6 tile, in descending order. If a tile is drawn showing a Spade on the left for the 5th or 6th round tile space, put it aside and draw another one instead. Then shuffle it back into the draw pile, and continue drawing until all 6 spaces on the tile track are filled. Cover the right half of the Scoring tile for Round 6 with the Game End token. Put the remaining Scoring tiles in the box.
 - Bonus Tiles:** Shuffle the **9 Bonus Tiles**. Randomly draw bonus for the player count: 5/6/7/8 Tiles for a 2/3/4/5P game. Place them face up next to the Game Board. *Return the rest of the Bonus tiles to the box.*
 - Place 1 Action Token ("X")** next to each of the **6 Power Action Spaces** (lower game board).
 - Take the **28 Favour Tiles (Oval)**, sort them by their faces into **8 Stacks of 3 Tiles**, and **4 Stacks of 1 Tile**. Lay the stacks out in a 3x4 pattern (in columns of matched icons) next to the Main Board to form a display.
 - Lay the **10 Town Tiles** out face-up in 5 stacks of 2 each, sorted by their face.
- Place first structures:** Beginning with the **Starting player** and **proceeding clockwise**, each player take the left-most of their Dwellings from their player board, and places it on a hex of terrain on the Main Board of their **home terrain type** (the terrain type depicted centre-top of their Exchange Track on their Player Board). Then, beginning with the **last player** and proceeding **anti-clockwise**, repeat this process, so each player has placed 2 Dwellings.
- Choose first Bonus tiles:** Beginning with the **last player** and proceeding **anti-clockwise** to the Starting player, each player **takes 1 Bonus Tile**. *Players do not resolve their Bonus Card until the end of the first round.* Place 1 Coin from supply on each of the 3 Bonus tiles that were not selected.

Flow of Play: The game is played in 6 Rounds. Each Round is played in 3 Phases:

- Income Phase
- Action Phase
- Cult Bonuses and Clean-up Phase

Phase 1: Income: Collect resources according to the icons uncovered on your player board by the Structures you have built, the Bonus tile you chose, and any Favour tiles you collected during the game, and place them onto your player board. *Income sources are always indicated by an open hand holding the specific resource, i.e.*

- Income from Structures you have Placed:**
 - Workers** – Collect the number of Workers revealed by your Dwellings having being placed.
 - Coins** – Collect the number of Coins revealed by your Trading Houses having been placed.
 - Priests** – Collect the number of Priests revealed by your Temples and Sanctuary having been placed.
 - Power** – Advance Power Tokens between your Power Bowls for each Power revealed by your Trading Houses or Stronghold being placed (**also see Power, below**).
- Income from your Bonus tile:** Receive the income depicted on the Bonus Tile you selected from last round.
- Income from your Favour Tiles:** Receive the income depicted on any Favour Tiles you hold.

Power Tokens and Bowls: Each player has 12 Power distributed between three bowls (I, II, III).

- **Gaining Power:** If there are any power tokens in Bowl I, a token from Bowl I may be moved to Bowl II for each power that you gain. Once/If Bowl I is empty, a token may be moved from Bowl II to Bowl III for each power that you gain. Once/If all the tokens are in Bowl III, no further power can be gained.
- **Spending Power:** Power can only be spent from Bowl III. For each power spent, move one power token from Bowl III to Bowl I.
- **Sacrificing Power:** If you come to take a Power Action or Auxiliary Action and do not have enough power in Bowl III to perform it, you may **remove 1 power in Bowl II from the game** to promote another power from Bowl II to Bowl III

Power Gain via Structures: Each Structure has a Power value (1/2/3, displayed in bar right of Structures on Faction Board). Whenever a player Builds a Dwelling, or Upgrades a Structure Directly Adjacent to any other player(s), they **MUST** inform those players they are doing so. Each player **sums the Power value of ALL of THEIR structures directly adjacent to the Structure being Built or Upgraded, and may gain an equal amount of Power if they sacrificed [Power Gain-1] Victory Points.** This is an ALL or NOTHING decision, they cannot buy less Power than they are able.

Phase 2: Actions: Beginning with the Starting player and proceeding clockwise, each player takes **exactly 1 Action**. Play continues in this way until all players have passed (Action 8). There are 8 possible actions that can be taken, and all actions except Passing may be taken **more than once per round** (resources permitting):

Auxiliary Actions (Conversions): At any time on your turn, as well as your main action, you may make the following conversions (as many as you like). All power spent on Auxiliary actions must be moved from Bowl III to Bowl I as usual:

- 5 Power -> 1 Priest
- 3 Power -> 1 Worker
- 1 Power -> 1 Coin
- Convert Priest to Worker
- Convert Worker to Coin

Scoring Tiles: Before a Round begins, ensure all players are aware of the **left pane** of the current Scoring Tile. This denotes which **Actions will score bonus VPs** this round. Make sure during the round that any player that does that action gains these VPs **immediately each time** they do the specified action.

Before a Round begins, ensure all players are aware of the **right pane** of the current Scoring Tile. This denotes the **Cult Bonus** each player receives for their position in the specified Cult (Air, Earth, Fire, Water) **during Phase 3 of the round.** The Bonus may be awarded **multiple times** if the player has advanced multiples of the required progress (1/2/4 spaces) in the specified cult.

1. Transform Terrain and Build Dwelling

a. Transforming Terrain (Optional)

If the Terrain you wish to build a Dwelling on is not of your home type, it must be Transformed before you Build. You may convert **exactly 1 unoccupied terrain hex** to your home type. The chosen hex must be **directly or indirectly adjacent** to a hex containing **one of your Structures**. The cost of transformation is **1 Spade per Transformation Step** to reach your home type (see Transformation wheel on your Faction Board) from its current type. To generate the required Spades, **exchange workers for Spades** according to the **Exchange Rate your Exchange Marker currently indicates** on your Faction board. Once the Transformation is complete, place a **Terrain Tile of the your home terrain type** on the hex.

Transformation and Building Notes:

- *Power Actions and Bonus Tiles may also permit you to Transform Terrain. If the Power Action or Bonus tile does not yield enough Spades for the Transformation to reach your home terrain type, workers may be exchanged for Spades at the current Exchange rate to complete the transformation.*
- *A player might gain Spades from Cult Bonuses during Cult Bonus/Clean-Up Phase. Since these Spades are received not within the Action Phase, after you have used these Spades to transform terrain, you may not immediately build a Dwelling, you will need to wait until the next Action Phase.*
- **Spades cannot be stored for future use – they must be consumed when they are received.**
- *If you do not have enough spades to Transform the Terrain to your home type, you may convert as far as you can, placing the appropriate terrain token in the space. You may continue terraforming that hex on a future turn if you take Action 1 again. However, be aware that other players could further transform or build on this space in the meantime.*

b. Building a Dwelling (if able)

Once you have Transformed Terrain (or you may not have needed to), you may build **exactly 1 Dwelling (on the space you just Transformed, if you Transformed)**. Pay a cost of **1 Worker** and **2 Coins** to do so. To be able to build a Dwelling, the following conditions must be met:

- The terrain hex you select must be **of your faction's home terrain type**.
 - If you Transformed a hex prior to building, **you must build on the hex you Transformed.**
 - If you only made a partial transformation, **you may not build a Dwelling** (because you may only build a Dwelling on the space you transformed, and the space hasn't become your home Terrain type).
- The terrain must be **Unoccupied** (free from Structures)
- The terrain must be **Directly or Indirectly Adjacent** to one of **your existing Structures** (see box, below).
- You must be able to afford the cost of the Dwelling (1 worker, 2 coins).

When you build a Dwelling, you use the leftmost Dwelling from your Faction Board.

Direct and Indirect Adjacency

Two hexes of terrain are **Directly Adjacent** if they share a hex edge, or if they are **connected across a river by a bridge**.

Two hexes of terrain are **Indirectly Adjacent** if they are **separated by a river**, but the player has **enough shipping value to cover the distance**.

2. Advancing on the Shipping Track

As an action you may **spend 1 Priest and 4 Coins** to advance on the Shipping Track by **1 space**. **Immediately receive the VP depicted on the new space**. Your shipping range increases by 1. *The benefit of increasing shipping range is to increase your range of indirect adjacency, e.g. to expand across a river using Action (1), you must have sufficient Shipping value to cross it.*

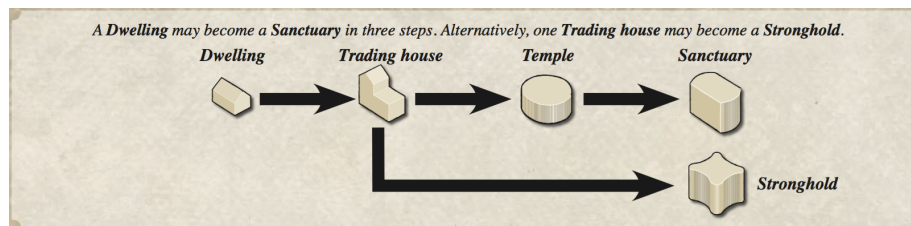
3. Improving the "Exchange Rate" (the conversion rate of Workers to Spades)

If you wish to improve the Exchange Rate, as an action, pay **2 workers, 5 coins and a Priest**. Advance your Exchange Marker 1 space on the Exchange track, and **immediately award the number of VP shown** on the marker's new space.

4. Upgrading an Existing Structure

Upgrading involves returning one of your existing Structures from the main board to the rightmost available space for that structure type on your player board, paying the cost of the new Structure (which must be the next one in the upgrade path), and placing the new Structure onto the main board to hex you just vacated.

- **Dwelling -> Trading House** – Pay 6 Coins, (or **3 Coins if there is an opponent's structure directly adjacent to it**).
- **Trading House -> Temple** – Pay 2 workers and 5 Coins – Immediately choose and receive 1 Favour tile, which can be used from now on. *You may not take a duplicate Favour tile that you already have.* [see Appendix 2: Favour Tiles].
- **Temple -> Sanctuary** (once per game) – Faction dependent cost. Immediately receive a Favour tile. *You may not take a duplicate Favour tile that you already have.*
- **Trading House -> Stronghold** (once per game) – Faction dependent cost. You will now have a faction specific power [Also see Appendix 6: Faction Abilities].



Founding a Town: As a **Free Action**, a player **must immediately Found a Town** if **both** the following conditions are met:

- He has **at least 4 Structures Directly Adjacent to each other**, and
- These Structures have a **total power value of at least 7**.

Select a Town Tile from the display, and immediately receive all of its depicted benefits. One benefit of every Town Tile is a Town Key (unlocking ability to advance to space 10 of a Cult track). VPs, etc. Put the town tile underneath a structure in the newly formed town to indicate its town status. [see Appendix 5: Town Tiles].

- *All Structures connected to the Town tile through a series of direct adjacencies form part of the town. Building further structures directly adjacent to an existing town expands that town rather than starting a new one.*
- *If two towns have been founded, and a structure subsequently built that links the two towns together, they do not lose any town status.*
- *The game is limited to 10 towns.*

5. Send a Priest to the order of a Cult

Each Cult (Earth, Wind, Water, Fire) has 4 spaces **below** its Cult track. Each space can hold **exactly 1 Priest** of any player. As an action, a player places 1 of their Priests on one of these spaces. This causes their Cult marker to advance **the number of places indicated on the Priest Space up the Cult track**. The Priest remains in the space for the rest of the game, and cannot be recalled.

- If a space is not available, a Priest cannot be placed, and the marker will not advance.
- If you would rather not lose the Priest, he can instead be returned **to your Personal supply**, and the Cult track marker advanced **just 1 space** on the Cult track.
- If you land on, or pass over a space containing **Power** on a Cult track, **gain that Power** (also see Gaining Power).
- **Only one player may occupy the '10' space** on a Cult track. In order to enter this space, they must possess an available **Town Key** (a Town Key is obtained by Founding a Town) for each '10' space they wish to enter.

6. Power actions

Power actions are indicated by an **orange octagon space in a scroll on the board**. Each action may be taken by any player, but only **once-per-round**: as soon as one player has used a power action, it is covered with an Action Token, and is unavailable. A player must have enough power in Bowl III to take their selected Power action. *When they do, they move each power used from Bowl III to Bowl I as usual.* [Also see also Appendix 1 – Power Actions]

7. Special Actions

Special Actions are indicated by an **orange octagon space**, and can be found on **certain Stronghold Spaces, Bonus Tiles, and Favour Tiles**. Special actions are very similar to Power actions: they can only be taken **once-per-round** (and **only by the owning player**). As with Power Actions, Special Actions are covered with an Action Token when used. A player must have enough power in Bowl III to take their selected Special action. *When they do, they move each power used from Bowl III to Bowl I as usual.* [Also see Appendices 2, 4, and 6 for details of the Special Actions].

8. Passing and new Starting Player

On your turn, if you cannot, or do not want to take 1 of the other 7 actions, **you must Pass**. The first player to pass becomes the **Starting Player** for the **next Round** and takes the orange start player token. When they Pass, a player may gain immediate VPs due to the Scroll Icon effect of a Bonus they currently have. After scoring these VPs, if any, the player who Passes returns their Bonus Tile into the display and takes a new one (*they cannot keep the same tile*), receiving any Coins on the new Bonus Tile. [Also see Appendix 4: Bonus Tiles].

Phase 3: Cult Bonuses and Clean Up Phase

Once all players have passed, resolve Phase 3 as follows:






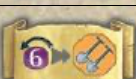
- **Apply Cult Bonuses from Scoring Tiles** – Each Scoring Tile has a left pane (bonus VPs you gained immediately for actions you took during the round) and a right pane (cult track advancement requirements and rewards). The **right pane only** is now resolved. Each player gains the **Reward** for **each time** they have met the **Cult Requirement** this round. *i.e. if the requirement is to have advanced 4 spaces in a cult, and they are on Space 8 of the track, they score the Cult Bonus twice.* [Also see Appendix 3: Scoring Tiles].
 - The ‘Spade’ Cult Reward is resolved by all rewarded players in the Turn Order of the upcoming Round. You may not add additional Spades to this action by Exchanging Workers. You may apply these Spades to more than one Terrain hex if you wish. You may not add a Dwelling after Transforming Terrain in Phase 3.
- **Clean Up**
 - **Return Action Tokens on Power Actions, or Special Actions to supply.**
 - Place 1 Coin on any Bonus token that was **not selected** (*Coins can accumulate if a Bonus is not picked*).
 - Flip face-down the just completed Round’s Scoring tile.

Game End and Final Scoring: The game ends after all players have passed in the Action Phase of Round 6. Final Scoring is performed as follows:













- **Cult tracks:** For each Cult Track, award:
 - 8 VP for the highest player,
 - 4 VP for the second highest player,
 - 2 VP for the third highest player.
 Players on space 0 cannot score VP. *For tied players, sum the VP of the respective tiers, and divide by the number of tied players (round down).*
- **Area scoring:** Determine the **number of Connected (Directly and Indirectly Adjacent) Structures** in the **largest** connected grouping of structures for each player. Award:
 - 18 VP for the highest player,
 - 12 VP for the second highest player,
 - 6 VP for the third highest player.*For tied players, sum the VP of the respective tiers, and divide by the number of tied players (round down).*
- **Resource scoring:** Award 1 VP per 3 coins.

The player with most VP wins the game.

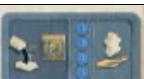

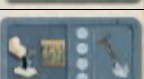





Appendix 1: Power Actions

Icons	Effect
	Spend 3 power to build a bridge over a river space (the board shows where bridges may be built). At least one end of the bridge must connect to a hex containing one of your structures. The two connected terrain spaces are now directly adjacent. <i>Once built a bridge cannot be moved.</i>
	Spend 3 power to move one of your Priests from supply onto your Faction Board.
	Spend 4 power to take 2 workers from supply and place them on your Faction board.
	Spend 4 power to take 7 coins from supply and place them on your Faction board.
	Spend 4 power to take Action 1: Transform and Build, receiving 1 free spade to spend for this purpose (<i>you may exchange workers to add extra spades, as normal</i>).
	Spend 6 power to take Action 1: Transform and Build, receiving 2 free spades to spend for this purpose (<i>you may exchange workers to add extra spades, as normal</i>). <i>If you only need 1 spade to transform Terrain, you may spend the second spade on another transformation (but you may not build a Dwelling on that second hex).</i>


Appendix 2: Favour Tiles

Icons	Quantity	Effect
	1	Immediately and only once advance 3 places in the Fire Cult
	1	Immediately and only once advance 3 places in the Water Cult
	1	Immediately and only once advance 3 places in the Air Cult
	1	Immediately and only once advance 3 places in the Earth Cult
	3	Immediately and only once advance 2 places in the Fire Cult. From now on, when you only need a combined Structure power of 6 (instead of 7) to found a Town.
	3	Immediately and only once advance 2 places in the Water Cult. From now on, you have a Special Action: Advance 1 space on a Cult track of your choice.
	3	Immediately and only once advance 2 places in the Air Cult. From now on, during Income Phase, receive an additional 4 power.
	3	Immediately and only once advance 2 places in the Earth Cult. From now on, during Income Phase, receive an additional 1 power and 1 worker.
	3	Immediately and only once advance 1 place in the Fire Cult. From now on, during Income Phase, receive an additional 3 coins.
	3	Immediately and only once advance 1 place in the Water Cult. From now on, whenever you upgrade a Dwelling to a Trading house, receive an additional 3 VP
	3	Immediately and only once advance 1 place in the Air Cult. From now on, whenever you pass, you receive an additional 2/3/3/4 VP for 1/2/3/4 of your Trading houses on the board.
	3	Immediately and only once advance 1 place in the Earth Cult. From now on, whenever you build a Dwelling, you receive an additional 2 VP.






Appendix 3: Scoring Tiles: Cult track advancements counted are your total for the game (not just the spaces advanced this round). The End of Round awards may be awarded multiple times for the same Cult track.

Icons	Text
	Action Phase: Receive 2 additional VP every time you build a Dwelling End of Round: Place 1 Priest from supply onto your Faction board for every 4 places you have advanced in the Water Cult.
	Action Phase: Receive 2 additional VP every time you build a Dwelling. End of Round: Gain 4 Power for every 4 places you have advanced in the Fire Cult.
	Action Phase: Receive 3 additional VP every time you build a Trading House. End of Round: Get 1 spade for every 4 spaces you have advanced in the Air cult. You must use them immediately, in player order for the new round.
	Action Phase: Receive 3 additional VP every time you build a Trading House. End of Round: Get 1 spade for every 4 spaces you have advanced in the Water cult. You must use them immediately, in player order for the new round.
	Action Phase: Get 5 additional VP when you build your Stronghold / Sanctuary End of Round: Place 1 Worker from supply onto your Faction board for every 2 places you have advanced in the Air Cult.
	Action Phase: Get 5 additional VP when you build your Stronghold / Sanctuary End of Round: Place 1 Worker from supply onto your Faction board for every 2 places you have advanced in the Fire Cult.
	Action Phase: Get 2 additional VP for each Spade you consume this round. End of Round: Put 1 coin from supply onto your Faction board for every place you have advanced in the Earth Cult.
	Action Phase: Get 5 additional VP each time you found a Town. End of Round: Get 1 spade for every 4 places you have advanced in the Earth Cult. You must use these spades immediately, in turn order for the next round.

Appendix 4: Bonus Tiles

	<u>Income Phase:</u> Collect 1 additional Priest		<u>Income Phase:</u> Collect 1 additional worker and Gain 3 power		<u>Income Phase</u> Collect 6 coins
	<u>Income Phase:</u> Gain 3 Power. <u>Action Phase:</u> Your shipping is temporarily increased by 1.		<u>Income Phase:</u> Collect 2 additional coins. <u>Action Phase:</u> Special Act: Take Action 1 with an additional free Spade.		<u>Income Phase</u> Collect 4 coins <u>Action Phase:</u> Special Act: Advance 1 place in a cult of your choice for free.
	<u>Income Phase:</u> Collect 2 additional coins <u>Action Phase:</u> When passing, receive 1 VP per Dwelling you have on the Board		<u>Income Phase:</u> Collect 1 additional worker <u>Action Phase:</u> When passing, receive 2 VP per Trading house you have on the board		<u>Income Phase:</u> Collect 2 additional workers <u>Action Phase:</u> When passing, receive 4 VP for a built Stronghold and 4 VP for a built Sanctuary.

Appendix 5: Town Tiles: Two of each tile. You may have multiple copies of the same Town tile.

Icons	Effect
	Immediately and only once, get 9 VP, and move 1 of your Priests from supply to your Faction board.
	Immediately and only once, get 8 VP, and advance 1 place on each of the Cult Tracks.
	Immediately and only once, get 7 VP, and put 2 workers from supply onto your Faction board.
	Immediately and only once, get 6 VP and gain 8 Power
	Immediately and only once, get 5 VP, and put 6 coins from supply onto your Faction board.

Appendix 6: Faction Abilities

Auren	Ability	None
	Stronghold	Immediately and only once get 1 Favour tile. As a Special action, you may advance 2 spaces on a Cult track of your choice. <i>Cover Action with an Action Token when used as normal.</i>
Witches	Ability	Get 5 VP every time you Found a Town
	Stronghold	As a Special action you, may build 1 Dwelling on an unoccupied Forest space, for free, ignoring adjacency rules. <i>You may not transform a Terrain space beforehand. Cover Action with an Action Token when used, as normal.</i>
Alchemists	Ability	You may convert 1 VP to 1 coin, or 2 coins to 1 VP, at any time, any number of times.
Darklings	Stronghold	Immediately and only once gain 12 power. From now on, gain 2 Power for each Spade you gain (irrespective of how you gained it).
	Ability	You must pay Priests instead of Workers to Transform Terrain. When you do, receive 2 VP for each step of transformation.
Halflings	Stronghold	Immediately and only once trade up to 3 workers for 1 Priest each.
	Ability	Get 1 VP for each Spade you get (regardless of how you got it).
Cultists	Stronghold	Immediately and only once, get 3 spades to Transform Terrain <i>according to the normal rules</i> . You may build a Dwelling on exactly 1 of the spaces you transformed.
	Ability	If at least 1 other player gains Power as a result of your building activities, advance 1 space on a Cult track of your choice. <i>You only get to advance 1 space in total regardless of the number of opponents taking Power. New Rule: If all of your opponents refuse to take Power, do not advance on a Cult track, instead gain exactly one Power.)</i>
Engineers	Stronghold	Immediately and only once get 7 VP
	Ability	As an action, you may build a bridge, paying 2 workers to do so.
Dwarves	Stronghold	Each round, when you pass, get 3 VP for each bridge you have built that connects 2 of your Structures.
	Ability	Tunnelling: When taking the "Transform and Build" action, you may pay 2 more workers to skip 1 terrain hex or river space. Receive 4 VP for doing so. You CANNOT use shipping. At final scoring, any Structures that can be reached by Tunnelling are considered connected, regardless of your number of remaining workers.
Mermaids	Stronghold	When you Tunnel, pay 1 more worker instead of 2.
	Ability	You <u>may</u> skip 1 river space when counting Power for Founding a Town. <i>Put the Town tile on the skipped river space.</i>
Swarmlings	Stronghold	Immediately and only once advance 1 space on the Shipping track for free. Receive any associated rewards.
	Ability	Collect 3 additional workers when you Found a Town
Chaos Magicians	Stronghold	As a special action: Upgrade a Dwelling to a Trading House for free. <i>Cover Action with an Action Token when used, as normal.</i>
	Ability	You start the game with <u>only one Dwelling</u> . You place this Dwelling <u>after</u> everyone else has placed all of theirs. You get 2 Favour tiles rather than 1 every time you build a Temple or Sanctuary.
Giants	Stronghold	As a Special Action: You may take a double turn. <i>Cover Action with an Action Token when used, as normal.</i>
	Ability	You always pay <u>exactly 2 Spades</u> to Transform a Terrain space into your home terrain, irrespective of its starting type. <u>Single Spades cannot be used unless boosted with Workers.</u>
Fakirs	Stronghold	As a Special Action: Get 2 free Spades to Terraform 1 hex to your home type. On this space you may immediately build a Dwelling (paying normal costs). <i>Cover Action with an Action Token when used, as normal.</i>
	Ability	Magic Carpet: When taking the Transform and Build action, you may skip over 1 terrain or river hex by paying 1 more Priest. Get 4 VP each time you do this. During final scoring, any Structures reachable by Magic Carpet are considered connected.
Nomads	Stronghold	You may now skip over 2 (or 1) terrain or river hexes when using Magic Carpet.
	Ability	You start the game with 3 Dwellings instead of 2. Your 3 rd Dwelling is placed after all other players (except Chaos Magicians) have placed.
Nomads	Stronghold	As a special action: You may transform a terrain hex directly adjacent to one of your Structures into your home type, and immediately build a Dwelling (paying normal costs) on the just transformed hex. <i>River and Bridge hexes cannot be transformed in this way. Cover Action with an Action Token when used, as normal.</i>