

Player aid

 Spend 1 coin.

 Spend 1 Active Villager from your player board and place it on the Camp.

 /  Spend 1 Strength / 1 Magic.

 /  /  Have at least 1 Strength / 1 Magic / a mix of 2 Strength + Magic.

 Return one of your Active Villagers to the supply.

 Discard one of your Items.

 Discard this potion / this Item.

 Exhaust this card / Exhaust this card and spend 1 Active Villager.

 Discard a Seal token and spend as many coins as the value of the token.

 Discard a Seal token. Use the value of the token for the reward.

 When setting up and during Winter, place a number of Seal tokens equal to the number of players minus one.

 When setting up and during Winter, place one Seal token regardless of player count.

 Tell stories: Move Untold stories to the Told stories space, for a total value of 3 at most. You cannot move 0-valued stories.

 (Bard Tournament) Move 2 Encounter cards to the Told Stories area (regardless of their value).

 Gain 1 coin.

 /  /  /  Gain 1 Strength / 1 Magic / 1 Strength or 1 Magic. (Lucan) When gaining Magic, gain 1 Strength (or vice versa).

 Place the matching Income token on your board. Gain the reward immediately and every Autumn.

 Gain 1 Villager. It goes directly in the Active Villager area of your player board.

 Move your Adventurer up to 1 space.

 (Elwen) When you are going on an adventure, add 2 to the maximal distance.

 /  Discard a Seal token. Get as many VP / coins as the value of the token.

 Ready one of your cards (Item or Companion).

 +2 /  +0 (Neris) Gain 2 additional coins when Gaining coins in the Village OR ignore the extra cost for activating a village card.

 Ignore entirely one requirement of an Encounter (not a Quest).

 +2 /  +2 Temporarily increase your Strength / Magic by 2.

 (Bran) Spend 1 less worker than required to use an Item.

 Make the storytelling value of one of your Encounter cards equal to 3.

 Place one of your Active Villagers in the Village.

Miscellaneous

 Buildings

 Items

 Companions

 Potions

 Untold stories

 Told stories

Reaction
The card's effect can be activated only when performing the depicted action.

Permanent effect



Victory points

 Instant VP

 End-game VP

FAQ

Winter & Setup

1 This symbol indicates that you must place a number of face up Seal tokens equal to the number of players minus 1.

Example at 3 players:



This symbol on some **Items** indicates that you must place only one face up Seal token regardless of player count.

Example:



For each revealed Encounter card with an Income Icon, place the corresponding Income Tokens face up.

Example:



Encounters



How do I resolve Encounters with two requirements?

At the start of the Encounter, you must state which of the requirements you want to fulfill. You cannot use the reward from a requirement to get the second one.



How do I use the “Go on an adventure” reward of Encounters?

You must gain all rewards of your current Encounter or give up on them before moving to another Encounter.



How does the “Ignore 1 requirement” effect work?

It allows you to completely ignore one requirement of an Encounter. If the Encounter has two requirements, you still have to fulfill the other one to get both rewards. This effect does not work on Quests.

Caverns

How can I use the Golden Lion or the Silver Wolf?

The Golden Lion and Silver Wolf are taverns with Seal tokens. A Seal token is only discarded if your story reaches that level of reward. If there are no Seal tokens left, you can still use the Tavern but do not get the reward which needs a Seal token.

How can I tell multiple stories?

You can only tell multiple stories if each of them contributes to the rewards to get. This is why a 3-valued story cannot be combined with others, and you cannot tell a 0-valued story unless you turn its value into a 3 with Seren (Bard) or the Charisma Potion.

Potions

Can I use the Mana, Strength or Flying Potion to increase my skills beyond 5?

Yes, but since it is a temporary boost, you do not get any VP for doing so. It might still be useful for some Encounters or Quests.

Companions

Are the permanent effects still active when the Companions are exhausted?

Yes, these effects remain active.

How does Neris' (Rogue) power work?

Neris has two powers depending on the action you choose when removing a Villager. If you choose to get coins, you get 2 more. If you choose to activate a card, you do not pay additional coins for adjacent Villagers. Neris has no effect if you use a Villager to participate in the event.

Can Mira's (Scout) power be used after a reward from an Encounter enables me to get an extra movement?

Yes, it can be used. Don't forget you can only place an active Villager in the Village.

What happens to the Seal token when I modify its value using Selia's (Alchemist) power?

The token is discarded as usual.

Events

If a spot on the Festival event is freed by a player in their Autumn phase, can I use it then?

Yes, you can choose any empty space even if it was taken before.

When I collect several rewards on the Festival, in which order do I get them?

If you get several rewards from the Festival, you can choose in which order you collect them, with the exception that going on an adventure must always take place last.

Player board

What are the limitations of the Special Action?

You can only use the Special Action once a year, during the Summer phase. You can only place an Active Villager in this space.

What happens if I gain Strength (or Magic) while my Strength (or Magic) marker is already at 5?

The marker stays at 5 and you immediately score 1 VP.

End of the game

Does Autumn happen in the last year?

Yes, you collect your income one last time before the game ends. It may be relevant for Neris (Rogue) and some Income tokens.

Can I score Bonus tokens during the final scoring?

No, the Bonus tokens are discarded before the final scoring.

How many VP do I get if I have 5 Strength and 5 Magic?

5 VP. This reward replaces the 2 VP you would get for at least 3 in both skills.

