

The CLANS and their UNIQUENESSES

MEOW-MICRY *



no
Uniqueness

The Primal Spirit may cast (Ancient) spells 2x.



Clan token
none

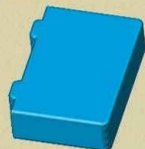
BIRD SCHOLARS *



Write
1 Almanac

Discard 1 card and place 1 Almanac on the next free Almanac space.*

Clan token



EFFECT

When studying: If you fill a Hoard of Knowledge beside an Almanac, study for free.

Do not discard a card and choose the Knowledge freely. Can also be used when you study from the top of the deck.



*Place Almanacs from left to right. Also possible if you have not yet unlocked the corresponding Hoard of Knowledge.

FREE-THINKERS **



Charge
1 Magic item

Discard 1 card and place 1 randomly drawn Magic item on a Companion.

Clan token



EFFECT

When activating a Companion (with an Energy token): Gain the effect of the Magic item.



5 different Magic items:



BREW-MASTERS ***



Brew
1 Potion

Discard 1 card and place 1 Potion on the bottom empty space of the Potion rack.

Clan token



EFFECT

In Phase 4



Plunder the Potion rack: Drink any number of Potions to apply their effects.

Through the ability of a Companion:



Drink 1 Potion.

ROOT REBELS **



Produce
1 Compass

Discard 1 card and place 1 Compass on a Companion.

Clan token



EFFECT

When performing a Tower action with this Companion: Gain 1 additional Wayfinding.

FUNGUS PIRATES ***



Procure
1 Provision

Discard 1 card and place 1 Provision matching the card's Knowledge in your Submarine.

Clan token



EFFECT

When placing a Provision: Gain the corresponding Procurement bonus. You may only start another stack of the same type once you no longer have a partial stack of that type.



NATURE ELEMENTALS *



Inspire
1 Companion

Discard 1 card and place 1 Inspiration matching the card's Knowledge on a Companion.

Clan token



EFFECT

When performing a Rescue action with this Companion: Use the Inspiration as Knowledge without discarding it.



Any
Clan token



Discard any 1 Clan token (for Provisions, only the top token of a full crate).

If your Spy uses a Magic item, Compass, or Inspiration of a Companion, the player whose Companion you use gains 2 per token you use.

OTHER ICONS

Discard/spend something	or Example: Gain 3 cards or 3 points	per Example: 1 point per Knowledge	Gain something for free Do something without discarding anything
Have something (as a prerequisite), without discarding it	unequal different	same	(Component for the) Basic game
Bundles effects	Gain points Move forward on the Point track	Draw 1 card from the deck Add it to your hand	
Gain another Energy token	Gain another Spy	Gain 1 Wayfinding Move forward 1 space on the Wayfinding track	

Any Knowledge	Perceive Traps (red)	See through Illusions (blue)	Break Hexes (yellow)	Rescue 1 Lumen Sprite Take 1 Lumen Sprite, place it in your Submarine
Study 1x Discard 1 card; place 1 Knowledge matching the discarded card on your board.	Move x spaces Do not perform a Forest action (unless stated otherwise).	Threat / Threat card	Protection bonus Gain the bonus when you place 1 Protection token on the Threat.	
Study 1x for free Do not discard a card and take 1 Knowledge of your choice.	Movement restriction You may only move to the closest action space.	Multiple of your Protection bonuses	Bonus without protection Bonus of a Threat you're not protected against	
Study 2x from the top of the deck Draw 2 cards from the deck and gain the matching Knowledge. Discard the cards.	Movement and Forest action Move a maximum of your range +x and perform the Forest action.	Apply the effect 3x	Captive creature (A/B) After Rescue action: Put the A/B token at the top of your Submarine.	
Bonus on the Wayfinding track If you gain a bonus when moving on the track	Range +1 You may move an additional space.	Small creature (A) Occupies 2 or 3 spaces in the Submarine	Large creature (B) Occupies 4 or 5 spaces in the Submarine	
From other players Spell or something else from the other players				

GAMEPLAY WITH ICONS

Dusk Place your Dusk token on 1 of the effects: Apply the other 3 effects.	Play 1 Companion Play 1 Companion card from your hand onto your board (discard previous card if necessary).	Generate Aurora Discard 1 card and move up 1 space on the Aurora track.	(1 of 4) Dusk effect(s)
Protect your fellowship Place 1 Protection token on 1 Threat card and gain the Protection bonus.	Strengthen your fellowship Move your marker forward 1 space on the Strength track.		
Departure Per Aurora (DO NOT spend)	Printed on the game board Cast 1 Spell	On Companion cards Use Standard spells (multiple times possible).	Companion spells: Use the Spell of each of your own Companions without a Hiking token a maximum of 1x.
Night Take 1 turn with a Hiking token, Energy token or Spy, or pass.	Placed on the game board Only when playing with CLANS	Ancient spell: Use a maximum of 1 Ancient spell in this phase.	
Dawn Gain 1 point per unused Energy token and unused Spy.	Place a HIKING TOKEN on a Companion without an Energy token: Move your figurine a maximum of your range and perform the Forest action of the space reached.	Any Forest action	
	4 possible FOREST ACTIONS:		
	STUDY action Discard up to 2 cards and gain the Knowledge matching these cards.	RESCUE action Discard the required Knowledge, gain the points on the Captive creature, take the Rescued creature and place it in your Submarine.	
	TOWER action You gain 1 Wayfinding and may apply further effects.	LUMEN SPRITE action Rescue 1 Lumen Sprite and place it in your Submarine. You may also exchange 1 Knowledge.	
	Place 1 ENERGY TOKEN on 1 Companion without a Hiking or Energy token: Use the Companion's ability.	Place 1 SPY on 1 unoccupied Energy token on another player's Companion (including Primal Spirits): Use the Companion's ability.	
Return Prepare the next round.			