

1. Errata

1.1 Errata for Scoring tile setup

New setup, not in the first edition rulebook: *"Shuffle the Scoring tiles and place them face-up on these spaces one after another, beginning with space 6. If you draw the Scoring tile with a Spade on its left side for spaces 5 or 6, put it aside and draw another one instead. Then shuffle it back in."*

According to the publisher: "The reason for this update is the danger of an exploit of the transforming bonus as our tests are showing." ([source](#))

This will lead to the Spade Scoring tile having a 12.5% lower probability of showing up in a game than any of the other tiles. To avoid this, you can draw all 6 Scoring tiles first, then shuffle them and place them according to the above instructions. This is an unofficial suggestion. ([source](#))

1.2 Errata for Mermaids' Stronghold

The first edition rulebook says: *"After building the Stronghold, immediately and only once move forward 1 space on the Shipping track. Neither pay 1 Worker, nor 4 Coins for this movement."*

This should be: *"Neither pay 1 Priest, nor 4 Coins for this movement."* ([source](#))

1.3 Errata for Cultists' ability

The first and second edition rulebooks say: *"Whenever at least one of your opponents decides to take Power due to your building activity, advance 1 space on a Cult track of your choice. (You only get to advance 1 space in total regardless of the number of opponents taking Power. If all of your opponents refuse to take Power, do not advance on a Cult track.)"*

To this is added: *"If all of your opponents refuse to take Power, do not advance on a Cult track, instead gain exactly one Power."* ([source](#))

(If none of the opponents would be able to take Power - because each of them has Power only in Bowl III - then you don't gain anything. [source](#))

2. General Rules

2.1 Transform and Build action

How exactly does the Transform and Build action work?

You may only transform or build on a Terrain space directly or indirectly adjacent to one of your Structures, and normally only one Terrain space. Either transform the space, or build a Dwelling on it, or do both. You don't have to transform it into your Home terrain, but it has to be your Home terrain before you can build on it. ([source—thumbed by designer](#))

Is 3 the maximum amount of times you can transform one Terrain space in one action?

No. When you transform, you can follow the Transformation cycle in either direction, not necessarily taking the short route to your Home terrain type. You cannot change directions in one action, so the maximum transformations in one action is 6.

However, you have to stop transforming when you have reached your Home terrain. ([source](#), [source](#), [source](#), [source](#))

Can I transform a Terrain space that is already my Home terrain?

Yes, but only if it is your Home terrain at the beginning of your turn. In this case you could transform it a maximum of 6 times. ([source](#))

What's the difference between taking a Power action that gives free Spades vs. taking the Transform and Build action directly?

A Power action, Bonus card or Faction ability that gives free Spades, also immediately gives you a Transform and Build action.

If you use these free Spades to transform *by the shortest route* towards your Home terrain on the Transformation cycle, you may also spend Workers (according to the current Exchange rate) to transform the Terrain space further. ([source](#))

If you use these free Spades to transform the Terrain space into your Home terrain *without* spending Workers, you may apply any unused free Spades on one additional Terrain space. If you have leftover Spades after also transforming this Terrain space into your Home terrain, you may do so again (only currently possible with the Halflings' 3 Spade ability). You may build a Dwelling on *one* of these spaces. ([source](#), [source](#))

When using several Spades, can I transform a Terrain space, build a Dwelling, and then transform another Terrain space adjacent to the new Dwelling?

No, you have to do all transformations before building. ([source](#), [source](#))

Can I choose a Terrain space that is already my Home terrain, use zero free Spades on it, and then apply the unused free Spades on another Terrain space? In this way I could build on the initial Terrain space.

No. You can't apply unused free Spades on another Terrain space unless you actually transform the initial (chosen) Terrain space to your Home terrain. This means that you can never build on a Terrain space you didn't transform in the same action, unless all you do is build. ([source](#), [source](#))

2.2 Spades from Cult bonuses (Phase III)

Can I spend Workers for additional Spades? Can I build a Dwelling?

No. This is not a Transform and Build action.

Where can I apply these Spades?

You may apply the Spades on different Terrain spaces, as long as the Terrain spaces are unoccupied and directly or indirectly adjacent to one of your Structures.

Also see 2.7 Bonus cards and 2.3 Indirect Adjacency.

2.3 Direct and indirect adjacency

What's the difference between direct and indirect adjacency, and when does each apply?

Direct adjacency: Adjacent hexes, as well as hexes connected via a Bridge.

In order to found a Town the Structures must be directly adjacent.

When upgrading to a Trading House, you get the lower cost if an opponent's Structure is directly adjacent.

When you build or upgrade a Structure, opponents may gain Power if they have Structures directly adjacent.

Indirect adjacency: Terrain spaces that are not directly adjacent but that can be reached with Shipping (if your Shipping value is high enough).

When transforming Terrain spaces and/or building Dwellings, indirect adjacency is sufficient.

Area scoring in the final scoring only requires indirect adjacency.

Tunneling (for Dwarves) and Carpet Flight (for Fakirs) give indirect adjacency for the purposes of the Transform and Build action, and for Area scoring in the final scoring. However, you can't use these abilities when using free Spades from Cult bonuses.

2.4 Gaining Power when someone builds next to you

What happens if I get 3 Power, but I'm only able to gain 2 of them? Do I still have to pay 2 VP to gain the Power?

No, if you aren't able to gain all the Power, you only need to pay VP for what you gain. In this case 1 VP.

Can I voluntarily choose to take less Power than I may gain from my Structures, in order to save VP?

No, you have to gain all you can or nothing.

May I gain power when someone builds next to me as a Special action?

Yes. You may gain Power whenever someone builds a Dwelling or upgrades a Structure next to you (directly adjacent to your Structures(s)). The rules say it happens in Action #1 and Action #4, but it can also happen in other Actions, e.g. when a player uses a Special action (#7) to build or upgrade next to you. ([source](#))

2.5 Advancing on Cult tracks

What is required to reach the top space of a Cult track?

To reach the top space (space 10) of a Cult track, you need to already have a key (Town tile). You get a Town tile when founding a Town. You need one key (Town tile) for each top space on a Cult track.

Is it allowed to send a Priest to an order of a Cult, and place it there, even if I can't advance the full range?

Yes. ([source](#))

Can I send a Priest to an order of a Cult and return it to my supply to advance 1 space, even if all Priest spaces are occupied?

Yes, you can always send a Priest and return it to your supply to advance 1 space on a Cult track. ([source](#))

Also see 2.10 Timing.

2.6 Founding Towns

How are Towns founded?

A Town is automatically founded when at least four of your Structures with a combined Power value of 7 are directly adjacent to each other. If one of the Structures is a Sanctuary, only three Structures are needed, but still a combined Power value of 7.

However, the Favor tile "2 Fire" lowers the Power value requirement to 6. Taking this tile might mean that one or several Towns immediately are founded.

Also see 2.10 Timing.

2.7 Bonus cards

What happens with Bonus cards in the last round?

Bonus cards that give a bonus when passing, also do so in the last round. You don't take a new Bonus card in the last round.

Can I use the Bonus tile that gives +1 to Shipping when using Spades from a Cult bonus?

No, Cult bonus happens in Phase III, and this tile gives +1 Shipping in Phase II (Actions) only.

2.8 Conversions

If I gain more Power than I'm able to (because it's all in Bowl III), can I convert Power to Workers/Priests/Coins in the middle, so that the excess isn't lost? What about if I gain more Power than I'm able to and it's not my turn?

No, you can only convert Power/Workers/Priest/Coins on your turn, before or after taking an action, not in the middle of an action. (You can also do it during final scoring.) ([source](#))

2.9 Final scoring

Can I sacrifice Power during final scoring to get more to convert to Coins?

Yes. ([source](#))

In Area scoring, can I score points for several areas of connected Structures?

No, each player only scores once, for his biggest area of connected Structures. ([source—thumbed by designer](#))

2.10 Timing (getting Favor tiles, founding Towns)

The "2 Fire" Favor tile means that to found a Town I need Structures with a combined Power value of only 6. If I'm on 8 on the Fire Cult track and don't have a key, can I take this Favor tile and at once found a Town and use that key (Town tile) to advance to 10 with the 2 Fire influence from the tile?

Yes, if a Town would be founded by taking this tile, you get the key immediately, and may use it to reach 10 on the Fire Cult with the 2 Fire influence. ([source](#))

If I'm Chaos Magicians and get two Favor tiles, can I choose in which order to resolve them? This could matter for the "2 Fire" tile mentioned in the previous question.

Yes, you can resolve the Favor tiles in either order. ([source](#))

If I'm Darklings and found a town by building a Stronghold, and I take the Town tile giving 2 Workers, can I use these Workers to convert to Priests with my immediate Stronghold ability?

Yes, you can resolve the Town tile and the Stronghold ability in either order. ([source](#))

3. Faction Abilities

3.1 Tunneling (Dwarves) and Carpet Flight (Fakirs)

Can I use Tunneling or Carpet Flight to a Terrain space that is adjacent to one of my Structures, to get the VP?

No, you can only do so when needed.

What about if I Tunnel or Fly from a Structure that isn't adjacent to this Terrain space, even though the space is adjacent to one of my other Structures?

Still no. You can only do so when needed. ([source](#))

Can I Tunnel or Fly several times when I take the Transform and Build action?

No, you can only do so once per action. Fakirs with Stronghold can skip up to two spaces, but these skips can only be done to reach one Terrain space (even when using the 2 Spades Power action). ([source](#))

Can I Tunnel or Fly to a Terrain space without transforming it or building a Dwelling?

No, you must take the Transform and Build action to use this ability and get the VP, which means you must transform and/or build.

Can I use Tunneling or Carpet Flight to transform the same Terrain space several turns in a row, just to earn VP?

Yes, that's allowed.

If my Structure is connected to a Terrain space via a Bridge, can I skip that Terrain space and so Tunnel to a Terrain space one space further away?

No, Tunneling and Carpet Flight, just like Shipping, start from your Structure, not from the Terrain space you reach with a Bridge.

Note that you can neither Tunnel under the Terrain space that is reached by the Bridge, nor Tunnel to it (because the Bridge makes it directly adjacent). ([source](#))

Also see 2.3 Indirect Adjacency.

3.2 Halflings

Do I get the VP when I get a Spade even if I'm unable to use the Spade?

No, you have to use the Spade in order to get the 1 VP. ([source](#))

3.3 Alchemists

Stronghold ability: Do I get the Power when I get a Spade even if I'm unable to use the Spade?

No, you have to use the Spade in order to get the 2 Power.

3.4 Mermaids

I can skip a River space when founding a Town. I place the Town tile on this River space. Does this River space block adjacency?

Does it count as a Structure?

No, the skipped River space (with a Town tile on it) is not considered to be a Structure. It counts as a normal River space, e.g. for the sake of adjacency. However, it's considered to be part of the Town. ([source](#), [source](#))

I want to found a Town by skipping a River space, but this River space already borders on my existing Town (which of course is not connected to any part of the new Town I want to found). What happens?

In this case you cannot found this Town by using the Mermaids' ability. ([source](#))

3.5 Auren

About Stronghold ability from the first edition rulebook: *"you may advance 2 spaces on a Cult track of your choice (or on space 10 if you have a key)."* What does the parenthesis mean?

It simply means that you may only advance to space 10 if you have a key. (This is made clearer in the second edition.)

Can I use the Stronghold Special action to advance on two different Cult tracks?

No, you must advance 2 spaces on the same Cult track.

3.6 Giants

Can I transform my Home terrain, or transform a terrain into something different than my Home terrain?

No. The Giants' player mat only shows that they can use two Spades to transform any of the other terrain types into their Home terrain. They have no other possibilities to transform.

Stronghold ability: What does *"a reachable Terrain space"* mean?

A "reachable" Terrain space means that it's directly or indirectly adjacent to one of your Structures. This is different from the Nomads' Stronghold ability, which requires direct adjacency (but doesn't work over Bridges).

3.7 Darklings

Do I get 2 VP whenever I use a Spade to transform a Terrain space?

No, you only get 2 VP when spending a Priest to transform a Terrain space, not when getting Spades in other ways.

3.8 Cultists

The rulebook says I can advance on a Cult track when an opponent takes Power due to my "building activity". Does this also include when I upgrade Structures?

Yes, both when you build a Dwelling and upgrade a Structure. ([source](#))