Starting Locations

7 Foundry

Your cards can support disasters of any element.

3

7 Windmill

Your cards can support disasters of any element.

3

5 Furnace

I !

Place a token on this location.

1

5 Observatory

I !

Place an token on this location.

1

6 Monolith

You can control any number of Monoliths

Add +1 when you infiltrate.

2

6 Monolith

You can control any number of Monoliths

Add +1 when you infiltrate.

2

6 Fire Temple

disasters you conjure gain +1 strength.

2

6 Air Temple

disasters you conjure gain +1 strength.

2

Starting Locations

7 **Farmland**

Your [earth] cards can support disasters of any element.

3

7 **Watermill**

Your [water] cards can support disasters of any element.

3

5 **Quarry**

I !

Place an [earth] token on this location.

1

5 **Aqueduct**

I !

Place a [water] token on this location.

1

6 **Monolith**

You can control any number of Monoliths

Add +1 when you infiltrate.

2

6 **Monolith**

You can control any number of Monoliths

Add +1 when you infiltrate.

2

6 **Earth Temple**

[earth] disasters you conjure gain +1 strength.

2

6 **Water Temple**

[water] disasters you conjure gain +1 strength.

2

6 **Monolith**

You can control any number of Monoliths

Add +1 when you infiltrate. 2

7 **Megalith**

Add +2 when you infiltrate. 3

6 **Monolith**

You can control any number of Monoliths

Add +1 when you infiltrate. 2

7 **Megalith**

Add +2 when you infiltrate. 3

6 **Monolith**

You can control any number of Monoliths

Add +1 when you infiltrate. 2

7 **Great Wall**

A Great Wall can be infiltrated even if it has other players' followers on it.

Other locations you control cannot be infiltrated. 2

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You can control any number of Monoliths

Add +1 when you infiltrate. 2

7 **Great Wall**

A Great Wall can be infiltrated even if it has other players' followers on it.

Other locations you control cannot be infiltrated. 2

6

Water Temple

disasters you conjure gain +1 strength.

2

8

Pantheon

All disasters you conjure gain +1 strength.

4

6

Earth Temple

disasters you conjure gain +1 strength.

2

8

Pantheon

All disasters you conjure gain +1 strength.

4

6

Air Temple

disasters you conjure gain +1 strength.

2

7

Shrine

!

disasters you conjure gain +1 strength.

3

6

Fire Temple

disasters you conjure gain +1 strength.

2

7

Shrine

!

disasters you conjure gain +1 strength.

3

5

Aqueduct

I !

Place a token on this location.

1

8

Watchtower

You can re-roll 1 of your defence dice.

4

5

Quarry

I !

Place an token on this location.

1

8

Watchtower

You can re-roll 1 of your defence dice.

4

5

Observatory

I !

Place an token on this location.

1

6

Market

I !

Place a token of any element on this location.

2

5

Furnace

I !

Place a token on this location.

1

6

Market

I !

Place a token of any element on this location.

2

7

Academy

I !

Draw a card.

3

7

Treasury

VI V

Gain +1 V.

3

7

Academy

I !

Draw a card.

3

7

Treasury

VI V

Gain +1 V.

3

7

Academy

I !

Draw a card.

3

7

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VI V

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3

7

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I !

Draw a card.

3

7

Treasury

VI V

Gain +1 V.

3

8

Stables

IV

You can infiltrate an extra location at the end of phase IV.

4

8

Workshop

!

Your ? cards can support disasters of any element.

4

8

Stables

IV

You can infiltrate an extra location at the end of phase IV.

4

8

Workshop

!

Your ? cards can support disasters of any element.

4

8

Town Hall

III

You can take an extra action at the end of phase III.

4

8

Colonnade

V

You can conjure an extra disaster at the end of phase V.

4

8

Town Hall

III

You can take an extra action at the end of phase III.

4

8

Colonnade

V

You can conjure an extra disaster at the end of phase V.

4

Torrent of Flame

+3

2

+

Draw a card. Then take up to 2 extra actions.

Wildfire

7

2

+2

Replace a location you control with any location in development.

Inferno

6

2

+2

Prevent an disaster. Its conjurer draws a card.

Molten Rain

6

1

+2

Draw a card. Then choose another player. That player discards a card.

Firestorm

5

1

+2

Infiltrate a location another player controls.

Fireball

5

2

+2

Draw a card. You may then conjure a disaster.

Magma Burst

5

0

+2

Draw 2 cards.

Flash Fire

4

2

+2

Place a token on up to 2 locations you control.

Flame Strike

4

x1

+2

Place a Runestone on a location you control.

Fire Whirl

3

x2

+2

Gain 1 (V). You may take an extra action.

Thunderstorm

+3

x2

+

Draw a card. Then take up to 2 extra actions.

Tornado

7

x2

+2

Replace a location you control with any location in development.

Razor Wind

6

x2

+2

Prevent an disaster. Its conjurer draws a card.

Twister

6

x1

+2

Draw a card. Then choose another player. That player discards a card.

Tempest

5

x1

+2

Infiltrate a location another player controls.

Downburst

5

x2

+2

Draw a card. You may then conjure a disaster.

Sonic Blast

5

0

+2

Draw 2 cards.

Windstorm

4

2

+2

Place an token on up to 2 locations you control.

Squall

4

1

+2

Place a Runestone on a location you control.

Whirlwind

3

2

+2

Gain 1 V. You may take an extra action.

Quake

+3

2

+

Draw a card. Then take up to 2 extra actions.

Upheaval

7

2

+2

Replace a location you control with any location in development.

Collapse

6

2

+2

Prevent a disaster. Its conjurer draws a card.

Landslide

6

1

+2

Draw a card. Then choose another player. That player discards a card.

FISSURE
5
1
+2
Infiltrate a location another player controls.
DEBRIS FLOW
5
2
+2
Draw a card. You may then conjure a disaster.
SEISMIC SHOCK
5
0
+2
Draw 2 cards.
ROCKFALL
4
2
+2
Place an token on up to 2 locations you control.
GROUNDSWELL
4
1
+2
Place a Runestone on a location you control.
SINKHOLE
3
2
+2
Gain 1 V. You may take an extra action.
COLOSSAL CASCADE
+3
2
+
Draw a card. Then take up to 2 extra actions.
CRUSHING DELUGE
7
2
+2
Replace a location you control with any location in development.

Crashing Wave

6

2

+2

Prevent a disaster. Its conjurer draws a card.

Ice Storm

6

1

+2

Draw a card. Then choose another player. That player discards a card.

Waterspout

5

1

+2

Infiltrate a location another player controls.

Hailstorm

5

2

+2

Draw a card. You may then conjure a disaster.

Cloudburst

5

0

+2

Draw 2 cards.

Flash Flood

4

2

+2

Place a token on up to 2 locations you control.

Storm Surge

4

1

+2

Place a Runestone on a location you control.

Steam Jet

3

2

+2

Gain 1 . You may take an extra action.

Cataclysmic Blast

+3

2

+

Conjure this disaster.

Lightning Storm

7

1

2

+2

Construct a location in development.

Energy Burst

6

2

3

+2

Discard a card to prevent any disaster.

Ball Lightning

5

0

2

+2

Draw 3 cards. Then discard a card.

Energy Pulse

4

1

3

+2

Save a location you control from being lost by infiltration.

Lightning Bolt

3

+2

Gain 2 V.

Reference Cards

I: In turn, players DRAW a number of cards until they have 6 cards in hand.

II: One at a time, in turn, players CONSTRUCT locations until they control 5+ locations.

III: In turn, players may take an ACTION.

IV: In turn, players INFILTRATE a location another player controls by rolling.

V: One at a time, in turn, players may CONJURE a disaster. Play twice around for all players.

VI: Players GAIN victory points:
Control 4 locations = Gain 1 VP
Control 5+ = Gain 3 VP

PASS the Start Player card (left).

ELEMENT OF YOUR CHOICE: When constructed, mark this with an element of your choice.

You may use this ability only after you roll to defend against a disaster.

ENERGY PULSE: Use this ability when relevant.

Defend against this disaster by matching any 2 or 3 of the same element, as shown.

LIGHTNING BOLT: This disaster cannot be prevented. Not even with ability of Energy Burst.

RUNESTONE: This adds +1 to the defence of the location it's on and +1 when you infiltrate.

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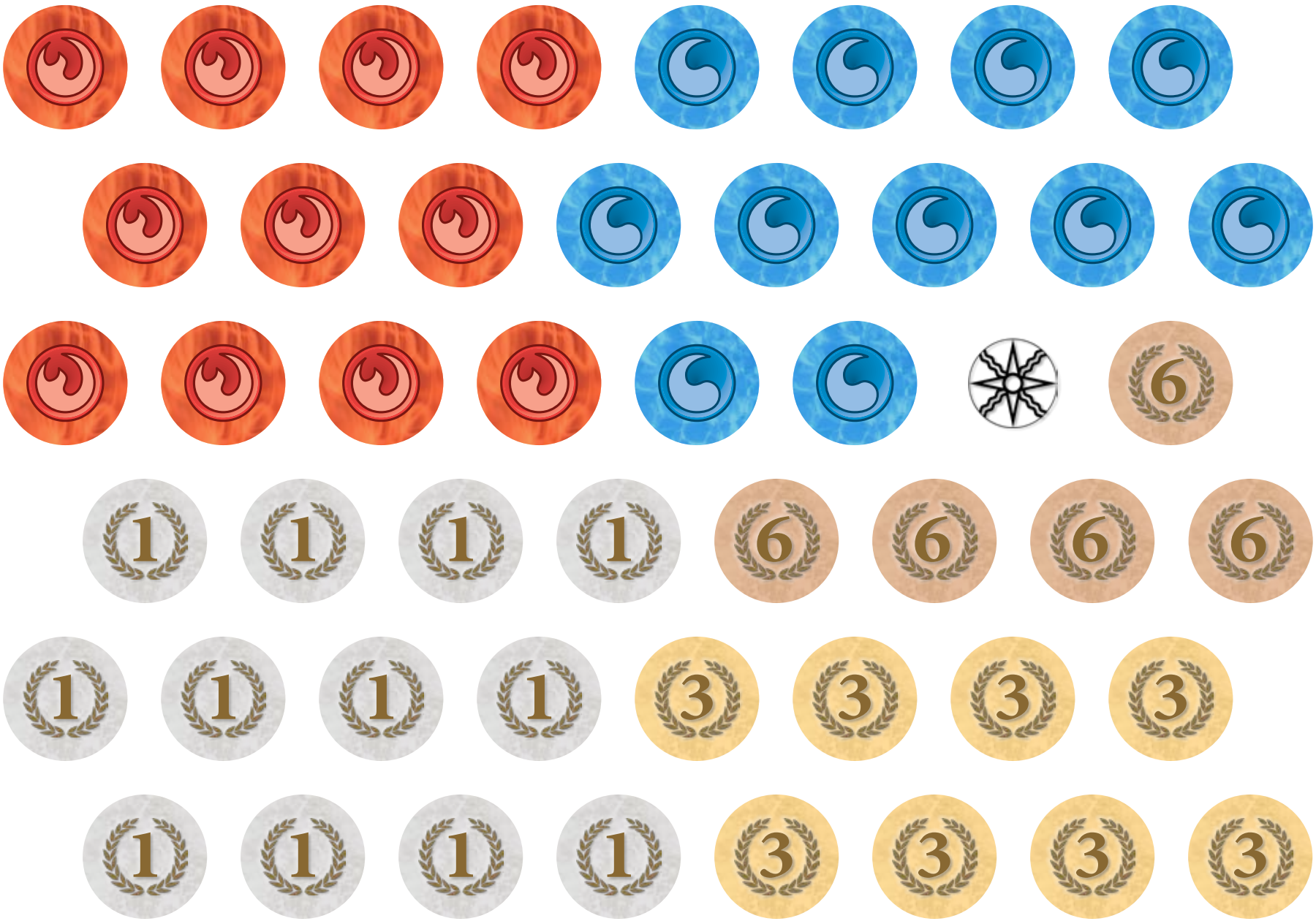
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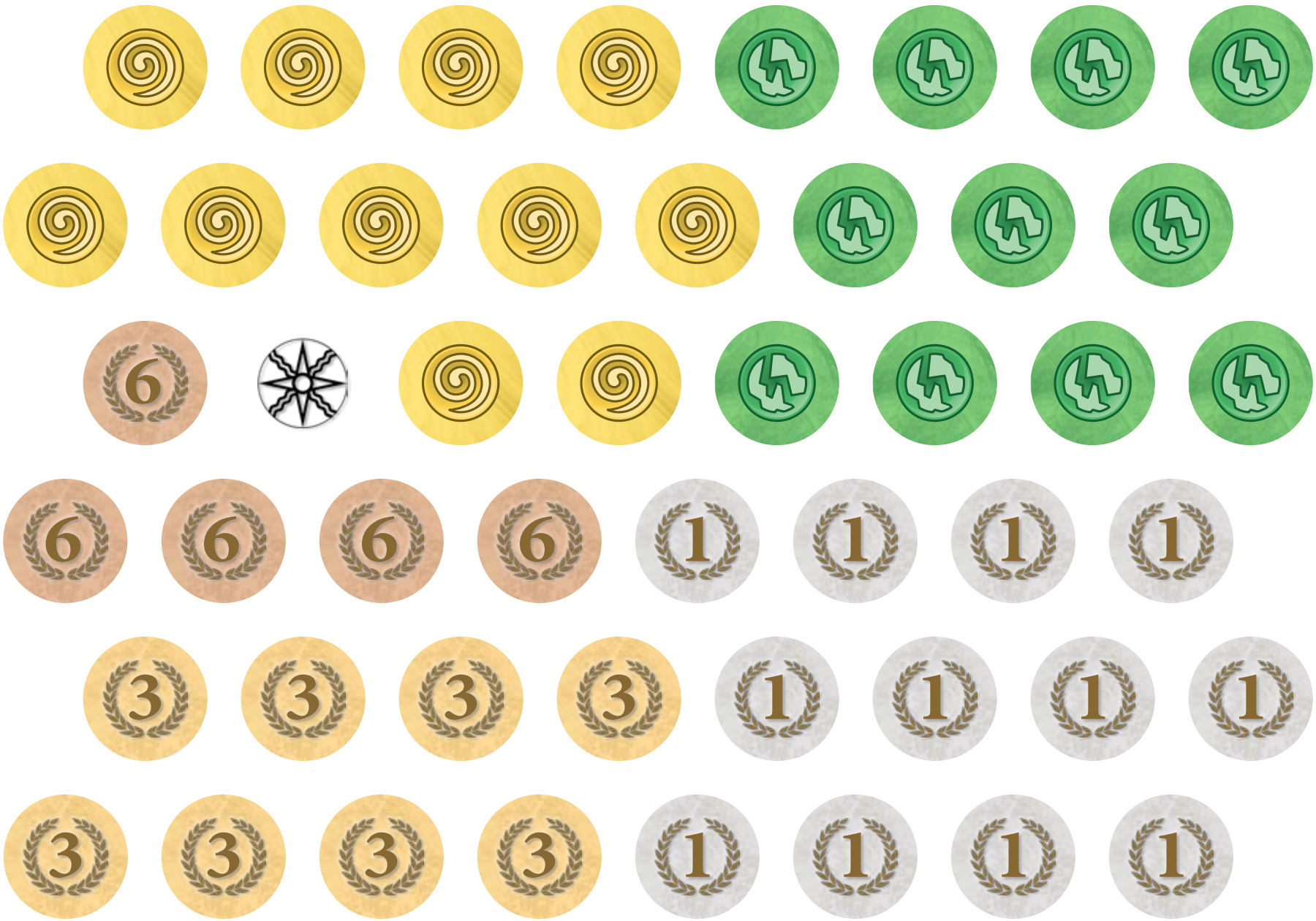
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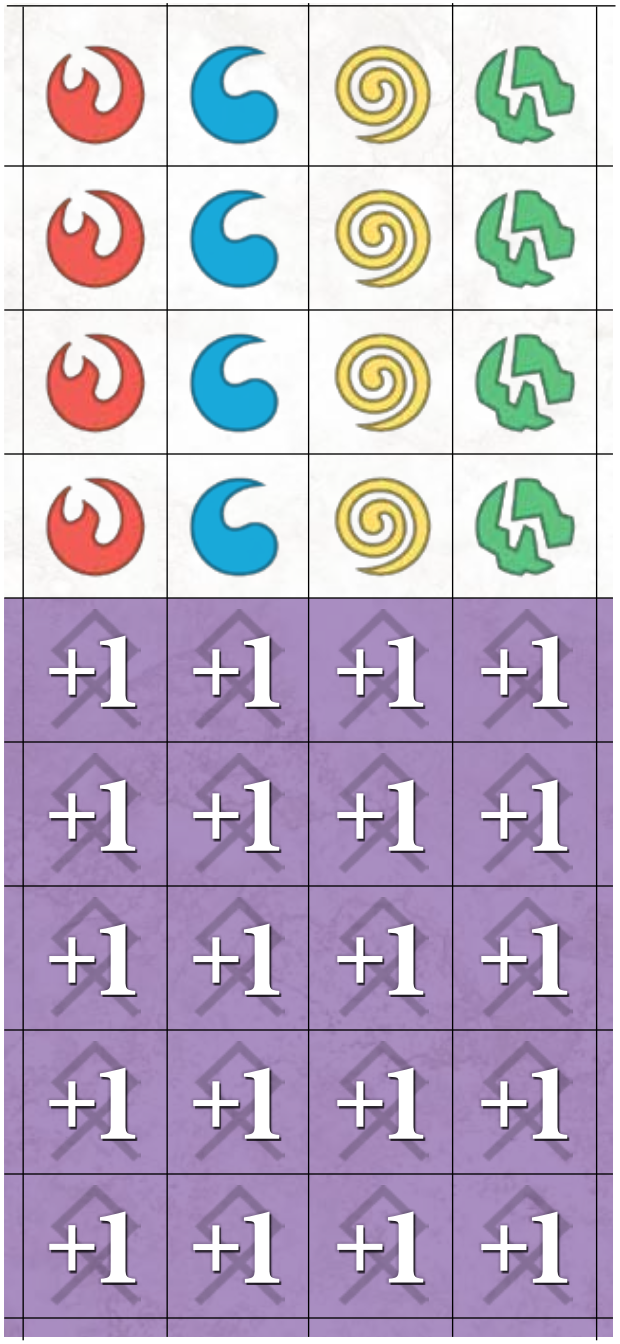
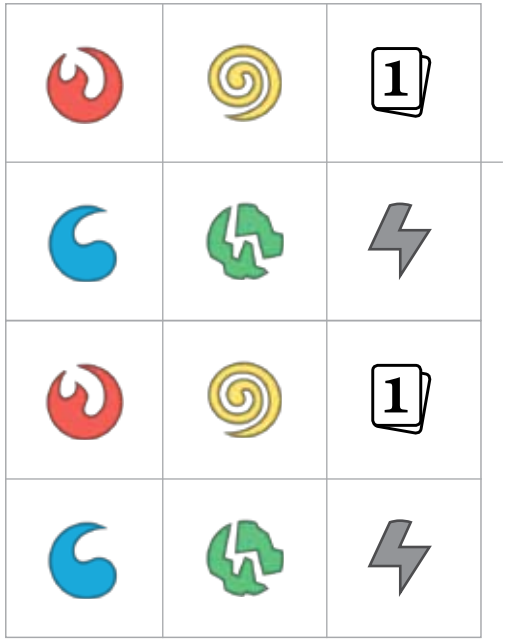
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