

TERRA MYSTICA

Fan Völker

Atlanteans

Faction ability: You start the game with your Stronghold instead of the usual 2 dwellings. Place it after all other players, but in player order compared to the Chaos Magicians if they are in the game too. You also start with 1 town marker and all its effects, place it under your Stronghold. As an action, you can spend 2 workers to build a bridge.

Stronghold ability: When the town with your Stronghold in it reaches a certain power value, you get an immediate benefit:

- 7 power: Increase your shipping by 1 for free (do not get a town marker, you already have it)
- 10 power: Advance 2 steps in each cult
- 16 power: Gain 20 victory points

Wisps

Faction ability: Whenever you build a Trading Post, you can immediately terraform 1 directly adjacent space with 1 free spade. You may not buy extra spades for workers. You may not build on this space immediately.

Stronghold ability: Immediately place a free Dwelling on an empty water space anywhere on the map when building the Stronghold. You do not need to be able to reach the space from one of your buildings.

Architects

Faction ability: When terraforming and building at the other side of one of your bridges, you need 1 less spade to terraform. Your bridges count as 1 power value (but not as a separate building) towards founding a town. As an action, you can spend 1 priest to build a bridge.

Stronghold ability: As a special action, you can move one of your bridges on the board to a new position where you could build a bridge. Gain 2 points when doing that. You may not remove a bridge from a town if that would leave the town without enough power value and/or number of buildings to be a town.

Treasurers

Faction ability: Whenever you get income, you can put any number of workers, priests and coins from that income into your treasury. Resources in the treasury cannot be used.

At the beginning of each round, right before you get new income, take all resources out of the treasury into your personal supply and additionally take the same amount of resources from the general supply (or for the priests, from your own color supply). This does not count as „receiving resources“ for their Stronghold ability.

Stronghold ability: Once you built your Stronghold, you can put resources you receive into your treasury at any time. (So you can also put in resources you from Power Actions, Town tiles or Cult Rewards (or Shipping benefits with Merchants expansion). You can only put in resources the moment you receive them! You cannot put in any left over resources at end of a round or whatever you just took out of your Treasury.)

Archivists

Setup of game: During Setup, place 1 additional round booster tile on the Archivists. When Archivists are chosen, add this tile to the supply of round boosters.

Faction ability: You do not receive cult rewards in phase III of any round. Whenever you pass and select a new round booster, gain 2 power for each coin on that booster.

Stronghold ability: Whenever you pass, you can select 2 new round boosters instead of 1.

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Djinni

Faction ability: Start with 3 magical lamps. As an action, you may spend 1 magical lamp to have 2 of your markers on the Cult board switch their cult while staying on the same level they were.

For example, if your marker in the Air cult is on level 6 and your marker on the Fire cult is on level 1, you switch them so that the marker from the Air cult moves to level 6 of the Fire cult and your marker from the Fire cult moves to level 1 of the Air cult.

You may not switch to level 10 of a cult if there is already another player token on that level 10. In that case, you just cannot make the desired switch (you do not go to level 9, you just cannot switch from level 10 into that cult).

No power is gained or lost from that switch.

Stronghold ability: When passing, gain 1 VP for each of your priests on the Cult board.

Changelings

Setup of game: During Setup, when Changelings are chosen (or added to the auction), select 1 terrain that was not chosen before. This counts as the Changelings home terrain and color A. After all factions are chosen, select 2 more terrains that were not chosen before as colors B and C. Fill your faction board with buildings of the color matching the letter depicted in the upper right corner of the building box (so Stronghold of color B, Sanctuary of color A, 1 temple of each color etc.). Take all other components (priests, bridges, markers) of color A.

Faction ability: Whenever you build a dwelling, build it on the terrain matching its color. Whenever you upgrade a building, both the new and the upgraded building have to have the same color. (This does not change that you build from the left and return to the right in the row you take/place your building).

Stronghold ability: When building a dwelling, you can take the dwelling from the spot on the Stronghold space or from the normal dwelling row. When upgrading a dwelling, you can put it back on the spot on the Stronghold space (provided it is empty) or to the normal dwelling row.

Geologists

Setup of game: During Setup, when Geologists are chosen (or added to the auction), select 1 terrain that was not chosen before. Mark that terrain with the Shapeshifter ring on your board, then put an X-token on that terrain on your board, take the components in that color and place your 2 starting

dwelling on that terrain. It does not count as your home terrain though.

Faction ability: You may not terraform a terrain into a different color. When building a dwelling, build it on any terrain that is not covered by an X-token on your player board, but is next to an X-token on your player board or marked by your Shapeshifter ring. Afterwards, mark that terrain on your player board with an X-token. Afterwards, if all 7 terrains on your player board are marked with an X-token, remove all 7 X-tokens. When you gain a spade, either place 1 X-token on an empty terrain on your player board that is next to an X-token or marked by the Shapeshifter ring, or remove 1 X-token that is next to an empty terrain on your player board instead.

Stronghold ability: As a special action, you may do the same thing you do when gaining a spade, but it does not count as getting a spade for scoring.

The Enlightened

Faction ability: As a conversion on your turn, you may pay 1 coin to gain 1 additional power token in bowl I. Whenever you gain power for advancing on the cult board, you get double the amount of power as printed on the board. Instead of workers, you pay power to terraform.

Stronghold ability: Whenever you convert power to 1 priest, worker or coin, you get 2 priests, workers or coins instead. As a special action, you gain 4 power.

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Cash Dallah

Faction ability: Instead of being able to improve your terraforming ability, you have an additional income track. This track gives you a basic income of 2 coins. As an action, you can advance on your income track by paying 2 workers and 2 coins. Each time you advance, you gain victory points (2-5) and also an ADDITIONAL income of 1 worker or 2 coins. During each income phase, you get all the income from the current position of your income marker AND all income to the left of it.

Stronghold ability: When doing a power action, you can decide to pay the power cost in money instead. You cannot mix power and coins (but you can convert power to coins before).

Children of the Wurm

Faction ability: Whenever you leech power (gain power from other players building), you pay 1 less victory point (to a minimum of 0). When removing a power token from bowl II, you can move 2 other power tokens from bowl II to bowl III instead of the usual 1. All of your buildings (not just your trading posts) have separate coin costs depending on if there is an adjacent building of another color or not.

Stronghold ability: Immediately gain back all power tokens you removed so far in the game and put them in bowl I. As a special action, you can remove up to 2 power tokens from any bowl and place them on a river space on the board. Place them one after the other and each of them has to be adjacent to one of your buildings or one of your power tokens. All spaces and buildings that are connected by your power tokens (a single token or an unbroken chain of tokens) count as directly adjacent FOR YOU ONLY (so you can build, upgrade and leech accordingly).

Goblins

Faction ability: You start the game with 2 special markers. Whenever you build a Temple or Sanctuary, you gain 1 additional special marker (in addition to the Favor tile).

As an action, you may spend 1 special marker to decide on 1 kind of building. Gain rewards depending on how many of these buildings you have on the board:

- Dwellings: 1 power per Dwelling
- Trading Post: 2 coins per Trading Post
- Temple: 1 worker per Temple

Large buildings (Stronghold and Sanctuary): 1 cult step per large building

Stronghold ability: Whenever you gain a town marker, gain 1 special marker.

Time Travellers

Faction ability: You do not get points for the Scoring tile of the current round. Instead, you get points for both the Scoring tile of the next round and the Scoring tile of the last round. For this purpose, treat the Scoring tiles from round 1 and round 6 as adjacent (Time as a circle). If both Scoring tiles reward the same action, you get both rewards.

Gain the cult reward at the end of round normally, using the Scoring tile of the current round.

You cannot improve your digging.

Stronghold ability: As a special action, move of the 4 power tokens from bowl I directly to bowl III.

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Prospectors

Faction ability: Whenever you gain a spade, gain 1 priest instead. To terraform, you use golden spades, which you can buy for 4 coins per golden spade. For every golden spade you use, you also gain 1 victory point and 1 power.

Stronghold ability: You only need to spend 3 coins to buy a golden spade, not 4. As a special action, you gain 1 coin for every Trading Post on the board belonging to other players.

Conspirators

Faction ability: Whenever you gain a Favor tile, you also gain 2 coins.

Stronghold ability: Immediately gain 1 Favor tile when building the Stronghold. As a special action, you can put 1 of your Favor tiles back into the supply to gain a different Favor tile from the supply. For the Favor tile you put back, lose the number of cult steps depicted on the tile, but do not gain or lose any power. You also do not lose anything you gained from that Favor tile earlier, like for example a town marker. For the new Favor tile, gain cult steps (and power and coins from your Faction ability) normally.

Dynion Geifr

Faction ability: Whenever you convert a priest into a worker, you get 1 additional worker (so 2 workers total for 1 priest). All of your buildings have a power value of 2.

Stronghold ability: Immediately gain 2 priests when building the Stronghold. You can found a town with the Stronghold in it with only 3 buildings (the same ability as every Sanctuary).