

# APPENDIX I: TREES

- 01** Immediately take a free and complete action **MAKE A PROCESSION** with 1 step.



- 02** Gain 1 yellow Action Tile and 1 Gold.



- 03** You may use the green Action Tiles like yellow Action Tiles when paying.



- 04** You may use the Flowers like Gold when paying.



- 05** Gain 1 Point, at the end of the game, for each of your blue Trees.



- 06** Gain 4 Points, at the end of the game, for each group of 4 identical and connected Action Symbols in your Fate Area.



- 07** When moving a Guardian, you may place it on that Tree using 1 step from the adjacent Path Tile. Gain 3 Points at the end of the game for this.



- 11** Gain 1 Point, at the end of the game, for each of your red Trees.



- 12** Gain 2 blue Action Tiles.



- 13** Gain 2 additional Points, at the end of the game, for each of your red Bonfires.



- 14** You may use the Roots like Gold when paying.



- 15** Gain 2 Points, at the end of the game, for each group of 3 identical and connected Action Symbols in your Fate Area.



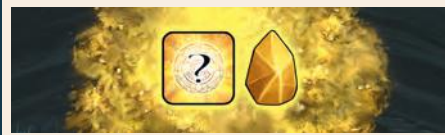
- 16** When moving a Guardian, you may place it on that Tree using 1 step from the adjacent Path Tile. Gain 5 Points at the end of the game for this.



- 17** You may use the purple Action Tiles like yellow Action Tiles when paying.



- 21** Gain 1 yellow Action Tile and 1 Gold.



- 22** Gain 2 white Action Tiles.



- 23** Immediately take another turn.



- 24** Gain 1 Point, at the end of the game, for each of your yellow Trees.



- 25** Gain 2 additional Points, at the end of the game, for each of your yellow Bonfires.



- 26** Gain 5 Points instead of 3, at the end of the game, for each of your unplaced Fate Tiles.



- 31** Take 1 Task for free from any island and place it on your Player Board. Place 1 of your face up Offering Tiles in the vacated location on the island.



- 32** Choose one of your already placed Fate Tiles. According to the usual rules, take all the Action Tiles of this and any adjacent Tiles. However, you do not gain any bonuses from overbuilt symbols or from Events related to Fate Tiles.



- 33** When moving a Guardian, you may place it on that Tree using 1 step from the adjacent Path Tile. Gain 8 Points at the end of the game for this.



- 34** Gain 2 additional Points, at the end of the game, for each of your blue Bonfires.





## APPENDIX II: CREATURES

### 01 CRYSTAL DRAGON

Whenever you **pay Resources** (not Gold), you may pay with any Resource. At the end of the game, you gain 2 Points for each of your Path Tiles, if the color of the crystal does **not** match the Bonfire.



### 02 TREELING

Immediately take 1 Specialist from the display for free and gain 1 extra Gold and 1 extra yellow Action Tile.



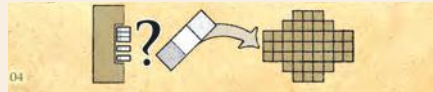
### 03 THUNDER TOAD

(only for **Events** module)  
Each time an **Event** is revealed, you reveal 1 additional Event for yourself that only you may use.  
You have 2 Events active at all times.



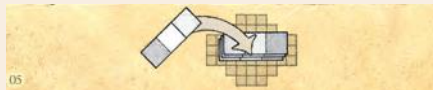
### 04 ENCHANTED SPIDER

When you **Place a Fate Tile**, you may always choose which of your remaining Fate Tiles to place.



### 05 SEER SALAMANDER

When you **Place a Fate Tile**, you may overbuild Fate Tiles that have already been placed.  
You must fully cover three previously placed symbols on the same layer.  
You then gain the 3 Action Tiles of the new Fate Tile and the 3 covered symbols (i.e. exactly 6 Action Tiles).



### 06 GIANT TURTLE

When you pay 1 blue Action Tile to take a **MOVE YOUR SHIP** action, move your Ship to any island of your choice.



### 07 GLIMMER BIRD

Whenever you use the **Great Bonfire** action, you may also choose not to move the Bonfire.

Each time you place a Portal, you may place it either clockwise starting from the left, or counterclockwise starting from the right.



### 08 CUDDLE CAT

Your **Elders** are scored at the end of the Game (instead of immediately).



### 09 TWINKLING BUG

On **your first and your last turn** you each take 1 additional turn.  
If you forgo your last additional turn, you gain 2 Points instead.



## APPENDIX III: EVENTS

### 01 All Actions:

When paying, you may use any Resource as any other Resource (not for Gold).

### 02 Place a Fate Tile:

You may keep up to 2 Action Tiles before placing a Fate Tile.

### 03 Place a Fate Tile:

Gain 1 of the 3 Action Tiles depicted on the Fate Tile additionally.

### 04 Place a Fate Tile:

Gain 2 Points for each connected group of 3 or 4 identical symbols you create by placing the Fate Tile.

### 05 Place a Fate Tile:

If you cover a or symbol with your Fate Tile, gain 2 Points.

### 06 Build path:

Immediately gain the depicted Resource.

### 07 Build path:

Each Path Tile costs 1 green Action Tile.

### 08 Move ship:

When you pay at least 1 blue Action Tile, you may sail 1 space further than you paid for.

### 09 Move ship:

If you pay 1 blue Action Tile, you may travel to an island, where any other Ship is located.

### 10 Gain task:

You do not pay the Resource depicted on the Offering Tile.

### 11 Gain task:

You do not pay the Resource depicted on the island.

### 12 Gain task/Retrieve Guardian:

You may take Tasks/Guardians from directly adjacent islands without moving there.

### 13 Move the Guardian:

If the Guardian of your player color gets a Resource, gain 1 more of that sort.

### 14 Move the Guardian:

If the Guardian of your player color gets 1 or more Resources, you can choose, which ones (even Gold).

### 15 Retrieve Guardian:

Gain an additional 1 Gold.

### 16 Retrieve Guardian:

Gain an additional 1 yellow Action Tile.

### 17 Use Great Bonfire:

You may choose not to move the Bonfire.

### 18 Use Great Bonfire:

When you pay at least 1 purple Action Tile, you may turn the Great Bonfire 1 space further than you paid for.

### 19 Recruit Gnome:

You only need to pay 1 brown Action Tile and once the Resource depicted on the Gnome.

### 20 Recruit Gnome:

When you recruit an Elder, gain 2 Points.

### 21 Ignite Bonfire/Bonus action:

When you place a Novice in the High Council: Gain an additional 1 Gold.