





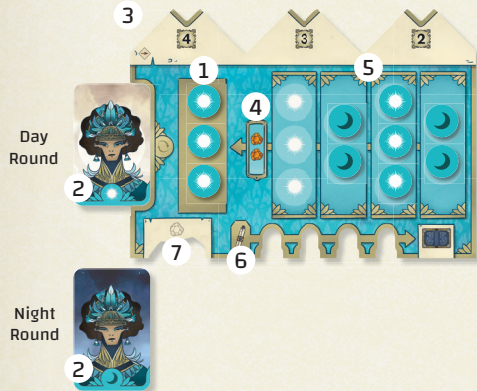


Game elements anatomy



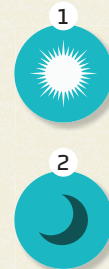
Field Tiles

1. Spot for the cost of the tile (upper part) and construction gain/placement bonus (lower part)
2. Discs spots
3. Tile colour
4. Tile effect: Billhook  and Cauldron 
5. Symbol to identify the colour of the tile (purple , green , white , orange )



Player mat

1. Apprentice discs available for the current round.
2. Druid tile that indicates the active face of your apprentices. When a player passes, they must flip it.
3. Notches for the grove tiles
4. Crystals received at the beginning of each round
5. Available apprentices for the next rounds
6. Scroll tokens storage area
7. Crystals' supply



Apprentice

1. Face up: Sun/Day
2. Face down: Moon/Night



Salamander Temple

1. Yellow Salamander cards spot
2. Black Salamander cards spot
3. Temple actions cost for each Salamander
4. Gain for each activation when all the cards of this salamander have been taken.



Salamander cards

1. Type of Salamander (Black or Yellow)
2. Faith points of the card
3. Immediate gain



Secondary divinities board and reminder

1. Eagle cards spot
2. Bear cards spot
3. Reminder of some rules (refer to p.3 of the main booklet)



Secondary Divinities cards

1. Divinity (Bear or Eagle)
2. Faith points of the card
3. Ongoing effect
4. Effect that can be used on your turn for as much as you like



Face up



Face down

Grove tiles

1. Position of the tile: upper dark markings
2. Immediate gain
3. Paths with or without crystals



Spellbook cards

1. Required element
2. Spot and VP scored for the required element

General nomenclature



Primary ephemeral resource



Upgraded ephemeral resource



Any primary ephemeral resource



Crystal resource



Scroll token



Veneration Points (PV)



Billhook tile: putting to work one of your apprentices on one of these fields is **not an action**.



Cauldron tile: putting to work one your apprentices on one of these fields is **an action**.



Green Field



White Field



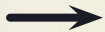
Purple Field



Orange Field



Any Field



Spend the resources on the left to generate the gains on the right



The action on the left generates the gain on the right



Flip one of your inactive apprentices on its active face



Flip one of your active apprentices on its inactive face



Grove tile



Harvest for free any Grove tile in game of your choice: receive the gains and the VP, if applicable when placing it above your board.



Salamander card



Secondary Divinity card



Bear card



Eagle card



Spellbook card



Place an apprentice



Take



Build

Spellbook cards effects



Score the VP matching your position on the Spellbook card



Score the VP matching your position on the Spellbook card multiplied by the number of required elements you have (Grove tiles, Spellbook cards, Salamander cards and Secondary Divinities cards)



Score the VP matching your position on the Spellbook cards multiplied by the number of required colour field tiles (orange, green, purple, white, cauldron) where you have at least 1 apprentice

Example of reading the effects



At all time, during your turn, you can exchange 5 crystals for an upgraded ephemeral resource



When you harvest this grove, take the first Bear card of the deck



When you harvest this grove, take 1 Scroll token



When you place an apprentice on a tile with the symbol receive 1 crystal



When you take a Secondary Divinity card, receive 1 crystal



When you build a Field tile, regardless of its colour (as the symbol of the tile is gray), score 2 VP



Spend 1 crystal to flip one of your inactive apprentices on its active face



Receive 2 crystals



Spend a primary ephemeral resource of your choice to score 2 VP per Green Field tiles