

Reprint Revisions

Town Charter

- **End of Season**
 - (pg 31) Regrow Forest

REGROW FOREST

The magic of the Mythwind Valley causes the forests to regrow rapidly. During this step, forest cards are added to the town board.

Players ignore this step at the end of the first season.

To regrow the forest, the players shuffle all forest cards that are not currently in the town board. Then, they draw a number of forest cards according to the number of characters in the game, as follows:

1 or 2 Characters: 1 forest card

3 or more Characters: 2 forest cards

Place the drawn forest cards on any empty location on the town board, if able. The forest card does not need to match the town location number. Each forest card that cannot be placed in an empty location is placed on top of any building of the players' choice instead. If a building has a forest card on it, it cannot be used until the forest card has been removed.

Players can remove forests, including forests on buildings, by performing the discover land action. When resolving a discover land action, players gain the benefit from any forest cards removed from empty locations as normal.

Farmer

- **Character Actions**
 - **Livestock**
 - (pg 22) Sell

Sell

To sell, the Farmer removes any number of livestock tokens from their farmland and places them in the supply. Then, they gain two coins for each livestock token removed.

- **Equipment**
 - (pg 24) Move



Move

To move, the Farmer takes one equipment token from their farmland and places it in any empty slot within the farmland.

- **End of Season**

- (pg 29) Overgrowth

Overgrowth

To resolve the overgrowth step, the Farmer chooses a number of worker dice from the Tower according to the season, as follows:

Spring: 0

Summer: 1

Fall: 1

Winter: 2

If there are not enough dice at the Tower, take additional dice from the supply.

Then, roll the dice and place a number of random untamed land tokens in the farmland equal to the result. Place the dice back at Tower or in the supply, as appropriate, preserving the new results and re-rolling any blanks as necessary.

The untamed land tokens can be placed anywhere in the farmland (even adjacent to each other). If there is not enough space for the untamed land tokens, the Farmer must remove crop, animal or equipment tokens to create space—tokens removed in this way do not generate coins. If the Farmer cannot place any untamed land tokens because they are in use or because there is not space because of other untamed land tokens, they do not place any new untamed land tokens.

Crafter


- **Setup**

- (pg 5) Step 2 - New Values

Set Reputation Dials: Place the five reputation dials under the reputation track so that the 1-value coin (indicated by the yellow arrow) is visible in each of the right-side windows of the reputation board.



- **Character Action**
 - (pg 14) Sell

SELL 

To sell, the Crafter takes one material from a refinement slot of their choice and places it in the supply. The material taken must be the same type they selected on their character tray.

Then, the Crafter gains the number of coins and performs the workshop action shown next to that refinement slot. Workshop actions are described on page 22.

- (pg 16) Refine Materials

During this step, the Crafter refines materials in the workshop. To resolve this step, the Crafter chooses a material in their inventory slot. Then, they can use that material to begin or advance as described below. The Crafter may resolve a begin or advance step for each material in their inventory slot.



BEGIN

If the Crafter chooses to begin, they simply take the chosen material from the workshop's inventory slot and move it to the refinement slot 1. The maximum number of materials allowed in a refinement slot are five.

ADVANCE

If the Crafter chooses to advance, they remove the chosen material from the workshop's inventory slot, placing it in the draw bag. Then, they choose one material from any of the workshop's refinement slots that matches the type they removed and move it to the next highest refinement slot (following the arrows printed on the workshop board).

- **End of Season**
 - (pg 21) Character Upkeep

To resolve the character upkeep, the Crafter must recreate their request deck and draw new cards by performing the following steps:

1. **Separate Request Cards:** Separate all the request cards into separate piles according to the sprite number on the back of the card (similar to Crafter setup step 6). This includes any unfulfilled request cards in the Crafter's play area.
2. **Count In-Play Sprites:** Count the number of sprite dice that are in play—this includes any sprite dice on the town board or any character trays.
3. **Gather Request Cards:** Gather all request card piles with a sprite number equal to or lower than the number of sprite dice in play. Set aside all other request cards for the season.
4. **Draw Request Cards:** Shuffle the gathered request cards and draw a number equal to the number of villager dice in play, including any villager dice on the town board or any character trays.

All drawn cards are placed in the Crafter's play area where they await fulfillment.



- **Workshop Actions**
 - (pg 22) Sell

To resolve this action, the Crafter takes any one material from a refinement slot of their choice in the workshop and places it in the supply. Then, the Crafter gains the number of coins and performs the workshop action shown next to that refinement slot.

- (pg 26) Saving the Game

1. Return the Crafter miniature and draw bag (with materials inside) to the game box.
2. Remove the Crafter header from the tray.
3. Place all of the Crafter's coins and any extra materials into the tray.
4. Place all request cards into a single stack in the following order from bottom to top: (a) set aside request cards (facedown), (b) unfulfilled request cards (faceup), (c) the request deck for the upcoming season (facedown), and (d) the fulfilled request cards (faceup). Then, place the crafter header back on the tray.
5. Remove the left Crafter board and place any unused skills in the tray. Replace the board.

Ranger

- **End Exploration**
 - (pg 27) Expedition Completed

If the Ranger completes the final encounter on the final expedition card, they have completed their expedition. When this occurs, the Ranger places all item cards from their inventory into their stock, they place their miniature on the "Town" space on their character tray, and they shuffle all expedition cards back into their expedition decks. Then, the Ranger can perform a Discover Land action (see page 22 of the Town Charter) without spending any coins.

Merchant

- Conduct Business
 - (pg 32/33) Sell

The sell action allows the Merchant to sell goods from their stockpile to customers or rivals.

To perform the sell action, the Merchant must choose one type of good—food, fur, wine, or tools—to sell to either a customer or a rival. They can sell any number of the chosen good following the rules of the rival or customer, as follows:

Rival

The Merchant can sell to any available rival of their choice, but they can only sell to one rival during a single sell action.

The rival will buy as many goods of the chosen type as they can afford and that their capacity allows. The rival buys the goods at market price, and the goods are taken from the Merchant's stockpile and placed directly on the rival's card. The Merchant gains any coins from the sale, and the market value of the sold goods is not adjusted.

The Merchant sells 2 wine to a rival. The wine is taken from the merchant stockpile and placed on the rival's card.



Customer

The Merchant can sell to an available customer; however, the customer will only buy the number and type of goods shown as the buy action on their card.



Buy Action

The customer buys the goods at market price, and the goods are taken from the Merchant's stockpile and placed in the market stockpile. According to the sale, the merchant gains coins from the supply, and the market value of the sold goods decreases by one. Then, the customer card is discarded, and a new customer is drawn to replace it.

- (pg 34/35) Manufacture or Trend

This action allows the Merchant to gain goods from the market stockpile or shift a good within the market. To resolve this action, the Merchant chooses to either **MANUFACTURE** or **TREND**. Then, they can choose to **UPGRADE** the market.

Manufacture

If the Merchant chooses to manufacture, they take any one good token from the market stockpile and place it in the merchant stockpile, gaining that token. The Merchant does not spend any coins to do this. Then, the market value of the good that was gained decreases by one.

Trend

If the Merchant chooses to trend, they take a good token from the merchant stockpile and place it in the market stockpile. Then, the market value of that good increases by one.

Upgrade

There are six upgrade tokens that can be purchased and placed on the market board to create larger fluctuations when trending the market.



Standard Upgrades



Advanced Upgrades

Four of the tokens are standard upgrades that are specific to each good and can only be placed on that good's market track. Two of the tokens are advanced upgrades that can be placed on any market track.

To upgrade the market, the Merchant purchases an

upgrade and places it in any empty slot on one of the market upgrade tracks. The cost to purchase a standard upgrade is 10 coins plus a number of coins equal to the market price of the slot where the upgrade is placed.

The cost to purchase an advanced upgrade is 10 coins and an acquired rival (see the "Guild" action on page 36). Additionally, all four of the standard upgrades must already be purchased before the Merchant can purchase an advanced upgrade.

After a token is placed, each time a good token would be moved into a slot that contains an upgrade, it is placed in the next slot in the direction in which it was trending.

✦ Instead of purchasing a new upgrade, the Merchant can move an upgrade that is already placed. To move an upgrade, the Merchant must purchase the upgrade again (and full cost). Then, they can move it to a location of their choice on one of the appropriate market tracks.



The cost for the fur market upgrade is 14 coins (10 for the upgrade and 4 for the slot in which it was placed).



When fur increases by one, it moves two slots because of the upgrade on the fur track.

Innkeeper

- **Guest Satisfaction**
 - (pg11) Style Requirement

Some accommodations and requests have a style icon attached to them. There are three types of styles:



Cultured



Imperial



Frontier

If the inn ever has **two or more** undamaged accommodations of a particular style, the inn has that style.

When an inn has embraced a style, a guest's request for that style can be fulfilled by placing them either adjacent or diagonal to an accommodation with that style. The inn can embrace multiple styles.

- **Phase 1: Dawn - Resolve 1 Weather Card**

- (pg 14) Party Preparations

During this step, the Innkeeper's fame spreads throughout the valley and the value of their party is increased.

If the day's current weather card has an event icon, the Innkeeper takes one coin from the supply and places it next to the party action on their character board to track the value of their party. The Innkeeper can only increase the value of the party if the value is less than their current renown level. For example, if the Innkeeper has a renown level of 1 and they have 1 coin already next to the party action, they cannot gain another coin.




- (pg 15) Welcome Guests

During dawn, the Innkeeper welcomes guests to their inn. The number of guests that visit each day is determined by the renown level and the current weather.



At level I renown, the Innkeeper draws 6 guests.

To welcome guests, the Innkeeper draws a number of guest tokens from the draw bag equal to their current renown, modified by the current weather, as follows:

-  *Sunny : -1 guest*
-  *Cloudy : 0 additional guests*
-  *Rainy : +1 guest*

If the weather is the same for two or more consecutive days, the number of guests is modified for each of those consecutive days. For example, if the Innkeeper's renown level is 1 and the current day as well as the previous day was rainy, the Innkeeper would welcome 8 guests. The Innkeeper may not welcome more guests than there are tokens in the draw bag.

The guests that the Innkeeper draws are placed front facing near their character tray - do not flip them over. Before the end of the day, the Innkeeper will attempt to seat as many of these guests in the inn as possible.

- **Character Actions**
 - (pg 17) Pamper

PAMPER



The Pamper action allows the Innkeeper to seat a picky guest who has requests that are difficult to fulfill. The Innkeeper can use this action to seat the guest, ignoring all of their requests. This extra effort does not satisfy the guest, but it does prevent them from being unsatisfied.

To perform the pamper action, the Innkeeper chooses one guest from those that were drawn. Then, they take that guest and seat them **back facing** in any slot in the inn that contains a furniture token. The Innkeeper can ignore all of the guests's requests. Gain one coin for seating the guest. Then, reduce renown by one, if able.

- Improve
 - (pg 20) Repair

This option allows the Innkeeper to repair any number of damaged accommodations so they can be used by guests and to avoid discarding them at the end of the season (see "Accommodation Damage" on page 30).

To repair damaged accommodations, spend coins equal to half the price of the price of the accommodation (rounded up). Then, flip the accommodation faceup; it can now be used to accommodate guests.

- (pg 22) Mingle

The mingle action allows the Innkeeper to schmooze and network with their guests, planting seeds of grandeur that may bear fruit in the future.

To mingle, the Innkeeper takes one of their gossip cards from their hand, if able, and shuffles it into the adventure deck.



Then, the Innkeeper draws a number of gossip cards equal to their current renown level. If the gossip card deck is depleted, the Innkeeper cannot draw more gossip cards.

During a future adventure action, when a gossip card is drawn from the adventure deck, the character who draws it resolves its text and its effect icon (the accommodations at the bottom of the card are ignored). Then, they place the card facedown at the bottom of the gossip card deck.

- (pg 23) Party

The party action allows the Innkeeper to enhance the benefit of a specific type of accommodation at the cost of renown.

To party, the Innkeeper reduces their renown by 2 and places the party token on one furniture accommodation in the inn to signify which accommodation has been enhanced. When seating guests during the dusk phase, each guest seated on the furniture type marked by the party token (even if they are not satisfied) generates one additional coin for each coin placed on the party action of the Innkeeper board. After all guests have generated coins, if the Innkeeper's renown level is equal to or greater than the number of coins next to the party action, all of these coins are discarded from the Innkeeper board and placed in the supply.

The party action cannot be performed if renown is in the two leftmost slots on the renown track.

- Dusk

- Host Guests

- (pg 26) Seat Guests

To seat guests, the Innkeeper seats any of the guests that were drawn from the bag into an inn slot obeying the following rules:

- ↗ A guest can only be seated if doing so satisfies them (all of the guest's requests must be fulfilled).
- ↗ Seated guests must be placed in empty slots with the matching furniture request.
- ↗ Seated guests are placed so they are front facing.
- ↗ After seating all of the guests they wish to, the Innkeeper gains one coin for each front facing guest in the inn.
- ↗ Guests seated on an accommodation type enhanced by the party token generate one additional coin for each coin on the Innkeeper's character board (see "Party" on page 23). Finally, remove the party token from the accommodation.

- **End of Season -**
 - **Character Upkeep**
 - (pg 30) Accommodation Damage

During this step, the accommodations of the Inn suffer some wear and tear and become damaged. The Innkeeper must repair them before the end of the next season or else the accommodations will be lost.

When an accommodation is damaged, the Innkeeper flips it so it is facedown in the Inn. A damaged item cannot be used until it is repaired (see “Improve” on page 20).

To resolve the accommodation step, the Innkeeper performs the following steps in order:

1. Discard Damaged Accommodations: The Innkeeper discards all damaged accommodations in the Inn, returning them to the supply.

Discarded accommodations can be repurchased as normal.

2. Damage an Accommodation: The Innkeeper chooses one accommodations in the Inn to damage, flipping it facedown.

If there are no accommodations in the inn, the Innkeeper skips this step.


3. Damage Additional Accommodations: The Innkeeper damages an additional number of accommodations according to their renown:

👉 **Renown Level 1:** No additional accommodations are damaged.

👉 **Renown Level 2:** Roll one villager die from the tower (or supply if necessary). Damage one accommodation in the inn, if able, for each pip shown on the die result.

Then, place the die back at the tower or supply as appropriate, preserving the result.

If the roll produced a blank result, do not damage any accommodations, but reroll blank results as normal before placing the die back at the tower.

 **Renown Level 3:** Roll one villager die and one sprite die from the tower (or supply if necessary). Damage one **furniture** accommodation in the inn, if able, for each pip shown on the **villager** die and damage one **service** accommodation, if able, for each pip shown on the **sprite** die. Then, place the each die back at the tower or supply as appropriate, preserving the result.

If any roll produced a blank result, do not damage any accommodations for that die, but reroll blank results as normal before placing that die back at the tower.