

Set up		Win Conditions (choose one)		Caravans	
1. Start with 10 Gold and Food = 3x rating 2. Place bars and quadrants A-D in any orientation. At least 2 quadrants must touch 2 hexes on bars. 3. Draw 4 Circumstances and 1 Mission card per City-State. 4. Place heroes on start hex or chosen bar 5. Place a random HOTile adjacent to start hex. If solo, add Oasis HOTile to opposite start hex 6. Move Reputation one space towards chosen City-State alignment. May buy Gear Upgrades.		1. Kill Ravager 2. Deplete Ravager's Energy and Outlast 3. Possess 100 Platinum 4. Requires Celebrated status in Tarri arena. Defeat Boss 8 and destroy 3 other City-States. In Tarri, may trade 10 Ravager Crystals for 3 Ravager Beacons. Use in a City-State, and the next time the Ravager appears, it appears in that City-State and destroys it.		1. Upon entering Caravansary, discard current Caravan Master and reveal new one. If in Wastes , roll D4 to determine City-State destination. Otherwise, choose City-State or Caravansary destination. May Bribe during journey to alter destination. 2. If you join Caravan, draw Event cards = # of heroes. Two extra Event card slots are reserved if required to draw additional Events. 3. Play Caravan events one at a time, left to right. Before, between, or after events, may purchase Bazaar items worth <= 3 Gold (add cost Modifier) and use Masteries. Perform steps 3a-3d for each event. 3a. Apply effects on Event card. If a combat was skipped or escaped from, Caravan Master suffers *Energy Drain = D4 + Opponent's Level 3b. Each hero chooses to roll stats or skip, one at a time, in any order. If not skipping, roll depicted stats and apply modifier to Energy Drain. 3c. Apply *Energy Drain to Caravan Master(s) and heroes. 3d. Move Reputation toward Caravan Master if group helped with event, or away from if event was ignored 4. After all events finished, gain rewards based on Caravan Master's vitals. 5. Reduce each hero's Food by sum of values depicted on events 6. Teleport to Caravan's destination. Place Master card next to Home quadrant / location. <i>*If Caravan Master dies, immediately end journey and remove Master from the game. If leaving Wastes, Teleport to Caravansary closest to original destination. If entering Wastes, reduce all heroes' Energy to 0 and Teleport to random Caravansary in Wastes (draw HOTile if none).</i>	
Turn Order					
1. Movement Phase (choose one, skip if in Black Pyramid)					
Camp	Heal 3 Health & 3 Energy . Navigate succeeds and -1 to skill rolls if not in City-State (Cumulative with successive camps). May discard Circumstance if allowed.				
Cautious	Move 1. Navigate succeeds. May discard Circumstance if allowed.				
Normal	Move normal speed (default 4) and roll all skills normally.				
Reckless	Move normal + 2, each hero suffers 2 Energy drain. Roll Navigate and one of Explore or Survival (the other fails)				
2. Skills Phase (skip if on City-State). 2 Crit Successes: Choose circumstance. 3 Crit Successes: Draw 1 Power Up, all heroes receive bonus. Also receive Rage Shard legendary item.					
Navigate	Half of party (rounded up) must succeed, or else Wander . Hex: Negate Wander, or move 1 extra space of choice (limit once per turn)				
Explore	Success = +2 gold. Hex: All heal 1 Health or gain 1 extra Gold				
Survival	Success=do not eat. Hex: +1 Food, Negate an Affliction, or all heal 1 Energy.				
3. Circumstance Phase (skip if in Black Pyramid, Caravan, City-State, Boss, Gambling Den, Merchant Shop, Oasis, or Crystal Tower). Roll D6, face Circumstance (or discard if allowed). If 5 or Hex: draw from deck					
4. Event Phase					
Caravan	May join Caravan. See Caravan section.				
Boss site	Fight corresponding boss				
City-State	May shop and do one of (1) Schooling & Sparring (buy depicted Gear Upgrades) (2) Employ (Gain Gold + bonus for matching Hero Type), (3) Arena (see relevant placard) (4) Scarabs (see relevant placard). Apply Danger effect if applicable. If Reputation aligned, -1 Gold cost to School & Sparring and non-Bazaar items, +2 Gold to Mission/Employ rewards				
Remnant	Each hero gains Irradiated (5). If on Crystal Tower side, gain D4 Ravager Crystals (and Power Up for each hero if in Wastes), then flip tile.				
Mission	Attempt mission in matching terrain. Adjust Reputation afterwards.				
Oasis	Heal all Energy, Conditions, Afflictions. Each hero may gain up to 20 food (Limit 4 times per game)				
5. Villain / Ravager Phase					
Act#	Act Start Trigger	Appears in	Placement	Action Loop	
1	D4 = Hex (+1 to odds per turn)	Wastes	If first appearance, initial HOTile. Afterwards, D6 direction, D4 node	Appear, Pause, Disappear	
2	Remnants >= 1/2 HOTiles	Anywhere	Player's tile, or random adjacent, or random quadrant. D4/D6 node	Appear, Disappear	
3	Remnants >= 12 or can't place more	Anywhere	Same as Act 2	Appear	
Whenever Ravager disappears, place a Remnant w/Crystal Tower . All hexes underneath are destroyed. The Ravager cannot appear on the same HOTile twice or on a Remnant. In Acts 1 & 2, if Ravager appears in your space, may retreat 1 space. In Act 3, cannot escape. In Act 3, each hero takes Corrosive Energy Drain = 1/2 Remnants at the beginning of Villain Phase.					
Mutation (heroes)	Draw Mutation card. Decrease Energy rank by depicted number (if insufficient rank, may discard card or lose Health rank). Gain +1 to Power Ups of depicted stat. Copies do not decrease Energy, stack Power Up bonus, or count in total mutations.				
Exalted Reputation (Gain bonus when reputation is at an edge or corner)					
Dria (Right)		Reduce Gold cost of all items from other Volumes by 5 (to a minimum of 1)			
Phorora (Top)		May share Knowledge while in any City-State			
Tarri (Bottom)		Heroes Raise 4 Health & 4 Energy after each Arena event.			
Nemsynet (Left)		May reroll first Strike rolled during Scarabs.			
Faders (Top Left)		Gain D4 Ravager Crystals when leaving a Ruined Village.			
Embers (Bottom Left)		May double all max-ante limits in Scarabs			
Agra (Top Right)		When entering Phorora, may place top Phororan mission on bottom of deck and reveal next card.			
Hanta (Bottom Right)		Immune to Hanta Guards event. When employed in Dria, roll D10. Hex = triple rewards, otherwise double			
Terrain Effects / Boss Triggers / Special Rules					
Lava Fields		All suffer 3 Energy Drain and gain Heat Exhaustion. Cannot remove Heat Exhaustion in Lava field			
Silt Sea		Lose 1 Movement when entering. If anyone critically fails a Skill test, must Camp next turn. Roll D10=Hex to gain Feilo the Giant ally.			
Wastes		-1 Movement speed. If Food Rating > 0, must consume at least 1 Food during Skill phase, else gain Heat Exhaustion			
Idryil the Undying Swarm (Boss)		After defeating Swarm encounter, roll D10. Face if Hex (+2 per subsequent roll)			
Monstrosity (Boss)		Camp in a Remnant w/o Crystal Tower. Draw 2 random non-Swarm, non-Horde encounters to place on boss placard. May fight multiple times.			
Baneki the Bane Shadow (Boss)		If you enter City-State with non-matching Reputation, roll a D10 +1 per Reputation needed to become neutral. If 10+ he Ambushes you at the end of the turn.			
Astonal the Lost Arbiter (Boss)		End Skills Phase on Ruined Village adjacent to either starting location, or face Astonal's Camp Caravan Event.			
Heat exhaustion		Suffer 1 Energy Drain after Skills phase. +1 cost to Masteries and Racial Abilities. Removal same as Starving. Immune to Heat Exhaustion if Food Rating = 0			
Black Pyramid		Enter by camping on the Black Pyramid Space (do not gain skill roll bonuses). Begin in either starting location or in last Secret Exit location.			
Outlast		+1 per Hero. Each hero may roll one depicted stat each round. Success = -1, Crit = -2. At end of round, reduce Outlast by 1 + successes, then reduce by 1 if Favored Opponent.			

Bazaar (items <= 3 Gold available in Caravans)			Tarrì (may convert 1 PI to 1 Crystal here)		
Poultice *	1	Heal 3 Health and 3 Energy. If used during combat, this effect is applied in the next round's Declaration phase.	Shady Tavern	3	Heal 10 Health or 10 Energy, negate all Conditions. Roll D10 and face Guards (2) on result of 10.
Shuraxian Spice	2	Consume during Skill phase with at least 1 Food. Attacks deal +2 damage for the turn. If you possess a Mutation, roll D4. Hex=treat a Mutation as having an extra copy this turn.	Scorchstone^	16	Negates effects of Lava Fields and Burning. -1 to Mutation Energy rank Loss
Hypersense Tonic	2	Use during movement to treat your movement as Cautious. May discard 1 open Circumstance	Phoenix Breath*	6 & 1 PI	Deal 3 Piercing Damage per Health point sacrificed this round. If you die, Revive with 1 Health after combat ends. Reduce Health rank by 1 after use.
Hardy Rations	2	Converts to 5 units of Food	Nemsynet (may convert 100 G to 1 PI here)		
Spell Components	2	Powers Mastery/Racial Ability in place of Health/Energy. May also use to reduce Caravan Event damage by 1.	Bath House	3	Heal all Health, Energy, and negate all Conditions. Cost is 1 if Employed this turn.
Territory Map	3	Draw and place a HOTTile or HEXtile of your choice.	Sphinx Blood Boster*	4	Draw 3 Mutation cards and choose one to replace one of your current Mutations. If you have no Mutations, you may gain one of the drawn cards.
Ironscale Potion*	3	Negate all Conditions and either Heal 6 Health or Raise 6 Energy. Outside of combat, also Negate effects of Irradiation.	Weighted Dice^	8	Once per turn per set owned, may reroll any 1 die outside of combat. If used during Scarabs, roll D4 and get caught if House rolled. At end of Scarabs, face Guards (D4). Limit 2 per hero.
King's Elixir*	4	In combat: Heal 4 Health and 2 Energy whenever Health damage is suffered. Lasts for 3 rounds. Outside of combat: Heal 10 Health & 10 Energy	Belt of Many Pouches^	15	May use items in combat during any action. Limit 1 per hero.
Explozinator*	5	Reduce Swarm or Horde opponent's Outlast by D4. Afterwards, roll again. Hex = item not consumed.	Gambling Den^	6/Hero & 6 Crystals	Place Gambling Den token in your current (non-Event) space after movement. While in this space during Event phase, Heal 5 Health, may play Scarabs, purchase Bazaar items, and convert Crystals to Platinum. Earn 3 Platinum per Gambling Den at end of turn. Limit 5.
Spyglass^	6	At start of Caravan journey, Explore. Success = reveal all Caravan Events. Crit Success = may additionally discard and replace one Caravan Event			
Survival Kit^	6	Limit 1 per hero and affects only 1 hero. Heal 1 Health & 1 Energy before movement and -1 to each Caravan Event Food requirement.	Bag of Holding^	18 G & 2 PI	May carry unlimited Currency/Food and ignore game effects that cause you to lose Currency/Food. Limit 1 per hero.
Caravan Journey	4/Hero	Join a waiting Caravan or draw randomly. Travel to any other Caravansary or City-State, playing Caravan Events.	Tarrì and Nemsynet		
Dust Skimmer^#	5/Hero	+1 to movement speed (including Cautious). Stacks with similar effects. Treat Silt Sea terrain as normal terrain.	Gladiator's Salve	5	Consume before Arena Event. Until the Event ends, ignore first point of Health damage from each damaging source (not including spent damage).
Extraction Tools^#	6/Hero	+2 Ravager Crystals when mining Crystal Tower. Gain 1 Ravager Crystal when moving through Ancient Crystal Deposit (limit once per location).	Shoplifter's Fez^	10	Spend 4 Energy when purchasing an item to gain 2 instead of 1. Cannot be used on unique items or to exceed quantity limits. Max one per hero.
Refilling Waterskin^	3 PI	All heroes raise 2 Energy before movement (stacks with additional waterskins) and Negate effects of Heat Exhaustion.	Canopic Jar	25	When acquiring a Jar, roll D10. Hex = Cursed. If a hero dies while carrying Jar, immediately Revive with 1/4 Vitals for reach Jar in possession.
Resurrection Contract	4 PI	Revive all dead heroes, or the next time heroes die, they are auto-revived (and item is consumed) at end of Event phase. Limit 1 at a time.	Champion's Banner ^#	10 G & 1 PI	Subtract 1 from each Occurrence roll in Arena for each level of Fame above Unknown. May also suffer 3 Energy Drain to reroll Occurrence.
Dria			Conqueror's Stone ^#	8 G and 2 PI	May become Irradiated(4) to gain 1 item worth <= 1 Gold at end of each combat. Increase Gold value of possible items by +1 each use.
			Phorora		
Rowdy Inn	2	Heal all Health & Energy and Negate all conditions.	Phorora		
Skyfire Crystal^	8	Limit 1 per Hero. Treat Food Rating as 2 higher when Irradiated.	Comfortable Inn	2	Heal all Health, Energy, and negate all Conditions. Cost is 1 if aligned with Phorora.
Elixir of Souls*	8 G & 1 PI	Raise 16 Health and 16 Energy. While max Vitals exceeded, suffer double damage and +2 penalty to Skill/Vital tests.	Phororan Parchment	6	Use after combat. Next time you move to Phorora, gain Favored Opponent against type you just faced.
Living Rope^#	15 G & 3 PI	Each hero gains -2 to one Stat test per turn. Each combat round, -1 to Outlast.	Transmutation	8	Give 1 Mutation (and all copies) to another hero or remove from game.
Infused Equipment	6 Crystals	+1 to each stat for each Hero. Limit 4 per game. Each subsequent purchase is +2 Cost and +1 rank bonus.	Dream Catcher^	6 G & 2 PI	Look at next 3 Circumstances in deck. Either discard or replace up to 3 open Circumstances with them. Limit 1 per hero
Dria and Phorora			Quill of Kismet^#	6 G & 3 PI	Once per turn, each hero may discard a card they've drawn and draw another.
			Enhanced Potion*	2	Heal 5 Health and Negate all Conditions, or Heal all Energy. May choose to gain these effects this round or after the next round's Resolution phase (potion is wasted if you're not damaged next round).
Physician's Supplies*	3	When an ally would die, roll against Mastery of your choice. Success = ally is revived with 1 Health & Energy. Maximum one per hero.	Staff of Life^*^#	8 PI	Can be used only by heroes who can Heal/Raise Vitals using Masteries/Abilities. Once per turn, spend half current Energy (3 min) to heal group and opponent(s) Health = 1/2 highest ranked Mastery. Undead take Piercing Health damage instead.
Monocle of Concentration^	6	Ignore Size Matters penalties to Stat Tests. Maximum one per hero.			
Bronze Gauntlet^	10 G & 1 PI	For every 10 points of Healing that exceeds max Vital, Raise that Vital by 1. Healer type Roles double Heal effects. Non Healer Roles instead gain +3 to Heal effects from items			

* Usable in combat

^ Gained permanently

Limit 1 per game