

SETUP:



Take the suitcase token and keep it near your player board.



Draw the top 3 artifacts from the deck and place them by your player board face up. This is your archive.



Place  and  tokens above the card row, as shown.

At the beginning of each of these rounds, take that round's token and put it in your suitcase.

SUITCASE:

The  or  icon indicates that the  or  token should be placed in your suitcase.

- ♦  in your suitcase can be used only for buying artifacts.
- ♦  in your suitcase can be used only for paying the  cost of an artifact.

ARCHIVE:

When you buy an artifact, you may buy it from the card row as usual or from your personal archive.



The first time your archive is empty, refill it with 3 new artifacts from the top of the deck and gain  to your suitcase. This can happen only once per game.

NOTES ON STARTING CARDS:



The effect varies depending on how many artifacts are currently in your play area.

If it is 0, you gain a .

If it is 1, you choose either a  or a .

If it is 2 or more, any one of the three options is available to you.

NEW ICONS AND CONCEPTS:



To use your blue idol slot effect, place an idol in a blue slot. Blue slots can also be used for normal effects. All idol slots can be used in any order.

 You may flip one of your used guardians face up to make its boon usable again.

 Choose one of the unused guardians you have overcome and flip it face down without gaining its boon.

 Activate any  site.

 Activate any discovered level  site.

 Activate an unoccupied level  site. Then return the site tile – and any guardian on it – to the box. Turn up the top tile of the leftover idols stack and place it where the site was. A new site can now be discovered there.

 Gain either one coin or one compass.

 Take a new silver assistant or upgrade one of your silver assistants to gold.

 Use the effect on the silver side of one assistant available on the supply board.

 Use the effect on the gold side of one assistant available on the supply board.

 Use the effect on the silver side of one assistant available on the supply board. Then place it on the bottom of its stack.

SETUP:



Put the *Special Delivery* card in your hand before you shuffle your starting cards.

Draw 4 more cards to give yourself a starting hand of 5.



Baroness



Place coins as shown above the card row. At the beginning of each of those rounds, gain the coin token.

NOTES ON STARTING CARDS:



The effect varies depending on how many items are currently in your play area.

If it is 0, you gain a .

If it is 1 or 2, you choose either a  or a .

If it is 3 or more, any one of the three options is available to you.



This card can be played whenever you buy (or gain) an item. Instead of going to the bottom of your deck (or wherever the effect says the item should go) the item goes to your hand.

Special Delivery will never go to your deck. At the end of the round, return it to your hand before you draw back up to a full hand. It will even return from exile.

NEW ICONS AND CONCEPTS:



To use your blue idol slot effect, place an idol in a blue slot. Blue slots can also be used for normal effects. All idol slots can be used in any order.

 You may flip one of your used guardians face up to make its boon usable again.

 Choose one of the unused guardians you have overcome and flip it face down without gaining its boon.

 Activate any  site.

 Activate any discovered level  site.

 Activate an unoccupied level  site. Then return the site tile – and any guardian on it – to the box. Turn up the top tile of the leftover idols stack and place it where the site was. A new site can now be discovered there.

 Gain either one coin or one compass.

 Take a new silver assistant or upgrade one of your silver assistants to gold.

 Use the effect on the silver side of one assistant available on the supply board.

 Use the effect on the gold side of one assistant available on the supply board.

 Use the effect on the silver side of one assistant available on the supply board. Then place it on the bottom of its stack.

WHISPERS FROM BEYOND:



After you draw up to a full hand (including at the beginning of the game) add a *Fear* card from the *Fear* deck to your hand.



Mystic

RITUAL PILE:



Whenever you exile one of your *Fear* cards, place it on the ritual pile on your board. These cards will not give you negative points at the end of the game, and they can be used for rituals.

RITUALS:

 This effect means you may perform a ritual. This is never a free action. To perform the ritual, remove 2, 3, or 4 *Fear* cards from your ritual pile and return them to the *Fear* deck to gain the indicated benefit.



NOTES ON STARTING CARDS:

All your starting cards can be played for an effect that exiles them and triggers a ritual. Note that the ritual is triggered only when you play the card for that effect, not when you exile the card by some other means.

SPECIAL IDOL SLOTS:



You gain *Fear* if you place an idol in a slot marked with . If you choose an idol effect granting , that *Fear* card may be immediately exiled.

NEW ICONS AND CONCEPTS:



To use a blue idol slot effect, place an idol in a blue slot. Blue slots can also be used for normal effects. All idol slots can be used in any order.

 When you use the effect marked by this icon, it is not a free action. It is your turn's main action. (But it is also possible to use it with *Cursed Idol*.)

 You may flip one of your used guardians face up to make its boon usable again.

 Choose one of the unused guardians you have overcome and flip it face down without gaining its boon.

 Activate any  site.

 Activate any discovered level  site.

 Activate an unoccupied level  site. Then return the site tile – and any guardian on it – to the box. Turn up the top tile of the leftover idols stack and place it where the site was. A new site can now be discovered there.

 Gain either one coin or one compass.

 Take a new silver assistant or upgrade one of your silver assistants to gold.

 Use the effect on the silver side of one assistant available on the supply board.

 Use the effect on the gold side of one assistant available on the supply board.

 Use the effect on the silver side of one assistant available on the supply board. Then place it on the bottom of its stack.

SETUP:



You have 3 archaeologists.
Take the gray figure from the box and use it just like any other archaeologist in your color.



CALL ON A SPECIALIST:



As your main action, put an available archaeologist on this space and then use the silver effect of an assistant available on the supply board. Neither the archaeologist nor this main action can be used again for the rest of the round.

Captain

NOTES ON STARTING CARDS:



The effect varies depending on how many placed archaeologists you currently have:

If there are none, this has no effect.

If it is 1, you gain a .

If it is 2, you choose either a  or a .

If it is all 3, any one of the three options is available to you.

An archaeologist on your “specialist” space does not count for this effect.



Like a *Fear* card, this card cannot be played for an effect.

However, if it goes to exile, you gain  .

NEW ICONS AND CONCEPTS:



To use your blue idol slot effect, place an idol in a blue slot. Blue slots can also be used for normal effects. All idol slots can be used in any order.

 You may flip one of your used guardians face up to make its boon usable again.

 Choose one of the unused guardians you have overcome and flip it face down without gaining its boon.

 Activate any  site.

 Activate any discovered level  site.

 Activate an unoccupied level  site. Then return the site tile – and any guardian on it – to the box. Turn up the top tile of the leftover idols stack and place it where the site was. A new site can now be discovered there.

 Gain either one coin or one compass.

 Take a new silver assistant or upgrade one of your silver assistants to gold.

 Use the effect on the silver side of one assistant available on the supply board.

 Use the effect on the gold side of one assistant available on the supply board.

 Use the effect on the silver side of one assistant available on the supply board. Then place it on the bottom of its stack.

SETUP:



Take the eagle token and place it on the eagle's starting space. (It will, however, move to the next space at the beginning of the first round.)



Falconer

YOUR EAGLE:

FLIGHT



This effect advances your eagle one space.



Your eagle advances 1 space at the beginning of each round, including round 1.



You may also use a guardian's boon to advance the eagle instead of the effect printed on the guardian tile.

RETURN

On your turn, you may return the eagle to its starting space and gain the benefit on its current space or any previous space.

NOTES ON STARTING CARDS:

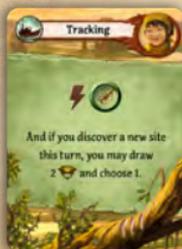


The effect varies depending on the number of guardians you have overcome.

If it is 0, you gain a .

If it is 1 or 2, you choose either or .

If it is 3 or more, any one of the three options is available to you.



When you draw 2 guardians and choose 1, place the other on the bottom of the stack.

NEW ICONS AND CONCEPTS:



To use your blue idol slot effect, place an idol in a blue slot. Blue slots can also be used for normal effects. All idol slots can be used in any order.

 You may flip one of your used guardians face up to make its boon usable again.

 Choose one of the unused guardians you have overcome and flip it face down without gaining its boon.

 Activate any  site.

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 Activate an unoccupied level  site. Then return the site tile – and any guardian on it – to the box. Turn up the top tile of the leftover idols stack and place it where the site was. A new site can now be discovered there.

 Gain either one coin or one compass.

 Take a new silver assistant or upgrade one of your silver assistants to gold.

 Use the effect on the silver side of one assistant available on the supply board.

 Use the effect on the gold side of one assistant available on the supply board.

 Use the effect on the silver side of one assistant available on the supply board. Then place it on the bottom of its stack.

SETUP:



Use only one archaeologist figure. Leave the other in the box.



Explorer



Take the 3 snack tokens.

Place the one with the compass on space III above

the card row and the other 2 on the spaces on your board.

You will gain the third token at the start of the third round.

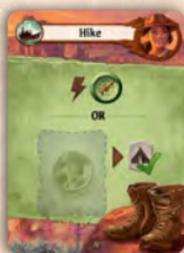
SNACK TOKENS:

- ◆ You can spend a snack token to reuse your archaeologist. To do so, place the token on the space your archaeologist is leaving.
- ◆ You must also pay the token's cost in the upper left corner, if it has one.
- ◆ You cannot return to sites that have a snack token on them. However, your tokens do not affect other players.
- ◆ You may use your tokens in any order.
- ◆ All used snack tokens return to your board at the end of the round.

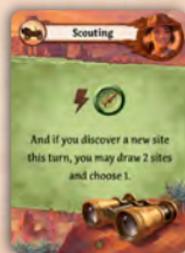
NOTES ON STARTING CARDS:



Use one snack token to gain  and activate the effect of one face-up idol on an undiscovered site.



Use one snack token to activate any  site.



Whenever you draw 2 and choose 1, put the other site on the bottom of the stack.

NEW ICONS AND CONCEPTS:



To use your blue idol slot effect, place an idol in a blue slot. Blue slots can also be used for normal effects. All idol slots can be used in any order.

 You may flip one of your used guardians face up to make its boon usable again.

 Choose one of the unused guardians you have overcome and flip it face down without gaining its boon.

 Use the effect of one face-up idol on the board.

 Activate any  site.

 Activate any discovered level  site.

 Activate an unoccupied level  site. Then return the site tile – and any guardian on it – to the box. Turn up the top tile of the leftover idols stack and place it where the site was. A new site can now be discovered there.

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