



TERRA MYSTICA

Merchants of the Seas

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Sails appear on the horizon, heralding a new era of trade and expansion in the world of Terra Mystica. The factions build shipyards and launch ships on the rivers, eager for the benefits of commerce. The Fakirs and Dwarves are not natural sailors, but they refuse to be left behind, sending their merchants out to make their fortunes on land. The world is changing, and the people of Terra Mystica must change with it...

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CONTENTS

1 double-sided Game board

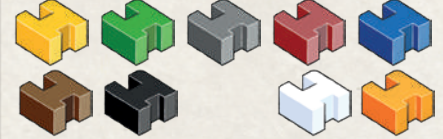


7 Canals



9 Shipyards

1 in each faction color, including the factions from *Fire & Ice*



27 Ships

3 in each faction color, including the factions from *Fire & Ice*



6 Merchants

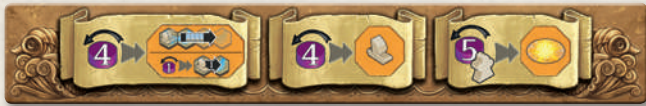
3 in 2 faction colors



10 double-sided Shipyards boards



1 Merchants Power Action board



105 Trade markers, 15 each in 7 colors from the base game, with *Fire & Ice* colors on the backs



2 Range tiles for Fakirs and Dwarves



12 Favor tiles



4 Town tiles



5 Dock markers

Double-sided, with Storehouses on the backs



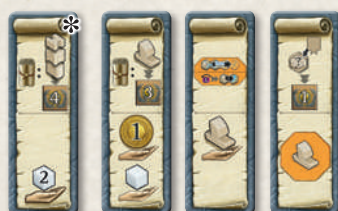
12 Scoring tiles



4 Shipping Overview tiles



4 Bonus cards



* Replaces the corresponding card from the base game (see page 3)

1 Final Scoring tile



INTRODUCTION

Terra Mystica: Merchants of the Seas is the second expansion for *Terra Mystica*. The *Terra Mystica* base game is required to play. *Merchants of the Seas* is fully compatible with the *Fire & Ice* expansion and the mini-expansion, but neither are required to use this expansion.

This expansion includes a new double-sided game board, with 2 new maps (**Lakes** and **Fjords**), Ships allowing factions to trade with their neighbors, Shipyards on faction board extensions, new Favor tiles, Scoring tiles, Town tiles, and Bonus cards. All these elements combine with new abilities and dynamic faction balancing to create an exciting new *Terra Mystica* experience!

The Fakirs and Dwarves do not command Ships on the seas; instead they have traveling Merchants. They also do not use a Shipyard or Dock, but have a Market and a Storehouse instead. Merchants, Markets, and Storehouses follow most of the rules for Ships, Shipyards, and Docks, with a few exceptions. Unless otherwise specified, all rules for Ships, Shipyards, and Docks also apply to Merchants, Markets, and Storehouses.

THE MERCHANTS GAME BOARD

The two new maps on the Merchants game board can be used instead of the maps from the base game or *Fire & Ice*. You can use these maps with or without the additional content in this expansion. To account for the advantages certain factions may have on specific maps, each map now has a corresponding Victory point table, giving new starting Victory point spaces for each faction when playing on that map. See Appendix VIII for details.

NEW SETUP RULES

Set up the game as normal, with the following changes:

Place the **new Power actions board** below the game board.



For each Cult, add a stack of **new Favor tiles** below the corresponding existing Favor tiles.



Place the **new Town tiles** with the existing town tiles.



If you have the 2 town tiles that add 1 to Shipping from the Terra Mystica mini-expansion, do not use those tiles when playing with this expansion. There should be a total of 2 of those town tiles in the game, not 4. All other elements in the mini-expansion can be used with this expansion.

Before drawing the initial Bonus cards, **return the Bonus card providing 4 Victory points when passing with Stronghold and/or Sanctuary to the game box**, and replace it with the shown Bonus card with the same effect that also includes the Shipyard. Shuffle the **new Bonus cards** with the other Bonus cards, then draw Bonus cards as normal.



Return the base game Round Scoring tiles to the game box. Shuffle the **new Round Scoring tiles** together and place 6 tiles on the boards, as normal. As in the base game, a Scoring tile depicting a Spade on its left side cannot be placed on spaces 5 or 6. If you draw 3 tiles, not including the round 6 tile, with Cult Bonuses for the same Cult, set aside the last of those tiles you drew and draw another Round Scoring tile to replace it instead.

If you are playing with Final Scoring tiles from *Fire & Ice*, shuffle the **new Final Scoring tile** together with the existing tiles before drawing. You do not need to play with Final Scoring tiles to use this expansion.



Based on the map you use, place 1 or more **Canals** on the Game board. The locations of Canals on the maps are shown below. Canals do not separate directly adjacent Terrain spaces; these spaces are still considered directly adjacent. Ships can move through Canals (see page 6).

For the Base game map (or the Revised base map from *Fire & Ice*), place 1 Canal on the western half of the board to connect the upper and lower arm of the river, as shown.



For the *Fire & Ice* map, place 1 Canal in the middle of the northern half of the board to connect the two rivers, as shown.



For the new Fjords map, place 1 Canal on the mountain peninsula on the western half of the board, as shown.



For the new Lakes map, place all 7 Canals, as shown.



To play using more content from this expansion, you can draw 2 new Bonus cards before drawing the remaining cards from the existing Bonus cards. You can also use the new Final Scoring tile instead of drawing randomly.

NEW FAVOR TILES

After adding the new Favor tiles in the expansion, each Cult will have 2 Favor tiles each giving **1 influence** in that Cult. For each Cult, you can obtain only 1 influence tile that gives 1 influence in that Cult.

- If you have already obtained a Favor tile that gives you 1 influence in a Cult, you cannot obtain the other Favor tile that gives 1 influence from the same Cult.

*Example: Because the **Giants** have already obtained this Favor Tile (A) which gives 1 influence in the Cult of Earth, they cannot obtain the other Favor Tile (B) which also gives 1 influence in the Cult of Earth.*



NEW FACTION COMPONENTS

After choosing your faction, take these additional components:

- Your faction's **Shipyards board**. Place the Shipyards board to the left of your Faction board. Some factions gain additional special abilities when playing with this expansion. These abilities are shown in the top-left corner of the Shipyards board, and are explained in detail in Appendix VII.
- 1 **Shipyards Structure** in your faction color. Place it on the corresponding space on your Shipyards board.
- 3 **Ships** in your faction color. Place your Ships in your supply with your Priests and Bridges.
- 15 **Trade markers** in your faction color.
- 1 **Shipping Overview tile**. The Shipping Overview tile shows the rewards for trading with different Structures.
- 1 **Dock marker**

When playing with this expansion, the **Auren** start the game with 1 key, which allows them to reach space 10 of 1 Cult without the need to found a town first. The Shipyards space shows the rewards gained for building the Shipyards.



NEW RULES FOR FIRST STRUCTURE PLACEMENT

Immediately after all factions have placed their initial Dwellings, before choosing Bonus cards, each player places their new **Dock marker**. Beginning with the Starting player and proceeding in turn order, place your Dock marker under one of your **riverside Dwellings**, Dock side faceup. A riverside Dwelling is a Dwelling directly adjacent to at least 1 River space. If none of your Dwellings are directly adjacent to a River space, do not place the Dock marker at this time and set it aside. You must immediately place your Dock marker under the first riverside Dwelling you build during the game. You need your Dock or your Shipyards on the board in order to obtain Ships.

After placing their initial Structures as shown, the players place their dock markers. Because the **Chaos Magicians** start the game with only 1 Dwelling, they must place their Dock marker under that Dwelling. The **Swarmlings** have only 1 initial Dwelling directly adjacent to a river, so they must place their Dock marker under that Dwelling. Both of the **Aurens'** initial Dwellings are directly adjacent to rivers, so they could place their Dock marker under either Dwelling.

The **Halflings** do not have any Dwellings directly adjacent to a river, so they cannot place their Dock marker during this step. If the Halflings use an action to transform and build on a riverside space, they must immediately place their Dock Marker under that new Dwelling.



SHIPS

Ships are new pieces that can be used in three different ways, as shown on your Shipping Overview tile:



1. You can **trade** by moving a Ship onto a space with another faction's Structure. Trading gives you Victory

points and other rewards, but also gives the other player the opportunity to gain Power. You can trade with each individual Structure only once, even if that Structure is later upgraded.



2. You can **transform and build** on spaces directly adjacent to one or more of your Ships, even if they are beyond your Shipping value.



3. When building a Dwelling on a space adjacent to a Ship, you can **remove that Ship instead of paying the cost** to build that Dwelling.



OBTAINING SHIPS



You can obtain Ships A) as Income, B) from Power or Special actions, or C) as one-time rewards. When you obtain a Ship, place it on a

River space directly adjacent to a space with your Dock marker or your Shipyard. If you do not have your Dock marker or Shipyard in play, you cannot obtain Ships.

A River space can hold any number of Ships from any number of players. You can never have more than 3 Ships on the game board, and you cannot obtain new Ships if you already have all 3 of your Ships on the board. When you would obtain a Ship, you **cannot** move or remove a Ship from the board in order to place it elsewhere.

MOVING SHIPS



You can take this Special action to move all of your Ships, positioning them to expand your influence and moving them onto other players' Structures to trade with them. Each of your Ships

can move a number of spaces **up to your current Shipping value**. Additionally, each time you take this action, for each of your Ships on the board, you can spend **1 Power to move that Ship 1 additional space**.

A Ship can move:

- Onto a **directly adjacent River space**
- Through an adjacent **canal** onto the River space on the other side of the canal
- Onto a **Terrain space with a Structure of another faction** that does not already have one of your trade markers or one or more of your Ships on it. Place the Ship on top of the Structure on that space. After moving onto a Terrain space, the movement of that Ship ends and it cannot move further.



The **Cultists** have a Shipping value of 3 and move 1 of their Ships (A) 3 spaces onto the **Nomads' Temple** to trade with that Temple. They already traded with the **Nomads' Stronghold**, so they cannot trade with that Structure again. They move their other Ship (B) through the canal to the northern part of the river, so that they can build a Dwelling on the Plains space there in with a future action. They have to spend 1 power in order to reach the 4th space.

The trade with that Structure is resolved after all of your Ships have moved. You cannot move two Ships onto the same Structure.

The Special action to move Ships on your Shipyard board is available to use from the beginning of the game. You do **not** need to build the Shipyard in order to use it.

Although Ships can move through Canals, you cannot use Canals for indirect adjacency using your Shipping value.

USING SHIPS TO TRADE



After moving one of your Ships onto a Structure belonging to another faction that does not have one of your trade markers, a **trade occurs**. You receive a reward for the trade, based on the type of Structure you traded with, as shown on your Shipping Overview. Each reward gives you Victory points, plus an additional reward. If the additional rewards are separated by a slash, you can choose only one of those rewards. If the additional rewards are separated by a "+", you receive all of these rewards.

The **owner of the Structure you traded with can gain Power** equal to the power value of that Structure, but they must lose a number of Victory points equal to 1 fewer than the number of Power gained (in the same way as gaining Power for a build or upgrade action). The owner can choose not to pay any Victory points, and not gain any Power. Even if they decide not to gain Power, you still receive your trade rewards. If multiple trades occur after moving your Ships, resolve the trades in the order of your choice.

After resolving trades, **place one of your trade marker** under each Structure you traded with, then **return each Ship that traded** to your supply. Each faction has 15 trade markers, meaning you can trade with a maximum of 15 Structures. Once a marker is placed on the board, it cannot be moved. If you do not have any trade markers remaining, you cannot move a Ship onto a Terrain space for the rest of the game. Each Structure can trade with each other faction, so there can be trade markers from multiple factions underneath the same Structure. Place the trade markers such that all the colors are visible. If a Structure is upgraded, any trade markers that were underneath the original Structure remain under the upgraded Structure.



USING SHIPS TO TRANSFORM AND BUILD



If your Ship is on a River space, all Terrain spaces directly adjacent to it count as being **indirectly adjacent** to one of your Structures for the purposes of building a Dwelling. Thus, when you can transform and build on a Terrain space during the action phase of a round

(Phase II), you can choose a Terrain space adjacent to one of your Ships. The Ship does not move.

Whenever you build a Dwelling on a Terrain space directly adjacent to one of your Ships on a River space, you can return that Ship to your supply instead of paying the building cost.

If you get a Spade as a Cult bonus during Phase III, you can also use that Spade on a Terrain space adjacent to one of your Ships. You still cannot build a Dwelling there during that Phase.



THE SHIPYARD

When you take the “Upgrading a Structure” action, you can upgrade one of your Trading houses on a riverside space to your **Shipyards**. You can upgrade a Trading house with a Dock marker. The Shipyards has a Power value of 3, the same as the Stronghold and the Sanctuary.

Because you can only place new Ships adjacent to your Dock or your Shipyards, it is preferable to build the Shipyards in a location far away from your Dock, so that your Ships can cover a wider area of the board.

As a reward for upgrading one of your Trading houses to the Shipyards, you receive one or more one-time rewards, as shown underneath the Shipyards space on your Shipping board. One of the rewards for most factions is a one-time reward of obtaining 1 Ship. You must place this Ship directly adjacent to your Shipyards. Additionally, you receive an income of 1 Ship starting next round. After building your Shipyards, you can place Ships you obtain directly adjacent to either your Dock or your Shipyards.


After upgrading to your Shipyards, you also gain access to the new “Build Ship” Special action. This Special action allows you to obtain 1 Ship from your supply for the shown costs. You cannot use this Special action until you have upgraded one of your Trading houses to your Shipyards.




The **Chaos Magicians** take an action to move their Ships. Their Shipping value is 1, so each Ship can move 1 space for free. They move the first Ship onto the **Witches' Dwelling**. They must spend 1 Power in order to move the second Ship 2 spaces onto the **Halflings' Stronghold**, and 1 Power to move the third Ship 2 spaces next to the eastern Desert space.



After moving all of their Ships, the **Chaos Magicians** resolve 2 trades.

 First, they trade with the **Witches' Dwelling** and receive 1 Victory point and 1 Worker.

The **Witches** choose to gain 1 Power, losing 0 Victory points.

 Then, they trade with the **Halflings' Stronghold** and receive 2 Victory points, 2 Coins, and a “Transform and Build” action with 1 free Spade. The **Halflings** could gain 3 Power at the cost of losing 2 Victory points, but choose not to lose Victory points and decline to gain any Power.

The **Chaos Magicians** use the action to transform the Desert space directly adjacent to their third Ship into a **Wasteland** and build a Dwelling there. The **Chaos Magicians** decide to build the Dwelling by spending the normal cost, and choose not to remove their neighboring Ship instead.

After all trades have been resolved, the **Chaos Magicians** place 1 of their Trade markers underneath each of the Structures they traded with and return the Ships from those Structures to their supply. The third Ship remains on the board. During the **Chaos Magicians' next turn**, they could use that Ship to build onto the **Wasteland** space to the west of that Ship.



The **Alchemists** upgrade their **Trading house** to their **Shipyards**. They immediately obtain 1 Ship, which they must place on one of the River spaces adjacent to their new Shipyards, and advance once on their Shipping track (receiving 3 Victory points for reaching Shipping value 2 as normal). From now on, they can use the “Build Ship” Special action to pay 1 Worker and 2 Coins to obtain 1 Ship. Finally, from the next round on, they receive an income of 1 Ship during Phase I of every round. From now on, any time they obtain a new Ship, they can decide to place it next to their Shipyards or next to their Dock.



NEW RULES FOR FAKIRS AND DWARVES



The Fakirs and Dwarves do not have Ships. Instead, they have **Merchants** who travel across the land. Instead of a Dock, they have a **Storehouse** (shown on the reverse side of their Dock marker), and instead of a Shipyard, they have a **Market** (represented by the same wooden piece). The rules for the Fakirs' and Dwarves' pieces are the same as those for the corresponding pieces from other factions, with exceptions detailed below.

When you choose one of these two factions, you take the 3 Merchants in that Faction's color instead of 3 Ships. Additionally, you take a **Range tile**, which shows the range of both your Merchants and your faction's Special ability (Carpet Flight or Tunneling). Place the Range tile on your Faction board, on top of the location where the Shipping track would be.

RANGE TILE

During setup, place one of your Markers on the **leftmost space**, showing "1", on the top track of your Range tile. The upper track on this tile shows the **Range value of your faction's Special ability** (Carpet Flight or Tunneling), and the lower track shows the **Movement range of your Merchants**. The new Range value does **not** show the number of spaces that can be skipped by your ability. Instead, it shows the **maximum number of spaces** to fly or tunnel from one of your Structures to a new location. For example, if your current Range value is at 2, you can use your Carpet Flight or Tunneling ability up to 2 spaces away (skipping 1 space and targeting the second one, as in the base game). You still receive 4 Victory points for using your Special ability, regardless of the number of spaces you skip. You still cannot use your Special ability on a neighboring space.

Unlike factions with a Shipping track, you cannot advance your Range value as an action. Whenever you would receive a free Shipping track advancement from a Town, Favor, or Scoring tile, or from building your Market, move your Marker on the Range tile 1 space to the right instead. When the Fakirs build their Stronghold, they move their Marker on the Range tile 1 space to the right, instead of gaining the ability from the base game. Moving your Range marker does not give you Victory points.



At the beginning of the game, the Dwarves can move each of their Merchants 1 space with an action, and then, for each of them, can spend 1 Power to move

that Merchant 1 space further. Their Tunneling ability has a range of 2, allowing them to skip 1 space when taking the "Transform and Build" action, as in the base game. When they found a town, the Dwarves decide to take one of the new Town tiles, allowing them to advance their Shipping value by 1. For the Dwarves, this effect means that they can move their Marker on the Range tile 1 space to the right instead. They move their Marker to the second space on the track. From now on, their Merchants can move up to 2 spaces (or up to 3 spaces if they spend Power). Their Tunneling range does not change yet. If the Dwarves advance their Range value at least one more time, their Tunneling ability would increase as well, allowing them to skip up to 2 spaces to build on a space which is up to 3 spaces away from one of their Structures.

If the Fakirs or Dwarves take the Bonus card that provides a temporary increase to their Shipping value, they treat their Range tile as if their Marker was 1 space to the right instead. If their Marker is already at the highest value on their Range tile, this Bonus card does not provide any additional bonus.

If the Fakirs or Dwarves take the Bonus card from the mini-expansion that gives 3 Victory points for each advancement on the Shipping track when passing, they receive Victory points equal to their current sail value on the Range tile times 3 when passing instead.

MERCHANTS

During setup, the Fakirs and Dwarves must place their Storehouse marker under a starting Dwelling, instead of placing a Dock marker. They can place their Storehouse marker under any of their starting Dwellings; they do not need to place it under a riverside Dwelling.

The Fakirs and Dwarves can upgrade any of their Trading houses to their Market. It does not have to be a riverside Trading house.

Whenever the Fakirs or Dwarves would obtain a Ship, they obtain a Merchant instead. Whenever the Fakirs or Dwarves obtain a new Merchant, they must place that Merchant **on the same space** as their Storehouse or Market.

When the Fakirs and Dwarves move their Merchants, each Merchant is moved one at a time. Each Merchant can move a number of spaces up to the Movement value shown on their Range tile. For each Merchant, you can spend 1 Power to move that Merchant 1 additional space, as with Ships.

A Merchant can move:

- Onto a **directly adjacent River space** as long as that Merchant does not end its movement there. The Merchant must have enough movement left to leave that space during the same movement.
- Onto a **Terrain space with a Structure of another faction that does not have one of your trade markers**. The Merchant does not have to end its movement in that space, but if it does, place that Merchant on top of that Structure. A trade with that Structure is resolved after finishing the movement of all your Merchants.
- Onto a Terrain space with a Structure of your own faction, or with a Structure of another faction that already has one of your trade markers under it.
- Onto a **Terrain space with no Structure**. If a Merchant ends its movement such a space, you can transform and build on **that space** with a future action. You **cannot** transform and build in an adjacent space using a Merchant.

When you build a Dwelling on a space with one of your Merchants on it, you can choose to pay the normal cost to build a Dwelling, or return your Merchant to your supply instead of paying the normal cost. When transforming and/or building on a space with one of your Merchants on it, you cannot also use your Carpet Flight or Tunneling ability to gain Victory points.

The presence of a Merchant does not alter the occupied/unoccupied status of a space. If another faction builds a Dwelling on a space with one of your Merchants, your Merchant immediately trades with that Dwelling. If you have multiple Merchants on a space, only 1 Merchant trades with that Dwelling.



NEW FINAL SCORING TILE

When playing with the Final Scoring tiles from *Fire & Ice*, add the new Final Scoring tile to the existing Final Scoring tiles before shuffling and drawing a tile.

The Final Scoring tile from this expansion can also be used independently, using the following rules:

Place the Final Scoring tile faceup next to the game board. It will be scored at the end of the game, immediately after resolving Area Scoring.



Most Trade Markers

Each player counts the number of Trade markers they placed during the game. These markers do not need to be connected in any way, unlike Area Scoring or other Final Scoring tiles. The player who placed the most Trade markers gets 18 Victory points, the player who placed the second most gets 12, and the third most gets 6. In the event of a tie, add up the Victory points for the respective tiers, and divide them evenly among the tied players (rounding down if necessary).



APPENDICES

APPENDIX I: NEW POWER ACTIONS



By moving **4 Power tokens** from Bowl III to Bowl I, you can move any number of your Ships. This action follows the same rules as the action on your Shipyard board.



By moving **4 Power tokens** from Bowl III to Bowl I, you can obtain 1 Ship.



By moving **5 Power tokens** from Bowl III to Bowl I and returning 1 Priest to your supply, you can take 1 Favor tile, following the rules for taking a Favor tile when building a sacred Structure. This

does not count as building a sacred Structure, so the Chaos Magicians take only 1 Favor Tile when using this Power action, not 2.



The **Dwarves** have 3 Merchants on the board: 2 (B, C) at their Market and 1 (A) at their Storehouse. The Range value of their Merchants is 2 since they have built their Market.



The **Dwarves** use an action and move their first Merchant (A) from their Storehouse to the west onto the adjacent Trading house, then onto the **Halflings'** Stronghold. Then, they move their second Merchant (B) onto the adjacent Temple, then onto the empty Wasteland space behind it. Finally, they move their third Merchant (C) through the **Halflings'** Trading house and the empty Lakes space onto the empty Forest space in the northwest. For the third Merchant movement, they have to spend 1 power. After finishing all their Merchant movements, they trade with the Stronghold.

They receive 2 Victory points, 2 Coins and a "Transform and Build" action with 1 free Spade. The **Halflings** can lose 2 Victory points to gain 3 power. With the action and the Spade, the **Dwarves** transform the space in the northwest with their Merchant on it into a Mountain space, and build a Dwelling there, returning their Merchant to their supply instead of paying the normal cost. Finally, the **Dwarves** place 1 of their trade markers underneath the **Halflings'** Stronghold, then return that Merchant to their supply.



APPENDIX VI: TRADING REWARDS

Whenever you trade with a Structure belonging to another faction, you receive different rewards based on the type of Structure you traded with, as shown on the Shipping Overview tiles. You cannot trade with the special terrain tiles from the mini-expansion.



Dwelling: Get 1 Victory point and 1 Worker.



Trading house: Get 1 Victory point and 1 Coin, and gain 2 Power.



Temple: Get 1 Victory point and either gain 3 Power or 1 advancement in a Cult track of your choice.



Sanctuary: Get 2 Victory points and either gain 2 advancements in 1 Cult track of your choice or 1 Priest.



Stronghold: Get 2 Victory points, 2 Coins and a “Transform and Build” action getting 1 free Spade.

You can acquire additional Spades by paying Workers only if that free Spade is not enough to transform the chosen space into your Home terrain. If you trade with multiple Strongholds in the same action, you receive multiple free Spades, but two restrictions similar to the “2 Spades” Power action apply: first, you can still build only 1 Dwelling during a single action; second, you can use additional Spades gained from trades on other Terrain Spaces only after completely transforming the original space(s) into your Home terrain.



Shipyard: Get 2 Victory points and either: obtain the Ship you used for this trade rather than returning it to your supply, or remove the Action token from your “Ship movement” Special action so that you can use it again later in the same round. If you obtain the Ship as the reward, you cannot move it again during the same action. All trades are resolved after all movements have been completed.

APPENDIX VII: NEW FACTION SPECIAL RULES

AUREN

You start the game with 1 additional key, allowing you to advance to the 10th space of 1 Cult track without founding a Town first. When you build your Shipyard, advance 2 steps on a single Cult track of your choice as a one-time bonus (in addition to any other bonuses).

HALFLINGS

After building a Dwelling, if you returned your Ship to your supply instead of paying the normal cost to build that Dwelling, you receive 1 Worker.

CULTISTS

Your Special ability applies only when you build or upgrade a Structure. It is not triggered when an opposing faction gains Power as a consequence of a trade.

SWARMLINGS

When you spend 1 Power to increase the Movement range of 1 of your Ships, you can move the Power from Bowl II to Bowl I, instead of spending power normally.

GIANTS

When you trade at a Stronghold, you receive 2 free Spades instead of just 1. When another Faction trades at your Stronghold and receives a free Spade as a reward, they cannot use that Spade to transform a Wasteland terrain.

FAKIRS

When you build your Stronghold, move your marker on the Range tile 1 space to the right. **This replaces the base game Fakir Stronghold ability.**

NOMADS

You can use your Stronghold special action (Sandstorm) on Terrain spaces directly adjacent to one of your Ships, but you must build a Dwelling there with the same action, and you must return the Ship to your supply instead of paying the normal cost for building that Dwelling.

YETIS

You can use the ability of your Stronghold on a Power action on the new Power action board only if you have built both your Stronghold and your Shipyard. Your faction’s Special ability to pay 1 fewer Power when you take a Power action **does** apply also to the Power actions on the new Power action board.

DRAGONLORDS

When you trade at a Stronghold, instead of receiving 1 free Spade, you place 1 new Power token from the general supply into your Bowl I.

ACOLYTES

When you trade at a Stronghold, instead of receiving 1 free Spade, you advance up to 2 spaces in 1 Cult track of your choice.

SHAPESHIFTERS

Your Special ability applies only when you build or upgrade a Structure. It is not triggered when an opposing faction gains Power as a consequence of a trade.

When you build your Shipyard, you can immediately change your Home terrain once, as if you used your Stronghold action. This change is free, and you can do this even if you have not built your Stronghold yet.

RIVERWALKERS

When you spend 1 Power to increase the Movement range of 1 of your Ships, you can move that Ship up to 3 additional spaces instead of 1.



APPENDIX VIII: NEW STARTING VICTORY POINTS

The factions of *Terra Mystica* exist in a delicate balance, but they do differ in strength on different maps due to the varying distribution of terrain. When playing *Terra Mystica*, with or without any expansions, use the tables below to set each faction's starting Victory points, instead of starting all factions at 20 Victory points. Do not use these Victory point tables when playing with the optional Factions for Auction rules from *Fire & Ice*.

Terra Mystica Base Game

30	Fakirs	Giants										
25	Acolytes	Auren	Alchemists									
20	Ice Maidens	Yetis	Nomads	Riverwalkers	Shapeshifters	Dragonlords	Dwarves	Mermaids	Swarmlings	Halflings	Chaos Magicians	Witches
15	Engineers	Cultists	Darklings									

Revised Base Game (Reverse side of *Fire & Ice*)

30	Alchemists										
25	Ice Maidens	Yetis	Fakirs	Acolytes	Auren	Giants					
20	Riverwalkers	Shapeshifters	Dragonlords	Dwarves	Engineers	Swarmlings	Halflings	Cultists	Chaos Magicians	Witches	
15	Nomads	Mermaids	Darklings								

Fire & Ice

30	Dwarves										
25	Ice Maidens	Yetis	Shapeshifters	Fakirs	Acolytes	Halflings	Swarmlings	Auren	Giants	Alchemists	
20	Nomads	Riverwalkers	Dragonlords	Engineers	Witches						
15	Mermaids	Cultists	Chaos Magicians	Darklings							

Lakes

30	Dwarves										
25	Yetis	Fakirs	Swarmlings	Giants							
20	Ice Maidens	Shapeshifters	Dragonlords	Acolytes	Halflings	Mermaids	Auren	Witches	Chaos Magicians	Alchemists	
15	Nomads	Riverwalkers	Engineers	Cultists	Darklings						

Fjords

25	Fakirs	Riverwalkers	Shapeshifters	Acolytes	Halflings	Auren	Giants	Alchemists			
20	Ice Maidens	Yetis	Engineers	Dwarves	Dragonlords	Mermaids	Swarmlings	Chaos Magicians			
15	Nomads	Witches	Cultists	Darklings							

