



EDIFICE BOOKLET

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SENTRY WURM

Setup and materials

At the beginning of the first Day, the First Player places the **Wurm pawn** 3 tiles away from the Encampment tile. If there are any Archaeologists on this tile, the player moves them to any adjacent tiles, ensuring there is no more than 1 Archaeologist per tile.

1 Wurm pawn



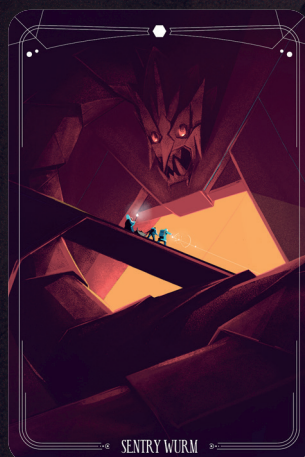
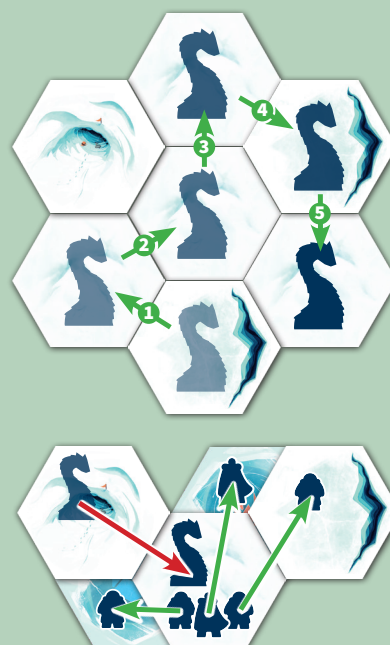
Effect

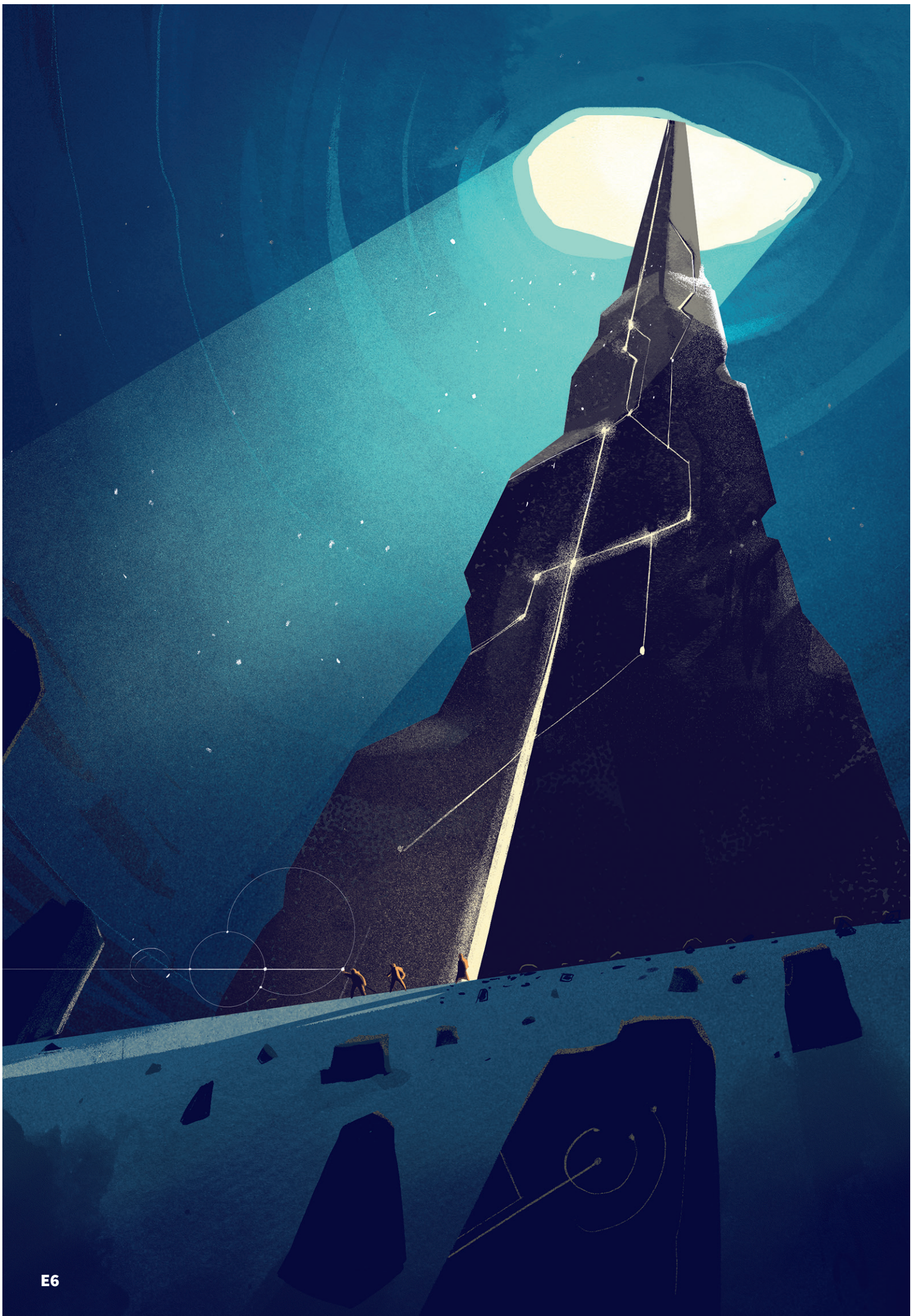
From the second Day onward, at the end of each Sunrise phase, the Wurm will move through 5 tiles: starting with the First Player and going clockwise, each player moves it one space until 5 moves have been taken. The Wurm cannot return to a tile it has previously crossed that Day.

If the Wurm encounters Explorers, the player who moved the pawn distributes the Explorers as they see fit onto any adjacent tiles, as evenly as possible. They may not place Archaeologists on the tile that the Wurm just came from.

Exceptions

- Explorers cannot move onto the Wurm tile.
- You cannot excavate tiles that would cause the Wurm tile to collapse.
- The Wurm can cross Rifts.
- You cannot cover the Wurm with a Snow tile.
- The Wurm tile can be discarded with certain game-play, in which case the active player places the Wurm on one of the three revealed tiles. If there are Explorers on the new Wurm tile, the player who caused the tile to be discarded moves them to the adjacent tiles as they see fit, as evenly as possible.





ACCELERATOR ANTENNA

Setup

Place an unused Player marker on the edge of the board, at one of the 6 vertices. This will be known as the “Antenna marker.”

Effect

At the start of each Day (except the first), immediately after drawing and completing the effect of a Logbook card, the Antenna marker moves to the next clockwise corner vertex and takes effect:

For every tile that contains Archaeologists, move 1 of the Archaeologists from that tile exactly one space in the same direction. This direction is determined by the current location of the Accelerator Antenna marker on the board. So if the marker is in the upper left (see diagram), all Archaeologists that move will try and move diagonally to an upper-left space if possible. If the Antenna marker is on the far right vertex, then all moving Archaeologists will try and move one space directly to the right, if possible.

If an Archaeologist can’t move (due to being at the edge of the board, at a vertex, or because a Rift is blocking), it remains where it is.

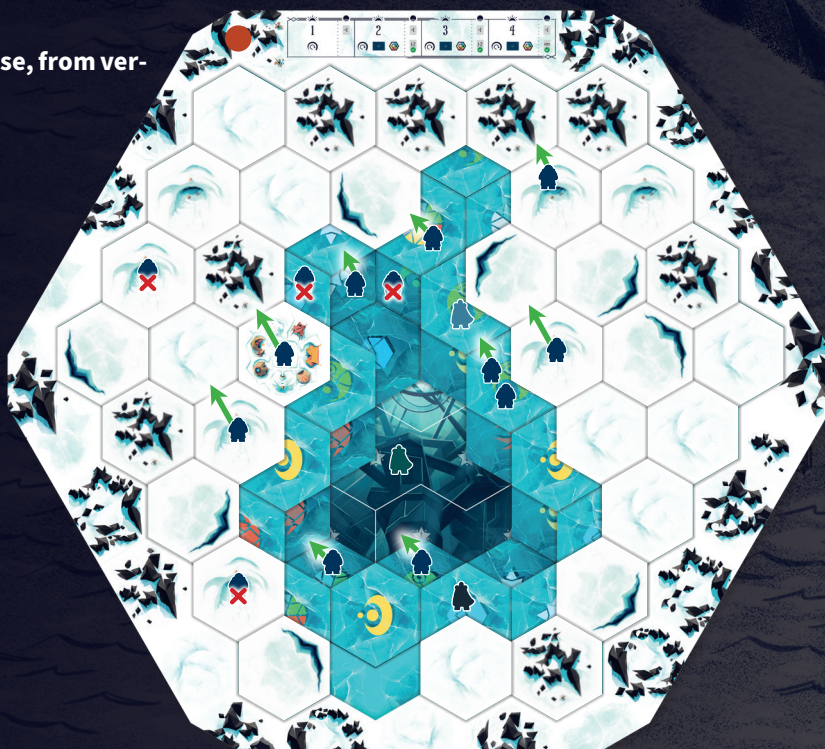
The Antenna marker moves clockwise, from vertex to vertex.

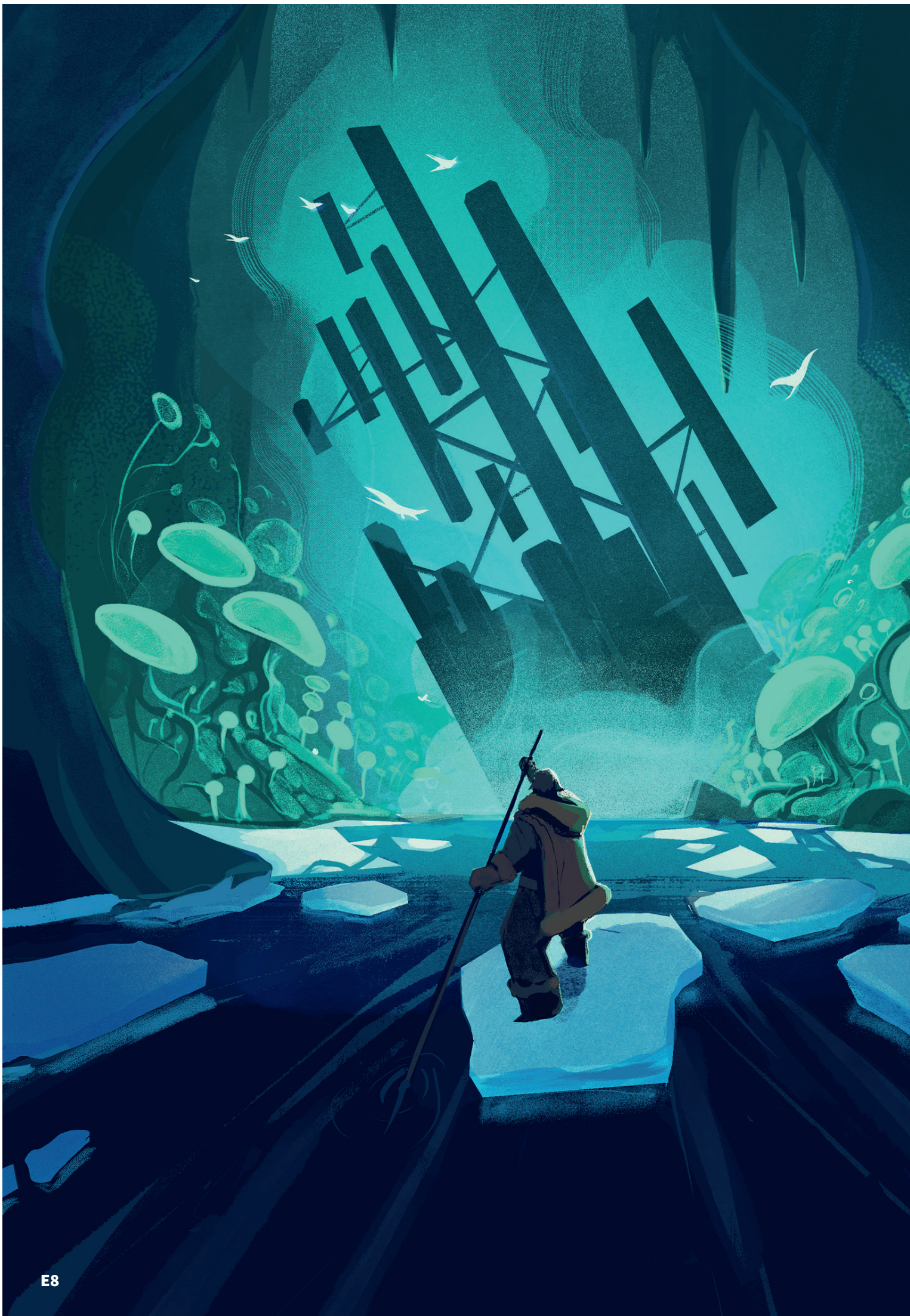
When Antenna marker is in upper-left corner:

Unauthorized movements:



Allowed movements:





MONOLITHIC LOTUS

Effect

If one or more Snow tiles collapse on a player's turn, that player must reveal each of them face-up before they are discarded or collected using the Philosophical Artifact.

If a Nuuka tile is revealed, the player can collect it for free in their hand. (The Philosophical Artifact does not need to be activated)

If an Animal tile is revealed, the player may choose to either activate their Philosophical Artifact (if able) to collect it, OR place it next to their player board. Animal Snow tiles placed this way can't be used for their effect, but at the End of Game they each score 1 RP for that player.

If an Expedition tile is revealed, it is placed in the Discard bag, unless the player collects it using a Philosophical Artifact.

This effect does not work for destroyed tiles.

Animal tiles played from a player's hand are still discarded.

Apply this effect for Snow tiles that chain collapse as well.

The Navigator player excavates a tile which causes a Snow tile collapse:



They reveal the collapsing tile:

- if it is an **Explosive Rune** they may take it.
- if it is the **White Spiders** they may place it next to their board. It will score 1 RP at End of Game.
- if it is a **Wreck**, they put it in the Discard bag.





IMPOSSIBLE POLYHEDRON

Setup and materials

Place a 1 RP token on each Artifact on the Artifacts sheet.

Effect

When a player excavates a new Artifact with a Type and Shape combination never before discovered in this game, they may take 1 RP from the corresponding slot on the Artifacts sheet.

The number of Anima of the Artifact is not taken into account for the effect of this Edifice.

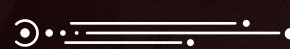
If there are no more RP tokens on the corresponding Shape, you do not earn RP.







SUMMER ORB



Effect

Tiles in the game collapse more easily.

If a tile is only connected by 2 or less sides, then it collapses.

Remember that edges of the game board are considered tiles.

Now, tiles adjacent to the edge of the board can collapse.

①



②



A Snow tiles ends up being discarded ①. Because there is now a tile connected on only two sides to other tiles ②, it collapses due to the Summer Orb being in play.



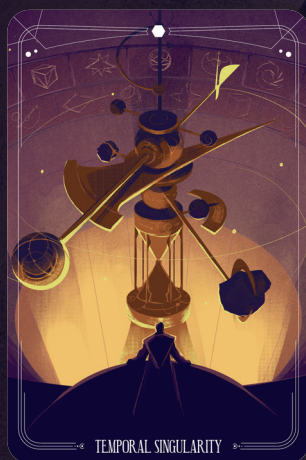


TEMPORAL SINGULARITY

Effect

When you turn over a new Logbook card, place a 1 RP token on each of the Artifacts on the board of the type specified by the icon at the bottom of this card.

- As soon as a player moves their Expedition Leader to a tile with one or more RP tokens, they collect them.
- These Artifacts can be partially or fully revealed.
- There may be more than one RP token on a tile.
- If you must place a 1 RP token on the tile of an Expedition Leader, that player immediately collects it.
- If you need to place a 1 RP token on a tile with more than one Expedition Leader, each corresponding player immediately receives a 1 RP token (take the additional 1 RP tokens from the Reserve).
- If the tile is completely covered or discarded, return the RP tokens to the Reserve.





CONTAINMENT SPHERE

Effect

Expedition Leaders can never be on the same tile as other Expedition Leaders. This means players can't use a **Move**, **Sail** or **Build a Camp** action, or any **Snow tile**, that would place their Leader on a tile with another Leader.

This rule also applies to the placement of Expedition Leaders after an excavation.





MYSTICAL ROCK

Effect

Whenever a new Logbook card is revealed, take note of the Artifact symbol on the bottom of the Logbook. Place a Study token (if available) on each of the visible Artifacts on the Game board matching that Artifact symbol.

- As soon as a player moves their Expedition Leader to a tile with one or more Study tokens, they collect one of them if they do not already have that type.
- These Artifacts can be partially or fully revealed.
- There may be more than one Study token on a tile.
- If you must place a Study token on a tile with an Expedition Leader, the corresponding player immediately collects it. If there are more than one player's Expedition Leader on the tile, take additional Study tokens from the reserve for each player. If there are not enough Study tokens, priority is given to players following the current player order.

Note: Players can only have one of each type of Study token. If they are not allowed to collect a Study token, it remains for other players. There is a limited supply of Study tokens in the reserve: A player can't use the Study action for an Artifact type where there is no longer any in the supply.





ARTIFACT PORTALS

These Edifices awaken the hidden power of Artifacts of their type only. All Artifacts of this type have one extra Anima for the entirety of the game (including the end of the game, and scoring Decrees and Requests).

- Surface Artifacts of this type are now considered Anima 2 Artifacts
- Deep Artifacts of this type are now considered Anima 3 Artifacts

This modification applies to the Artifact trigger cost, Request cards and Decree cards.

This change does not apply to the Curse track. When you excavate an Artifact, you still advance only 1 or 2 spaces on the Curse track, depending on the amount of Anima printed on the Artifact tiles themselves.

