



Woodcutter

DRAW

ON MY TURN, I RETURN A SHIPYARD CARD TO THE TOP OF THE COMMON DECK AND REPLACE IT WITH THE DECK'S BOTTOM CARD.

SWAP

AT THE START OF THE SHIPYARD TURN, I SWAP PLACES WITH A PLAYER OF MY CHOICE. THE TURN ORDER CANNOT BE ALTERED AGAIN THIS TURN.

STEAL FROM DISCARD

AT THE END OF THE SHIPYARD TURN, I MAY KEEP ONE REMAINING CARD BEFORE DISCARD.

Born

YOU CLEAR THE SURROUNDING
WOODLANDS.

BORN

PENILESS AND AMNESIAC, YOU FIND YOURSELF WANDERING THE DOCKS OF PORTO'S HARBOR, WHERE AN EXPEDITION OF CARAVELS IS PREPARING TO SET SAIL FOR THE NEW WORLD.

ABILITIES

- DRAW -
- SWAP -
- STEAL FROM DISCARD -

YOU CHOOSE TO LEND YOUR STRENGTH TO A SHIPYARD, WORKING ALONGSIDE THE DOURO WOODCUTTERS WHO PROVIDE THE TIMBER FOR BUILDING SHIPS...

ARCHETYPE : OPPORTUNIST





Huntress

OBSTACLE

ON MY TURN, I BLOCK ONE UNOPENED ACCESS ON AN OPPONENT'S MAP WITH A CROSS (MAX. ONE PER OPPONENT).

CARD EXCHANGE

ON MY TURN, I SWAP ONE OF MY SHIPYARD CARDS WITH AN OPPONENT'S (WITHOUT A SHIELD). NO GEMS ARE PRODUCED IN THE EXCHANGE.

COPY START

I CHOOSE AN ADDITIONAL CARD FROM THE SHIPYARD THAT CONTAINS THE STARTING WORKSHOP SYMBOL (LEFT) OF THE FIRST CARD I ACQUIRED THIS TURN.



YOU STALK THE CREATURES OF THE WOODS.

Dania

DANIA

ORPHANED, YOU SEEK
CLUES ABOUT YOUR
PARENTS.

YOUR SEARCH HAS
BROUGHT YOU TO
THE PORT OF PORTO,
WHERE WHISPERS
SUGGEST THEY WERE
CONNECTED TO THE
LOCAL SMUGGLERS.

ABILITIES

- OBSTACLE -
- CARD EXCHANGE -
- COPY START -

DETERMINED TO PROVIDE FOOD FOR
THE SHIPYARD AT THE DOCKS, YOU
TAKE THE CHANCE TO DISCREETLY
QUESTION EACH CRAFTSMAN ABOUT
YOUR INVESTIGATION...

ARCHETYPE : *MUTINEER*



Gatherer

+1 DIE

ON MY TURN, ALL DICE FROM MY LAST ROLL GAIN +1

(MAXIMUM VALUE: 6).



STACK

ON MY TURN, I PLACE A SHIPYARD CARD UNDER THE COMMON DECK AND REPLACE IT WITH THE TOP CARD.

COPY COLOR

I MAY TAKE ONE EXTRA SHIPYARD CARD OF THE SAME COLOR AS MY FIRST CARD THIS TURN



YOU IDENTIFY RARE HERBS.

Malys

MALYS

CONCERNED BY THE RETURN OF A SEA CAPTAIN WHO HAS DISCOVERED PARTS OF YOUR SMUGGLING NETWORK, YOU PACE THE DOCKS OF PORTO, SEEKING A WAY OUT.

ABILITIES

- +1 DIE -
- STACK -
- COPY COLOR -

AT LAST, YOU MAKE YOUR WAY INTO THE WOODED VALLEY OF THE DOURO, SEEKING INGREDIENTS TO BREW A POISON THAT WILL DEAL WITH THIS TROUBLESOME SAILOR...

ARCHETYPE : STRATEGIST





Winemaker

JEU DE LE SYLVANIEN - ILLUSTRATIONS PAR PAUL MAFASON ET DAVID LEGOSSEU

REROLL

ON MY TURN, I REROLL ALL MY DICE, IGNORING PREVIOUS RESULTS.



OBJECTIVE SWAP

ON MY TURN, I SWAP ONE OBJECTIVE IN MY HAND WITH THE TOP CARD OF THE SECRET OBJECTIVE DECK, PLACING MINE AT THE BOTTOM.

COPY PATH

ON MY TURN, I CHOOSE ONE OF THE PATHS STILL AVAILABLE ON A SHIPYARD CARD AND UNLOCK IT ON MY MAP WITH A COLORED STICK (RED).

YOU TEND TO YOUR VINEYARDS.

Marwan

MARWAN

AS THE VIZIER OF
CAIRO, YOU ARE
TASKED WITH
TRACKING DOWN A
PIRACY NETWORK
IN THE DOURO
VALLEY — A
BROTHERHOOD
SAID TO HAVE
HOARDED
TREASURES STOLEN
FROM EGYPT FOR
OVER A CENTURY.

ABILITIES

- REROLL -
- OBJECTIVE SWAP -
- COPY PATH -

YOUR INFILTRATION BEGINS AS YOU
ASSUME THE GUISE OF A RESPECTABLE
WINEMAKER, ESTABLISHED ON THE
VINEYARD-COVERED SLOPES OF THE
VALLEY...

ARCHETYPE : GAMBLER



Farmer

REROLL 1 DIE

ON MY TURN, I REROLL 1 DIE OF MY LAST ROLL.

RESERVE SWAP

AT THE START OF THE SHIPYARD TURN, I REPLACE THE CARD FROM MY RESERVE WITH THE NEXT ONE, AND PLACE THE RETURNED CARD AT THE BOTTOM OF MY RESERVE DECK.

COPY LEVEL

I CHOOSE AN ADDITIONAL CARD THAT REQUIRES THE SAME NUMBER OF SCORING DICE AS THE FIRST CARD I ACQUIRED THIS TURN. ENCOUNTERS ARE LEVEL 0.



YOU LOOK AFTER YOUR FARM.

Stella

STELLA

PURSUING THE TRAIL
OF YOUR MISSING
UNCLE, LÉONARD
WIGÖW, YOU ARRIVE
IN A DOURO
SETTLEMENT KNOWN
AS NULLOMODO.

YET WHEN YOU
QUESTION THE
LOCALS, NONE HAVE
EVER HEARD OF THIS
TOWN.

ABILITIES

- *REROLL 1 DIE* -
- *RESERVE SWAP* -
- *COPY LEVEL* -

RESOLVED TO UNCOVER THE TRUTH,
AND ABOVE ALL TO LEARN WHERE YOUR
UNCLE IS, YOU TAKE UP RESIDENCE ON A
FARM DEEP IN THE COUNTRYSIDE...

ARCHETYPE : *VIGILANT*





Miner

DIE 6

ON MY TURN, I CHANGE ONE RESULT FROM MY LAST DICE ROLL INTO A 6.



CARD BLOCKER

AT THE START OF THE SHIPYARD TURN, I MARK ONE SHIPYARD CARD WITH A TOKEN TO MAKE IT UNCOLLECTABLE. COPYING AND MOVEMENT ARE STILL POSSIBLE.



COPY ARRIVAL

I CHOOSE AN ADDITIONAL CARD FROM THE SHIPYARD THAT CONTAINS THE ARRIVAL WORKSHOP SYMBOL (RIGHT) OF THE FIRST CARD I ACQUIRED THIS TURN.



YOU OPERATE THE STONE QUARRIES.

Taur

TAUR

IN SEARCH OF ANSWERS TO THE CURSE THAT HAS HAUNTED YOUR FAMILY FOR GENERATIONS, YOU JOURNEY TO THE DOURO VALLEY, A MOUNTAINOUS LAND WHERE STRANGE ESOTERIC PHENOMENA HAVE BEEN OBSERVED.

ABILITIES

- DIE 6 -
- CARD BLOCKER -
- COPY ARRIVAL -

YOU ESTABLISH YOUR EXCAVATION CAMP WITHIN THE CAVES AWAITING EXPLORATION, ALONG THE BANKS OF THE DOURO RIVER, JUST UPSTREAM FROM THE SHIPYARD OF PORTO..

ARCHETYPE : *PERFECTIONIST*