

TERRA MYSTICA – Special Landscapes

GENERAL RULES

- Each Faction may place only **one special landscape!**
- Unless stated otherwise, the special landscape may be placed **during the Action phase** instead of a regular Terrain tile when transforming Terrain into your Home Terrain.
- You may **not** place the special landscape **during the Cult Bonus phase.**
- The special landscape is considered a **Structure with a Power value of 1:**
 - It counts towards forming a Town.
 - You get Power when another player builds next to it.
 - The other players get Power when you place it directly adjacent to their Structures (or special landscape).
 - It counts towards the Area Scoring and the Final Scoring tiles.
- Unless stated otherwise, the special landscape is not considered **any of the existing types of Structures.** Especially, it is **not** considered a Dwelling and, therefore, any tiles providing Victory points for Dwellings (or any other Structure for that matter) do not provide any for the special landscape.
- The special landscape **cannot be upgraded into another Structure.** Once you have placed it, it will remain there for the rest of the game.
- When taking the “**2 Spades**” **Power action**, if you use the first Spade to transform a Terrain space into the special landscape, you may not use the second Spade to transform a Terrain space that is solely adjacent to the special landscape.

SPECIAL LANDSCAPES IN DETAIL



AUREN **Tree of Serenity**

Prerequisite: **none**

Once the **Tree of Serenity** is placed, every time the Auren advance to **space 10 of a Cult**, they get **4 Victory points**.



WITCHES **Raven's Blunder**

Prerequisite:
2 Temples

When **Raven's Blunder** is placed, every time the Witches found a **new Town**, they must choose between gaining **5 Victory points** as usual or **advancing 3 steps on a Cult track** of their choice.



ALCHEMISTS **Gloomy Workshop**

Prerequisite:
Stronghold

After placing the **Gloomy Workshop**, the Alchemists may **immediately** and **only once** do both, **advance** on the **Shipping track** and/or **lower the Exchange rate for Spades**, without paying the Priest cost. They must pay the other resources; and they gain Victory points as usual.



DARKLINGS **Camp**

Prerequisite:
Stronghold

The **Camp** counts as a **Dwelling** (so tiles providing Victory points for Dwellings also provide them for the Camp). The Camp cannot be upgraded.





CULTISTS

Cult Palace

Prerequisite: **none**

The **Cult Palace** does not provide any additional benefit during the game. During **Cult Scoring**, the Cultists **break ties**, i.e. they are supposed to be half a step ahead of where they actually are in each Cult.



HALFLINGS

Driller

Prerequisite: **Stronghold**

The Halflings pay a total of **1 fewer Spade** (*but at least 1*) every time they transform a Terrain space that is **directly adjacent** to the **Driller**.



DWARVES

Great Tunnel

Prerequisite: **none**

With the **Great Tunnel** as the starting point, the Dwarves may **Tunnel through 2 Terrain spaces** instead of just 1. Every time they get Spades as a Cult Bonus, they may Tunnel to spend these Spades (*and not paying Workers for that Tunneling*).



ENGINEERS

Bridge Tower

Prerequisite: **none**

When the **Bridge Tower** is placed, the Engineers gain the ability to build so-called **Land Bridges**. A Land Bridge must start at one of the six corners of the Bridge Tower and leads along the shared edge of the two Terrain spaces adjacent to that corner. The Engineers must place an actual Bridge piece on that edge. It does not matter whether or not one of these Terrain spaces is a River space; and it does not matter whether or not one or both

of these Terrain spaces are occupied by Structures (*regardless of whose Structures they are*). For instance, a Land Bridge may allow the Engineers to "break through" an impassible barrier of opponent Structures.

Land Bridges do not interfere with the adjacency of the Structures on the bordering Terrain spaces. Land Bridges count as normal Bridges with regard to the Bridge scoring once the Stronghold is built (*i.e. they provide 3 Victory points if the condition for that is met*).



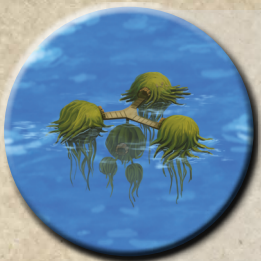
MERMAIDS

Coral Reef

Prerequisite: **none**

Special Cost:
1 Spade

The **Coral Reef** must be placed **on a River space** that is directly adjacent to a Mermaid Structure. It does not prevent other players from using that River space for expansion or indirect adjacency. Shipping works with the Coral Reef as with any other Structure.



SWARMLINGS

Breeding Ground

Prerequisite: **Sanctuary**

Breeding Ground allows a Town to grow even bigger while gaining additional Town tiles:

- At a total Power value of **14**, the Town becomes a City, gaining its **second** Town tile.
- At a total Power value of **21**, the City becomes a Metropolis, gaining its **third** Town tile.
- At a total Power value of **28**, the Metropolis becomes a Megacity, gaining its **fourth** Town tile.

With the appropriate Favor tile ("2 Fire"), these values decrease to 12, 18, and 24, respectively.





CHAOS MAGICIANS

Chaos Portal

Prerequisite:
Stronghold

Free placement when
building their Stronghold.

When the Chaos Magicians build their Stronghold, they may immediately place the **Chaos Portal** on a free Wasteland space of their choice, anywhere on the game board.



GIANTS

Cave of Wisdom

Prerequisite:
Temple

When the **Cave of Wisdom** is placed, the Giants may immediately and only once **lower the Exchange rate for Spades** at no cost by moving their marker on the Exchange track up one space. If they do, they gain the normal 6 Victory points.



FAKIRS

Flight School

Prerequisite: **none**

When the **Flight School** is placed, the Fakirs get **2 Coins** every time they use their **Carpet Flight**.



NOMADS

Trading Camp

Prerequisite:
Trading House
Special Cost:
**Transforming or
Sandstorm**

Every time another player builds next to the **Trading Camp**, the Nomads may either take Power at the normal rate or **take exactly 1 Coin** from the general supply. If they take the Coin, they do not lose any Victory points.



ICE MAIDENS

Winterfall

Prerequisite: **none**

When **Winterfall** is placed, the Ice Maidens get **1 Spade every time they build a Temple**. When they do, they must spend the Spade immediately.



YETIS

Frozen Peak

Prerequisite: **none**

When the **Frozen Peak** is placed, the Yetis may immediately and only once place **2 Power tokens** from the general supply in **Bowl III**.





ACOLYTES

Altar of Sacrifice

Prerequisite: none

Special Cost: **Transforming any Terrain type (except Ice) by moving 3 steps down on a Cult track.**

Once the **Altar of Sacrifice** is placed, the Acolytes also **gain Power when passing Power thresholds** while moving down on the Cult tracks.



DRAGON-LORDS

Lava Pond

Prerequisite:
Sanctuary

When the **Lava Pond** is placed, at the **start of every round**, the Dragonlords may place **1 Power token** from the general supply **in Bowl III**.



RIVER-WALKERS

Floating Palace

Prerequisite: none

Special Cost: **1 Priest**

The **Floating Palace** must be placed **on a River space** that is directly adjacent to a Riverwalker Structure. It does not prevent other players from using that River space for expansion or indirect adjacency. Shipping works with the Floating Palace as with any other Structure.



SHAPE-SHIFTERS

Spectral Polestar

Prerequisite: none

When the **Spectral Polestar** is placed, the Shapeshifters may immediately and only once **shift to any non-opponent Home Terrain** at no cost.

CREDITS:

TERRA MYSTICA is a game by Helge Ostertag and Jens Drögemüller.

These rules were compiled by the community at boardgamegeek.com. Feel free to use them as you wish. They are still subject to change and you are welcome to share your experience with them at boardgamegeek.com.

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