Terra Mystica
Fan Factions

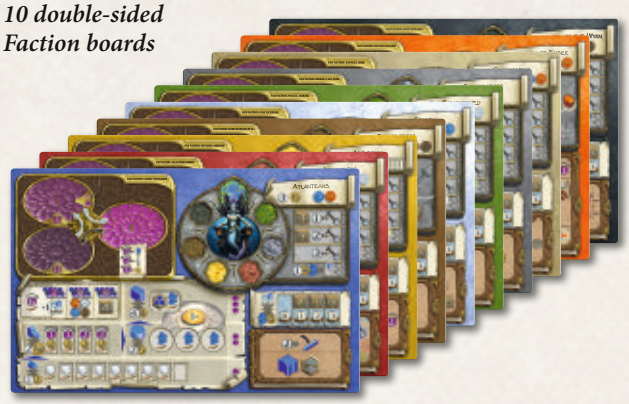


INTRODUCTION

We are happy and proud that **Terra Mystica** *has so many inventive fans all over the world who have created new factions for one of their favorite games. Many of those have been posted on Boardgamegeek.com and elsewhere over the years. In February 2021, Feuerland Spiele started a competition to collect the most interesting of these ideas and publish them for all fans of* **Terra Mystica** *to play. We would like to thank everyone who took part in this competition, regardless of whether their entry was chosen or not. The new factions have since been tested, illustrated by Dennis Lohausen, tested even more on BoardGameArena.com and tweaked accordingly. The final result is now in your hands. We hope you enjoy the* **Fan Factions** *as much as we do.*

COMPONENTS

10 double-sided Faction boards



10 double-sided Faction tokens





12 Treasure tokens *for the Goblins faction*



1 Pyro token *for the Firewalkers faction*



3 Time Travel Device tokens *for the Time Travelers faction*



3 Magic lamp tokens *for the Djinn faction*



7 Glowing Rock tokens *for the Geologists faction*

INTEGRATING THE NEW FACTIONS INTO YOUR GAME

This expansion includes 14 new factions for the base game and 6 new factions for the **Fire & Ice** expansion.

All of these factions are compatible with the **Merchants of the Seas** expansion, but do not have their own Shipyard board. When playing with the **Merchants** expansion, use an existing Shipyard board for their color (for yellow and grey: use the Ships side, not the Merchants side) and ignore all special abilities the board may have.

NEW FACTIONS (in alphabetical order)



FAN FACTION: ALEXANDER BOBROV

ARCHITECTS

ABILITY: Each of your Bridges contributes 1 power toward founding a Town. The bridges do not count as Structures, though, so they don't help with the minimum number of Structures for a Town. Also, you don't get Power for a bridge when another player builds next to it, and no other player gets power when you place a Bridge.

As an action, you may build 1 Bridge for 1 priest.

Whenever you take the "Transform and Build" action to build a Dwelling on a terrain that is connected by at least 1 of your Bridges, you need 1 Spade fewer to transform the terrain for each Bridge connecting that terrain to one of your Structures. You may not use this ability to just transform a space without building a Dwelling on it.



Transforming the hex on the other side of this Bridge to their home terrain only costs the Architects 1 Spade if they build a Dwelling there. They may not transform the space to mountains for free because they can't build then.

STRONGHOLD: After building the Stronghold, take an Action token. As a Special action, you may move 1 of your Bridges on the map to a new location and gain 3 Victory points. It must be a location where you would be able to build a new Bridge.

You may not use this action in a way that would leave a Town marker without meeting the two conditions for founding a Town: having enough Structures and power value for a Town. So, after moving the Bridge, each Town marker must still be connected to at least 4 Structures (3 with your Sanctuary) and 7 power value (6 if you have the Fire II Favor tile).



FAN FACTION: EDUARDO ANDRADE

ARCHIVISTS

During Setup, place 1 additional random Bonus card on the Archivists board. When the Archivists are chosen to be in the game (depending on how you select factions), place that Bonus card with all the other Bonus cards, so that there are 4 more Bonus cards than players.

ABILITY: You do **not** receive Cult bonuses in Phase III of any round. Whenever you pass and select a new Bonus card, gain 2 Power for each Coin on that Bonus card.

STRONGHOLD: After building the Stronghold, whenever you pass and return your Bonus card(s), you may select 2 new Bonus cards out of those available to you. You still cannot take a Bonus card you just returned.

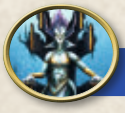
The first time you pass after building the Stronghold, you take 2 Bonus cards.



Return 1 Bonus card

Select and take 2 other Bonus cards

Because there are 3 Coins on them, you gain 6 power. For the rest of the game, there are again only 3 Bonus cards to choose from instead of the 4 before you built your Stronghold.



FAN FACTION: JAMEY STEGMAIER

ATLANTEANS

ABILITY: You start the game with your Stronghold instead of 2 Dwellings. Place it after all other players have built all of their Dwellings. If the Chaos Magicians are also in the game, place your Stronghold before they place their 1 Dwelling if your position in turn order is before the Chaos Magicians, otherwise they place their Dwelling first. Your Stronghold is directly a Town at the start of the game, and you start the game with

1 Town tile of your choice. Gain the tile and its rewards at the end of placing the first structures. Place the tile underneath your Stronghold. You may not gain another Town tile for this town.

As an action, you may build a Bridge for 2 Workers.

STRONGHOLD: As soon as the Town with the Stronghold reaches or surpasses the following power values, immediately gain the following rewards:

7 power: Advance 1 step on the Shipping track for free. Gain the Victory points indicated on the space you advance to, just as if you took the "Advancing on the shipping track" action. (You do not get a Town tile, because you already have one.)

10 power: Move 2 spaces forward on each of the 4 Cult tracks.

16 power: Gain 20 Victory points.



FAN FACTION: RAPHAEL HOHL

CHANGELINGS

When choosing the Changelings, you must immediately choose a Home terrain. You may not choose the Home or Starting terrain of another Faction already in play and no following player may choose a Faction with that type of Home terrain. Use all of the priests, bridges, and markers according to this Home terrain. Also, for all Structure spots on your Faction board marked with the letter A, use and place the Structures according to your Home terrain on the Faction board.

After all players have chosen a Faction and after any Volcano Faction has chosen their Starting terrain, choose 2 more terrains that have not been chosen as the Home or Starting terrain of another Faction. Designate 1 of those terrains as B and the other as C. Then, for all Structure spots on your Faction board marked with the letter B and C, respectively, use and place the Structures according to the chosen terrain.



If you choose Desert as your Home terrain when you choose the Changelings, place yellow Structures on all spots marked with the letter A.

If you choose Swamp and Forest as your secondary terrains after all Factions have been chosen, place black Structures on all spots marked with the letter B and green Structures on all spots marked with the letter C (or vice versa).

ABILITY: Whenever you build a Dwelling, build it on the terrain matching its color.

Whenever you upgrade a Structure, both the Structure you place and the Structure you return to your Faction board have to be of the same color. You still have to take your newly built structures from left to right from your Faction board. Place the returned Structure on the rightmost open spot for this Structure type on your Faction board. It no longer matters which letter is on that spot, you only use the letters at the start of the game.

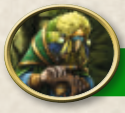


Because the leftmost Trading Post on your Faction board is yellow, you have to upgrade a yellow Dwelling if you want to place a Trading Post. Return the yellow Dwelling to your Faction board.



That means that the next 2 Dwellings you place have to be yellow, unless you upgrade your green Dwelling to a Trading Post first.

STRONGHOLD: After building the Stronghold, whenever you build a Dwelling, you may either build the leftmost Dwelling in the bottom row of your Faction board or the Dwelling next to your Stronghold. Whenever you upgrade a Dwelling to a Trading Post, you may either return the Dwelling to the bottom row of your Faction board or to the 9th Dwelling spot next to your Stronghold (if it is currently empty).



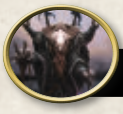
FAN FACTION: DAVE EDWARDS

CHASH DALLAH

ABILITY: Instead of being able to lower the exchange rate for Spades, you have an additional Income track. As an action, you may advance the marker on your Income track 1 space. The cost to take this action is 2 Workers and 2 Coins. As a reward for taking this action, get the number of Victory points depicted on the Income space you moved to.

In Phase I "Income", gain all of the additional Coins and Workers depicted on your current Income track space and all spaces to its left.

STRONGHOLD: After building the Stronghold, whenever you use a Power action on the Game board, you may pay with Coins instead of Power. For each Power token you would have to move from Bowl III to Bowl I, you may pay 1 Coin instead.



FAN FACTION: DAVE EDWARDS

CHILDREN OF THE WYRM

ABILITY: Whenever you gain Power because of another player building a Dwelling or upgrading a Structure next to (one of) your Structures, you have to pay 1 less Victory point than usual.

When sacrificing Power from Bowl II, for each Power token you sacrifice, you may move **2** Power tokens (instead of the usual 1) from Bowl II to Bowl III

The Coin cost of **all** your Structures (not just your Trading Posts) depends on whether there is at least one opponent's Structure directly adjacent to the Structure you upgrade / the Terrain space you build your Dwelling on.

STRONGHOLD: Immediately after building the Stronghold, take and place as many Power tokens into Bowl I as you removed from the game so far (so that you have a total of 12 Power tokens again). Also, take an Action token. As a Special action, you may place up to 2 Power tokens from any of your Bowls (one or more) onto the Game board. Place them one after the other. Place each Power token on a River space that is directly adjacent to 1 of your Structures or another Power token of yours. All Terrain spaces and Structures (of all players) that are either connected by 1 of your Power tokens or an unbroken chain of your Power tokens count as directly adjacent to each other **for you only**.

Your Power Tokens do not count for indirect adjacency, your Shipping value only counts starting from a Structure. Your Power tokens do not prevent other players from using those River spaces.



All of your Structures, Yellow's Structure, and the spaces (A) and (B) count as directly adjacent for you. That means that:

1. *You may transform and build a new Dwelling on space A.*
2. *This would cost only 1 Coin (but Yellow does not get Power from your Building action).*
3. *You would found a Town if you build there.*



FAN FACTION: HERSHIL & RAJ PATEL

CONSPIRATORS

ABILITY: Whenever you take a Favor tile, gain 2 additional Coins.

STRONGHOLD: Immediately after building the Stronghold, take a Favor tile and an Action token. As a Special action, you may put 1 of your Favor tiles back into the Supply to take a different Favor tile. For the Favor tile you put back, move your matching marker on the Cult board down as many spaces as depicted on the Favor tile. If this causes your marker to cross the Power icons on the Cult track, you neither gain nor lose Power nor do you lose anything you gained from the Favor tile you put back. (For the Favor tile you gain, gain the usual Cult steps, Power, and Coins from your ability.)



FAN FACTION: LUKE MCKINNES

DJINN

ABILITY: You start the game with 3 Magic Lamp tokens. As an action, you may spend 1 Magic Lamp token to have 2 of your markers on the Cult board switch Cults with each other, keeping their current levels.

For example, if your marker on the Air Cult is on level 6 and your marker on the Fire Cult is on level 1, by spending a Magic Lamp token you can move your Air marker to Level 6 of the Fire Cult and the Fire marker to Level 1 of the Air cult.

You may not switch to level 10 of a Cult if another player already has a marker there.

STRONGHOLD: After you build the Stronghold, when you pass each round, get 1 Victory point for each of your Priests on the Cult board.



FAN FACTION: DAVE EDWARDS

DYNION GEIFR

ABILITY: You start the game with the Fire-2 Favor tile (including advancing 2 steps on the Fire cult). Whenever you convert a Priest, you get 2 Workers and 2 Coins (instead of the normal 1 Worker). All your Structures have a Power value of 2.

STRONGHOLD: Immediately after building the Stronghold, get 2 Priests. To found a town including your Stronghold, only 3 Structures are required instead of the normal 4.



FAN FACTION: PASCAL AMBERG

THE ENLIGHTENED

ABILITY: You use Power instead of Workers to transform terrain.

Anytime during your turn, on top of your Action, you may spend 1 Coin to gain 1 additional Power token in Bowl I.

STRONGHOLD: After building the Stronghold, whenever you do a Conversion to convert Power into a Priest, Worker, or Coin, you gain 2 Priests/Workers/Coins instead of 1, and you take an Action token. As a Special action, you may gain 4 Power.



FAN FACTION: CHRIS HARRIS & FADI EL-RIACHI

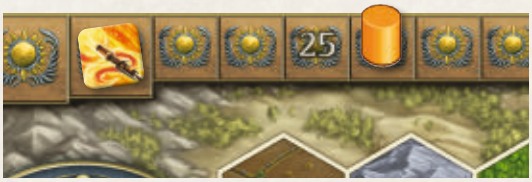
FIREWALKERS

ABILITY: You start the game with your Pyro token 4 points behind your Marker on the Victory point track (if you are auctioning Factions and start with fewer than 4 points: place your Pyro token on 0 Victory points). This token does not count Victory points for you, but instead serves as a blocker for your Victory point Marker. When moving your Pyro token or your Marker on the Victory point track, your Pyro token may **never** be ahead of the Marker. It must always be behind or on the same space as the Marker. If any of the following actions would cause your Pyro token to be ahead of your Marker on the Victory point track, you may not take that action. When gaining power for other players building or upgrading directly adjacent to your structures, you can gain as much power as you can afford so that your Victory point marker is on the same space as your Pyro token.

Anytime during your turn, on top of your Action, you may move your Pyro token 1 space forward on the Victory point track to gain 1 power.

You must lose Victory points to transform terrain (move your Marker back on the Victory point track). Lose 6 points to transform the Home Terrain of another faction into Volcano. Every other terrain type costs 4 points.

You cannot use Spades to transform terrain, regardless of how you gain them (for example as Cult bonus, Power action, or Special action). Instead, move your Pyro token 4 spaces back on the Victory point track for each Spade you get.



With your Pyro token 4 spaces behind your Victory point Marker, you may not transform the Home Terrain of another faction at the moment.

You could transform any other terrain by moving your Victory point marker back to 22 points. Or you could gain up to 4 Power by moving your Pyro token forward on the Victory point track.

STRONGHOLD: After you build the Stronghold, when you pass each round, get 1 Victory point for each of your groups of Structures on the Game board. A group of Structures is **either**

a) a single Structure with no other directly adjacent Structure of yours

or

b) multiple Structures of yours, where each Structure is directly adjacent to at least 1 other of your Structures in that group.

It does not matter if any of those Structures are indirectly adjacent to each other.



FAN FACTION: KITANO MASASHI

GEOLOGISTS

When choosing the Geologists, you must immediately choose a Starting terrain. You may not choose the Home or Starting terrain of another Faction already in play and no following player may choose a Faction with that type of Home terrain. Indicate your choice with the Shapeshifter ring, and cover that terrain type on your Transformation cycle with a Glowing Rock token. Also, use the playing pieces according to the chosen terrain and place your initial 2 Dwellings on that terrain. You do not have a Home terrain.

ABILITY: You **may not transform** a terrain into a different terrain. When using the "Transform and Build" action, you may build a Dwelling on a terrain type that is **not covered** by a Glowing Rock token on your Transformation cycle, **but** is either marked by your Shapeshifter ring or adjacent to a terrain type covered by a Glowing Rock token. Afterward, place a Glowing Rock token on your Transformation cycle to cover the terrain type on which you built.

If at any time all 7 terrains on your Transformation cycle are covered with Glowing Rock tokens, remove all 7 tokens (but leave the Shapeshifter ring where it is).

When you get a Spade at any time (for example as Cult bonus, Power action, or Special action), do not transform any Terrain. Instead you may **either**

a) place 1 Glowing Rock token on your Transformation cycle to cover a terrain type that is not covered, but is either marked by your Shapeshifter ring or adjacent to a terrain type covered by a Glowing Rock token

or

b) remove 1 Glowing Rock token from a terrain type on your Transformation cycle that is adjacent to an uncovered terrain type on your Transformation cycle.





At this time, you may only build a Dwelling on a Forest terrain. If you do, you remove all Glowing Rock tokens afterwards.

For your next Dwelling, you would have to build it on a Desert terrain. After that, you will have 2 different terrains to choose from again.

*Back to the first illustration, if you get a Spade before building on a Forest terrain, you could either cover the Forest terrain, which would have you remove all 7 tokens and build on Desert terrain next. Or you could remove the Glowing Rock token on the Lakes (A) (**or** Mountains (B)) terrain, which would have you build on (A) either Forest or Lakes (**or** (B) either Forest or Mountains) terrain next.*

STRONGHOLD: Immediately after you build the Stronghold, take an Action token. As a Special action, you may either place or remove 1 Glowing Rock token, just as if you would for a Spade (see above).



FAN FACTION: ALEXANDER BOBROV

GOBLINS

ABILITY: You start the game with 1 Treasure token. As an action, you may spend 1 Treasure token to get a reward.
Choose 1 type of Structure and then get a reward depending on the number of those Structures of yours **on the Game board**:

- if you choose Dwellings, get 1 power for each of your Dwellings
- if you choose Trading Posts, get 2 Coins for each of your Trading Posts
- if you choose Temples, get 1 Worker for each of your Temples
- if you choose Big Structures, get 1 Cult step for your Stronghold and 2 Cult steps for your Sanctuary

Whenever you build a Temple or Sanctuary, get 1 Treasure token in addition to the Favor tile.

STRONGHOLD: After building the Stronghold, whenever you found a town, get 1 Treasure token in addition to the Town tile.



FAN FACTION: KITANO MASASHI

KINGDOM OF EMBER

ABILITY: The only way for you to transform terrain is to **let the lava flow** (see below).

You cannot use Spades to transform terrain, regardless of how you gain them (for example as Cult bonus, Power action, or Special action). Instead, place 1 additional Volcano tile underneath 1 of your **Dwellings** for each Spade you get (so that there are now multiple Volcano tiles under that Dwelling).

Whenever you upgrade a Structure, get 1 power and place 1 additional Volcano tile underneath 1 of your **Dwellings**.

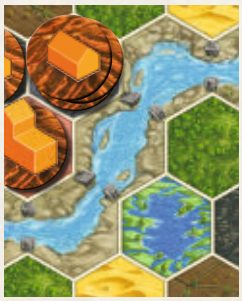
You may **not upgrade** a Dwelling with more than 1 Volcano tile underneath it.

When founding a town, you **must** place the Town tile underneath one of the Structures in that Town with the **highest power value**.

For example, if you found a town with 1 Temple, 2 Trading Posts, and 1 Dwelling, you may not place the Town tile underneath the Dwelling. If you found a town with your Stronghold, 1 Trading Post, and 2 Dwellings, you have to place the Town tile underneath the Stronghold.

As an action, you may "**let the lava flow**": Choose 1 Structure with **multiple Volcano tiles but no Town tile underneath** it and move both the Structure and all but 1 Volcano tile to a directly adjacent non-Volcano space.

- If the Terrain on the new space is the Home terrain of another faction or if that space is a River space, you must immediately remove 1 Volcano tile from underneath the Structure. If that would remove the last Volcano tile underneath the Structure, you cannot move to that space.
- If the new space is a Terrain space, you may end the lava flow on that space. Alternatively, if your Structure still has multiple Volcano tiles underneath it, you may continue moving the Structure and all but 1 Volcano tile according to the same rules as before.
- If the new space is a River space, you may not end the lava flow on that space. Continue moving the Structure and **all** Volcano tiles underneath (so you do not leave a Volcano tile on the River space) according to the same rules as before. When you end the whole lava flow, you may build a free Bridge over that River space (on either side) if you have a Structure on at least one of the Terrain spaces connected by the Bridge.



With 3 Volcano tiles underneath your Dwelling, you decide to let the lava flow. You leave the bottom Volcano tile on the space and move your Dwelling and the other 2 Volcano tiles underneath to a directly adjacent space.



Because the space you moved to is a River space, you have to remove 1 Volcano tile from underneath your Dwelling. That leaves 1 Volcano tile remaining under your Dwelling. You may not stop the lava flow on a River space, so you have to keep on moving. Because the Witches are in the game too, you may not move your Dwelling to the Forest (A). It's the Home Terrain of another faction, so you would have to remove the last Volcano tile from underneath your Dwelling, which is not allowed. Lakes (B) are not the Home Terrain of another faction, so you move your Dwelling to that space. With only 1 Volcano tile under your Dwelling, you must end your movement there.



You may build a free Bridge connecting the Dwelling to the Trading Post on the other side of the crossed River space. You may not build a Bridge on the other side of the River space you crossed, because you have no Structures at either end of it.

STRONGHOLD: Immediately after you build the Stronghold, place 2 additional Volcano tiles underneath **any** of your Structures (you may place both tiles underneath the same Structure or one each under different Structures). This is the only way to place a Volcano tile underneath a non-Dwelling Structure.



FAN FACTION: MARIO RUHMANN & THE YETI KNIGHTS FEAT. RICHARD SIVÉL

PROSPECTORS

ABILITY: You must use *Golden Spades* to transform terrain.

You cannot use regular Spades to transform terrain, regardless of how you gain them (for example as Cult bonus, Power action, or Special action). Instead, gain 1 Priest for each regular Spade you get.

When using the "Transform and Build" action, buy *Golden Spades* for each transforming step you take. A *Golden Spade* costs 4 Coins. In addition to being able to transform terrain with it, you get 1 Victory point and 1 Power for each *Golden Spade* you buy.

STRONGHOLD: After you build the Stronghold, take an Action token; from now on, buying a *Golden Spade* costs 3 Coins (instead of 4). As a Special action, you may take 1 Coin for each Trading Post on the Game board belonging to **other** players.



FAN FACTION: LUKE MCKINNES

SELKIES

ABILITY: When using the "Transform and Build" action, you may build a Dwelling on a River space, if you have at least **2 Structures directly adjacent to that River space** and those 2 Structures are **not directly adjacent to each other**. Building a Dwelling on a River space costs 1 additional Worker and you get 2 Victory points for it. You may not upgrade a Dwelling on a River space. You do not transform the River space into Ice. Your Dwelling does not prevent other players from using that River space.



Because your Dwelling and your Trading Post are directly adjacent to River space (A) and not directly adjacent to each other, you are allowed to build a Dwelling on that River space. The fact that there is a third Structure of yours, which is directly connected to the other 2 Structures, is not important. You can't build on River space (B), as the Dwelling and the Temple are adjacent to each other.

STRONGHOLD: After you build the Stronghold, take an Action token. As a Special action, you may take a "Transform and Build" action with 1 free Spade. For this action only, your Shipping value is increased by 1.



FAN FACTION: KITANO MASASHI

SNOW SHAMANS

ABILITY: Each round, when passing, you advance 1 step on your Shipping Track **or** on your Conversion track. You do not need to pay any resources to do so and you do not gain any Victory points for that. You cannot advance on these tracks as an Action by paying resources.

STRONGHOLD: Immediately after you build the Stronghold, place 1 free Dwelling on **each** *mass of ice* with at least 1 unoccupied Ice landscape. A *mass of ice* is **either**

a) a single Ice landscape with no other directly adjacent Ice landscape

or

b) multiple Ice landscapes, where each one is directly adjacent to at least 1 other Ice landscape in that mass.

It does not matter if any of those masses are indirectly adjacent to each other.

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BOARD GAME ARENA



FAN FACTION: LUKE MCKINNES

TIME TRAVELERS

ABILITY: You do **not** get Victory points for the Scoring tile of the **current** round. Instead you get Victory points for **both** the Scoring tile from the **previous** round and the one from the **next** round. For this purpose, in round 1 the Scoring tile from round 6 is considered "the previous round's tile" and in round 6, the Scoring tile from round 1 is considered "the next round's tile". If both Scoring tiles reward you for the same action, you get both rewards. You still gain Cult bonuses in the usual way (from the current round's Scoring tile).

Use the Time Travel Device tokens to mark the current, next, and previous rounds' tiles. At the beginning of the game, place the central Device token next to the Scoring tile from round 1 and the other tokens next to the Scoring tiles from round 2 and 6. In Phase III of each round, do not turn any Scoring tiles face-down. Instead, move the central Time Travel Device token to the next round and move the other tokens accordingly.



In the first round, you do not gain points for building a Stronghold or Sanctuary like the other players. Instead, you gain 6 Victory points for each Trading Post you build.

At the end of the first round, do not flip the Scoring tile from the first round, but instead move all 3 Time Travel Device tokens to their new position.



In the second round, you now gain 5 Victory points when building a Stronghold or Sanctuary and 2 Victory points when building a Dwelling, but you gain no Victory points for building a Trading Post.

STRONGHOLD: After you build the Stronghold, take an Action token. As a Special action, you may move up to 4 Power tokens from Bowl I to Bowl III.



FAN FACTION: ISAAC CHILDRES

TREASURERS

ABILITY: In Phase I "Income", you may choose to put any resources (Coins, Workers, and Priests) you receive as Income into your *Treasury* (place them next to your Faction board, separate from any other resources). For each single resource, you can choose whether to put them into your *Treasury*. You may **not use** the resources in your *Treasury*.

At the beginning of each round, just **before** you receive Income, take all resources from your *Treasury*, double them, and put them onto your Faction board (for each resource taken from your *Treasury* add another resource of the same kind from the supply). This does not count as "receiving resources" for your Stronghold ability.

STRONGHOLD: After you build the Stronghold, you may put resources into your *Treasury* whenever you receive them, not just in Phase I (for example, that also includes resources you receive from Power Actions, Power Conversion, Town tiles, Cult Rewards, and even Shipping benefits when playing with the Merchants expansion). You may only put resources into your *Treasury* the moment you receive them. You cannot, for example, put any leftover resources into your *Treasury* when you pass.



FAN FACTION: MATTHEW & JESSICA LARSEN, CRAIG ATKINS

WISPS

ABILITY: Whenever you build a Trading Post, you may immediately transform 1 directly adjacent Terrain space with exactly 1 free Spade. You may not buy additional Spades with workers to immediately transform this space further. You may not immediately build on that space.

STRONGHOLD: Immediately after you build the Stronghold, get 7 Victory points and place 1 Dwelling on an unoccupied Lakes space. Neither pay 1 Worker nor 2 Coins for this Dwelling. For this build only, ignore the adjacency rule. You may build on any empty Lakes space as long as it was a Lakes space at the beginning of this Action. *(Thus, you may not transform a Terrain space beforehand.)*

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