



JOHN D CLAIR

# EDGE OF DARKNESS

EMISSARIES OF THE VALE





## CREDITS

**DESIGNER NOTE:** *Edge of Darkness* was a long design process and many folks played multiple iterations of the game. I want to send an enormous thanks to these awesome folks for their time, feedback, and invaluable contribution. These are folks who playtested several times and/or had significant suggestions or contributions to *Edge of Darkness* and other game design efforts that influenced *Edge*.

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Warning: Choking Hazard! Small Parts. Not for use by children under 3 years of age.

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# EDGE OF DARKNESS

*A game by John D Clair for 1-4 players, ages 14+*

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## COMPONENTS

Your game of *Edge of Darkness Emissaries of the Vale* should include the following. If it does not, visit [www.alderac.com/customer-service](http://www.alderac.com/customer-service) for assistance.

- 13 Location boards
- 13 Randomizers
- 12 Gaia's Blessing tokens
- 20 Growth tokens
- 98 Card advancements
- 1 Player Handbook

## INTRODUCTION

*It's time we Druids claim our sins in this tale as well. There are those among us who were there in the old days, when the Wizard King begged for mercy at Mother Gai's feet. It was our decision that brought the world to this place. Though we are loathe to mention it, we know the darkness that lurks in the Wastes. It is closer than any of us would like to believe, and this time spent in hiding, hoping the dam would hold, have brought this danger closer still. We owe it to all peoples to engage in this battle.*

- Hempero, Elder of the Dawnseekers

Welcome to the Player's Handbook, your definitive guide to the locations of the Valley of Life (called the Vale), and to your games of *Edge of Darkness* using this expansion. Information contained herein is broken down into three primary sections:

- The first section offers one story-based setup, called "Tale". This Tale plays out over several games, called "Chapters", and offers a more thematic way to explore the Valley of Life over a series of consecutive varied setups.
- The second section offers 4 additional stand-alone recommended setups.
- The final section runs through detailed clarifications for all the locations and advancements available in *Emissaries of the Vale*. Use this section as needed to clarify abilities and effects as you encounter them.



# TALE: WAR BLOSSOMS

For reasons known only to the Guild leaders and their patricians, Aegis has extended the hand of friendship to the Druids of the Vale. Young Lifewarden Celaeno has completed the Rite of Bonding with the Human delegation, but the rest of the Vale is understandably hesitant. After all, it was the Human Wizard King that brought this Blight upon all their lands.

## CHAPTER 1 : FRESH GROWTH

**DIFFICULTY: LOW**  
**COMPLEXITY: HIGH**

*While the debate rages for days around the Druidic meeting space, the Stem of the Clans, a worn hand pulls Celaeno aside. It belongs to Lafarallin, an ancient wanderer of the wastes who has recently returned from his decades long trek through the Forsaken Lands. Gone so long many presumed him dead, Lafarallin sought to learn the secrets of the Blight, but returned with little to motivate the clans for greater action. As the counselors continue their deliberations, Lafarallin urges action, and Celaeno agrees to move. Gathering a few other key figures from across the Vale, they set out for Aegis with the Humans, determined to rally the Realm.*

*Celaeno marvels at the high walls of the great city as the party approaches Aegis. The Human Realm has always been more like a folk tale, especially to Druids too young to remember the days before the Blight. This opportunity to rekindle old alliances inspires him and the others toward hope, blinding them to the storm clouds amassing along the southern horizon.*

Use locations 7, 10, 13, 14, 16, 20, 26, 34, 63, and 72.





## CHAPTER 2: BUDDING RELATIONS

**DIFFICULTY: LOW**  
**COMPLEXITY: HIGH**

*Aegis stokes the smiths' fires as her warriors prepare for battle, confident of their readiness to stem the tide. But Lafarallin has travelled the world long enough to know the strength of the enemy. The Necromancer King and his lieutenants aren't forged of fire and steel, and it will take far more than the might of Aegis' soldiers to triumph. There is great untapped potential within the Realm, and the emissaries of the Vale break across the Human lands in hopes of recruiting it to their side.*

*Asandros, the great white centaur of the tundra, travels with others to the city of Coldharbor. Heavily isolated by the harsh mountain landscape, the city hasn't been spared the assault of the enemy. Parties led by the great minds of Northstone have brought the city close to the brink by inviting agents of the Chill in a mad quest for greatness. Asandros finds a frosty welcome, forcing his party to withdraw to the outskirts until they are met by a fellow outcast.*

*Meanwhile, Periphoia, one of the more restless denizens of Bog Town, sails the Great River to the sun-scorched heart of Dunestar. It's a far cry from home, but the unique minerals that line the sandstone walls of the city is the very same one that rests in the silt beneath Bog Town's waters, which holds special power that only the watery Dryads have*

*discovered. However, she finds a deep emptiness has penetrated those walls, as if the very soul of the city has been emptied into the River and carried away by the current.*

**Use locations 21, 38, 46, 48, 52, 53, 56, 60, 66, and 68.**





# CHAPTER 3: THE FRUIT OF ALLIANCE

**DIFFICULTY: MODERATE**  
**COMPLEXITY: HIGH**

*Tragedy has struck Aegis, but you wouldn't know it while walking the finer streets of the city. Most try not to concern themselves much with the affairs of Slumtown, as reports of deaths, murders, and missing people are sadly rather commonplace. But even the most willfully ignorant would find it hard not to chance a side-eye into the grime at the report of a giant sinkhole.*

*The Peacekeepers have responded in force, but they've been mainly keeping to the outskirts, seemingly more worried about keeping Slumtown confined to its borders than assisting with the aftermath. But some of the emissaries from the Vale have learned that all life has value, and such occurrences are rarely coincidence.*

*Gaelira, a mana-weaver from the Old Vale, is the first to recognize Slumtown's significance: the borough lies at a convergence of two leylines that cross the Realm. These pathways of the deep magic that holds the world together are the only thing truly connecting Realm and Vale these days, but only a few Druids are capable of reading them. Gaelira is one of these, pinning the cause of the sinkhole on a mysterious evil that has attacked similar spots beneath the Vale, devouring the magical forces and severing these ties in the process.*



*With this tragedy comes a silver lining. Now able to tap into these magical streams from the other side of the Forsaken Lands as well, Gaelira is able to locate the source of this evil within the heart of the Desolation, a barren, unforgiving section of the Wastes. And as this party of Humans and Druids raises its eyes to the south and the path ahead, the storm clouds stretch ever closer to Aegis.*

**Use locations 6, 11, 15, 25, 49, 51, 54, 58, 65, and 73.**





# CHAPTER 4: THE HEART OF DESOLATION

DIFFICULTY: HIGH  
COMPLEXITY: HIGH

War has once again broken out on the lands surrounding Aegis, as the stormclouds descend to blot out the sun, but that is not where the true battle lies. Believing that the key to victory isn't on the battlefields of the Realm, a party of heroes, culled from the homes of both Human and Druid alike, travels south into the storm in search of the Desolation.

Traversing mires of death and decay and rocky roads lined with razor sharp mountain formations, they finally come face to face with what can only be described as a hellscape. Streams of fire split the land, void of any and all life. The heart of the storm here is anything but calm, with lightning bolts ripping through the air without rest. And in the middle of it all, a ruined tower stands silent amid the unending chaos, with a dark, winged shape circling overhead to ward off any intruders.

It may very well be the last hope for answers for both Realm and Vale. And so with the fate of Aegis and the battle there still unknown, young Celaeno takes the first step toward the fiery valley, leading these emissaries of all life into this place that has known only death.



Use locations 3, 28, 40, 43, 55, 57, 64, 67, 74, and 75.





## RECOMMENDED SETUPS

This section includes a number of recommended setups if you are looking for already curated sets. That said, not all of these sets will necessarily be “balanced”.

For example, some of them may cause a fairly tight game in regards to  while others may have the ability to get lots of .

It will be up to the players to identify and determine the best way to exploit or deal with the imbalance.

## TRADE AND TREASURES



**DIFFICULTY: MODERATE**

**COMPLEXITY: MODERATE**

*You may own Sands of Dunestar and Cliffs of Coldharbor to play this setup.*



## WEALTH AND WAR



**DIFFICULTY: HIGH**

**COMPLEXITY: MODERATE  
COMBATIVE**

*You must own Sands of Dunestar to play this setup.*



*You may replace Silent Temple with Storm Valley if you do not want a Combative setup.*



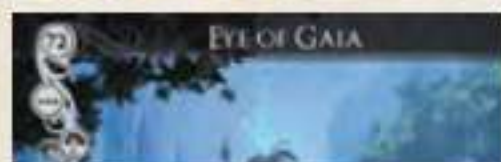
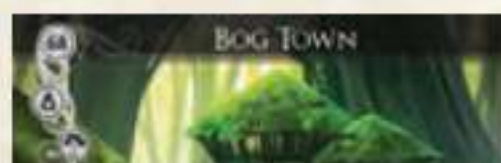
## PROSPERITY AND PESTILENCE



**DIFFICULTY: LOW**

**COMPLEXITY: LOW  
COMBATIVE**

*You must own Sands of Dunestar and Cliffs of Coldharbor to play this setup.*



*You may replace Sewers with Courthouse if you do not want a Combative setup.*

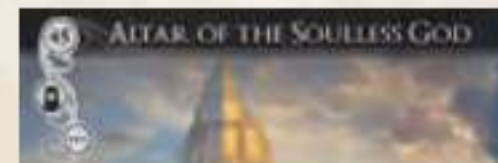
## BRAVERY AND BLIGHT



**DIFFICULTY: HIGH**

**COMPLEXITY: HIGH  
COMBATIVE**

*You must own Sands of Dunestar and Cliffs of Coldharbor to play this setup.*



*You may replace Debtor's Prison with Storm Valley if you do not want a Combative setup.*



# LOCATIONS AND ADVANCEMENTS CLARIFICATIONS

This section contains all the locations and corresponding advancements in *Emissaries of the Vale*, with their abilities and effect(s) clarified. This expansion introduces Growth (🌱). Growth is a resource in the game that can be either on the Location boards (generally under 🧑) or in your coffers. Pay attention to where you spend your Growth from as per the Location boards or effects over the course of the game.

## Rite of Bonding



This location has two distinct abilities.

The first one is:

- On your turn, once per turn, if you have 2 cards in your hand or Guild Hall that are owned by other players, you gain 🌱.

The second one is:

- Return 2 🧑 from Rite of Bonding to your Trained Agents pool and pay 7 🍵 to 📄 of a Neutral card in your hand. This cost is reduced by the number of 🌱 you have.

For example, if you have 2 🧑 at the Rite of Bonding and 3 🌱 you would need only to pay 4 🍵 to be able to 📄 of a Neutral card in your hand.

*Art by Jeff Brown.*



This contact has one effect.

When you resolve it, you dispatch up to 3 🧑 to the Rite of Bonding at no cost.

There are 4 middle and 4 bottom advancements with this contact.

*Art by Alayna Danner.*



This threat contributes 2 🗡️ to the total 🗡️ of the card it is sleeved in.

This threat has two rewards. When you defeat it, you:

- Gain 2 🌱
- AND Gain 🗡️.

There are 4 middle and 4 bottom advancements with this threat.

*Art by Guillaume Ducos.*

## Untamed Forest



This location has a reactive ability. This means that the ability can be used when one or more conditions are met.

In the case of the Untamed Forest, the condition is:

- When a threat attacks you.

When the condition is met, you gain 🌱.

*Art by Jeff Brown.*



This contact has one effect.

When you resolve it, you must pay a 🌱 to 🗡️.

You may choose to pay 2 🌱 instead. In that case, you gain the rewards from defeating one threat this turn an additional time.

For example, if there is a Betrayer of the Vale in the tower and you defeat that threat, if you chose to pay 2 🌱 tokens when you resolved the Druid of the Untamed, you will gain 4 🌱 and 2 🗡️ instead of 2 and 1 respectively.

There are 4 middle and 3 bottom advancements with this contact.

*Art by Ramon Puasa Jr.*



This threat contributes 3 🗡️ to the total 🗡️ of the card it is sleeved in.

This threat has one reward. When you defeat it, you gain 3 🗡️.

There are 4 middle and 3 bottom advancements with this threat.

*Art by Jessada Sutthi.*



## Traveler's Path



This location has 3 distinct abilities:

The first one is a start of the round ability:

- In the case of the Traveler's Path, it means that at the start of every round, you gain



The second one is:

- Pay to return from the Traveler's Path to your Trained Agents pool.

The third one is:

- Pay to place a card you own or that is Neutral in your hand or the Street at the bottom of the deck.

*Art by Jessada Sutthi.*



This contact has one effect.

When you resolve it, you dispatch to the Traveler's Path at no cost. This may be untrained.

There are 4 middle and 4 bottom advancements with this contact.

*Art by Sam Guay.*



This threat does not contribute to the total of the card it is sleeved in, nor does it give you a reward when it is defeated.

It does however have a reactive effect: when you reveal it, each player that has at least 1 untrained agent on the Traveler's Path may one of these agents.

There are 4 middle and 4 bottom advancements with this threat.

*Art by Martin de Diego Sadaba.*

## Frosted Plain



This location has a reactive ability. This means that the ability can be used when one or more conditions are met.

In the case of the Frosted Plain, the condition is:

- If you have 0 or 1 card in your hand at the end of the Assembly Phase.

When the condition is met, you gain .

*Art by Jeff Brown.*



This contact has two effects.

You may resolve either, or both

- Gain .
- AND/OR pay 2 to give each threat in the tower -1 .

Remember, is only useful when you . So, if you aren't hunting threats this turn, this effect will not be useful to you.

There are 3 middle, 3 bottom and 1 top advancements with this contact.

*Art by Isuardi Therianto.*



This threat contributes to the total of the card it is sleeved in.

This threat has one reward. When you defeat it, you gain 2 .

This threat has an ongoing effect: If you defeated another threat this turn, this threat has -2 this turn.

There are 3 middle, 3 bottom and 1 top advancements with this threat.

*Art by Carlos NCT.*




## Mushroom Forest



This location has a reactive ability. This means that the ability can be used when one or more conditions are met.

In the case of the Mushroom Forest, the condition is:

- When you sleeve an advancement into the last unfilled slot on a card.


When the condition is met, you gain .



Note that top slots with Citizens or Patricians are considered filled. You do not need to replace them with a top advancement to be able to meet this condition. This condition can only be met once per card.

*Art by Jeff Brown.*



This contact has one effect.


When you resolve it, pay any number of  to gain the same number of <battle strength>.



Remember,  is only useful when you . So, if you aren't hunting threats this turn, this effect will not be useful to you.


There are 3 middle, 3 bottom and 1 top advancements with this contact.

*Art by Nikolay Stoyanov.*



This threat has a reactive effect. When you reveal it, the owner of the card this threat is on gains .

This threat contributes 1  to the total  of the card it is sleeved in.


This threat has one reward. When you defeat it, you gain 1 .





There are 3 middle, 3 bottom and 1 top advancements with this threat.

*Art by Nikolay Stoyanov.*

## Earth Cradle



This location has an ongoing ability. These abilities are often powerful but generally very  intensive.




In the case of the Earth Cradle, it means that anytime you may need to pay , you can instead use . When you do,  can be used as 1, 2 or 3 .

*Art by Felicia Cano.*



This contact has two effects.


You may resolve either but not both of them:



- Dispatch up to 3  to the Earth Cradle at no cost,
- OR return  from the Earth Cradle to your Trained Agents pool to gain 2 .


There are 4 middle and 4 bottom advancements with this contact.

*Art by Kiki Moch Rizky.*



This threat has a reactive effect. When you reveal it, all players gain 1 .

This threat contributes 2  to the total  of the card it is sleeved in.

This threat has one reward. When you defeat it, you gain 2 .


There are 4 middle and 4 bottom advancements with this threat.





*Art by Nikolay Stoyanov.*



## Bog Town





This location uses a new layout and a new way to dispatch  to it introduced with the Cliffs of Coldharbor expansion.

Once each turn, you may dispatch  to the Bog Town and assign them specifically to an ability slot. You may not assign  to an ability that already has  assigned to it or if you had  assigned there at the start of your turn. If you use an effect that lets you dispatch or move agents "anywhere" they may be moved to this location, but they are not placed on one of the 6 actions slots, they do not activate any of those actions, and do not block any of those slots; they are just on the location and do nothing.

This location has six abilities. Each ability can only be used once per turn:

- Gain .
- Pay  to gain 4 .
- Pay  to gain 3 .
- Pay 2  to .
- Pay 3  to defeat a threat,
- Pay 3  to move your Defense track up 1 space.




Note, you only get the ability the turn you place an  there.




For example, you do not get  at no cost every turn for having placed an agent on the first slot on a previous turn.

*Art by Jeff Brown.*



This contact has one effect.


When you resolve it, return all  from Bog Town to their owner's Trained Agents pool (including other players'). You gain  for each 2  returned this way.



For example, 2 players have 6  total at Bog Town. When you resolve the effect of Bog Town Shaman, each player returns their respective  to their Trained Agents pool and you gain 3 .


There are 3 middle and 4 bottom advancements with this contact.

*Art by Mirco Paganessi.*



This threat has a reactive effect. When you reveal it, the owner of the card this threat is on gains 3 .

This threat contributes 2  to the total  of the card it is sleeved in.

This threat has one reward. When you defeat it, you gain 2 .

There are 3 middle and 4 bottom advancements with this threat.

*Art by Jessada Sutthi.*





## Stem of the Clans



This location has two distinct abilities.

- You may use the first one exactly once, during your Assembly Phase. For every 5 you drew, gain .
- The second one is a reactive ability. This means that the ability can be used when one or more conditions are met.

In the case of the Stem of the Clans, the condition is:

When a threat attacks you.

When the condition is met, (even if it is not your turn) you may discard a under one of your there. If you do, that threat gets -2 .

You may also return . If you do, that threat gets -2 but you discard all under that .

For example, if you have with 2 under them and you are attacked by a threat with 3 you can first discard under your agent to give the threat -2 and then return this , discarding the remaining under them to give the threat another -2 . You would then successfully defend against the threat and gain .

*Art by Jeff Brown.*



This contact has one effect.

When you resolve it, dispatch to the Stem of the Clans. You then place any number of under the agent you just dispatched there.

There are 4 middle and 4 bottom advancements with this contact.

*Art by Gabriel Blain.*



This threat has a reactive effect. When you reveal it, the owner of the card this threat is on gains .

This threat contributes 1 to the total of the card it is sleeved in.

This threat has one reward. When you defeat it, you gain 1 .

There are 4 middle and 4 bottom advancements with this threat.

*Art by Kiki Moch Rizky.*





## Ent Grove



This location has 2 distinct abilities.

The first one is an End of Game ability. During the rest of game it cannot be used.

- The player with the most Ent Groves gains 2 XP.

The second ability is an ongoing ability. These abilities are often powerful but generally very intensive:

- You may use Ent Groves under your agents at the Ent Grove as if it were in your coffers. When you spend an Ent Grove from the Ent Grove, you can consider it is 1 or 2 Ent Groves, 1 or 2 Ent Groves, or 1 or 2 Ent Groves instead.

This means you can spend growth here to use other locations abilities or contacts effects, skip cards in the Street or pay for costs of abilities or effects.

Art by Sam Guay.



This contact has two effects.

You may resolve either, or both of them:

- Dispatch an agent to the Ent Grove,
- AND/OR place up to 1 Ent Grove under each of your agents at Ent Grove.

Note that since each effect can be resolved, and effects are resolved in any order, you may dispatch an agent and place an Ent Grove under this agent as well as under your agent you already have at Ent Grove.

There are 4 middle and 3 bottom advancements with this contact.

Art by Micah Epstein.



This threat has a reactive effect: when it is revealed, each player may pay an Ent Grove they have under their agents at Ent Grove to gain 2 XP.

This threat contributes 1 XP to the total XP of the card it is sleeved in.

This threat has one reward. When you defeat it, you gain 1 XP.

There are 4 middle and 3 bottom advancements with this threat.

Art by Kiki Moch Rizky.

## Eye of Gaia



This location has 2 distinct abilities.

The first one is a reactive ability. This means that the ability can be used when one or more conditions are met.

In the case of the Eye of Gaia, the condition is:

- When you sleeve an advancement on a card you don't own (Neutral or another player's).

When the condition is met, you gain 1 XP.

The second one is an ongoing ability. These abilities are often powerful but generally very intensive:

- Pay 1 XP to choose an agent with a token under it. It may be counted as a 1 or 2 XP for the rest of the round.

Art by Jessada Suttihi.



This contact has one effect.

When you sleeve this contact, you must place a token on one of your agents. This token can be on any location board.

There are 4 middle and 4 bottom advancements with this contact.

Art by Kiki Moch Rizky.



This threat contributes 1 XP to the total XP of the card it is sleeved in.

This threat has 2 rewards. When you defeat it, you may choose either, but not both:

- Gain 1 XP.
- OR dispatch an agent to the location of your choice.

There are 4 middle and 4 bottom advancements with this threat.

Art by Martin de Diego Sadaba.



## Leyline of the Old Vale



This location has a reactive ability. This means that the ability can be used when one or more conditions are met.

In the case of the Leyline of the Old Vale, the condition is:

- Whenever a threat attacks you.

When the condition is met, you must return all your from the Leyline of the Old Vale to your Trained Agents pool.

This location uses a new layout and a new way to dispatch to it introduced with the Cliffs of Coldharbor expansion.

Once each turn, you may dispatch to the Bog Town and assign them specifically to an ability slot. You may not assign to an ability that already has assigned to it or if you had assigned there at the start of your turn. If you use an effect that lets you dispatch or move agents "anywhere" they may be moved to this location, but they are not placed on one of the 6 actions slots, they do not activate any of those actions, and do not block any of those slots; they are just on the location and do nothing.

This location has six abilities. Each ability can only be used once per turn:

- Gain .
- Pay to gain 3 .
- Pay 2 to .
- Pay 2 to .
- Pay 3 to <claim allegiance> of a Neutral card in your hand,
- Pay any amount of to gain that amount of Battle Strength.

Note, you only get the ability the turn you place an there. For example, if you have on a previous turn dispatched an to the 6th ability slot and spent 4 to gain 4 , you do not have access to that on a later turn when you dispatch an to the 4th slot and pay 2 to .

*Art by Nikolay Stoyanov.*



This contact has one effect.

When you resolve it, you gain a number of equal to the number of on this card.

For Example, if the card the Leyline Protector is sleeved on has 6 total on it, when you resolve the Leyline Protector, you gain 6 .

There are 4 middle and 4 bottom advancements with this contact.

*Art by Radial Studio.*



This threat contributes 6 to the total of the card it is sleeved in.

This threat has 2 rewards. When you defeat it, you:

- Gain 3 .
- AND gain .

This threat has an ongoing effect. For every 2 growth the player has, this threat contributes -1 .

There are 4 middle and 4 bottom advancements with this threat.

*Art by Carlos NCT.*





## Storm Valley





This location has 3 distinct abilities.


The first one is a Setup ability. During the rest of the game it cannot be used.


- If the Storm Valley is part of your setup, then select 1 additional location with  icon and add it to the game


The second one is an ongoing ability. These abilities are often powerful but generally very  intensive:

- At the end of the turn, if you have 3 or more , add  here.

The last one is a reactive ability. This means that the ability can be used when one or more conditions are met. In the case of the Storm Valley the conditions are:

- Once per turn, during your Assembly Phase.
- AND if at least  is on the Storm Valley.

When both conditions are met, exactly once, you may gain  from here.




This means that you move the  from the Location board to your coffers.

*Art by Jessada Sutthi.*



This contact has 2 effects.



You may resolve either, or both of them:

- Gain 
- AND/OR pay 2  to gain 2 

There are 3 middle and 4 bottom advancements with this contact.

*Art by Martin de Diego Sadaba.*



This threat does not contribute  to the total  of the card it is sleeved in, nor does it give you a reward when it is defeated.

It does however have an ongoing effect: all other threats on this card are duplicated. Only one such effect.

There are 3 middle and 4 bottom advancements with this threat.

*Art by Kiki Moch Rizky.*





## The Desolation



This location has an End of Round ability. During the rest of the game it cannot be used.

If a threat in the middle tray in the tower was never defeated this round, the threat currently in the middle tray attacks now.

This means that if at least 1 threat that was in the middle tray got discarded, or removed in any other way from the tray, the threat that is in the middle tray at the end of the round attacks now.


*Art by Siba Gasser.*



This contact has one effect.

When you sleeve this contact, you immediately defeat a threat in the tower. However, you only gain 1 of its rewards, no matter how many rewards the threat actually has on it.



You also successfully defend the next attack against you this round.


This means you will get 1  the next time you are attacked this round.

There are 4 middle and 4 bottom advancements with this contact.



*Art by Kiki Moch Rizky.*



This threat contributes 8  to the total  of the card it is sleeved in.

This threat has one reward. When you defeat it, you gain 6 .

This threat has ongoing effects:

- You do not need to have the ability to  to attack this threat.
- This threat cannot be defeated by the effect of Vanguard of the Vale. However, for each Vanguard of the Vale in your hand, this threat gets -2 .

There are 4 middle and 4 bottom advancements with this threat.

*Art by Martin de Diego Sadaba.*





## EMISSARIES LOCATIONS IN VOICELESS GUILD GAMES

Below is a table referencing all the locations available in *Emissaries of the Vale* and whether or not they can be used in Voiceless Guild games, as well as their Difficulty Rating were you to want to calculate your Success Score (see Voiceless Guild Rules).

Number	Location Name	Voiceless Guild Difficulty	Difficulty Rating
63	Rite of Bonding	Moderate	2
64	Untamed Forest	Easy	1
65	Traveler's Path	High	3
66	Frosted Plain	Moderate	2
67	Mushroom Forest	Moderate	2
68	Bog Town	Cannot use in Voiceless Guild games. Use a random advancement instead.	N/A
69	Earth Cradle	Easy	1
70	Stem of the Clans	Moderate	2
71	Ent Grove	Moderate	2
72	Eye of Gaia	Moderate	2
73	Leyline of the Old Vale	Easy	1
74	Storm Valley	Moderate	2
75	The Desolation	Moderate	2





Card  
Crafting  
System

