

JOHN D CLAIR

MYSTIC VALE

ESSENTIAL EDITION



Card

Crafting

System

Rules of Play



READ THIS FIRST



In this box you'll find the multi-award winning *Mystic Vale* base game plus the first three expansions: *Vale of Magic*, *Vale of the Wild*, and *Mana Storm*. Wooden spirit tokens and a playmat are also included as player aids. For your first game or two, we suggest that you play

with only the base game; you can leave the other packs of cards in the box to explore later.



When you're ready to add new advancement and vale cards to the game, open the *Vale of Magic* pack of cards and read the rules on page 12.



When you're ready to add leader cards and eclipse advancements to the game, open the *Vale of the Wild* pack of cards and read the rules on pages 12-13.



When you're ready to add amulets to the game, open the *Mana Storm* pack of cards and read the rules on page 13.

Other exciting expansions can be found on our website at

<https://www.alderac.com/mystic-vale>

Mystic Vale

A game by John D Clair
For 2-4 players, ages 10 and up

Advancement Cards

In order to protect the advancement cards during the printing process, the front of the card has a clear plastic film placed over its surface. This clear plastic film is intended to be removed by peeling it off from one of the card's corners.

The film does not hinder game play, so we suggest that you play a few games of *Mystic Vale* first. After a few games, the edges of the film will loosen on the cards and make it easier to peel off.

After the film has been removed, some minor scuffs may appear on the surface of the plastic cards after several game sessions. This is normal and does not affect the readability of the cards.

Peel the clear plastic film starting from a corner of the card.



You can leave the film on during your first games since it will be easier to peel off after a few sessions.

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Introduction

Centuries ago, a dying, wicked king pleaded for help from the druids of Gaia. Knowing that to heal him would only bring more suffering, the druids refused. Infuriated, with his final breath the king pronounced a dire curse that desolated the fertile Valley of Life. Empowered by the dark ruler's spiteful vengeance, the king's spell spread pestilence and blight over the land.

The Valley of Life had been sacred to Gaia, a birthplace for vital spirits of nature. These spirits cried out for aid as the land slowly withered. Worse still, some of the spirits grew corrupt and twisted by the blight. Left unchecked, this corruption would consume every spirit in the valley and irrevocably destroy a portion of Gaia's power forever.

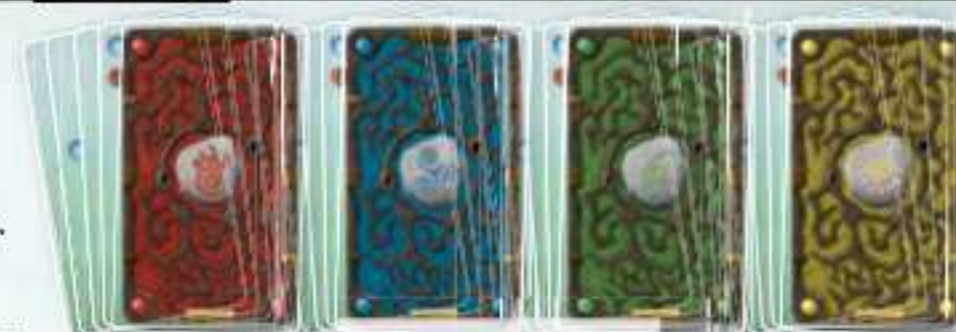
In response, the Druid Council dispatched druids into the valley to restore its verdant beauty. Gaia herself blessed this mission, and the spirits welcomed the druids' much-needed assistance. Into the cursed valley the druids came, prepared to nurture and heal the land with their life-giving powers. The spirits pledged to ally with the druids and bring forth new life into the valley's glens and groves.

Although Gaia's blessings beget life, the cursed blight fights back, and careless druids may be thwarted by its evil and falter on their mission. Attempting to restore too much, too quickly can backfire and impede the road to recovery. To remove the desecration and return the Valley of Life to nature's bounty will require courage and caution in equal measure.

Components

Your game of *Mystic Vale: Essential Edition* should include the following. If it does not, please visit our website at <https://alderac.com/customer-service> for assistance. A card list of each *Mystic Vale* release contained in this box can be found on page 25.

- 80 Starting cards divided into 4 identical decks consisting of:
 - Beastbrothers deck (20 cards)
 - Dawnseekers deck (20 cards)
 - Lifewardens deck (20 cards)
 - Waveguards deck (20 cards)
- 252 Advancements consisting of:
 - 96 Level 1
 - 84 Level 2
 - 72 Level 3
- 18 Fertile Soil advancements
- 90 Vale cards consisting of:
 - 47 Level 1
 - 43 Level 2
- 4 Reference cards
- 16 Leaders
- 14 Conclaves
- 30 Dividers
- 44 1-point VP tokens
- 12 5-point VP tokens
- 4 Mana tokens
- 8 Amulets
- 100 Card sleeves
- 1 Rulebook
- 1 Playmat
- 160 Spirit tokens consisting of:
 - 40 Animal tokens
 - 40 Forest tokens
 - 40 Sky tokens
 - 40 Wild tokens



Starting Decks



Level 1 Advancements

Level 2 Advancements

Level 3 Advancements



Level 1 Vales



Level 2 Vales



Fertile Soil



Reference Cards



Leaders



Playmat



Mana Tokens



Card Sleeves



1 VP Tokens



5 VP Tokens



Spirit Tokens



Dividers



Conclaves



Amulets

Setup

The following rules are for setting up the base game. Setup for other expansion components can be found on pages 12 and 13.

1. Player Decks

Each player takes a deck of 20 sleeved starting cards (cards belonging to a specific deck are denoted by their card back).

Each player's deck should have 9 Cursed Land, 3 Fertile Soil, and 8 blank cards. Each player should shuffle their deck and place it face down in front of them.

1. Player Deck

Level 1 Vale Cards

3. Vale Cards

1. Player Deck

Level 2 Vale Cards

Fertile Soil Deck

Level 3 Advancements

Level 2 Advancements

4. VP Tokens

1. Player Deck

Level 1 Advancements

2. The Commons

1. Player Deck

Playmat

2. The Commons

The **commons** is a set of 9 advancements available to buy during the game in the center of the table. To set this up, you first take out all the Fertile Soil advancements and place them in a separate deck. Then separate all the other advancements into decks denoted by their level symbols (see "Card Anatomy" on page 6).

Level 1 Advancements:

Shuffle all of the level 1 advancements together. Then count out a number of advancements into a deck face down and put the rest back in the box. The number of advancements in the deck is based on the number of players in the game, which is listed below:

- 2 players – count out 12 advancements and leave the rest in the box.
- 3 players – count out 15 advancements and leave the rest in the box.
- 4 players – count out 18 advancements and leave the rest in the box.

Then turn over the first 3 advancements of the deck as shown in the setup diagram.

Level 2 Advancements:

Use all of the level 2 advancements, then turn over the first 3 advancements of the deck.

Level 3 Advancements:

Use all of the level 3 advancements, then turn over the first 3 advancements of the deck.

3. Vale Cards

Separate the vale cards into a level 1 deck and a level 2 deck. Shuffle the level 1 deck and turn over 4 cards face up, then do the same with the level 2 deck.

4. Setup VP Tokens

Place the VP tokens in a pool based on the number of players:

- 2 players – count out 23 VP tokens and leave the rest in the box.
- 3 players – count out 28 VP tokens and leave the rest in the box.
- 4 players – count out 33 VP tokens and leave the rest in the box.

5. Setup Fields

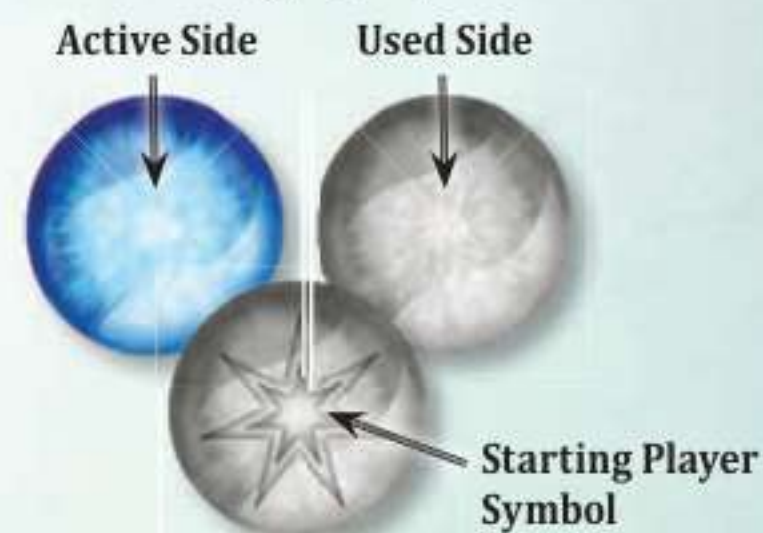
During the game you will always have 20 cards. Your cards will be in one of four locations: your **deck**, your **field**, your **discard pile**, and you will have one **on-deck** card. During setup, players will create their starting field and on-deck card.

Each player makes their starting field using the following steps:

- Shuffle your 20 card deck and place it face down in front of you.
- Turn over the top card of your deck and place it back on top of your deck face up. This is your on-deck card.
- Place your on-deck card in your play area, creating the start of your field, then turn over a new on-deck card.
- Repeat step C until you have two Cursed Lands in your field and a third one on-deck.

6. Determine Starting Player

Take a number of (mana) tokens equal to the number of players and be sure to include the token with the starting player symbol.



Place the (mana) tokens so that their active side is face up and shuffle them. Each player takes one token at random and turns it over so the spent side is face up. The player with the starting player symbol will be the starting player for this game.

Players are now ready to begin the game!

Example Starting Field




Game Overview

Players take on the role of druidic clans attempting to restore the cursed lands to their former vitality. The cards in your deck represent the parts of the valley that you are tasked with revitalizing, and each advancement you add to the cards represents new life and vitality you have brought to that land. Your power is tied to the land, and as more life grows in your valleys and groves, so too does your power, and with it the spirits of nature to revive the miraculous vales.

Each turn you play cards into your field to gain powerful advancements and valuable vale cards. But you must be careful not to overuse your power or it will result in decay and end your turn. During the game you will be able to build up your cards by adding powerful advancements. Crafting your cards with advancements and buying vale cards at the right time will help you bring back the most miraculous portion of the Mystic Vale to life, and to achieve victory!

Goal

The player with the most  (victory points) at the end of the game wins.

For the First Game

Before playing the first game, each starting card should be placed in a clear plastic sleeve. Once placed, starting cards should remain in the sleeves since there is no purpose in the game to remove them. Vale cards are **not** sleeved. Also note that the game includes additional plastic sleeves in case replacements are required.

We also recommend that new players take a reference card in order to review the phases during their turn.

Card Anatomy

Advancement



Vale Card



Advancement



Level Symbols

The level of each advancement is indicated by the number of pips below its cost. The border on the top and bottom of the advancement also indicates its level as shown below.

◦ Level 1:



◦◦ Level 2:



◦◦◦ Level 3:



How to Play

The starting player takes the first turn of the game.

When a player finishes their Discard Phase, the next player clockwise around the table takes a turn. Players continue taking turns until the end of the game.

Taking a Turn

When a player is taking a turn, they are considered the **active player**. During your turn, you must take the following phases in order:

1. Planting Phase
2. Harvest Phase
3. Discard Phase
4. Prep Phase

1) Planting Phase


You resolve your Planting Phase using the following steps:


- A. You must choose to either **pass** or **push**. If you pass, skip immediately to your Harvest Phase.
- B. If you chose to **push**, place your on-deck card into your field, to the right of any previously played card. Resolve "When Played" abilities on that card (if any), then turn over the top card of your deck and place it back on top of your deck face up as your new on-deck card.
- C. Determine if you have **Spoiled**.
- D. If you have not Spoiled, go back to step A and repeat.

In this manner, you continue until you either **pass** or **Spoil**. Whenever your deck is empty and you need to reveal a new on-deck card, shuffle your discard pile; it becomes your draw deck. If all of your cards are in your field, then you must pass.

Spoiling



Some cards have  (decay) symbols on the left side of the card.

If at any time during your Planting Phase or Prep Phase you have 4 or more  revealed, then you Spoil.

 are counted on cards in your **field as well as your on-deck card**. When you Spoil, you immediately skip your Harvest Phase and jump straight to your Discard Phase. You also turn over your  token to the **active** side as a consolation for Spoiling.



Some cards have  (growth) symbols on the left side of the card. Each  you have revealed in your field, your on-deck card, and from any other abilities cancels 1 . Meaning, for example, if you have 1 , then you Spoil only if you have 5  revealed instead of the normal 4.

2) Harvest Phase

If you chose to end your Planting Phase before Spoiling, you now complete your Harvest Phase (again, only if you did not Spoil).



The Harvest Phase is when you count up your  and spirit symbols (, , , ), resolve "Harvest" abilities on cards in your field, score , buy vale cards, and buy advancements.

All of this can be done in any order.

You could for example buy an advancement, then resolve a "Harvest" ability on one of your cards, then buy a vale card, then buy another advancement.

Turn Tip

While you may resolve your various actions during the Harvest Phase in any order you wish, we recommend that you generally follow the order below so that your resources and abilities are easier to manage:



1. Count up your  and spirit symbols.
2. Resolve "Harvest" abilities on cards in your field.
3. Score .
4. Buy vale cards.
5. Buy advancements.





Resolve Harvest Abilities

You must resolve "Harvest" abilities on cards in your **field** (do not count your on-deck card) unless it specifically states otherwise. However, you may use the ability at any time during your Harvest Phase.

Each "Harvest" ability on an advancement can only be used once each Harvest Phase.

Score VP

Any card in your **field** (do not count your on-deck card) showing a  (victory point) symbol on the **left** side of the card means that you must gain that many  tokens from the pool.

Important: You do **not** gain  tokens from gray  symbols on the **right** side of cards. Vale cards and advancements with a gray  symbol on the right side of the card are added to your  total at the end of the game (see "End of the Game" on page 12).

Buy Vale Cards

You will not be able to buy vale cards for your first few turns since you need to have **spirit symbols** and none of your starting cards have any.

There are 4 spirit symbols in the game:



Animal Spirit



Forest Spirit





Sky Spirit






Wild Spirit

You will put these symbols on your cards by adding advancements. If you have the right spirit symbols on the cards in your **field** (do not count your on-deck card) to match one of the eight revealed vale cards, then you may buy that card.

You may buy up to **two** vale cards per turn. When you buy a vale card, place it face up in your play area.

A symbol used to buy one vale card may **not** be used to buy another. For example, if you want to buy two different vale cards and they each have an  in their cost, then you must have two different  symbols in your field.


Some vale cards feature an ability that you can use during the turns after you buy the card. Vale cards with a gray  symbol on the right side of the card add to your total  at the end of the game.



If a vale card shows a  in its cost, you may use **any** spirit symbol to pay that cost.



Important: Abilities on vale cards may **not** be used during the turn that you buy them.

Tip: In order to help track which vale cards you have used during your turn, you can simply rotate them 90 degrees. When you buy a vale card, immediately rotate it to indicate that you cannot use the card during this turn. At the end of your turn, rotate all of your used vale cards counterclockwise so they are ready to use next turn.

Buy Advancements

With the  you have in your **field** (do not count your on-deck card) you may buy up to **two** advancements per turn, which includes Fertile Soil and any of the 9 advancements available in the commons. The cost of each advancement is shown in the top right of each advancement. When buying a Fertile Soil, you may buy any one you want.

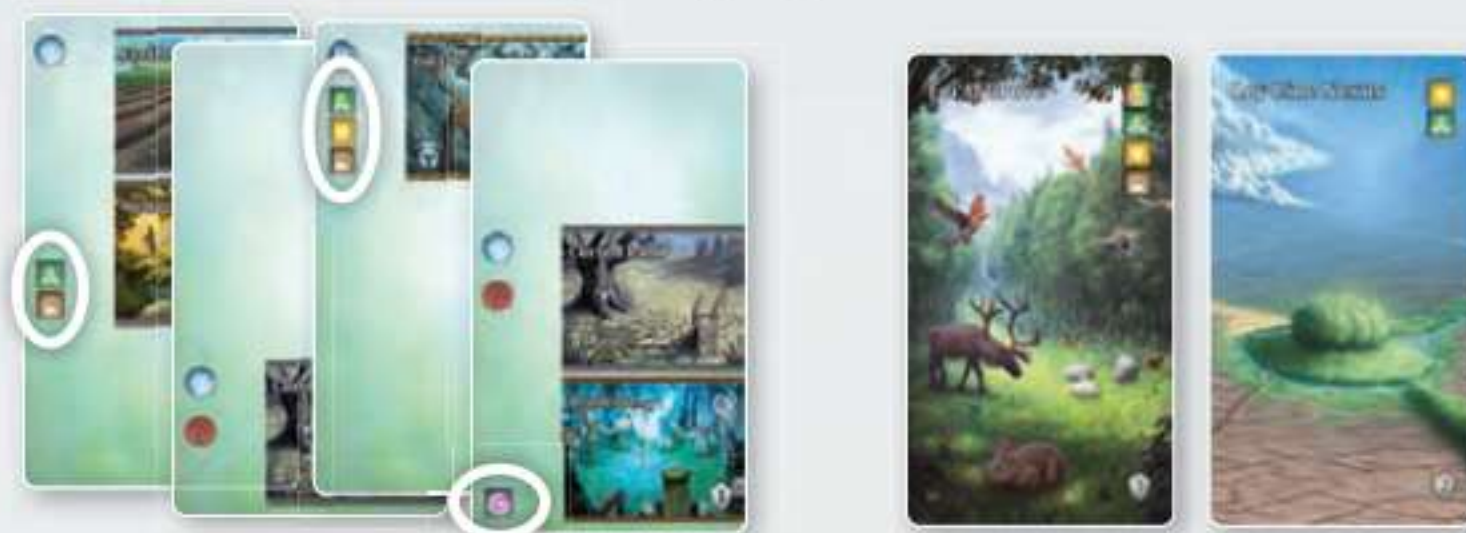
If your  token is on the active side, you may spend it by turning the token over to the spent side. You then gain 1 additional  to spend during that Harvest Phase.

Any  that you did not spend is lost at the end of your Harvest Phase. However, if you choose not to spend your active  token it will remain active for your next turn.












Advancements that you buy are not sleeved until your Discard Phase. Abilities and symbols on advancements that are not sleeved **cannot** be used.

Note: You are **not** allowed to buy an advancement if you do not have a legal place to sleeve it on a card in your field.

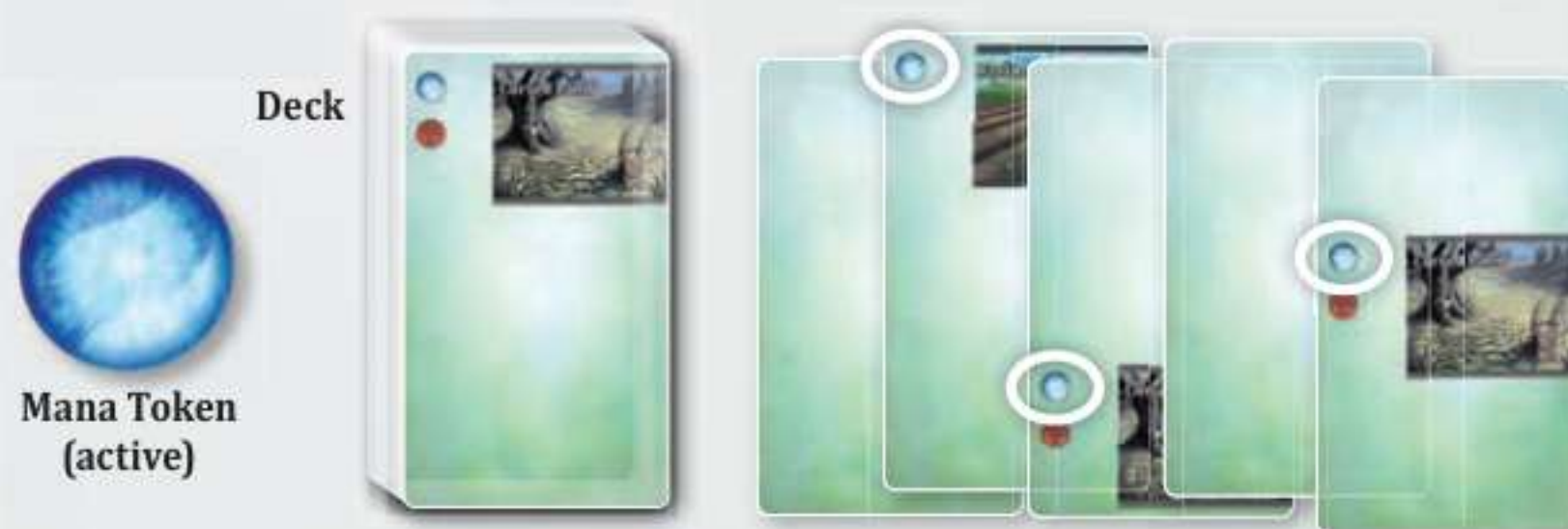
Example Buying Vale Cards








The player has the following spirit symbols from cards in her field: , , , , , , .

She spends , , , and  to buy the Feral Grove. Note that she can use any symbol for the Feral Grove's  cost, so she chooses to spend an  for that cost. She spends her remaining  and  to buy the Ley Line Nexus. Note that she can spend her  to pay for any spirit symbol cost, so she chooses to spend the  to pay for the  cost.

Example Buying Advancements



In this example, the player has 3  on cards in her field and an active  token. Note that  on the on-deck card does not count (only  and  are counted on the on-deck card).

The player is interested in buying the Podlings which costs 2  and a Fertile Soil which costs 2 . Since the player only has 3 , she decides to use her  token and turns it over to the spent side. She now has 4  and buys both the Podlings and a Fertile Soil.



3) Discard Phase


You must first sleeve each advancement you bought during your Harvest Phase (if any), then replenish vale cards and advancements in the commons.

Sleeve Advancements

For each advancement you bought, choose a card in your field (you cannot choose your on-deck card) and sleeve the advancement on the card.



You may **not** sleeve an advancement if it will cover another advancement already on the card (including advancements on starting cards). There is one exception to this rule. Some advancements have abilities that run long-wise down the card. You may sleeve an advancement such that one long-wise ability is covering another long-wise ability. Whichever ability gets covered is no longer active and is ignored.

Tip: Avoid crafting a card with 2 or more .

After your advancements are sleeved (if any), put all cards in your field off to the side in your own personal discard pile face down. **Don't discard your on-deck card.**

Replenish Vales

Replace any vale cards you bought by drawing vale cards from the top of the respective deck. If the deck of level 1 vale cards runs out, replace bought level 1 vale cards with cards from the level 2 deck.

Replenish Advancements

Any advancements you bought from the commons are replaced with new advancements of the same level from the top of the corresponding deck(s). If the deck of level 1 advancements runs out, replace bought level 1 advancements with advancements from the level 2 deck. Likewise if the level 2 deck runs out and you need to replace a level 2 advancement, instead replace it with a level 3 advancement.

The next player may now begin their turn.

4) Prep Phase

While your opponent is beginning their turn, you can now prep your field. Play your on-deck card as the first card in your new field and resolve "When Played" abilities on that card (if any). Then turn over the top card of your deck, as a new on-deck card. Continue to place your on-deck card into your field, to the right of any previously played card and resolve any "When Played" abilities, until you have **three or more**  showing (in your field and your on-deck card). Most often this will be 2  in your field and 1  on-deck.

If your field has 2  and your on-deck card shows an additional 2 or more , you automatically Spoil and must skip your Harvest Phase next turn and jump straight to your Discard Phase. You also turn over your  token to the **active** side as a consolation for Spoiling. As general advice, avoid crafting a card with 2 or more .




When you have 3 or more  showing, your field is prepped for your next turn.

Note: If a player deems it important, they may wait until the previous player has finished their Prep Phase before starting their own Planting Phase.


Example Play Area






End of the Game

When the  tokens in the pool run out, finish playing the current round so that each player gets an equal number of turns, then the game ends. If  tokens in the pool run out and a player would still gain , take them from the tokens that were left in the box.

Players now count their points.

You may have accumulated  tokens from cards that give you tokens each time you play them.

Some advancements are worth points at the end of the game, which is indicated by the gray  symbol on the right side of the card. You should go through all of your cards and count up all the  you have on advancements.


Many vale cards are also worth points at the end of the game, which is indicated by the gray  symbol on the right side of the card.


The player with the most total points is the winner. If two or more players are tied, the player with the most combined level 3 advancements and level 2 vale cards is the winner. If there is still a tie, then players share the win.



Additional Rules

This section covers additional explanations beyond the basic rules required to play.

Mana Token


You may only spend your active  token during your Harvest Phase.

If you choose not to spend your active  token, it will remain active for your next turns until you spend it.

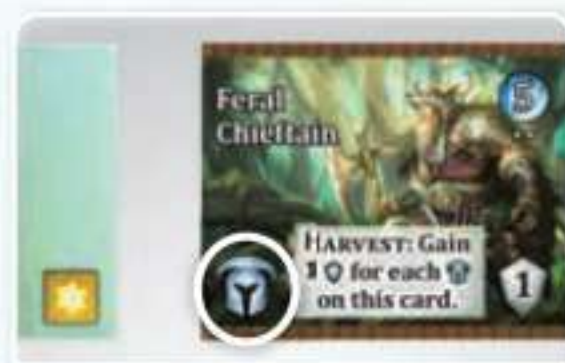
If your  token is already active and you Spoil, the  token remains active but you don't receive any other reward.

Guardian Symbol









Some cards have one or more  (guardian symbols).


These symbols have no effect unless an ability on a card references them.



Wild Spirit Symbol



The  (wild spirit symbol) is considered **any** of the spirit symbols: , , , .

If a vale card shows a  in its cost, you may use **any** spirit symbol to pay that cost.

If a card or ability gives you a , you may use it to pay for **any** spirit symbol on a vale card's cost.

On-deck Card

Your on-deck card is not considered to be in your deck or in your field. Abilities that reference your deck like, "search your deck," do not include your on-deck card.

The only symbols that count on your on-deck card are  and  symbols. You must play the card into your field to get any other symbols on the card.

"Harvest" and "When Played" abilities cannot be used on your on-deck card. "Ongoing" abilities however, continually affect the card even when it is your on-deck card.

Using Abilities

If an ability specifically contradicts the rules, the ability takes precedence.

Each ability on an advancement or vale card can only be used once per turn unless it specifically states otherwise.

Most abilities list when they can be used at the start of their text, like "Harvest" or "When Played" for example, otherwise the ability describes when it can be used. If two or more abilities would resolve at the same time, like two "Harvest" abilities for example, the active player chooses the order they are resolved.




"**When Played**" abilities are resolved when they are played into your field, before revealing a new on-deck card; they are **not** resolved when they are revealed as your on-deck card.

"**Harvest**" abilities in your field are resolved during your Harvest Phase; they are **not** resolved while they are your on-deck card.

"**Ongoing**" abilities continually affect the card whether that card is on-deck, in your field, in your discard pile, or in your deck. These effects have no trigger, as they are always active.

Example Final Scoring

In this example, the player scores the following at the end of the game:

- 12 VP from accumulated  tokens.
- 8 VP from  on advancements.
- 5 VP from  on vale cards.

The player scores a total of 25 points (12+8+5=25).




Planting Your Field

New cards that are added into your field must always be placed to the right of any cards previously placed in your field. The cards are designed such that those without text effects can be overlapped and only the left half of each card needs to be seen. Try not to overlap cards with "Ongoing" or "Harvest" abilities, or you may miss them.


Open and Hidden Information

You may not look at any cards in a deck unless an ability allows you to do so.

You may always look at any cards in your own discard pile. You may not look at cards in other players' discard piles unless an ability allows you to do so.

When you gain  tokens they are placed in your play area and are open information to all players.

Decay

You can only Spoil during your Planting Phase and Prep Phase. If you have 4 or more  revealed during your Harvest Phase or Discard Phase, you do not Spoil and there is no effect.

Card vs. Advancement

A card is comprised of everything in its sleeve, including the starting card itself and any advancements that are placed in the sleeve.

An advancement is one of the three slots that make up a card; advancements are not counted as individual cards. Advancements that are printed on starting cards are still considered an advancement in regards to rules and abilities. The "blank" starting card is not considered an advancement.

STOP HERE

You have read all of the rules needed to start playing a game of *Mystic Vale*. The remaining sections feature rules for components from the *Vale of Magic*, *Vale of the Wild*, and *Mana Storm* expansions.

Druidic Clans

There are many druidic clans devoted to nurturing and guarding the Valley of Life. Each clan focuses on a certain aspect based on the primal forces of nature. This aspect shapes the clan's rituals, which grants them different powers and blessings from Gaia. When the spirits of nature cried out for aid, the Druid Council first sent the four most prominent clans: Beastbrothers, Lifewardens, Dawnseekers, and Waveguards.

Beastbrothers

Druids belonging to the circle of animals are called Beastbrothers. These druids form lasting bonds with all forms of animal life. Beastbrothers are often considered barbaric, preferring to lair in caves and dark forests. Beastbrothers honor and respect the ways of animals, including the nature of predator and prey.



Lifewardens

Some druids join a circle dedicated to plant life, the power of growth, and harmony of nature. These druids are known as Lifewardens. They are gardeners and caretakers, nurturing life that comes from the earth. Plants, trees, farms, and gardens are where they roam. Lifewardens catalogue every plant they encounter, memorizing the uses of herbs, roots, and other growing things, making them excellent healers.



Dawnseekers

The light of the sun marks the passage of the seasons, and druids who venerate this process are known as Dawnseekers. This circle of druids mark the calendar, preferring to make their homes amongst the plains and savannas where the sun is clearly seen throughout the day. Dawnseekers rise early, hence their name, though some amongst their number prefer to remain awake until midnight to mark the end of another day.



Waveguards

Wherever the rivers flow, you can find druids who honor the rushing waters. These druids are sometimes called Waveguards, and they travel along stony riverbeds, frost-lined coasts, and into the icy mountains. Waveguards understand the majesty and power of water like no others, able to divine weather patterns from a single drop of rain and predict the tides with uncanny accuracy.



Dividers

Dividers for each level of advancement and vale are provided in order to organize the various decks. Blank deck dividers are provided if players have a certain mix of cards they prefer to use.

Conclaves

Each conclave card features a list of advancements and vales. Combining the cards listed on several conclaves allows you to customize the decks for the commons, in order to suit the group's play style. You can further tweak the decks by adding or removing conclaves to find the perfect mix.


Conclave Setup



At the start of The Commons setup, select 6 conclaves (randomly or otherwise). Take all of the advancements and vales from the 6 conclaves and shuffle them into their respective decks. From

the level 1 advancement deck, keep only a certain number of random level 1 cards, as per the normal setup rules. Then follow the standard rules for setting up the commons by turning over the first 3 advancements of each deck.

When the game is finished, you can either save the current set of decks by using the advancement and vale dividers or further customize the decks by adding or removing conclaves.

Note: In order to ensure players have enough options to gain  and trigger the end of the game, we recommend you include at least 2 of the following conclaves in the set:

- Early Harvest
- Eternal Dawn
- Homeland
- Open the Gateway
- Natures Vitality
- Mythic Beasts
- Nesting Peaks
- Staying Power
- Taming the Wild

Expansion Setup

The new advancements and vale cards can be simply shuffled into their corresponding decks. Then follow the standard setup rules for the base game.


Eclipse Symbol

Eclipse advancements feature an eclipse symbol, represented by a card overlaying another card.



Eclipse advancements work like regular advancements with the exception that they may be covered by another advancement.

Important: You **cannot** sleeve an eclipse advancement so that it covers another advancement, even another eclipse advancement.

If an advancement is sleeved over an eclipse advancement, the  on the covered eclipse advancement is not worth any points at the end of the game.

Leader Cards

Leaders grant players abilities that can be used throughout the game, which can also be upgraded to become even more powerful! Playing with leaders is optional and players should agree upon whether or not to use them at the start of the game.

Leader Card Anatomy



Eclipse Examples

Example: You may sleeve an advancement so it covers an eclipse advancement.





Example: You may sleeve an eclipse advancement under another advancement, so the eclipse advancement is covered.




Amulets

Amulets grant players a unique  (mana) token with an Evoke ability that replaces the ability of gaining 1  from a regular token. Amulets are considered a  token for abilities and effects that refer to  tokens. Turning an amulet or a regular  token from its active side to its used side is called “Evoking” the token’s power.

Amulet and Leader Setup

Regular  tokens are still used during setup to determine the starting player. The starting player keeps their regular  token only as a reminder that they started the game and the other tokens are returned to the box.

There are several ways players can choose an amulet and leader to use. Players can choose which ones they want to use, or deal them randomly, or deal 2 amulets and 2 leaders to each player and they may choose which one of the two they want to use. For official play using both amulets and leaders, we suggest the following:


Randomly select a number of leaders and amulets, equal to 1 plus the number of players (e.g. in a 3-player game, randomly select 4 leaders and 4 amulets). Place the selected amulets and leaders on the table. Beginning with the starting player and continuing clockwise, each player chooses and takes either 1 amulet or 1 leader from the options on the table. Then, beginning with the last player and continuing counter-clockwise, each player chooses either 1 amulet (if they chose a leader in the first round) or 1 leader (if they chose an amulet in the first round). Each player should now have 1 amulet and 1 leader. Any player who is not happy with his or her amulet may exchange it for a regular  token.

Amulets start the game on the used side, i.e. the side that shows the Spoil flip arrow face up.

Each player sleeves their leader into one of their 8 blank cards. Be sure that the leader’s starting side is showing face up, so that its upgrade cost is shown in the top right corner. Each player must place their leader into their deck facedown, then shuffle it in their deck.


Players are now ready to begin the game!


Using Your Amulet

Amulets work like regular  tokens. When you Spoil, you turn over your amulet to its active side that shows the Evoke flip arrow face up. You may Evoke your amulet to use its ability, as described on its active side. You must then turn your amulet over to its used side.



If you choose not to Evoke your active amulet, it will remain active for your next turns until you Evoke it. If your amulet is already active and you Spoil, the amulet remains active but you don’t receive any other reward.

Amulets with a gray  symbol are worth points at the end of the game.

Amulets with a red  symbol subtract points from your total at the end of the game.

Using Your Leader

Abilities and symbols on your leader work the same as all other effects.

You **cannot** sleeve advancements on a leader.

Leaders are a new type of card, and are not considered an advancement for abilities and effects. They are still considered a card for abilities and effects that refer to a card.

Upgrading Your Leader

Each leader has two sides; a **starting side** (indicated by the upgrade cost in the top right corner and a silver border) and an **upgraded side** (indicated by a gold border).



Starting Side

Upgraded Side

During the Harvest Phase of any of your turns when your leader is in your field, you may pay the upgrade cost in the top right corner of the leader to turn the card over to the upgraded side.

Upgrading your leader counts as one of your two advancement buys during your Harvest Phase. In other words, if you upgrade your leader you may only buy one advancement during that turn.

You cannot use the leader’s upgraded ability and symbols during the Harvest Phase that you upgrade it. However, you may use the leader’s starting ability and symbols during the Harvest Phase that you upgrade it.

Negative VP

Some cards and amulets have a negative VP symbol, which is indicated by a red crystal with a negative number. These symbols **subtract** from your total points at the end of the game, otherwise they have no effect during the game.



Clarifications

This section covers additional explanations for advancements, vales, leaders, and amulets that may be referenced during play.

Advancements

Argent Owl



If Argent Owl's card is in your field at the moment you Spoil, it does not get discarded along with the rest of the cards in your field; instead it stays in play and becomes the first card (i.e. the leftmost card) in your field for your next Prep Phase. You still Spoil as normal otherwise.

If you have multiple cards in play with this ability and you Spoil, they all stay in play and you choose the order in which they are resolved. If you are also playing with the Vale of Magic expansion, note that the Hatchery effect resolves after the Argent Owl effect, so Hatchery's card would still end up as the leftmost card.

Aurora



This is a "Harvest" ability, meaning if it's in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. Count up the number of cards in your

field (don't count your on-deck card). A "card" means everything in a single sleeve—advancements are not counted as individual cards. For every 2 cards, rounded down, gain 1 . For example, if there 9 cards in your field, you gain 4 .

Beastbrother Hunter



This is a "Harvest" ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. Gain equal to the difference between 7 and the number of cards in your field.

For example, if you have 2 cards in your field, you gain 5 . If you instead have 5 cards in your field, you gain 2 . Finally, if you 7 or more cards in your field, you gain 0 . This ability works best when it is in a field with few cards.

Hint: Sleeve *Beastbrother Hunter* with a *Cursed Land*.

Burrow Wurm



This is a "Discard" ability, meaning it triggers during your Discard Phase. When you place Burrow Wurm at the bottom of your deck, the card must be placed face down. If there are no cards left in your deck, place Burrow Wurm under your on-deck card.

If you manage to get two or more cards with Burrow Wurm in your field at the same time, you may choose what order to resolve them in.

Call of the Hunt



This is a "Harvest" ability, meaning if it is in your field, it resolves during your Harvest phase. You cannot resolve this ability if you Spoil. If you have less than 8 cards in your field, then take the top card of your deck and place it face up at the end of your field (this is the first face down card at the top of your deck; this is not your on-deck card). Repeat this until you have exactly 8 cards in your field.

Note: You only resolve this effect during your Harvest Phase, meaning you've already passed and cannot Spoil. If this effect causes you to have more than 3 , you don't Spoil; just continue your Harvest Phase as normal. Likewise, "When Played" effects and are only beneficial during your Planting and Prep Phase, and if placed into your field via Call of the Hunt, are useless.

If you don't have enough cards in your deck to fully resolve this effect, shuffle your discard pile and it becomes your deck, then complete the effect.

Calm Weather



This is a "When Played" ability, meaning it resolves when it goes from being your on-deck card to being placed into your field. It resolves before you turn over your next on-deck card. This ability means you look at the top card of your deck (which is about to be your on-deck card). Then either discard it or put it back on top of your deck. Regardless, you then turn over a new on-deck card.

Canopy Explorer



This is a "Harvest" ability, meaning, if it's in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. For each on this card you may take the top card of your deck (this is the first face down card beneath your current on-deck card), and place it face up into your field as the rightmost card. So for example, if there were 2 on the card, you would take the

top 2 cards that are face down beneath your on-deck card and place them at the end of your field (you must take exactly 2 cards).

Note: You only resolve this effect during your Harvest Phase, meaning you've already passed and cannot Spoil. If this effect causes you to have more than 3 , you don't Spoil; just continue your Harvest Phase as normal.

Likewise, "When Played" effects and are only beneficial during your Planting and Prep Phase, and if placed into your field via Canopy Explorer, are useless.

If you don't have enough cards in your deck to fully resolve this effect, shuffle your discard pile and it becomes your deck, then complete the effect.

Centaur



This is a "While On-deck" ability, meaning it can only resolve while it is your on-deck card. If Centaur is in your field, its ability has no effect. If you Spoil and Centaur is your on-deck card (meaning the card Centaur is sleeved on was the card that caused you to Spoil) then you immediately take 2 and take another turn after completing your current turn. This means you will do all the normal things you do during a turn in which you Spoil, (i.e. discard all the cards in your field, turn your token to the active side, then complete a Prep Phase for your next turn), however, rather than the next player beginning their turn, you then immediately proceed with a new turn beginning with the Planting Phase.

You may only take one additional turn per round. For example, you take another turn with Centaur's ability and then Spoil during that turn with Centaur or Primal Power sleeved in your on-deck card. You still gain from their abilities but you cannot take a second additional turn.

Cleansing Rain



This is a "When Played" ability, meaning it resolves when it goes from being your on-deck card to being placed into your field. It resolves before you turn over your

next on-deck card. Search your deck for any card and you may put it into your discard pile (you'll probably want to choose a Cursed Land), then shuffle your deck (don't shuffle your discard pile into your deck) and reveal your next on-deck card. If you choose not to discard the card, you must still shuffle your deck.

If Cleansing Rain was the bottom card of your deck, such that when you play it there are no cards in your deck, first shuffle your discard pile to create a new deck, then resolve Cleansing Rain's ability.

Dawnfire Dragon



This is an "End of Game" ability, meaning it only matters when counting total points at the end of the game. At the end of the game, go through your deck and count the number of level 3 advancements you have on all of your cards. For each level 3 advancement, Dawnfire Dragon is worth +1 . Dawnfire Dragon is a level 3 advancement, so it counts itself.

If you have a level 3 eclipse advancement in your deck which has been sleeved over, it still counts toward Dawnfire Dragon's points.

Dawnsinger



This is a "Harvest" ability, meaning if it's in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. For each on the card, including the on Dawnsinger plus any other on advancements also in the same sleeve, you get 1 additional to spend this turn. For example, if Dawnsinger and Stag were sleeved together on the same card, Dawnsinger would give you 3 during your Harvest Phase.

Deadwood Harvester



This is a "When Played" ability, meaning it resolves when it goes from being your on-deck card to being placed into your field. It resolves before you turn over your next on-deck card. This ability means you may discard any other card which was already placed in your field (typically a Cursed Land). If Deadwood Harvester is the first card placed into your field its effect does nothing.

Earthchant Chorus



During your Harvest Phase (when you buy advancements), if Earthchant Chorus is on a card in your field and that card has one or two open slots to sleeve a new advancement, you may declare that you are purchasing an advancement that will be sleeved on the same card as Earthchant Chorus (it must be able to fit an open slot on the card). If you do, that advancement costs 2 less to buy (to a minimum of zero), and during your Discard Phase you must sleeve it where you said you would. Note that during the turn you buy and sleeve Earthchant Chorus its effect is not active and should be ignored.

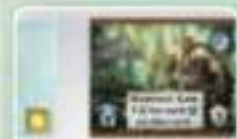
Ent Guard



This is an "Ongoing" ability, meaning if Ent Guard is sleeved on a card, thereafter, whether that card is on-deck, in your field, in your discard pile, or in your deck, Ent Guard's ability is in effect.

Any level 1 advancements that are sleeved on the same card as Ent Guard have +1 . Note that Fertile Soils count as level 1 advancements. For example, If an Ent Guard was sleeved on the same card as two level 1 advancements, that card would be considered to have +2 .

Feral Chieftain



This is a "Harvest" ability, meaning if it's in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. For each on the card, including the on Feral Chieftain plus any other on advancements also in the same sleeve, you get 1 . For example, if Feral Chieftain and Stag were sleeved together on the same card, Feral Chieftain would give you 3 during your Harvest Phase.

Gaia's Chosen



This is an effect that only matters when counting total points at the end of the game. The advancement gives you 2 end of the game as normal, but it also gives you an additional 1 for every , , , , and on the card. However, these are only counted after ignoring text effects.

For example, if Gaia's Chosen is sleeved together on the same card as both Stag and Dawnsinger, this ability would give you 6 (3 for the , 2 for the and , and 1 for the , but 0 from Dawnsinger's ability because text effects are ignored).

For example, if Gaia's Chosen is sleeved together on the same card as both Stag and Lifebringer Seed, this ability would give you 4 (2 for the , 1 for the , and 1 for the . Even though Lifebringer Seed has an "Ongoing" ability that cancels the , Gaia's Chosen specifically says to ignore text effects, so the is still worth 1 .

Gaia's Kin



This is an "End of Game" ability, meaning it only matters when counting total points at the end of the game. At the end of the game, before unsleeving any of your advancements, go through your deck and count the number of totally blank cards you have left in your deck.

The maximum you can have is 8 (or 7 if you are playing with leaders) since you began the game with 8 (or 7) and you cannot gain new blank cards.

Depending on how many blank cards you have left, Gaia's Kin will be worth different amounts of points.

- 1 or 2 blank cards left = 2
- 3 or 4 blank cards left = 3
- 5 or 6 blank cards left = 6
- 7 or 8 blank cards left = 13

If you have 0 blank cards left, Gaia's Kin is worth 0 .

Gaia's Outcast



This is an "End of Game" ability, meaning it only matters when counting total points at the end of the game. At the end of the game, all players should count the total amount of

in their decks; if you have more than any other player you gain an additional 6 . If you have less than another player or are tied for the most, you get no bonus.

Note that you are counting symbols, not net , so include in this count that is "canceled."

Goldenwing Gryphon



This is a "When Played" ability, meaning it resolves when it goes from being your on-deck card to being placed in your field. If your token is face down (the token you turn face up when you Spoil) you may now turn it face up so the active side is revealed.

Grassland



While Grassland is in your field during your Harvest Phase, when you count up the you get from symbols on cards and abilities, you must subtract 1 from the total. If you do not have any to lose due to the Grassland's ability, there is no effect.

Grovetender



This is an "Ongoing" ability, meaning if Grovetender is sleeved on a card, thereafter, whether that card is on-deck, in your field, in your discard pile, or in your deck, Grovetender's ability is in effect. For each on the card (on advancements in the same sleeve), Grovetender is considered to have +1 . For example, if Grovetender and Stag were sleeved together on the same card, Grovetender would be considered to have 2 . You still, of course, only get these while Grovetender is in your field or on-deck.

Hatchery



This is a "Discard" ability, meaning it triggers during your Discard Phase. If Hatchery's card is the "first" card in your field (i.e. the leftmost card) then you discard it as normal with all the other cards in your field. However, if it is in any position other than first, you may choose to not discard it. In this case, you would discard all the other cards in your field, place Hatchery's card as the "first" (leftmost) card in your field, then during your Planting Phase, play cards to the right as the second card, third card, fourth card, etc.. This effect essentially allows you, under most circumstances, to keep a card in your field for an extra turn.

If you manage to get two or more cards with Hatchery in your field at the same time, you may choose what order to resolve them in, resulting in one card being in the first spot in your field, and other card in the second spot; meaning the other card will actually get to stay in your field for two extra turns.

Ley Line Overflow



This is a "Harvest" ability, meaning, if it's in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. You may resolve Harvest abilities whenever you choose to during your Harvest phase. Typically, this ability you want to resolve last.

For example, you'll typically want to count up all regular (mana) you get from your cards, gain a from your token if desired/possible, gain from Harvest effects on your cards and your vales. Then, lastly use Ley Line Overflow's ability to double whatever that total was.

If you have multiple Ley Line Overflows, you resolve one after the other. Meaning, for example, with two Ley Line Overflows you would be able to quadruple your total.

Lifebringer Seed



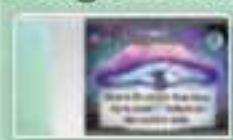
This is an "Ongoing" ability, meaning if Lifebringer Seed is sleeved on a card, thereafter, whether that card is on-deck, in your field, in your discard pile, or in your deck, it is considered to have no on it.

Lifetap Oracle



This is a "When Played" ability, meaning it resolves when it goes from being your on-deck card to being placed in your field. It resolves before you turn over your next on-deck card. For each on this card, you search your deck for any card and you may put it into your discard pile (you'll probably want to choose a Cursed Land), then shuffle the cards in your deck (don't shuffle your discard pile into your deck) and reveal your next on-deck card. If Lifetap Oracle was the bottom card of your deck, such that when you play it there are no cards in your deck, first shuffle your discard pile to create a new deck, then resolve Lifetap Oracle's ability.

Magic Mushroom



This is a "When Played" ability, meaning it resolves when it goes from being your on-deck card to being placed into your field. If your token is face down on its used side, you may now turn it face up on its active side. Since amulets are considered a token for effects and abilities, this effect turns your amulet to its active side just like it would a regular token.

Magic Seed



This is a "Harvest" ability, meaning if it's in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. Count up the number of other cards in your field (don't count your on-deck card or the card that Magic Seed is sleeved on). You gain that much additional to spend this turn.

Magpie



This is a "Harvest" ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. You may search through your discard

pile and select any cards that you want (you may choose zero cards, in which case you don't shuffle your deck). The selected cards are then shuffled into your deck. Do not shuffle in your on-deck card; that card stays as your on-deck card.

If you have no cards left in your deck, you may still complete this ability—the chosen cards are shuffled and become your deck. If you have no cards in your discard pile, this ability has no effect.

Mindful Owl



This is a "When Played" ability, meaning it resolves when it goes from being your on-deck card to being placed into your field. It resolves before you turn over your next on-deck card. This ability means you may discard any other card which was already placed in your field (typically a Cursed Land). If Mindful Owl is the first card placed into your field, then its effect does nothing.

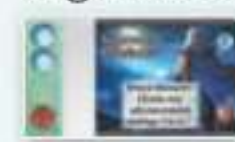
Moss Troll



This is a "While On-Deck" ability, meaning it can only resolve while it is your on-deck card. If Moss Troll is in your field, its ability has no effect.

If you Spoil and Moss Troll is your on-deck card (meaning Moss Troll is sleeved on the card that caused you to Spoil) then you immediately gain 2 for each on the Moss Troll's card. Then place Moss Troll's card in your discard pile and reveal a new on-deck card. Finally, since you have Spoiled, so you still do all of the normal things you do on a turn in which you Spoil (i.e. discard all the cards in your field, turn your token to its active side, then complete a Prep Phase for your next turn). Then your turn is over.

Nightvale Pathfinder



This is a "When Bought" effect, meaning it triggers the moment the advancement is bought and then can be ignored for the rest of the game.

You may choose any other advancement in the commons (including Fertile Soils) with a cost no less than 1 and no more than 6, and "claim" it as if bought. This means you will sleeve it onto a card in your field during your Discard Phase along with any advancements you bought.

Any "When Bought" effects on this claimed advancement also trigger. However, the claimed advancement does not count towards your buy limit that turn.

Nymph



This is an "Ongoing" ability, meaning if Nymph is sleeved on a card, thereafter, whether that card is on-deck, in your field, in your discard pile, or in your deck,

Nymph ability is in effect. For each on the card (on advancements in the same sleeve), Nymph is considered to have +1.

For example, if Nymph and Beastbrother Champion were sleeved together, Nymph would be considered to have 2. You still, of course, only get these while Nymph is in your field.

Pack Leader



This is an "Ongoing" ability, meaning if Pack Leader is sleeved on a card, thereafter, whether that card is on-deck, in your field, in your discard pile, or in your deck, Pack

Leaders ability is in effect. For each on the card (on advancements in the same sleeve), Pack Leader is considered to have +1.

For example, if Pack Leader and Beastbrother Champion were sleeved together, Pack Leader would be considered to have 2. You still, of course, only get these while Pack Leader is in your field.

Peacekeeper Druid



If Peacekeeper Druid is in your field, its ability is available for use during your Planting Phase (or, more rarely, your Prep Phase). During your Planting Phase, if you

push and the new on-deck card you reveal would result in you Spoiling, instead of Spoiling, you may use Peacekeeper Druid's ability and discard your current on-deck card. Then reveal a new on-deck card.

You may not use the ability more than once during your turn. For example, if you were to Spoil but you use Peacekeeper Druid's ability to discard your on-deck card and reveal a new on-deck card, which also results in you Spoiling, then too bad, you Spoil anyway.

In the rare case of Spoiling during your Prep Phase, if Peacekeeper Druid is in your field, you may use its ability once then as well, but then you cannot use the ability again during your next Planting Phase.

Primal Power



This is a "While On-deck" ability, meaning it can only resolve while it is your on-deck card. If Primal Power is in your field, its ability has no effect. If you Spoil and Primal

Power is your on-deck card (meaning the card Primal Power is sleeved on was the card that caused you to Spoil) then you immediately take 4 and take another turn after completing your current turn. This means you will do all the normal things you do during a turn in which you Spoil, (i.e. discard all the cards in your field, turn your token to the active side, then complete a Prep Phase for your next turn), however, rather than the next player beginning their turn, you then go right on to a new turn beginning with the Planting Phase.

You may only take one additional turn per round. For example, you take another turn with Primal Power's ability and then Spoil during that turn with Primal Power or Centaur sleeved in your on-deck card. You still gain from their abilities but you cannot take a second additional turn.

Seed Sowers



This is a "Harvest" ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. When you choose to resolve this ability, you may spend as much as you want. You may spend 0 if you wish. spent this way may not be spent on anything else, such as buying advancements. For each 2 you spend this way you gain 1.

For example, during your Harvest phase you have 14. You buy an advancement for 7 and have 7 mana leftover. With Seed Sower's ability, you can spend 6 of that and gain 3.

Seedling



This is an "Ongoing" ability, meaning if Seedling is sleeved on a card, thereafter, whether that card is on-deck, in your field, in your discard pile, or in your deck, that

card is considered to have no more than 1 on it. For example, if Seedling is sleeved on a Cursed Soil with no other advancement, its ability effectively does nothing. However, if you also sleeve an advancement with on it on the same card, like Hulking Thornhide, then Seedling's ability cancels the second so the card is considered to have only 1 on it.

Sporeling Reclaimer



This is an effect that only matters when counting total points at the end of the game. This effect gives you 1 for each on cards in your deck. The term "deck" doesn't mean just the cards remaining in your draw deck at the end of the game, in means all of the advancements you own.

Stag Champion



This is an "Ongoing" ability, meaning if Stag Champion is sleeved on a card, thereafter, whether that card is on-deck, in your field, in your discard pile, or in your deck, Stag Champion's ability is in effect. Whenever any ability sleeved on the same card as Stag Champion causes you to gain you take twice as many instead.

For example, if Stag Champion and Forest Song were sleeved on the same card, the 1 on Forest Song would now give you 2 instead. As another example, Centaur gives you 2 if it is on-deck when you Spoil. If Centaur and Stag Champion are sleeved on the same card, Centaur would give you 4 instead. Note that Stag Champion does not double end game points.

Storm Elemental



This is an "Ongoing" ability, meaning if Storm Elemental is sleeved on a card, thereafter, whether that card is on-deck, in your field, in your discard pile, or in your deck, it is considered to have no on it.

Totem Chief



This is an "Ongoing" ability, meaning if Totem Chief is sleeved on a card, thereafter, whether that card is on-deck, in your field, in your discard pile, or in your deck, Totem Chief's ability is in effect. For each on the card (on advancements in the same sleeve), Totem Chief is considered to have +1.

For example, if Totem Chief and Beastbrother Champion were sleeved together, Totem Chief would be considered to have 2. You still, of course, only get these while Totem Chief is in your field.

Unicorn



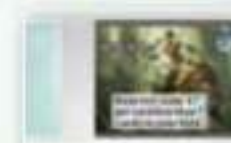
This is a "While On-deck" ability, meaning it can only resolve while it is your on-deck card. If Unicorn is in your field, its ability has no effect but you still gain 1 during your Harvest Phase. If you Spoil and Unicorn is your on-deck card (meaning the card Unicorn is sleeved on was the card that would have caused you to Spoil) then you do not Spoil and may proceed to the next phase of your turn. If you choose to push and have 4 or more in your field, you Spoil as normal.

Wind Whisperer



This is an "Ongoing" ability, meaning if Wind Whisperer is sleeved on a card, thereafter, whether that card is on-deck, in your field, in your discard pile, or in your deck, Wind Whisperer ability is in effect. All, and on the card that Wind Whisperer is sleeved on (including spirit symbols gained with text abilities like Totem Chief) are considered to be instead.

Wolf Rider



This is a "Harvest" ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. Gain equal to the difference between 7 and the number of cards in your field.

For example, if you have 3 cards in your field, you gain 4. If you instead have 5 cards in your field, you gain 2. Finally, if you have 7 or more cards in your field, you gain 0. This ability works best when it is in a field with few cards. *Hint: Sleeve Wolf Rider with a Cursed Land.*

Woodland Warden



This is a "Harvest" ability, meaning if it's in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. For each on the card, including

the on Woodland Warden plus any other on advancements also in the same sleeve, you get 2. For example, if Woodland Warden and Stag were sleeved together on the same card, Woodland Warden would give you 6 during your Harvest Phase.

Vales

Aether Tree



This ability is available for use during your Planting Phase (or, more rarely, your Prep Phase). During your Planting Phase, if you "push", and the new on-deck card you reveal would result in you Spoiling, instead of Spoiling, you may discard Aether Tree (put it back in the game box and it's considered out of the game).

If you do, choose a card in your field; all on that card, other than from a Cursed Land, is canceled. If that results in you no longer Spoiling, then you now continue your turn as normal by choosing to either pass or push. In the rare case of Spoiling during your Prep Phase, you may also use Aether Tree at that time to cancel until your next Prep Phase.

Example: It's your Planting Phase and you have just Spoiled! Your on-deck card has 2 on it, 1 from a Cursed Land, and 1 from a different advancement. You may discard Aether Tree to cancel the second that is not from the Cursed land (that is now canceled until your next Prep Phase). If this prevented you from Spoiling, then you continue your current Planting Phase as normal by choosing to pass or push.

Amberwood



This is a "When Bought" effect, meaning it triggers the moment the card is bought and then can be ignored for the rest of the game. If your token is face down (the token you turn face up when you Spoil) you may now turn it face up so the active side is revealed.

Note: You may turn your token face down to gain a at any point during your Harvest Phase. For example, you may turn your token face down and gain 1 , then buy Amberwood, and turn the token face up again. Finally, turn your token back to face down and gain a second .

Ancient Liferoots



You always are considered to have +1 . If you already have an Ancient Liferoots vale card, you may not gain a second.

Azure Lake



This ability means that every Harvest Phase you gain 1 to spend during that Harvest Phase. You cannot use this ability the turn you buy this card.

Blooming Arbor



This ability is available for use during your Planting Phase (or, more rarely, your Prep Phase). During your Planting Phase, if you push and the new on-deck card you reveal would result in you Spoiling, then instead of Spoiling, you may discard Blooming Arbor (put it back in the game box and it's considered out of the game). If you do, you gain 1 .

If that results in you no longer Spoiling, then you now continue your turn as normal by choosing to either pass or push.

In the rare case of Spoiling during your Prep Phase, you may also use Blooming Arbor at that time to gain 1 until your next Prep Phase.

Borderwatch Bog



This is an "End of Game" ability, meaning it only matters when counting total points at the end of the game.

When the last turn of the game has been completed, do not start going through your deck and counting points just yet. Remind all players that you have the Borderwatch Bog, and then complete its effect.

If you've already done a Prep Phase (which you should have done at the end of your last turn), now complete one additional Planting Phase. Note that this is not an extra normal turn; the purpose of this Planting Phase is simply to see how many cards you can place into your field without Spoiling. If there are any "When Played" or other effects that would cause you to gain , sleeve advancements, gain vales, or take an extra turn, they are all ignored.

If you Spoil during this Planting Phase, Borderwatch Bog is worth -8 and 0 . If you do not Spoil during this Planting Phase, Borderwatch Bog is worth -8 and X , where X equals the number of cards in your field.

For example, if you were able to get 10 cards into your field and you did not Spoil, Borderwatch Bog would be worth net 2 positive points.

Bramble Spire



This ability is available for use during your Planting Phase (or, more rarely, your Prep Phase). During your Planting Phase, if you push and the new on-deck card you reveal would result in you Spoiling, instead of Spoiling, you may discard Bramble Spire (put it back in the game box and it's considered out of the game). If you do, choose any one card in your field or you on-deck card and cancel all on that card until your next Discard Phase. If this results in you no longer Spoiling, then you now continue as normal by choosing to either pass or push.

In the rare case of Spoiling during your Prep Phase, you may also use Bramble Spire at that time to cancel all on any one card until your next Discard Phase.

The 1 on Bramble Spire is lost if you choose to discard the card.

Cascading Falls



This ability means that every Harvest Phase you gain 1 to spend during that Harvest Phase. You cannot use this ability the turn you buy this card.

Conclave of Ents



This ability means that once every turn, at any time during that turn, you may choose a card in your field or on-deck. That card is considered to have +1 on it. For example, if you were about to Spoil and Grovetender was sleeved on your on-deck card, then you may use Conclave of Ents' ability to temporarily give the Grovetender card

+1 until the end of your turn, which means Grovetender gains +1 until the end of your turn and you no longer Spoil.

In the rare case you use Conclave of Ent's ability during your Prep Phase, the ability stays in effect during your next Planting Phase.

Crystal Cavern



This is a "Harvest" ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil.

This is an optional ability and you may choose to not resolve it. When you do resolve this ability, you immediately lose this vale and place it face down on top of the unpurchased level 1 vale deck, meaning this vale will possibly be purchased by you or another player again later. You then gain 3 to spend this Harvest Phase.

If the level 1 vale deck is empty, place it as the only card in the level 1 deck.

Direwolf Burrow



This is a "When Bought" effect, meaning it triggers the moment the card is bought and then can be ignored for the rest of the game. If your token is face down (the token you turn face up when you Spoil) you may now turn it face up so the active side is revealed.

Note: You may turn your token face down to gain a at any point during your

Harvest Phase. For example, you may turn your token face down and gain 1, then buy Direwolf Burrow, and turn the token face up again. Finally, turn your token back to face down and gain a second.

Eagle's Cry Peak



This is a "Harvest" ability, meaning it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. You may discard Eagle's Cry Peak from the game (put it back in the game box and it's considered out of the game) and reduce the cost of a level 2 advancement to zero. Note, Harvest abilities are mandatory unless otherwise stated. This Harvest ability is optional as indicated by the word "may."

The 1 on Eagle's Cry Peak is lost if you choose to discard the card. You cannot use this ability the turn you buy this card.

Earth Cradle



This is a "When Bought" effect, meaning it triggers the moment the card is bought and then can be ignored for the rest of the game. Gain 1 for each vale you own. That includes Earth Cradle and any other vale you may have bought this turn.

Fauna Hollow



This is a "When Bought" effect, meaning it triggers the moment the card is bought and then can be ignored for the rest of the game. You gain an extra 2 to spend this turn on buying advancements (or resolving other effects if possible).

Frostcrown Crest



When you choose to Evoke your active token (this applies whether you have an amulet or regular token), you will gain 2. You also gain any other effects your amulet provides, and may resolve the effects in the order of your choice.

If you Evoke your token during your Harvest Phase, you simply gain the 2 immediately to spend during that Harvest Phase. If you Evoke your token during a phase other than the Harvest Phase, you will instead gain the 2 during your next Harvest Phase. To remember this, if needed, turn the Frostcrown Crest 90 degrees. If you skip your next Harvest Phase because you have Spoiled, you do not gain this 2.

Gaia's Tears



This is an "End of Game" ability, meaning it only matters when counting total points at the end of the game.

At the end of the game, Gaia's Tears is worth -3 and X, where X equals the number of vales you own, including Gaia's Tears. For example if you have 6 total vales, Gaia's Tears would be worth net 3 positive points.

Halo Mountain



This is a "When Bought" effect, meaning it triggers the moment the card is bought and then can be ignored for the rest of the game.

This is an optional ability and you may choose to not resolve it. When bought, if you choose to resolve the ability, spend up to 5 additional spirit symbols that you are able to spend; for each of these additional spent spirit symbols gain 2. You cannot gain more than 10 with this ability. Then discard this vale—you can put it back in the box, it is out of the game.

For example, if you have a total of 5 and 2, you could spend 4 to buy Halo Mountain, then spend an additional 1 and 2 to discard Halo Mountain from the game and gain 6. Note that the additional 1 and 2 are spent and cannot be used to buy another vale or any other purpose.

If you choose not to resolve Halo Mountain's ability, you may keep the vale and it is worth 4 at the end of the game. You'll likely only want to resolve its ability if you have more than two additional spirit symbols to spend.

Harpy Canyon



This is a "Planting" ability, meaning you may only resolve this ability during your Planting Phase.

Choose one "When Played" ability on a card in your field and resolve that ability as if you had just played the card.

Haunted Hollow



This is an "End of Game" ability, meaning it only matters when counting total points at the end of the game. At the end of the game, all players should count the total amount of in their decks; if you have more than any other player you gain an additional 7. If you have less than another player or are tied for the most, you get no bonus.

Note that you are counting symbols, not net, so include in this count that is "canceled."

Manadew Meadow



This ability means that once every Harvest Phase you may choose 1 card in your field. For each on that card you may gain 1.

Medusa Grotto



This is an "End of Game" ability, meaning it only matters when counting total points at the end of the game.

At the end of the game, the value of all on all advancements you have in your deck are doubled. This includes the regular printed value on the on advancements, and additional value the with an asterisk (*) from text effects.

For example, if Gaia's Kin is in your deck and is worth 13 because you have 7 blank cards, Medusa Grotto makes it worth 26 instead. Note that Medusa Grotto is worth -14 , so unless you have at least 14 in your deck, Medusa Grotto will result in negative points.

Note that this effect is not applied to end of the game on vales. Also note that leaders and amulets do not count as advancements, so from them are not doubled.

Nectar Colony



This is a "Harvest" ability, meaning it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. You may discard Nectar Colony from the game (put it back in the game box and it's considered out of the game) and gain 1 extra to spend this turn. Note, Harvest abilities are mandatory unless otherwise stated. This Harvest ability is optional as indicated by the word "may."

The 1 on Nectar Colony is lost if you choose to discard the card. You cannot use this ability the turn you buy this card.

Pool of Light



This ability means that every Harvest Phase you gain 1 to spend during that Harvest Phase. You cannot use this ability the turn you buy this card. The may be used to pay for **any** spirit symbol on a vale card's cost.

Pool of Visions



This is a "Discard" ability, meaning it triggers during your Discard Phase. Discard all the other cards in your field as normal, place your chosen card as the "first" (leftmost) card in your field, then during your Planting Phase, play cards to the right as the second card, third card, fourth card, etc. This effect essentially allows you to keep the chosen card in your field for an extra turn.

Radiant Pinnacle



This ability means that every Harvest Phase you gain 1, to spend during that Harvest Phase. You cannot use this ability the turn you buy this card.

Shimmercliff Rookery



This is a "When Bought" effect, meaning it triggers the moment the card is bought and then can be ignored for the rest of the game. If your token is face down (the token you turn face up when you Spoil) you may now turn it face up so the active side is revealed.

Note: You may turn your token face down to gain a at any point during your Harvest Phase. For example, you may turn your token face down and gain 1 , then buy Shimmercliff Rookery, and turn the token face up again. Finally, turn your token back to face down and gain a second .

Silver Tree



When you choose to Evoke your active token (this applies whether you have an amulet or regular token), you may choose your on-deck card or any card in your field, and place that card in your discard pile. You also gain any other effects your amulet provides, and may resolve the effects in the order of your choice.

If you have no cards in your field, you may only choose to discard your on-deck card. This is an optional ability and you may choose to not resolve it.

Sky Garden



This is a "When Bought" effect, meaning it triggers the moment the card is bought and then can be ignored for the rest of the game.

This is an optional ability and you may choose to not resolve it. When bought, if you choose to resolve the ability, count up all the you currently have, from cards in your fields, from effects, amulets, vales, etc.

Gain 2 for each you have. If you would gain more than 10 from this effect, you only gain 10 instead. Then discard this vale—you can put it back in the box, it is out of the game.

Note that does not cancel out for this effect.

Stormcaller



This is a "Harvest" ability, meaning it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. If you have at least one spirit symbol from any source, you may discard Stormcaller from the game (put it back in the game box and it's considered out of the game) and count one of your , , or as a until end of turn. Note, Harvest abilities are mandatory unless otherwise stated. This Harvest ability is optional as indicated by the word "may."

The 1 on Stormcaller is lost if you choose to discard the card. You cannot use this ability the turn you buy this card.

Stream of Vigor



This ability means that every Harvest Phase you gain 2 to spend during that Harvest Phase. In addition, you are now limited to buying 0 to 3 advancements each turn instead of 0 to 2. You cannot use this ability the turn you buy this card.

Sundial Savanna



When you choose to Evoke your active token (this applies whether you have an amulet or regular token), you gain 1 . You also gain any other effects your amulet provides, and may resolve the effects in the order of your choice.

If you Evoke your token during your Harvest Phase, you simply gain 1 immediately to spend during that Harvest Phase. If you Evoke your token during a phase other than the Harvest Phase, you will instead gain the during your next Harvest Phase. To remember this, if needed, turn the Sundial Savanna 90 degrees. If you skip your next Harvest Phase because you have Spoiled, you do not gain this .

Sunstone Aerie



This ability means that once each turn during your Harvest Phase you may spend 2 (meaning you have 2 less to buy advancements with) and choose 1 spirit symbol (, , or) you have available to spend and treat it as though it were a (wild spirit symbol) until the end of your turn. For example, if you wanted to buy a Ley Line Nexus which costs 1 and 1 , but you only have 1 and 1 , you may use this ability to treat the as a and buy the Ley Line Nexus with a and a .

You cannot use this ability the turn you buy this card.

Sunweaver Copse



This is a "When Bought" effect, meaning it triggers the moment the card is bought and then can be ignored for the rest of the game. This is not an optional ability.

Take 6 tokens from the box and add them to the pool of that make up the game clock. These 6 must now also be depleted to trigger the end of the game. If this ability is resolved after the pool of has already been reduced to zero and the end of the game has been triggered, then this ability has no effect.

Sunwell Temple



This is a "When Bought" effect, meaning it triggers the moment the card is bought and then can be ignored for the rest of the game. Take the top card of the level 1 vale deck and add it to the vales you own. If the card has a text effect, you may not use the effect this turn. If the card has a "When Bought" effect, you do not gain the benefit.

Talon Gorge



This is a "When Bought" effect, meaning it triggers the moment the card is bought and then can be ignored for the rest of the game.

Note, abilities are mandatory unless otherwise stated. This ability is optional as indicated by the word "may."

The 4 on Talon Gorge is lost if you choose to discard the card. You cannot use this ability the turn you buy this card.

If you use the ability, gain 1 for every 2 you have available to spend when you bought Talon Gorge. The may still be spent during your Harvest Phase as normal, after Talon Gorge's ability has been resolved.

Talonthorn Den



This ability means that every Harvest Phase you gain 1 to spend during that Harvest Phase. You cannot use this ability the turn you buy this card.

Vale of Magic



This ability means that once every Harvest Phase you must gain 1 .

Verdant Path



This ability is available for use during your Planting Phase (or, more rarely, your Prep Phase). During your Planting Phase, if you push and the new on-deck card you reveal would result in you Spoiling, instead of Spoiling, you may discard Verdant Path from the game (put it back in the game box and it's considered out of the game). If you do, discard your current on-deck card, then reveal a new on-deck card. However, if that new on-deck card were to cause you to Spoil, you cannot again use Verdant Path because you discarded it from the game. In the rare case of Spoiling during your Prep Phase, you may also discard Verdant Path to discard your current on-deck card and reveal a new one. The 1 on Verdant Path is lost if you choose to discard the card.

Wayfarer Portal



This is a "Harvest" ability, meaning it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. You may choose any one advancement sleeved on a card in your field and unsleeve that advancement, then resleeve it on a different card in your field.

All sleeving rules still apply (i.e. you cannot cover an existing advancement unless it is an eclipse advancement). If you unsleeve an advancement, you must resleeve it, meaning if you do not have a legal place to resleeve the advancement, then you are not allowed to unsleeve it. Note, Harvest abilities are mandatory unless otherwise stated. This Harvest ability is optional as indicated by the word "may." You cannot use this ability the turn you buy this card.

Wood Sprite Hoard



This is a "When Bought" effect, meaning it triggers the moment the card is bought and then can be ignored for the rest of the game. Look at the top three face down cards of your deck (your on-deck card is not considered part of your deck so it is not one of the three cards). You may put any of those three cards into your discard pile. The rest should be put back, face down, in the same order you drew them.

Note: if there are only 0, 1 or 2 cards left in your deck, look at all of them, and discard any of your choice.

Leaders

Algeni - Fierce Heart (starting side)



This ability is available for use during your Planting Phase (or, more rarely, your Prep Phase). During your Planting Phase, if you push and the new on-deck card you reveal would result in you Spoiling, instead of Spoiling, you may use Algeni's ability to discard your current on-deck card, and then reveal a new on-deck card.

You may not use the ability more than once during your turn. For example, if you were to Spoil but you use Algeni's ability to discard your on-deck card and reveal a new on-deck card, which also results in you Spoiling, then too bad, you Spoil anyway.

In the rare case of Spoiling during your Prep Phase, if Algeni is in your field, you may use her ability once as well, but then you cannot use the ability again during your next Planting Phase.

Algeni - Fierce Heart (upgraded side)



This is a "When Played" ability, meaning it resolves when it goes from being your on-deck card to being placed into your field.

Count the number of totally blank cards you have in your field, and gain 1 for each. These come from the box and are not taken from the pool of that make up the game clock. The maximum you can gain in a single use of this effect is 7 since you began the game 7 blank cards and you cannot gain new blank cards.

Ashae - Starting Side



This is a "Harvest" ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. Gain 2 tokens from the game box (do not take this from the pool of set as the game clock at the start of the game).

Ashae - Upgraded Side



This is a "Harvest" ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. Count the number of symbols on cards in your field. Note that you are counting symbols, not net , so include in this count that is "canceled." For each symbol that you count, gain 1 token from the game box (do not take this from the pool of set as the game clock at the start of the game).

Cyrilla – Starting Side



This is a "Harvest" ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. Choose a card in your field or on-deck. That card is considered to have +1 on it.

For example, if you have a Totem Chief sleeved on an otherwise blank card in your field, you may use Cyrilla's ability to add a to that card. That card is now considered to have 2 on it until end of turn, meaning Totem Chief's ability gives you 2.

Cyrilla – Upgraded Side



This is a "Harvest" ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. Choose a card in your field, or on-deck. That card is considered to have +1 on it as described in the "Cyrilla – Starting Side" clarification. However, in addition, choose a different second card; this card may be in your field or the field of the player seated to your right or the player seated to your left. If there are 1 or more Harvest or Ongoing abilities on this second card, you may add one of those Harvest/Ongoing abilities to the first card you chose.

For example, you have a Totem Chief sleeved on an otherwise blank card in your field, and the player to your right has a Pack Leader sleeved on a card in their field. You choose your Totem Chief as card 1, and the Pack Leader ability to add to that card. That means card 1 now has both the Totem Chief ability, the Pack Leader ability, and 2, giving you 2 and 2.

Dione – Starting Side



This is a "Harvest" ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. Chose to either gain 1 or 1.

Dione – Upgraded Side



This is a "Harvest" ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. You may choose to use the on-deck cards of the player seated to your left and the player seated to your right as if those cards were in your field. If either of the players to your left and right are still resolving their Prep Phase, you must wait until their Prep Phase has ended before completing this effect. If a player does not have an on-deck card (if they played their entire deck for example) you simply miss out on getting to use a card from them.

Note: You only resolve this effect during your Harvest Phase, meaning you've already passed and cannot Spoil. If this effect causes you to have more than 3, you don't Spoil; just continue your Harvest Phase as normal. Likewise, "When Played" effects and are only beneficial during your Planting and Prep Phase, and have no effect during your Harvest Phase.

2-Player Games: During games with only two players, you only get to use the on-deck card of your single opponent; you cannot use that card twice.

GinGan – Starting Side



This is a "Harvest" ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. You may place your current on-deck card into your discard pile, then reveal a new on-deck card.

Note: You only resolve this effect during your Harvest Phase, meaning you've already passed and cannot Spoil. If this effect causes you to have more than 3, you don't Spoil; just continue your Harvest Phase as normal.

GinGan – Upgraded Side



This is a "Harvest" ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. The player seated to your left may choose to discard their on-deck card then reveal a new on-deck card (if that player is still resolving their Prep Phase, they should finish the phase then decide to discard or not). If the player chooses to discard their on-deck card, you gain 1 token from the game box (do not take this from the pool of set as the game clock at the start of the game). Then the player to you right may make the same choice, and again, you gain 1 if they discards their on-deck card.

2-Player Games: During games with only two players, your single opponent may choose to discard their on-deck card, but the effect does not repeat and allow them to discard another card.

Glorus – The Dawnbringer (upgraded side)



This is an "End of Game" ability, meaning it only matters when counting total points at the end of the game.

At the end of the game, count the number of that appear in the costs of vale cards that you own. Glorus is worth 3 plus another X, where X equals the number of. Note that are considered for the purpose of this ability.

Guilduin – Upgraded Side



This is a "Harvest" ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. Choose another card in your field, for the rest of this turn, Guilduin is considered to have all the same symbols, powers, text effect, etc. as the chosen card. If you choose to do this, you still gain other abilities of Guilduin such as the 2 depicted on his card.

Hempero – Upgraded Side



This is a "Harvest" ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. Choose up to three advancements available to buy that are either level 2 or level 3 advancements (the advancements with 2 or 3 dots beneath their cost). You cannot choose level 1 advancements, including Fertile Soils.

For example, you could choose a level 2 advancement and two level 3 advancements. Discard all the chosen advancements (place them back in the game box—they are out of the game). Then immediately replenish the empty spots in the commons as you would normally.

Kirath – The Feral (upgraded side)



This is a "While On-Deck" ability, meaning it can only resolve while it is your on-deck card. If Kirath is in your field, its ability has no effect.

If you Spoil while Kirath is your on-deck card (meaning Kirath is sleeved on the card that caused you to Spoil) then you immediately gain 3 and take another turn after completing your current turn.

This means you will do all the normal things you do on a turn in which you Spoil (i.e. discard all the cards in your field, turn your token to its active side, then complete a Prep Phase for your next turn), however, rather than the next player beginning their turn, you then immediately proceed with a new turn beginning with the Planting Phase.

Morlok – The Manaweaver (upgraded side)



This is a "Harvest" ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil.

Count the number of totally blank cards you have in your field, and gain 1 for each. The maximum you can gain in a single use of this effect is 7 since you began the game 7 blank cards and you cannot gain new blank cards.

Nepeto – Starting Side



This is a "Harvest" ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. You may sleeve a Fertile Soil on any card in your field; this does not count as a purchase.

If there are no Fertile Soil cards remaining, this ability has no effect.

Nepeto – Upgraded Side



This is the same as the starting side ability except instead of gaining a Fertile Soil you may instead buy a third advancement for 2 less than its cost. First, this allows you to buy a third advancement rather than the usual 2 maximum. Second, if you buy a third advancement it costs 2 less. This 2 discount can only be used on a third advancement purchase; if you only buy 1 or 2 advancements this discount does not apply.

Old Barkarb – The Crafter (starting side)



This is a "Harvest" ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil.

Choose any one advancement in the commons (including Fertile Soils), and place it face up in a separate pile in front of you. You don't have to pay for this advancement, and it doesn't matter what

its cost is, just take it. During your Discard Phase you will replenish that advancement spot in the commons as you would normally do for a bought advancement. This separate pile that you place these advancements in is called "Barkarb's Workshop." Taking an advancement with Barkarb's ability is not considered buying the advancement, therefore, it does not trigger "When Bought" effects and does not count towards your buy limit that turn.

There is no limit to the number of advancements you may have in Barkarb's Workshop.

Advancements in Barkarb's Workshop do nothing, just leave them there. If an ability such as Dawnfire Dragon refers to advancements that you have, the advancements in Barkarb's Workshop do not count.

Old Barkarb – The Crafter (upgraded side)



This is a "Harvest" ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil.

Select any advancements that have been placed into the separate pile called Barkarb's Workshop, and sleeve them onto any one card in your field. In doing this, you must follow normal sleeving rules (i.e. you cannot cover non-eclipse effects already on a card). Then place that card at the bottom of your deck. You may not use the effects of these advancements before you put the card at the bottom of the deck. You must sleeve at least one advancement from Barkarb's Workshop to place the card at the bottom of your deck. If you have any advancements remaining in Barkarb's Workshop after sleeving, they remain in the pile and are available to sleeve on future turns with Barkarb's ability.

Sleeving advancements with Barkarb's ability is not considered buying the advancement, therefore, it does not trigger "When Bought" effects and does not count towards your buy limit that turn.

You may also pay 1 to turn Barkarb back to the starting side. You may use this ability in addition to Barkarb's Workshop ability.

Xanos – The Cold Heart (upgraded side)



This effect resolves any time Xanos is in your field and you complete a Harvest Phase.

If you Spoil while Xanos is in your field, the effect does not resolve. This is not a Harvest ability however, because it is mandatory and must be done at the end of the Harvest Phase. At the end of the Harvest Phase, turn Xanos back to her starting side. This is not an optional effect, you must turn her back over. And yes, you read that right, if the game ends while Xanos is on the upgraded side, she is worth -40.

Essentially, as the game goes on, Xanos may flip back and forth between her no-effect starting side, and very powerful upgraded side. You just want to make sure that when the game ends, she is on the starting side.

Note that Xanos's ability does not resolve during the turn that you upgrade her.

Yaquei – The Poisoned (starting side)



This is a "Harvest" ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil.

Gain 1 per card less than 7 cards in your field. For example, if you have 2 cards in your field, you gain 5. If you instead have 5 cards in your field, you gain 2. Finally, if you have 7 or more cards in your field, you gain 0. This is an ability that is best when it is in a field with few cards. (Hint: sleeve it with a Cursed Land).

Yaquei – The Poisoned (upgraded side)



This is a "Harvest" ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil.

In addition to the effect from its starting side, if you have less than 9 cards in your field, then take the top card of your deck and place it face up at the end of your field (this is the first face down card at the top of your deck; this is not your on-deck card).

Repeat until you have exactly 9 cards in your field.

Note: You only resolve this effect during your Harvest Phase, meaning you've already passed and cannot Spoil. If this effect causes you to have more than 3, you don't Spoil; just continue your Harvest Phase as normal.

Likewise, "When Played" effects and are only beneficial during your Planting Phase, and do not have any effect if placed into your field via Yaquei's ability.

If you don't have enough cards in your deck to fully resolve this effect, shuffle your discard pile and it becomes your deck, then complete the effect.


Amulets


Darksoul Ember



You may Evoke this effect during your Harvest Phase. You cannot resolve this ability if you Spoil.

Take one advancement you've bought this Harvest Phase and sleeve it onto any legal position on any card in your field. You may use any effects on that advancement that would help during this Harvest Phase.

Note: You only resolve this effect during your Harvest Phase, meaning you've already passed and cannot Spoil. If this effect causes you to have more than 3 , you don't Spoil; just continue your Harvest Phase as normal.

Likewise, "When Played" effects and  are only beneficial during your Prep and Planting Phase, and if added to a card in your field via Darksoul Ember, are useless the turn you sleeve them.

Note: this does not give you the ability to buy an extra advancement; you may still only buy 2 advancements.

Used Side: Darksoul Ember also has an effect on its used side. This is a mandatory effect as long as Darksoul Ember is on its used side. Each Planting Phase you must push at least once. In other words, during your Planting Phase you may not choose to pass without having pushed at least once.

Deepriver Crystal





You may Evoke this effect during your Harvest or Discard Phase, meaning you may do it even if you Spoil.

Choose any one card in your field and place it face down at the bottom of your deck. If you have no cards left in your deck, you may still complete this ability—the chosen card is placed under your on-deck card and becomes the only card in your deck.

Rootwood Charm



You may Evoke this effect during your Planting Phase (or, more rarely, your Prep Phase). During your Planting Phase, if you push and the new on-deck card you reveal would result in


you Spoiling, you may Evoke [turn to the gray used side] the Deepwood Root Shard to gain 1 , which (in most cases) will prevent you from Spoiling. Note, if you use Deepwood Root Shard during your Prep Phase, the  gained counts during your subsequent Planting Phase.


Summoner Stone



You may Evoke this effect during your Harvest Phase. You cannot resolve this ability if you Spoil.

Take the bottom card of your deck and place it at the end (rightmost card) of your field. You may use any effects on that card that would help during the Harvest Phase.


Note: You only resolve this effect during your Harvest Phase, meaning you've already passed and cannot Spoil. If this effect causes you to have more than 3 , you don't Spoil; just continue your Harvest Phase as normal.

Likewise, "When Played" effects and  are only beneficial during your Prep and Planting Phase, and if placed into your field via Summoner Stone, are useless.

If you don't have any cards in your deck when you Evoke Summoner Stone, shuffle your discard pile and it becomes your deck, then complete the effect.

Twilight Shard





You may Evoke this effect during your Harvest Phase. You cannot resolve this ability if you Spoil. First, you gain 1 .




Then flip Twilight Shard into the air. Whatever side it lands on keep, it on that side. This means that if you are lucky, Twilight Shard will land on its active side and you can use it again next turn. Note, if Twilight shard lands on its active side, you may not use it again during the same turn; Harvest effects may only be used once per turn.



Also note, "flipping in the air" is meant to result in a 50% chance of landing on either side. Hence, you may not intentionally "flip" it in the air in a way that would make it more likely to land on one side rather than the other.

Wildfire Ember



You may Evoke this effect during any phase to either gain 1  (for use during your Harvest Phase in the same way a regular  token works), or you may use this


effect in any phase to either give your on-deck card 2  or give any one card in your field 2 . Moreover, you may Evoke this effect in reaction to any circumstance that would benefit from  symbols.


For example, if Moss Troll's card is on-deck and caused you to Spoil, you may Evoke Wildfire Ember to give Moss Troll's card 2 additional  before Moss Troll's "While on-deck" effect resolves. Note: this effect does not help you with "End of Game" effects like Pridelord, since the 2  gained from Wildfire Ember go away at the "end of turn" and don't exist during end of game scoring.


Variants

The following variants are optional if players want to explore additional options and variety in their games. Players should agree upon whether or not to use them at the start of the game.

Buy

During your Harvest Phase, you may use any 3 spirit symbols to gain 1 .

You may buy any number of  that you can afford.

Buying  does not count towards your limit of buying vales cards.

Stacked Duplicates

Whenever a new advancement is revealed in the commons and another advancement with the identical title is already revealed in the commons, stack the advancements together in the same slot of the commons. Then draw another advancement to fill the empty slot in the commons.

Players may buy any advancements in a slot following the normal rules.

Card List

Base Game

Starting Cards

80 Starting cards divided into
4 decks:

- Beastbrothers deck (20 cards)
- Dawnseekers deck (20 cards)
- Lifewardens deck (20 cards)
- Waveguards deck (20 cards)

*Each player deck consists of
the following 20 starter
cards:*

- 8 Blank
- 9 Cursed Lands
- 3 Fertile Soil

4 Reference cards

114 Advancements

- 33 Level 1 advancements:
 - 3 Cleansing Rain
 - 3 Dawnsinger
 - 3 Deadwood Harvester
 - 3 Earthchant Chorus
 - 3 Field of Flowers
 - 3 Grassland
 - 3 Peacekeeper Druid
 - 3 Podlings
 - 3 Seedling
 - 3 Wayfinder
 - 3 Wellspring
- 30 Level 2 advancements:
 - 3 Bear Totem
 - 3 Druid's Song
 - 3 Feral Chieftain
 - 3 Grovetender
 - 3 Hawk
 - 3 Hulking Thornhide
 - 3 Lifebringer Seed
 - 3 Mindful Owl
 - 3 Moon Wolf
 - 3 Plow
- 33 Level 3 advancements:
 - 3 Aurora
 - 3 Calm Weather
 - 3 Dreadcoil Cobra
 - 3 Ent Elder
 - 3 Gaia's Chosen
 - 3 Hive Swarm
 - 3 Lifebloom Orchids
 - 3 Magic Seed
 - 3 Stag
 - 3 Will-O'-The-Wisp
 - 3 Woodland Warden
- 18 Fertile Soil

36 Vale Cards

- 18 Level 1 vale cards:
 - 3 Azure Lake
 - 3 Blooming Arbor
 - 1 Cascading Falls
 - 2 Exodus Road
 - 2 Ley Line Nexus
 - 1 Radiant Pinnacle
 - 3 Sunstone Aerie
 - 1 Talonthorn Den
 - 2 World Tree
- 18 Level 2 vale cards:
 - 2 Ancient Liferoots
 - 1 Blessed Savanna
 - 2 Conclave of Ents
 - 2 Feral Grove
 - 1 Fungal Forest
 - 1 Heartwood Sanctuary
 - 2 Pool of Light
 - 1 Shimmering Brook
 - 1 Skyhaven
 - 2 Stream of Vigor
 - 1 Verdant Valley
 - 1 Webwood Canopy
 - 1 Wellspring Glade

Vale of Magic

54 Advancements

- 18 Level 1 advancements:
 - 3 Arbor Overseer
 - 3 Canopy Explorer
 - 3 Giant Toad
 - 3 Limbthresher
 - 3 Sentry
 - 3 Wood Sprite
- 21 Level 2 advancements:
 - 3 Goldenwing Gryphon
 - 3 Hatchery
 - 3 Heartwood Healer
 - 3 Ley Line Overflow
 - 3 Lifetap Oracle
 - 3 Sunshard Custodian
 - 3 Water Weaver
- 15 Level 3 advancements:
 - 3 Chromatic Wyvern
 - 3 Creeping Mold
 - 3 Grove Guardian
 - 3 Overgrowth
 - 3 Sporeling Reclaimer

18 Vale Cards

- 9 Level 1 vale cards:
 - 2 Aether Tree
 - 1 Amberwood
 - 1 Direwolf Burrow
 - 2 Manadew Meadow
 - 2 Roost
 - 1 Shimmercliff Rookery
- 9 Level 2 vale cards:
 - 1 Earth Cradle
 - 2 Fauna Hollow
 - 1 Sunshard Savanna
 - 2 Sunwell Temple
 - 1 Vale of Magic
 - 2 Wood Sprite Hoard

Vale of the Wild

54 Advancements

- 24 Level 1 advancements:
 - 3 Bonecaster
 - 3 Centaur
 - 3 Gaia's Outcast
 - 3 Forest Song
 - 2 Nymph
 - 2 Pack Leader
 - 2 Totem Chief
 - 3 Unicorn
 - 3 Wolf Rider
- 18 Level 2 advancements:
 - 3 Beastbrother Champion
 - 3 Beastbrother Hunter
 - 3 Burrow Wurm
 - 3 Call of the Hunt
 - 3 Sundered Land
 - 3 Wind Whisperer
- 12 Level 3 advancements:
 - 3 Primal Power
 - 3 Seed Sowers
 - 3 Stag Champion
 - 3 Storm Elemental

18 Vale Cards

- 10 Level 1 vale cards:
 - 2 Nectar Colony
 - 1 Pool of Visions
 - 2 Shimmering Waterfall
 - 2 Stormcaller
 - 2 Verdant Path
 - 1 Wayfarer Portal
- 8 Level 2 vale cards:
 - 1 Bramble Spire
 - 1 Eagle's Cry Peak
 - 2 Haunted Hollow
 - 2 Rune River
 - 1 Talon Gorge
 - 1 Throne Room

8 Leaders

- 1 Ashae
- 1 Cyrilla
- 1 Dione
- 1 GinGan
- 1 Guilduin
- 1 Hempero
- 1 Nepeto
- 1 Taeda

Mana Storm

48 Advancements

- 21 Level 1 advancements:
 - 3 Argent Owl
 - 3 Frostbane
 - 3 Magic Mushroom
 - 3 Mist Sylphs
 - 3 Nightvale Emissary
 - 3 Nightvale Pathfinder
 - 3 Pridelord
- 15 Level 2 advancements:
 - 3 Ent Guard
 - 3 Gaia's Kin
 - 3 Magpie
 - 3 Moss Troll
 - 3 Vale Bearer
- 12 Level 3 advancements:
 - 3 Dawnfire Dragon
 - 3 Harbinger of Seasons
 - 3 Ley Line Augur
 - 3 Nightvale Custodians

18 Vale Cards

- 10 Level 1 vale cards:
 - 1 Crystal Cavern
 - 1 Frostcrown Crest
 - 1 Hallowed Ground
 - 1 Heavenlight Portal
 - 1 Howling Peak
 - 1 Silver Tree
 - 1 Split Rock
 - 1 Sundial Savanna
 - 1 Sunshard Beacon
 - 1 Tanglevine Labyrinth
- 8 Level 2 vale cards:
 - 1 Ancestral Lorestones
 - 1 Borderwatch Bog
 - 1 Gaia's Tears
 - 1 Halo Mountain
 - 1 Harpy Canyon
 - 1 Medusa Grotto
 - 1 Sky Garden
 - 1 Sunweaver Copse

8 Leaders

- 1 Algeni
- 1 Glorus
- 1 Kirath
- 1 Morlok
- 1 Old Bakarab
- 1 Silverwing
- 1 Xanos
- 1 Yaquei

8 Amulets

- 1 Darksoul Ember
- 1 Deepriver Crystal
- 1 Moon Stone
- 1 Rootwood Charm
- 1 Summoner Stone
- 1 Sun Blessing
- 1 Twilight Shard
- 1 Wildfire Ember

Leader Lore

As the struggle to restore the Valley of Life intensifies, the ranks of those combating the curse continues to swell. Some druids, in particular, are rising to the forefront. While they are as varied in their approach and nature as the druidic clans themselves, these servants of Gaia all strive for the day when a wicked king's bitter wrath no longer taints their world.

Algeni – Fierce Heart



Algeni is a strong warrior who favors deeds over words. She has no time for frivolous things and people, and is driven by a pragmatic and focused mindset that has served her since birth. After losing her tribe and former druid circle in a storm, she came upon a wounded Pridelord named Kunkah. As she helped him recover the two formed a strong bond, becoming traveling and fighting companions. In their wandering they came upon other druids and heard of the terrible blight. Desiring to help, each vowed their heart and soul to the fight.

Ashae – Daughter of the Storm



While some Waveguards tap deep into the mysterious energies of the weather, few give themselves wholly to it. One such druid is Ashae. Born during a storm, she revels in the wondrous power of such things, tapping deep into this awesome aspect of Gaia to both better understand the world and her place in it. Her enthusiasm has given her a new way to combat the threat seeping out of the Valley of Life, while also enriching the rest of the world in the process.

Cyrilla – The Protector



It is said Cyrilla knew her place since birth; the roots of her family run deep among the Lifewardens circle. Her mother tended the woods bordering the Valley of Life, her father the countryside around it, as had their parents and grandparents before them. When each fell while pushing back the curse, Cyrilla took her mother's place; her brother his father's. With her post came the ancient staff, Scion. Long held by her family and crafted when the world was young, it is full of powerful mana. She's also joined by a hawk, named Brenn, a companion from her youth, with whom she's formed a special bond.

Dione – Spirit Whisperer



For all of her life, Dione has heard whispers. Some faint and indistinct, others louder and clearer. Unsure of why, it wasn't until she was ten she learned of her rare ability to commune with the spirits. Once trained in how to use her gift, she's been able to share much wisdom with her fellow Dawnseekers. It is her hope that in gaining such insight she will find a way to finally put an end to the terrible curse that corrupts and twists not just the physical world but even the spirit realm with its dark taint.

GinGan – The Shapeshifter



GinGan walks the line between cursed and blessed, human and animal. Once a champion of the Beastbrothers, he was bitten by a cursed direwolf whose corrupted blood ever lingers in his veins. This taint relentlessly seeks to overwhelm him by transforming him into a bloodthirsty man-wolf. After such fits brought about the death of his wife and kin, he fled into the wild, doing what he could against the corruption in the valley while seeking mastery over the constant battle waging within his bones.

Glorus – The Dawnbringer



Glorus is as graceful as she is lovely, a shining example of someone ascending into their apex of life and power. Unlike others who battle the curse, she sees things through the light of her clan. The curse is like the night descending over the vale, but a new dawn shall put it to flight.

Dedicated to bringing that dawn in her day, she's tapped into even greater levels of power few in her clan knew existed. With such power, she hopes of becoming a shining light for others to follow.

Guilduin – The Warrior



Among the Beastbrothers there is none stronger or braver than Guilduin. Loyal to his friends and merciless to his enemies, this young warrior has already carved out a place of honor and fear among his elders. Unlike others of his circle, Guilduin fully abandons himself in battle, letting the full animalistic fury laying just beneath the surface sink its teeth deep into him. Woe to any who should cross his path while thus enraged, for once the fury has its claws in him it loathes to retreat so easily.

Hempero – The Healer



Hempero has seen many moon cycles, and is one of the elders of the Dawnseekers. He's old enough to remember a time before the curse and how he and a handful of other druids, by refusing to heal a dying king, gave birth to his terrible wrath. Ever since he's had thoughts and fears wage war in his mind about what might have been had he gone a different way. While he knows he isn't entirely to blame, he cannot help but try and do his best at restoring what he can while he still has breath, hopeful he might reverse what's been done before he sees his final dawn.

Kirath – The Feral



Among the Beastbrothers there are some who delve so deeply into the primal energies they risk losing themselves completely to them. Kirath is one who has crossed that line and is unable to fully return from it. Instead, she prowls the world wild and untamable. While perhaps more bestial than others of her clan, she fights the same fight, using her natural traits to their fullest advantage against the blight and those who would side with it.

Morlok – The Manaweaver



Morlok follows the ley lines that run throughout the land like powerful currents of magic. When multiple ley lines intersect they form a nexus of pure energy; the more lines connected, the more powerful the nexus. If Morlok can find a nexus with enough power, he may be able to cast a spell to banish the curse once and for all. Unfortunately, no one has survived harnessing such a tremendous amount of raw mana, but he is prepared to make the sacrifice if it can save the valley.

Nepeto – The Gardener



No one really know how old Nepeto is, only that he's roamed the world far and wide, planting much of what the present generations of Lifewardens enjoy and protect. Wise and kind, he's known to think before speaking and for sharing much wisdom when he does. Because of his abundant planting and cultivation of life, he's deeply pained by the curse's taint on the land, taking to heart every plant affected as if it was his own child.

Old Bakarb – The Crafter



Not all druids hold to a clan, some like Bakarb wander the world, enjoying the variety of life Gaia has made. He also is unique insofar as he focuses his talent and power on creating objects infused with mana. These objects can serve many purposes from the mundane to powerful objects of

wonder. Recently some druids have called upon his aid in the fight against the curse, seeking some mighty artifacts to uproot the blight once and for all.

Silverwing – The Skyguard



Silverwing was born into a rare time of peace for his tribe. They had settled in the vale after fleeing generations of merciless hunters. But just when the peace seemed lasting it was shattered by a king stirring up new hunts in the valley. When that same king became ill and died, Silverwing thought the

worst was over. He was wrong. The king's curse tainted the land, corrupting their home. Unwilling to see any more of his fellow griffons endure still more hardships, he sided with the druids and keeps watch over the valley, guarding it from any further danger.

Taeda – The Wanderer



Taeda is a calm, curious young woman who enjoys solitude as much as the company of others. The fact she's remained a young woman for several decades has caused some investigation by those in her clan. Though it took some time to narrow it down, as Taeda has long enjoyed

exploring new vistas of untamed beauty, the other Waveguards learned of her coming across a source of water so pure and infused with the blessings of Gaia that after drinking it she hasn't aged a day since. It is their hope they can use it as a new weapon or defense against the curse.

Xanos – The Cold Heart



Outside the valley are still more lands that breathe free of the curse. But it's not hard to imagine what would happen if the blight couldn't be contained, and were to spread far beyond the vale. For this reason other druids and clans have decided to aid where they can. One such druid is

Xanos, from the Frostcaster clan. While she may be more serious and stern than her years convey, she's quite skilled and focused on her resolve in totally and methodically eradicating the curse from the land.

Yaquei – The Poisoned



What once was an Entguard named Yaquei is now a twisted being fighting to keep his identity. Where once there was kindness and a gentle spirit a cruel wickedness flows through him like some bitter sap. His helpful demeanor and love for the valley is being eaten away with outright

hatred for anything he used to hold dear. The same hands that nurtured life now look to corrupt and even kill it, but yet he fights on—hopeful of beating back the blight where he can until it utterly consumes him.

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Questions? <https://alderac.com/customer-service>



Quick Reference

Setup

1. Player Decks

Each player should shuffle their deck and place it face down in front of them.

2. The Commons

Take out all the Fertile Soil advancements and place them in a separate deck. Separate all the other advancements into decks denoted by their level symbols.

Shuffle all of the level 1 advancements and count out a number of advancements into a deck based on the number of players:


- 2 players: 12 advancements
- 3 players: 15 advancements
- 4 players: 18 advancements




Then turn over the first 3 advancements of the level 1, 2, and 3 deck.

3. Vale Cards

Shuffle both vale decks, then turn over 4 cards face up from each deck.

4. Setup VP Tokens


Place the  tokens in a pool based on the number of players:

- 2 players: 23 
- 3 players: 28 
- 4 players: 33 

5. Setup Fields

Each player makes their starting field until they have two Cursed Lands in their field and a third one on-deck.

6. Determine Starting Player

Place the  tokens so that their active side is face up and shuffle them. Each player takes one token at random and turns it over. The player with the starting player symbol will be the starting player for this game.

7. Setup Leaders & Amulets

Randomly select a number of leaders and amulets, equal to 1 plus the number of players. Beginning with the starting player and continuing clockwise, each player chooses and takes either 1 amulet or 1 leader from the options on the table. Then, beginning with the last player and continuing counter-clockwise, each player chooses either 1 amulet (if they chose a leader in the first round) or 1 leader (if they chose an amulet in the first round).

Amulets start the game on the used side.

Each player sleeves their leader into one of their 8 blank cards so the leader's starting side is showing face up, then shuffle it in their deck.

Players are now ready to begin the game!

Taking a Turn

Take the following phases in order.







1. Planting Phase

Resolve the following steps:

- A. You must choose to either **pass** or **push**.
If you pass, skip immediately to your Harvest Phase.
- B. If you chose **push**, place your on-deck card into your field, to the right of any previously played card. Resolve "When Played" abilities on that card (if any), then turn over the top card of your deck and place it back on top of your deck face up as your new on-deck card.
- C. Determine if you have **Spoiled**.
- D. If you have not Spoiled, go back to step A and repeat.

2. Harvest Phase

If you chose to end your Planting Phase before Spoiling, you now complete your Harvest Phase (again, only if you did not Spoil).


Count up your  and spirit symbols (, , , ) , resolve "Harvest" abilities on cards in your field, score , buy vale cards, and buy advancements. **All of this can be done in any order.**

3) Discard Phase

Sleeve each advancement you bought (if any), then replenish vale cards and advancements in the commons.

The next player may now begin their turn.

4) Prep Phase

While your opponent is beginning their turn, prep your field until you have **three or more**  showing (in your field and your on-deck card).