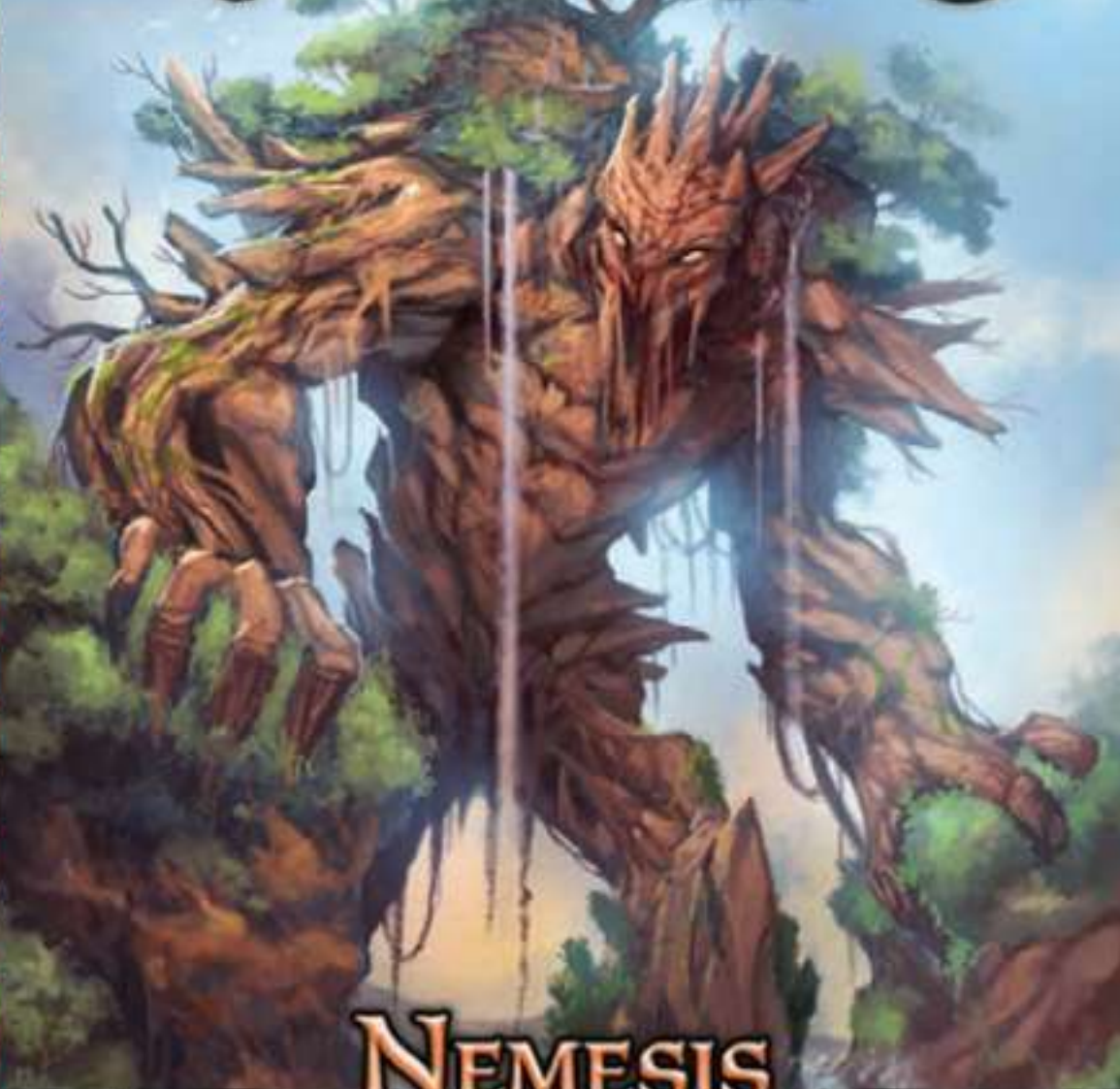


JOHN D CLAIR

# MYSTIC VALE



## NEMESIS

EXPANSION

Card  
Crafting  
System

A CARD CRAFTING GAME OF NATURE'S POWER





# Nemesis

An expansion for *Mystic Vale*, by John D Clair  
For 1 to 4 players, ages 14 and up

## Components

Your game of *Nemesis* should include the following. If it does not, contact [customerservice@alderac.com](mailto:customerservice@alderac.com) for assistance.

- 108 Advancements consisting of:
  - 33 Level 1
  - 36 Level 2
  - 27 Level 3
  - 12 Level 4
- 36 Vale cards consisting of:
  - 18 Level 1
  - 18 Level 2
- 8 Leader cards
- 13 Nemesis cards
- 1 Corruption track
- 1 Hourglass marker
- 37 1-point curse tokens
- 9 5-point curse tokens
- Rulebook

## Setup

The new advancements and vale cards in *Nemesis* can be used as an expansion or as a replacement base game, as described below.

### Expansion

Simply shuffle the new advancements and vale cards into their corresponding decks (shuffle the level 4 advancements into the level 3 advancement deck). Then follow the standard setup rules for the base game.

### Base Game Replacement

If players want an entirely new experience of *Mystic Vale*, the new advancements and vale cards in *Nemesis* can replace the base game's advancements and vales (but use the Fertile Soil advancements as normal). In other words, you can replace the base game with *Nemesis* to play with entirely new cards. Setup follows standard rules for the base game.

After a few games when players have become familiar with the new content, you can mix in the base game and expansions to add more variety.



# 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.




**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.



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

**Important:** 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.









## Curse Tokens





### Curse Tokens

Some advancements and leaders have a  (curse token) symbol, which is indicated by a black crystal with a negative number on the left side of the card.

During your Harvest Phase, any card in your field (do not count your on-deck card) showing a black  (curse token) symbol on the left side of the card means that you must gain that many  from the pool.

You only gain  during your Harvest Phase. If you Spoiled and skip your Harvest Phase, you do not gain  from the cards in your field.

Each curse token subtracts from your total points at the end of the game; otherwise they have no effect during the game.

In the rare event that the pool of  tokens runs out, use alternative counters like coins or beads; there is no limit to the number of  tokens in the game.

## Level 4

### Advancements

*Nemesis* introduces level 4 advancements, indicated by 4 pips below its cost and a new border.



Shuffle all of the level 4 advancements into the level 3 advancement deck during setup at the start of the game.







Whenever a level 4 advancement is revealed in the level 3 row of the commons, move it into a separate level 4 row of the commons and continue replenishing the level 3 row. Any number of advancements can be in the level 4 row of the commons. When a level 4 advancement is bought or removed from the commons, it is not replenished during your Discard Phase; level 4 advancements are only added to the commons when they are revealed from the deck.

If two or more players are tied for points at the end of the game, each level 4 advancement a player owns counts as two level 3 advancements to determine the tie-breaker.






## Alternative Costs

Some cards require you to spend a variety of resources including , spirit symbols,  (victory points), and  (curse tokens). When a cost lists , you must spend those tokens from the  that you have gained. When you spend or discard , return the tokens to the box, **not** the pool.

When a cost lists , you must spend those tokens from the  that you have gained. When you spend or discard , return the tokens to the pool.

## Sacrifice

Some abilities require you to **Sacrifice** one of your advancements or vale cards in order to trigger an effect. When you Sacrifice advancements or vale cards, they are removed from the game and returned to the box. Sacrificed cards no longer have any impact on the game including end of game  or end of game abilities.



## Rituals

Rituals appear on advancements and offer a **reward** if the card they are sleeved into fulfills certain **requirements**.







Requirements are shown in a blue arrow-shaped box that points down towards the rewards. The ritual's rewards are shown with a golden background instead of a green background.

All of the requirements must be present on the card that the ritual is sleeved into for you to receive the reward. If only some or none of the requirements are on the card, then you do not receive any of the ritual's reward. If a ritual's requirements are fulfilled, you must gain its reward unless specifically stated otherwise. Rewards are gained during the phase that they are used in.

### Example Ritual




The Beastbrother Ambassador's ritual requires you to have at least 1 end of game  on the card that it is sleeved into. Gaia's Avengers has 2 , so the requirements are fulfilled and you gain the reward of 1  and 1 .



Some advancements have symbols shown **above** a ritual's requirements. These work like regular resources, regardless of whether the ritual's requirements are fulfilled.

### Example Ritual



The Dawnseeker Emissary has a  above its ritual's requirement. If the ritual is not fulfilled,

you still gain a  during your Harvest Phase, but you would not gain the reward of a  and a .

The symbols used to fulfill a ritual's requirements are still considered resources and can be spent as normal. In other words, fulfilling a requirement does not "spend" the symbol. This also means that the same symbols can be used to fulfill the requirements of two different rituals on the same card.

You cannot use a ritual's reward to fulfill another ritual's requirements on the same card.

### Example Ritual





The  on Radiant Plexus fulfills the requirements of Beastbrother Ambassador's ritual, but you cannot use the Beastbrother Ambassador's reward of spirit symbols to fulfill the requirements for Radiant Plexus.

Symbols on a requirement are not considered to be present on a card even if they are fulfilled. Symbols on a reward are only considered to be present on a card if the ritual's requirements are fulfilled.

### Example Ritual



Waveguard Envoy is sleeved on the same card with Dawnseeker Emissary. The Waveguard Envoy's ability does not take effect because none of the  symbols on Dawnseeker Emissary are considered to be present on the card. If the requirements for the Dawnseeker Emissary's ritual are fulfilled, then its reward of 1  would apply towards Waveguard Envoy's ability.

## Reserve

Some abilities allow you to **Reserve** an advancement. When you Reserve an advancement, choose any advancement in the commons (including Fertile Soils and level 4 advancements) and place it in your play area as a "Reserved advancement." You may Reserve any advancement, even if you cannot afford to buy it or cannot sleeve it onto a card in your field. You may buy your Reserved advancements during the current or a future Harvest Phase as if they were in the commons. Buying a Reserved advancement still counts towards your buy limit of two advancements per turn. There is no limit to the number of Reserved advancements a player may have. Reserved advancements are no longer considered to be in the commons and have no other impact on the game. You cannot buy or affect advancements that other players have Reserved.



# Leader Cards

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

*Nemesis* features a new kind of leader called **titans**. These powerful elementals remain in play after they are upgraded.

## Leader Card Anatomy



## Leader Setup

An additional "Leaders" step is added to the base game setup, after setting up vale cards is finished.

Randomly deal two leaders to each player. Each player chooses one of their two leaders and then puts the other one back in the box.

Each player sleeves their leader into one of their eight 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 face down and then shuffle it in with their other 19 cards.

## Using Your Leader

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

**Important:** You cannot sleeve advancements on a leader unless otherwise specified.

Leaders are a new type of card, and are not considered to be an advancement with respect to abilities and effects. They are still considered to be a "card" for abilities and effects that refer to a card, even when they are upgraded and unsleeved.

## 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).



During the Harvest Phase of any of your turns when your leader is in your field, you may pay the cost in the top right corner of the leader to upgrade it. When a **titan** leader is upgraded, remove it from its sleeve, turn it over to the upgraded side, and place it next to your play area. The blank card that the titan was sleeved into remains in your field and is considered a regular blank card that you may sleeve bought advancements into. When a titan is upgraded, you may use its upgraded ability during each of your following turns. You cannot use the titan's upgraded ability during the Harvest Phase that you upgraded it in. However, you may use the titan's starting ability and symbols during the Harvest Phase that you upgraded it in.

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.





# Nemesis

## Solitaire Variant

This variant allows you to play solitaire games of *Mystic Vale* against a variety of nemesis opponents and offers increasing levels of difficulty. Each nemesis represents a powerful force of corruption invading the sacred Valley of Life, bent on spreading the blight and stopping the druids in their quest to heal the land. You must gain more victory points than the nemesis before the end of the game in order to win.

### Nemesis Card Anatomy



**Decay Symbol:** This works similar to  on a Cursed Land and can be canceled with  and abilities as normal.


**Title:** The name of the nemesis.

**Power:** This number is added to the nemesis' score at the end of the game.

**Difficulty Level:** The number of pips represents how difficult the nemesis is to defeat, as shown in the chart to the right.





**Ability:** Abilities are resolved only if a number of turns have passed equal to or greater than the number in the ability's hourglass.

### Nemesis Setup

1. Count out 12 level 1 advancements and leave the rest in the box.
2. Count out 23  for the pool and leave the rest in the box.
3. You may either choose a nemesis card or draw one at random. For your first game, we suggest choosing a nemesis with an easy difficulty level and then increasing the levels after you win.
4. Sleeve the nemesis card face up over one of your Cursed Lands of your choice, and then shuffle your deck.
5. Choose which side of the corruption track to use. For your first game, we suggest choosing the easy side, as indicated by the starting space, and then using the standard side after you have won a few games. Place the corruption track next to the advancements in the commons, and then place the hourglass marker on the "Start" space on the corruption track.
6. When setting up vale cards, place them above the rows of advancements as shown in the example setup.
7. Follow the rest of the base game's setup as normal.

We recommend playing with a leader card when using the nemesis variant. You may play without a leader, but it will be more difficult to win the game.

### Nemesis Difficulty Levels

Easy	
Moderate	
Difficult	
Very Difficult	




## Example Nemesis Setup







## How to Play

When playing with the nemesis solitaire variant, the basic rules of playing *Mystic Vale* are unchanged and you continue taking turns until the game ends when the  tokens in the pool run out. The main addition to the rules is a **Nemesis Phase** that must be resolved each turn after your Prep Phase.

## Nemesis Phase

After you have completed your Prep Phase, you must then resolve a Nemesis Phase with the following steps in order:

- 1. Advance:** Move the hourglass marker to the next space on the corruption track.
- 2. Consume:** Take the advancement, vale card, and  indicated on the space with the hourglass marker and place them in a separate pile next to the corruption track. This forms the nemesis' **score pile**. Whenever the nemesis claims  from the corruption track, the tokens are taken from the pool. The claimed advancement or vale card is immediately replaced by drawing a card from the respective deck. If a deck of advancements or vale cards runs out, replace the card by drawing from the deck of the next highest level.

**Important:** You must resolve a Nemesis Phase **each turn**, regardless of whether or not the nemesis card is revealed. If you Spoiled during your Planting or Prep Phase, you must still resolve a Nemesis Phase as normal.

## Understanding the Corruption Track

The icons indicate that the nemesis claims a level 1 advancement in the left, center, or right position in the commons.



Likewise, the following icons indicate that the nemesis claims an advancement in the left, center, or right position but from the row of level 2 and level 3 advancements. The corruption track does not affect level 4 advancements.





The following icons indicate that the nemesis claims a vale card in the marked position of the row of level 1 and level 2 vale cards.









## Nemesis Abilities

Most nemesis cards have one or more abilities shown next to an hourglass symbol. These abilities are only resolved after a certain number of turns have passed, as indicated by the number in the space with the hourglass marker. For example, an hourglass with a "4" would resolve its ability if the hourglass marker is on or past the space numbered 4.



If a sufficient number of turns have passed to activate a nemesis' second ability, you must resolve both abilities.

Most nemesis cards have  (decay) symbols on the upper left side of the card, which are always active on the card. Some nemesis cards also have  shown next to an hourglass symbol. This  is only active when the indicated number of turns have passed.



The  on nemesis cards can be canceled with  and abilities as normal. However,  shown next to an hourglass symbol cannot be canceled unless it is active when the indicated number of turns have passed.

## End of the Game

When the  tokens in the pool run out, finish playing the current turn, including resolving the Nemesis Phase. If  tokens run out and you or the nemesis would still gain , take them from the box.

## Scoring



At the end of the game, count up your score as normal.

The nemesis scores points for all end of game  and  tokens in its score pile. The nemesis also scores points equal to its power number on the upper right side of the card.

You win if you have more total points than the nemesis. If you tie or the nemesis has more points, you lose the game.

## Scoring Clarifications

"End of Game" effects on advancements and vale cards in the nemesis' score pile are always worth four points for the nemesis during scoring regardless of the ability's text.

Some advancements and vale cards in expansions feature  (negative victory points). Any  in the nemesis' score pile have no effect and do not subtract from the nemesis' total points at the end of the game.



## Other Nemesis Rules


Whenever the nemesis claims an advancement or vale card, either with an ability or indicated by the corruption track, it is immediately replaced by drawing a card from the respective deck. If a deck of advancements or vale cards runs out, replace the card by drawing from the deck of the next highest level.

A nemesis can never be discarded from field, deck, or on-deck and can never be removed from the game. For example, abilities that let you discard a card in your field or discard your on-deck card cannot be used to discard the nemesis card.

You cannot sleeve advancements onto a nemesis card.

Nemesis cards are a new type of card and are not considered an advancement for abilities and effects. They are still considered to be a "card" for abilities and effects that refer to a card.

Any effect that refers to other players cannot be used when playing the nemesis solitaire variant. Simply discard these cards when they appear and immediately replenish them. If a level 1 advancement is discarded in this manner for example, replace it with a new level 1 advancement from the box.

When the hourglass marker reaches the last space on the corruption track, it remains there for the rest of the game. The nemesis claims advancements, vale cards, and  indicated on that space during each Nemesis Phase.

## Nemesis Victory Tracker

This section allows you to track your victories and defeats when playing with the nemesis solitaire variant. Each nemesis is listed in the chart below. When you win a game, mark "X" in a box next to the nemesis. When you lose a game, mark "O" in a box next to the nemesis. This allows you to track the number of victory and defeats for each nemesis.

<b>Plague Scarabs</b>							
<b>Soulbane</b>							
<b>Blight Troll</b>							
<b>Wicker Construct</b>							
<b>Tormented Berserker</b>							
<b>Fallen Druid</b>							
<b>Abomination</b>							
<b>Corrupted Centaur</b>							
<b>Scourge Satyr</b>							
<b>Blighted Dragon</b>							
<b>Brood Queen</b>							
<b>Curseborn Dryad</b>							
<b>Watcher in the Wood</b>							



## Example Nemesis Phase

After you have completed your Prep Phase, you proceed to the first Nemesis Phase of the game. The hourglass marker is moved to the next space on the corruption track.



The space with the hourglass marker indicates that the level 1 advancement in the right position of the commons is claimed by the nemesis and placed in its score pile.



Level 1 Advancements



The claimed advancement is replaced by drawing a card from the level 1 advancement deck and adding it to the commons. This completes the Nemesis Phase, and you then proceed with your next turn, starting with your Planting Phase.





# Card Clarifications

This section covers additional explanations for advancements and for vale, leader, and nemesis cards that may be referenced during play.

## Advancement Clarifications

### Avatar of the Soulless God




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

If you have fewer total points than each other player, you share the win with the player who has the most points. If you tie for the least points or have more points than any other player, then this ability has no effect. This advancement only applies for games with three or more players. If Avatar of the Soulless God appears during solitaire games or games with only two players, simply discard it and immediately replace it by drawing another advancement from the level 3 advancement deck.

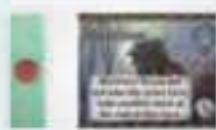
### Bramble Tumbleworld



This is an "End of Game" ability, meaning it only matters when counting total points at the end of the game. After you have counted your total score from all cards, tokens, and abilities, this advancement is worth points equal to that total.

If your total score is a negative number (from  tokens for example), then this ability has no effect.

### Executioner



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 Executioner allows you to immediately take another turn after completing your current turn. This means you will complete your Harvest Phase and then 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, if you have the Executioner and Life Warden Legate sleeved on the same card and use the Life Warden Legate's ability to stay in your field instead of discarding it, you may only take two turns in a row.

### Fairy Dance



This is a "When Played" ability, meaning it resolves when it goes from being your on-deck card to being placed in your field. You may discard the rightmost (the card Fairy Dance is on) or second rightmost card in your field.



## Gargoyle Summoner



This is a "When Bought" ability, meaning it triggers the moment the card is bought and then can be ignored for the rest of the game. After drawing four leaders at random from the box, you may unsleeve any advancements on one card in your field.

You may use any resources

and abilities on advancements before you unsleeve them. Then, if you have a blank card in your field, you must choose one of the leaders and sleeve it on the card on its upgraded side. If you unsleeved any advancements, you must sleeve them onto a card in your field during your Discard Phase (if possible).

## Life Warden Legate



If Life Warden Legate's card is in your field during your Discard Phase, you may choose to have it stay in play and become the first card (i.e., the leftmost card) in your field for your next Prep Phase instead of discarding it along with the rest of the cards in your field. This means that

Life Warden Legate's card will remain in your field each turn unless you choose to discard it during your Discard Phase or it is removed by some other effect. If you are also playing with the *Vale of Magic* expansion, note that the Hatchery effect resolves after the Life Warden Legate effect, so Hatchery's card would still end up as the leftmost card.

## Murkwater Stalker



This is a "When Played" ability, meaning it resolves when it goes from being your on-deck card to being placed in your field. Search your deck (this does not include your on-deck card) or discard pile for a card with a combined advancement cost of 6 or less . The combined

advancement cost is the total you would need to spend in order to buy all of the advancements on the card. For example, a card with an advancement that costs 2 and an advancement that costs 3 would have a combined cost of 5. You may choose a card that does not have any cost, if you wish. Place that card at the end (rightmost card) of your field. This card is not being "played"; it is being "placed", so no "When Played" effects trigger.

If you want to search your deck and do not have any cards remaining in your deck (meaning you only have an on-deck card and no deck), then shuffle your discard pile to make a new deck, and then search it. If you search your deck, you must shuffle it after Murkwater Stalker's ability is resolved.



## Nightvale Agent



This is an "End of Game" ability, meaning it only matters when counting total points at the end of the game. You resolve this ability no matter where the card is (in your field, deck, discard pile, or on-deck). Choose any two of your cards (in your field, deck, discard pile, or on-deck).

Discard all cards in your field, and then place the two chosen cards to form your field and resolve a Harvest Phase as normal.

Buying advancements and vale cards during this Harvest Phase follows the normal rules, and "When Bought" abilities are still triggered. You may sleeve any advancements that you bought onto cards in your field or discard pile.

## Park Gardener



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

## Scout









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. Take the top card of the level 1 vale deck and "buy" that card for free, regardless of what it costs. Any "When Bought" effects on this claimed vale

also trigger; however, buying a vale for free does not count towards your buy limit that turn.

## Tribal Warlord



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 gain  from the pool in order to end the game sooner or gain  from the box so the game clock doesn't run out. You cannot split the

4  that a  provides. However, as an exception, if there are less than 4  remaining in the pool when this ability triggers, you may take the remaining  from the pool and the rest of the 4  from the box.

## Vale Vanguard



This is a "While in Field" effect, meaning it is active while this card is in your field. If Vale Vanguard is in your

field during your Planting Phase, this ability allows you to continue pushing without ever Spoiling. In other words, you get to take all of the remaining cards in your deck and add them to your field.

If Vale Vanguard is in your field during your Prep Phase and you run out of cards in your deck, shuffle your deck and continue your Prep Phase as normal.



# Vale Clarifications

## Celestial Observatory



This is a "When Bought" ability, meaning it triggers the moment the card is bought and then can be ignored for the rest of the game. Look at the top card of the level 1 vale deck (you do not have to reveal it to other players). You may "buy" that card for free, regardless of what it

costs. Any "When Bought" effects on this claimed vale also trigger; however, buying a vale for free does not count towards your buy limit that turn. If you choose not to buy the card, simply put it back on top of the level 1 deck.

## Corrupted World Tree



This is a "Harvest" ability, meaning you cannot resolve this ability if you Spoil. All players should count the total amount of they have gained; if you have more than any other player you gain 2 . If you have less than another player or are tied for the most, you get no bonus.

## Earthbound Titan Forge



This is a "When Bought" ability, meaning it triggers the moment the card is bought and then can be ignored for the rest of the game. If you have 6 or more , you must spend 1 to choose any card in your discard pile 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. Since you are in your Harvest Phase, meaning you have already passed and are done with your Planting Phase, you cannot push nor can you Spoil, so and on the card can be ignored. Moreover, This card is not being "played"; it is being "placed", so no "When Played" effects trigger. If you do not have any cards in your discard pile, this ability has no effect and you cannot spend 1 .

## Hunter's Hall



If you Spoil, you may Sacrifice (remove from the game) Hunter's Hall to immediately 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, and 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.



## Sacrosanct Nests



This is a "When Bought" ability, meaning it triggers the moment the card is bought and then can be ignored for the rest of the game. Look at the top card of the level 1 advancement deck (you do not have to reveal it to other players). You may "buy" that card for free, regardless of

what it costs. Any "When Bought" effects on this claimed advancement also trigger; however, buying an advancement for free does not count towards your buy limit that turn. If you choose not to buy the card, simply put it back on top of the level 1 deck. If there are no advancements remaining in the level 1 deck, you may choose any Fertile Soil remaining and "buy" that card for free. If the advancement cannot be sleeved onto any card in your field, you must return it back on top of the level 1 advancement deck.

## Sapling Sanctuary



This is a "When Bought" ability, meaning it triggers the moment the card is bought and then can be ignored for the rest of the game. This effect is normally resolved during your Harvest Phase, meaning you've already passed and cannot Spoil. If this effect causes you to have

more than 3 (1), you don't Spoil; just continue your Harvest Phase as normal. Likewise, "When Played" effects and (2) are only beneficial during your Planting and Prep Phase, and if placed into your field via Sapling Sanctuary, are useless.

## Three Sisters



This is a "When Bought" ability, meaning it triggers the moment the card is bought and then can be ignored for the rest of the game. You must add 10 (3) tokens to the pool of tokens that make up the game clock. This will make the game clock possibly take longer to run out. Note that if

the (3) pool has already run out when this When Bought effect triggers, the game will still end that round so this effect essentially does nothing.

## Leader Clarifications

### Hailburst Titan (*starting side*)





During your Harvest Phase, you must take 2 (3) that you have gained and place them on an advancement of your choice in the commons. You may place (3) on an advancement that already has (3) on it. You cannot place (3) on Fertile Soils, Reserved advancements,



or on top of an advancement deck. If any player (including yourself) buys or claims an advancement with (3), they must also gain those (3). If an advancement with (3) is Reserved, the (3) remain on the card until the player buys the advancements and then gains the (3). If an advancement with (3) is discarded or removed from the commons, any (3) on the card are returned to the pool.






## Hailburst Titan (*upgraded side*)



During your Harvest Phase, you may place up to 2  that you have gained on this titan. Any  on this titan do not subtract from your points at the end of the game.

At the end of the game, all players should count the total amount of  they have. Any  placed on this titan still

count towards determining your total, even though they do not subtract from your points. If you have more  than any other player, this titan is worth 8 . If you have less than another player or are tied for the most, this titan is not worth any .

## Magmaborn Titan (*starting side*)



When this titan is played, you may spend 1  you have gained to discard any card in your field (including Magmaborn Titan).

During your Harvest Phase, you may spend 1  to place Magmaborn Titan at the bottom of your deck. If you do not have any cards remaining

in your deck, simply place Magmaborn Titan under your on-deck card. You may choose to use this ability either before or after you gain  and  from Magmaborn Titan. However, you cannot gain  and then use this ability to avoid gaining , for example.



## Magmaborn Titan (*upgraded side*)



Once during your Harvest Phase, you may spend 1  to place any card in your field at the bottom of your deck. If you do not have any cards remaining in your deck, simply place the card under your on-deck card. If you have less than seven cards in your field after using this ability,

you may use Magmaborn Titan's other Harvest ability.

If you have less than seven cards in your field during your Harvest Phase, 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 process until you have exactly seven 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 Magmaborn Titan, are useless. If you don't have enough cards in your deck to fully resolve this effect, shuffle your discard pile so that it becomes your deck; then complete the effect.







## Manablood Titan (upgraded side)







During your Harvest Phase, you may "buy" any of your Reserved advancements for free, regardless of what it costs. Any "When Bought" effects on this claimed advancement also trigger; however, buying an advancement for free does not count towards your buy limit that turn.

## Oakenstride Titan (starting side)



During your Harvest Phase, you must choose a card in your field that has  (if able). All  on that card are canceled, meaning you do not gain any  from that card during this Harvest Phase. The  are still considered to be on the card and can still fulfill a ritual's requirement.

During your Harvest Phase, you may spend  (return them to the box) to reduce the cost of  required to upgrade this titan. You may spend 5  to upgrade this titan without spending any  if you wish.

## Oakenstride Titan (upgraded side)



At the start of your Planting Phase, before you push, you may discard your on-deck card. Using this ability is optional.







During your Harvest Phase, count the number of  on cards in your field and on your on-deck card, as well as  you gained from abilities and ritual rewards. You may discard (return to the pool) a number of  that you have gained up to the number of  that you gained that turn.

## Shardlord (starting side)



During your Harvest Phase, you must "buy" a level 1 vale card for free, regardless of what it costs. Any "When Bought" effects on this claimed vale also trigger; however, buying a vale for free does not count towards your buy limit that turn. After you buy the vale for free, turn this

titan to its upgraded side. Upgrading the titan still counts towards your advancement buy limit that turn.

You may choose to gain 1  and 2  before upgrading this titan. If you choose to upgrade this titan first, you cannot gain the  and . You cannot gain the  and then choose to upgrade the titan to avoid gaining the  for example.



## Shardlord *(upgraded side)*





If you do not have a blank card in your field during your Harvest Phase, you cannot flip this titan to its starting side.

During your Discard Phase, you may unsleeve any advancements from any cards in your field and resleeve them onto one card of your choice in your field. You

cannot unsleeve an advancement if it cannot be resleeved onto the chosen card.

## Stormbrew Titan *(starting side)*



When you are adding an advancement to a card during your Discard Phase, it may be sleeved so that it covers a Cursed Land printed on the card. That Cursed Land is no longer considered to be on the card and you ignore the  and  you would normally receive from it. This effect is

an exception to the general rule that you are not able to cover advancements with new effects.

## Stormbrew Titan *(upgraded side)*



During your Harvest Phase, you may sleeve one advancement you bought onto a card in your field. The sleeved advancement may be used during that turn. If the sleeved advancement fulfills the requirements of a ritual, you may gain the ritual's rewards as normal.





## Tidal Wave Titan *(starting side)*



During your Harvest Phase, each active  on an advancement that you buy (from the commons, your Reserved advancements, etc.) lowers its cost by 1 . The  on ritual requirements and rewards are not considered for this ability.

## Tidal Wave Titan *(upgraded side)*



During your Harvest Phase, count the number of  on cards in your field, as well as  you gained from abilities and ritual rewards. You may discard (return to the pool) a number of  that you have gained up to the number of  that you have in your field.



# Nemesis Clarifications

## Abomination



During your Planting Phase, you must push at least twice if Abomination is on-deck or in your field. If you Spoil after pushing the first time, you do not push a second time and your Planting Phase ends as normal (i.e., discard all the cards in your field, turn your

token to the active side, and then complete a Prep Phase for your next turn).

During your Harvest Phase, if the Abomination is revealed as your on-deck card or placed in your field due to an effect, you must place the Abomination under your on-deck card.

## Blight Troll



When the Blight Troll is turned over as your on-deck card, you must discard two cards in your field that do not have any on them. If all cards in your field have , then this ability has no effect.

The Blight Troll's ability refers to present on the card, even if they are canceled with or

an ability. Any on a ritual's requirement are not considered to be present on a card, and on a reward are only considered to be on a card if the ritual's requirements are fulfilled.

## Corrupted Centaur



Corrupted Centaur's ability can cause you to Spoil no matter how many you have, so cancelling will not prevent you from Spoiling. If you use an ability that states "You cannot Spoil," then Corrupted Centaur's ability has no effect. If you Spoil during your Prep Phase, you must skip your Harvest Phase next turn and jump straight to your Discard Phase.

## Curseborn Dryad



Curseborn Dryad features a instead of a . While the Curseborn Dryad is in your field during the Harvest Phase, you must reduce your total amount of by five and cancel any two of your spirit symbols. Canceled spirit symbols are still considered to be present on the cards and

will fulfill requirements for rituals, but they cannot be spent to buy vale cards or for other abilities.

## Tormented Berserker



If you Spoil, you must either Sacrifice 1 vale card of your choice or discard 3 (return the vale or to the box). You must choose an option that you are able to fulfill. For example, if you have a vale and only 2 , you must Sacrifice the vale since you are not able to discard the full amount of

3 . If you do not have any vale cards and have less than 3 , you must discard all of your .



# Leader Lore

As the evil taint spreads ever deeper throughout the Valley of Life, some druids have taken a most desperate step: awakening the titans. These ancient, powerful entities are creatures of raw elemental force that the druids themselves can barely control. They are potent allies against the curse, but if they run amok, they can be as dangerous as the monsters they were summoned to fight.



## Hailburst Titan

*"If you ask me, the Frostcaster druids are crazy. If we didn't already have enough Frostbanes around, now we got their favorite titan adding to the chaos. The Frostcasters are great, but I think they like their ice a little too much."*

In an act of desperation, the Frostcaster circle of druids combined the ancient spell of the Frostbanes with the Rite of the Frozen Moon to create the ice titan known as Hailburst. When Hailburst arrives, it drains the heat from everything nearby. Enemies are slowed by the cold; some are even frozen in their tracks. Hailburst uses this stolen heat to power its magic, with which it creates ice golems. These Frostbanes, as they are known, are savage warriors—until they melt.

## Magmaborn Titan

*"This whole region used to be infested with curseborn monsters. Dangerous things they were, with claws and fangs. Now it's just a lake of lava slowly cooling into stone. It's not ideal, but it's a definite improvement."*

The oldest titan known to the druids, Magmaborn has slept beneath the earth for millennia. It is surly and confused, for nothing it once knew still remains. Even the mountains, lakes, and forests are different from what it remembers. All that remains unchanged is the greed of men and the corruption of dark magic.

Magmaborn has the power to bring magma bubbling to the surface. It uses this lava flow to both cleanse the earth of its corruption and to reshape it into the rugged stone world it once knew. If left to its own devices, the Valley of Life would soon become a valley of rock. Luckily for the druids, Volcus, the head of the Fireseeker circle who awakened Magmaborn, has bound his mind to the titan's. He uses this connection to help steer the titan towards where the druids need it to be, and to keep its more destructive urges in check.







## Manablood Titan

*"No one remembers who made Manablood. It's always just been there, looking out over Nys Village with its empty eyes. Most of us figured it was just an enormous decoration, not an actual artifact. We were so, so wrong."*

For centuries, the ancient figure stood immobile and dormant over the Vale of Nys. Neglected, ignored, all but forgotten by the druids who made it, the titan became overgrown with foliage; animals nested between its limbs. It was a relic of the past. It was no longer needed—until now.

Using an ancient ritual, druids have recharged the titan with a fresh flood of mana and set the titan loose to defend the land from the curse that threatens it. But during its long slumber, the titan developed a spark of consciousness. It's becoming sentient, with ideas of its own. The druids must learn to deal with the titan as an equal, not a servant—and must learn to do so before it's too late!

## Oakenstride Titan

*"Aye, we love nature, but we recognize that she can be a dangerous beast if you don't pay attention. That's the key with Oakenstride: pay attention, or you'll end up a beast yourself!"*

It was a calculated risk to awaken the nature titan known as Oakenstride. While its immense size makes it a formidable opponent to the abominations spawned by the cursed regions of the Valley of Life. With every step it takes, the titan's aura reinforces the laws of nature around it with a vengeance: plants and animals thrive and grow, throwing off any taint infusing them. But that same law of nature has little use for druids or the trappings of civilization. Buildings and shrines are overrun with plants in a manner of hours. Druids and their allies are attacked by wild predators who have lost all fear of man. Those who spend too much time in the titan's aura turn feral themselves; some lose their minds in a green haze and never return.



## Shardlord Titan

*"The one they call Shardlord will get inside your head and try to talk to you. Don't do it. Just ignore it. Or the next thing you know, you're tearing up the thing's binding circle, and then we're all in trouble."*

An elemental spirit imbued with the power of sunshards, the Shardlord is both highly intelligent and highly sensitive to the presence of corruption. The titan can sense hidden corruption wherever it may lurk in the Valley of Life and then draw it to the surface, where the druids can destroy it with their magic. However, Shardlord cares nothing for corruption or druids—or even life itself. The only reason it helps at all is because it's bound by mystic oaths to do so. Since it sees itself as a prisoner bound to a physical form, Shardlord does its best to work around its oaths, undermine the druids' commands, and do what it can to escape.



## Sporebloom Titan

*"If you ever have a chance to watch the Sporebloom ritual—don't. It's unnatural. Disturbing. And the sounds you hear will haunt you for life. I know they have me."*

The fungal titan known as Sporebloom is composed of magic, fungus, and the essence of ten thousand Sporelings. These semi-intelligent mushroom creatures sacrifice themselves in a great ritual that fuses their bodies into the single mass that is Sporebloom. They perform the ritual in late summer, so that Sporebloom will fade with the mushrooms when the first leaves fall and return to the soil with the first snow. If Sporebloom were to be summoned in the springtime, the titan would instinctively spread millions of its spores, covering the Valley of Life in aggressive, invasive mushrooms.



## Stormbrew Titan

*"You hear that thunder? It means Stormbrew is in a fight on the far side of the mountain. You ever hear that thunder up close, you'd best hide fast and deep, or the titan will blow you away."*

Druid explorers discovered the titan Stormbrew dormant inside a mountain cave. It had been bound there by a long-vanished circle of druids so long ago that there was no record even of their existence. There was, however, a warning carved into the walls of the cave: "Beware the brewing storm! For though its heart beats pure, its nature is destruction, and it cannot be held at bay forever."

Indeed, while Stormbrew is an eager and loyal ally in the war against corruption, the titan has shown a tendency to get carried away with overwhelming attacks. Its lashing rain can cause flash floods, and its lightning strikes can inadvertently spark forest fires.

## Tidal Wave Titan

*"Oh good, the titan's shrunk down a bit. We can talk. When it's bigger than that temple over there, you're best off just staying out of its way."*

The aquatic titan known as Tidal Wave is guided by the druids who awakened it, but its true masters are the tides themselves. Tidal Wave is native to the ocean and remains deeply affected by its rhythms. As the tide rolls out, Tidal Wave's body grows larger and stronger, but its intellect dims. When the tide comes in, its strength dwindles, but its mind becomes keen and insightful. At low tide, the titan is a mighty brute the druids can barely control, but at high tide, Tidal Wave is a savvy strategist and wise counselor.





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# Card List

## 108 Advancements

### consisting of:

- 1 Avatar of the Soulless God
- 3 Battering Ram
- 3 Beastbrother Ambassador
- 3 Beastbrother Tracker
- 3 Black Sands
- 3 Blackwood Lord
- 3 Bladed Rancor
- 1 Bramble Tumbleworld
- 3 Chimera
- 3 Dawnseeker Emissary
- 3 Eboncloak Prowler
- 3 Elite Defenders
- 1 Executioner
- 3 Fairy Dance
- 3 Frostcaster Conciliator
- 3 Gaia's Avengers
- 1 Gargoyle Summoner
- 3 Life Reaper
- 1 Life Warden Legate
- 3 Livingbark Warrior
- 3 Lurcher
- 1 Magmaborn
- 3 Manastone Wyrms
- 3 Marsh Ogre
- 3 Mesmerizer Toad
- 1 Monument Park
- 3 Murkwater Stalker
- 3 Night Thief
- 3 Nighthunter
- 3 Nightvale Agent
- 3 Park Gardener
- 3 Pestilence Bringer
- 3 Radiant Plexus
- 3 Sand Shade
- 3 Scout
- 1 Shard Crafter
- 3 Suncaster Seer
- 3 Taskmaster
- 3 Tigris
- 1 Tribal Warlord
- 1 Unbound Ancient
- 1 Vale Vanguard
- 1 Warchief
- 3 Waveguard Envoy

## 36 Vale cards consisting of:

- 1 Celestial Observatory
- 1 Corrupted World Tree
- 1 Dawnseeker Temple
- 1 Daybreak Blossoms
- 1 Direfang Caves
- 1 Drowning City
- 1 Earthbound Titan Forge
- 1 Explorers' Society
- 1 Floating Fortress
- 1 Honeycomb Hives
- 1 Hunter's Hall
- 3 Icespire
- 1 Keep
- 1 Magma Titan Forge
- 1 Moonshard Field
- 1 Nightbreaker Encampment
- 1 Riverhollow, Fishing Town
- 1 Road to Dunestar
- 1 Sacrosanct Nests
- 1 Sapling Sanctuary
- 1 Shard Titan Forge
- 1 Silent Temple
- 1 Silverpine Falls
- 1 Spectral Forest
- 1 Three Sisters
- 1 Tidal Wave Titan Forge
- 1 Tranquil Rivulet
- 1 Traphorn Willow
- 2 Truffta's Realm
- 1 Twin Oracles
- 1 Underwood Refuge
- 1 Watchtower
- 1 Whirling Dunes

## 8 Leader cards consisting of:

- 1 Hailburst Titan
- 1 Magmaborn Titan
- 1 Manablood Titan
- 1 Oakenstride Titan
- 1 Shardlord Titan
- 1 Sporebloom Titan
- 1 Stormbrew Titan
- 1 Tidal Wave Titan

## 13 Nemesis cards

### consisting of:

- 1 Abomination
- 1 Blight Troll
- 1 Blighted Dragon
- 1 Brood Queen
- 1 Corrupted Centaur
- 1 Curseborn Dryad
- 1 Fallen Druid
- 1 Plague Scarabs
- 1 Scourge Satyr
- 1 Soulbane
- 1 Tormented Berserker
- 1 Watcher in the Wood
- 1 Wicker Construct



# 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:


- 1 player: 12 advancements
- 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 decks.


### 3. Vale Cards

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

### 4. Set Up VP Tokens

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


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

Place the  tokens in a separate pool that is available to all players.

### 5. Set Up 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. 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), and 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  , gain  , buy up to 2 vale cards, and buy up to 2 advancements. **All of this can be done in any order.**

### 3) Discard Phase

Sleeve each advancement you bought (if any), and 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).