

JOHN D CLAIR

MYSTIC VALE™



TWILIGHT GARDEN
EXPANSION

Card
Crafting
System

A CARD CRAFTING GAME OF NATURE'S POWER



Twilight Garden

An expansion for *Mystic Vale*, by John D Clair
For 2 to 4 players, ages 14 and up

Components

Your game of *Twilight Garden* should include the following. If it does not, contact customerservice@alderac.com for assistance.

- 96 Advancements consisting of:
 - 36 Level 1
 - 33 Level 2
 - 27 Level 3
- 36 Vale cards consisting of:
 - 19 Level 1
 - 17 Level 2
- 8 Leader cards
- 37 1-point curse tokens
- 10 5-point curse tokens
- Rulebook

Setup


The new advancements and vales in *Twilight Garden* can be used as an expansion or as a replacement base game, as described below. Setup rules for the new leader cards are explained on page 4.

Expansion

Simply shuffle the new advancements and vale cards into their corresponding decks. 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 vales in *Twilight Garden* 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 *Twilight Garden* to play will entirely new cards. Setup follows standard rules for the base game.

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

Eclipse Symbol

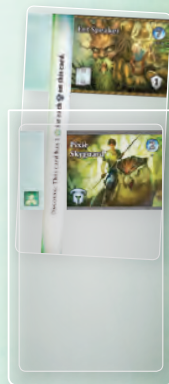
Eclipse advancements feature an eclipse symbol, represented by a card overlaying another card.



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.

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.


Negative VP



Some cards and amulets have a (negative VP) symbol, which is indicated by a red crystal with a  -1 (negative VP) symbol, which is indicated by a red crystal with a negative number. These cards **subtract** from your total points at the end of the game, otherwise they have no effect during 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 skip your Harvest Phase because you have Spoiled, you do not gain  from the cards in your field.






Important: You do not gain  from red negative VP symbols on the right side of cards.

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 run out, use alternative counters like coins or beads; there is no limit to the number of  tokens that may be used in the game.

Example Final Scoring

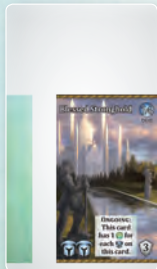
In this example, the player scores the following at the end of the game:

- 18 VP from accumulated  tokens.
- 8 VP from  on advancements.
- 11 VP from  on vale cards.
- -7 VP from  on advancements and vales.
- -6 VP from accumulated  tokens.

The player scores a total of 24 points (18+8+11-7-6=24).



Legendary Advancements



Legendary advancements use multiple slots instead of just a top, middle, or bottom slot. Otherwise, sleeving a legendary advancement follows all of the standard rules:

You may not sleeve the advancement if it will cover another advancement already

on the card (including advancements on starting cards).

- 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.

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

Note: Each Legendary advancement also has two single slot advancements associated with it. These advancements have only one copy instead of a full set for each of the top, middle, and bottom slots.

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



Upgrade Cost

Title

Ability

Victory Points
(during end of game)

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, 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 facedown, 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 an advancement for abilities and effects. They are still considered to be 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).



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.

Card

Clarifications

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

Advancements

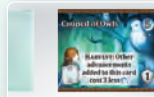
Astromancer




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. 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. You do not need to reveal the card that you look at to your opponents. If you do not have any cards in your deck, shuffle your discard pile to create a new deck before resolving.

Council of Owls

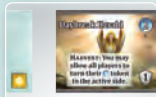


During your Harvest Phase (when you buy advancements), if Council of Owls is on a card in your field and that card has

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 Council of Owls. The new advancement must be able to fit an open slot on the card. If you do, that advancement costs 3 less  to buy (to a minimum of zero). During your Discard Phase you must sleeve it on this card. Note that during the turn you buy and sleeve Council of Owls its effect is not active and should be ignored.

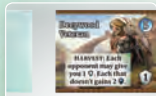
If you cover up Council of Owls as an Eclipse advancement you cannot use this ability during future turns.

Daybreak Herald



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 not to use it. All players (including yourself) whose token is on the used (gray) side may turn the token over to the active (blue) side. You may not choose to let only some players do this and not others. Note, like all Harvest effects, you may resolve this at any time during your Harvest Phase, so for example, you could spend your token before you use the ability; allowing you to gain a , then use the Daybreak Herald to turn your token to the active side, then spend it again to gain another .

Deepwood Veteran



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. Each opponent may either give you one of their or they gain 2 . If an opponent does not have any , then they must take the 2 .

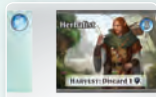
Griffin Rider



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. You may buy another vale this turn in addition to your normal buy limit.

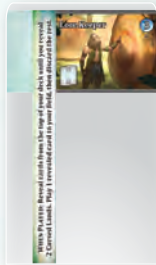
You may also give one level 2 vale you own to an opponent and then claim up to two of their level 1 vales. Any “When Bought” effects on the exchanged vales do not trigger. The claimed vales do not count towards your buy limit that turn.

Herbalist



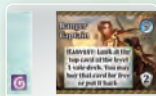
This is a “Harvest” ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. If you have 1 or more , you may discard one and return it to the pool. You can only discard your own , you cannot choose to discard an opponent's .

Lore Keeper



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. Reveal cards, one at a time, from the top of your deck until you have revealed 2 Cursed Lands (all revealed cards can be seen by all players). If you do not have enough cards in your deck, shuffle your discard pile to create a new deck, then continue. If you still do not have enough cards, then you simply reveal all the cards in your deck, then continue. Choose any one of the cards this ability has revealed and place it into you field. Then put the rest of the revealed cards into your discard pile. The effect is now complete, so you turn over a new on-deck card. It is possible at this point you have Spoiled, in which case, proceed with Spoiling as normal.

Ranger Captain



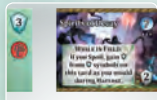
This is a “Harvest” ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. Look at the top card of the level 1 vale deck (you do not have to reveal it to other players). You may “buy” that card for free, regardless of what it costs. 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.

Snapjaw



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. Look at the top card of the level 3 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 3 deck.

Spirits of Decay



This is a “While in Field” effect, meaning it is active while this card is in your field. If you Spoil, before proceeding to the Discard Phase, this effect resolves. You gain equal to the symbols on this card. Note that this only counts symbols, not text effects. For example, if this card also had a Wind Chaser on it, if you Spoil and activate this effect, you would only gain the 3 for the Spirits of Decay, and would ignore the text effect on Wind Chaser.

Truesight Archer



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. For each on this card, look at that many cards from the top of your deck. You may discard any of these cards and put the others back on top of your deck in any order. You do not need to reveal the cards that you looked at to your opponents. If you do not have enough cards in your deck, shuffle your discard pile to create a new deck, then continue. If you still do not have enough cards, then you simply reveal all the cards in your deck, then continue. When you are done, turn over a new on-deck card and proceed with your Planting Phase.

Witches of Deephollow



If Witches of Deephollow is in your field and you Spoil, then you immediately gain 1 per card less than 9 cards in your field and take another turn after completing your current turn.

For example, if you have 4 cards in your field, you gain 5. If you instead have 5

cards in your field, you gain 4. Finally, if you 9 or more cards in your field, you gain 0. In all cases, you still get to take another turn immediately after. 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 your Planting Phase.

This ability works best when it is in a field with few cards so try to combine it with other advancements that have such as Cursed Lands.

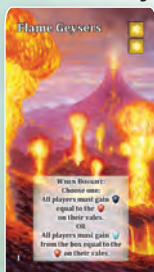
Vale Clarifications

Echoing Waterfalls



Any time an opponent Spoils you may choose to discard your on-deck card and reveal a new on-deck card. This effect does not trigger when you Spoil. Note that if the new on-deck card you reveal were to cause you to Spoil, you Spoil immediately at the start of your next Planting Phase.

Flame Geysers



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. Choose to either have all player gain ♠ equal to the ♠ on their vales, or have all players gain ♣ from the game box (do not take this ♣ from the pool of ♣ set as the game clock at the start of the game) equal to the ♠ on their vales. Whichever choice you make, all players must do that, including yourself. You may not choose to have only some players gain ♣ while other players gain ♠.

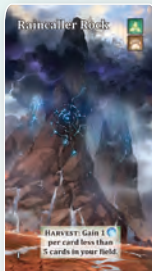
Frostmarch Glacier



This is a “Harvest” ability, meaning you cannot resolve this ability if you Spoil. Gain ♠ ♣ equal to the difference between 6 and the number of cards in your field. For example, if you have 2 cards in your field, you gain 4 ♠ ♣. If you instead have 4 cards in your field, you gain 2 ♠ ♣.

Finally, if you have 6 or more cards in your field, you gain 0 ♠ ♣. This ability works best when it is in a field with few cards.

Raincaller Rock



This is a “Harvest” ability, meaning you cannot resolve this ability if you Spoil. Gain ♠ ♣ equal to the difference between 5 and the number of cards in your field.

For example, if you have 2 cards in your field, you gain 3 ♠ ♣. If you instead have 3 cards in your field, you gain

2 ♠ ♣. Finally, if you have 5 or more cards in your field, you gain 0 ♠ ♣. This ability works best when it is in a field with few cards.

Rockspine Zenith



This is a “Harvest” ability, meaning you cannot resolve this ability if you Spoil. You may choose any one advancement in the commons (including Fertile Soils) with a cost no less than 1 ♠ and no more than 14 ♠, and buy it for free. This means you will

sleeve the bought advancement onto a card in your field during your Discard Phase along with any other advancements you bought.

Any “When Bought” effects on this claimed advancement also trigger. Buying an advancement for free does **not** count towards your buy limit that turn.

Rotted Weald

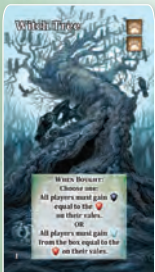


This is a "Harvest" ability, meaning you cannot resolve this ability if you Spoil. This is an optional ability and you may choose not to use it. Take the bottom card of your deck and place it at the end (rightmost card) of your field. You may use any effects on that card that would help during the Harvest

Phase. 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", so no "When Played" effects trigger.

If you do not have any cards 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 take the bottom card. Your on-deck card never counts the bottom card of your deck.

Witch Tree

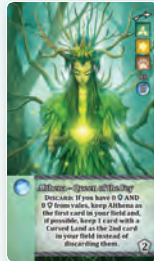


This is a "When Bought" effect, meaning it triggers the moment the card is bought and then can be ignored for the rest of the game. Choose to either have all player gain equal to the on their vales, or have all players gain from the game box (do not take this from the pool of

set as the game clock at the start of the game) equal to the on their vales. Whichever choice you make, all players must do that, including yourself. You may not choose to have only some players gain while other players gain .

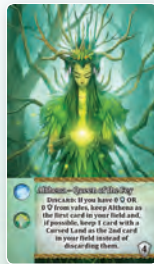
Leader Clarifications

Althena - Queen of the Fey (starting side)



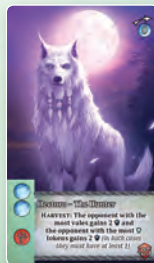
This is a "Discard" ability, meaning it triggers during your Discard Phase. It is not optional. If you have 0 or fewer positive points from tokens (- plus is less than or equal to 0) and the same is true for end game points on your vale cards, then this ability resolves. Otherwise, ignore this ability and proceed with your Discard Phase as normal. If the ability resolves, Althena stays in your field for your next turn. Moreover, you must choose one other card in your field that has a Cursed Land on it, if possible, and also leave that card in your field for your next turn. If you have no Cursed Lands in your field, then you simply keep Althena and no other card.

Althena - Queen of the Fey (upgraded side)



This is the same ability as Althena's starting side, however, in order for the ability to resolve, only one of the conditions must be met. So as long as either your tokens OR your on your vale cards are 0 or less, you resolve the ability.

Hectoro - The Hunter (starting side)



This is a "Harvest" ability, meaning it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. The opponent (or opponents in the case of a tie) with the most vale cards gains 2 . Also, the opponent (or

opponents in the case of a tie) with the most ♠ gains 2 ♠. The same player can take ♠ for both vales and ♠. Note that the player who takes these ♠ is the player with the most net ♠. Meaning if player A has 5 ♠ and 5 ♠, and player B has just 2 ♠, then player B would be the one getting the 2 ♠.

Hectoro - The Hunter (upgraded side)



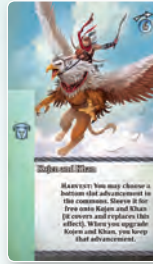
This is a “When Played” ability, meaning it resolves when it goes from being your on-deck card to being placed into your field. It resolves before you turn over your next on-deck card. If it is your Prep or Planting Phase, that phase immediately ends.

You cannot push any further that turn, moreover, you cannot Spoil either. Next, before revealing a new on-deck card, place the top 7 cards of your deck one at a time into your field. Moreover, this card is not being “played”, it is being “placed”, so no “When Played” effects trigger. Then reveal an on-deck card (again, you cannot Spoil, even if you have 4 or more ♠). If you do not have enough cards in your deck, shuffle your discard pile to create a new deck, then continue. If you still do not have enough cards, then you simply place all the cards in your deck, then continue.

If Hectoro is played during your Prep Phase, your turn immediately ends, and when your next turn begins you start with your Harvest Phase instead of your Planting Phase. If Hectoro is played during your Planting Phase, simply proceed to your Harvest Phase.

During your Discard Phase, Hectoro must be turned over back to his starting side. It is not optional.

Kojen and Khan (both sides)



This is a “Harvest” ability, meaning it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. This is an optional ability and you may choose not to use it in order to wait for a future turn. When you use this ability, choose any 1 bottom slot advancement (regardless

of cost) and sleeve it onto Kojen and Khan. This advancement should cover and replace this Harvest effect, as you would when you sleeve over an Eclipse advancement. 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. The advancement you sleeve may have a long-use ability, but it must also fill the bottom slot (like several of the level 3 advancements do in this release). If the advancement you sleeve has an Eclipse symbol, it cannot be covered by another advancement.

Note: When you upgrade Kojen and Khan, you keep the advancement you put at the bottom of the card, if any.

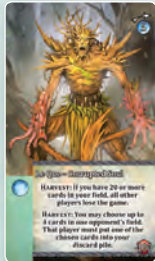
Kojen and Khan (upgraded side)



The upgraded side of Kojen and Khan has the same effect as the starting side, but in both the middle and the bottom slots. If you already placed an advancement on Kojen and Khan's bottom slot, simply keep it sleeved onto the upgraded side, covering this ability.

If both the middle and bottom slots have not yet been replaced, you may use both abilities on the same turn, or just one, or neither.

Le Que - Corrupted Soul (starting side)



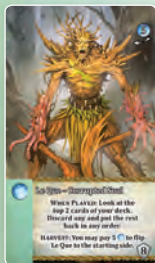
Le Que has two Harvest effects. These are "Harvest" abilities, meaning they resolves during your Harvest Phase. You cannot resolve these abilities if you Spoil.

The first ability means that when you resolve it, if you have 20 or more cards in your field, you win the game. Victory

points do not matter (though you can record them if you want to for posterity), you simply immediately end the game and you win.

The second ability is optional and you may choose not to use it. If you use the ability, choose up to 4 cards in any one opponent's field (if that player has less than 4 cards, you may simply choose all of those cards instead). That player must then choose 1 of their cards that you chose and place it on top of your discard pile, meaning that card is now part of your deck and functions just like all the other cards in your deck. Since that card will have a different color on the back, you are not allowed to use that to your advantage while shuffling your deck, so look away from your deck for the last couple of shuffles or allow another player to cut your deck after shuffling.

Le Que - Corrupted Soul (upgraded side)



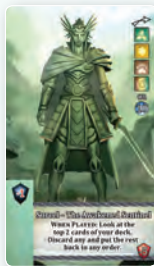
Le Que's When Played ability allows you to look at the top two face down cards of your deck (your on-deck card is not considered part of your deck so it is not one of the two cards).

You may put either or both of those two cards into your discard pile. Any remaining cards should be put back, face

down, in any order you choose.

Le Que's Harvest ability is optional and you may choose not to use it. You may pay 5 to turn the card over back to the starting side. If you have 20 or more cards in your field after turning the card over, you immediately win the game! Note that Le Que is worth -100 points. If you don't think you will be able to win by getting 20 cards into your field, you may want to upgrade the card so that you don't have a really low score.

Sorcel - The Awakened Sentinel (both sides)



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.

Look at the top two (or five if upgraded) face down cards of your deck (your on-deck card is not considered part of your

deck so it is not one of the two cards). You may put any of these cards into your discard pile. Any remaining cards should be put back, face down, in any order you choose. You do not need to reveal the cards that you looked at to your opponents. If you do not have enough cards in your deck, shuffle your discard pile to create a new deck, then continue. If you still do not have enough cards, then you simply reveal all the cards in your deck, then continue. When you are done, turn over a new on-deck card and proceed with your Planting Phase.

Leader Lore

As the battle for the vale rages and spreads, new allies arise. While some are stalwart in their duties, others are more nuanced in their efforts and approach. All know the cost of failure and won't entertain such thoughts for a moment. The battle will be fought. The battle will be won...no matter the cost.



Althena — Queen of the Fey

When Althena's mother fell in a recent encounter with the curse, it was clear that the fey could not stay removed from current events any longer. Sullenly, she took her mother's throne and crown, and reached out to the Lifewardens. Sharing a common ideology on the defense of plants and nature, Althena and her people formed a tenuous alliance with these druids. She pledged her aid in stopping the curse from taking any more plant life, leaving any further threats for others. She and her people have little interest in saving menfolk, whom many fey see as the curse's original root.

Boeglebee — The Dreamer

Boeglebee is old—older than many of the ancient trees. Legends say that he was present at the dawn of creation. No lore keeper can say whether Boeglebee is mortal or a divinity, only that he is a great herbalist and healer with the ability to see the future. His visions occur when he hibernates, which can last for many years. It was during his most recent slumber that he beheld a terrible vision of the world overrun with the curse. Ever since he's sought means of stopping the threat, teaming with various factions and forces, sharing his ancient wisdom and skills, so that what he dreamt never manifests in the waking world.



Hectoro — The Hunter

Hectoro was content living out his days with his pack and the life they made in the forest. That life was quickly cut short when his pack crossed paths with the corrupted Le Que. The enraged former druid slaughtered every dire wolf, leaving Hectoro for dead. Another druid eventually came upon him, healed his wounds, and told him Le Que's sad story. Shortly after, Hectoro found his new calling—fighting the corruption that had taken all he'd known and loved. He eventually found a new pack with the people committed to the same fight. He remains alert for news of Le Que, hopeful he can stop him from causing any further harm.



Kojen and Khan

Inspired by the stories of Silverwing, a young griffin named Kojen took to the sky in defense of his own land and tribe. Though he had a willing heart, he was still young and unskilled in combat. This almost killed him when coming to the aid of a barbarian warrior named Khan. The human was besieged by a pack of corrupted wolves who gravely wounded Kojen shortly after his arrival. Only by working together could Kojen and Khan rout their attackers. Seeing that they made a good team and each had a renewed hatred for the curse, they joined forces and now patrol the forests, pushing back any further incursions.





Le Que - The Corrupted Soul

Le Que once fought against the curse with all of his heart, serving as an inspiration for what others might achieve, but in the end it wasn't enough. Corruption wormed through his veins, uprooting his former strength and resolve. Yet the more he warred for his freedom, the greater his enslavement grew. Now at the point of near total corruption, he spends whole days in a violent rage, slaying and corrupting all who cross his path. His brief moments of lucidity are heavy with sorrow and regret, which further weaken him to the curse and even longer bouts of dark destruction.

Sorcel — The Awakened Sentinel

Sorcel was created to be something incorruptible by the curse. The massive stone sentinel was given life with an incredible amount of mana, and charged with protecting the forest from harm. For a time her creators delighted in her success. She did indeed war against the curse and other threats without any taint of corruption. But the curse was crafty and found another way to profane this stalwart sentinel. When first awakened, some of her creators' latent fears were transfer into her. The curse tapped into these and twisted her understanding of her duty. Soon she saw all entering the forest as an enemy in need of harsh retribution. Some fear that she will soon turn on the forest itself, thus totally corrupting her previous mandate.



Truffta — Mushroom King

Truffta is the jovial, diminutive ruler of the Shroom, a people who have long kept to their own affairs and ways for generations. But their way of life was upended when the threat of the curse began affecting his people. In short order he found himself teamed with druids, wizards, and others fighting back the threat. But unlike them, Truffta's commitment to the fight only extends until the threat is pushed far enough away from his own people and domain. This is seen as a half-hearted effort by his allies, making some leery of just how much they can trust him and wonder if he might be advancing some other agenda instead.



Wayalieh — The Purifier

Wayalieh could never accept that all life eventually decayed and died. She would rather have nature stay vibrant and healthy. When the curse infiltrated her world, her ensuing anger wasn't a surprise to any. Using what she had learned as a druid, she fought back and won against the terrible corruption, purifying the formerly blighted pockets of earth. But this was not enough, for the corruption could return despite constant vigilance. She desired a way to improve nature and all life—to purify it from any touch of decay and death that she was convinced the curse was tapping into. Her more radical ideas and efforts have gotten her ostracized from many circles and clans, but she perseveres in her quest to purify all she can and thus finally end the curse's threat for good.



Card List

- **96 Advancements consisting of:**

- 3 Astromancer
- 3 Blackwood Ent
- 1 Blessed Knight
- 1 Blessed Stronghold
- 3 Council of Owls
- 3 Daybreak Herald
- 1 Deephollow Border Town
- 3 Deepwood Veteran
- 1 Deputy Peacekeeper
- 1 Druid Preceptor
- 3 Early Sunrise
- 3 Ent Beetender
- 3 Ent Speaker
- 3 Fallen Wizard
- 3 Forest Mender
- 3 Forest Wurm
- 3 Gossamer Brood
- 1 Griffin Rider
- 1 Guildmark University
- 3 Havenglade Chancellor
- 3 Herbalist
- 3 Highland Avenger
- 3 Hippogriff
- 3 Leaf Weaver
- 3 Lore Keeper
- 3 Menhir Circle
- 3 Oakhoof Leviathan
- 3 Pixie Skyguard
- 3 Protective Ward
- 1 Ranger Captain
- 1 Sacrificial Altar
- 1 Savant
- 3 Sepulcher of Elders
- 3 Snapjaw
- 1 Spirits of Decay
- 3 The Crone
- 3 Truesight Archer
- 3 Wayfarer
- 3 Wind Chaser
- 1 Witches of Deephollow

- **36 Vale cards consisting of:**

- 1 Cindermaid
- 1 Coilvine Coulee
- 1 Corrupted Seerstone
- 1 Crystal Tree
- 1 Defiled Ley Line
- 1 Echoing Waterfalls
- 1 Eye of Gaia
- 2 Fairhollow Academy
- 1 Festering Brood
- 1 Flame Geysers
- 1 Frostmarch Glacier
- 1 Heartstone Oasis
- 2 Millhollow Farm Town
- 1 Mistveil Sanctum
- 1 Moonrise Lake
- 1 Nexus Canyon
- 1 Obsidian Obelisk
- 1 Purifying Spring
- 1 Raincaller Rock
- 2 Rangers' Outpost
- 1 Rockspine Zenith
- 1 Rotted Weald
- 1 Sentinel Stones
- 1 Seraph Steeple
- 1 Solar Mirror
- 1 Spore Geyser
- 1 Tree Hollow
- 1 Wailing Caverns
- 1 Whitewater Whirlpool
- 1 Windsong Spires
- 1 Windspeaker Plateau
- 1 Witch Tree
- 1 Witchwand Wood

- **8 Leader cards consisting of:**

- 1 Althena
- 1 Boeglebee
- 1 Hectoer
- 1 Kojen and Khan
- 1 Le Que
- 1 Sorcel
- 1 Truffta
- 1 Wayalieh

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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 

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

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.

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  , 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), 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).