

JOHN D CLAIR

MYSTIC VALE™



MANA STORM EXPANSION

A CARD CRAFTING GAME OF NATURE'S POWER

Card
Crafting
System



Mana Storm

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

Components

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

- 48 Advancements consisting of:
 - 21 Level 1
 - 15 Level 2
 - 12 Level 3
- 18 Vale cards consisting of:
 - 10 Level 1
 - 8 Level 2
- 8 Leader cards
- 8 Amulets
- Rulebook

Expansion Setup

Simply shuffle the new advancements and vale cards into their corresponding decks. Then follow the standard setup rules for the base game.

An additional "Setup Leaders & Amulets" step is added to the base game setup, after the "Determine Starting Player" step is finished. Setup rules for the new leader cards and amulets are explained on page 4.

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 a non-eclipse 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  **-1** (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.

Example Final Scoring

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

- 16 VP from accumulated  tokens.
- 5 VP from  on advancements.
- 6 VP from  on vale cards.
- -4 VP from  on advancements and amulet.

The player scores a total of 23 points (16+5+6-4=23).



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



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 symbol 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 symbol 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).



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, 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.

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.

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 .

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.

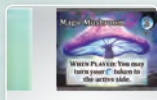
The maximum you can have is 8 (or 7 if you are playing with leaders) since you began the game with 8 (or 7) and you cannot gain new blank cards.

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 .

Magic Mushroom

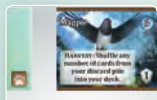


This is a “When Played” ability, meaning it resolves when it goes from being your on-deck card to being placed into your

field. If you  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.

Maggie

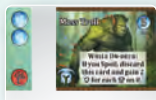


This is a “Harvest” ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this




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.

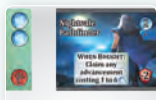
Moss Troll



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.

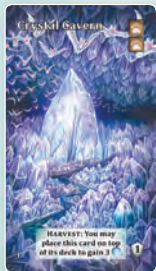
You may choose any other advancement in the commons (including Fertile Soils) with a cost no less than 1  and no more than 6 , and “claim” it as if bought. This means you will sleeve it onto a card in your field during your Discard Phase along with any advancements you bought.

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



Vales

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.

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.

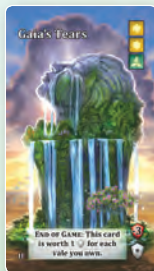
Frostcrown Crest



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

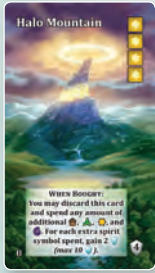


This is an “End of Game” ability, meaning it only matters when counting total points at the end of the game.

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.

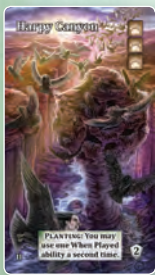
This is an optional ability and you may choose to not resolve it. When bought, if you choose to resolve the ability, spend up to 5 additional spirit symbols

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.

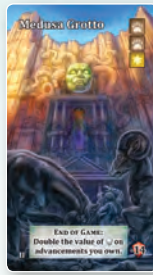
Harpy Canyon



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.

Medusa Grotto



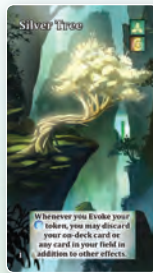
This is an “End of Game” ability, meaning it only matters when counting total points at the end of the game.

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.

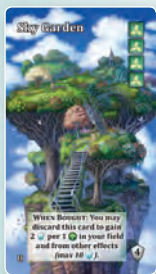
Silver Tree



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.

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 ⚡.

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.



Leader Clarifications

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)



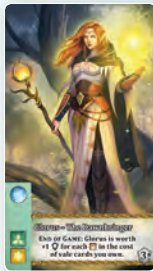
This is a "When Played" ability, meaning it resolves when it goes from being your on-deck card to being placed into your field.

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.

Glorus – The Dawnbringer (upgraded side)

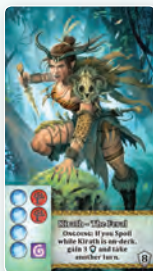


This is an "End of Game" ability, meaning it only matters when counting total points at the end of the game.

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.

Kirath – The Feral (upgraded side)

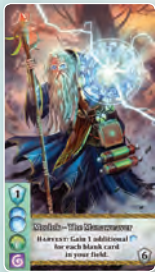


This is a "While On-Deck" ability, meaning it can only resolve while it is your on-deck card. If Kirath is in your field, its ability has no effect.

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.

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.

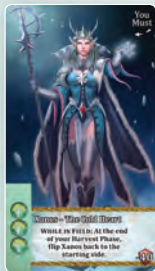
Select any advancements that have been placed into the separate pile called Barkarb’s Workshop, and sleeve them onto any one card in your field.

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)

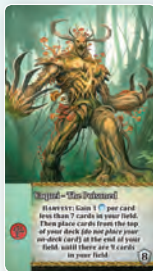


This is a "Harvest" ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil.

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.




Amulet Clarifications


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.

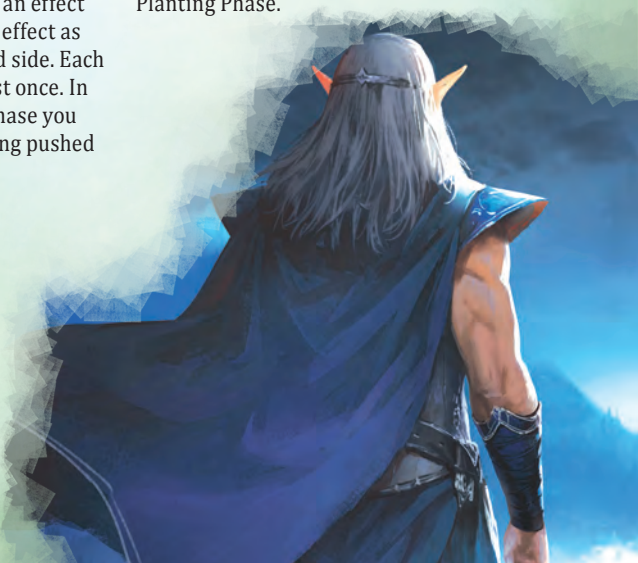
Choose any one card in your field and place it face down at the bottom of your deck. If you have no cards left in your deck, you may still complete this ability—the chosen card is placed under your on-deck card and becomes the only card in your deck.

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 you 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 used 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.

Leader Lore

As the struggle to restore the Valley of Life intensifies, the ranks of those combating the curse continues to swell. And it's not just druids who have heeded the call to arms. Other creatures and people have joined the fight, eager for a day when all are free from the accursed blight.



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.

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.



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.



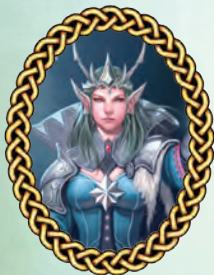


Old Bakarb – The Crafter

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.



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.



Card List

- 48 Advancements consisting of:
 - 3 Argent Owl
 - 3 Dawnfire Dragon
 - 3 Ent Guard
 - 3 Frostbane
 - 3 Gaia's Kin
 - 3 Harbinger of Seasons
 - 3 Ley Line Augur
 - 3 Magic Mushroom
 - 3 Maggie
 - 3 Mist Sylphs
 - 3 Moss Troll
 - 3 Nightvale Custodians
 - 3 Nightvale Emissary
 - 3 Nightvale Pathfinder
 - 3 Pridelord
 - 3 Vale Bearer
- 18 Vale cards consisting of:
 - 1 Ancestral Lorestones
 - 1 Borderwatch Bog
 - 1 Crystal Cavern
 - 1 Frostcrown Crest
 - 1 Gaia's Tears
 - 1 Hallowed Ground
 - 1 Halo Mountain
 - 1 Harpy Canyon
 - 1 Heavenlight Portal
 - 1 Howling Peak
 - 1 Medusa Grotto
 - 1 Silver Tree
 - 1 Sky Garden
 - 1 Split Rock
 - 1 Sundial Savanna
 - 1 Sunshard Beacon
 - 1 Sunweaver Copse
 - 1 Tanglevine Labyrinth
- 8 Leader cards consisting of:
 - 1 Algeni
 - 1 Glorus
 - 1 Kirath
 - 1 Morlok
 - 1 Old Bakarb
 - 1 Silverwing
 - 1 Xanos
 - 1 Yaquei
- 8 Amulets consisting of:
 - 1 Darksoul Ember
 - 1 Deepriver Crystal
 - 1 Moon Stone
 - 1 Rootwood Charm
 - 1 Summoner Stone
 - 1 Sun Blessing
 - 1 Twilight Shard
 - 1 Wildfire Ember

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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 

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!

