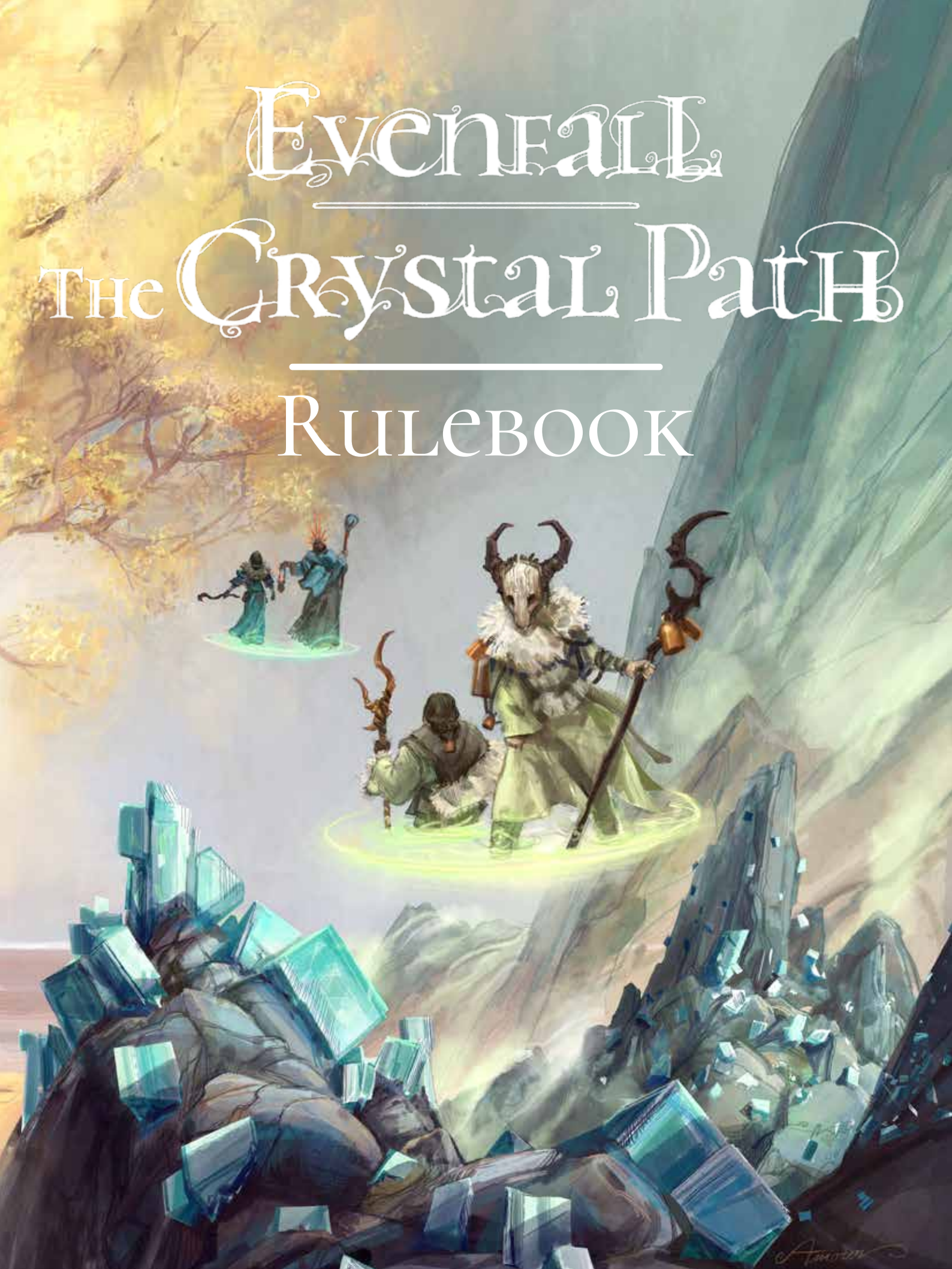


Evenfall

The Crystal Path

RULEBOOK





1 Victory Point and Mana Track



1 Crystal Path



22 Places of Power



30 Rituals



24 Specialists
/Council
Members



6 Powerstones



2 Clan Boards:
The Horn
The Wave



4 Clan Token



2 Starting
Places



9 Battle Bonus Tiles



4 Player Aids



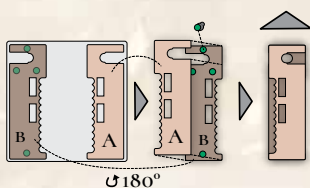
8 Witches



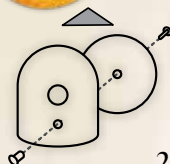
2 Mana Dials



8 Elders



180°



2



8 Markers

4 Victory Point Tiles



2 Clan Tiles
(double sided)



4 Cats



34 Catalysts: Crystals

The content of this expansion offers you several possibilities to expand the base game of Evenfall. The following elements can be directly integrated into the base game in any combination. These elements do not require any additional rules explanation:



Battle Bonus Tiles: Each Battle Bonus Tile is associated with a specific Region (see the back of the tile) and is marked with a or symbol. Shuffle all tiles with the Symbol and flip one at random for each Region, thus covering the Battle Bonuses printed on the Region Board. These tiles remain on the Region Boards for the entire game.

Battle Bonus Tiles with the symbol can only be used when playing with the Crystal Path.

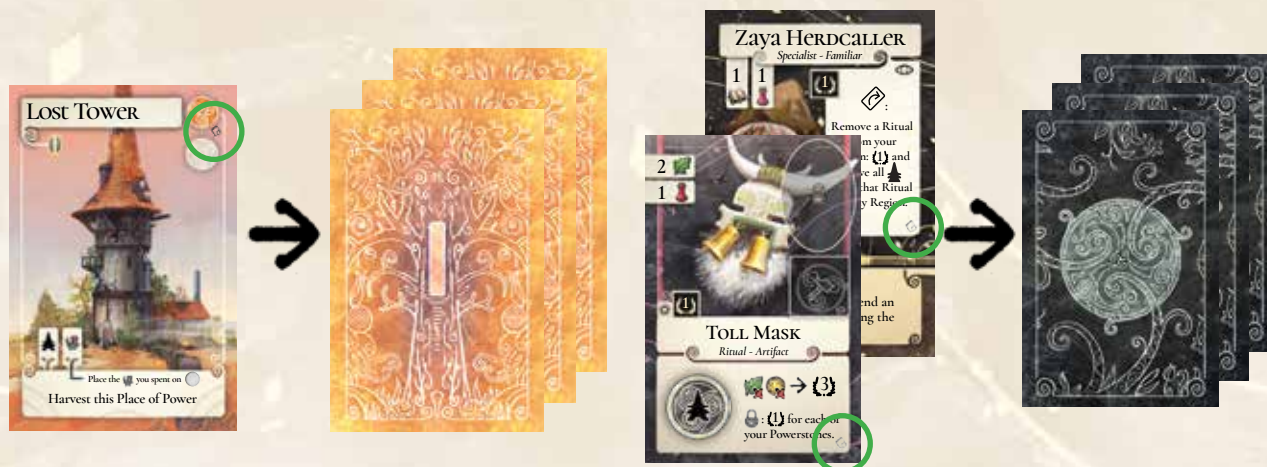
Victory Point and Mana Track: Instead of the Victory Point and Mana Track from the base game you can use the new track from this expansion. Each player places a Marker on space 0 of the Victory Point Track (0 to 49) and another Marker on space 0 of the Mana Track (0 to 20). The remaining Marker is only used when playing with the Crystal Path. If you are not playing with the Crystal Path, return the fourth Marker to the box. Place all eight Victory Point Tiles on the field below the round overview. Use the Round Marker from the base game.



Additionally to the Clans of the base game, you can play the Clans **The Wave** and **The Horn** using the corresponding game components from this expansion. You can find an explanation of the Moon Side abilities of the new Clans on page 4.



Places of Power, Rituals and Specialists: All cards from this expansion are marked with either or . Cards marked with can simply be shuffled in the corresponding decks during setup, regardless of whether you are playing with the Crystal Path or not. You can find an explanation of the new card effects on page 10. Cards marked with can be shuffled in the corresponding decks only if you are playing with the Crystal Path (see «The Crystal Path» on page 6).





MOON SIDE: THE WAVE AND THE HORN



«The Wave» or «The Horn» Clans can be played with the sun or the moon side both with the base game or with the Crystal Path. The sun side is identical to the Clans from the base game. When playing with the moon side, these Clans have the following unique rules and asymmetrical abilities.

THE WAVE - DIFFICULTY LEVEL: MEDIUM



- (1) During the Scout Phase, draw five cards from the Main Deck and gain two Knowledge, one Herb and two Mana.
- (2) When activating your Clan Token, harvest all Places of Power in your Outer Circle, then you may perform a Transfer (Transfers are always optional).
- (3) As a Free Action, you may spend one Herb to replace the Immediate Effect symbol of a Ritual with an Action Space. You may then activate the effect of that Ritual by placing a Witch or an Elder (following standard rules) on its Immediate Effect symbol as if it were an Action Space. The effect of the Ritual is not considered an Immediate Effect for this turn.
- (4) The Coven Track is different from the one of the sun side. It grants you only cards, Mana and victory points.
- (5) The cost of your Council Members is identical to the sun side.
- (6) Your Starting Place has no Binding Bonus but contains information regarding setup. Before the first round, draw cards from the Main Deck until you draw three Rituals with an Immediate Effect and different names. Keep these Rituals in your hand and shuffle the remaining cards back in the Main Deck.

THE HORN - DIFFICULTY LEVEL: HIGH



- (1) During the Scout Phase, draw **seven** cards from the Main Deck and gain **two** Knowledge.
- (2) When activating your **Clan Token**, harvest all **Places of Power** in your Outer Circle and gain **one Mana** for **each Specialist** in your Coven, including the Throne Demon – see below.
- (3) During setup, place the Throne Demon as a Specialist and a Misty Castle with Binding Bonus in your Coven as depicted. Each time you play a Specialist, you may attach the **Throne Demon** to it. If a Specialist is already attached, you may replace it. The **Throne Demon** gains the ability of the attached **Specialist**. This means, for example, if that Specialist would allow you to draw a card each time you advance on the Coven Track, the Throne Demon would allow you to draw a second card. If the Specialist has an Exhaust ability, you may exhaust the Throne Demon for the same ability also on a subsequent turn. In this case, turn the Throne Demon by 90 degrees to show that you activated it.
During Round End, remove the **Specialist** attached to the Throne Demon and gain **two** victory points, one **Herb** and one **Potion**. Put the removed Specialist back in the box.
- (4) On the **Coven Track** you can find a **horn** symbol. Each time you reach a step with this symbol, you may **attach** the Throne Demon to a different **Specialist**. If the Throne Demon is exhausted, ready it.
- (5) The cost of your **Council Members** is identical to the **sun** side.



THE CRYSTAL PATH



When playing with The Crystal Path, follow the setup instructions of the base game, then follow these additional setup steps.

ADDITIONAL SETUP FOR A GAME WITH THE CRYSTAL PATH

1

Take the **Victory Point** and **Mana Track** from this expansion as well as the **Crystal Path** and place them above the Region boards. Each player places a **Marker** of their player color:

- on space 0 of the Victory Point track.
- on space 0 of the Mana Track.
- on the left of the Crystal Path.

Place the **Round Marker** on the 1 first space of the Round Track.

Place all eight **Victory Point Tiles** below the Round Track.



2

For each player, take a **Cat** and a random **Powerstone**. Place the Cats on the second reward space and the Powerstones on the third reward space of the Crystal Path.



3

Shuffle all cards with the and in the corresponding decks (Rituals and Specialists in the Main Deck, Places of Power in the Deck of Places).

Draw 4 cards from the Main Deck and place them face up below the Crystal Path.



4

Place the **Crystals** near the other Catalysts in the general supply.

5

Replace the **Player Aids** from the base game with the **Player Aids** from this expansion.



6

Shuffle all **Battle Bonus Tiles** face down. For each Region, choose a matching **Battle Bonus Tile** (see the back of the tiles) at random and place it face up covering the printed **Battle Bonuses**. These tiles remain on the Region Boards for the entire game.





RULES FOR GAMES WITH THE CRYSTAL PATH



As in the base game, the game is over after three rounds and each round is divided into Scout Phase, Action Phase, Battle Phase and Round End. During the Action Phase, players have three new actions available (see also the Player Aids):

- I Play a card from the Crystal Path
- II Build a Crystal
- III Ascend up the Crystal Path

I PLAY A CARD FROM THE CRYSTAL PATH

As an action on your turn, you may play a card from the Crystal Path. To do so, pay the resources indicated in its cost to the general supply and place the card in the corresponding area of your Coven, following the rules of the base game. However, depending on the position of your Marker on the Crystal Path, you may have to pay additional resources. At the beginning of the game, your Marker starts to the left of the Crystal Path. If you want to play the first card (from the left), you must pay one additional resource of your choice. If you wish to play the second card on the Crystal Path, you must pay two additional resources and so on. Cards from the Crystal Path may be played as Rituals, Specialists or Council Members.

As you ascend up the Crystal Path during the game (see Ascend up the Crystal Path), you may play the cards below your current step and from the steps to its left without any additional cost. The additional costs therefore, must only be paid for cards that are further along the Crystal Path compared to the position of your Marker.

After playing a card from the Crystal Path, slide all remaining cards to the left, then draw a new card from the Main Deck and place it face up in the resulting empty space on the right. Therefore, at the end of your turn, all the spaces of the display below the Crystal Path must be filled.



Example: Catalina plays the second card from the Crystal Path. The card costs two Herbs and two Potions. Since her Marker is still to the left of the Crystal Path, she must pay two additional resources of her choice. She chooses to spend additional two Herbs. After spending a total of four Herbs and two Potions, she slides all cards from the right to the left and then refills the last space with a new card from the Main Deck. She places the selected Ritual on a Place of Power in her Outer Circle and performs its Immediate Effect.

The first two steps of the Crystal Path show the Round End symbol followed by a red X. These symbols indicate that, **during Round End**, you must **discard the two leftmost cards** from the Crystal Path. Slide all remaining cards to the left and refill the resulting empty spaces with new cards from the Main Deck.

II BUILD A CRYSTAL

When building Catalysts, you may build Scythes and Orbs as in the base game. Now, you may also build Crystals as Catalysts. To build a Crystal, spend one Knowledge to the general supply and place a **Crystal** with the **discharged "dark" side** face up on a free Building Space in your Coven.



Crystals help you ascend up the Crystal Path. To do so however, they must first be charged. All Rituals with an action space have the ability to charge Crystals. After activating the **action space** of a **Ritual**, **charge all Crystals** that are placed on that Ritual and its Place of Power. There are also certain bonuses or card effects that may allow you to charge Crystals. These effects allow you to also charge Crystals that are not placed on Rituals with action spaces.



Example: (1) Catalina activates the action space of a Ritual, where she previously built Crystals. (2) She performs the effect of the Ritual. She chooses to gain four Mana and moves an Elder from another Ritual to this one. (3) She charges all Crystals on this Place of Power. In this case, she flips the Crystal on the Ritual and the Crystal on its Place of Power to their charged "glowing" side.

Each time an effect grants you a **Crystal symbol** with the **green arrow**, you can **charge one** Crystal anywhere in your Coven.



The **Crystal symbol** with the **red arrow** means that, as a cost, you must **discharge** any Crystal in your Coven.

III ASCEND UP THE CRYSTAL PATH

During setup, you placed your Marker to the left of the Crystal Path. As an action, you may ascend your Marker up the Crystal Path by discharging the required amount of Crystals from your Coven, thus moving your Marker to the next step. If there is already a Marker there, place your Marker to its left. After ascending, you immediately gain the bonus indicated above. All bonuses of the Crystal Path are explained on page 8.



Example: Catalina wants to ascend up the Crystal Path. She flips a charged Crystal in her Coven to the discharged side and moves her Marker to the first step of the Crystal Path. As a reward for the first step, she immediately draws one card from the Crystal Path to her hand.

With this action, you may ascend exactly one step on the Crystal Path, even if you have sufficient charged Crystals to ascend multiple steps.




If you already reached the last step of the Crystal Path, you can still use the action «Ascend up the Crystal Path» by spending two charges to gain two Victory Points and one Transfer. Your Marker does not ascend in this case - even if other Markers are in front of you. You can use this action any number of times by discharging two Crystals.

Ties during the Battle Phase:

Ascending up the Crystal Path also gives you an advantage in the Battle Phase. In case of a tie during a battle, the player who spent the most Mana wins the tie. If there is still a tie, the tied player whose Marker is furthest ahead on the Crystal Path wins the battle.

Ascending up the Crystal Path will grant you the following bonuses:



- 1 The first step of the Crystal Path allows you to draw any card from the Crystal path, without paying additional costs, directly to your hand. Do not forget to refill the Crystal Path afterwards.
- 2  The second step of the Crystal Path awards you a **Cat** and **two Victory Points**. Choose one of your Witches and put the Cat on her hat. From this moment on, that Witch counts as two Witches. The Witch with the Cat therefore has the ability to discover Places of Power that would normally require two Witches. Furthermore, this Witch has a combat strength of two during Battles.
- 3 The third step grants you **three Victory Points** and allows you to choose **one** of the **Powerstones** there. If you are the first to reach this step, you will have more choice. Powerstones from the Crystal Path have the same effect as the Powerstones from the base game.
- 4 The fourth step of the Crystal Path gives a new ability to all Crystals in your Coven. Each Crystal on a Place of Power or a Ritual increases the Victory Point Value of the associated Ritual by “1” during final scoring. It does not matter whether the Crystal is charged or not. Those additional Victory Points will therefore also be doubled by a matching Powerstone. See the example below.



Example: Catalina has reached the last step of the Crystal Path. Each Crystal now increases the Victory Point Value of the associated Ritual by one. Therefore, for these three Rituals she will gain Victory Points as follows:

(1) 6 Victory Points for the Horned Serpent (4 + 2 Crystals)

(2) 6 Victory Points for Earth Sigil (2 + 1 = 3, doubled by the Powerstone = 6)

(3) 6 Victory Points for Wind Eagle (1 + 2 = 3, doubled by the Powerstone = 6)

Therefore, she gains a total of 18 Victory Points for these three Rituals.



AUTOMA



AUTOMA WITH THE CRYSTAL PATH

In a solo game against the Automa, follow these changes when playing with the Crystal Path.

Setup: Firstly, follow the setup steps of the base game, then the additional setup for the Crystal Path. Finally, place one of the Markers of the Automa on the **second step** of the Crystal Path.

Rules: Each time the Automa must «play the top card», the Automa instead plays the card with the highest Victory Point Value within its Reach from the Crystal Path. If multiple cards are tied for the highest Victory Point Value, the Automa plays the leftmost card among those. Within Reach of the Automa are any of the cards below and to the left of its current step on the Crystal Path. During round one, the Automa will therefore play cards from the two leftmost steps of the Crystal Path.

During Round End, after advancing the Round Marker, advance the Marker of the Automa on the Crystal Path by one step as well. During the second round, the Marker will therefore be on the third step of the Crystal Path and, in the third round, on the fourth. The Automa does not gain any Bonus when ascending up the Crystal Path.

Tip: Try to play cards with high Victory Point Values from the Crystal Path, before the Automa plays them.

AUTOMA CLAN TILES

As a variant, during setup you may choose a Clan Tile for the Automa (you must select a different Clan Tile to the one you have chosen). Assign Witches and Markers of the corresponding color to the Automa. Clan Tiles give a special ability to the Automa that will make it stronger.



Each time the Automa harvests or gains six Victory Points from the Coven Track, the Automa also gains two Victory Points for each Elder in your reserve. When playing against «The Circle», try to use your Elders as soon as possible.

The Clan Tile of «The Spike» gives the Automa one additional combat strength in each battle during the Battle Phase. Additionally, the Automa will gain three Victory Points for each Powerstone it has at the end of the game. When playing against this ability, try to win as many battles as possible.



Each time you discard one or more cards, the Automa gains two Victory Points. When playing against «The Star», try not to discard cards too often.

At Round End, the Automa gains Victory Points equal to the difference between your and its position on the Coven Track.
Example: If your Marker at Round End is still on the first step of the Coven Track and the Automa's is on the fifth step, the Automa will gain four Victory Points. When playing against «The Cross», try to advance on the Coven Track as quickly as possible.





NEW CARD EFFECTS IN DETAIL



PLACES OF POWER



The Crystal Cliffs have a Building Space for a Catalyst. This Building Space follows the same rules as the Building Space of a Ritual.

When playing with the Crystal Path, you may build a Crystal here as well. This Crystal may then be charged following the normal rules - for example by playing a Ritual with an action space here and activating it.



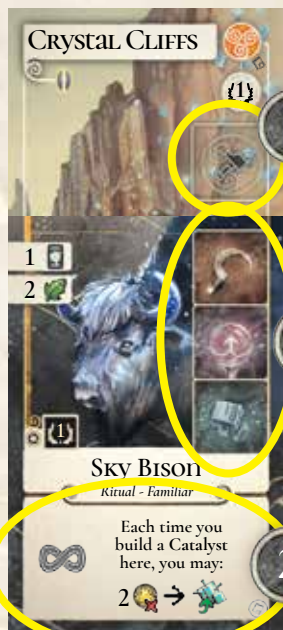
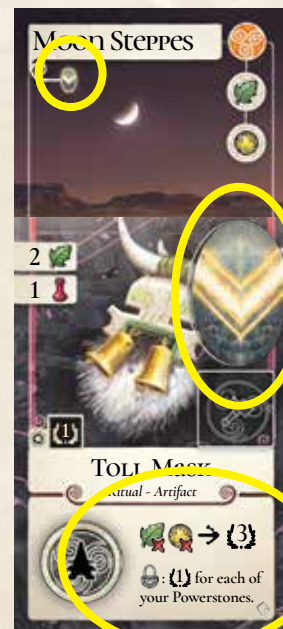
To discover the Lost Tower, you must spend one Witch and one of any resource. The spent resource is not returned to the general supply, but placed on the empty space below the harvest symbol of this card. From this moment on, this Places of Power produces that type of resource. That resource remains on this Place of Power for the rest of the game. When harvesting this Place of Power with effects such as «Thunderbird Staff», it produces a resource of your choice.

RITUALS



Some card effects in this expansion have a lock space. As a free action on your turn, you may place a Powerstone on a Ritual with this space. The Powerstone must not necessarily match the symbol of its Place of Power. However, the Powerstone will only double the Victory Points of the Ritual during final scoring if these symbols match. After placing a Powerstone on the lock space, that Powerstone may not be moved for the rest of the game. In the case of Rituals with action spaces, a locked Powerstone enhances the effect of its action space when activating it. For Rituals with Immediate Effects, locking a Powerstone allows you to reactivate that Immediate Effect.

Example: The action space of the Toll Mask grants you three Victory Points for spending one Herb and one Mana. If you have locked a Powerstone on it however, in addition to the three Victory Points, you will gain one Victory Point for each Powerstone you have. All Powerstones count for this effect, regardless if locked or still in your reserve. The Powerstone on the Toll Mask counts for this effect as well.



The Sky Bison has Building Spaces for up to three Catalysts (1). Each Building Space however is reserved for a specific Catalyst. Therefore, if you wish to build multiple Catalysts here, they must all be different. Each time you build a Catalyst on this card, you may use its ongoing effect (2): Spend two Mana to charge a Crystal.

The effect of this card is also activated when building a Catalyst on it using the effect of another card.

If you have played this Ritual on the Crystal Cliffs, the ongoing effect (2) is activated also when you build a Catalyst on the Building Space of the Crystal Cliffs (3).



FAQs



The Horn: The effect of some Specialists does not double when copied with the Throne Demon. Here's the list of these Specialists: - Keir, Master Illusionist - Naiche, Great Storm - Nora, Will Forger - Oyuun, the First Mother - Quand, Potion Master - Shandiin, Wise Feather

The Spike: When playing with the Moon Side, Powerstones placed on bonus spaces of the player board may only be moved on Rituals during final scoring. Therefore, these Powerstones may not be used to activate the «lock space» of a Ritual.

Powerstones on lock spaces: If you remove a ritual with a locked Powerstone (with «Pendant of Renewal» for example), that Powerstone is removed and placed back in the box.



CLARIFICATIONS REGARDING CARD EFFECTS



RITUALS FROM THE BASE GAME

Summoning Circle: You may use this effect to play a Ritual from the Crystal Path for free and without additional costs. This effect allows you to play for free any Ritual that you would be allowed to play by spending resources. This includes Rituals from the Crystal Path, regardless of your Ascension.

Spacial Distortion: You may play this Ritual from the Crystal Path by spending Mana instead of resources. You cannot, however, use Mana to pay for the additional costs resulting from your Ascension.

Thought Consumption: Zaya Herdcaller (Immediate Effect) - If you discard «Zaya» with «Thought Consumption», you gain the Immediate Effect. Traveler's Wind: If you discard «Traveler's Wind» with «Thought Consumption», you gain its Immediate Effect. This means, you may activate action spaces adjacent to «Thought Consumptions» using Elders.

RITUALS FROM THE CRYSTAL PATH

Arcane Eye: If the opponent's marker is on the second to last step of the Coven Track, you gain the bonus of the last step and two Victory Points. When playing against the Automa, you must choose your own Coven Track.

Earth Sigil: Pay one Knowledge to gain two Victory Points and charge any Crystal in your Coven. If you locked a Powerstone on this Ritual, also gain one Mana for each Crystal in your Coven.

Flaming Oracle: Choose any Ritual/Specialist from the Crystal Path and play it in your Clan for free. Your Ascension on the Crystal Path does not matter for this effect, so you don't need to pay additional costs. You may not play a Council Member this way.

Sky Bison: The ongoing effect of this card is triggered also when building a Catalyst on this Ritual thanks to the effect of another card.

Horned Serpent: Gain four Mana or two resources, then move exactly one Witch/Elder from another Ritual on this card. If you freed an action space this way, you may activate it again on a subsequent turn.

Haunted Claw: Move this Ritual including Witches/Elders and Catalysts placed on it, to a free Place of Power. You may move the Ritual from the Outer to the Inner Circle, or vice versa. Moving this ritual triggers Binding Bonuses, if the new Place of Power has one. The effect of Scythes apply when harvesting with this effect.

Traveler's Wind: This Immediate Effect is active for the entire round, in which the Ritual was played. You are not allowed to change the order of Places of Power. When you lock a Powerstone to this Ritual, you gain this Immediate Effect again until the end of the current round.

Sapphire Goat: Each player may perform a Transfer, including yourself. For each player who performed a Transfer this way (including yourself), you gain three Victory Points. When you lock a Powerstone to this Ritual, gain this Immediate Effect again.

Sympathetic Resonance: Spend one Potion and one Mana to gain one Victory Point for each Catalyst in your Clan of the type you have built the most of.

Thunderbird Staff: Replenish the empty spaces of a Region with Places of Power. Choose and harvest two of those Places of Power. If you locked a Powerstone to this Ritual, gain also the 6+ Battle Reward of that Region. If you should harvest a Lost Tower with this effect, you gain one resource of your choice.

Toll Mask: Spend one Herb and one Mana to gain three Victory Points. If you locked a Powerstone to this Ritual, gain also one Victory Point for each of your Powerstones, regardless whether they are in your reserve or locked on a Ritual. The Powerstone on the Toll Mask counts as well.

Underworld Drum: When you build a Catalyst ignoring Building Spaces, simply place that Catalyst on the Ritual besides the Building Space. Even if the Building Space is still free, the Catalyst built with this effect is not placed on it.

Wind Eagle: Each time you build a Catalyst in the Circle (row) where the Wind Eagle is played, gain one Victory Point. The Catalysts you build on this Ritual count as well.

SPECIALISTS FROM THE CRYSTAL PATH

Adelina, Shapeshifter: Copy the Exhaust effect of a Specialist in any Coven. Each opponent gains two Mana. If does not matter if the Specialist you are copying is exhausted or not. This effect does not change the status of the copied card.

Council Member - End Game: Gain three Victory Points for each Ritual in your Coven with more than one Catalyst. Catalysts on Places of Power count as well, as if they were on the Ritual.

Council Member - Ongoing Effect: Gain three Victory Points each time you discover a Place of Power that costs more than one Witch. Discovering a Lost Tower activates this effect.

Bogomil, Great Ritualist: Take an unoccupied Ritual or Specialist that you already played back to your hand. Gain one Victory Point, draw one card and gain one Knowledge from the general supply. The card you took back in your hand may be played again in a future turn. If you freed a Place of Power this way, its Binding Bonus may be activated again. Catalysts that were placed on that Ritual are returned to the general supply, locked Powerstones are returned to the box.

Council Member - End Game: Gain five Victory Points for each pair of Ritual and Specialist with keyword Enchantment in your Coven.

Council Member - Clan Token: Gain two Victory Points for each Witch and Elder placed on Rituals in your Coven.

Iliya and the Hound: Each time you Ascend up the Crystal Path, advance on the Coven Track. If you already reached the end of the Coven Track, gain two Victory Points instead.

Council Member - End Game: Gain five Victory Points for each set of Scythe, Orb and Crystal in your Coven. Catalysts on Places of Power count as well for this scoring effect.

Council Member - Ongoing effect: Each time you exhaust a card to activate its effect, gain two Victory Points.

Master Anangikwe: Spend three Mana to replace up to two Catalysts in your Coven with different Catalysts of your choice. Replacing Catalysts with this effect counts as building Catalysts for cards such as Sky Bison or Wind Eagle.

Council Member - End Game: Gain two Victory Points for each ongoing effect in your Coven, i.e. on Rituals, Specialist or Council Members. The symbol printed in this effect does not count, as this is an End Game effect.

Council Member - Round End: Gain two Victory Points for each Elder that is not in your Inner Circle. Elders in your reserve do not count. The Elders must be either in your Outer Circle, in a Region or in an opponent's Coven, for example on an opponent's Specialist.

Naiche, Great Storm: Each time you play a card from the Crystal Path, you may discard cards from your hand as if they were a resource of your choice.

Council Member - End Game: Gain one Victory Points for each Place of Power and each Ritual in your Inner Circle.

Council Member - Round End: Gain four Victory Points for each Ritual in your Coven with a locked Powerstone.

Ohiyesa, Bound to Power: Each time you play a card with Victory Point Value of three or higher, gain a Transfer and draw two cards from the Main Deck. Reminder: Transfers are always optional.

Council Member - End Game: Gain five Victory Points for each pair of Ritual and Specialist with keyword Familiar in your Coven.

Council Member - Ongoing effect: Each time you play a Ritual without an action space, gain Victory Points equal to the Victory Point Value of that Ritual.

Shandiin, Wise Feather: Rituals with a Victory Point Value of three or higher have an additional Building Space for a Crystal.

Council Member - End Game: Gain three Victory Points for each Council Member in your Coven. This Council Member counts as well.

Council Member - Ongoing Effect: Each time you Ascend up the Crystal Path, gain Victory Points equal to the number of steps you have reached. If you reached the end of the Crystal Path, you can still Ascend and activate this effect, however your marker does not move.

Solongo of the Silver Moon: Each time you exhaust a card to activate its effect, harvest a Place of Power in any Region. If you decide to harvest a Lost Tower, gain a resource of your choice.

Council Member - End Game: Gain five Victory Points for each pair of Ritual and Specialist with keyword Artifact in your Coven.

Council Member - Ongoing effect: Each time you would gain a Binding Bonus, you may replace its effect with «Gain five Victory Points».

Tayanita, Bird Queen: Discard one to three cards from your hand, then draw one to three cards and gain one to three Mana.

Council Member - End Game: Copy the End Game effect of one of the Specialists you played in your Coven.

Council Member - Round End: Gain two Victory Points for each Specialist and each Ritual in your Coven with Victory Point Value of three or higher.

Zaya, Herdcaller: Remove a Ritual from your Coven. Put that Ritual in the discard pile and all Catalysts (if any) back in the general supply. Gain two Victory Points and move all Witches/Elders from the removed Ritual to a Region of your choice.

Council Member - Immediate Effect: Gain a Powerstone of your choice from any Region, then gain one Victory Point for each Powerstone you have.

Council Member - Ongoing Effect: Gain two Victory Points each time you spend Mana during the Action Phase. For example, when playing a card or as a cost to activate an effect.



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