Everdell
Mistwood

Rules of Play

OVERVIEW

Deep within the twisting branches of Mistwood, many secrets lie hidden. The Monks of Mistwood have recorded the tales of heroes past and present, including stories of Everdell's founder, Corrin Evertail, and other legendary figures from the Emerald Valley's timeline. Through every season, the monks help to watch over and shepherd the fair citizens of the valley.

But deeper within the wood, a mysterious threat has been patiently waiting, making plans and sinister plots.... Will the fair valley survive the webbed takeover of the clever spider Nightweave and her army of spiderlings?

Mistwood offers some expansion content that may be included when playing *Everdell* and its other expansions. In addition, *Mistwood* features a challenging new solo and two-player game mode, *Nightweave's Lair*.

CREDITS

CONTENTS

20 Activity Cards

5 Nightweave Scoring Cards

23 Critter & Construction Cards

8 Personality Cards

13 Plan Cards

33 Plot Cards

Web Tokens

1 d12
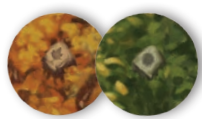
Double-sided Season Tokens

1 Nightweave Meeple

Butterflies   **Pigs**   **Stoats**   **Spiders**

26 Critters with 4 Player Power Cards, 4 Frog Ambassadors, and 4 Rabbit Travelers
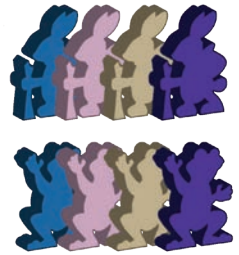
(for use in Everdell Pearlbrook and Spirecrest)

2 Nightweave/ Player Boards

Mistwood Expansions

Mistwood offers modular content that may be used when playing *Everdell* or one of its other expansions. Before setting up the game, players should choose which of these they wish to include. The details for each expansion, including setup and rules are outlined below.

Through Every Season

Since the beginning of Everdell's history, farming has been a vital part of the valley's way of life. Farmers face a number of challenges through the seasons of the year and must adapt as the weather changes. Experience the story of an Everdell farm throughout the year!

Replace the 8 original Farm cards from the base game with these 8 new special Farm cards, identified by the ☀ symbol. These special Farm cards often give you the choice of two abilities and may cost different amounts to play. You may choose only one each time the card activates.

Corrin Evertail

Corrin Evertail, the legendary founder of Everdell, faced many dangers and trials to discover the Emerald Valley. His visionary leadership has inspired countless critters to greatness, and made Everdell the treasured land that it is today. Live out his legend!

Corrin Evertail cards carry the ♛ symbol. Shuffle these 5 cards into the main deck during setup. These cards are quite powerful and recommended for experienced players.

While similar to other Construction and Critter cards, Corrin Evertail Construction cards can be used to play any Critter card of the indicated color for free, and Corrin Evertail Critter cards can be played for free using any Construction card of the indicated color. For example, you can play Corrin Evertail the King (instead of a Teacher) by placing an occupied token on a School.

More Legends

Legendary cards are powerful upgrades of other Critters and Constructions in *Everdell*. These special cards add variability and complexity to the game. It is recommended that you do not use them until you are familiar with the base game, and then only when you feel like a twist on a regular game.

Mistwood's Legendary cards may be used alone or they may be added to those from *Legends*. Legendary cards carry the 🖋 symbol. During setup, separate the Legendary Cards into Constructions and Critters, shuffle, and randomly deal each player 1 Legendary Construction and 1 Legendary Critter. Place any remaining Legendary cards back in the box, unseen.

Legendary cards do not count against your hand limit and are not considered to be in your hand.

Legendary cards are played in the same way as other Critter and Construction cards, with these key differences:

If you have a card listed in the **red banner** in your city, discard that card to play the Legendary for free. Otherwise, you may play a Legendary card by paying its cost in resources. You may **not** play a Legendary card for free by any means other than discarding the card listed in the red banner. If you have more than one copy of the red banner card, discard only one. From now on, whether you played the Legendary card for free or not, you may not play any more copies of the listed card into your city.

If you discard a card from your city to upgrade it to a Legendary, move any occupied token or worker on that card onto the Legendary card.

REPLACES THE BARD

CREATES NEW CITY SPACE

REPLACES THE CEMETERY

You may discard a Cemetery in your city to upgrade it to Everflame Tomb. You may not play any more Cemetery cards into your city. Similarly, you may discard a Bard card to play Jor Goldwing.

The Legendary card counts as the card listed in the red banner for all purposes, including for achieving Events, and for using a Construction to play a Critter card for free.

Every Legendary card opens up an additional space in your city. Legendary cards still take up a city space. A Legendary card can be played even if your city is full; it will occupy its own additional space. **Legendary cards cannot be discarded for any reason**.

Legendary cards may not be copied by any effect.

Solo (Rugwort) Rules: Any time you play a Legendary card, give Rugwort 3 point tokens, and then he gets to play 2 cards instead of 1.

NEW PLAYER POWERS

Player Powers give players unique abilities. During setup, shuffle all Player Power cards together. Each player is dealt 2 cards and chooses 1. If you do not have additional Player Powers from other expansions, deal each player 1 card. Remove the first worker for each player from the "Spring" section of the Ever Tree.

- All powers are additions to the normal rules of the game, so they do not replace the normal functions of workers that are allowed in the game.

- When using Player Powers, **do not gain a worker when you Prepare for spring**.

- Player Powers are not considered "card-playing abilities" so their effects may be combined with card-playing abilities from other cards.

- Player Powers do not combine with *Spirecrest*'s Big Critter abilities.

Nightweave's Lair

Everdell has a brand new villainess! The spider Nightweave is weaving webs to create trouble for you. Nightweave's Lair is for one or two players. Nightweave counts as an additional player.

Setup

When playing solo against Nightweave, set up *Everdell* for 2 players (i.e., place only 3 Forest cards on forest clearings). When playing with 2 human players, set up *Everdell* for 3 players.

While setting up *Everdell*, remove the "Everdell Games" special Event card. Each human player gets a hand of 5 cards.

1 Place both Nightweave boards (her lair) to one side of the main board.

2 Give Nightweave the 8-sided die from *Everdell*. For solo play, draw 1 card from the top of the main deck and place it facedown by Nightweave's lair. This is the first card in Nightweave's hand. When playing with 2 human players, Nightweave starts with 2 cards in her hand instead of 1.

3 Select a level of difficulty (from 0 to 4, with 4 being the most difficult) and place the matching Scoring card by the Nightweave boards. The difficulty level affects how many points Nightweave accumulates and how many additional points she scores at the end of the game.
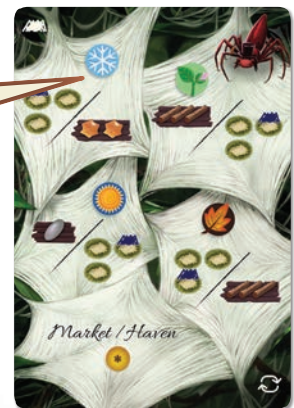

WINTER   **SPRING**

SUMMER   **AUTUMN**

THE FIRST SEASON SYMBOL IS FOR WINTER, MEANING THIS IS A WINTER ACTIVITY CARD.

4 AN ACTIVITY CARD'S SEASON IS SHOWN BY THE FIRST SEASON SYMBOL THAT APPEARS ON IT. IT IS THE FIRST SEASON WHERE NIGHTWEAVE CAN TAKE AN ACTION USING THIS CARD.

4 Sort Activity cards by season. *Note*: If you are not playing with *Pearlbrook*, remove the 2 Activity cards with the 🚂 symbol and return them to the box before sorting. Leave Activity cards with the 🚃 symbol in the deck, even if you are not playing with *Newleaf*.

5 Randomly select 2 of the 5 winter ❄️ Activity cards with the spider worker 🕸️ in the top left corner, and return one of these 2 cards to the box unseen. Set the other to the side unseen. Shuffle the remaining 7 winter Activity cards and place them facedown to form the Activity

deck, placing the set-aside winter card facedown on top of this deck. The Activity deck will have 8 cards.

6 Stack the other seasons faceup near Nightweave's lair. These cards will be added to the Activity deck later.

7 Place the Season token with the Winter side up near the Activity deck. Set the other Season token to the side. The Season token is a reminder of Nightweave's current season.

8 Place Nightweave and 2 of the spider workers in her lair as shown.

9 Place the 6 remaining spider workers in Nightweave's lair under "Prepare for Season" as shown; these workers will become available to her later.

6

Spring   **Summer**   **Autumn**

5

8 WINTER ACTIVITY CARDS

8

PLAY CURRENT ACTIVITY CARD FACEUP HERE.

7

PLACE ACTIVE BONUS MODULE CARD HERE, IF ANY.

2

DIFFICULTY LEVEL

3

TROUBLESOME

1

9
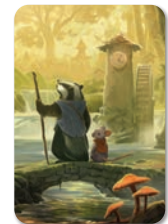
Setup: Nightweave Bonus Modules

When playing with these modules, do not include any other expansion material.

Set up Nightweave normally and select which of the following module(s) you wish to include.

Place the Web tokens on Nightweave's board to have available during play.

Personalities: Choose 1 Personality card and place it by Nightweave's lair. Return the rest of the Personality cards to the box.

Plots: Shuffle the Plot cards and place them facedown by Nightweave's Lair.

Plans: Choose 1 Plan card and place it by Nightweave's lair. Return the rest of the Plan cards to the box.

Note: Plots and Plans are for solo play only and cannot be combined with each other.

Plot

Personality

Plan

Setup: Nightweave with other Expansions

Nightweave can be combined with most other expansions or modules, except for Rugwort solo play. Set the expansions up for 2 players if playing solo against Nightweave, or 3 players when playing with a friend. Make the following changes:

Player Powers

Do not use the Spider Player Power. Nightweave does not get a Player Power.

Pearlbrook

While sorting the Activity cards into seasons, add the 2 🐸 cards to their seasons.

Replace the spring spider worker with the frog Ambassador.

Spirecrest

Remove Stormvale from the Peaks Discovery cards before shuffling.

Bellfaire

Special Events: Use 2 *Bellfaire* and 2 base game special Events, placing 1 *Bellfaire* Event at each end of the row of special Events.

Market: Place the Market tokens randomly in a single row on the "trade" side of the Market board.

Flower Festival Event: Place in the middle of the other basic Events on the main board.

NEWLEAF

Give the 12-sided die to Nightweave, instead of the 8-sided die.

Nightweave does not get Golden occupied tokens, a Ticket, or a Reservation token.

Use only *Newleaf* and/or *Bellfaire* special Events.

🕸 🕸 🕸

Rules: Nightweave's Lair

Play the game as normal with these additions:

• Nightweave is the starting player. In a solo game, you will alternate turns with her.

• Nightweave's hand is kept in a stack, facedown. She does not have a hand limit. **Always shuffle her hand after adding cards**.

• Nightweave does not gain or lose resources, cards, or points when her workers visit locations. She ignores all costs when playing cards.

• Whenever you are required to give Nightweave cards, add them to her hand. **Nightweave also gains 1 point token per card given to her.**

THE POST OFFICE REQUIRES YOU TO GIVE AN OPPONENT 2 CARDS, BUT NIGHTWEAVE WILL GET 2 POINT TOKENS FROM THE GENERAL SUPPLY, AS WELL.

• Whenever you are required to give Nightweave resources, discard the resources, draw an equal number of cards from the deck, and shuffle them into Nightweave's hand. She does not get point tokens in this case.

• Whenever you are required to give Nightweave point tokens, she will gladly accept them.

• **Nightweave ignores all text** on locations she visits and cards that are played into her city. This includes allowing duplicate Unique cards in her city, and ignoring card-pairing rules, card activations, or bonus points (such as the Clock Tower). Exception: She will play the Fool into your city unless it is full or you already have one. In this case, she discards the Fool as her action.

• In a game with two human players, when Nightweave must target an opponent, use the tiebreaker (see *Breaking Ties*), selecting the player on her left for the clockwise tiebreaker and the one to her right for the counterclockwise tiebreaker.

• Nightweave has a unique deck of Activity cards that determines her actions for her current season. This season might not be the same one as you are in. Use the Season tokens as a reminder. She begins her game in winter, just like you.

• The game ends when all human players have passed and Nightweave has Prepared for Season at the end of autumn.

NIGHTWEAVE'S LAIR BOARDS

Nightweave's Lair features player references, a place for Nightweave and her spiderlings, as well as for her web tokens, along with plenty of space to store her point tokens and any Achievements.

Available web tokens & spider workers

Nightweave's Achievements

Actions & Worker Locations

Player Reference

Seasonal additions to Nightweave's Lair

Nightweave Actions

- Draw card to her hand and shuffle
- Discard top card of her hand
- Play top card from her hand
- Gain point tokens equal to game's difficulty level
- Gain point token
- Play a card from the Meadow
- Play a card from the Meadow, then place Nightweave there
- Place spider worker in indicated location
- Place Ambassador on River card *(Pearlbrook Only)*
- After action, gain Visitor card *(Newleaf only)*

Worker Locations

OPEN	Any non-open location in Nightweave's city
OPEN	Any ⬚ in a player's city
BASIC EVENT	First basic Event that meets: All requirements; or at least 2 requirements; or any available
SPECIAL EVENT	First special Event that meets: All requirements; or at least 1 requirement; or any available. Limit 1 per season.
Market / Haven	Indicated space; gain listed ⬤, move Market token if 🦋
WONDER / ADORNMENT	Highest affordable Wonder, then Adornment if possible
	Indicated location, or next location of same type if blocked

Turn Summary

Reveal next Activity card

If ▬▬ or ▬▬ but empty lair: Prepare for Season

Otherwise: Perform first possible action for current season

Prepare for Season

- Return Nightweave, workers, 🕸 to lair
- If full requirements met, claim basic Event or Wonder
- Reset Activity deck and update Season token
- Add workers, draw, and discard per season (see below)
- Draw/replace Plot card if applicable
- Spiecents Explore before Preparing for Season

Spring +1 ▬▬ +2 ▬▬ 1 ↓↓

Summer +2 ↓↓ +2 ▬▬

Autumn +3 ▬▬ +2 ↓↓

10

NIGHTWEAVE'S TURN

1. Turn over the top card of the Activity deck.

2. Nightweave must take the specified Action for her current season:

- **Nightweave will perform the first action** (to the left of the /) listed for the current season, if possible.

- If she cannot perform this action, she will take the second action (to the right of the /) for the current season.

- If she cannot take that action either, she will perform as much of the default action at the bottom of the card as she can. For example: On the card shown above, she would place a worker (if possible) on the Market or Haven and she would take point tokens.

A blocked location does not necessarily mean that Nightweave cannot take that action (see *Placing Spider Workers*).

3. If Nightweave is in the Meadow and she has no worker left in her lair when she draws an Activity card with 🏔 or 🕷 , she must Prepare for Season.

Nightweave cannot take an action if:

- She must play a card into her city, but it is full (it already has 15 cards).*
- She must discard a card, but has none.**
- She must place a worker, but has none left to play or all possible locations of that type are blocked (see page 13).
- She must place a worker to claim a special Event when she has already claimed one for the season.
- She must build a Wonder/ place an Adornment and can do neither. *(Pearlbrook)*

If Nightweave's city is full when she enters the Meadow, she is still placed in the Meadow, but discards the Meadow card.

**Nightweave can complete a Play and Discard Action 🌿📖 & 📖🟡 even if she does not have a card to discard.*

NIGHTWEAVE ACTIONS

Card Actions:

Draw: Nightweave draws a card from the main deck and shuffles it into her hand.

Discard: Nightweave discards the top card of her hand and gains 1 point token.

Play from Nightweave's hand: Nightweave plays the top card of her hand into her city.

Play from the Meadow: To play a Meadow card, roll the 8-sided die; the number rolled will determine which of the 8 Meadow cards Nightweave gets to play into her city. The cards are numbered 1-8, with the top left being 1 and the bottom right being 8. Replenish the Meadow. *Note*: If she is occupying the rolled space, she plays a card from the top of the main deck into her city instead.

Play and Draw: Roll the 8-sided die to select a Meadow card to play into Nightweave's city. Replenish the Meadow. Then, she draws a card from the main deck and shuffles it into her hand. *Note*: If she is occupying the rolled space, she plays a card from the top of the main deck into her city instead.

Play and Discard: Roll the 8-sided die to select a Meadow card to play into Nightweave's city. Replenish the Meadow. Then, she discards the top card of her hand and gains 1 point token.

- If she is occupying the rolled space, she plays a card from the top of the main deck into her city instead.

- If she cannot discard a card, she still takes this action, but does not get a point token.

Place a Worker: Nightweave places 1 worker on the location specified (see below).

THE [mountain icon] ICON AT THE TOP-LEFT CORNER OF AN ACTIVITY CARD INDICATES THAT NIGHTWEAVE MUST PLACE A WORKER FOR ALL ACTIONS ON THIS CARD (EXCEPT THE DEFAULT ACTION).

Place Nightweave: Roll the 8-sided die to select a Meadow card to play into Nightweave's city. Instead of replenishing the Meadow, place Nightweave in the empty space on the Meadow. This will only get replenished when she returns to her lair as she Prepares for Season. If her city is full, she can still take this action; discard the rolled Meadow card instead of playing it into her city.

Default Actions:

Collect Points: When Nightweave must take the default action, she *always* collects point tokens when this is part of that action, even if she cannot complete any other instruction. She gains point tokens based on your selected difficulty level (0 to 4 point tokens).

Market/ Haven Place one of Nightweave's workers, if available, on the Haven. If you are playing with *Bellfaire*'s Market, place one of Nightweave's workers at the Market, instead (she ignores the 1 worker per player limit); even if she has no worker to place, select and move a Market token using the tiebreaker (see Breaking Ties).

Discard: Nightweave discards the top card of her hand.

Draw: Nightweave draws a card from the main deck and shuffles it into her hand.

PLACING SPIDER WORKERS

Nightweave's workers are only placed on exclusive 🐾 locations. The exception to this is that a default action may place a worker on the Market or Haven.

If the location is blocked, proceed clockwise or counterclockwise, depending on the **tiebreaker** (see *Breaking Ties*), to the next unblocked exclusive location of that type, wrapping around the board if necessary.

Places worker here
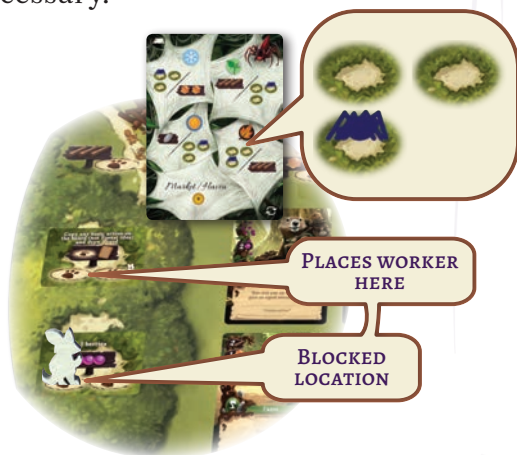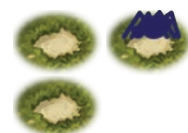
Blocked location

EXAMPLE: NIGHTWEAVE MUST PLACE A WORKER ON THE BOTTOM-LEFT FOREST LOCATION, BUT THIS LOCATION IS BLOCKED. INSTEAD, BECAUSE THE TIEBREAKER IS CLOCKWISE (SEE BREAKING TIES), SHE WILL PLACE HER WORKER ON THE TOP-LEFT FOREST LOCATION.

SPIDER WORKER LOCATIONS

Basic locations: Nightweave places a worker on the indicated Basic location.

Forest locations: Nightweave places a worker on the indicated Forest location.

This example requires Nightweave to place a spider worker on the top-right Forest location.

Nightweave's City: Nightweave places a worker on any available Destination card (your choice) in her city that does **not** have an open sign OPEN . She treats all spaces as unlocked. She gains 2 point tokens when placing a worker on the card.

MONASTERY
UNIQUE CONSTRUCTION
1
Worker stays here permanently.
MONK
Give 2 🟪 to an opponent and gain 4 🟡.

IF THERE IS A WORKER ON THE FIRST LOCATION OF THIS CARD, NIGHTWEAVE CAN STILL PLACE A WORKER ON THE SECOND (LOCKED) LOCATION, EVEN IF SHE HAS NO MONK IN HER CITY. SHE THEN GAINS 2 POINT TOKENS. SINCE SHE IGNORES CARD TEXT, SHE WILL BRING BACK HER DEPLOYED WORKERS WHEN SHE PREPARES FOR SEASON.

Open Destination Card:
Nightweave places a worker on a Destination card in your city (your choice) that has an OPEN. You gain point token(s) from the general supply as normal. If your city has no such location, place her worker on a Destination card with an OPEN in her city. If she places a worker on a Destination card in her city, she gains any point token bonuses associated with it. If there are 2 human players, use the tiebreaker to select which player's city she tries to visit first.

Basic Event: Place a worker on a basic Event if she meets the Event's requirements. Otherwise she will claim any Event for which she has at least 2 of the required cards. If she does not meet either of these requirements or if she is eligible for more than one Event, use the tiebreaker to select an Event (see next page). *Note*: Nightweave will always claim an Event if one is available. Place the Event in her lair as an Achievement when she Prepares for Season.

Special Event: Nightweave places a worker on a special Event if she meets the Event's requirements. Otherwise she will claim any Event for which she has at least 1 of the required cards (2 if playing with *Newleaf* or *Bellfaire* special Events). If she does not meet any of these requirements or if she is eligible for more than 1 Event, use the tiebreaker to select an Event (see next page). She may not claim 2 special Events in the same season. Place the Event in her lair as an Achievement when she Prepares for Season.

Journey: Nightweave places a worker on the indicated space. If it is blocked, move the worker based on the tiebreaker to the next unblocked exclusive Journey space. Nightweave does not discard any cards and she does not visit the shared Journey 2 space.

Market/Haven: If you are playing with *Bellfaire*'s Market, Nightweave places a worker at the Market; in all other cases, she places a worker on the Haven. *Note* that when the Market or Haven is not a default action, she must have a worker to take this action.

Points: Nightweave collects the indicated number of point tokens after placing a worker. When she collects ✳, she gains point tokens from the general supply, based on your chosen difficulty level; if the difficulty level is 0, she collects no point tokens.

BREAKING TIES

Refer to the **tiebreaker arrow** on the current Activity card when Nightweave must break ties, or decide between equally eligible selections, or when she must place a worker on a blocked location.

For the clockwise ↻ tiebreaker, start at the blocked location or the top left corner of that group of locations, cards, or tokens, and proceed clockwise to the first eligible location, card, or token. If these are in a row, proceed from left to right, and if they are in a column, proceed from top to bottom.
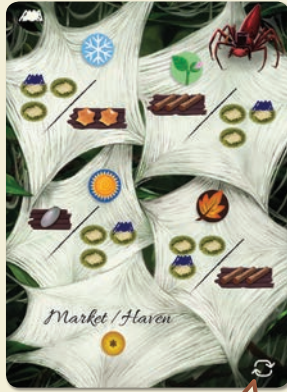
Example: if Nightweave is supposed to place a worker on a blocked Journey 3 space, and her tiebreaker arrow is clockwise, proceed clockwise (moving left to right in this case), and place the worker on the first available, exclusive Journey space (Journey 4).

For the counterclockwise ↺ tiebreaker, start at the blocked location or the bottom right corner of that group of locations, card or tokens, and proceed counterclockwise to the first eligible location, card, or token. If these are in a row, proceed from right to left, and if they are in a column, proceed from bottom to top.

Example: If Nightweave is supposed to place a worker on the blocked Basic location, and her tiebreaker arrow is counterclockwise, move from right to left to place her worker on the next available exclusive Basic location, in this case the location.

Places worker here

Blocked location

PREPARE FOR SEASON

Once Nightweave is in the Meadow and all her workers have been placed, if she draws an Activity card requiring her to place a worker or herself , she must immediately Prepare for Season:

PLACE A SPIDER WORKER.

PLACE NIGHTWEAVE

• Return Nightweave and all her deployed workers to her lair. Do not yet replenish the empty space Nightweave was occupying. Place any basic or special Events she achieved into her lair as Achievements.

• If Nightweave meets the **full requirements** of *another* basic Event at this time, she may claim it for free, placing it in her lair as an Achievement. If she qualifies for more than one, use the tiebreaker to determine which Event she claims.

• Return Web tokens to her lair, if applicable.

• Reset the Activity deck: Shuffle together all played and unplayed Activity cards from the current Activity deck with the Activity cards for the next season. Place these shuffled cards facedown to form the new Activity deck.

• Flip or replace the Season token as a reminder of the new season Nightweave will now be playing.

• Nightweave gains worker(s) and the next season's bonus as described here. Roll the 8-sided die when you need to select a random Meadow card. If the die roll indicates an empty Meadow space, select the next card clockwise.

• **Spring**: Gain 1 worker. Add 2 cards from the main deck to her hand. Discard 1 random card from the Meadow and replenish the Meadow.

• **Summer**: Gain 2 workers. Add 2 random cards from the Meadow to her hand. Replenish the Meadow.

• **Autumn**: Gain 3 workers. Add 2 cards from the main deck to her hand. Discard 2 random cards from the Meadow and replenish the Meadow.

END GAME

When Nightweave reaches the end of autumn and must Prepare for Season, her game is over. If you are playing with some of the expansions, Nightweave may have collected Critter and Construction cards in her lair as Achievements; place all such cards into her city. It does not matter if her city is full. *Note*: If she collected the Fool as an Achievement, it is discarded instead.

She may now claim **one** final basic Event if she meets all the requirements. Use the tiebreaker if she qualifies for more than one.

If Nightweave ends her game before you end yours, she can still collect point tokens from card effects, but you may not give her any resources or cards.

When both your game and Nightweave's have ended, calculate your score normally. **Calculate Nightweave's score based on the chosen level of difficulty** using the Scoring card you selected during setup. You win only if you score more points than Nightweave. If you tie, Nightweave wins.

NIGHTWEAVE SCORING

Most scoring for Nightweave is the same as for other players:

Add all points for

- The base value of each card
- Point tokens
- Journey points
- Basic Events

When playing with expansions, score for the following as well:

Bellfaire:
- Garland Awards

Pearlbrook:
- Wonder points
- 2 points per leftover pearl

Spirecrest:
- Discovery Cards
- Every Expedition map tile

Newleaf: Visitor cards (Discard the lowest value Visitor cards until the number of Visitor cards remaining equals the difficulty level. Score the remaining Visitor cards.)

The difficulty level you select during setup affects the scoring of a few other components. Some city cards score additional bonus points as the difficulty level increases. Others, such as Adornments and special Events score based on difficulty level. This information is on your Scoring card and summarized in the chart below.

Difficulty Level	Tame (Level 0)	Tricky (Level 1)	Troublesome (Level 2)	Tormenting (Level 3)	Terrifying (Level 4)
Bonus Points: Cards with 0 Point Value	0	1	1	1	2
Bonus Points: Prosperity ✿, Legendary 🖋, *Newleaf* 🚂	0	0	1	2	3
Special Events *(instead of printed value)*	3	4	5	6	6
Adornments *(instead of printed value)*	3	4	5	6	7

*Bonuses are not scored twice. A *Newleaf* Prosperity card only gets one bonus applied for scoring. Remember, the card text does not apply to Nightweave so she only scores the bonus points listed here; she does not calculate bonus points listed on the cards.

Nightweave Modules

Nightweave can be played with several modules and expansions (with minor adjustments to the rules).

Personalities

This module affects Meadow cards adjacent to Nightweave when she is in the Meadow. Unless otherwise stated, affected cards include diagonals.

Use the Web 🕸 tokens as a reminder of which Meadow cards are affected by Nightweave when she is in the Meadow.

Consult the Personality card you selected during setup for the specific rules that apply to your current game. Personality card penalties or other effects apply **when you play or draw affected cards from the Meadow** for any reason. This includes when you are playing a Critter card for free by using an occupied token. They do not apply when Meadow cards are discarded. Nightweave's Personality card effects are triggered immediately when a Meadow card is played or drawn, before any other effects, if possible.

Plans and Plots

These two modules are for solo play only and should not be combined. Nor should they be combined with other expansions. They are both means by which Nightweave influences the game to her benefit. Plans are long term, lasting the entire game, while Plots are short term schemes.

Foil: Some Plot and Plan cards allow you to pay a cost to foil (prevent or reduce) the card's effect on a per-instance basis. A foil's cost must be paid before any other card effect.

Plans

Follow the instructions on the Plan card you selected during setup. This card remains active throughout the game.
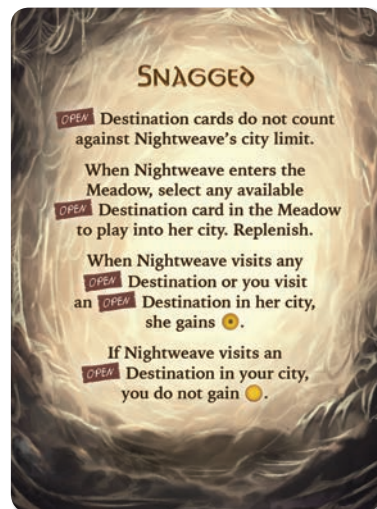
PLOTS

When Nightweave Prepares for Season, draw a random Plot card. This will replace any previously drawn Plot card. Add or remove Web tokens as necessary to reflect only the current Plot. Follow the instructions on the card until it is replaced when Nightweave Prepares for Season again. The last Plot card drawn when Nightweave prepares for autumn remains in effect through final scoring.

Note: Nightweave does not have a Plot card during the first season (winter).

Types of Plots:

• **Seasonal Plots:** These remain active all season and impose restrictions on locations, your city, or other assets. These plots have no foil.

• **One-Time Plots**: Activate once when drawn. These give you an opportunity to "foil" her plot.

PLANS AND PLOTS NOTES:

Web 🕸 tokens are used as specified on the card.

Spider workers are unaffected by a 🕸 unless otherwise specified on the card.

Your workers that are already on locations when a 🕸 is placed are unaffected.

🕸 are not component limited. If you run out, use an appropriate substitute.

Playing a Critter card for free (for example, with an occupied token) is considered as "Playing a card" for these card effects.

Copied locations do not incur penalties if the original location has a 🕸.

Example: While Nightweave's Plot is Forest Bandits, all Forest locations have a 🕸 and Nightweave gains 2 🪙 when these are visited. She does not gain 2 🪙, however, when you copy a Forest location, such as when using Lookout.

A FOIL ON THE PLOT CARD LETS YOU PREVENT SOME OR ALL OF ITS EFFECTS. FOR EXAMPLE, IF NIGHTWEAVE DRAWS THIS COPYCAT CARD AND YOU HAVE 5 CARDS IN YOUR HAND, SHE WILL GAIN 10 POINT TOKENS. HOWEVER, YOU MAY DISCARD ANY NUMBER OF THE CARDS IN YOUR HAND TO REDUCE THIS EFFECT. IF YOU DISCARD 4 OF THESE CARDS, SHE WILL ONLY COLLECT 2 POINT TOKENS FOR THE REMAINING CARD IN YOUR HAND.

Playing Nightweave with other Expansions

Nightweave can be played with *Everdell*'s various expansions. All normal rules apply but with the modifications described for each expansion.

Player Powers

Some Player Powers are more powerful than others against Nightweave. You may balance the power by still gaining a worker when you prepare for spring (easier) or by increasing Nightweave's difficulty level or by using Plots or Plans (harder). Nightweave does not get a Player Power.

Rats Player Power: This Player Power works normally against Nightweave, except she will never take the Meadow card that the Rugwort token is on when her action is to place Nightweave in the Meadow (🪓 & 🕷). Instead, reroll the 8-sided die to choose a different card. If her action is 🪓, however, she will take the Meadow card with the Rugwort token if that card is selected by the die roll.

Legendary Cards

When Nightweave Prepares for Season in summer and autumn, shuffle 1 random Legendary card into her hand along with the other cards she receives. Legendary cards do not take up a space in Nightweave's city. She can play them into her city, even if her city is full.

You cannot draw or play a Legendary card discarded by Nightweave; remove it from the game instead.

Legendary cards score the same way as purple Prosperity cards do: base card value, plus Bonus Points based on difficulty level. Legendary Prosperity cards only score the Bonus Points once.

Card Note: The Green Acorn works like any other red Destination card when it is in Nightweave's city except that she gains 2 point tokens instead of 1 when it is visited.

Extra! Extra!

Nightweave ignores card text as usual.

Rugwort Cards

If Nightweave plays one of the Rugwort cards, **the card text will activate** as follows:

Rugwort the Rowdy: Nightweave takes the green Production card worth the most points from your city (your choice if there are more than one). She can do this even if her city is full. Place Rugwort the Rowdy in your city and discard 2 cards from your hand.

Note: If you play Rugwort the Rowdy into Nightweave's city, it plays normally, allowing you to steal 1 green Production card from Nightweave's city and causing Nightweave to discard 2 cards from her hand. However, it will never activate again. She gains 1 point token for each discarded card.

Rugwort the Robber: If Nightweave has more than 8 cards in her hand, randomly discard down to 8 cards before swapping. Nightweave does not get a point token, since you are swapping cards, not giving them to her. If you discover her hand had Legendary cards, shuffle them back into her new hand; you do not get replacement cards.

Rugwort the Ruler: This card's text applies to Nightweave's final score.

CORRIN EVERTAIL CARDS

These cards are not played into Nightweave's city but are placed in her lair as Achievements. If you play Corrin Evertail the Warrior, she will draw 1 card for each resource you give her (return the resources to the general supply). She will gain 1 point token for each card that you give her.

THROUGH EVERY SEASON

Nightweave ignores card text as usual.

BELLFAIRE

Garland Awards: Cards that Nightweave collects as Achievements and adds to her city at the end of autumn count towards determining who wins the Garland Award.

Whoever has the most cards of the type indicated on the Garland Award receives an additional 6 points. If there is a tie, neither wins the award. To claim second place, either you or Nightweave must have at least half the number of that particular card type that the winner has in their city. In a 2-player game against Nightweave, score Garland Awards normally.

Market: Whenever Nightweave must place a worker on the Market or Haven, she always places the worker on the Market location, even if she already has one there. She then moves one Market token. When this action is part of the default action (at the bottom of the Activity card), she will move a Market token even if she has no worker to place. Use the tiebreaker to select which Market token to move.

PEARLBROOK

Place Ambassador: Nightweave must place her frog Ambassador on the **unrevealed River Destination** she is most eligible for. Take the pearl from the top of the River card and one additional pearl from the general supply after revealing the card, placing both pearls in her lair. If all of the River cards are revealed, place the Ambassador on the River Destination card she is most eligible for and place 1 pearl in her lair. Use the tiebreaker if she is equally eligible for several cards.

Place a Worker: If Nightweave's last worker is her Ambassador, treat this action like the 🐸 action. Nightweave will not Prepare for Season until after her Ambassador has been placed.

Wonder & Adornment: Place a worker on the available Wonder with the highest pearl cost that Nightweave can afford. Pay the pearls from her lair (she does not spend cards or resources) and place the Wonder in her lair as an Achievement. Also, if possible, Nightweave pays 1 pearl to reveal and place her topmost Adornment card in her lair as an Achievement. She can do this even if she can not afford to build a Wonder.

Prepare for Season: At the end of autumn, when she would have to Prepare for Season (which ends the game for her), Nightweave can take one last Wonder with the highest pearl cost that she can afford. Pay the pearls from her lair and place the Wonder in her lair as an Achievement. If she cannot afford a Wonder, she cannot take one.

Scoring: Any pearls Nightweave has left over are worth 2 points each. She scores the listed points for any Wonders she has built. She scores points for her revealed Adornments based on the game's level of difficulty (see Nightweave Scoring).

Card Notes:
Ferry: Nightweave treats this as a standard ![OPEN] Destination card and will only be able to place a worker here.

Pirate Ship: When Nightweave must take the ![action icon] action and if your city is not full, she will place a worker on her Pirate Ship and move it into your city. No other card text is resolved and her worker returns to her lair when she Prepares for Season.

SPIRECREST

Nightweave ignores all Weather effects.

While other players Explore *after* they Prepare for Season, **Nightweave must Explore *before* she Prepares for Season** so that there is an active tiebreaker direction.

Explore:
Chart: Claim a map tile from the appropriate part of the trail. Using the tiebreaker, select the map tile and place it in Nightweave's lair as an Achievement.

Discover: Using the tiebreaker, Nightweave will take the first Discovery card with a location ![paw icon] (such as Map Seller) or point value ![point icon] (such as Gatherwind Trail). If the card has a location, it is placed by her city. It does not take up a space in her city. If the card

has a point value, place it in her lair as an Achievement. If there are no such cards, Nightweave does not take any Discovery cards. Nightweave does not discard cards or resources when selecting a Discovery card.

Travel: Reveal Weather cards and map tiles if they are not already revealed. Nightweave is not affected by the Weather card.

Scoring: Nightweave scores full points for all map tiles and Discovery cards that she has collected as Achievements.

Card Notes:
Discovery Card Locations: Nightweave views Discovery cards as part of a city when placing workers. She ignores the worker limit text. Point tokens are awarded as usual.

Firebeak and Windlore: These Big Critters will activate as normal for the player when Nightweave draws or discards.

NEWLEAF

Basic locations: Nightweave's workers may not visit these; place ![web token] tokens here during setup as a reminder and leave them there for the remainder of the game. These tokens do not affect the placement of your workers.

12-sided die: When Nightweave must roll the die to select a card from the Meadow, this now includes the Station:

- On a 1-8, select a Meadow card in the usual way.

• On a 9-11, select a Station card, numbered 9 to 11 from top to bottom.

• On a 12, select the highest point value Station card.

The 12-sided die affects these actions:

🌱📖 & 🕷️ **Place Nightweave:** Roll the 12-sided die.

On a 1-8, select a Meadow card to play into Nightweave's city like usual (see *Nightweave Actions*), and place her in the empty space. Then take all of the *Newleaf* cards in the Meadow and add them to her hand. Replenish the Meadow, except for Nightweave's space. This will get replenished when she returns to her lair as she Prepares for Season.

On a 9-12, select a Station card to play into her city and place her in the empty space. Place the higher value faceup Visitor card at the Station as an Achievement in her lair. Discard the other faceup Visitor card. If her city is full, she can still take this action; discard the rolled Station card instead of playing it into her city.

🌱📖 **Play a Card from the Meadow/Station:** Roll the 12-sided die.

On a 1-8, select a Meadow card to play into Nightweave's city like usual. Replenish the Meadow.

On a 9-12, select a Station card to play into Nightweave's city. Additionally, Nightweave gains 🟠✳ (where * is the chosen difficulty level); discard all other Station cards, and then replenish.

If Nightweave is already occupying the selected space, Nightweave plays a card from the top of the main deck into her city

instead, but will not gain 🟠✳.

Replenishing Station cards: The Station space that is occupied by Nightweave will only get replenished when she Prepares for Season.

🚂 **Bonus Action:** After Nightweave takes her action, if the current Activity card has the 🚂 symbol, Nightweave will discard the lower value Visitor card, and then draw the higher value Visitor card, placing it in her lair as an Achievement. Do not take this action if Nightweave has to Prepare for Season.

Card Note: Whenever a player (including Nightweave) visits the Hotel in Nightweave's city, she gains 2 point tokens.

Scoring:

Visitor cards: The difficulty level determines the maximum number of Visitor cards that Nightweave can score. If necessary, discard her lowest value Visitor cards until she has as many Visitor cards as her difficulty level. Nightweave scores the listed point value of the remaining Visitor cards. If you are playing at difficulty level 0, she does not score for any Visitor cards.

Newleaf cards: Nightweave scores a bonus for each *Newleaf* card in her city as if it were a Prosperity card. *Newleaf* Prosperity cards do not score this bonus twice.

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Corrin Evertail Cards

Corrin Evertail's Field: May be used to play any green Production Critter for free by placing an occupied token on this card. When played and during Production, gain 1 berry, and also gain 1 berry for each Farm in all opponents' cities. Those opponents with Farms get to draw 1 card for each Farm they have when you activate this ability.

Corrin Evertail's Path: May be used to play any tan Traveler Critter for free by placing an occupied token on this card. When you place a worker here, you may activate any location that is occupied by an opponent for yourself. This includes red Destination cards, Discovery cards from *Spirecrest*, etc. You may not copy the Cemetery, Chapel, Monastery, Pirate Ship, Legendary cards, Events, or Journey. This card does not take up a space in your city.

Corrin Evertail the King: May be played for free by placing an occupied token on any purple Prosperity Construction in your city. At game end, worth 1 additional point for each purple Prosperity card in 1 opponent's city.

Corrin Evertail the Leader: May be played for free by placing an occupied token on any blue Governance Construction in your city. Each time you draw cards, you may give 1 of those cards that you drew to an opponent. If you do, gain 1 point token from the general supply.

Corrin Evertail the Warrior: May be played for free by placing an occupied token on any red Destination Construction in your city. When played, you may give up to 8 cards and/or resources to opponents. For each gift, gain 1 point token from the general supply. You may give any combination of cards and resources. You may give up to a total of 8 gifts to any combination of opponents. This card does not take up a space in your city.

More Legends Cards

Chipter Swipple: When played and during Production, you may activate 2 different green Production cards in your city. This ability may only be activated once per turn (you may not reactivate Chipter Swipple with a Chip Sweep). Cannot activate Legendary cards.

Click Clack's: When played and during Production, gain 3 berries, and also gain 1 of any resource for each Farm that you have in your city.

Darkdeep Prison: When played, discard up to 2 Critters from your city. For each Critter you discard, gain 3 point tokens and any combination of 3 resources.

Everflame Tomb: When you place a worker here, you may play any card for free. Your worker must stay here permanently. Everflame Tomb may only have up to 2 workers on it. The second location must be unlocked by having an Undertaker in your city.

Jor Goldwing: When played, gain 1 point token for each card in your hand, up to a maximum of 8.

King North's Treasury: When played, place 4 point tokens from the general supply on this card. When you play a Critter or Construction, you may pay any point tokens from here to decrease the cost by 2 of any combination of resources for each point token you pay. You may pay more than 1 point token if you choose to. You do not gain the discounted resources.

Mayberry Matriarch: May share a space with a Harvester. When sharing a space, both cards count as being in your city, but combined occupy only 1 space. At game end, worth 5 bonus points if paired with a Harvester in this way and if there is at least 1 Farm in your city. May share space with only 1 Harvester.

Strey Softpaw: When you place a worker here, you may activate up to 2 deployed workers on any basic or Forest locations for yourself. These may be your workers or opponents' workers.

Strongroot Castle: At game end, worth 2 points for each Common Construction in your city.

Tarry Hare: Gain 1 of any resource after you play a Critter, and draw up to 2 cards after you play a Construction.

NIGHTWEAVE PERSONALITY CARDS

Nightweave the Narcissistic: You cannot draw or play any Meadow card adjacent to Nightweave. When Nightweave plays an adjacent Meadow card, she gains point tokens equal to the game's difficulty level.

Nightweave the Nasty: When you draw or play a Meadow card adjacent to Nightweave, she gains a number of point tokens equal to the value of the card (minimum 1). So if the card is worth 0 points, she gains 1 point token. You may discard 1 card from your hand or pay 1 of any resource for each point token you wish to deny her.

Nightweave the Naysayer: When you draw or play a Meadow card adjacent to Nightweave, you must replenish it with a card of matching color from your hand. You may not take the card if you cannot replace it.

Nightweave the Needy: When you draw or play a Meadow card adjacent to Nightweave, you must give her 1 of your point tokens. You may not draw or play such a card unless you can pay her.

Nightweave the Nefarious: When Nightweave Prepares for Season, collect all Meadow cards adjacent (but not diagonal) to her and place them in her lair as Achievements. Then replenish the Meadow.

Nightweave the Neglectful: After Nightweave is placed in the Meadow, discard all adjacent Meadow cards and then replenish. When you draw or play a Meadow card adjacent to Nightweave, discard all other cards adjacent to Nightweave and then replenish.

Nightweave the Nonchalant: When you draw or play a Meadow card adjacent to Nightweave, replenish the Meadow. Roll the 8-sided die and move her to a different Meadow card (re-roll if she would not move). She places this Meadow card in her lair as an Achievement. Replenish the Meadow again.

Nightweave the Noteworthy: Meadow cards adjacent to Nightweave cost 1 extra berry. This may be reduced by a card-playing ability if applicable. Cards played "for free" still require you to pay 1 berry.

NIGHTWEAVE PLAN CARDS

Beguiled: Each time an Activity card tries to place one of Nightweave's workers on a blocked location, she gains point tokens equal to your game's difficulty level.

> **Foil**: You may discard 1 card from your hand or pay 1 of any resource to prevent her from gaining any point tokens in this way.

Captivating: When Nightweave is placed in the Meadow, randomly select 2 cards from your hand, unseen. Discard 1 of these cards and shuffle the other into her hand without revealing either one. If you have fewer than 3 cards, she will instead draw 2 cards from the deck and shuffle them both into her hand.

> **Foil**: You may pay any combination of 2 point tokens and/or resources from your supply to look at the cards she draws. If these cards are from your hand, you can select which card she will discard.

Captured Bounty: When Nightweave is placed in the Meadow, she will take one card worth at least 1 point from your city (your choice), if possible, and play it into her city. If her city is full, she will place it in her lair as an Achievement.

> **Foil**: You may discard 2 cards from your hand, pay 2 resources of any kind, or choose to do 1 of each, to stop her from taking your card. If you do, she will draw 1 from the deck and play it into her city if possible, otherwise she will place it in her lair as an Achievement.

Masquerade: When Nightweave is placed in the Meadow, place a Web token on each remaining basic Event and on any one empty special Event of your choice. She cannot place a Web token on a special Event that already has one; you must choose a different one if possible. To achieve an Event with a Web token on it, you must either discard one card from your hand or pay 1 of any resource for each Web token on that card. Remove the Web token(s) when the Event is achieved. Nightweave ignores these Web tokens.

Power Grab: When Nightweave is placed in the Meadow, she will take 1 random card from your hand and play it into her city if possible, otherwise she will place it in her lair as an Achievement. If you have fewer than 2 cards in your hand, she will draw this card from the deck instead.

> **Foil**: You may pay any combination of 2 point tokens and/or resources from your supply to choose which card she takes from your hand.

Pulling Strings: When Nightweave is placed in the Meadow, for each card in your hand, she will draw 1 card from the deck and place it facedown in her lair as an Achievement.

> **Foil**: You may discard any number of cards from your hand before she draws, to reduce the number of cards she will draw from the deck.

Resourceful: When Nightweave is placed in the Meadow, she will draw 1 card from the deck for each resource you have in excess of 3. For example, if you have 2 twigs and 2 berries, she will draw 1 card from the deck. Place the cards she draws facedown in her lair as Achievements.

> **Foil**: You may discard any number of resources before she draws, to reduce the number of cards she will draw from the deck.

Silken Barricade: Whenever a green Production card is played and after it has been fully resolved, place a Web token permanently on that card. That card may not be activated again for the rest of the game.

> **Foil**: You may discard 1 card from your hand or pay 1 of any resource to prevent a Web token from being placed.

Snagged: Open Destination cards (those with an **OPEN** symbol) in Nightweave's city do not count against her city's size limit. When Nightweave is placed in the Meadow, if there is an Open Destination card in the Meadow, she will play it into her city, even if it is full (your choice if there is more than one). Then replenish the Meadow. Whenever Nightweave visits any Open Destination card and whenever you visit an Open Destination card in her city, she gains point tokens equal to the game's difficulty level, instead of any tokens she would normally gain. When she visits your Open Destination cards, you do not gain any point tokens. You can use Web tokens on Open Destination cards as a reminder.

Suffocating Swarm: Place a Web token on the Haven (and Market if playing *Bellfaire*). When Nightweave enters the Meadow, place a Web token on an empty (no Web token and no worker) exclusive Basic or Forest location of your choice. If there are no empty exclusive Basic or Forest locations, no Web token is placed. Web tokens are never removed and block Nightweave from placing spider workers at those locations. Every time you place a worker at a location with a Web token, Nightweave gains point tokens equal to the game's difficulty level. Do not use this Plan if playing at difficulty level 0.

The Plot Thickens: During setup, sort the Plot cards into Seasonal and One-Time cards. One-Time cards have "Foils." Shuffle these separately. When Nightweave Prepares for Season, play 1 One-Time Plot, resolve it, and then play 1 Seasonal Plot.

Weaver's Whim: Do not select this card during setup unless also playing with Personalities. When Nightweave is placed in the Meadow, she draws 1 card from the deck. Then discard all other Meadow cards and replenish the Meadow. Finally, draw a random Personality card. This will replace any previous Personality card and will remain active until replaced when she next is placed in the Meadow.

Webworking: Each time you play a purple Prosperity card into your city, Nightweave gains a number of point tokens equal to the base point value of the card.

NIGHTWEAVE PLOT CARDS

Administrative Errors: Each time you play a blue Governance card, Nightweave gains point tokens equal to the game's difficulty level.

Bad Publicity: Discard all tan Traveler cards from the Meadow and replenish. Repeat until there are no such cards in the Meadow. New tan Traveler cards may not be placed in the Meadow, but must be discarded and replenished. You must discard 1 card or pay 1 additional resource of any type to play a tan Traveler card from your hand, even if playing the card for free.

Berry Jam: Place a Web token on all Forest and Basic locations that produce at least 1 berry or 1 of "any resource." When you place a worker at one of these locations, you must pay 1 of any resource and Nightweave also gains 1 point token from the general supply. Web tokens block Nightweave from placing spider workers there.

Big Cheater: Roll the 8-sided die. Place the first available basic or special Event as an Achievement in Nightweave's lair as follows: 1-2: left-most basic Event; 3-4: right-most basic Event; 5-6: left-most special Event; and 7-8: right-most special Event. If there is no Event of that type to claim, Nightweave gains point tokens equal to the game's difficulty level.

> **Foil**: To prevent this, discard any combination of 3 total resources and/or cards from your hand before rolling the die.

Borrowed: Randomly take 3 cards from your hand and shuffle them into Nightweave's hand. If you have fewer than 3 cards, shuffle all of them into her hand.

> **Foil**: Pay 1 of any resource for each card you wish to prevent her from taking. You must do this before seeing which cards she was planning to "borrow."

Caught in a Web: Shuffle your hand and randomly turn 3 cards to face backwards. You may not play or discard these cards for any reason, they simply take up space in your hand. If you have fewer than 3 cards, turn all of them.

Closed for Business: Flip all Constructions in your city facedown. They still take up a space in your city, but may not be visited, activated, or discarded, and do not count for Events or scoring at the end of the game. Cards that shared spaces will still do so.

> **Foil**: Discard 1 card or pay 1 resource for each Construction card that you want to leave faceup.

Coming from Above: Place a Web token on all exclusive Basic locations: ▬▬▬, 🍬🍬, 🥚, and 🔮🟫. Your workers cannot visit these locations.

Compromised Judges: Nightweave gains 3 point tokens if you are in spring, 2 point tokens if you are in summer, and 1 point token if you are in autumn. Also, in order to place a worker on any Event, you must first discard 1 card from your hand or pay 1 of any resource.

Copycat: Nightweave gains 2 point tokens from the general supply for each card in your hand.

> **Foil**: You may discard any number of cards from your hand before she gains the point tokens, to reduce the number she will gain.

Creepy Crawlies: Discard all Meadow cards and then replenish. Discard all tan Traveler cards from your hand. Nightweave gains point tokens equal to the game's difficulty level.

> **Foil**: Pay 3 of any combination of resources to prevent this.

Fatigue: Each time you play or visit a red Destination card, Nightweave gains point tokens equal to the game's difficulty level.

Forest Bandits: Place a Web token on all Forest locations. Every time you place a worker at one of these locations, Nightweave gains 2 point tokens from the general supply. Web tokens block Nightweave from placing spider workers there.

Grabbed!: Roll the 8-sided die, and lose 3 of the indicated resource: 1-2: twigs; 3: resin; 4-5: berries; or 6-8: pebbles. If you do not have enough of that resource, lose all that you do have.
> *Foil*: To prevent this, discard 2 cards from your hand before rolling the die.

Industrious: Play the top 3 cards from the main deck into Nightweave's city, even if her city is already full.
> *Foil*: Discard up to 3 cards from your hand to prevent that many cards from being drawn and placed in Nightweave's city. You must do this before any cards are drawn.

Infestation: Place a Web token on all Destination card locations in each city. To place a worker at one of these locations, you must discard any combination of a total of 2 resources and/or cards from your hand. Web tokens block Nightweave from placing spider workers there.

Invisible Trap: Place a Web token on all Basic locations. When you place a worker on a Basic location, Nightweave gains 1 point token unless you pay 1 resource or discard 1 card from your hand.

Paralyzing Fear: Flip all Critters in your city facedown. They still take up a space in your city, but may not be visited, activated, or discarded, and do not count for Events or scoring at the end of the game. Cards that shared spaces will still do so.
> *Foil*: Discard 1 card or pay 1 resource for each Critter card that you want to leave faceup.

Pickpocket: Randomly take half the cards in your hand (rounded up) and shuffle them into Nightweave's hand.
> *Foil*: Nightweave will gain 1 point token from the general supply for each card you want to prevent her from taking. You must do this before you see which cards she was planning to "pickpocket."

Political Influence: In order to play or trigger a blue Governance card, you must discard 1 card from your hand or pay 1 resource. In addition, you may not draw any more blue Governance cards into your hand; they are discarded and replaced instead.

Prowling Eyes: You must discard 2 cards from your hand before you can play a Critter card via an occupied token.

Ransom: Place one of your undeployed workers in Nightweave's lair. You may not deploy it until it returns to you when you Prepare for Season. If you have none, Nightweave gains point tokens equal to the game's difficulty level, and you must give her one of your deployed workers instead (you may not give her a worker from a permanent location).
> *Foil*: Pay 2 berries or discard any combination of a total of 3 cards from your hand and/or resources to prevent this.

Recession: Each time you play a purple Prosperity card, Nightweave gains point tokens equal to the game's difficulty level.

Snatched!: Roll the 8-sided die, and lose 3 of the indicated resource: 1: twigs; 2-3: resin; 4-6: berries; or 7-8: pebbles. If you do not have enough of that resource, lose all that you do have.
> *Foil*: To prevent this, discard 2 cards from your hand before rolling the die.

Spiders in the Soil: To play a green Production card, you must first discard any combination of a total of 2 cards from your hand and/or resources. This may not be reduced by card-playing abilities, and this must still be done even if playing the card "for free."

Spiders in the Trees: Place a Web token on all Forest locations. You must pay 1 resource or discard 1 card from your hand to place a worker on a Forest location.

Sticky Concoction: Place a Web token on all Forest and Basic locations that produce at least 1 resin or 1 of "any resource." When you place a worker at one of these locations, you must pay 1 of any resource and Nightweave also gains 1 point token from the general supply. Web tokens block Nightweave from placing spider workers there.

Stolen!: Roll the 8-sided die, and lose 3 of the indicated resource: 1-3: twigs; 4-6: resin; 7: berries; or 8: pebbles. If you do not have enough of that resource, lose all that you do have.
> **Foil**: To prevent this, discard 2 cards from your hand before rolling the die.

Takeover: Nightweave steals a purple Prosperity card (your choice) from your city and places it in her city. She can do this even if her city is already full. If you have no purple Prosperity card, she steals the card worth the most points instead (your choice if tied).
> **Foil**: If you have one, you may place an undeployed worker on the card to prevent this. The worker will return normally when you Prepare for Season.

Thief!: Roll the 8-sided die, and lose 3 of the indicated resource: 1-2: twigs; 3-4: resin; 5-7: berries; or 8: pebbles. If you do not have enough of that resource, lose all that you do have.
> **Foil**: To prevent this, discard 2 cards from your hand before rolling the die.

Unproductive: Each time you play a green Production card, Nightweave gains point tokens equal to the game's difficulty level.

Venomberry Stew: Place one of your deployed workers (your choice, but not from a permanent location) in Nightweave's lair. She will use it as a spider worker the next time her Activity card requires a worker placement action. If you have no deployed workers, the first worker you place will go to Nightweave's lair, and she will use that worker for her next worker placement action. You still gain the benefits of having visited that location. Your worker returns to you from the game board (not Nightweave's lair, if it is still there) when you Prepare for Season.
> **Foil**: Pay 2 pebbles or discard any combination of 3 total resources and/or cards from your hand to prevent this effect.

Web Levy: Place a Web token on all exclusive Basic locations: 🪵🪵🪵, ✨✨, 🪨, and 🟣🟫. Every time you place a worker at one of these locations, Nightweave gains 1 point token from the general supply. Web tokens block Nightweave from placing spider workers there.

PLAYER POWERS

Butterflies: Increase your hand limit by 4 cards. Begin the game with 12 cards in your hand (11 if playing with 5 or 6 players). You are the first player.

Pigs: Begin the game with all Farm cards in a faceup stack in your area. If using the Through Every Season Farm cards, shuffle them first. At the beginning of the game and after you prepare for each season, you may play the top Farm card for free, activating it like normal. This does not count as your turn. As an action, you and your opponents may play the top Farm card from the faceup stack by paying its cost. The cost may be reduced by card-playing abilities as normal, but these cards do not count as being in your hand, the Meadow, nor the Station for abilities with such requirements. If an opponent plays one, you gain 2 point tokens. Farms do not take up a space in your city.

Spiders: At the beginning of the game, after setup, place the Nightweave 🕷 figure on any Basic, Forest, Haven, Journey, Market, Station, or Knoll location on the board. Whenever that location is visited, by you or an opponent, gain 1 of any resource that you do not currently have and draw 1 card. Then you must move Nightweave to a different location on the board of your choice. You begin the game as the last player. You may not select this Player Power when playing Nightweave's Lair.

Stoats: After you play a Critter or Construction card, and after you fully resolve that card, you may discard 2 cards from your hand to gain 1 berry, 1 twig, or 1 resin. Or, you may discard 3 cards to gain 1 pebble. This is not considered a card-playing ability; it occurs after the card is resolved and any gained resources may not be used to pay for the card.

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