

Everdell

The Archive

INTRODUCTION

Over the years, Everdell has inspired many to build their own fantastic cities and tales. The following pages have been compiled by our resident Historian to provide a comprehensive reference for all the various cards, Events, Wonders and more that have been discovered.

Each entry title is followed by an icon that shows the expansion in which it was released, if applicable. These entries include expanded rules text to answer questions that may come up during play, but do not include all basic information printed on the cards such as building cost or basic end game point value.

Alternate art promo cards (some with alternate names) are not included in this reference. Functionally they operate the same as the original cards. Simply replace the original cards with these promo cards when building your deck.

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ICON REFERENCE

COMMON

"ANY RESOURCE" OR DOES NOT INCLUDE PEARLS.

PEARLBROOK

SPIRECREST

TREAT AS ADDITIONAL EXPEDITION TILE

MISTWOOD

EXPANSIONS

CRITTER CARDS



Amilla Glistendew : You may place one of your workers here to achieve an Event, even if you don't meet the listed requirements. You do not need to place an additional worker on the Event. You must still pay any resource costs.

Architect: At game end, worth 1 point for each of your leftover resin and pebbles, up to 6 points total.

Baker : At game end, worth 2 points for each of your leftover berries, up to 6 points.

Bard: Discard up to 5 cards from your hand to gain 1 point token for each discarded card.

Barge Toad: When played and during Production, gain 2 twigs for each Farm in your city.

Chipsmith : When you place a worker here, you may activate 2 different green Production cards in your city. Cannot activate Legendary cards.

Chip Sweep: When played and during Production, activate any 1 green Production card in your city. Cannot activate Legendary 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.

Cirrus Windfall : When played, you may also play 1 card worth up to 3 points for free.

Conductor : When you place a worker here, you may copy any red Destination card in an opponent's city, even if it is not an card. Treat the copied location as if it were in your city. There is one exception; if you copy a Conductor, you may then copy a red Destination card in your own city. You may not copy Cemetery, Chapel, Monastery, Pirate Ship, or Legendary cards.

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.

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.

Diplomat  : After you play a Critter card, you may give any 1 opponent 1 card from your hand. If you do, gain 1 point token and draw 1 card from the deck. If all opponents' hands are full, you may discard the card instead of giving it to an opponent and still gain 1 point token and draw 1 card.

Doctor: When played and during Production, you may pay up to 3 berries to gain 1 point token for each berry.

Ferry Ferret  : When played and during Production, if you have at least 2 pearls, gain 2 point tokens.

Fool: The Fool is played into an empty spot in an opponent's city, even if that opponent has already finished the game. Because the Fool is not played into your city, it does not trigger any additional effects. Playing a Fool for free requires placing an occupied token on a Fairgrounds in *your* city. Solo Game: Rugwort and Nightweave can play the Fool into your city. When playing a Rugwort solo game, if you play the Fool, discard the Fool and remove any 1 card from Rugwort's city.

Foresight  : Gain 2 cards after you play a Critter, and 1 of any resource after playing a Construction.

Fynn Nobletail  : At the end of the game, worth 2 points for each basic Event you achieved, and 3 points for each special Event you achieved.

Gardener  : When played, you may activate up to 2 different green Production cards in your city.

Gatherer: 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 3 bonus points if paired with a Harvester in this way. May share space with only 1 Harvester.

Harvester: May share a space with a Gatherer. When sharing a space, both cards count as being in your city, but combined occupy only 1 space. If you have a Farm in your city and the Harvester is paired with a Gatherer in this way, then this card gives you 1 of any resource when played and during Production. May share space with only 1 Gatherer.

Historian: After you have played the Historian into your city, draw 1 card every time you play a Critter or Construction into your city.

Husband: See Harvester.

Innkeeper: When you play a Critter, you may discard this Innkeeper from your city to decrease the cost of the played Critter by 3 berries. You do not gain the 3 berries. This card cannot be combined with any other card-playing ability.

Inventor  : When you play a Critter or Construction, you may discard this Inventor from your city to decrease the cost of the played card by any combination of up to 3 resources. You do not gain the discounted resources. This card cannot be combined with any other card-playing ability.

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

Judge: When playing a Critter or Construction, you may replace 1 of any resource from the listed cost with 1 of any other resource you have. Example: If a card costs 2 berries, you may pay 1 berry and 1 twig instead. This card cannot be combined with any other card-playing ability.

Juggler  : Immediately when played, choose one of the two options listed on the card. If you choose the second option, you must pay 1 twig to reveal 1 card from the deck. You may do this as many additional times as you like. You do not have to decide how many cards to reveal in advance; you may pay 1 twig at a time. If the total base point value of the revealed cards is 6 or more, gain 6 point tokens. Discard the revealed cards.

King: At game end, worth 1 point for each basic Event you achieved, and 2 points for each special Event you achieved.

Lamplighter  : When played and during Production, you may draw 2 cards from the deck, the Meadow, and/or the Station. They do not have to be from the same place. You may draw 1 card if you only have room in your hand for 1.

Magician  : When played and during Production, you may choose to discard 1 Critter or Construction from your city to gain 1 point token and 1 of any resource. The Magician may not discard itself.

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.

Mayor  : When played and during Production, gain 1 point token. Then, gain 1 point token for every 5 spaces you have filled in your city (round down). Do not count cards that do not take up a space in your city such as the Wanderer and Main Road.

Messenger  : Must be played beneath a Construction. Immediately when played, gain 1 point token and draw 1 card. The Messenger shares the space with the Construction. When visiting a River Destination, this Messenger is considered the same color as the paired Construction. For any other aspect of the game, the Messenger is considered a tan Traveler card. If the Construction is removed for any reason, immediately relocate the Messenger to a different Construction in your city. If there is no other Construction, the Messenger remains in your city and is placed beneath the next Construction played into the city.

Miller  : When played and during Production, you may choose to pay 1 pebble to gain 3 point tokens.

Miner Mole: When played and during Production, copy 1 green Production card in an opponent's city. If that card refers to other cards in the city (such as the General Store or the Mayor), determine the value of the effect based on that opponent's city. When copying the Magician, you discard the card from your own city. You may not copy the Bank, Storehouse, Rugwort, or Legendary cards.

Monk: When played and during Production, you may give up to 2 berries to an opponent to gain 2 point tokens for each berry you give. Also unlocks the 2nd Monastery location.

Peddler: When played and during Production, you may trade up to 2 of your resources for the same number of any other combination of resources. Trade with the general supply, not other players.

Photographer  : At game end, you may copy any 1 purple Prosperity card in an opponent's city. The Photographer is worth 2 points, plus the bonus points only of the purple card that you copy. Score the bonus points based on your city.

Pirate  : Immediately when played, discard up to 4 cards from your hand, then draw and reveal an equal number of cards from the deck. If the total base value of the drawn cards is 7 or more, gain 1 pearl. Either way, keep the cards you drew. The Pirate does not take up a space in your city.

Poe  : When played and during Production, you may discard any number of cards from your hand, then draw up to your hand limit.

Poet 🎵 : When played, choose a color and draw all the cards of that color from the Meadow, up to your hand limit. Gain 1 point token for each card that you drew. Replenish the Meadow when you are done. If you played the Poet from the Meadow, replenish that spot first before activating the Poet.

Postal Pigeon: When played, reveal 2 cards from the deck. You may immediately play 1 of these worth up to 3 points, for free. Discard any cards not played. Solo Game: If you play a Postal Pigeon and activate its ability to play another card, that counts as you playing 2 cards, so on Rugwort's turn he will play 2 cards.

Queen: When you place a worker here, you may play 1 card worth up to 3 points for free.

Ranger: When played, move any 1 of your deployed workers to a new location, following the normal worker placement rules. Activate this new location in the usual way. Also unlocks the 2nd Dungeon cell. You may not place the Ranger in the second cell of the Dungeon. The Ranger may not be used to move your Ambassador or any workers on a permanent location (like the Cemetery).

Rugwort the Robber 🦠 : May be played for free by placing an occupied token on any Construction in your city. When played, choose one opponent and trade your hand of cards with them. You can trade even if you have no cards in your hand; your opponent will receive no cards. If your opponent has more cards than your hand limit, they select which cards to discard down to your hand limit before trading.

Rugwort the Rowdy 🦠 : May be played for free by placing an occupied token on any green Production Construction in your city. Only when you first play Rugwort the Rowdy, steal 1 green Production card from any opponent's city and move it into your city, activating it. Then, place Rugwort the Rowdy into an empty space in that opponent's city. Now Rugwort the Rowdy must activate for that opponent, making them discard 2 cards. Every time Rugwort the Rowdy is activated, such as when Preparing for Season, the owner must discard 2 cards. When you play Rugwort the Rowdy, because it is not being played into your city, it does not trigger any additional effects. The stolen Production card is being moved, not played, so it also does not trigger any additional effects. You may steal a Storehouse or Freight Car, keeping the resources on it, but not adding any more. If you steal a Freight car, you get to take 2 resources from it. You may not steal a green Production card that is paired with another card, a Legendary card, nor any card on top of the Bridge of the Sky or the Silver Scale Spring.

Rugwort the Ruler 🦠 : May be played for free by placing an occupied token on any purple Prosperity Construction in your city. At the end of the game, worth 1 bonus point for each Event achieved by a single opponent. You do not steal the points from them.

Scurrble Champion 🦠 : All Scurrble Champions in your city may share a space, and each is worth 2 base points plus 2 additional points for each other Scurrble Champion you have. If you manage to collect 2 Scurrble Champions, they are worth at total of 8 points. If you collect all 3, they are worth a total of 18 points.

Shepherd: When played, gain 3 berries. Also gain 1 point token for each point token on your Chapel. If this card is not played for free, any resources paid are given to a single opponent instead of the supply.



Shipwright  : At game end, worth 1 point for each Critter and Construction card with the *Pearlbrook* symbol  in your city, including this Shipwright.

Shopkeeper: Gain 1 berry after you play a Critter into your city. Do not gain a berry for playing this Shopkeeper.

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.

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

Teacher: When played and during Production, draw 2 cards. Keep 1 of them and give the other to an opponent. If you are only able to draw 1, you keep that card.

Town Crier  : When played and during Production, you may give 2 cards to an opponent to gain 3 point tokens from the general supply. If no opponent can accept the cards, they are discarded and you will still gain 3 point tokens.

Undertaker: When played, discard 3 of the Meadow cards, replenish those 3 cards, then draw 1 card from the Meadow. Also unlocks the 2nd Cemetery location.

Wanderer: When played, draw 3 cards. The Wanderer does not take up a space in your city.

Wife: See Gatherer.

Woodcarver: When played and during Production, you may pay up to 3 twigs to gain 1 point token for each.



CONSTRUCTION CARDS



Air Balloon : When played, copy any tan Traveler card in an opponent's city. Activate the copied card as if it were in your own city. There is one exception; if you copy an Air Balloon, you may then copy a tan Traveler in your own city. You may not copy Fool, Main Road, Ruins, or Legendary cards.

Bank : When played and during Production, place 1 point token from the general supply on this Bank. Increase your hand size limit by 1 card for each point token on your Bank.

Bridge : Increase your hand size limit by 1 card for each pearl you have. Also, every time you gain a pearl, draw 2 cards from the deck. When the number of pearls in your supply is decreased, discard down to your new hand limit at the end of your turn.

Bridge of the Sky : When you play a Construction, you may reduce the cost by up to 3 fewer resources and place that Construction on top of this card. You may only do this once. The Bridge of the Sky is worth the value of that Construction (not bonus points—just the listed value). The Construction and Bridge of the Sky occupy only 1 space together. Neither can be discarded or removed from your city for any reason. This card cannot be combined with any other card-playing ability.

Carnival : When played and during Production, you may choose to either draw 1 card for every Production card in your city, or gain 1 of any resource for each pair of Production cards, not including this Carnival (round down).

Castle: At game end, worth 1 bonus point for each Common Construction in your city.

Cemetery: When you place a worker here, reveal 4 cards from the top of the main deck or 4 cards from the top of the discard pile and play 1 of them for free. Discard the others. Your worker must stay here permanently. Cemetery may only have up to 2 workers on it, but the second location must be unlocked by having an Undertaker in your city.

Chapel: When you place a worker here, place 1 point token from the general supply on the Chapel. Draw 2 cards for every 1 point token on the Chapel.

City Hall : After you play a Construction into your city, you may give any 1 opponent 1 card from your hand. If you do, gain 1 point token and draw 1 card from the deck. If all opponents' hands are full, you may discard the card instead of giving it to an opponent.

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.

Clock Tower: When you play the Clock Tower, place 3 point tokens from the general supply on it. Before you bring back your workers during a Prepare for Season action, you may remove 1 point token from the Clock Tower and activate one of the Basic or Forest locations where you have a worker deployed. This does not reactivate any Player Powers (e.g., Hedgehogs or Mice), nor any Big Critter abilities such as Honeypaw has. You may not remove a point token to activate an Ambassador.

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.

Courthouse: Gain 1 twig, 1 resin, or 1 pebble every time you play a Construction into your city. You do not gain resources for playing this Courthouse.

Crane: When you play a Construction, you may discard this Crane from your city to decrease the cost of the played Construction by any combination of up to 3 resources. You do not gain the 3 resources. This card cannot be combined with any other card-playing ability.

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.

Dungeon: When you are playing a Construction or a Critter, you may place a Critter from your city beneath this Dungeon to decrease the cost of the played card by any combination of up to 3 resources. You do not gain the 3 resources. The Critter in your Dungeon is no longer considered part of your city and is not worth any points. This card cannot be combined with any other card-playing ability. The Dungeon can only have up to 2 prisoners, but the second cell must be unlocked by a Ranger in your city.

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.

Ever Tree: At game end, worth 1 point for each purple Prosperity card in your city, including this Ever Tree. Ever Tree can grant 1 of any Critter for free by placing an occupied token on it. The Ever Tree cannot grant you a Legendary Critter. When playing with *Newleaf*, this ability does not require a Golden occupied token to play a *Newleaf* critter from it.

Ever Wall : At game end, worth 2 points for every 5 spaces you have filled in your city (round down). Do not count cards that do not take up a space in your city such as the Wanderer. The Ever Wall does not take up a space in your city.

Fairgrounds: When played and during Production, draw 2 cards.

Farm: When played and during Production, gain 1 berry.

Through Every Season Farms ☀️



Summer Farm I: When played and during Production, gain 1 berry.

Autumn Farm I: When played and during Production, gain 1 berry or 1 point token.

Autumn Farm II: When played and during Production, gain 1 berry or 1 resin.

Winter Farm I: When played and during Production, gain 1 berry or draw 2 cards.

Winter Farm II: When played and during Production, gain 1 berry or you may discard this card to draw a card and gain 1 twig and 1 resin.

Spring Farm I: When played and during Production, gain 1 berry or 2 twigs.

Spring Farm II: When played and during Production, gain 1 berry or activate 1 green Production card in your city.

Summer Farm II: When played and during Production, gain 1 berry. This Farm does not take up a space in your city.

Ferry 🚤 🎁: When you place your Ambassador here, you may copy any revealed River Destination, even if the Destination is occupied, and even if you don't meet the requirements to visit that card.

Freight Car 🚂 : When played, immediately place 2 twigs, 2 resin, 2 pebbles, and 2 berries from the general supply on this card. Only do this when the card is first played. Then, when played and during Production, you may gain any 2 resources from this card; they do not have to match. Leftover resources on this card are not considered part of your personal supply and do not count toward cards such as the Baker. When copying with a Miner Mole, you may take 2 resources from your opponent's Freight Car.

Gazette 📰 : Each time you achieve an Event, place 1 point token from the general supply on this Gazette. If there are at least 3 point tokens here at the end of the game, you gain 3 more.

General Store: When played and during Production, gain 1 berry, or gain 2 berries if you have at least 1 Farm in your city.

Greenhouse 🚂 : This card may share a space with one Farm in your city, though it does not have to. You may play a Farm onto the same space as a Greenhouse in your city. Only one Greenhouse per Farm. When played and during Production, draw 1 card, and if sharing a space with a Farm, also gain 1 of any resource.

Harbor 🚤 : When played and during Production, if you have at least 2 pearls, gain any combination of 2 resources (except pearls).

Hotel : When you place a worker here, you may play a Critter or Construction from your hand for 3 fewer resources of your choice. You do not gain the 3 resources. You gain 2 point tokens if an opponent visits your Hotel. Although Legendary cards are not otherwise part of your hand, you may use a Hotel to play a Legendary card. This card cannot be combined with any other card-playing ability.

Inn : When you place a worker here, play a Critter or Construction from the Meadow for any combination of up to 3 fewer resources of your choice. You do not gain the 3 resources. You gain 1 point token if an opponent visits your Inn. This card cannot be combined with any other card-playing ability.

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. This card cannot be combined with any other card-playing ability.

Library : At game end, worth 1 point for each card color in your city, so the Library may earn a maximum of 5 additional bonus points.

Locomotive : When you place a worker here, you may play any one Station card for any combination of up to 3 fewer resources of your choice. You do not gain the discounted resources. This card cannot be combined with any other card-playing ability.

Lookout: When you place a worker here, copy any one Basic or Forest location, even if it is already occupied by another worker.

Main Road : Does not take up a space in your city. Creates an additional space in your city. May not be copied or removed, nor may it be activated with a Compass from *Pearlbrook*.

McGregor's Market : When played and during Production, gain any combination of 2 resources.

Mine: When played and during Production, gain 1 pebble.

Monastery: When you place a worker here, give 2 of any resources to an opponent and then gain 4 points. Worker stays here permanently. Monastery can only have up to 2 workers on it, but the second location must be unlocked by having a Monk in your city.

Museum : After you play a Critter or Construction, you may draw 2 cards from the deck.

Oleander's Opera House : At game end, worth 2 points for every Unique Critter in your city.

Palace: At game end, worth 1 point for each Unique Construction in your city, including this Palace.

Pirate Ship : Does not cost anything to play into your city. On a later turn, you may place a worker on this Pirate Ship, and then move this card with your worker to any empty space in an opponent's city. Then gain from the general supply 1 of any resource (except pearls) and 1 point token for each pearl that opponent has, up to a max of 3. The Pirate Ship then stays in that opponent's city, and if your worker is removed, that opponent may use the Pirate Ship. Because a Pirate Ship is not being played into your city when it is moved into an opponent's city, it does not trigger any additional effects.

Post Office  : When you place a worker here, give an opponent 2 cards from your hand and then discard any number of cards from your hand that you want. Then draw cards from the deck up to your hand limit. You gain 1 point token if an opponent visits your Post Office.

Resin Refinery: When played and during Production, gain 1 resin.

Ruins: When played, discard a Construction from your city and place this card in that spot, then receive back that Construction's listed cost in resources. Also draw 2 cards. If you use Ruins to remove a card with point tokens on it, you lose those point tokens. If you remove a card with a worker deployed onto it that is not there permanently, place that worker on the Ruins. If they were there permanently, they are lost with the ruined card. Paired cards (Greenhouse and Farm) and Golden occupied tokens are lost with the ruined card. When paired cards are ruined, you gain back resources for both cards. You may not ruin a Main Road nor a Legendary Construction.

School: At game end, worth 1 point for each Common Critter in your city.

Scurrible Stadium   : You may place a worker here to name a non-green card color and draw 4 cards from the deck. You may not draw over your hand limit. If any of the cards you draw match the color you named, gain 3 point tokens. Either way, keep the cards you drew.

Silver Scale Spring  : Play this card under a Construction in your city, and then gain that Construction's cost in resources, and draw 2 cards. Any card atop the Silver Scale Spring may never be discarded from your city for any reason. The Construction and Silver Scale Spring occupy only 1 space together. You may not play Silver Scale Spring without a Construction to play it under.

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

Storehouse: When played and during Production, take from the general supply and place either 3 twigs, 2 resin, 1 pebble, or 2 berries on this card. As an action on a later turn, you may place a worker on this location to gain all of the resources on the card. At the end of the game, any resources left on the card are returned to the supply; they may not be used for end game bonuses or Expeditions.

Tea House  : When played and during Production, you may give 1 card to an opponent. If you do, gain 1 of any resource and draw 1 card from the deck. If all opponents' hands are full, you may discard the card instead of giving it to an opponent and still gain 1 resource and draw 1 card.

The Green Acorn   : You may place a worker here to play a Critter or Construction for 4 fewer resources. You do not gain the discounted resources. This card cannot be combined with any other card-playing ability.

Theater: At game end is worth 1 point for each Unique Critter in your city.

Twig Barge: When played and during Production, gain 2 twigs.

University: When you place a worker here, you may choose to discard 1 Construction or Critter from your city and receive back the listed cost of resources of the discarded card, plus gain 1 of any resource and gain 1 point token. If you remove a card with point tokens on it, you lose those point tokens. If you discard a card with a worker: If the worker was permanently deployed, remove that worker from the game. Otherwise, place the worker on the University card (do not block the location) until its owner Prepares for Season. The University cannot discard itself.

BASIC EVENTS



Big City  : Requires you to have at least 15 cards in your city. This includes any Critter or Construction cards that share a space or that do not take up a space.

Cartographers' Expedition: Requires you to have at least 3 tan Traveler cards in your city.

City Monument: Requires you to have at least 3 blue Governance cards in your city.

Flower Festival  : Requires at least 1 of each of the 5 card colors in your city.

Grand Tour: Requires you to have at least 3 red Destination cards in your city.

Harvest Festival: Requires you to have at least 4 green Production cards in your city.

Scenic Flight  : Requires you to have at least 3 purple Prosperity cards in your city.



SPECIAL EVENTS



A Brilliant Marketing Plan: Requires Shopkeeper and Post Office. When achieved, you may give any combination of opponents up to a total of 3 resources. For each donation, gain 2 point tokens from the general supply.

A Well Run City: Requires Chip Sweep and Clock Tower. When achieved, bring back one of your deployed workers. You may deploy that worker again during this season. End game: Worth 4 points.

An Evening of Fireworks: Requires Lookout and Miner Mole. When achieved, you may place up to 3 of your twigs on this Event. End game: Worth 2 points for each twig on this Event. Twigs on this card are not part of your supply and may not be used for Expeditions or end-game bonuses.

Ancient Scrolls Discovered: Requires Historian and Ruins. When achieved, reveal 5 cards from the main deck. You may draw any of these revealed cards into your hand or place any of them beneath this Event. End game: Worth 1 point for each card beneath this Event.

Architectural Renaissance 🏠 : Requires 4 Unique Constructions. End game: Worth 5 points.

Arts & Music Festival 🎵 : Requires 4 red Destination cards and payment of 2 resin. End game: Worth 6 points.

Bed and Breakfast Guild 🏨 : Requires 5 Common Constructions. End game: Worth 5 points.

Capture of the Acorn Thieves: Requires Courthouse and Ranger. When achieved, remove up to 2 Critters from your city and place them beneath this Event. End game: Worth 3 points for each Critter beneath this Event.

City Holiday 🎉 : Requires 5 Common Critters. End game: Worth 5 points.

City Jubilee 🚂 : Requires 10 cards in your city. When achieved, gain 1 point token from the general supply for each basic Event you have achieved. Also, when achieved, gain 2 point tokens for each special Event you have achieved, including this one.

Croak Wart Cure: Requires Undertaker and Barge Toad. When achieved, you must pay 2 berries from your personal supply and discard 2 cards from your city. You may not achieve this Event if you cannot pay this cost. End game: Worth 6 points.

Ever Wall Tower Constructed 🚂 : Requires 9 Constructions. End game: Worth 5 points.

Flying Doctor Service: Requires Doctor and Postal Pigeon. End game: Worth 3 points for each Harvester/Gatherer pair in every city.

Gathering of Elders 🌱 : Requires 4 Unique Critters. End game: Worth 5 points.

Glow Light Festival  : Requires 3 green Production and 2 tan Traveler cards. When achieved, you may discard any number of cards from your hand, up to the number of green Production cards in your city. Gain 1 point token for each discarded card. End game: Worth 3 points.

Graduation of Scholars: Requires Teacher and University. When achieved, you may place up to 3 Critters from your hand beneath this Event. End game: Worth 2 points for each Critter beneath this Event.

Hot Air Balloon Race  : Requires 2 tan Traveler and 2 blue Governance cards. When achieved, you may discard any number of cards from your hand, up to the number of tan Traveler cards in your city. Gain 1 point token for each discarded card. End game: Worth 4 points.

Juniper Jig Dance Contest  : Requires 9 Critters. End game: Worth 5 points.

King's Road Established  : Requires 4 tan Traveler cards and payment of 2 twigs. End game: Worth 6 points.

Magic Show  : Requires 2 red Destination and 2 purple Prosperity cards. When achieved, you may discard any number of cards from your hand, up to the number of red Destination cards in your city. Gain 1 point token for each discarded card. End game: Worth 4 points.

Masquerade Invitations  : Requires Messenger and Fairgrounds. When achieved, you may give up to 6 total cards from your hand to any opponent(s). Gain 1 point token for each card given away.

Ministering to Miscreants: Requires Monk and Dungeon. End game: Worth 3 points for each prisoner in your Dungeon.

Path of the Pilgrims: Requires Monastery and Wanderer. End game: Worth 3 points for each worker in your Monastery.

Performer in Residence: Requires Inn and Bard. When achieved, you may place up to 3 of your berries on this card. End game: Worth 2 points for each berry on this Event. Berries on this card are not part of your supply and may not be used for Expeditions or end-game bonuses.

Pie Eating Contest  : Requires 5 green Production cards and payment of 2 berries. End game: Worth 6 points.

Pristine Chapel Ceiling: Requires Woodcarver and Chapel. When achieved, for each point token on your Chapel, draw 1 card from the main deck and gain 1 of any resource. End game: Worth 2 points for each point token on your Chapel.

Remembering the Fallen: Requires Cemetery and Shepherd. End game: Worth 3 points for each permanent worker in your Cemetery.

River Race  : Requires Ferry Ferret and Twig Barge. When achieved, you must remove either your Ferry Ferret or Twig Barge from your city and place it beneath this Event. Gain 2 point tokens if you place Ferry Ferret here, or 2 of any resource(s) if you place Twig Barge here. End game: Worth 4 points.

Riverside Resort  : Requires Harbor and Innkeeper. When achieved, you may place up to 3 Critters from the Meadow beneath this Event. End game: Worth 2 points for each Critter beneath this Event.

Romantic Cruise  : Requires Ferry and Harvester. When achieved, you may search the main deck for a Gatherer card and play it for free or you may gain 5 point tokens.

Royal Tea  : Requires 2 purple Prosperity and 3 green Production cards. When achieved, you may discard any number of cards from your hand, up to the number of purple Prosperity cards in your city. Gain 1 point token for each discarded card. End game: Worth 4 points.

Royal Wedding 🎂 : Requires 4 purple Prosperity cards and you must discard 3 cards from your hand. End game: Worth 6 points.

Statues Commissioned 🛏️ : Requires 4 blue Governance cards and payment of 1 pebble. End game: Worth 6 points.

Stock Market Boom 🚂 : Requires 2 blue Governance and 2 red Destination cards. When achieved, you may discard any number of cards from your hand, up to the number of blue Governance cards in your city. Gain 1 point token for each discarded card. End game: Worth 4 points.

Sunflower Parade 🚂 : Requires that you have achieved at least 3 other Events of any kind. End game: Worth 5 points.

Sunken Treasure Discovered 🏕️ : Requires Pirate and Crane. When achieved, you may play 1 card from the Meadow (worth up to 3 points) for free.

Tax Relief: Requires Judge and Queen. When achieved, activate all green Production cards in your city in the order you wish. End game: Worth 3 points.

The Everdell Games: Requires 2 of each card color within your city: 2 tan Traveler, 2 green Production, 2 red Destination, 2 blue Governance, and 2 purple Prosperity cards. End game: Worth 9 points.

Under New Management: Requires Peddler and General Store. When achieved, you may place up to 3 of any of your resources on this card. End game: Worth 1 point for each berry and each twig on this Event, and worth 2 points for each resin and each pebble on this Event. Resources on this card are not part of your supply and may not be used for Expeditions or end-game bonuses.

X Marks the Spot 🏴️ : Requires Pirate Ship and Storehouse. When achieved, place 1 point token from the general supply onto your Storehouse for each resource there. You may place a maximum of 6 point tokens. At game end, point tokens that remain on the Storehouse are not scored unless you have previously visited the Storehouse and taken them along with all the resources on the card.

WONDERS 🌐



Hopewatch Gate: Discard 2 cards and pay 1 twig, 1 resin, 1 pebble, and 2 pearls to build this Wonder. Worth 10 points at end of game.

Mistrise Fountain: Discard 2 cards and pay 2 twigs, 2 resin, 2 pebbles, and 2 pearls to build this Wonder. Worth 15 points at end of game.

Starfall's Flame: Discard 3 cards and pay 3 twigs, 3 resin, 3 pebbles, and 3 pearls to build this Wonder. Worth 25 points at end of game.

Sunblaze Bridge: Discard 3 cards and pay 2 twigs, 2 resin, 2 pebbles, and 3 pearls to build this Wonder. Worth 20 points at end of game.

PLAYER POWERS



Axolotls 🐢 : At the beginning of the game, place 1 of the Axolotl/Any resource tokens on each of the Basic locations on the board (the locations along the edge of the river). When you visit a Basic location, also gain the Axolotl/Any resource token from there. This token may be used as a substitute for any resource (except pearls). If giving a resource to an opponent, discard the Axolotl/Any token, and give a resource of your choice instead. You may use each token one time, removing it from the game after use.



Bats 🐂 : Whenever you play a card, after you fully resolve that card, you may take up to 1 card from the Meadow and place it in a facedown stack beside your city. This stack is your Archive. On a future turn, you may play any of the cards in your Archive as your action. Cards in your Archive count as being in either your hand, the Meadow, or the Station for purposes of card-playing ability discounts, such as the Inn or the Hotel, but they may not be discarded. You may look at any cards in your Archive at any time.



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.



Cardinals 🐦 : Increase your hand limit by 2 cards. Whenever you draw cards for any reason, you may choose to draw 1 additional card.



Cats 🐱 : You may place your workers on any Basic location, Forest location, or red Destination card occupied by an opponent. This applies to both Open Destination cards (those with an OPEN) and red Destination cards that are not Open. Therefore, if an opponent places 1 worker on a Queen in their city, you may also place 1 of your workers on that Queen on a future turn. If your opponent moves their worker from the location, your cat worker is now considered to be occupying the location, thus blocking it as per normal placement rules. When you place your worker on a red Destination card in an opponent's city, treat the location as if it were in your city, except that, if it is an Open Destination card, they still gain 1 point token from the general supply. If you place a worker on a permanent location, it is there permanently. May not visit opponents' Chapel, Pirate Ship, Storehouse, or Legendary cards.



Foxes 🐕 : When you place a worker on a Forest location, instead of activating that Forest location, you may instead activate any non-permanent location where an opponent has a worker deployed, including Destination cards (activate as if they were in your city). You may not activate the Chapel, Pirate Ship, Storehouse, Legendary cards, or Events.



Hedgehogs : If you did not gain a berry when you placed a worker on a Basic or Forest location, gain 1 berry. When playing a Construction, you may pay 2 berries to replace 1 of any resource in the cost. You may pay as many berries as you would like. Example: You could pay 6 berries to decrease the cost of a Construction by 3 resources.



Honeybees : Whenever you play a Critter or Construction that isn't a green Production card, after fully resolving that card, you may then discard 1 card from your hand to activate 1 green Production card in your city (except Legendary cards). You may not use this ability when you are in autumn.



Lizards : Begin the game with the unused Forest locations in a shuffled facedown deck. At the beginning of each season, including the beginning of the game, draw 3 and choose 1 to play in your area, placing the other 2 at the bottom of the deck. Only your Lizards may visit these Forest locations. Note: An opponent may not copy these Forest locations with a Lookout. Foxes may not activate these locations using their player power. Regardless of player number, you may not take up both spaces of any Forest card. Lizards' locations are not affected by the Weather.



Mice : After you visit a Basic or Forest location and resolve the effect from visiting this location, you may gain 1 of any resource that you do not already have.



Moles : Whenever you use a worker to gain resources from a location, you may pay up to 1 of those resources you just gained to gain 1 pebble.



Otters : When playing a Construction, you may use resin as any resource. You may do this multiple times. For example, you could pay for a Twig Barge with 2 resin instead of 1 twig and 1 pebble.



Owls : After you place a worker, you may discard 1 card from your hand and/or draw 1 card. If you choose to do both, discard before you draw. Either way, you may keep the card you draw, or you may give it to an opponent. If you give it away, draw 2 cards.



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.



Platypuses : Begin the game with five 1-point tokens on your Player Power card. At any time on your turn, but no more than once per turn, you may pay 1 of these tokens to gain 1 of any resource and draw 1 card from the deck or the Meadow. Any tokens you do not use are worth points at the end of the game.



Rats : At the beginning of the game, place the Rugwort token on any Meadow card. Whenever that card is played, either by you or an opponent, gain 1 of any resource that you do not already have, then move the Rugwort token to a different Meadow card. You only gain the reward and move the token if the card is played, and you cannot use the reward to pay for the card. If the card is drawn or discarded, the token remains there and is placed on the replacement Meadow card. If you cannot gain a resource (because you already have at least one of each), you still move the token.



Snails : At the beginning of the game, draw 7 cards unseen and place them in a facedown stack in your area. Whenever an opponent plays a green Production card, after they resolve the card, you may give them 1 card (unseen) from this stack to activate the green Production card they played for yourself. Discard the card if the opponent's hand is full. Use the cards in the opponent's city to determine the value of the effect. When the 7 cards in the stack run out, you may not perform this ability any more. You cannot activate the Bank, Storehouse, Rugwort the Rowdy, or Legendary cards.



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.



Squirrels : Any time you use a worker to gain at least 1 twig from a location, gain 1 additional twig. When playing a Construction, you may pay 2 twigs to replace 1 of any resource from the cost. You may pay as many twigs as you would like. Example: You could pay 6 twigs to decrease the cost of a Construction by 3 resources.



Starlings : Increase your hand limit by 3 cards. When you draw cards, you may choose to draw from the deck or the Meadow. You may draw from a combination of both. Do not replenish the Meadow until you finish drawing all cards. If you are required to "reveal" cards, such as with a Postal Pigeon, they must be from the deck.



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.



Toads : Whenever you play a Production card, you may discard 1 card and then activate the Production card again. You may only do this 1 time for each Production card (you may not use this ability to activate a Production card 3 times). You must discard the card before you activate the Production card the second time. Toads cannot activate in Drought, and cannot activate Rugwort the Rowdy or a Legendary card a second time after playing it.



Turtles : After you play a card and resolve its effects, you may place 1 of any resource on your Player Power card from your personal supply, or, if there is already a resource there, gain back that resource plus 1 more of the same type you just gained from the general supply. Resources on this card may not be used to pay for costs or other effects. Any resources left on the card at the end of the game may be used to purchase Expedition map tiles or for scoring purposes only. Example: You play a card, and earlier you placed a pebble on your Player Power card. Now gain back that pebble plus 1 more pebble from the supply.

FOREST CARDS



Reminder: the second location (■) on any Forest card is only available if playing with 4 or more players. No single player may occupy both locations on a Forest card.

EVERDELL FOREST CARDS



Forest 1: Copy any Basic location (collecting the resources, cards, etc. as if you had put your worker there). Draw 1 card from the main deck.



Forest 2: Draw 2 Meadow cards. You may play 1 of these cards for 1 less of any resource. This counts as a card-playing ability. You may keep both cards but you will not get the discount on a later turn.



Forest 3: Gain 3 berries.



Forest 4: Discard up to 3 cards from your hand. Gain 1 of any resource for each card you discard.



Forest 5: Draw 2 cards from the deck and gain 1 of any resource.



Forest 6: Gain 2 of any resources, such as 1 twig and 1 resin, or 2 berries.



Forest 7: Gain 2 berries and draw 1 card from the deck.



Forest 8: Discard 1 or more cards from your hand. Draw 2 cards for each card you discarded.



Forest 9: Gain 1 twig, 1 resin and 1 berry.



Forest 10: Gain 2 resin and 1 twig.



Forest 11: Draw 3 cards from the deck and gain 1 pebble.

BELFAIRE FOREST CARDS



Forest 12: Gain either 2 resin or 2 berries.



Forest 13: Gain 3 resin.



Forest 14: Pay 3 twigs, then gain any 3 resources, such as 3 resin or 2 berries and 1 twig.



Forest 15: Activate any 2 green Production cards in your city except Legendary cards.

PEARLBROOK FOREST CARDS 🐾



Forest 16: Gain 1 berry and 1 pebble and draw 1 card from the deck.



Forest 17: Gain 2 pebbles and draw 1 card from the deck.



Forest 18: Gain 1 resin and 1 pebble. Or, draw 4 cards from the deck.



Forest 19: Discard any 2 Meadow cards and replenish. Then draw 2 Meadow cards and gain 1 of any resource.

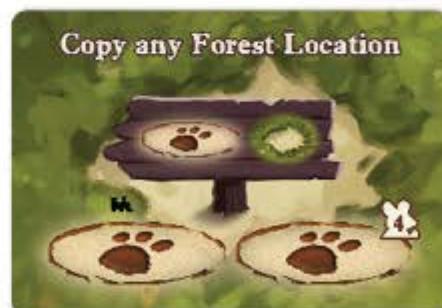
NEWLEAF FOREST CARDS 🚂



Forest 20: Gain 4 twigs.



Forest 21: Gain 2 twigs and 1 resin.



Forest 22: Copy any other Forest location on the main game board, even if it is already occupied by another worker.

PEARLBROOK RIVER DESTINATIONS



Ballroom: Pay 1 point token and 1 resin to draw 3 cards from the deck and to gain 1 pearl.

Bosley the Artist: Reveal and discard 3 different-colored cards from your hand to gain 1 point token and 1 pearl.

Crustina the Constable: Reveal and discard 2 blue Governance cards from your hand to gain 1 point token and 1 pearl.

Gardens: Pay 1 point token and 1 berry to draw 3 cards from the deck and to gain 1 pearl.

Great Hall: Pay 1 point token and 1 pebble to draw 4 cards from the deck and to gain 1 pearl.

Gus the Gardener: Reveal and discard 3 green Production cards from your hand to gain 1 point token and 1 pearl.

Iluminor the Inventor: Reveal and discard 2 tan Traveler cards from your hand to gain 1 point token and 1 pearl.

Market: Pay 1 point token and 1 of any resource to draw 3 cards from the deck and to gain 1 pearl.

Observatory: Pay 1 point token and 1 of any resource to draw 2 cards from the Meadow and to gain 1 pearl.

Omicron the Elder: Reveal and discard 1 purple Prosperity card from your hand to gain 1 point token and 1 pearl.

Snout the Explorer: Reveal and discard 2 red Destination cards from your hand to gain 1 point token and 1 pearl.

Watermill: Pay 1 point token and 1 twig to draw 2 cards from the deck and to gain 1 pearl.



PEARLBOOK ADORNMENTS



Bell: Gain 3 berries. Draw 1 card for every Critter in your city (including those that don't take up a space, like the Pirate).
End game: Worth 1 point for every 2 Critters in your city (round down).

Compass: You may reactivate 2 different tan Traveler cards in your city. If you activate the Ruins, play as though you were just playing it for the first time. If you activate the Fool, you may move the Fool into an opponent's city. If you activate the Messenger, you may move the Messenger. **End game:** Worth 1 point for every tan Traveler card in your city.

Gilded Book: Gain resources equal to the cost of any blue Governance card in your city. For example, if you had a Clock Tower in your city, you would gain 3 twigs and 1 pebble. **End game:** Worth 1 point for each blue Governance card in your city.

Hourglass: You may immediately activate any Forest location without placing a worker, even if a worker is already at that location, plus gain 1 of any resource. **End game:** Worth 1 point for each red Destination card in your city.

Key to the City: Gain 2 of any resource(s). Draw 1 card from the deck for every Construction in your city. **End game:** Worth 1 point for every 2 Constructions in your city (round down).

Masque: You may play 1 card worth up to 3 base points for free. **End game:** Worth 1 point for every 3 point tokens you have (round down). This includes any point tokens on cards like Clock Tower or Chapel.

Mirror: You may copy any ability from an Adornment card already played by an opponent. Activate it based on your own city. Do not gain bonus points from the copied ability. **End game:** Worth 1 point for each unique colored card in your city, so a maximum potential of 5 points. Do not use this card in the solo game.

Scales: You may discard up to 4 cards from your hand to gain 1 of any resource for each discarded card. **End game:** Worth 1 point for every card still in your hand, up to a maximum of 5.

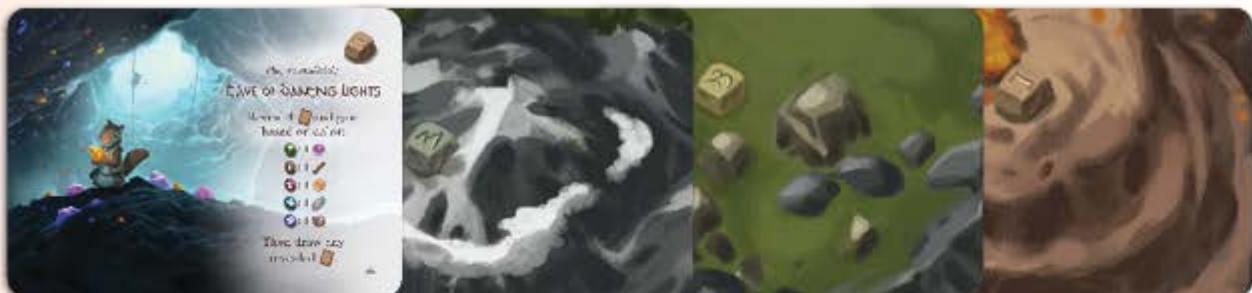
Seaglass Amulet: Gain 3 of any resource(s), draw 2 cards, and gain 1 point token. **End game:** Worth 3 points.

Spyglass: Gain 1 of any resource, draw 1 card, and gain 1 pearl (you must still pay a pearl at first to play this Spyglass). **End game:** Worth 3 points for every Wonder you built.

Sundial: You may activate Production for up to 3 of the green Production cards you have in your city. **End game:** Worth 1 point for every 2 green Production cards in your city (round down).

Tiara: Gain 1 of any resource for every purple Prosperity card in your city. **End game:** Worth 1 point for each purple Prosperity card in your city.

SPIRECREST DISCOVERY CARDS ▲



All Big Critters replace one of your non-deployed workers with the appropriate Big Critter worker meeple when you acquire the Discovery card. These may be used as normal workers instead of being used for their unique abilities described below. Bring them back when you Prepare for Season in either case (unless placed on a permanent location or Stubblehoof, see below).

FOOTHILLS

Archeologist: When played, place up to 3 Constructions beneath this card, either from your hand, the Meadow, or a combination of both. These cards do not count toward your hand limit. Later, when playing a card, you may choose to play 1 of these cards for 1 less of any resource. You may not combine this with any other card-playing ability. You may play one of these cards with a different card-playing ability instead if it applies.

Cartographer's Caravan : When you place a worker here, draw 3 cards, then also gain 1 of any resource for each worker that is here, including the worker just placed. Each player may only have up to 1 of their workers here.

Everblossom Trail: Worth 4 endgame points if you have at least 3 purple Prosperity cards in your city.

Forager: Whenever you gain berries on your turn, draw 1 card for each berry that you gained. Do not count gifts from other players.

Greensprout Trail: Worth 4 endgame points if you have at least 4 green Production cards in your city.

Map Seller : When you place a worker here, draw cards from the Meadow or the discard pile (or a combination of the two) until you reach your hand limit. Do not replenish the Meadow until you have completed this action. Each player may only have up to 1 of their workers here.

Mistrise Trail: Worth 4 endgame points if you have at least 3 tan Traveler cards in your city.

Mountaineer: Ignore the weather effects for spring. Also, you may play 2 cards from the Peaks Discovery cards when you Explore that region, instead of only 1, but you still must pay their costs.

Prospector: Whenever you gain point tokens on your turn, you may discard up to 1 card for each token gained. Whether or not you discard, you may then draw up to 1 card for each point token gained. This includes point tokens placed on cards like the Clock Tower. Do not count gifts from other players.

Starfall Trail: Worth 4 endgame points if you have at least 3 blue Governance cards in your city.

Stubblehoof  : When you Prepare for Season, you may choose to not bring back Stubblehoof. In this case, activate the location where Stubblehoof is, draw 1 card and gain 1 of any resource. If Stubblehoof is at an **Office** location in an opponent's city (such as an Inn), the opponent will gain a point token from the general supply, as usual. In a solo game, you may still activate a location even if Rugwort moves to it.

Sunblaze Trail: Worth 4 endgame points if you have at least 3 red Destination cards in your city.

Trail Guide: When played, place up to 3 Critters beneath this card, either from your hand, the Meadow, or a combination of both. These cards do not count toward your hand limit. Later, when playing a card, you may choose to play 1 of these cards for a decreased cost of 2 fewer berries. You may not combine this with any other card-playing ability. You may play one of these cards with a different card-playing ability instead or occupied token if it applies.

Truffle  : As an action, you may place Truffle on a green Production card in your or an opponent's city to activate it for yourself, and gain 1 of any resource and draw 1 card. You gain the benefit but count the card as if it were in the city it is in. May not activate Legendary cards. May not activate an opponent's Bank, Storehouse, or Rugwort the Rowdy.

PEAKS

Ancient Orchard: When you place a worker here, gain 5 berries.

Bellsong Trail: Worth 4 endgame points if you complete every map in your Expedition.

Cloudrim Peak: When you place a worker here, you must discard 5 different colored cards from your hand (1 of each color type in the deck). Then, gain 8 point tokens.

Corliander  : You may place Corliander on an Event to achieve that Event even if you only have half of the card requirements to achieve it (round up). For example, if the Event requires 2 specific cards to achieve it, you may achieve it even if you only have 1 of them. For a basic Event that requires 3 cards of 1 color, you must have at least 2. For Everdell Games, you would have to have at least 1 of each colored card. For Flower Festival, you would need at least 3 of the 5 card colors. To achieve Events, you must still pay all required resources.

Firebeak  : As an action, you may place Firebeak on top of the discard pile and then draw 3 cards from the discard pile. If Firebeak is on the discard pile, when an opponent discards cards, you may look at all the cards they just discarded and draw any of them, up to your hand limit. Do not use in a Rugwort solo game.

Grey Cloak's Hideout: As an action, move 1 of your deployed workers here to activate the location that worker was on before you moved them. This does not reactivate any Player Powers (e.g., Hedgehogs or Mice), nor any Big Critter abilities such as Honeypaw has.

Honeypaw  : If you did not gain any berries from placing Honeypaw, then after you fully activate the location where you placed Honeypaw, you may also gain 1 berry for each resource that you did gain there, up to a maximum of 3 berries.

King Rhun  : As an action, you may place King Rhun on any purple Prosperity card in your city to gain any resource(s) equal to the base point value of that card. Example: If you place King Rhun on a Castle, you would gain 4 resources of your choice.

Moleia Mines  : When you place a worker here, you may reveal cards from the deck 1 at a time, up to the number of cards it would take for you to reach your hand limit. For example, if you have a hand limit of 8 and your hand has 6 cards, you may reveal up to 2 cards. You may stop revealing cards at any time and draw the revealed cards, plus gain 1 point token for each card. If any of the revealed cards ever matches the card name (or equivalent) of a card in the Meadow, discard all revealed cards and gain nothing. Each player may only have up to 1 of their workers here.

Ruins of Spire: When you place a worker here, gain 3 resources consisting of twigs, resin, or pebbles. They do not all have to be the same resource.

Stormvale: When played, draw 3 cards and place them faceup by this card. You or an opponent may play any of these cards just as if they were in the Meadow. You gain 1 point token each time an opponent plays 1 of these cards. Replenish any played cards from the deck. When other cards or actions refer to Meadow cards, these cards do not count as such.

Tezel's Laboratory: When you place a worker here, you may discard any number of cards from your hand, then immediately play a card for that many fewer resources.

Whisper  : Whisper ignores the rule that only 1 worker may visit exclusive locations; Whisper treats each location as shared. You must still pay any required costs for visiting that location. If there is a worker limit at a shared location, such as the Market, Knoll, or Station, and if you already have a worker there, you may not place Whisper at that location. You may not place Whisper on an achieved Event nor on non-open locations in opponents' cities.

Windlore  : As an action, you may place Windlore on top of the deck and then draw 3 cards from the deck. While Windlore remains on the deck, if an opponent draws any cards from the deck, after they have completed their turn, you may draw 2 cards from the deck. Also while on the deck, you may draw cards beyond your hand limit, but then you must immediately choose which cards to discard from your hand to get back down to your hand limit. Do not use when playing against Rugwort.

RIDGE



Bellsong City: Worth 3 endgame points, plus 1 point for each card in the color type that you have the least of in your city. If tied, only score for 1 color type. Count only colors that are present in your city. For example, if you end the game with 7 green, 4 blue, 4 red, 0 tan, and 0 purple, it is worth 4 bonus points for a total of 7 points.

Bounty Hunter: When played, name any Critter card and then search the deck. If you find that Critter, you may draw it into your hand, even if your hand is full (if so, you must immediately discard 1 card). If you do not find it, you gain nothing. Shuffle and return the deck when you are done.

Cave of Dancing Lights: When played, reveal 4 cards from the deck and then gain resources based on the card colors: green Production: 1 berry; tan Traveler: 1 twig; red Destination: 1 resin; blue Governance: 1 pebble; purple Prosperity: 1 of any resource. Then you may draw any of the revealed cards, discarding those you don't draw.

Cloudsong: When played, name any Construction card and then search the deck. If you find that Construction, you may draw it into your hand, even if your hand is full (if so, you must immediately discard 1 card). If you do not find it, you gain nothing. Shuffle and return the deck when you are done.

Everblossom City: Worth 6 endgame points and -1 point for each purple Prosperity card in your city.

Gatherwind Trail: Worth 4 endgame points if you have achieved at least 2 Events (basic and/or special).

Greensprout City: Worth 6 endgame points and -1 point for every 2 green Production cards in your city (round down). For example, if you have 3 green Production cards in your city, you only lose 1 point, so this card is worth a total of 5 points.

Hopewatch Trail: Worth 1 endgame point for each point you gained from Journey locations, up to 7 points.

Mistrise City: Worth 6 endgame points, and -1 point for each tan Traveler card in your city.

Serpent's Pass: Place this card at the beginning of your Expedition so it will be the first area you explore when moving out of Everdell. You must pay 6 of any combination of resources to travel onto Serpent's Pass.

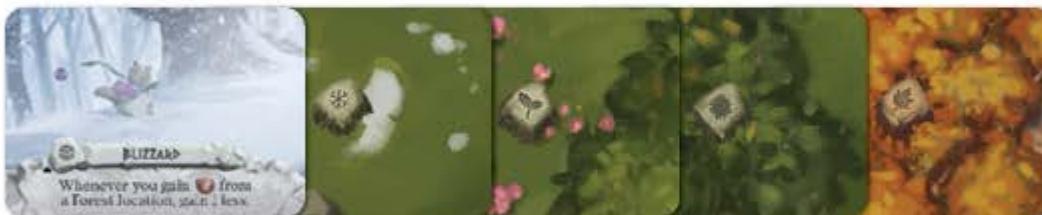
Sunblaze City: Worth 6 endgame points and -1 point for each red Destination card in your city.

Starfall City: Worth 6 endgame points and -1 point for each blue Governance card in your city.

Star Weavers: When played, you may discard any number of cards from your hand, then draw to your hand limit. You do not have to discard cards in order to draw.

The Distant Shore: Place this card at the end of your Expedition so it will be the last area you explore. You must discard 6 cards to travel onto The Distant Shore.

SPIRECREST WEATHER CARDS



WINTER

Blizzard: Whenever you gain resources from a Forest location, you gain 1 less resource. Example: You visit the Forest location with 2 resin and 1 twig, and you choose to take 1 resin and 1 twig. This does not apply to cards drawn at a Forest location.

Deep Freeze: You may not visit any Forest locations. If playing with Player Powers, Lizards may still visit their exclusive Forest location.

Dense Fog: You must pay 1 additional resource of your choice to play a card from your hand. For example, if a card costs 2 berries, you may pay 2 berries and any other resource to play the card. This still applies even if you use a card-playing ability, though the card-playing ability may reduce this extra cost. Cards played "for free" are still free. Cards played from other sources such as the Meadow or your Legendary cards are unaffected.

SPRING



Heavy Rain: Whenever you visit a Basic location, gain 1 less resource or 1 less card. Example: You visit the 2 twigs, 1 card space and choose to take 2 twigs but not draw the card.

Lightning Storms: Each Construction costs 1 additional resource to play. This resource may be a berry or any other resource of your choice. This still applies even if you use a card-playing ability, though the card-playing ability may reduce this extra cost. Cards played "for free" are still free.

Tornado: You may not play any cards from the Meadow. If an ability lets you draw cards from the Meadow into your hand, you may do so, then later play them from your hand.

SUMMER



Drought: Green Production cards do not activate when you play them. You may not activate these cards with the Toads' player power. You may still activate them with other abilities, such as Truffle, and they will activate when you Prepare for Season.

Heat Wave: Each Critter costs 1 additional berry to play. This still applies even if you are using a card-playing ability, though the card-playing ability may reduce this extra cost. Cards played "for free" are still free.

Severe Wind: Every time after you play a card into your city and completely resolve its effects, you must then discard 1 card from your hand if you are able to do so.

AUTUMN



Flooding: Each card in the Meadow costs 1 additional resource to play. This resource may be any resource of your choice. This still applies even if you use a card-playing ability, though the card-playing ability may reduce this extra cost. Cards played "for free" are still free.

Hail: After visiting a Basic or Forest location and fully resolving that location's effects, you must then discard 1 card from your hand if you are able to do so.

Wild Fire: You must immediately place 1 of your workers on this card permanently when you prepare for autumn. You will have 1 less worker to use in autumn. You may not place a worker here that is already on a permanent location, such as the Cemetery. If you chose not to bring back Stubblehoof when you prepared for season, you may not place him here now.



NEWLEAF VISITOR CARDS



All Visitor cards are worth points at the end of the game if their conditions are met at that time. You do not gain point tokens from them.

Bim Little: Worth 7 points if you have at least 6 red Destination cards in your city.

Bosley Tedwardson: Worth 9 points if you have at least 2 of each card color in your city.

Butterbell Sweetpaw: Worth 6 points if you have at least 15 cards in your city.

Diggs Deepwell: Worth 6 points if you have at least 2 pebbles left over.

Dillweed Quicksniff: Worth 5 points if you have more Constructions than Critters in your city.

Dim Dustlight: Worth 5 points if you have at least 6 Unique cards in your city. Legendary cards are not considered Unique.

Dip Dibble: Worth 5 points if you have at least 4 red Destination cards in your city.

Dune Tarrington: Worth 6 points if you have at least 6 purple Prosperity cards in your city.

Dwell Northwatch: Worth 5 points if you have at least 4 tan Traveler cards in your city.

Edvard Triptail: Worth 5 points if you have at least 1 of each card color in your city.

Frin Stickly: Worth 6 points if you have at least 4 resin left over.

Glindil Frink: Worth 4 points if you have at least 4 purple Prosperity cards in your city.

Iggy Silverscale: Worth 7 points if you have at least 6 tan Traveler cards in your city.

Mossy Steptoe: Worth 5 points if you have at least 5 green Production cards in your city.

Orin Nimblepaw: Worth 6 points if you have at least 2 workers on Journey spaces.

Oscar Longtale: Worth 5 points if you have more Critters than Constructions in your city.

Phill Gurgele: Worth 10 points if you have no more than 2 green Production cards in your city.

Piff Quillglow: Worth 6 points if you have at least 5 twigs left over.

Plum Shortclaw: Worth 5 points if you have at least 4 blue Governance cards in your city.

Quinn Cleanwhisker: Worth 6 points if you have at least 6 Critters and 6 Constructions in your city.

Reemy Sniggle: Worth 7 points if you have achieved at least 3 basic Events.

Rivil Ablacus: Worth 7 points if you have at least 6 blue Governance cards in your city.

Ruby Dew: Worth 8 points if you have achieved at least 2 special Events.

Saris Clearwhistle: Worth 5 points if you have at least 6 Common cards in your city.

Sir Trivle Q. S. Marqwill III: Worth 7 points if you have at least 1 of each resource type left over. Ignore pearls.

Skid Shinyasnout: Worth 5 points if you have at least 10 point tokens.

Snout Puddlehop: Worth 8 points if you have achieved at least 2 basic Events and 1 special Event.

Triss Peske: Worth 6 points if you have at least 6 cards of one color in your city that are not green Production cards.

Wildell Family: Worth 7 points if you have at least 9 Common cards in your city.

Willow Greengrin: Worth 7 points if you have at least 7 green Production cards in your city.

Wimble Wuffle: Worth 6 points if you have at least 3 berries left over.

Yara & Brun Mayberry: Worth 7 points if you have at least 7 Unique cards in your city. Legendary cards are not considered Unique.



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.

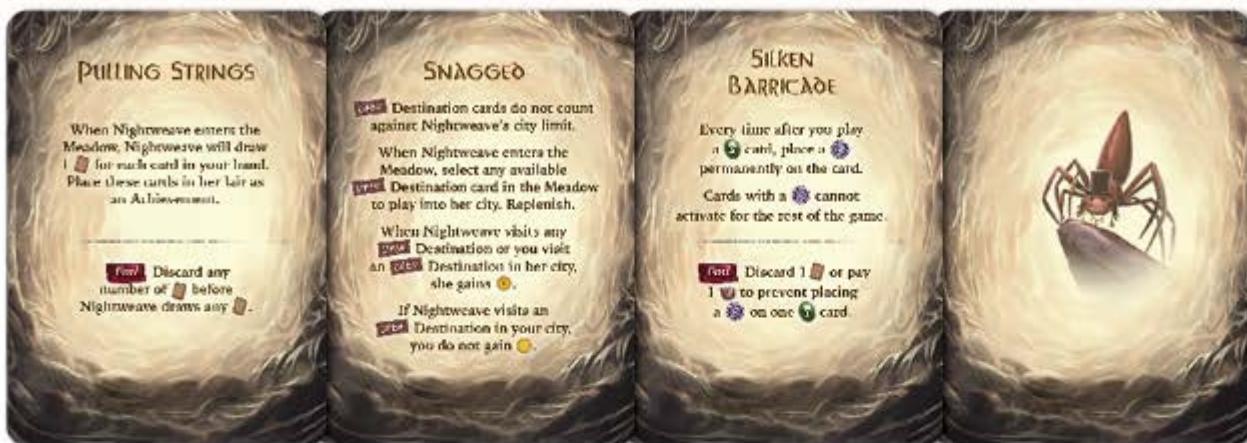
Nightweave the Nefarious: When Nightweave Prepares for Season, collect all Meadow cards adjacent (but not diagonal) to her and place them in her lair as Achievements. Then replenish the Meadow.

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  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. These cards will flip back to normal when a new Plot card is revealed.

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. Constructions flip faceup when a new Plot card is revealed.

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. Critters flip faceup when a new Plot card is revealed.

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.



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