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MYSTIC VALE™

VALE OF THE WILD EXPANSION

A CARD CRAFTING GAME OF NATURE'S POWER

Card
Crafting
System



Components

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

- 54 Advancements consisting of:
 - 24 Level 1
 - 18 Level 2
 - 12 Level 3
- 18 Vale cards consisting of:
 - 10 Level 1
 - 8 Level 2
- 8 Leader cards
- Rulebook

Expansion Setup

Simply shuffle the new advancements and vale cards into their corresponding decks. Then follow the standard setup rules for the base game. Setup rules for the new leader cards are explained on the following page.

Note: The advancement sets Nymph, Pack Leader, and Totem Chief do not have a full set for each of the top, middle, and bottom slots. One slot from each set is excluded from this expansion in order to maintain greater game balance and variety.



Eclipse Symbol

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

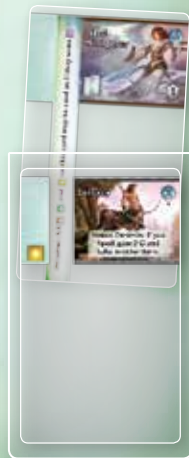


Eclipse advancements work like regular advancements with the exception that they may be covered by another advancement.




Example: You may sleeve an advancement so it covers an eclipse advancement.

Example: You may sleeve an eclipse advancement under another advancement, so the eclipse advancement is covered.



Important: You **cannot** sleeve an eclipse advancement so that it covers another advancement, even another eclipse advancement.

If an advancement is sleeved over an eclipse advancement, the  on the covered eclipse advancement is not worth any points at the end of the game.

Leader Cards

Leaders grant players abilities that can be used throughout the game, which can also be upgraded to become even more powerful! Playing with leaders is optional and players should agree upon whether or not to use them at the start of the game.

Leader Card Anatomy



Leader Setup

An additional “Leaders” step is added to the base game setup, after setting up vale cards is finished.

Randomly deal two leaders to each player. Each player chooses one of the two leaders, then puts the other one back in the box.

Each player sleeves their leader into one of their eight blank cards. Be sure that the leader’s starting side is showing face up, so that its upgrade cost is shown in the top right corner.



Each player must place their leader into their deck facedown, then shuffle it in with their other 19 cards.

Using Your Leader

Abilities and symbols on your leader work the same as all other effects.

Important: You **cannot** sleeve advancements on a leader.

Leaders are a new type of card, and are not considered an advancement for abilities and effects. They are still considered to be a “card” for abilities and effects that refer to a card.

Upgrading Your Leader

Each leader has two sides; a **starting side** (indicated by the upgrade cost in the top right corner and a silver border) and an **upgraded side** (indicated by a gold border).



Starting Side

Upgraded Side

During the Harvest Phase of any of your turns when your leader is in your field, you may pay the upgrade cost in the top right corner of the leader to turn the card over to the upgraded side.

Upgrading your leader counts as one of your two advancement buys during your Harvest Phase. In other words, if you upgrade your leader you may only buy one advancement during that turn.

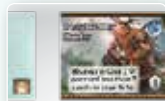
You cannot use the leader's upgraded ability and symbols during the Harvest Phase that you upgrade it. However, you may use the leader's starting ability and symbols during the Harvest Phase that you upgrade it.


Card Clarifications




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

Advancements

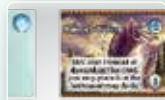
Beastbrother Hunter



This is a “Harvest” ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. Gain  equal to the difference between 7 and the number of cards in your field.

For example, if you have 2 cards in your field, you gain 5 . If you instead have 5 cards in your field, you gain 2 . Finally, if you 7 or more cards in your field, you gain 0 . This ability works best when it is in a field with few cards. *Hint: Sleeve Beastbrother Hunter with a Cursed Land.*

Burrow Wurm



This is a “Discard” ability, meaning it triggers during your Discard Phase. When you place Burrow Wurm at the bottom of your deck, the card must be placed face down. If there are no cards left in your deck, place Burrow Wurm under your on-deck card.



If you manage to get two or more cards with Burrow Wurm in your field at the same time, you may choose what order to resolve them in.

Call of the Hunt



This is a "Harvest" ability, meaning if it is in your field, it resolves during your Harvest phase. You cannot resolve this ability if you Spoil. If you have less than 8 cards in your field, then take the top card of your deck and place it face up at the end of your field (this is the first face down card at the top of your deck;

this is not your on-deck card). Repeat this until you have exactly 8 cards in your field.



Note: You only resolve this effect during your Harvest Phase, meaning you've already passed and cannot Spoil. If this effect causes you to have more than 3 , you don't Spoil; just continue your Harvest Phase as normal. Likewise, "When Played" effects and  are only beneficial during your Planting and Prep Phase, and if placed into your field via Call of the Hunt, are useless.

If you don't have enough cards in your deck to fully resolve this effect, shuffle your discard pile and it becomes your deck, then complete the effect.


Centaur



This is a "While On-deck" ability, meaning it can only resolve while it is your on-deck card. If Centaur is in

your field, its ability has no effect. If you Spoil and Centaur is your on-deck card (meaning the card Centaur is sleeved on was the card that caused you to Spoil) then you immediately take 2  and take another turn after completing your current turn. This means you will do all the normal things you do during a turn in which you Spoil, (i.e. discard all the cards in your field, turn your  token to the active side, then complete a Prep Phase for your next turn), however, rather than the next player beginning



their turn, you then immediately proceed with a new turn beginning with the Planting Phase.



You may only take one additional turn per round. For example, you take another turn with Centaur's ability and then Spoil during that turn with Centaur or Primal Power sleeved in your on-deck card. You still gain  from their abilities but you cannot take a second additional turn.

Gaia's Outcast

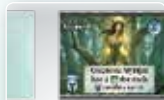


This is an "End of Game" ability, meaning it only matters when counting total points at the end of the game.




At the end of the game, all players should count the total amount of  in their decks; if you have more than any other player you gain an additional 6 . If you have less than another player or are tied for the most, you get no bonus.



Note that you are counting symbols, not net , so include in this count  that is "canceled."

Nymph

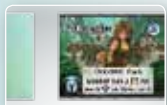


This is an "Ongoing" ability, meaning if Nymph is sleeved on a card, thereafter, whether that card is on-deck, in your

field, in your discard pile, or in your deck, Nymph ability is in effect. For each  on the card ( on advancements in the same sleeve), Nymph is considered to have +1 .

For example, if Nymph and Beastbrother Champion were sleeved together, Nymph would be considered to have 2 . You still, of course, only get these  while Nymph is in your field.

Pack Leader

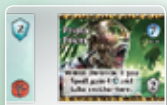


This is an “Ongoing” ability, meaning if Pack Leader is sleeved on a card, thereafter, whether that card is on-deck,

in your field, in your discard pile, or in your deck, Pack Leader's ability is in effect. For each on the card (on advancements in the same sleeve), Pack Leader is considered to have +1 .

For example, if Pack Leader and Beastbrother Champion were sleeved together, Pack Leader would be considered to have 2 . You still, of course, only get these while Pack Leader is in your field.

Primal Power



This is a “While On-deck” ability, meaning it can only resolve while it is your on-deck card. If Primal Power

is in your field, its ability has no effect. If you Spoil and Primal Power is your on-deck card (meaning the card Primal Power is sleeved on was the card that caused you to Spoil) then you immediately take 4 and take another turn after completing your current turn. This means you will do all the normal things you do during a turn in which you Spoil, (i.e. discard all the cards in your field, turn your token to the active side, then complete a Prep Phase for your next turn), however, rather than the next player beginning their turn, you then go right on to a new turn beginning with the Planting Phase.

You may only take one additional turn per round. For example, you take another turn with Primal Power's ability and then Spoil during that turn with Primal Power or Centaur sleeved in your on-deck card. You still gain from their abilities but you cannot take a second additional turn.

Seed Sowers



This is a “Harvest” ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. When you choose to resolve this ability, you may spend as much as you want. You may spend 0 if you wish. spent this way may not be spent on anything else, such

as buying advancements. For each 2 you spend this way you gain 1 .

For example, during your Harvest phase you have 14 . You buy an advancement for 7 and have 7 mana leftover. With Seed Sower's ability, you can spend 6 of that and gain 3 .

Stag Champion



This is an “Ongoing” ability, meaning if Stag Champion is sleeved on a card, thereafter, whether that card is on-deck, in your field, in your discard pile, or in your deck, Stag Champion's ability is in effect. Whenever any ability sleeved on the same card as Stag Champion causes you to gain you take twice as

many instead.

For example, if Stag Champion and Forest Song were sleeved on the same card, the 1 on Forest Song would now give you 2 instead. As another example, Centaur gives you 2 if it is on-deck when you Spoil. If Centaur and Stag Champion are sleeved on the same card, Centaur would give you 4 instead. Note that Stag Champion does not double end game points.

Storm Elemental



This is an “Ongoing” ability, meaning if Storm Elemental is sleeved on a card, thereafter, whether that card is on-deck, in your field, in your discard pile, or in your deck, it is considered to have no ⚡ on it.

Totem Chief



This is an “Ongoing” ability, meaning if Totem Chief is sleeved on a card, thereafter, whether that card is on-deck, in your field, in your discard pile, or in your deck, Totem Chief’s ability is in effect. For each ⚡ on the card (⚡ on advancements in the same sleeve), Totem Chief is considered to have +1 ⚡.

For example, if Totem Chief and Beastbrother Champion were sleeved together, Totem Chief would be considered to have 2 ⚡. You still, of course, only get these ⚡ while Totem Chief is in your field.

Unicorn



This is a “While On-deck” ability, meaning it can only resolve while it is your on-deck card. If Unicorn is in your field, its ability has no effect but you still gain 1 ⚡ during your Harvest Phase. If you Spoil and Unicorn is your on-deck card (meaning the card Unicorn is sleeved on was the card that would have

caused you to Spoil) then you do not Spoil and may proceed to the next phase of your turn. If you choose to push and have 4 or more ⚡ in your field, you Spoil as normal.

Unicorn only gives you 1 ⚡ during your Harvest Phase, not while it is on-deck.

Wind Whisperer



This is an “Ongoing” ability, meaning if Wind Whisperer is sleeved on a card, thereafter, whether that card is on-deck, in your field, in your discard pile, or in your deck, Wind Whisperer ability is in effect. All ⚡, ⚡, and ⚡ on the card that Wind Whisperer is sleeved on (including spirit symbols (including spirit symbols gained with text abilities like Totem Chief) are considered to be ⚡ instead.

Wolf Rider



This is a “Harvest” ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. Gain ⚡ equal to the difference between 7 and the number of cards in your field.

For example, if you have 3 cards in your field, you gain 4 ⚡. If you instead have 5 cards in your field, you gain 2 ⚡. Finally, if you have 7 or more cards in your field, you gain 0 ⚡. This ability works best when it is in a field with few cards. *Hint: Sleeve Wolf Rider with a Cursed Land.*





Vales

Bramble Spire



This ability is available for use during your Planting Phase (or, more rarely, your Prep Phase). During your Planting Phase, if you push and the new on-deck card you reveal would result in you Spoiling, instead of Spoiling, you may discard Bramble Spire (put it back in the game box and it's



considered out of the game). If you do, choose any one card in your field or your on-deck card and cancel all  on that card until your next Discard Phase. If this results in you no longer Spoiling, then you now continue as normal by choosing to either pass or push.

In the rare case of Spoiling during your Prep Phase, you may also use Bramble Spire at that time to cancel all  on any one card until your next Discard Phase.


The 1  on Bramble Spire is lost if you choose to discard the card.

Eagle's Cry Peak





This is a "Harvest" ability, meaning it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. You may discard Eagle's Cry Peak from the game (put it back in the game box and it's considered out of the game) and reduce the  cost of a level 2 advancement to zero .



Note, Harvest abilities are mandatory unless otherwise stated. This Harvest ability is optional as indicated by the word "may."

The 1  on Eagle's Cry Peak is lost if you choose to discard the card. You cannot use this ability the turn you buy this card.

Haunted Hollow




This is an "End of Game" ability, meaning it only matters when counting total points at the end of the game. At the end of the game, all players should count the total amount of  in their decks; if you have more than any other player you gain an additional 7 . If you have less than another player or are tied for the most, you get no bonus.


Note that you are counting symbols, not net , so include in this count  that is "canceled."

Nectar Colony



This is a "Harvest" ability, meaning it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. You may discard Nectar Colony from the game (put it back in the game box and it's considered out of the game) and gain 1 extra  to spend this turn. Note, Harvest abilities are

mandatory unless otherwise stated. This Harvest ability is optional as indicated by the word "may."

The 1  on Nectar Colony is lost if you choose to discard the card. You cannot use this ability the turn you buy this card.

Pool of Visions



This is a “Discard” ability, meaning it triggers during your Discard Phase. Discard all the other cards in your field as normal, place your chosen card as the “first” (leftmost) card in your field, then during your Planting Phase, play cards to the right as the second card, third card, fourth card, etc. This

effect essentially allows you to keep the chosen card in your field for an extra turn.

Stormcaller



This is a “Harvest” ability, meaning it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. If you have at least one spirit symbol from any source, you may discard Stormcaller from the game (put it back in the game box and it’s considered out of the game) and count one of your

, , or as a until end of turn. Note, Harvest abilities are mandatory unless otherwise stated. This Harvest ability is optional as indicated by the word “may.”

The 1 on Stormcaller is lost if you choose to discard the card. You cannot use this ability the turn you buy this card.

Talon Gorge



This is a “When Bought” effect, meaning it triggers the moment the card is bought and then can be ignored for the rest of the game.

Note, abilities are mandatory unless otherwise stated. This ability is optional as indicated by the word “may.”

The 4 on Talon Gorge is lost if you choose to discard the card. You cannot use this ability the turn you buy this card.

If you use the ability, gain 1 for every 2 you have available to spend when you bought Talon Gorge. The may still be spent during your Harvest Phase as normal, after Talon Gorge’s ability has been resolved.

Verdant Path



This ability is available for use during your Planting Phase (or, more rarely, your Prep Phase). During your Planting Phase, if you push and the new on-deck card you reveal would result in you Spoiling, instead of Spoiling, you may discard Verdant Path from the game (put it back in the game box and it’s considered out of the game). If you do, discard your current on-deck card, then reveal a new on-deck card. However, if that new on-deck card were to cause you to Spoil, you cannot again use Verdant Path because you discarded it from the game. In the rare case of Spoiling during your Prep Phase, you may also discard Verdant Path to discard your current on-deck card and reveal a new one.

The 1 on Verdant Path is lost if you choose to discard the card.

Wayfarer Portal






This is a “Harvest” ability, meaning it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. You may choose any one advancement sleeved on a card in your field and unsleeve that advancement, then resleeve it on a different card in your field.

All sleeving rules still apply (i.e. you cannot cover an existing advancement unless it is an eclipse advancement). If you unsleeve an advancement, you must resleeve it, meaning if you do not have a legal place to resleeve the advancement, then you are not allowed to unsleeve it. Note, Harvest abilities are mandatory unless otherwise stated. This Harvest ability is optional as indicated by the word “may.” You cannot use this ability the turn you buy this card.

Leaders




Ashae – Starting Side







This is a “Harvest” ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. Gain 2  tokens from the game box (do not take this  from the pool of  set as the game clock at the start of the game).

Ashae – Upgraded Side







This is a “Harvest” ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. Count the number of  symbols on cards in your field. Note that you are counting symbols, not net , so include in this count  that is “canceled.”

For each  symbol that you count, gain 1  token from the game box (do not take this  from the pool of  set as the game clock at the start of the game).

Cyrilla – Starting Side




This is a “Harvest” ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. Choose a card in your field or on-deck. That card is considered to have +1  on it.




For example, if you have a Totem Chief sleeved on an otherwise blank card in your field, you may use Cyrilla’s ability to add a  to that card. That card is now considered to have 2  on it until end of turn, meaning Totem Chief’s ability gives you 2 .

Cyrilla – Upgraded Side





This is a “Harvest” ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. Choose a card in your field, or on-deck. That card is considered to have +1  on it as described in the “Cyrilla – Starting Side” clarification.

However, in addition, choose a different second card; this card may be in your field or the field of the player seated to your right or the player seated to your left. If there are 1 or more Harvest or Ongoing abilities on this second card, you may add one of those Harvest/Ongoing abilities to the first card you chose.

For example, you have a Totem Chief sleeved on an otherwise blank card in your field, and the player to your right has a Pack Leader sleeved on a card in their field. You choose your Totem Chief as card 1, and the Pack Leader ability to add to that card. That means card 1 now has both the Totem Chief ability, the Pack Leader ability, and 2 , giving you 2  and 2 .

Dione – Starting Side





This is a “Harvest” ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. Chose to either gain 1  or 1 .

Dione – Upgraded Side



This is a “Harvest” ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. You may choose to use the on-deck cards of the player seated to your left and the player seated to your right as if those cards were in your field. If either of the

players to your left and right are still resolving their Prep Phase, you must wait until their Prep Phase has ended before completing this effect. If a player does not have an on-deck card (if they played their entire deck for example) you simply miss out on getting to use a card from them.


Note: You only resolve this effect during your Harvest Phase, meaning you’ve already passed and cannot Spoil. If this effect causes you to have more than 3 , you don’t Spoil; just continue your Harvest Phase as normal. Likewise, “When Played” effects and  are only beneficial during your Planting and Prep Phase, and have no effect during your Harvest Phase.

2-Player Games: During games with only two players, you only get to use the on-deck card of your single opponent; you cannot use that card twice.

GinGan – Starting Side







This is a “Harvest” ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. You may place your current on-deck card into your discard pile, then reveal a new on-deck card.

Note: You only resolve this effect during your Harvest Phase, meaning you’ve already passed and cannot Spoil. If this effect causes you to have more than 3 , you don’t Spoil; just continue your Harvest Phase as normal.

GinGan – Upgraded Side

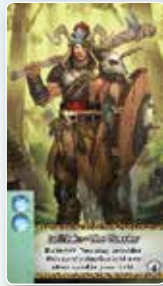


This is a “Harvest” ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. The player seated to your left may choose to discard their on-deck card then reveal a new on-deck card (if that player is still resolving their Prep Phase,


they should finish the phase then decide to discard or not). If the player chooses to discard their on-deck card, you gain 1  token from the game box (do not take this  from the pool of  set as the game clock at the start of the game). Then the player to your right may make the same choice, and again, you gain 1  if they discards their on-deck card.

2-Player Games: During games with only two players, your single opponent may choose to discard their on-deck card, but the effect does not repeat and allow them to discard another card.

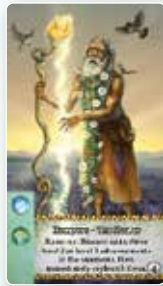
Guilduin – Upgraded Side



This is a “Harvest” ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. Choose another card in your field, for the rest of this turn, Guilduin is considered to have all the same symbols, powers, text effect, etc. as the chosen

card. If you choose to do this, you still gain other abilities of Guilduin such as the 2  depicted on his card.

Hempero – Upgraded Side



This is a “Harvest” ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. Choose up to three advancements available to buy that are either level 2 or level 3 advancements (the advancements with 2 or 3 dots beneath their cost). You

cannot choose level 1 advancements, including Fertile Soils.

For example, you could choose a level 2 advancement and two level 3 advancements. Discard all the chosen advancements (place them back in the game box—they are out of the game). Then immediately replenish the empty spots in the commons as you would normally.

Nepeto – Starting Side






This is a “Harvest” ability, meaning if it is in your field, it resolves during your Harvest Phase. You cannot resolve this ability if you Spoil. You may sleeve a Fertile Soil on any card in your field; this does not count as a purchase.

If there are no Fertile Soil cards remaining, this ability has no effect.

Nepeto – Upgraded Side



This is the same as the starting side ability except instead of gaining a Fertile Soil you may instead buy a third advancement for 2  less than its cost. First, this allows you to buy a third advancement rather than the usual 2 maximum. Second, if you buy a third advancement it costs 2  less. This 2 

discount can only be used on a third advancement purchase; if you only buy 1 or 2 advancements this discount does not apply.

Card List

- 54 Advancements consisting of:
 - 3 Beastbrother Champion
 - 3 Beastbrother Hunter
 - 3 Bonecaster
 - 3 Burrow Wyrn
 - 3 Call of the Hunt
 - 3 Centaur
 - 3 Forest Song
 - 3 Gaia’s Outcast
 - 2 Nymph
 - 2 Pack Leader
 - 3 Primal Power
 - 3 Seed Sowers
 - 3 Stag Champion
 - 3 Storm Elemental
 - 3 Sundered Land
 - 2 Totem Chief
 - 3 Unicorn
 - 3 Wind Whisperer
 - 3 Wolf Rider
- 18 Vale cards consisting of:
 - 1 Bramble Spire
 - 1 Eagle’s Cry Peak
 - 2 Haunted Hollow
 - 2 Nectar Colony
 - 1 Pool of Visions
 - 2 Rune River
 - 2 Shimmering Waterfall
 - 2 Stormcaller
 - 1 Talon Gorge
 - 1 Throne Room
 - 2 Verdant Path
 - 1 Wayfarer Portal
- 8 Leader cards consisting of:
 - 1 Ashae
 - 1 Cyrilla
 - 1 Dione
 - 1 GinGan
 - 1 Guilduin
 - 1 Hempero
 - 1 Nepeto
 - 1 Taeda

Leader Lore

As the struggle to restore the Valley of Life intensifies, the ranks of those combating the curse continues to swell. Some druids, in particular, are rising to the forefront. While they are as varied in their approach and nature as the druidic clans themselves, these servants of Gaia all strive for the day when a wicked king's bitter wrath no longer taints their world.



Ashae – Daughter of the Storm

While some Waveguards tap deep into the mysterious energies of the weather, few give themselves wholly to it. One such druid is Ashae. Born during a storm, she revels in the wondrous power of such things, tapping deep into this awesome aspect of Gaia to both better understand the world and her place in it. Her enthusiasm has given her a new way to combat the threat seeping out of the Valley of Life, while also enriching the rest of the world in the process.

Cyrilla – The Protector

It is said Cyrilla knew her place since birth; the roots of her family run deep among the Lifewardens circle. Her mother tended the woods bordering the Valley of Life, her father the countryside around it, as had their parents and grandparents before them. When each fell while pushing back the curse, Cyrilla took her mother's place; her brother his father's. With her post came the ancient staff, Scion. Long held by her family and crafted when the world was young, it is full of powerful mana. She's also joined by a hawk, named Brenn, a companion from her youth, with whom she's formed a special bond.



Dione – Spirit Whisperer

For all of her life, Dione has heard whispers. Some faint and indistinct, others louder and clearer. Unsure of why, it wasn't until she was ten she learned of her rare ability to commune with the spirits. Once trained in how to use her gift, she's been able to share much wisdom with her fellow Dawnseekers. It is her hope that in gaining such insight she will find a way to finally put an end to the terrible curse that corrupts and twists not just the physical world but even the spirit realm with its dark taint.

GinGan – The Shapeshifter

GinGan walks the line between cursed and blessed, human and animal. Once a champion of the Beastbrothers, he was bitten by a cursed direwolf whose corrupted blood ever lingers in his veins. This taint relentlessly seeks to overwhelm him by transforming him into a bloodthirsty man-wolf. After such fits brought about the death of his wife and kin, he fled into the wild, doing what he could against the corruption in the valley while seeking mastery over the constant battle waging within his bones.





Guilduin – The Warrior

Among the Beastbrothers there is none stronger or braver than Guilduin. Loyal to his friends and merciless to his enemies, this young warrior has already carved out a place of honor and fear among his elders. Unlike others of his circle, Guilduin fully abandons himself in battle, letting the full animalistic fury laying just beneath the surface sink its teeth deep into him. Woe to any who should cross his path while thus enraged, for once the fury has its claws in him it loathes to retreat so easily.

Hempero – The Healer

Hempero has seen many moon cycles, and is one of the elders of the Dawnseekers. He's old enough to remember a time before the curse and how he and a handful of other druids, by refusing to heal a dying king, gave birth to his terrible wrath. Ever since he's had thoughts and fears wage war in his mind about what might have been had he gone a different way. While he knows he isn't entirely to blame, he cannot help but try and do his best at restoring what he can while he still has breath, hopeful he might reverse what's been done before he sees his final dawn.



Nepeto – The Gardener

No one really know how old Nepeto is, only that he's roamed the world far and wide, planting much of what the present generations of Lifewardens enjoy and protect. Wise and kind, he's known to think before speaking and for sharing much wisdom when he does. Because of his abundant planting and cultivation of life, he's deeply pained by the curse's taint on the land, taking to heart every plant affected as if it was his own child. While saddened with this present state, he continues his efforts, seeding new generations who will thrive in a time when the curse is only memory.

Taeda – The Wanderer

Taeda is a calm, curious young woman who enjoys solitude as much as the company of others. The fact she's remained a young woman for several decades has caused some investigation by those in her clan. Though it took some time to narrow it down, as Taeda has long enjoyed exploring new vistas of untamed beauty, the other Waveguards learned of her coming across a source of water so pure and infused with the blessings of Gaia that after drinking it she hasn't aged a day since. It is their hope they can use it as a new weapon or defense against the curse.



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