



Lilypad Diaspora



Crafted Items

Vagabond can give you cards to take these items.

Swimmers

You treat rivers as paths and ignore rule for moving on rivers.

Fears Come to Pass

After an enemy removes a Peaceful enclave or battles you at one, flip all Peaceful enclaves with that enemy's pieces to Militant and place 1 warrior at each flipped enclave.

Negotiations

Once on their turn, an enemy at a Militant enclave may flip it to Peaceful. If someone else rules it, the flipping player must give them 1 card.

Birdsong

1st Craft with enclaves.

2nd You must **Rally** or **Reconcile**.

Rally. Place 1 warrior at each Militant enclave.

Reconcile. Flip any number of Militant enclaves to Peaceful. For each flipped, the ruler draws the top card of the deck or Pond.

Daylight

Take up to **3 actions**.

Settle

Choose a clearing. Move **into** it any number of times. Then, you may battle there, or you may place a Peaceful enclave there if you rule it.

Provoke

Flip a Peaceful enclave to Militant, or place a Militant enclave on the river or at a Diaspora warrior. Then, place 1 warrior at each Militant enclave. Finally, discard a random card (*if you have any*).

Evening

1st Retaliate

You must battle at each Militant enclave.

2nd Integrate

You may spend one card to score **+1** per matching Peaceful enclave. You cannot score the frog suit.

3rd

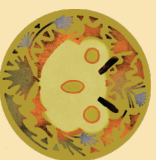
Draw cards from Peaceful enclaves on the map.

0-1: 2-3: 4-7: 8+:

Discard down to 5 cards.

Enclaves

Clearings can only have one enclave.



While Peaceful, it **adds** the frog suit to its clearing, making it double suited.



While Militant, it **replaces** its clearing suit by covering it. The clearing is only frog suit.

The Pond

Discarded frog cards go on The Pond face up. When a player draws any number of cards, they may draw the first one from the Pond.



When the shared deck is reshuffled, shuffle all cards from the Pond into it.

If the Lizard Gult is in play, discarded frog cards ignore the Lost Souls.



Twilight Council



Crafted Items

Vagabond can give you cards to take these items.

Governors

Governing assemblies Govern their clearing; enemies cannot craft with, flip, place, or remove pieces there, except in battle. (*The Vagabond cannot craft.*)

Entreating

On their turn, an enemy may force you to flip an assembly to Closed, but you may gain 1 Loyalist or place any of your Loyalists at it.

Peacekeepers

In battle between enemies at an assembly, add your warriors to the defender's and take hits after theirs. Don't defend the Vagabond.

Birdsong



Reveal any cards one by one to **Act** in a matching clearing.

- **Move** from it.
- **Recruit.** Place 1 warrior.
- **Battle.** If an assembly is there, **discard** the revealed card.
- **Assemble.** If it has no assemblies, place a Closed assembly and any Loyalists. Then, **discard** the revealed card if you don't rule.

Daylight



Sleep. Flip assemblies ruled by enemies to Closed.

Evening



1st Convene Woodfolk. One by one, return revealed cards to hand. For each returned, you may act at a matching **assembly**.



➔ **Banish.** Battle. Your hits force defending warriors to move instead, ignoring rule. Ignore rolled hits you take.

➔ **Agitate. Spend the returned card.** Gain 1 Loyalist. Flip the assembly to Governing if it's Closed.





➔ **Empower.** Roll a die and remove the rolled number of Council warriors. Then, either score **+1** if you rule, or place the removed warriors in your Loyalists.



2nd Craft with assemblies. If you don't, **Draw** cards for .

3rd Adjourn. You may remove any number of assemblies. Flip assemblies you rule to Governing.

4th Oversee Governing assemblies at enemy buildings or tokens.

- 1:  2-3:  4:  5-6: 

5th Draw 1 card. **Discard** down to 5 cards.

Assemblies

When an enemy removes an assembly, remove 1 Loyalist.



Loyalists

You may freely remove Loyalists to your supply.



Knaves of the Deepwood



Deepwood Runners
Captain and Skunk warriors can move in and out of forests, ignoring rule.

Follow Me!
Captains take hits after Skunks in battle, can move Skunks with them, and cannot be replaced or placed outside Ready.

Have at Thee!
When a Captain attacks, take 1 faction warrior you hit as a Prisoner: move it to an adjacent forest with no Prisoners, ignoring rule. At the end, place acclaim at the Captain if it's in the battle clearing.

Run Away!
When an enemy removes acclaim, they place 1 Skunk in an adjacent forest.

Birdsong

Ready. Choose a face-up Captain as your Acting Captain.

If it's not on the map, place the Captain in a forest, remove Prisoners from its forest and adjacent ones, and take **one less action** in Daylight.

Daylight

1st Act with your Acting Captain up to 4 times (*or 3*).

Move the Captain. **Battle** at the Captain.

Use Item for its action by flipping it face down.

Filch once per turn

Take a Crafted item from an enemy in the Captain's clearing, or craft with your Captain, scoring no VP.

2nd Flip your Acting Captain card down and set it aside.

Evening

1st Mock the Powerful

Score **+1** for every 2 Prisoners.

Score **+1** for every 2 acclaim.

2nd Protect the Weak

Once per acclaim, you may spend a card matching its clearing to place 1 Skunk at it.

3rd Take It Easy if all Captain cards are face down

Flip all Captains and items face up. The enemy with the most Prisoners chooses a clearing and places their adjacent Prisoners into it. (*On a tie, choose a tied enemy.*)

4th Draw 1 card. Discard down to 5 cards.

Item Actions

These happen at your Acting Captain.

Dash. Move the Captain up to twice, ignoring rule.

Assault. Battle. Take all warriors you hit as Prisoners, each in an adjacent forest with none.

Skirmish. You must move the Captain from a forest, then battle. Ignore the first hit you take.

Nab. Battle. If the Captain is hit, move it to a forest. If not, you may move it after the battle.

Revel. Place acclaim and 1 Skunk. If acclaim is there already, place 2 Skunks instead.

Gift. Place acclaim and draw 1 card. If acclaim is there already, draw 2 cards instead.

Serve. Place acclaim. If acclaim is there already, craft cards with it and matching acclaim instead.

Stash

Items you gain go here.

Acclaim


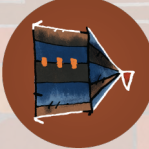
Each clearing can hold one.



Acting Captain



Faction Component Manifest

Warriors	Buildings	Tokens	Other Pieces
 ×20	(none)	 ×6 Assemblies double-sided	(none)

Complexity

MODERATE

Aggression

LOW

Card Wealth

MODERATE

Crafting Ability

LOW

Setup (I)

Place **4 warriors** in one clearing. This is your starting **1st** clearing. Place **2 warriors** in a different clearing. (Place six total.)

2nd Flip your board and fill your Assemblies track with assembly tokens on their Closed side (matching the player board graphic).

Playing the Twilight Council

As the Twilight Council, you work to suppress violence by bringing together the Woodfolk in **assemblies**, hoping to draw the civil war to an end. Assemblies let you score victory points, banish enemy warriors away from them, and gain **Loyalists**, warriors on your player board that you can later place at assemblies. You act as **Peacekeepers** at your assemblies, defending enemy factions when they're attacked.

By ruling assemblies, you can flip your assemblies to their **Governing** side. In Evening, you score points based on the number of Governing assemblies with any enemy buildings or tokens at them.

Your **Governors** limit the actions that enemies can take at Governing assemblies, unless those enemies **Entreat** you to close the assembly for a time.



Faction Component Manifest

<p>Warriors</p>  <p>×20</p>	<p>Buildings</p> <p>(none)</p>	<p>Tokens</p>  <p>×12 Enclaves double-sided</p>	<p>Other Pieces</p>  <p>×14 Frog Cards</p>  <p>Pond Placard</p>
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Playing the Lilypad Diaspora

As the Lilypad Diaspora, you wish to establish **enclaves** as safe havens in the Woodland, and you score points by spending cards matching enclaves on their **Peaceful side**. These enclaves introduce your culture to the Woodland, adding the new frog suit to their clearing. You also add **frog cards** to the deck and a new discard pile for frog cards called **The Pond**.

However, your Peaceful enclaves cannot protect you. To gain warriors, you need enclaves on their **Militant side**. But these enclaves cover their clearing's suit as the Diaspora expels threats real or imagined, making you lose essential Woodland support. They also prompt you to **Retaliate**, making you battle at them every turn.

To prevent this, you can **Reconcile** to flip Militant enclaves to Peaceful, and your enemies can do the same through **Negotiations**. However, your enemies may battle you to flip your Peaceful enclaves to Militant, as your people's **Fears Come to Pass**.



Setup (M)

- Place 5 **warriors** and 1 **enclave token** on its **Peaceful side** in a clearing on the river. This is your starting clearing.
- With 2 players, remove the **Frog Dominance frog card**.
- Shuffle the remaining **frog cards** into the shared deck. Place the **Pond placard** near it.

Complexity

MODERATE

Aggression

MODERATE




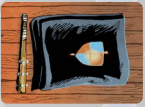

Card Wealth

MODERATE

Crafting Ability

HIGH

Faction Component Manifest

Warriors	Buildings	Tokens	Other Pieces
 ×10 Skunks  ×3 Captains	(none)	 ×8 Acclaim	 ×12 Captain Cards  ×21 Items <small>×3 of each</small>

Playing the Knaves of the Deepwood

THE KNAVES OF THE DEEPWOOD CANNOT BE PLAYED IN THE SAME GAME AS THE VAGABOND.

As the Knaves of the Deepwood, you endeavor to mock the powerful and protect the needy. Each turn, you score victory points from your acclaim throughout the Woodland and from warriors you take as Prisoners by battling the enemy factions.

Each turn, you act with one of your three Captains, backed up by a crew of rowdy Skunks that can move along with them. However, once a Captain has acted, it cannot act again until after you act with all three Captains, letting you **Take It Easy**.

You have a Stash of items that you can flip face down to take special actions at your Captain. Like your Captains, your items only flip face up again once you **Take It Easy**. Use them wisely!


Setup (N)

1st Choose 3 Captain cards. (*For your first game, we suggest Tailor, Cheat, & Gladiator*) Collect their Captain warriors.

2nd Place 1 Captain warrior and 1 Skunk warrior each in three different forests.

3rd Flip your board, place the 6 items as shown on your chosen Captain cards into your Stash face up, and fill each Acclaim slot with 2 acclaim tokens.






Rabbit Laborers
At start of Evening, you may craft with Peaceful enclaves in rabbit clearings, even if used to craft in earlier steps.



Mouse Laborers
At start of Evening, you may craft with Peaceful enclaves in mouse clearings, even if used to craft in earlier steps.




Fox Laborers
At start of Evening, you may craft with Peaceful enclaves in fox clearings, even if used to craft in earlier steps.



Companions
You may spend or reveal a frog card (even ambush) as another suit (even bird). If you do, discard this.




Stewards
Draw and craft the top Pond card at no cost. Discard this.



Settlers
Force the Diaspora to move once as you choose. Discard this.



Agitators
Force the Diaspora to battle where you choose against a defender you choose. Discard this.



Advocates
At start of Birdsong, you must choose a clearing suit except frog and score 1 point per matching Peaceful enclave you rule, then discard this.



Militias
Flip a Peaceful enclave to Militant or place a Militant enclave in a clearing with no enclaves. Discard this.



Militias
Flip a Peaceful enclave to Militant or place a Militant enclave in a clearing with no enclaves. Discard this.



Assimilationists
Remove a Peaceful enclave you rule to draw 1 card and force the Diaspora to draw 1 card. Ignore Fears Come to Pass. Discard this.



Frog Partisans
In battle in frog clearings, may deal one extra hit, then discard all your cards except frogs.

Ambush!

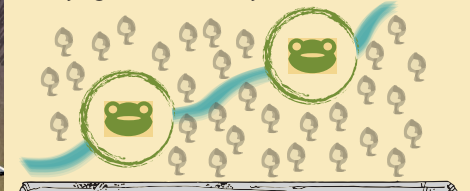


In battle in a matching clearing, you may spend this to ambush: As defender, deal 2 hits immediately. As attacker, cancel the defender's ambush. Discard this to the Pond bottom.

Dominance

IF SPENT FOR SUIT, MAKE AVAILABLE.


If you have at least 10 points, play during Daylight and remove your score marker.



At start of Birdsong, you win the game if you rule at least 2 river enclaves.

When enclaves are defending, your warriors add to the Diaspora's, taking hits after theirs, unless you're attacking.

In games of four or more, as Vagabond, you may form a coalition.



Knave Captain



Adventurer
After you place acclaim at a ruin, draw 1 card.

Knave Captain



Arbiter
In Assault battles, you may take 1 extra hit to deal 1 extra hit.

Knave Captain



Cheat
As an action, you may flip two items down to take any item action.

Knave Captain



Gladiator
When you Assault, draw 1 card at the start of battle.



Knave Captain



Harrier

When you Dash, you may move the Harrier up to **three** times, ignoring rule.



Knave Captain



Jailor

In Nab battles, you may deal 1 less hit to ignore 1 rolled hit you take.



Knave Captain

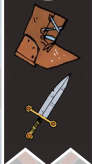


Ranger

Once per turn, as an action, you may flip any item down to Assault, Skirmish, or Nab.



Knave Captain



Ronin

When you Assault, the Ronin may move before the battle.



Knave Captain



Scoundrel

When you Skirmish, you may instead move from a clearing before the battle. If you do, do not ignore 1 hit.



Knave Captain



Thief

After you Filch, you may move the Thief.



Knave Captain

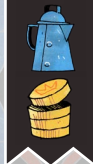


Tinker

After you Serve, draw 1 card.



Knave Captain



Vagrant

Once per turn, as an action, you may flip any item down to Revel, Gift, or Serve.

Gladiator



Duel

Any → Damage this item and remove an enemy warrior from your clearing to draw 1 card. Don't go Hostile.

Starting Items:



Jailor



Coerce

Once per turn, you may spend a card matching your clearing to treat it as exhausting any item. After its action, lose 1 victory point.

Starting Items:



Cheat



Con

Quest, ignoring its items. Resolve it, draw a new quest, then shuffle the completed quest into the quest deck. Limited to once per turn.

Starting Items:



The Twilight Council seeks to end the civil war by bringing together the Woodfolk in **assemblies** and flipping them to their **Governing** side. They score points each turn for Governing assemblies that **Oversee** enemy buildings and tokens in the same clearing, and also score points if they **Empower** assemblies they rule.

The Council's **Governors** will limit enemy actions: enemies cannot craft with flip, place, or remove pieces at Governing assemblies, except in battle.

You can **Entreat** the Council to close an assembly, removing its Governors, but this lets the Council either gain a **Loyalist**, a warrior on their player board, or place any number of their Loyalists at the assembly.

The Lilypad Diaspora hopes to make the Woodland their home by establishing **enclaves** on their **Peaceful** side, adding the frog suit to their clearing. Each turn, they may spend a card to **Integrate**, scoring their matching Peaceful enclaves.

However, in order to recruit warriors, the Diaspora will flip some enclaves to their **Militant** side. This replaces their clearing's suit, making it only the frog suit. To flip an enclave back to Peaceful, you can enter into **Negotiations** with the Diaspora.

The Diaspora adds frog cards to the shared deck. When a frog card is discarded, it goes to **The Pond** pile. Whenever you draw cards, the first card you draw can come from the top of the Pond pile.

The Knaves of the Deepwood are a gang of rogues and swashbucklers who seek **acclaim** by aiding the needy, showing bravery in battle, and taking warriors of their enemies as **Prisoners**.

Each turn, the Knaves act with one of their three **Captains**. Their Captain can move **Skunks** along with them and battle with them. By flipping items in their **Stash**, they can take more powerful actions.

However, once a Captain has acted, it cannot act again until all their Captains have acted. At this point, the Knaves will **Take It Easy**: their Captains and items become available to use again, and the enemy with the most Prisoners gets to rescue some of their Prisoners.

Twilight Council

ADVANCED SETUP

- 1st Choose a homeland clearing. Place **4 warriors** and **1 assembly** on its Governing side there.
- 2nd Place **2 warriors** in a different clearing.
- 3rd Fill your Assemblies track with **assemblies** on their Closed side.

4

Lilypad Diaspora

ADVANCED SETUP

- 1st Place **5 warriors** and **1 Peaceful enclave** in a clearing, or one adjacent to the river if you cannot. This is your homeland.
- 2nd With 2 players, remove the **Frog dominance card**.
- 3rd Shuffle the **frog cards** into the shared deck. Put the **Pond placard** near it.

7

Knaves of the Deepwood

ADVANCED SETUP

WHEN DRAWN, ALSO DRAW **4 CAPTAIN CARDS AT RANDOM.**

- 1st Choose **3 Captain cards** and return the fourth one to the box. Collect their **Captain warriors**. Put the **items** shown on their Captain cards in your Stash.
- 2nd Put **1 Captain** and **1 Skunk** each in three different forests.

4

LIZARD CULT CLARIFICATION

In games with the Lilypad Diaspora, you may give this card to the Lizard Cult to clarify their player board.

YOU CAN REVEAL FROG CARDS TO RECRUIT AND BUILD. You can only build these gardens at Peaceful enclaves—place a garden whose suit matches the clearing's printed suit.



KEEPERS IN IRON CLARIFICATION

In games with the **Knives of the Deepwood**, you may give this card to the **Keepers in Iron** to clarify their player board.

Your **Encamp** action ignores Prisoners when checking whether it places the waystation and warrior.

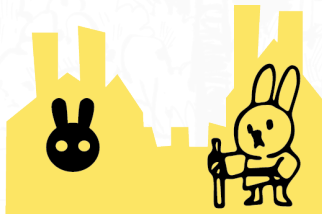


Rabbittown

Rabbittown adds the rabbit suit to its clearing (*even if the printed suit is covered*).

Once in Daylight, you may spend a rabbit card to place 1 warrior in Rabbittown for each **other** rabbit clearing with your pieces, then you must battle in Rabbittown.

Rabbittown cannot be battled or removed.



Mousehold

Mousehold adds the mouse suit to its clearing (*even if the printed suit is covered*).

In battle, when warriors are removed from a **different** mouse clearing, their player may place them at Mousehold.

Mousehold cannot be battled or removed.



Foxburrow

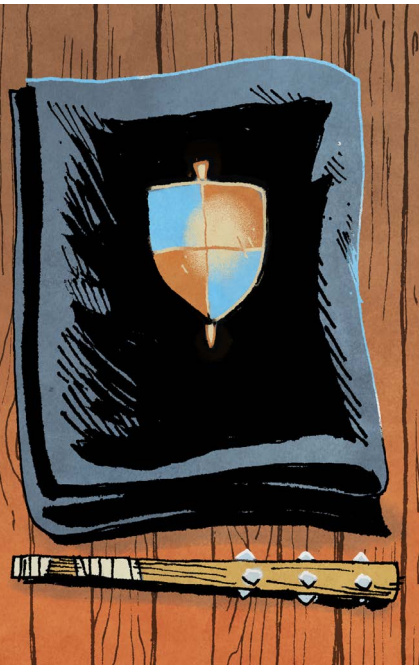
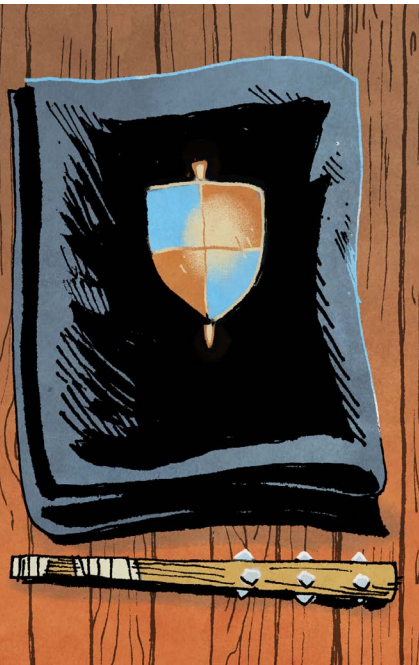
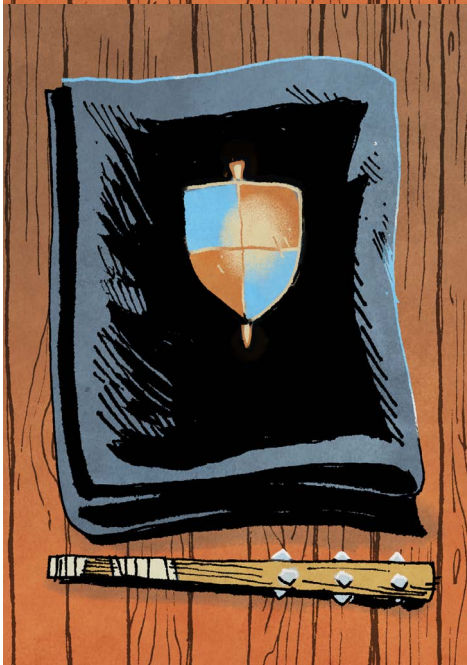
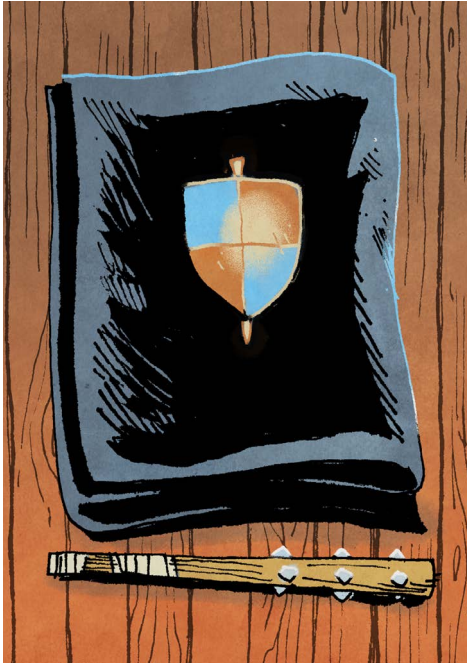
Foxburrow adds the fox suit to its clearing (*even if the printed suit is covered*).

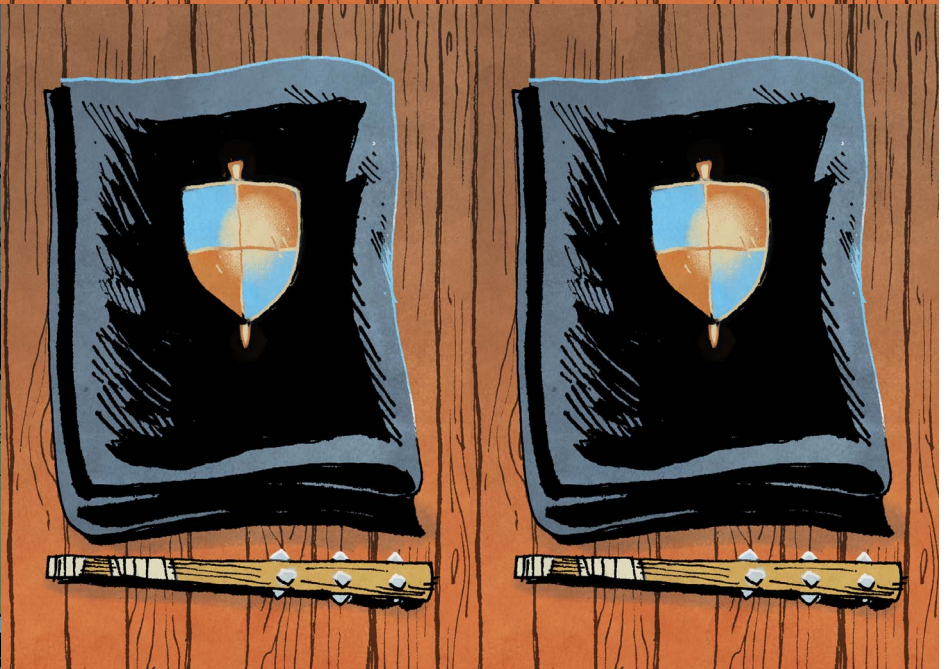
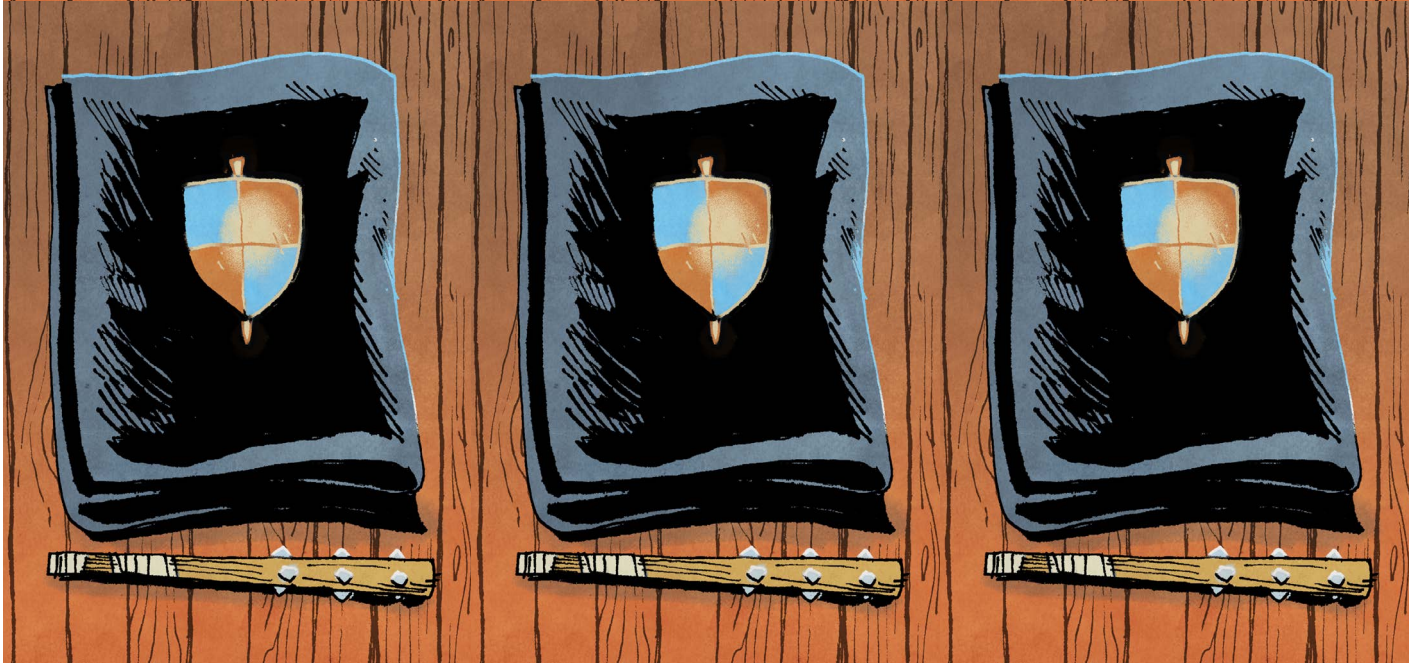
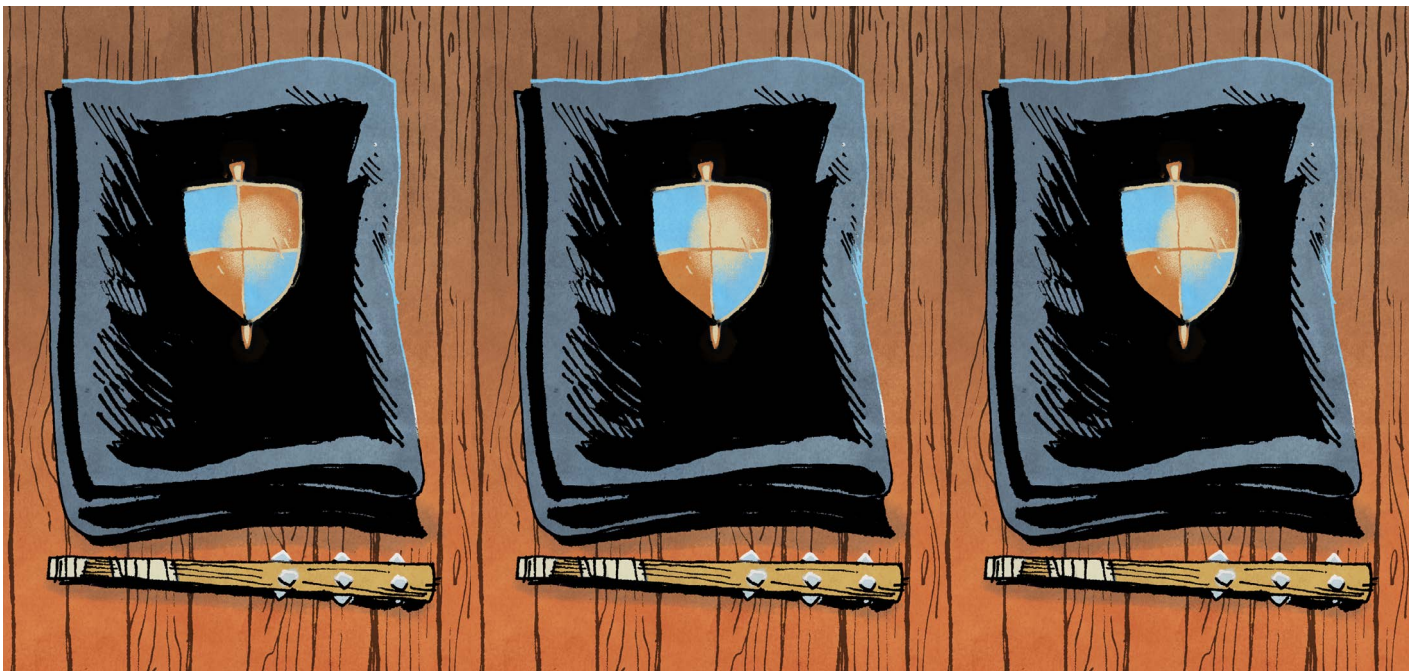
While moving, you may treat fox clearings as adjacent to Foxburrow and ignore paths when moving between them.

Foxburrow cannot be battled or removed.











Foxburrow

Setup: Place the Foxburrow landmark in fox clearing. It cannot have a landmark or be adjacent to one.

(You can place it in a different suit if you're feeling adventurous. If playing on the marsh map with 5+ players, place it in a clearing with no suit.)

Flip this card over.



Mousehold

Setup: Place the Mousehold landmark in a mouse clearing. It cannot have a landmark or be adjacent to one.

(You can place it in a different suit if you're feeling adventurous. If playing on the marsh map with 5+ players, place it in a clearing with no suit.)

Flip this card over.

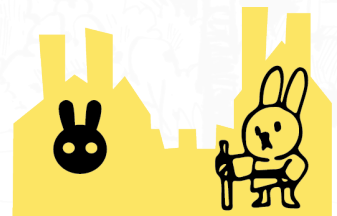


Rabbittown

Setup: Place the Rabbittown landmark in a rabbit clearing. It cannot have a landmark or be adjacent to one.

(You can place it in a different suit if you're feeling adventurous. If playing on the marsh map with 5+ players, place it in a clearing with no suit.)

Flip this card over.





ENCLAVE TOKENS - double-sided, 12 per kit



VP & RELATIONSHIP markers

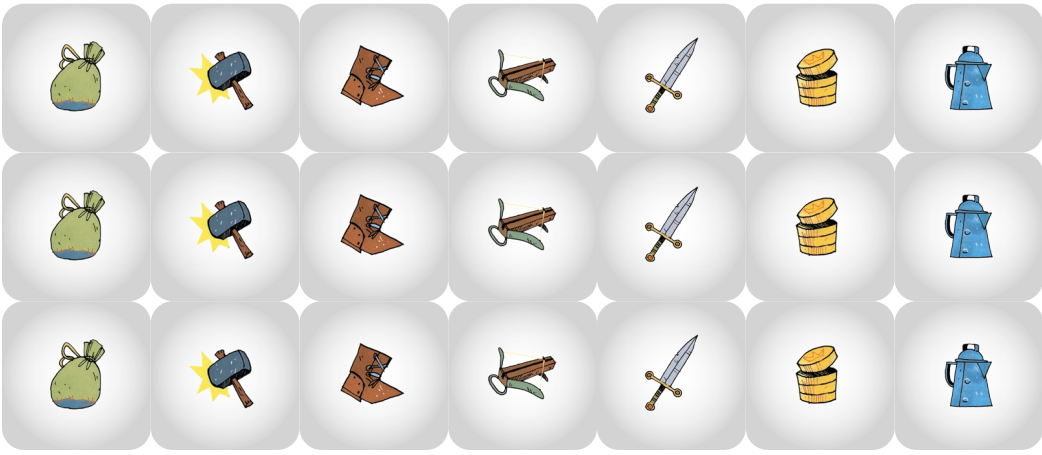
ASSEMBLY TOKENS - 6 per kit, double-sided



VP marker



ACCLAIM TOKENS - 8 per kit

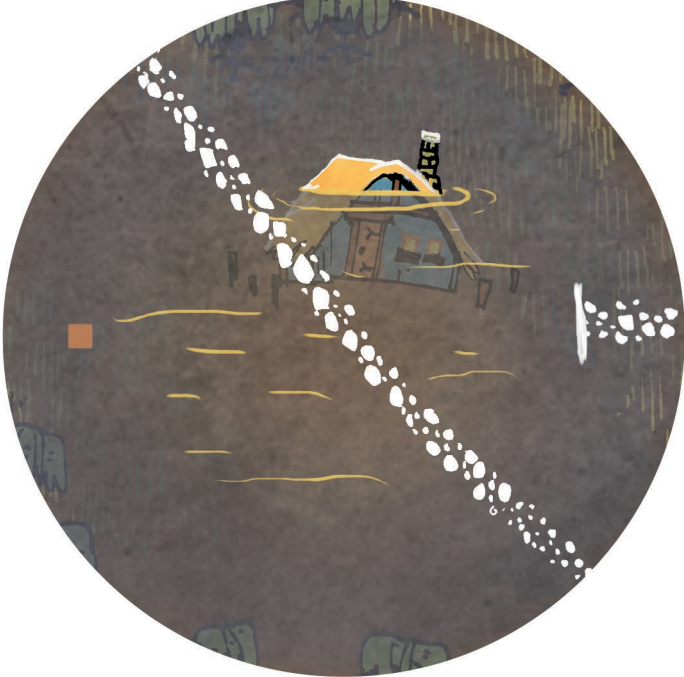


EXTRA ITEMS for Knaves



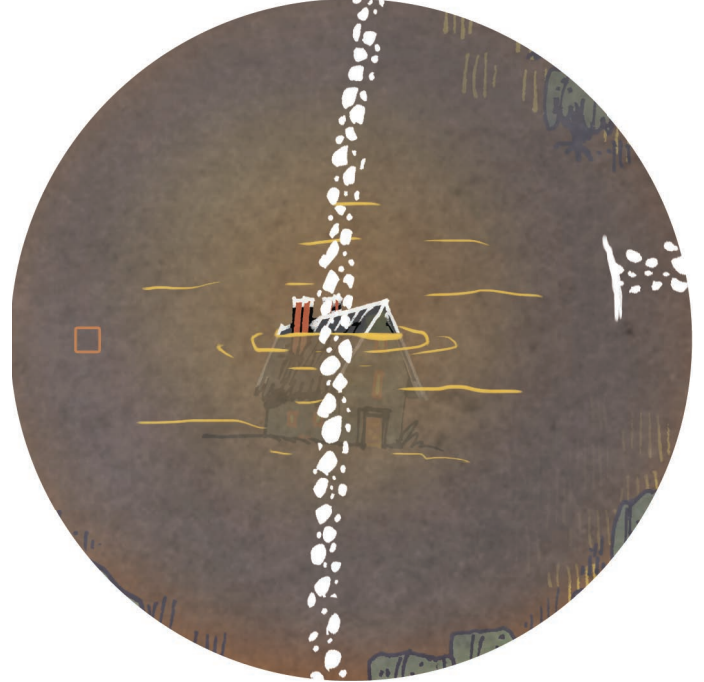


FLOODED CLEARING MARKERS
for marsh map



POND PLACARD
for Lilypad Diaspora





ABILITY REMINDER MARKERS

Prosperous Farmers

Setup: Place 1 farm and 1 Farmer warrior each in two clearings.

If no farms are on the map, place 1 Farmer warrior and 1 farm in a clearing with your pieces.

Players cannot score *any* points by removing farms.

1 If you rule any farms, draw 1 card and place 1 farm in the clearing with the fewest warriors and a slot.

2nd Battle at a farm, or place 1 warrior at each farm.



Sunny Advocates

Setup: Place 2 Advocate warriors each in a fox, mouse, and rabbit clearing.

If no Advocate warriors are on the map, place 1 Advocate warrior in any clearing.

1 Choose a clearing suit. In each matching clearing with any Advocate warriors, replace 1 enemy warrior with a warrior of your faction.

Then, place 1 Advocate warrior in a clearing without them at your pieces. If you cannot, place 1 Advocate warrior in any clearing.



Struggling Farmers

Remove farms and Farmer warriors from clearings that are not ruled by their former controller.

Players cannot score *any* points by removing farms.

1 You may place 1 farm and 1 Farmer warrior in a clearing you rule. If you place both, draw 1 card.



River Roamers

Setup: Place 2 Roamer warriors and 1 lilypad in a river clearing.

If no lilypads are on the map, place 2 Roamer warriors and 1 lilypad in a river clearing.

1st Controller: Craft using lilypads.

2nd Battle at each lilypad.

—OR—

Place 2 Roamer warriors in a river clearing. Place 1 lilypad there if it doesn't have one.



Bat Messengers

Controller: When you place a building or token of your faction, you may also place 1 warrior at it.



Frog Tinkers

Controller: Draw the top card of the deck and place it face up near the deck. When crafting, you may spend this card as a crafting icon of its suit. (Count a bird as a suit of your choice.) At end of Evening, discard this card.



FARMS



Frogs have 10 warriors
Bats have 8 warriors
Ducks have 9 warriors

LILYPADS

