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Spy Network
Give a card to an enemy to take a crafted card from them into your hand. Shuffle this into the deck.



Silver-Tongue
During any one effect on your turn (action, ability, card, etc.), you may spend this or another card to treat a matching clearing with your pieces as one you rule.




Shadow Council
At start of Birdsong, you must spend a card to force a player to battle in a matching clearing against a defender you choose, then return this to hand.



Feather Rufflers
Place two warriors in a clearing with your pieces. Discard this.



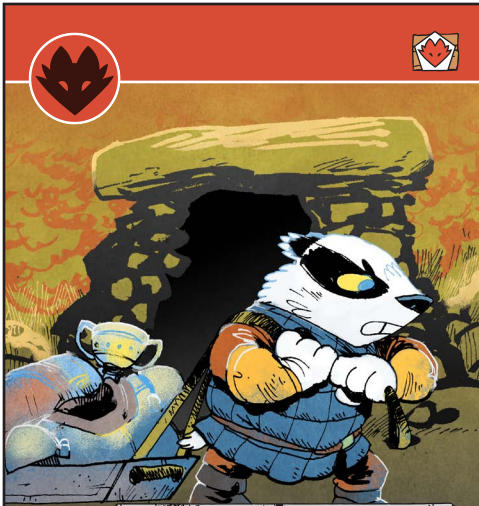
Feather Rufflers
Place two warriors in a clearing with your pieces. Discard this.



Fox Squires
Once in Daylight, you may spend this or a fox card to battle in or move from a fox clearing.



Bold Leadership
When attacking in battle, you must deal one extra hit, then either return this to hand or spend a card matching the battle clearing.



Supply Train

After moving on your turn, you may return this to hand to move to or from your destination, even during a compound action (like March).



Tactician

In battle, before the roll, you may return this to hand to move once to the battle clearing.



Apprentice

At start of Birdsong, you must craft a card at no cost. If you do, discard this. If you cannot, show your hand.



Friend of the Foxes

Once per turn, you may spend or reveal one fox card (even ambush) as another suit (even bird). You cannot craft other Friend cards.



Lookouts

As defender in battle, before the roll, you must place one warrior in the battle clearing, then return this to hand or spend a card matching the clearing.



Rabbit Squires

Once in Daylight, you may spend this or a rabbit card to battle in or move from a rabbit clearing.



Hidden Warrens

At start of Birdsong, you may return this to hand to move from a clearing to any clearing of the same suit, ignoring rule and paths.



The Faithful

In battle, you may deal one extra hit. If so, reveal and discard the top card of the deck. If it doesn't match the battle clearing, discard this card too.



Riversteads

At start of Birdsong, you must draw one card per river clearing with your pieces, then discard this.



Standard Bearer
After attacking in battle, you may return this to hand to battle in the same clearing, even during a compound action (like *Delve*).

Friend of the Rabbits
Once per turn, you may spend or reveal one rabbit card (even *ambush*) as another suit (even *bird*). You cannot craft other Friend cards.

Mouse Squires
Once in Daylight, you may spend this or a mouse card to battle in or move from a mouse clearing.

Raiding Party
After moving on your turn, you may return this to hand to battle in the destination, even during a compound action (like *March*).

Friend of the Mice
Once per turn, you may spend or reveal one mouse card (even *ambush*) as another suit (even *bird*). You cannot craft other Friend cards.

Mice-in-a-Bush
When defending in battle, you may spend this or a card matching the battle clearing as an ambush card that deals one immediate hit.

Brazen Demagogue
At end of Evening, take an available dominance card, then discard this. You may activate it except for coalitions, but do not remove your victory point marker.

Ambush!
In battle, you may spend this to ambush: As defender, deal two hits immediately. As attacker, cancel the defender's ambush. Discard this.

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Birdy Bindle

, +1 Then discard.

Woodland Runners

, +1 Then discard.

Arms Trader

, +2 Then discard.

Ambush!

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

Gently Used Knapsack

, +1 Then discard.

Root Tea

, +2 Then discard.

Travel Gear

, +1 Then discard.

Protection Racket

, +3 Then discard.

Foxfolk Steel

, +2 Then discard.

Anvil

, Then discard.

Ambush!

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

Smuggler's Trail

, Then discard.

Root Tea

, Then discard.

A Visit to Friends

, Then discard.

Bake Sale

, Then discard.

Ambush!

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

Mouse-in-a-Sack

, Then discard.

Root Tea

, Then discard.





Gravel Gear



, +1 Then discard.





Investments



, +3 Then discard.





Sword



, +2 Then discard.





Crossbow

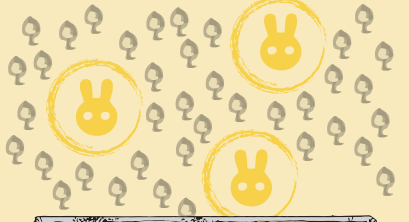


, +1 Then discard.

Dominance

IF DISCARDED, MAKE AVAILABLE.

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




You win the game if you rule three rabbit clearings at the start of your Birdsong

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



You win the game if you rule three mouse clearings at the start of your Birdsong



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



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IF DISCARDED, MAKE AVAILABLE.

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



You win the game if you rule two opposite corners at the start of your Birdsong



Dominance

IF DISCARDED, MAKE AVAILABLE.

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



You win the game if you rule three fox clearings at the start of your Birdsong.





Crossbow



, +1 Then discard.



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