

Mystic Lands™

BY JOHN D CLAIR

RULEBOOK



INTRODUCTION

Millennia ago, before the Blight had corrupted so much, powerful entities known as Druids shaped the lands. To them, many years were but a single day or night, and they invested this vast time into working with the land to create a world of unparalleled beauty. They drew mana from the land, the beasts, and the waters to weave magic and life back into the land. They balanced the sun and the rain to create harmony. And they journeyed to each other's sacred places—or Vales—to enrich their spirits and learn of creation's mystery. In *Mystic Lands* you are one of these Druids in the Age of Creation, seeking to bring to life the most beautiful land of the fledgling world.

Mystic Lands is a strategic Card Crafting game where players expand and enhance their land by upgrading cards using AEG and John D Clair's Card Crafting System. Each round, you must decide whether to rest or push your luck—risking a withered land if too much sun appears without the mitigating rain. Upgrades, or “Advances,” provide Mana , Spirits , and Victory Points , or reduce risk of too much exposure to the sun.  allows you to buy Advances for your cards, and  lets you enchant mystical Vales for additional  and effects. Craft your cards carefully to bring balance, life, and magic to your land.

COMPONENTS

BEFORE YOUR FIRST GAME

There are 5 basic card types in *Mystic Lands* onto which the Advances (clear cards) are sleeved.

Each player has a deck of sleeved cards. Before your first game, create each starting deck by sleeving the following cards with the same color backs:

4 player decks with different color backs. Each deck contains:



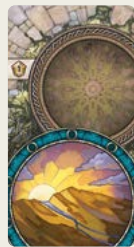
8 Arid Land cards



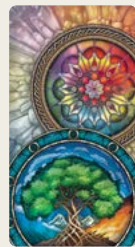
2 Fertile Land cards



2 Wild Land cards



1 Sacred Land card



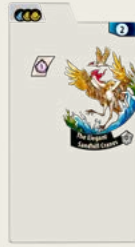
1 Druid card

You can remove the protective layer on Advances before your first game, or you can wait for them to begin to peel on their own.

PLACEHOLDER
IMAGE



(X) Card Sleeves



X Advances (X level 1 and X level 2)



X Advances (X level 1 and X level 2)



60 Vale cubes in 4 colors



4 Mana trackers



4 Spirit trackers



4 VP trackers



4 player boards in 4 colors



X Vale cards (X level 1 and X level 2)



4 +50 markers



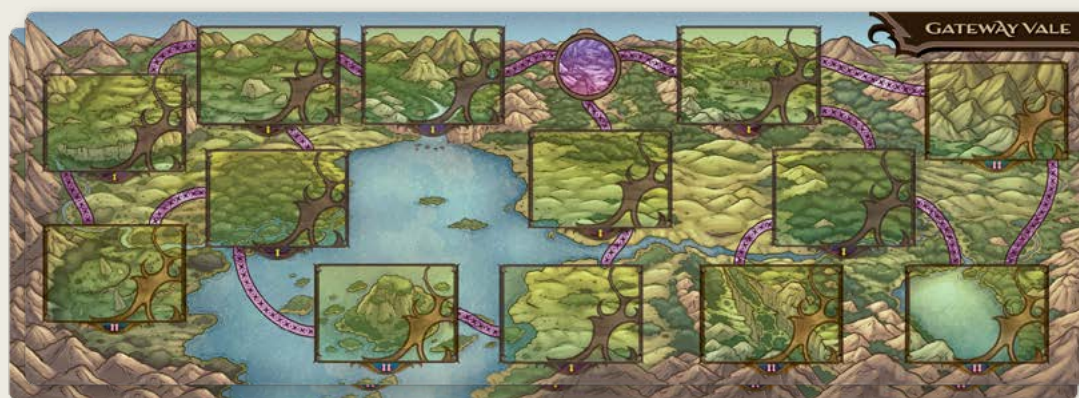
2 Market board tokens



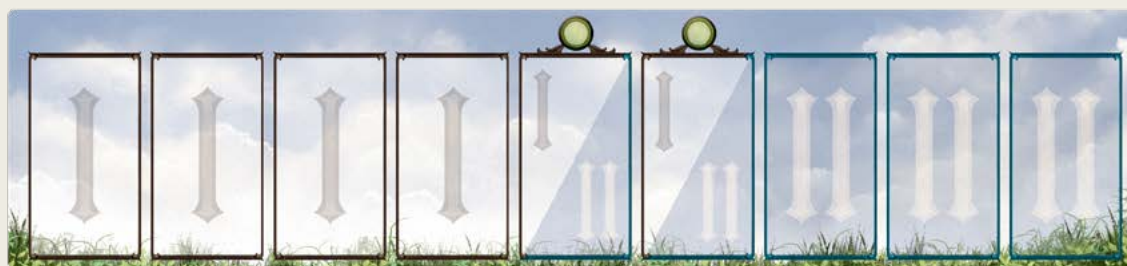
4 Rain tokens



4 Wither tokens



2 double-sided Vale maps



1 Market board

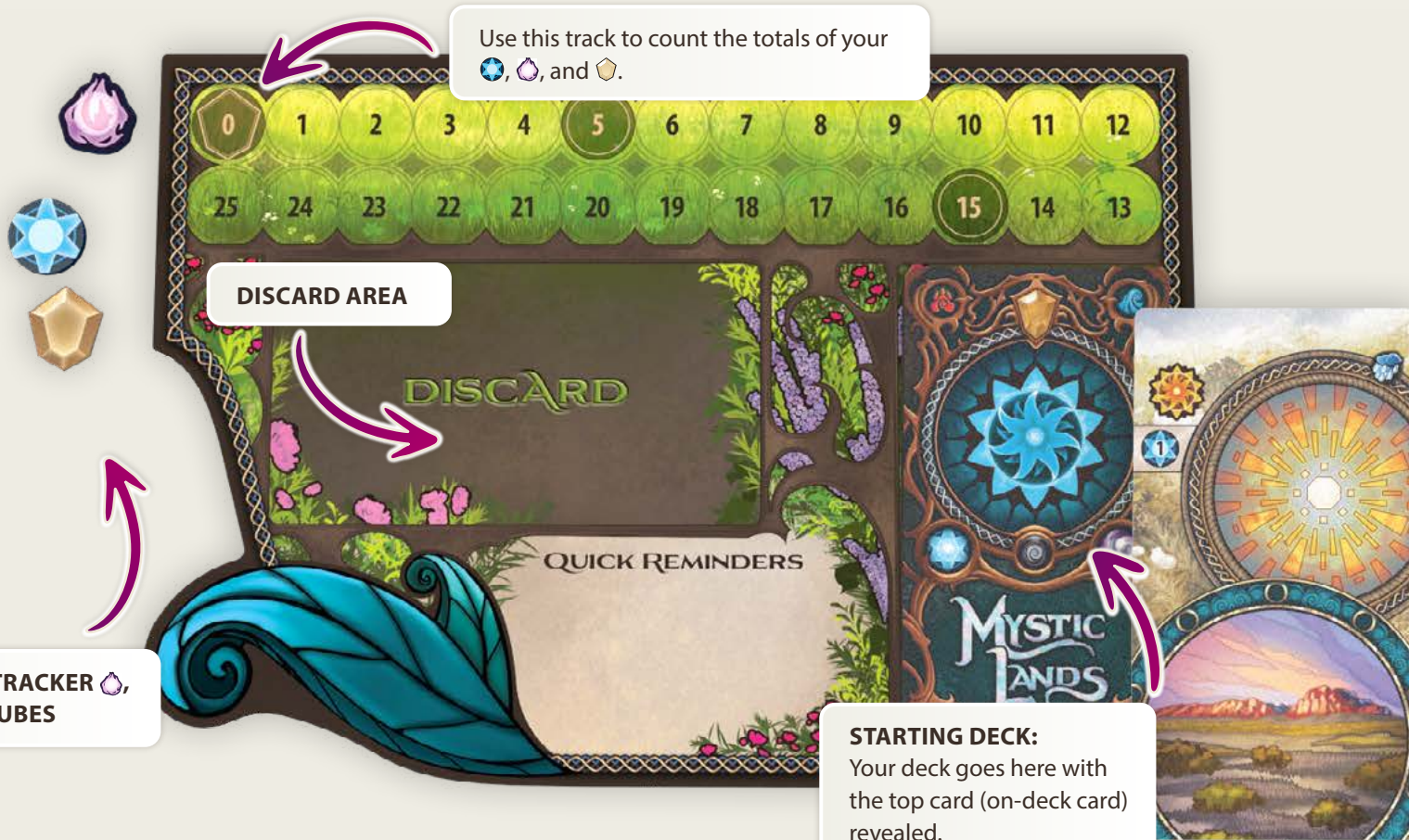
YOUR PLAYER AREA

SET UP YOUR PLAYER AREA

Give each player a player board in their color, a starting deck in their color, 1 Mana tracker, 1 Spirit tracker, 1 VP tracker, and 15 Vale cubes in their color. Each tracker has a normal side and a +25 side to track a player's totals during the game.



MANA TRACKER , SPIRIT TRACKER ,
VP TRACKER  AND VALE CUBES



GAME SETUP

1

Choose a Vale map for this game and place it in the middle of the table. There are 4 maps represented on each side of 2 boards. For your first game, we recommend using the basic map, "Gateway Vale."

2

Shuffle the level 1 and level 2 Vale cards separately to form 2 decks beside the Vale map.

2a

Place 1 facedown level 1 Vale card on each of the "1" spaces and a level 2 Vale card on each of the "2" spaces.

4

Shuffle the Druid Advances and deal 2 to each player facedown. Use the boxes provided to conceal the decks during play, if you wish

4a

Simultaneously and secretly, players choose 1 of the Druid Advances to sleeve with their Druid card and return the other to the Druid Advance deck.

4b

When all players have chosen a Druid Advance, shuffle the Druid Advance deck and place it near the middle of the table.



3 Place the Market board near the Vale map and shuffle the level 1 and level 2 Advances separately to form 2 decks on either end of the Market.

3a Place 1 faceup level 1 Advance on each of the "1" spaces (6 total) and 1 faceup level 2 Advance on each of the "2" spaces (3 total). The 2 slots with both numbers need to start with a level 1 Advance (see page xx).

2b Reveal the Vale cards connected to the starting space.

5 Place the Rain tokens and Wither tokens in a pile near the board.

4c Then, all players return their Druid cards to their decks and shuffle them in, placing their deck face-down on the "deck" space of their player board.

6 Randomly choose the 1st player to resolve their phases. The 2nd player sits to their left, and so on.

Based on play order, each player receives these starting resources, tracked on their player board:

1st player:	Nothing
2nd player:	1
3rd player:	1 and 1
4th player:	2 and 1

GAMEPLAY OVERVIEW

As a Druid with an evolving domain, you must seize the ancient mechanisms of the land to shape its flora, fauna, and magic, ushering in an era of fertility and growth. Earn the most 🍂 from Advances and Vales to win.

When you are the active player, you buy Advances to upgrade cards in your Land and enchant Vales to access various effects and rewards. You will cycle through your deck of cards over the course of the game, and it grows in power as you add Advances to cards and use Vales for their effects.

In general, you play cards to your Land area, add Advances to those cards, then put them in your Discard area. When your deck runs out of cards, shuffle the cards in your Discard to form a new deck.

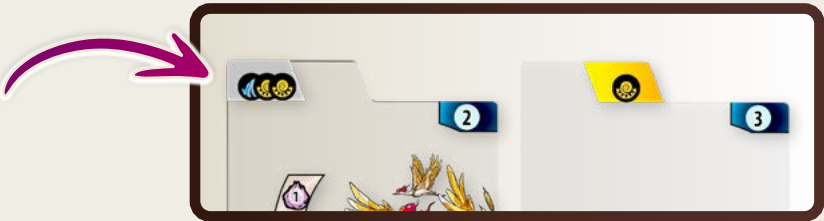
The first player to reach or exceed 25 🍂 or place 10 of their Vale cubes triggers the end of the game. After other players play a final Day and Dusk phase, everyone counts the totals of 🍂 from their score track, Vale cards, and Advances. The player with the most 🍂 wins!

CORE CONCEPTS

CARD CRAFTING

Cards can be upgraded with Advances in 4 ways and can never have 2 of the same position Advance.

The first Advance you sleeve on a card goes in **front** of the basic card itself. When sleeving an Advance on a card with 1 or more Advances, sleeve the new Advance like so:



First Advance is placed in front of your starter card



Background Advances are placed behind any other advances



Background advances have **no tab**. Place it behind any other Advances so it is against the basic card.

Foreground Advances are placed in front of any other advances



If it is a foreground, (with the tab at the top on the **left side**) place it in front of any other Advances so it is against the transparent front of the sleeve.

CORE CONCEPTS CONTINUED

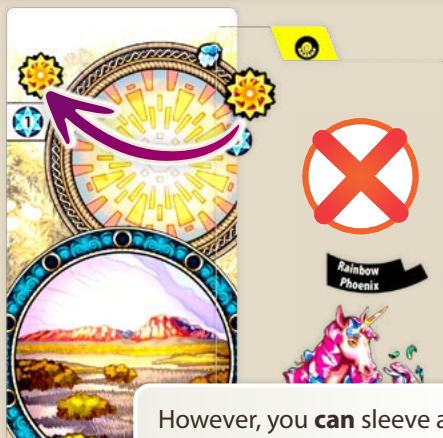
ADVANCES WITH SUN

You may only sleeve Advances with a ☀️ on cards without an uncovered ☀️.

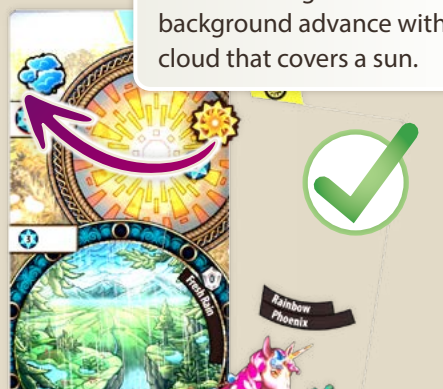
Because you must sleeve background Advances behind any other Advances and foreground advances in front of any other Advances, it is possible to sleeve an Advance with a ☀️ behind a ☁️ even if the ☁️ was already covering a ☀️. However, you may never choose to sleeve an Advance in a different order than is required of background and foreground Advances.

Foreground Advance Example

You **cannot** sleeve an advance with a sun onto a card that has an **exposed sun** on it already.

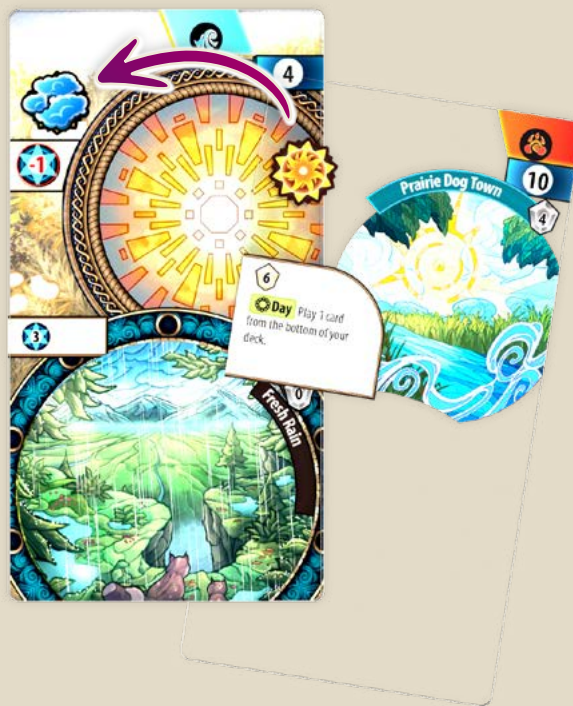


However, you **can** sleeve a sun on a foreground over a background advance with a cloud that covers a sun.



Background Advance Example

You **can** sleeve an Advance with a ☀️ **behind** a ☁️ even if the ☁️ was already covering a ☀️, as long as the Advance is **not** sleeved in a different order than is required of background and foreground Advances.



YOUR ON-DECK CARD

You always have a revealed card sitting on top of your deck. This is your “on-deck” card. While it is not a part of your Land and is not in play for the purposes of its resources or effects, a ☀️ icon on this card counts toward your total revealed ☀️, which can cause you to Wither and gain fewer resources. Your on-deck card is a part of your deck for all purposes.

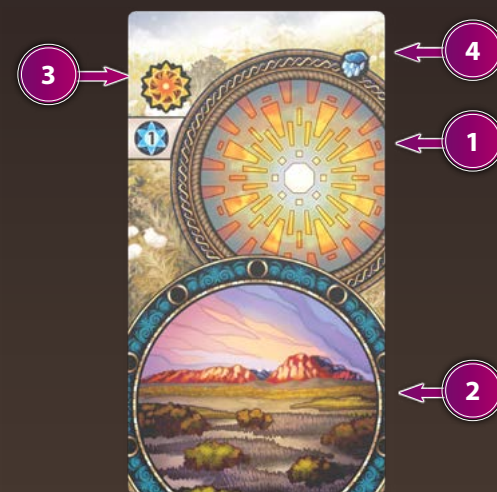
NIGHT AND DAY PHASES

During the Night phase, Grow your Land by playing your on-deck card faceup to the right of your deck or any cards in your Land, repeating this until you decide to Rest (stop) or reveal a 4th ☀️ and Wither. You may perform your Night phase during other players’ Day and Dusk phases, so gameplay is partially simultaneous.

In your Day phase, gain resources from your cards, resolve effects, enchant up to 2 Vale cards, and buy up to 2 Advances.

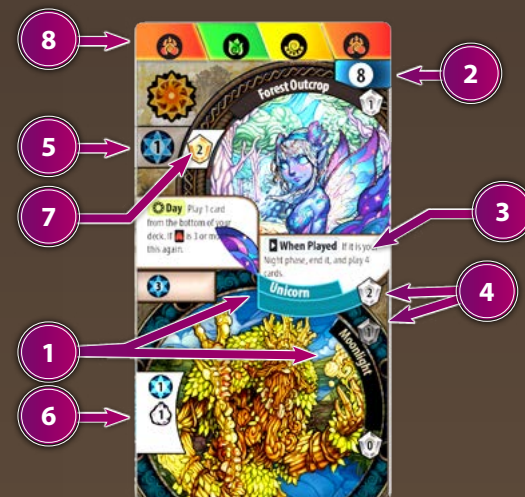
CARD ANATOMY

A basic Card with no Advances



1. Top foreground and background Advance position
2. Bottom foreground and background Advance position
3. Sun Icon
4. Rain reward - Gain a Rain token when an Advance covers this icon for the first time.

A Card with 4 Advances



1. Name
2. Mana Cost - How much ⚡ you must pay to buy this Advance (not to play it).
3. Effect - Every effect is resolved at a specific time, stated at the start of the effect.
4. End Game - ⚡ - The value of this card in ⚡, counted at the end of the game.
5. ⚡ Mana - Gained from some Advances and used mostly to buy Advances.
6. 🌀 Spirits - Gained from some Advances and used mostly to enchant Vales.
7. 🏠 VP - Gained from some Advances.
8. 🌿🌿🌿🌿 Aspects - Some card effects reference Aspects either on this card or in your Land. A card may have multiple Aspect icons, which may or may not be the same Aspect.

ICONS



MANA:
Gained from some Advances and used mostly to buy Advances.



SPIRIT:
Gained from some Advances and used mostly to enchant Vales.



VP:
Gained from some Advances.



RAIN:
Gain a Rain token.



CLOUD:
Advances with this icon cover ☀️ when sleeved so it no longer counts toward Withering or any other effects looking for ☀️. ☁️ has no effect of its own.



ASPECTS:
Some card effects reference Aspects either on this card or in your Land. A card may have multiple Aspect icons, which may or may not be the same Aspect.



AN ASPECT ICON WITH THIS SHAPE:
This type of aspect icon is asking you to look at how many advances with this aspect icon are on the card on which it is sleeved



AN ASPECT ICON WITH THIS SHAPE:
This type of aspect icon is asking you to look at how many cards in your land have at least 1 of this aspect icon on them.



WILD:
Counts as any Aspect, but only 1 Aspect until the end of your Dusk phase. You may choose what Aspect a 🌀 is at any time during your Night or Day phases. After you have chosen, you cannot change which aspect a 🌀 represents until a Day or Night phase on a future turn.

ADVANCE EFFECT TIMING



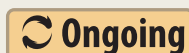
When Played Resolve when you place this card in your Land.



Night Resolve once at any time of your choice during your Night Phase while this effect is in your land.



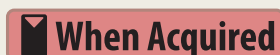
Day Resolve once at any time of your choice during your Day Phase while this effect is in your land.



Ongoing A modification which is always in effect. These effects are not optional.



Dusk Resolve once at any time of your choice during your Dusk Phase while this effect is in your land.



When Acquired Resolve once when you acquire this Advance.

Some 🌞 **Day** effects say "Repeatable" and can be resolved any number of times as long as you meet their conditions.

All of these effects are optional except 🔄 **Ongoing** effects and resource icons on the left edge of cards and Advances.

VALE CARDS

THERE ARE 3 MAIN TYPES OF VALE EFFECTS:

NIGHT OR DAY - Resolve this effect once at any time of your choice per Night or Day phase.

IMMEDIATE - Resolve the Vale effect once when you enchant the Vale and place a cube on the [*] space.

ACTIVATION - Unless otherwise stated, these are effects you activate during your Day phase. These are indicated by an arrow connecting the 📦 square to 1 or more squares, which either contain an immediate reward or activate the Vale's effect (indicated by an empty box).

REFRESHING VALE EFFECTS - Some Advance effects allow you to refresh an Activation Vale effect. This means you move 1 of your cubes on an Activation Vale effect 1 space to the right if possible, allowing you to activate this effect again immediately or in the future.

Crystal Forest

🔥 **Spirit Cost** - The cost in 🔥 to enchant this Vale and place a cube on it.

🌙 **Night** If you were to Wither, you may discard your on-deck card instead.

📦 **VP Spot** - When you enchant a Vale, your Vale cube goes on 1 of these spots to track the 📦 you will earn at the end of the game.

🌀 **Effect** - Some Vales have unique effects.

PHASES OVERVIEW

You have a Night phase, a Day phase and a Dusk phase.

NIGHT PHASE

Your Night phase occurs during other players' Day phases, so you should begin each Night phase as soon as you end the previous Dusk phase. At the start of the game, all players should begin their Night phases simultaneously. In your Night phase, you play your on-deck card to your Land and resolve **When Played** and **Night** effects.

Follow these steps during your Night phase:

1. Grow

Play your on-deck card faceup to the right of your deck or any cards in your Land. You may immediately resolve **When Played** effects on that card in any order.



2. Reveal

Reveal your new on-deck card. If your deck is empty, shuffle your Discard to form a new deck.



If there are 4 or more uncovered  between your on-deck card and your Land and you cannot or do not want to place a Rain token on a , you **Wither** (see "Withering" on page 9) and end your Night phase. Rain tokens can be gained during Dusk (see page 11) or from card effects.

3. Rest

If you did not **Wither** (your land consists of 4 or more uncovered suns), choose to Rest (end your Night phase) or Grow (step 1).



OVERGROW: If you already have 3 uncovered  between your Land and on-deck card, you Overgrow by playing your on-deck card, though this is risky as you could **Wither**. You may Overgrow any number of times until you **Wither** or choose to Rest.

At any time, you may:

- Resolve **Night** effects on cards in your Land, and/or Vales you have a cube on. Each **Night** effect may be used once per Night phase. These may be used in any order, including in between playing cards while Growing or Overgrowing.

The only time you may not resolve a **Night** effect is between playing your on-deck card and revealing your new on-deck card.

- Place Rain tokens on Advances to cover , including after revealing a 4th  to prevent **Withering**.

You will discard all Rain tokens at the start of your Day phase, so you cannot save them for future Night phases.

While players are encouraged to resolve their Night phase during the Day and Dusk phases of other players, you may choose to resolve part or all of your Night phase after the player to your right finishes their Dusk phase so you have more information on which to make choices.

WITHERING

If you Withered, you only gain 1 of the 3 resources during your upcoming Day phase, including resources gained from Day effects. However, you may resolve effects that would cause you to gain any resources by resolving as much of the effect as you are able and reducing the amount gained of all but your chosen resource to 0.

Remember, if you have 4 or more revealed during your Night phase, you Wither.

If this Advance were in your Land on a turn when you Withered, you may resolve this effect but can only gain your chosen resource type from it. If you chose to gain this Day phase, you would gain 1, 0, and 0.

Choose only one resource of your choice.

You do not lose any resources gained during your Night phase. Some cards specify that you still gain a resource even if you Withered.

Otherwise, you perform your Day and Dusk phases the same as if you did not Wither.

DAY PHASE

During your Day phase, you gain (or sometimes lose) resources in numbered icons on the left edge of cards in your Land. Then, in any order, resolve Day effects and buy Advances and enchant Vales. Ongoing effects are non-optional and are always active.

AT THE START OF YOUR DAY PHASE

1. Discard

Return all your used and unused Rain tokens back to the pile near the Vale Board.

2. Choose

If you Withered, choose a resource type. You may gain this resource during your Day phase from cards and effects but cannot gain the other 2 resources.

3. Gain

Gain (or only your chosen resource if you Withered) from numbered icons on the left edge of cards in your Land (not your on-deck card) and move the corresponding tracker for each.

DAY (CONTINUED)

Then, perform any of the following in any order:

- Resolve  effects on any cards in your Land and Vales you have a cube on. Each  effect may be used once per Day phase.
- Buy an Advance by spending  or enchant a Vale by spending .

You may buy at most 2 Advances and enchant 2 Vales per Day phase.

If any Day effect causes you to play additional cards, immediately gain , , and  (or only your chosen resource if you Withered) from numbered icons on the left edge of those cards as you would at the start of the Day phase.

When you cannot or do not want to perform more actions, your Day phase ends. If you Withered during your Night phase, flip the Wither token.

You cannot Wither during your Day phase, so any effects that add  to your Land and put you at 4 or more revealed  do not cause you to Wither.

TIP: In general you should perform actions in this order:

- 1. Resolve  effects.
- 2. Enchant Vales.
- 3. Buy Advances.

You may occasionally have reason to perform them in a different order. For example, you might buy 1 Advance, then resolve some  effects, then enchant 2 Vales, resolve the rest of your  effects, and then buy 1 more Advance.

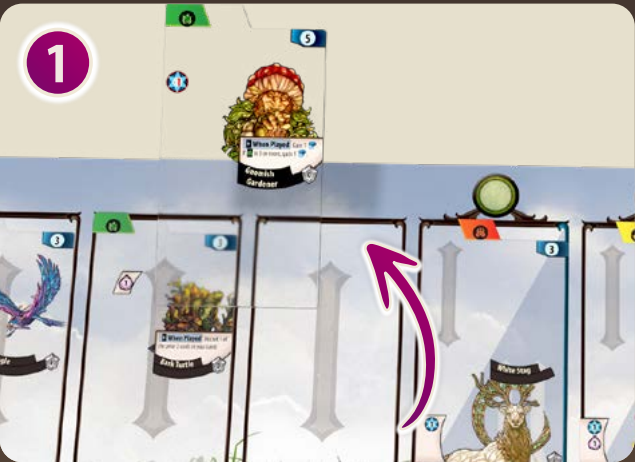
BUYING ADVANCES

When you buy up to 2 Advances during your Day phase, choose from any faceup level 1 or level 2 Advances in the Market for which you have enough .

Buy Advances one at a time, reducing your  according to the cost of each Advance. Immediately replenish the Market from the appropriate deck and place the

Advance below your player board—do not sleeve it yet (sleeving happens in your Dusk phase). Remember that you must set your  to 0 during your Dusk phase if you buy any Advances.

EXTRA LEVEL 2 ADVANCES
The first time any 1 player has 5  during their Day phase, they follow these steps:



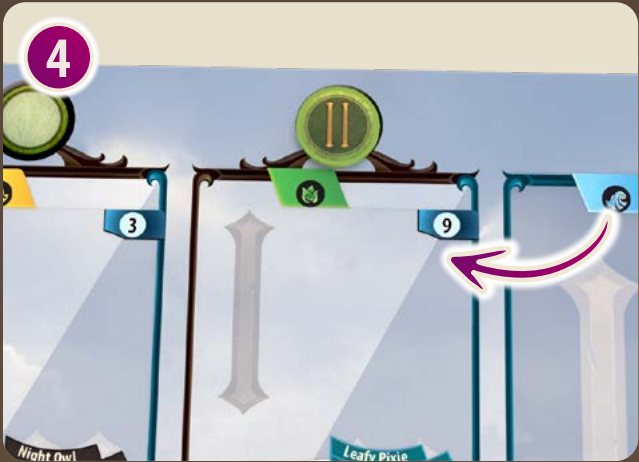
Remove any level 1 Advance from the Market



Shift any level 1 Advances to the right of this space one space to the left.



Refill the space with a level 2 Advance from the deck.



Place one of the “level 2” tokens above this space. For the rest of the game, refill this space with a level 2 Advance when it is empty.

This happens a second time when any 1 player reaches or exceeds 15  (so there will be 5 level 2 Advances in the Market for the rest of the game).

ENCHANTING VALES

When you use  to enchant up to 2 Vales during your Day phase, you place cubes on Vale spots to earn  at the end of the game and sometimes gain access to an effect. A “spot” is a square or row of squares that give rewards, VP, and effects. Vales with your cubes on them are Vales you have enchanted by shaping the land with your magic. Multiple players can enchant the same Vale, and Vale cards remain on the board at all times.

Vale cards cost  to enchant, but their cost is reduced by 1 per other player with a cube already on the Vale. To enchant a Vale, spend  equal to its cost and place 1 of your cubes on an empty  spot on any Vale, as long as you meet these conditions:

- You do not already have a cube on the Vale.
- It is connected by a path to another Vale you have a cube on or to the starting space.
- You may only choose to enchant a spot on a row where another player does not already have a cube on that row.

Then, reveal any connected facedown Vale cards. This occurs immediately, so you might enchant a Vale, reveal a connected Vale, then enchant the newly flipped Vale.

Vale spots tend to have stronger rewards toward the top of the card, but you may place your cube on any empty spot when enchanting.

This player can enchant any of these Vales if they have enough . They choose to enchant Spirit Cave for 4  (because 1 opponent has a cube on it) and place a cube on the upper 1  spot.

Enchant a Vale by placing your cube on an open VP spot, on a row where another player does not already have a cube.

Reveal any Vale cards connected to the enchanted card, if they haven't already been revealed by another player.

Pay your enchantment cost by subtracting the number of spaces equal to the Vale's cost (minus any opponent cubes) with your Spirit Tracker token on your player track. Spirits do not go to zero at the end of the turn like mana does.



DUSK PHASE

When you are finished with your Day phase, move to your Dusk phase, in which you may sleeve any Advances, resolve  effects, and discard all cards in your Land.

During your Dusk phase, perform the following in any order:

• USE EFFECTS

Set your  to 0 if you bought any Advances using .

Using effects to **gain** Advances does not count as buying an Advance, even if the effect required you to pay .

• RESOLVE DUSK EFFECTS

Resolve  effects on cards in your Land, including those from Advances sleeved this phase.

You may resolve  effects in any order (for example, if you have multiple cards with an effect that lets you place the card at the bottom of your deck, you resolve these in an order of your choice).

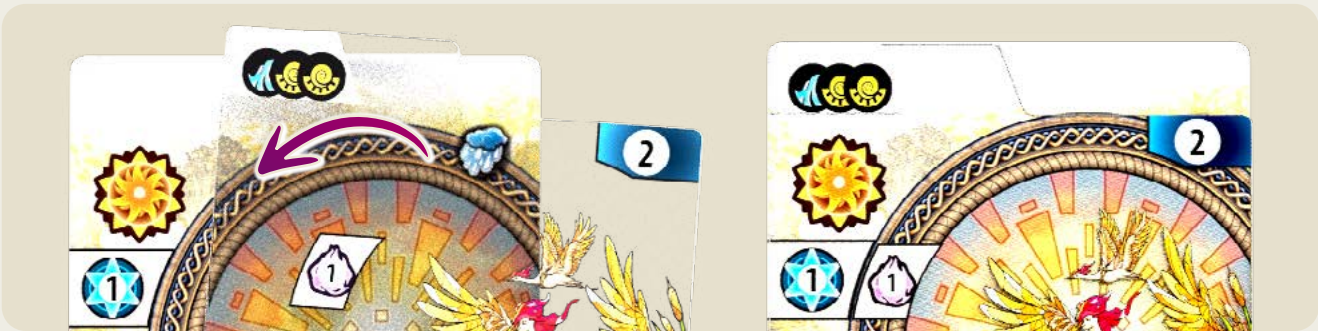
• SLEEVE ADVANCES

Sleeve any Advances from below your player card on cards in your Land one at a time. You may choose not to sleeve any number of Advances and sleeve them during a future Dusk phase.

If you cover any previously uncovered , gain 1 Rain token for each.

You may sleeve Advances on the same card in any order as long as you follow background and foreground Advance placement rules (page X).

Sleeving an Advance to cover a Rain icon



To end your Dusk phase, clean up your Land by gathering your played cards and placing them faceup in your Discard. The player to your left becomes the active player.

GAME END

As soon as any player ends their Day phase with at least 25  on their board or with their 10th Vale cube on the Vale map, they finish their Dusk phase, and then gain 5  for ending the game. Regardless of who was the first player, the other players complete their upcoming Night, Day, and Dusk phases, then the game ends. The person with the highest total wins.

Count your  from your  track, Advances, and the Vale map.



FINE POINTS

SHUFFLING YOUR DECK:

Any time you resolve an effect that references your deck and you do not have enough cards in your deck, resolve as much of the effect as you can, then shuffle your Discard, then resolve the rest of the effect.

Because it is possible to feel the difference between cards with and without Advances, you may wish to have a random cut of your deck after shuffling. This could be done with a die, or having another player give you a number to indicate the point where you deck is cut after shuffling.

RUNNING OUT OF CARDS IN YOUR DISCARD AND DECK:

If you ever run out of cards in your Discard and deck during your Night phase, your Night phase ends immediately. You may resolve an effect that references your on-deck card or cards in your Discard or deck but must treat the effect as if you have no remaining cards.

PLAYING CARDS DURING THE DAY PHASE:

If you play any cards during the Day phase (as a result of  effects), you may resolve any  effects on them.

SEARCHING YOUR DISCARD:

You may look through your Discard at any time, but not your deck. Other players may also look through your Discard. The order of cards in your Discard does not matter.

EXCEEDING 25 , , OR :

There is no limit to the amount of each resource you may have. If you exceed 25 of any resource, flip its tracker to the “25” side. If you exceed 50 of any resource, place a “50” token under the tracker for that resource with its normal side faceup.

VALE MAPS

While each Vale map has unique features, they all follow the same principle:

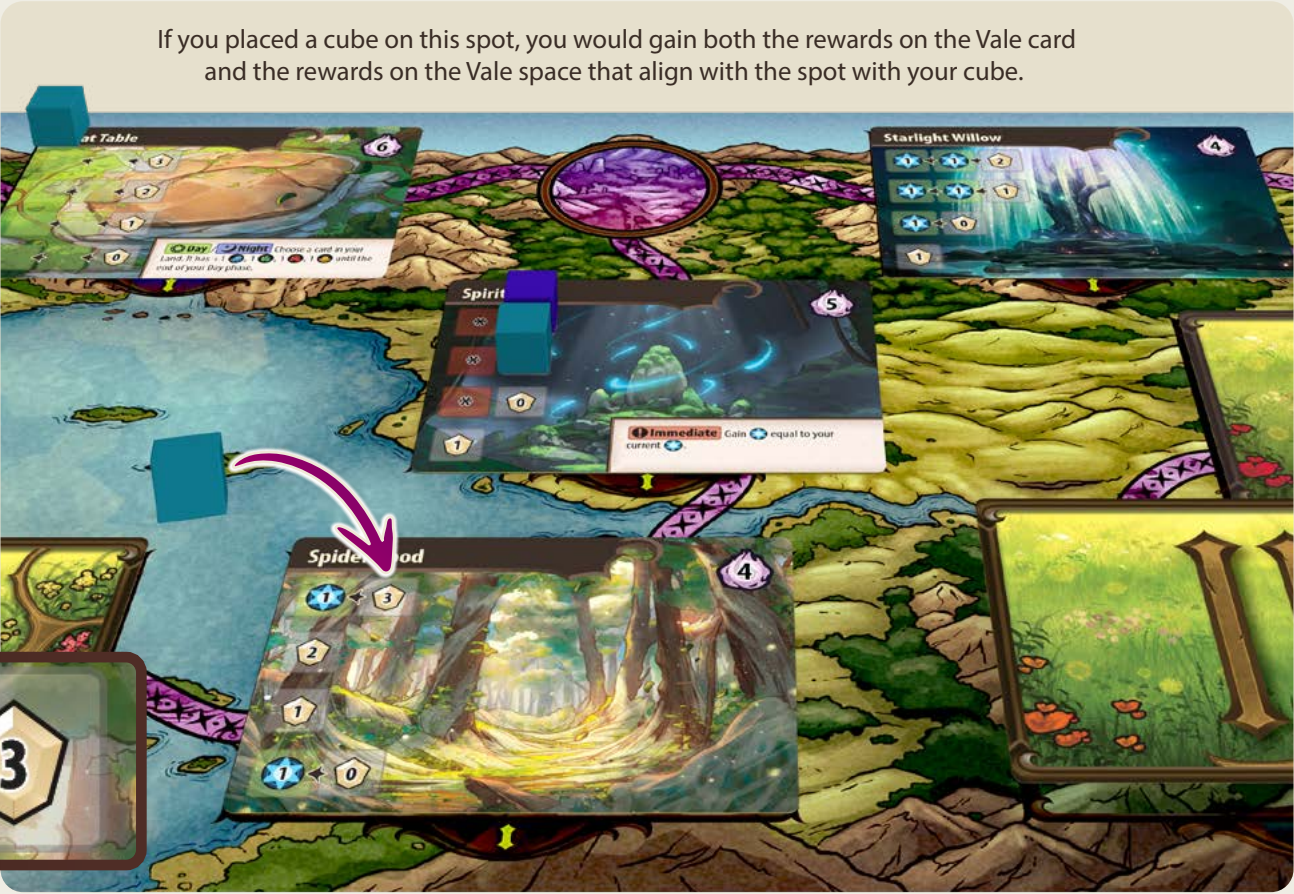
Enchanting a Vale gives you rewards on the Vale card and sometimes the Vale space itself.

Whenever you place a cube on a Vale that has rewards that align with the Vale spot you claimed, gain that reward.

You only put Vale cards on spaces with “I” or “II” on them during setup. Follow any additional setup steps printed on each Vale map.

Some Vale maps have spaces generally smaller than Vale cards with spots you can place cubes on, but you never put Vale cards on these spaces. As with any Vale, you can only enchant these spaces by paying their spirit cost if you have a cube on an adjacent Vale. These spaces count as “Vales” for all purposes.

Additional rules for each Vale map are printed on the boards themselves.



Some Vale boards have icons adjacent to specific slots on the Vale card. Players choosing to enchant these spots gain both the benefit of that spot on the Vale card, and any benefits from the Vale board text that applies to such spots.

TERMS

ACQUIRE:

To take an Advance by spending  or gain it with an effect.

DISCARD:

To place a card onto your Discard area on your board or return a token to the supply.

ENCHANT:

To place a cube on an empty spot on a Vale, usually by spending .

GAIN:

To take an Advance without paying its cost, collect resources, collect a Rain token, or temporarily add an Aspect to a card.

GROW:

To play your on-deck card to your Land during your Night phase when you have fewer than 3 revealed .

MARKET:

The row of faceup Advances available to buy.

ON-DECK:

The top card of your deck, which should always be faceup. Your on-deck card is a part of your deck.

OVERGROW:

To play your on-deck card to your Land during your Night phase when you have 3 uncovered , which risks Withering.

PAY:

To spend a resource, usually to gain another resource, an Advance, or a Vale.

PLAY:

To place a card faceup in your Land.

VALE:

To place a card faceup in your Land.

RANDOM:

From the top of the corresponding deck.

REFRESH:

To move 1 of your cubes on a Vale to a square to its right in an Activation effect.

REMOVE:

To take a component out of the game permanently. Place it in the box.

RESOURCES:

, , and  generally collected in your Day phase.

REST:

To stop playing cards to end your Night phase before you Wither.

SLEEVE:

To put an Advance in a sleeve with a card.

WITHER:

To reveal a 4th  during your Night phase without putting a Rain token on it, which ends it immediately and causes you to choose only 1 resource type to gain during your Day phase.

ADVANCE CLARIFICATIONS

ENT GUARDIAN, SEQUOIA FOREST:

If you placed your cube on an Activation effect with an opponent's cube, your cube and your opponent's cube may occupy the same Activation spots moving forward. You may place your cube on the  spot of an Activation effect with an opponent's cube in an Activation spot.

HIBISCUS DRYAD:

After playing a card from this effect, reveal your new on-deck card. You may choose not to play a card even if you have enough [green in Land] to do so.

MANGROVE FOREST:

The position the unsleeved Advance would occupy may be empty or occupied.

SUN PARROT:

This card replaces your previous on-deck card, which you should place facedown on your Deck.

SUN PRIESTESS:

You cannot reduce the cost of this action below 0.

TURTLE NESTING GROUND:

When you swap another card with your on-deck card, you may resolve any  **When Played** abilities on that card.

VALE CLARIFICATIONS

GRASPING VINES:

You do not lose any resources previously gained from the card you remove, but you do lose any [Ongoing] abilities on that card as well as endgame .

GREAT TABLE:

This effect may be used once either during your Night or Day phase.

SATYR HOME:

You may resolve any  **Day**,  **Ongoing**, and  **Dusk** effects on the sleeved Advance, but not  **When Played** effects.

SUN PRIESTESS:

This must be a Vale you could otherwise enchant following normal rules. Its  cost must be from 1–5 before reducing the cost for each other player with a cube there.

SUNLIGHT VALLEY:

This counts  on all of your cards whether they are in your deck, Discard, or Land, unless they are covered by .