Spirits of Valenor

Campaign Book

Chapter 1: First Encounter

Mountain Troll Raffael, 12 years old:
This morning I discovered these strange beings. They came over the mountains and had all sorts of exciting gear with them. So I watched them for a while – but what I saw frightened me: Wherever they go, they leave nothing but devastation behind. Luckily, they've settled in the territory of the silly Grass Imps for now. Just to be safe, I told our Elder about it. He seemed quite worried and immediately convened the Council of Elders. I suppose we'll be helping the Grass Imps – even if they are silly.

Additional Components

New:

- Forest Gnome Malin [2]
- Mountain Troll Raffael [4]
- Swamp Elf Finja [3]
- Lake Sprite Toni [5]

Location Card Layout



Special Rules

General Setup

7. Before agreeing on a starting player, reveal the **top Invader Card** from the Invader Deck and place it, according to the placement rules, at 1 of the 2 possible Locations.

Gameplay

No special rules for gameplay.

Notes

Forest Gnome Malin: Keep the swapped cards in the same position at the front of the hand.

Chapter 2: Armor

Swamp Elf and Elder Finja, 135 years old:
We showed unity and joined forces to drive off the Invaders. The deep puddles of the Lake Sprites, the stone-throwing of the Mountain Trolls, and the droning of the Forest Beetles clearly intimidated them. Our Will-o'-the-Wisps, together with the thorn traps of the Grass Imps, finally made them break camp. But now the Invaders have begun exploring more remote corners of the valley. What worries me most, though, is that some of them are now clad entirely in metal. To drive off these Invaders, we'll need to try even harder...

Additional Components

New: Grass Imp Kara [7] Invader 5 [8]

Location Card Layout



Special Rules

General Setup

3. ***For this and all following chapters:*** Shuffle the **Invader Card with value 5** into the A pile.
7. Before agreeing on a starting player, reveal the **top Invader Card** from the Invader Deck and place it, according to the placement rules, at 1 of the 2 possible Locations.

Gameplay

To defeat an Invader with , the total value of the Defense at the corresponding Location must be higher than the Invader's value. (You therefore cannot defeat these Invaders with a Direct Hit.)

Chapter 3: Barricades

Lake Sprite Toni, 36 years old:
What a party! After we drove off the Invaders, there was every reason to celebrate. The Mountain Trolls threw a roaring feast for us all. Today I woke up with a pounding headache, and when I looked down into the valley, my heart stopped: The Invaders are back! They've built a camp with several barricades and are taking whatever they want from the surrounding land. They've torn trees out of the ground, stolen stones from the mountains, and now they're digging deep furrows into the meadows. At first glance, their camp seems impregnable. Driving the Invaders off will be even harder now.

Additional Components

New: Spirit of the Meadow [10]

Support 5 [11]

Barricades [Token]



Location Card Layout



Special Rules

Chapter Setup

3. After laying out the Location Cards, place the **Barricades** Token on the middle Location.

General Setup

2. ***For this and all following chapters:*** Shuffle the **Support Card with value 5** into the Support Deck.

Gameplay

At the Location with the Barricades, the value of an Invader placed there is always increased by 3.

Notes

Spirit of the Meadow: For Invader Cards, note that there may still only be a maximum of 1 Invader at each Location. When moving an Invader, ignore the terrain symbol on the card.

Chapter 4: Devastated Homeland

Forest Gnome and Elder Malin, 187 years old:
This has always been our way: As long as we don't know what we're dealing with, we don't reveal ourselves. But not all of us managed to stay hidden. The Invaders apparently had no idea this valley was already inhabited, but that hasn't deterred them. On the contrary: The beings in armor have taken charge. We don't understand their language, but they are loud and aggressive. This time they haven't come merely to exploit the land. They've come to attack us directly!

Additional Components

New: Rewilding [13]

Location Card Layout



Special Rules

General Setup

3. Shuffle the **Rewilding** Card into the B pile of Invader Cards.

Gameplay

If you play an Invader with , immediately turn the Location where you place it to the side with Devastation. If the Location is already on that side, instead remove the top card of the Support Deck (if available) and return it to the box.

Notes

Rewilding: Although you draw this card from the Invader Deck, it counts as an Event Card. The same rules apply to it in hand as apply to Nature Spirit Cards (symbol!). Lay it out **immediately** once it is at the front of your hand and follow the instructions on the card.

Chapter 5: Captured

Grass Imp Kara, 58 years old:
We could barely withstand the last attack and eventually had to retreat under cover of darkness. Some of us didn't manage to flee in time, and these ... these monsters dragged them off and locked them in a cage. I feel an uncontrollable rage inside me! Even though some of us are already thinking about abandoning our home: We must free the captives and strike back!

Additional Components

New: Cage [Token]



Location Card Layout



Special Rules

General Setup

2. Instead of forming the Support Deck, first place the **Cage** Token a little apart from the row of Location Cards. Draw the top 6 Defense Cards from the Defense Deck and shuffle them together with the Support Cards without looking at them. Set out this newly formed deck as the Cage Deck below the Cage.

Gameplay

On a Direct Hit, before drawing your card you **may** place the top 3 cards from the Cage Deck onto the Support Deck (without looking at them or changing their order).

If any cards remain in the Cage Deck at the end of the game, you have lost.

Notes

Support Deck: In this chapter, the Support Deck is only formed during play, as you "free" cards from the Cage Deck through Direct Hits. Note that the Support Deck also includes some of the generally higher-value Defense Cards, which you may draw like Support Cards on a Direct Hit.

Chapter 6: Escape

Lake Sprite Toni, 36 years old:
"Run!" Kara shouted, and we ran for our lives. We actually managed to free all the captives. There was also a stranger locked in the cage, who joined us: Nala, a Sand Fairy. She seems to come from far away, and I'd love to learn more about her homeland, but now is not the time for questions. The Invaders are searching for us, and we must get back to the others quickly before the sun rises.

Additional Components

New: Sand Fairy Nala [16]

You will also need a timer (for example on a smartphone).

Location Card Layout



Special Rules

General Setup

7. Set a timer to 5 minutes.

Gameplay

Start the timer as soon as you begin playing.

When the timer runs out, turn the leftmost Location without Devastation to the side with Devastation.

Then restart the timer immediately.

Notes

Timer: If you lose this chapter, you get 1 extra minute for each subsequent attempt.

Sand Fairy Nala: The ? symbol represents a terrain of your choice. All other rules for placing this Invader apply as usual.

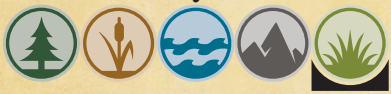
Chapter 7: Betrayal

Grass Imp Kara, 58 years old:
There are rumors going around that there are traitors in our own ranks. I've suspected it for a while now. The Invaders have been able to get past our traps far too easily lately. Someone must be feeding them information. Can't they see what the Invaders are doing to our beloved valley? We must find these traitors, but we must proceed carefully. Who knows what they're capable of if discovered...

Additional Components

New: 2 Traitors [18, 19]

Location Card Layout



Special Rules

General Setup

1. Divide the Defense Cards into roughly 3 equal piles and shuffle them separately. Then shuffle the 2 **Traitor** Cards into 1 of the piles. Stack the 3 piles on top of each other so that the pile with the Traitors ends up in the middle, forming the Defense Deck for this chapter.

Gameplay

No special rules for gameplay.

Notes

Traitors: Although you draw these cards from the Defense Deck, they count as Invaders. The (?) symbol represents a terrain of your choice. Turn the Location where you place a Traitor to the side with Devastation. You may never place a Traitor at a Location that is already on the side with Devastation. All other rules for placing Invaders also apply to the Traitors.

Chapter 8: Ambushes

Forest Gnome and Elder Malin, 187 years old:
The Invaders are venturing ever deeper into the forest now. Those wearing armor seem to have no fear at all – as if they have some trick up their sleeve that we know nothing about. Just to be safe, I sent a message to an old friend who lives so deep in the forest that even we don't normally go there. Perhaps she can help us foil the Invaders' plans.

Additional Components

New: Forest Witch Adelina [21]

Reuse: 2 Traitors [18, 19]

Location Card Layout



Special Rules

General Setup

3. Set the 2 **Traitor** Cards face down at the edge of the play area.

Gameplay

When you defeat an Invader with , immediately reveal the top card of the Invader Deck and play it (this does not count as an action). If the Invader Deck is already empty, reveal 1 random Traitor and play that instead.

Notes

Traitors: See the notes in Chapter 7.

Chapter 9: Gold Trap

Swamp Elf and Elder Finja, 135 years old:
We've noticed that the Invaders have a weakness for shiny things. Gold, for whatever reason, seems to be of particular value to them. The Council has therefore decided to set a trap for them. We've spread a rumor about a hoard of gold to lure them in, and we'll be waiting there for the Invaders. We've also received unexpected help: A young Ice Demon was sent down from the eternal peaks to the valley to lend us support.

Additional Components

New: Ice Demon Leif [23]
Gold Trap [Token]

Strange Creature [24]

Location Card Layout



Special Rules

General Setup

3. Shuffle the **Strange Creature** Card into the B pile of Invader Cards.

Place the **Gold Trap** Token a little apart from the row of Location Cards.

Gameplay

You may place Defense Cards above the Gold Trap as though it were an additional Location. However, it does not belong to the row of Location Cards.

If you play an Invader with , you must place it below the Gold Trap. The value and terrain symbol do not matter, but a maximum of 1 Invader may be there at any time. This Invader must be defeated within the same turn, or you have lost. Invaders without  may not be placed at the Gold Trap.

Notes

Strange Creature: Although it counts as an Invader, the same rules apply to it in hand as to Nature Spirit Cards ( symbol!). Play it **immediately** once it is at the front of your hand. Because its value is 10.5, you cannot defeat it with a Direct Hit.

Chapter 10: Possessed

Mountain Troll Raffael, 12 years old:
The trap did seem to work, but the gold attracted another creature as well. It looks quite different from the Invaders and radiates something ancient and evil. It reminds me of a cursed figure from our Elder's stories. I always thought he only wanted to scare us children so we wouldn't venture too deep into the mountain – were those stories actually true?

Additional Components

Reuse: Strange Creature [24]

Location Card Layout



Special Rules

General Setup

3. Shuffle the **Strange Creature** Card into the B pile of Invader Cards.

Gameplay

As long as at least 1 Invader with is in play, you may only place Defense Cards at Locations with Invaders that have .

Notes

Strange Creature: In addition to the notes in Chapter 9, note that the symbol represents a terrain of your choice. All other rules for placing this Invader apply as usual.

Chapter 11: Ritual

Forest Gnome and Elder Malin, 187 years old:
During its last attack, we managed to wrest a spherical artifact from the Strange Creature that it had been carrying. It shrieked in agony as it was separated from the sphere, but eventually fled towards the mountains. The artifact seems to give off some kind of energy. I touched it and felt a strange craving ... an inexplicable, malicious greed – the creature surely must have been possessed by the sphere's will. But after a short while, the feeling turned into a kind of longing. Was this artifact only dangerous in the creature's hands? I have handed the sphere over to the Council. We plan to carry out an ancient ritual to ask our ancestors for help.

Additional Components

New: Resources (Acorn: , Stone: ) [Tokens]

Reuse: Strange Creature [24]

Location Card Layout



Special Rules

General Setup

3. Shuffle the **Strange Creature** Card into the B pile of Invader Cards.

Set out the **Resource** Tokens as a supply.

Gameplay

If you play a Defense Card with an  at a  Location, take 1 Acorn Token from the supply.

If you play a Defense Card with a  at a  Location, take 1 Stone Token from the supply.

If you have not collected at least 4 Acorn **and** 4 Stone Tokens by the end of the game, you have lost.

Notes

Strange Creature: See the notes in Chapters 9 and 10.

Chapter 12: New Hope

Grass Imp Kara, 58 years old:
The ancestors' message was hard to interpret, but it seems that the sphere once watched over our valley and kept the Invaders away. Our ancestors simply called it the "Heart of the Valley". It was presumably stolen by the Strange Creature a very long time ago, and knowledge of its power was lost. We don't understand the "Power of Nature" our ancestors say the Heart of the Valley holds. Still, we will return it to its rightful place high in the mountains, and hope its power unfolds there on its own.

Additional Components

New: Sphere [Token]



Location Card Layout



Special Rules

Chapter Setup

3. After laying out the Location Cards, place the **Sphere** Token on the leftmost Location of the row.

Gameplay

Invaders with  must always be placed at the Location with the Sphere (ignore their terrain symbol, but observe all other placement rules).

If you play a Defense Card with a value of 3 or higher, you **may** discard it unused (instead of placing it at a Location) to move the Sphere 1 Location to the right.

If the Sphere is not at the rightmost Location of the row at the end of the game, you have lost.

Notes

Location with the Sphere: You may also place Invaders without  at the Location with the Sphere. You must observe all placement rules for them as usual.

Chapter 13: All is Lost?

Lake Sprite Toni, 36 years old:
With the help of the Ice Demons, we finally found it after a long search: The place high in the mountains where the Heart once watched over our valley. Only an unassuming stone plinth rises there from the eternal ice, and the spherical artifact fits on it perfectly. When we placed it carefully on the plinth, it glowed and began to pulse. But within moments, only a faint glimmer remained. Has the Heart abandoned us? Has its power simply faded with time? The Invaders' attacks haven't let up. If anything, the beings in armor are more dangerous than ever. Even together, we can barely withstand their fury. Is there still any hope for our valley?

Additional Components

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Location Card Layout



Special Rules

General Setup

5. After drawing your hand cards, choose 1 player who must place their Nature Spirit Card at the very back of their hand before the game begins, without using its effect.

Gameplay

To defeat an Invader with , the following additional condition must also be met: There must be 3 or more Defense Cards at the corresponding Location.

Chapter 14: The Machine

Mountain Troll Raffael, 12 years old:
When I first saw the Invaders, I was fascinated by all the equipment they carried. It seemed capable of wondrous things, but it quickly became clear this equipment served only to destroy our beautiful valley. Now they've built an even bigger, more dangerous device, one that's come to life as if by some dark magic, fighting alongside them. This "Machine", as the Invaders call it ... we must find some way to stop it.

Additional Components

New: Invader 22 [30]

Reuse: Resources (Acorn: , Stone:) [Tokens]

Location Card Layout



Special Rules

General Setup

3. Place the **Invader 22** Card on the B pile before forming the Invader Deck.

Set out the **Resource** Tokens as a supply.

4. After you have each chosen 1 Nature Spirit, lay out all remaining Nature Spirit Cards face-up beside the Resource supply as a display.

Gameplay

If you play a Defense Card with an at a Location, take 1 Acorn Token from the supply.

If you play a Defense Card with a at a Location, take 1 Stone Token from the supply.

Return 2 Acorn Tokens to the supply: Use the ability of 1 face-up Nature Spirit from the display and turn it face down.

Return 2 Stone Tokens to the supply: Increase 1 Defense Card by 2 for this turn.

Chapter 15: Finale

Swamp Elf and Elder Finja, 135 years old:
We are desperate. The Invaders keep pushing us further back and are building their machines faster than we can destroy them. To make matters worse, the Strange Creature that once stole the Heart of the Valley has been sighted again. I immediately asked the envoy of Ice Demons to check on the artifact and reinforce the guards. There was still no change to be seen in the Sphere. If I'm honest, I've given up hope: What could a glowing sphere possibly do against such an overwhelming enemy?

Additional Components

New: Message [32]
(Do not look at the cards numbered [33 – 35] yet.)

Reuse: Rewilding [13]

Location Card Layout



Special Rules

General Setup

3. Shuffle the **Rewilding** Card into the B pile of Invader Cards.
Place the **Message** Card on the B pile before forming the Invader Deck.

Gameplay

No special rules for gameplay.

Notes

Message & Rewilding: Although you draw these cards from the Invader Deck, they count as Event Cards. The same rules apply to them in hand as apply to Nature Spirit Cards (⚡ symbol!). Lay out such a card **immediately** once it is at the front of your hand and follow the instructions on the card.

Epilogue: The Eternal Chronicles

Forest Gnome and Elder Malin, 187 years old:
In the face of defeat, we suddenly noticed a brilliant light spreading out from the mountains across the entire valley. A comforting warmth enveloped us, but panic suddenly broke out among the Invaders as they abandoned everything where it stood. This must have been the "Power of Nature" our ancestors spoke of – the artifact had saved us after all. Before nightfall, every Invader had fled the valley, and the haunting was over. However we must remain vigilant and prepare the coming generations for dangers yet to come!

Congratulations! You have driven the Invaders from your valley for good. In doing so, you have unlocked the ***Eternal Chronicles*** game mode, which you can experience anew again and again.

Additional Components

New: The Eternal Chronicles [37 – 45]

Special Rules

Setup

First shuffle all of the **The Eternal Chronicles** Cards (referred to below as Chronicle Cards) and draw 2 of them. The changes to setup and gameplay indicated on them apply for this game. Draw 1 further Chronicle Card, but only use its back for the Location Card layout. Set up the game accordingly and return all unused Chronicle Cards, along with the card used for the Location Card layout, to the box.

Note: *For an even greater challenge, you can play with 3 Chronicle Cards instead of 2.*

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