

# TAGOON

## LAND OF DRUIDS



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# Rulebook



**3 HARES  
GAMES**

## WORLD OF LAGOON

*Lagoon is the first world that ever was. Boundless spiritual energy flows through the land, and is the source of all the world's magic. This divine energy nurtures the deepest, most ancient, and magical forests in all of creation. Lagoon's eldest forest creatures awoke long ago, and are endowed with ancient wisdom and primeval power.*

*All was in balance, until divinity was split by the rise of humanity into three energies that now vie for dominion of Lagoon: Elemeen is the energy of the spirit, Vowelon is the energy of the heart, and Deonin is the energy of the mind. In the end, one of these three energies will become Lagoon's destiny. It is up to humanity's druids to unify Lagoon.*

## GAME OVERVIEW

**1-4 Players / 60 minutes / 14 years and up**

Welcome to *Lagoon: Land of Druids*, a dynamic strategy game about forging the destiny of a world. Lead your circle of druids in search of enchanted sites that offer magic powers, and use them to bend destiny.

Each site is aligned with one of three divine energies. You will alter the balance of power among these energies by exploring new sites, adding them to the board, and by magically unraveling sites, removing them from the board. At the end of the game, the energy with the most sites on the board becomes Lagoon's destiny. The player whose actions best served the dominant energy wins!

## COMPONENT LIST

- 27 double-sided site tiles
- 40 druid tokens
- 81 seed tokens
- 4 player references
- 8 player markers
- 1 tile draw bag
- 1 token draw bag
- 1 rulebook



# COMPONENT OVERVIEW

## Site Tiles

Site tiles are used to build the world of Lagoon during the game. They are double-sided, each side featuring a unique magical site. The two sites on a tile are always aligned with different energies. The site graphics are oriented for you to flip a tile vertically in your hand when looking at the two sides.



1. **Site Name:** The name of the site.

2. **Energy Alignment:** The energy with which the site is aligned. The three energies are represented by different seed symbols, colored yellow, red, and blue.

3. **Energy Border:** The bottom border echoes the color of the site's energy alignment.

4. **Text Box:** This text provides the rules for the magic that the site offers. The background color corresponds to the color of the site's energy alignment, except in two cases: all haven sites use a green background to help them stand out on the table, and trove sites use a gray background to remind players their abilities cannot be used after their initial placement.

5. **Action Type:** There are four different action types, each with its own symbol. The symbol pictured on *Gruu's Refuge* is the invoke symbol.

6. **Site Type:** This symbol indicates the site's type: ally (👁️), haven (🌿), sanctum (🌳), shrine (🌸), trove (👁️). For this base game of *Lagoon*, only the haven site type is relevant. Expansions to *Lagoon* will introduce new mechanics that involve the other site types.

7. **Expansion Symbol:** This symbol shows which expansion the site comes from. All sites in this base game use the *Lagoon* L for this symbol. Sites included in expansions will use different expansion symbols.

8. **Tile Group:** Tile groups are used to create different play sets of site tiles while ensuring an even distribution of the three energies. There are three tile groups (I, II, III), one for each possible pairing of two energies for a tile's two sites.

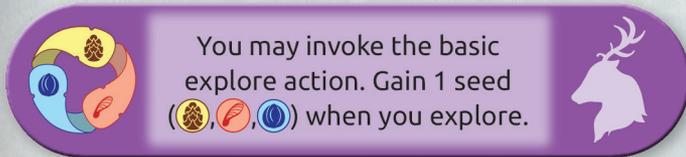
9. **Watermark:** This watermark in the text box echoes the site type symbol.

10. **Site Identifier:** A unique identifier for the site, indicating the tile number and the tile side, either A or B.

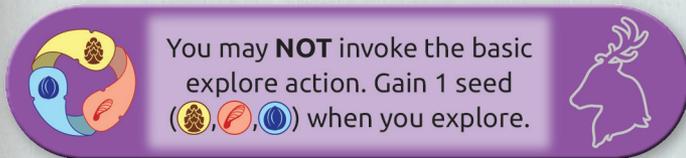


## Player Markers

Each druid circle has a corresponding player marker. Each of these markers shows the power swirl (see **The Unravel Action** - Page 11) and the druid circle's emblem. Like the druid tokens, each marker has a refreshed and an exhausted side, indicating if a player has used their basic explore action (see **Basic Druid Actions** - Page 8).



Refreshed Player Marker



Exhausted Player Marker

## Tile Draw Bag

Players will draw a random tile from this bag when exploring a new site during the game. Whenever a tile is returned to the bag, always randomize the tiles in the bag.



## Token Draw Bag

This bag is used in the solo game to provide an unpredictable non-human opponent for the single player.



## GAME SETUP

Setup for the solo game is explained in the **Solo Player Rules** (Page 16).

Variant game setups can be found at: [www.3haresgames.com/lagoon/formats](http://www.3haresgames.com/lagoon/formats).

**1. Assemble Site Tiles:** Choose 24 site tiles to be used as the play set for this game. A shorter game uses only 21 tiles, while a longer game uses 27.

Every play set should include an equal number of tiles from the three tile groups, distinguished by the tile group symbol (I, II, III). Some recommended play sets are given below. Expansions to *Lagoon* will add new tiles, growing the variety of play sets you can assemble.

- **Beginner Game:** 1–21. This provides a shorter and slightly simpler game.
- **Regular Game:** 1–24.
- **Advanced Game:** 1–18 & 22–27. You can swap out tiles other than 19–21 or the advanced tiles (numbered 25–27).

**2. Prepare Starting Tiles:** The game begins with three starting tiles, chosen from your selected play set. Arrange the tiles in the play area so that each tile shares one edge with each of the other two tiles, as shown in the **Starting Tile Setup** diagram (Page 6).

Additionally, the starting tiles should fulfill these requirements for a standard game:

- Exactly one of the face-up sites must be a haven.
- Each of the face-up sites must be aligned with a different energy.

- **Optional:** To perfectly balance the starting energies, use one tile from each of the three tile groups for your setup. This ensures that each of the three energies has exactly one face-down site, effectively removing it from the game.

You may design your own starting tile setups, but here are some recommended ones:

- **Gruu's Walkabout:** 1A, 14A, 21A
- **Floating in Paradise:** 2B, 16B, 18B
- **River of Freedom:** 5A, 15A, 19A

**4. Choose a Circle:** Each player chooses a druid circle, taking the five druid tokens and the player marker corresponding to their chosen circle, as well as a player reference.

**5. Place Druids:** Each player places their Eldrid druid token and one acolyte druid token on the starting haven site. All druid tokens begin refreshed. During play, keep the druid tokens on the upper half of a site tile to ensure players can read the site text.

**6. Prepare Seed Tokens:** Place the seed tokens of all energies in the play area within reach of all players.

## STARTING TILE SETUP



**3. Prepare Tile Draw Bag:** Randomize the remaining tiles in your play set and place them in the tile draw bag.

## ACTION TYPES

There are four types of actions, each having a unique symbol. Two of these types are invoke actions (invoke, Eldrid invoke), which require you to exhaust one of your refreshed druids as a cost to invoke the action. The other two types are passive actions (timely, exploration), which may or may not have a cost. Every action uses one of these symbols (see **Basic Druid Actions - Page 8**; see **Site Actions - Page 9**), and the symbols are listed on your player reference.

Many invoke actions refer to the "invoking druid," which is always the druid you exhausted to invoke the action.

- **Invoke Action:** The invoke symbol shows a refreshed druid token being flipped to its exhausted side. To perform an invoke action, you must exhaust one of your refreshed druids. Both acolyte and Eldrid druids may be exhausted to invoke these actions.

-  **Eldrid Invoke Action:** This action functions exactly like the invoke action, except the invoking druid must be your Eldrid druid.
-  **Timely Action:** This is a passive action that you may use when specified by the text of the action. For example, some actions may only be used at the beginning or end of your turn, some only once during your turn, and some only when a certain event occurs.
-  **Exploration Action:** This is a passive action. Immediately after exploring a site that offers an exploration action, you may perform that site's exploration action. Exploration actions may not be used at any other time.

## TURN SEQUENCE

Players take turns in clockwise order. The player who most recently visited a forest goes first. Each player turn has four steps: **Begin**, **Refresh**, **Action**, and **End**. Once a player resolves all four steps, play passes to the next player.

### Step 1: Begin

If your druid circle occupies any sites with timely actions usable during your Begin step, you may use them now. If your circle occupies multiple sites offering such actions, you may resolve them in any order.

### Step 2: Refresh

Refresh your player marker. Choose up to 3 of your exhausted druids and refresh them.

### Step 3: Action

During this step, you may perform actions. Actions are taken and resolved one at a time. You may take as many actions as you wish in any order, so long as you can pay each action's cost. Note that some actions indicate they may only be used once per turn, meaning once per each player's turn.

At any time, you may end this step after fully resolving your last action, even if you have refreshed druids in play. If you have no refreshed druids in play after resolving an action, this step ends immediately unless you then perform a passive action to refresh one of your druids.

### Step 4: End

If your druid circle occupies any sites with timely actions usable during your End step, you may use them now. If your circle occupies multiple sites offering such actions, you may resolve them in any order.

## BASIC DRUID ACTIONS

There are three basic actions that are innate to your druids, and are always available to them:

**Move, Summon, and Explore.** All three actions use the invoke symbol, which is explained in **Action Types (Page 6)**.

: **Move** the invoking druid 1 hex.

: **Summon** 1 druid from your supply to any haven. The summoned druid enters play exhausted.

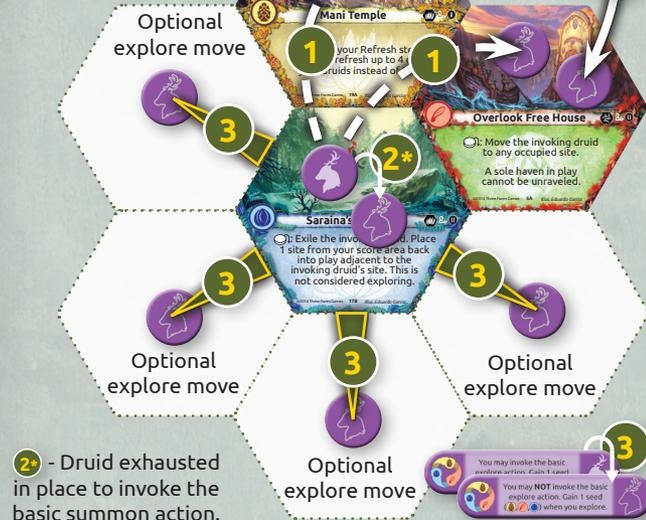
: **Explore** a new site in any space adjacent to the invoking druid's site. You may move the invoking druid into the explored site. Exhaust your player marker.

### EXAMPLE OF BASIC ACTIONS

#### 1 Move

#### 2 Summon

#### 3 Explore



## Exploring in Detail

Exploring is important because it alters the balance of power among the three energies, it adds new magic to the world, and it gains you seed tokens.

In addition to the basic explore action, several site actions allow you to explore as well. Each exploration action is different, offering its own unique benefit. **Only the basic explore action allows you to move the invoking druid onto the explored site.**

Otherwise, all explore actions share three steps:

- **Step 1:** Draw 1 random site tile from the bag.
- **Step 2:** Choose a side of the tile, and place it in play as indicated by the action you're using.
- **Step 3:** Gain 1 seed token of the explored site's energy.

Only the basic explore action requires you to exhaust your player marker as part of its cost. This means you can usually only invoke the basic explore action once per turn.



## SITE ACTIONS

Every site offers a unique magic power that can be used by druid circles occupying the site. Your druid circle includes the druid occupying the site as well as all of your druids on the board. Because your druids are spiritually linked as members of the same circle, they share each occupied site's magic among them (both active and passive).

Consequently, an invoke action (🌀) can be invoked by exhausting **any** 1 of your druid tokens on the board, as long as one of your druid tokens—whether refreshed or exhausted—is on the site with the action you wish to invoke.

### SHARING SITE ACTIONS

The Eldrid on *Elixona, Queen of Dreams* may invoke the following site actions:

- 1 **Kindred Stone**: summon 1 druid to either site occupied by fern druids.
- 2 **Elixona, Queen of Dreams**: move the acolyte druid up to 2 hexes.



Therefore, the magic available to your circle can change several times over the course of your turn, as you move druids onto new sites and off of others.

Eldrid invoke actions (🌀) can only ever be invoked by an Eldrid druid. However, an acolyte druid on a site with an Eldrid invoke action still shares the site's magic with the circle, including its Eldrid.

If multiple players have druids on the same site, each of their circles gains access to its magic. Druids from different circles on the same site coexist peacefully.

Whenever an action indicates you “may” do something, that portion of the action is optional.

If the text of any site directly conflicts with the rulebook, the site text takes precedence.

### THE THREE ENERGIES IN ACTION

The site actions of each energy have a common thread, according to the focus of that energy.

🌀 **Elemeen** is the energy of the spirit, which awakens: refreshing druids and summoning them in new ways.

🌀 **Vowelon** is the energy of the heart, which animates: moving druids swiftly around the world.

🌀 **Deonin** is the energy of the mind, which controls: altering the world itself by moving sites and exploring sites in new ways.

## CONCEPTS RELEVANT TO SITES

This section introduces important concepts that are relevant to sites and site actions.

### Haven Sites

Druids summoned with the basic summon action enter play on any haven site (🏠). Havens have text boxes with a green background and prominent watermark to make them stand out on the board. Lastly, if only one haven site is on the board, it cannot be unraveled.

### Locked Sites

A site is locked if removing it from the board would split the world into noncontiguous regions. A locked site may not be moved, but it may be swapped. A locked site also cannot be unraveled (see **The Unravel Action** - Page 11). A locked site can be unlocked by manipulating the board, whether by exploring new sites, moving sites, or swapping sites.

## IDENTIFYING LOCKED SITES



## Occupied Sites

An occupied site is any site with at least one druid on it, whether refreshed or exhausted. Your circle occupies a site if at least one of your druids is on the site.

## Moving and Swapping Sites

Whenever a site is moved or swapped, any druids on that site move with it to its new location.

## Exiled Druids

Some actions cause a druid to be exiled. An exiled druid is removed from the board and returned to its owner's supply. From there, it can be summoned back into play like any druid in a player's supply.

## Seed and Site Symbols

Some site actions use seed symbols (🌱, 🍃, 🌊) or site symbols (🏠, 🍃, 🌊) in the text.

## Keywords

A keyword is an italicized word or phrase appearing on a tile, used to indicate a certain attribute or ability. The keyword *Identity: Name* appears on six ally sites in this base game of *Lagoon*. This keyword serves no game purpose at this time, but expansions to *Lagoon* will change that.



## THE UNRAVEL ACTION

Unraveling a site removes it from the board, altering the balance of power among the three energies and removing the site's magic from play. Additionally, unraveled sites are worth Destiny Points at the end of the game if they do not match the dominant energy.

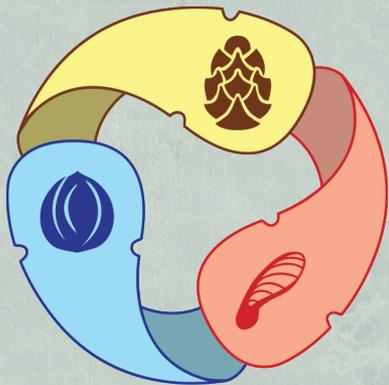
The unravel action is an invoke action:

: **Unravel** the invoking druid's site if your circle has sufficient energy.

Unraveling is a special action your druids can invoke if the conditions described in this section are fulfilled. Foremost, **a druid can only unravel the site it occupies.**

## THE POWER SWIRL

The three energies of Lagoon have a circular power dynamic similar to rock, paper, scissors. As shown in the power swirl diagram, Elemeen () threatens Vowelon (), Vowelon threatens Deonin (), and Deonin threatens Elemeen.



## Energy for Unraveling

The type of energy required to unravel a site depends on the site's energy, as dictated by the power swirl (see **The Power Swirl**). Your druid circle must access three energy of the threatening type to unravel a site of the threatened type. This is summarized in the table below.

Site to Unravel	Required Energy
	  
	  
	  

The energy required to unravel a site can be accessed in two ways: 1) by occupying sites of the threatening energy; and 2) by discarding seed tokens of the threatening energy. The three energy required to unravel can be gained from any combination of seeds and sites of the threatening energy.

Each site your druid circle occupies provides one energy of that site's energy, regardless of how many druids in your circle occupy it. This is true whether your druids are refreshed or exhausted, and accessing the energy does not exhaust your druids.

You may also discard seed tokens to gain one energy for each discarded, corresponding to the energy of the token discarded. You may only discard seed tokens in this way if the sites you occupy provide insufficient energy, and only in the amount needed to make up the shortfall.

You may unravel multiple sites during one turn, but each invocation of the unravel action must be resolved independently. You may access energy from the same site multiple times during a

single turn for separate unravel invocations, but each discarded seed token provides its energy for only one invocation.

## Resolving an Unravel Action

There are four steps to an unravel action:

- **Step 1:** Exile the invoking druid, returning it to your supply.
- **Step 2:** Exhaust all druids occupying the site being unraveled.
- **Step 3:** Move each druid occupying the unraveled site onto any haven of your choice. Druids may be placed on different havens.
- **Step 4:** Place the unraveled site near you, in your score area.

## Locked Sites Cannot Be Unraveled

Locked sites cannot be unraveled, because doing so would split the world into fragments. If you wish to unravel a site that is locked, you must unlock it first.

## A Sole Haven in Play Cannot Be Unraveled

If only one haven site is on the board, it cannot be unraveled. This ensures there will always be a haven in play to serve as an entry point for summoned druids. If there are multiple havens in play, any of them can be unraveled, as long as it is not a locked site.

## EXAMPLE OF UNRAVELING

1 This player has 3 available Elemeen energy (🍄): one each from occupying *Cirqus Laguun* and *Tonic Leaf*, and another if they discard their 🍄 seed. They have refreshed druids in 3 Vowelon sites (🌿), but *Emilaphae* is the only site they can unravel.

2 Moving their acolyte from *Grizznant* to *Elemeen Eidolon* before unraveling would allow them to use that site's energy instead of discarding their 🍄 seed.



Mushroom Player's  
Seed Supply



1



– Locked sites cannot be unraveled.



– A sole haven in play cannot be unraveled.

## GAME END

At the end of a player's turn in which the last site tile was explored, the game ends. At this point, Lagoon's destiny is determined and the player with the most Destiny Points is the winner.

### Lagoon's Destiny

The dominant energy is the one with the most sites in play at the end of the game. This energy becomes Lagoon's destiny. A tie between two energies is resolved according to the power swirl:

- Elemeen (🌰) wins a tie with Vowelon (🍃);
- Vowelon wins a tie with Deonin (🌀); and
- Deonin wins a tie with Elemeen.

In the rare event that all three energies are tied, the energy with the most seed tokens totaled from all players' supplies becomes Lagoon's destiny. If this results in a two-way tie, it is resolved according to the power swirl. If the three energies remain tied, the game is a draw.

## Scoring

Players calculate their scores based on the dominant energy, and the player with the most Destiny Points wins. Seed tokens in your supply of the dominant energy earn you 1 Destiny Point each, while seeds of the other two energies are worth nothing. Unraveled sites in your score area of the two non-dominant energies earn you 2 Destiny Points each, while unraveled sites of the dominant energy are worth nothing.

Destiny	Seeds Earned	Sites Unraveled
🌰	🌰 = 1 point	🍃 / 🌀 = 2 points
🍃	🍃 = 1 point	🌀 / 🌰 = 2 points
🌀	🌀 = 1 point	🌰 / 🍃 = 2 points

In case of a tie, for each tied player count how many seed tokens of the dominant energy they possess and subtract the number of sites of the dominant energy they unraveled. The player with the highest total wins the tie. If there is still a tie, then the tied players share the victory.

## SCORING EXAMPLES

Colette and Steve just finished a game. Their accumulated seeds and unraveled sites are shown to the right.

Vowelon (🍃) was the dominant energy in this example game.

Colette has five Vowelon seeds (🍃), worth 1 point each. None of her unraveled sites are Vowelon, so she scores 2 points for each of them. Her total is an impressive 17.

Steve has one Vowelon seed (🍃), worth 1 point. Half of Steve's sites are Vowelon (🍃), which do not score points. The other three sites score 2 points each for Steve, bringing his total to 7.

Colette wins this game. Steve wanted Elemeen (🌰) to dominate, and would have won this game 15–9 if it did. Victory often hinges on which energy dominates at the end.

The diagram illustrates the scoring for two players, Colette and Steve, at the end of a game. Colette's score is 17, composed of 5 Vowelon seeds (each worth 1 point) and 12 unraveled sites (each worth 2 points). Steve's score is 7, composed of 1 Vowelon seed (worth 1 point) and 6 unraveled sites (each worth 2 points). A callout box indicates that unraveled dominant sites are worth 0 points. The sites shown are 'Presence of Lagoon' (Vowelon), 'Fork of Destiny' (Vowelon), 'Sylvant' (Vowelon), and 'Kisoko' (Vowelon). The sites 'Fork of Destiny' and 'Sylvant' are unraveled by both players, while 'Presence of Lagoon' and 'Kisoko' are unraveled only by Colette.

## FOUR PLAYER RULES

When playing with 4 players, *Lagoon* is a team game with 2 players on each team. Teammates should be seated alternately, so turns alternate from team to team. Setup is otherwise the same as for 2 and 3 player games.

Each player uses their own circle of druids, individually playing their druid circle just as in 2 and 3 player games. The only thing that teammates share during the game is a joint strategy. At the end of the game, teammates combine their seeds and unraveled sites for scoring purposes.

Before the game, all players should agree how much strategy discussion between teammates is allowed and in which contexts. The recommended convention is to allow strategy discussion so long as it takes place openly at the table.

## STRATEGY TIPS

- Unraveled sites yield more points more reliably than gained seeds, so a reasonable beginner strategy is to opportunistically unravel whenever possible.
- Don't forget that seeds can be spent to help you unravel sites. As the end of the game draws near, seeds of certain energies will become less likely to score you points. If you can, use those seeds to unravel sites or pay for site actions that require seeds.
- If the board is moving toward one energy being in very short supply, it can be destabilizing. It could become challenging to unravel using that energy, which benefits the energy it would unravel. This dynamic can be used to your

advantage — but if it can't, then you'll need to work against it by exploring more sites of the energy in short supply.

- If one energy appears to have the support of all players in becoming Lagoon's destiny, the game becomes a race. Players will jockey for the most points given that expected destiny. If you are ahead in the race, this is good for you. If you can't win this particular race, though, don't let the game become one.
- Aggressively unraveling a leading energy along with steadily exploring a rival energy can sometimes flip Lagoon's destiny more quickly than it may seem.
- The point-based scoring system is slightly misleading. The conditional worth of seeds and unraveled sites makes controlling Lagoon's destiny the true heart of the game.
- Different strategies may work better in games with different player counts.

## RULES CLARIFICATIONS

**Exploring** — A druid on a site with no adjacent spaces may not explore, except when using *Roots of Creation*, which allows the explored site to be placed in any space. Note too that you can wait to decide where you will place an explored site until after you have drawn the site tile.



**Sites with Unravel-Triggered Magic** — If you unravel *Hot Spring of the Phoenix* or *Awakening Portal*, you may still use the unraveled site's passive action after resolving the unravel action. If a single unravel action makes multiple players eligible to use the magic of *Awakening Portal*, those players decide whether to use and how to resolve the triggered action in clockwise order starting to the active player's left.

**Which Druids** — When site action text refers to druids but does not specifically say your druids, you may choose any druids if they otherwise meet the criteria for the action. However, you can only summon your own druids. If the text of a site action targets a druid but does not specify if it must be refreshed or exhausted, either type of druid may be chosen. If an invoked action targets an exhausted druid, the invoking druid cannot be the target.

**Destiny Helix** — This site's unravel action is resolved using the same four steps as a normal unravel action. The absence of an energy requirement is the only difference.

**Fork of Destiny** — If there is only 1 site tile left in the bag, this action may not be invoked.

**Other** — If you have a rules question that this rulebook does not seem to address, please visit [www.3haresgames.com/forum](http://www.3haresgames.com/forum) to ask your question there or see if it has already been answered.



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## SOLO PLAYER RULES

These rules are designed to capture the experience of the standard game as much as possible for a single player, presenting challenges and decisions similar to what one would face against a human opponent. The game ends as in the normal game, and scores are calculated in the same way.

The rules below are for the Initiate difficulty level. See **Difficulty Levels** (Page 18) for other modes.

### Meet AJ

For ease of explanation, these rules will refer to your non-human opponent as AJ. His choices are determined by the guidelines below, in conjunction with random draws from the token draw bag. AJ has his own score area, where the seeds he gains and the sites he unravels will be placed.

**By design, situations will arise during AJ's turn where the guidelines for his actions might apply to more than one druid, site, or energy.** In these cases, resolve AJ's choice arbitrarily. If you want AJ to be a more challenging opponent, you can instead choose the play that is best for AJ's position rather than making an arbitrary choice.

### Setup

First, complete setup as you would for a game with multiple players.

Return to the box the five druid tokens of the circle that shares a druid path (See **The Four Druid Paths** - Page 4) with your circle, as well as one Eldrid from each of the other three druid paths. Keep the remaining druid tokens from these six druid circles close at hand for use by AJ. Place one of

AJ's Eldrid tokens in the starting haven.

Then place all eight acolyte druid tokens from that Eldrid's path into the token draw bag. Random draws of these tokens will make some of AJ's choices unpredictable.

### Exploring Haven Sites

The first two times a haven site is explored, whether by you or by AJ, place the Eldrid token from one of AJ's unused druid paths on the newly explored haven. Also add the eight corresponding acolyte druid tokens from that Eldrid's path to the token draw bag.

### Turn Sequence

You will take the first turn, followed by AJ, alternating as in a game with two players. Take your turns using the same rules as for a normal game. The rules governing AJ's turns follow.

### AJ's Turns

Each of AJ's turns, which you will manage, has three steps: **Explore**, **Unravel**, and **Invoke**.

*Continued on supplemental pages 17-18.*



## SOLO PLAYER RULES CONTINUED

### Step 1: Explore

Locate the site that AJ occupies with the most adjacent sites and at least one adjacent open space. AJ will explore a new site adjacent to this origin site, placing the explored site adjacent to at least two sites if possible. If multiple placements meet this criteria, AJ will place the site as far from your druids as possible.

The side of the explored tile that AJ places depends on how many unraveled sites are in your score area. If you have 0 or 1 unraveled site, arbitrarily choose which side AJ places. If you have 2+ unraveled sites, AJ will avoid placing the side whose energy would maximize your Destiny Points if it dominates at the end of the game.

Next, move AJ's exploring Eldrid token from the origin site onto the explored site, unless that site is one of the first two haven sites explored (see **Exploring Haven Sites** - Page 16). AJ gains 1 seed token of the explored site's energy.

If there are no open spaces adjacent to any of AJ's occupied sites, AJ will move one of his landlocked Eldrid tokens by 1 hex instead of exploring. When considering which Eldrid to move and which site that Eldrid moves to, AJ will move to the site with the most open adjacent spaces.

### Step 2: Unravel

AJ will attempt to unravel a single site. AJ can potentially unravel any unlocked site on the board—unlike a human player, AJ doesn't need a druid on a site to unravel it. But like you, AJ can only unravel a site if he has sufficient energy. AJ has access to one energy from each site he occupies, and can supplement this by discarding his gained seed tokens.

If AJ can access at least three energy in more than one color, he will unravel a site of the energy that requires him to discard the fewest seeds. If multiple energies are tied for the fewest seeds AJ would be required to discard, AJ will unravel a site of the tied energy that has the most sites in play.

Once you determine the energy type of the site that AJ will unravel, AJ will preferentially unravel sites you occupy, followed by non-trove sites. Any druids on the unraveled site are exhausted and moved to the closest haven, and the unraveled site is moved to AJ's score area. Like you, AJ cannot unravel locked sites.

If there are no sites that AJ can unravel, continue to the next step.

### Step 3: Invoke

*If playing the Initiate difficulty level, and AJ unraveled a site this turn, skip the Invoke step this turn.*

Draw 1 druid token from the token draw bag to determine which of the following actions AJ will take this turn. If AJ did not explore this turn, Active and Dormant druids have no effect if drawn. Set drawn tokens aside, as they won't be used again.

The effect of each possible druid that could be drawn is detailed on page 18.

### Active Druid

- Druid token is from the same circle as AJ's exploring Eldrid.
- **Free Unravel:** AJ gains 3 energy matching the explored site's energy, which he can only use to immediately unravel a site if possible, adhering to the selection criteria in the Unravel step.

### Supporting Druid

- Druid token is from the same path as AJ's exploring Eldrid, but the other circle.
- **Gain a Seed:** AJ gains 1 seed token of the energy with the fewest sites in play. In case of a tie, AJ gains 1 seed token of the explored site's energy.

### Inactive Druid

- Druid token is from the circle of one of AJ's non-exploring Eldrids in play.
- **Explore Again:** AJ explores a second time this turn, using the Eldrid from the circle of the drawn druid token. AJ will follow the guidelines given in the Explore step, including moving an Eldrid if he cannot explore.

### Dormant Druid

- Druid token is from a circle not matching any of AJ's Eldrid druids in play.
- **Move a Site:** Move the explored site to a space adjacent to the closest locked site, placing it in a position adjacent to as many other sites as possible.

### Difficulty Levels

Once you've mastered the Initiate level, try increasing the challenge! Each level includes all of the rules of the previous levels.

### Acolyte

- Seed tokens that AJ discards to unravel a site are placed on that tile. AJ cannot use these seeds again, but they still count towards AJ's score at the end of the game.
- When choosing an Eldrid to explore with, AJ will choose the one closest to a locked site, unlocking it with the explored tile if possible.

### Adept

- If an Inactive druid token is drawn, return it to the bag after resolving AJ's action.
- If the tile draw bag contains 3 or fewer tiles, AJ won't perform actions that hurt the energy whose dominance would maximize his potential score, choosing a different target when applicable.
- If *Presence of Lagoon* is in play, AJ performs the Invoke step twice.
- If *Destiny Helix* is in play, AJ performs the Unravel step twice, needing only 2 energy for each unraveling.

### Eldrid

- If an Active or Inactive druid token is drawn, return it to the bag after resolving AJ's action.
- If the draw bag contains 5 or fewer tiles, AJ will avoid actions that lower his score.
- If *Emilaphae* or *Elixona, Queen of Dreams* are in play, at the end of AJ's turn he will move one of your druids to another site you occupy, preferably a haven. Druids on trove sites would be his last choice to move.

### Legend

- If AJ does not unravel a site during the Unravel or Invoke steps, he explores again.