

The Harvest Festival is once more upon us and you are invited! The autumn winds have swept through the World, bringing carnival games, hidden traps, and fields full of restless sentries. This leaflet covers the rules of the Harvest Festival '26 expansion.

The Festival Zone & Booths

Set up a dedicated carnival space beside your Spellbook. Before the game begins, arrange four unique Booth cards in this Festival area.

Visiting: During your Main Phase, you may commit one ready Entity to a vacant Booth instead of using it for a Contest or an activated ability.

Open Admission: The carnival gates swing both ways. Any unoccupied Booth during your opponent's turn may be occupied by one of their Entities. Guard your attractions carefully.

Returning: The visiting Entity re-enters the World at the start of its controller's following turn, right after their draw step. The controlling player then applies the text printed on the Booth card.

Capacity: Each Booth can hold exactly one Entity at a time. Booths do not count toward your standard deck size.

Treats and Tricks

Play politics and set hidden traps using these new utility Pages. Both types count toward your standard deck construction limits.

Treats: Give a little to get a little. Play Treat cards directly into your opponent's control to instantly gain a minor reward like 1 Aether. Your opponent receives the Treat as a permanent Locus of Power, which they can cast later for a small passive benefit.

Tricks: Deploy these cards facedown in the World from your hand. You reveal them faceup for a disruptive effect or quick direct damage when a specific trigger occurs or their Aether cost is paid.

The Scarecrow Tribe

Constructed from weathered stalks and sharpened stakes, Scarecrows bring durable defense and erratic mobility to the field.

Harvest Sentinels: This new tribe relies heavily on Guardian, Dread, Apparition, and Warded to lock down enemy lanes, protect your Influence, and absorb incoming damage.

Pole-Vaulting Mobility: Their signature thematic quirk is the pole-bound leap. Fresh Scarecrows use Apparition to bypass Binding Shock, while others feature abilities that trigger whenever they bounce back from a Festival Booth or exhaust to Intercept an attack.

Harvest Festival Keywords

Apparition: This entity does not suffer from Binding Shock.

Channel: Gain {X} Aether.

Cloaked: Cannot be targeted by opponent's Rites or abilities.

Dismiss: Return target entity to its owner's hand.

Dread: Target enemy entity cannot attack or Intercept until the end of the turn.

Ethereal: This entity can only be Intercepted by ethereal entities.

Glean: Draw {X} cards from your Spellbook.

Guardian: Enemy entities must target this entity with Contests if able.

Hex: Target entity loses all abilities until the end of the turn.

Incorporeal: This entity cannot be Intercepted by any means.

Infest: Create a 1/1 Token Entity.

Loot: Draw 1 card then discard 1 card.

Malice: Excess combat damage is dealt directly to the opponent's Influence.

Mend: Restore {X} Influence to your Witch.

Mute: Opponents cannot cast Rites this turn.

Resurgence: When this entity perishes if it had no Blighted counters on it return it to the World with one Blighted counter.

Sever: Send target entity to the Graveyard.

Strike: When this entity attacks it gains +2 Force and deals excess combat damage to the opponent's Influence until the end of the turn.

Torment: Deal {X} damage to any target.

Warded: All damage dealt to this entity is reduced by 1.