The harvest is done, giving way to Samhain. This rules addendum covers the new mechanics, pyres, and trauma triggers introduced in the Samhain Celebration 2026 mini set.

Bonfire Zones and Burning

Set up four distinct Bonfire Zones to the side of the World. These represent the sacred watchtower pyres.

- **Ignition:** When an effect instructs you to Ignite a Bonfire, choose one unlit Bonfire Zone and place the top three cards of your Spellbook into it face up.
- **Once Lit:** An ignited Bonfire cannot be ignited again for the rest of the game.
- **Burning Status:** A Bonfire remains Burning as long as at least one card stays inside its zone.
- **Kindled Casting:** You may look at and cast any card residing in a Burning Bonfire at any time you could normally cast it from your hand, paying all regular Aether or sacrifice costs.
- **Burnout:** If the last card leaves a Bonfire Zone, that Bonfire goes out. It is no longer Burning.

Calling the Watchtowers

Managing the resources across all four zones culminates in the ultimate festival summoning.

- **The Trigger:** The moment all four Bonfires are simultaneously Burning, Calling the Watchtowers resolves automatically.
- **The Toll:** Remove every card currently remaining across all four Bonfires from the game completely.
- **Manifestation:** Search your Spellbook, hand, or Graveyard for Djinn, The Lord of Revels, and put him directly into the World.

The Lord's Boon (Fail-State)

Losing your win condition to the flames triggers a massive board-wide blessing.

- If Djinn is among the bonfire cards removed from the game during Calling the Watchtowers, he does not manifest into the World.
- Instead, his fiery essence disperses. You distribute his printed abilities among ready or exhausted entities you control in the World. Assign exactly one ability (Apparition, Strike, Malice, or Festival Flame) to each chosen entity.
- These granted abilities stay active on those entities until they leave the World.

Wisps and Ignition Limits

Wisps are the primary engines for lighting the pyres.

- **Hard Cap:** Each Wisp features a strict printed restriction: "This entity can only ignite one Bonfire." You cannot trigger multiple Bonfires with the same Wisp across consecutive turns, even if you blink it, resurrect it, or keep it alive.

The Trauma Engine

Samhain strips away traditional stat buffs and Durability enhancements. The set focuses strictly on violence, self-inflicted wounds, and retaliation.

- **Influence Loss Triggers:** Many cards activate only if your Witch takes a specific threshold of damage to their Influence during a single turn.
- **Combat Trauma:** Entities in this set trigger when they absorb damage, survive brutal hits, or perish from combat damage. You will often need to risk near-lethal blows to turn the tide of the game.