


THE COMPLETE GAME GUIDE

Build your Deck. Reach the Heart.

FOREST LEGENDS · EDITION OF 2026

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# 1 THE FOREST

Forest Legends is a collectible card game set in the Forest. You collect Cards, build a Deck, face the Forest's guardians and its Forest Lords, and travel deeper toward the Heart.

There are two long goals, and they pull in the same direction. **Journey Completion** is the collector's road: gather Legends and Treasures, defeat the Forest Lords, awaken two special Creatures. **Mastery** is the player's: build a Deck strong enough for the World Path and for Duels.

> Build your Deck. Defeat the Forest Lords. Reach the Heart.

You play a Wayfarer. Your Deck is what you carry into battle — thirty Cards as standard, or forty with the Wider Deck. Cards fight. Ten Legends and five Treasures are collectibles, not combat Cards. Forest Lords are opponents. Instruments are carried outside the Deck.

# II FIRST STEPS

## Choose your Wayfarer

A short story introduces Orwyn and Nym. You then choose your Wayfarer and learn the rules in your first Battle.



Aelen
The Emerald Pathfinder



Lyra
The Thornblade



Tavren
The Rootstride Guardian



Selene
The Verdant Blade



Borrok
The Ironhide Vanguard



Nym
The Gleamwing Trickster

## What Orwyn teaches

| LESSON | MEANING |
|---|---|
| **Health** | Both sides protect Health. |
| **Energy** | Cards cost Energy to play. |
| **Creatures** | Creatures have Attack and Health. |
| **Combat** | Creatures deal damage simultaneously. |
| **Guardian** | A Guardian prevents direct attacks on Health while it stands. |

After the lesson you recover your first Card, **Amberbark Protector**, and the journey proper begins.



III

# A BATTLE

Each side protects Health, which starts at **30**. You win by reducing the opponent's Health to 0 before yours reaches 0.

| ZONE OR RESOURCE | RULE |
|---|---|
| **Health** | Ordinary Battles begin at 30. |
| **Hand** | Maximum 10 Cards. |
| **Battlefield** | Maximum 5 Creatures. |
| **Relic area** | Maximum 3 Relics. |
| **Place** | One active Place per side. |
| **Instruments** | Carried outside the Deck; carry as many as you like, one press per turn, each copy once. |
| **Energy** | The resource that pays for Cards. |

## Setup and the turn

Both players open with four Cards, and the opening hand is protected against an unplayable start: it must hold at least one Card costing 1 Energy or less. The second player receives **The Unwritten Line**, a once-per-Battle +1 temporary Energy.

Each turn your maximum Energy rises by 1 up to **10**, current Energy refills, and you draw one Card.

# IV ATTACKING

Creature against Creature is simultaneous. A 3/2 attacking a 2/3 destroys it — and dies doing so.

If no Guardian stands in the way, a Creature may attack Health directly, and Health does not strike back. A Creature normally cannot attack on the turn it arrives, and attacks at most once per turn.

**Guardian** blocks attacks against Health. It does not force you to attack the Guardian, and it does not protect other Creatures.

## Drawing

You draw one Card at the start of your turn. If your hand then holds fewer than two Cards you draw one more — unless twelve or fewer Cards remain in your Deck. Your opponent does not get this.

Drawing at ten Cards sends the drawn Card straight to discard as *Card Shattered*. There is no fatigue damage: an empty Deck reshuffles from the discard, and if both are empty the draw simply gives nothing.



# V THE CARDS

| TYPE | HOW IT BEHAVES |
|---|---|
| **Creature** | Enters your Battlefield and stays until destroyed, transformed or removed. |
| **Event** | Resolves once, then goes to discard. |
| **Relic** | Takes one of your three Relic slots for the rest of the Battle. Nothing in the game removes a Relic. |
| **Place** | One active Place; a new one replaces it. |
| **Ending** | A one-shot. A standard Deck holds one Ending in total, and one copy of it. |

## Rarity and copies

Common, Rare and Epic follow the normal copy limit. **Legendary, Mythic and Apex are singletons**, as is any Card marked Unique. Tokens are made by effects and can never be put into a Deck.







# VI KEYWORDS

| KEYWORD | WHAT IT DOES |
| --- | --- |
| **On Play** | Triggers when the Creature is played from hand — never when it merely appears by another effect. |
| **Guardian** | Blocks direct attacks against Health while at least one Guardian remains. |
| **Rush** | Lets a Creature attack an enemy Creature on the turn it is played. Never Health on that turn. |
| **Shield** | Absorbs one entire damage hit of any size, then breaks. It does not stop transformation or stat changes. |
| **Wake** | Lets a Creature that arrived this turn attack at once, Health included. It grants no second attack. |
| **Restore** | Returns lost Health, never above the maximum. |

> Transform is not destruction. The identity is replaced, the replacement does not trigger On Play by appearing, and the change lasts only for that Battle — the Card you own is unaffected.



*The Forest table, where every keyword is settled*

# VII YOUR DECK

| RULE | STANDARD | WIDER DECK |
|---|---|---|
| **Total Cards** | 30 exactly | 40 |
| **Ordinary copies** | 2 | 3 |
| **Opening hand** | 4 | 5 |
| **Unique / Legendary / Mythic / Apex** | 1 | 1 |
| **Endings in total** | 1 | 1 |

Wider Deck is bought once for **11,000 Gems** and is permanent.

## Building one that works

There is no single correct Deck, but a working one needs an early game, enough presence on the Battlefield, an answer to Guardians and to enemy pressure, and a way to reach its expensive Cards.

> A bigger Deck is not automatically stronger. Forty Cards give more room and a larger opening hand, but thin out what you draw.

# VIII INSTRUMENTS

Instruments are powerful tools carried *outside* the Deck. Take as many into a Battle as you own and choose: each carried copy may be used once, and you may use one per turn. Forest Lords never carry them.

| INSTRUMENT | EFFECT |
|---|---|
| **The Hush Horn** | The opponent misses their next turn. |
| **The Recall Fan** | The opponent's next Card returns to their hand. They still pay its Energy. |
| **The Twin Bloom** | Take two turns in a row. |
| **The Sunsap Lantern** | Restore all your Creatures to full Health. |
| **The Second Seed** | Return your two most recently destroyed Creatures at full Health. |
| **The Barkcloak** | Your Health takes no damage until your next turn begins. |
| **The Unfurling Canopy** | Draw three Cards immediately. |
| **The Brightgift** | Your next Card this turn costs 0 Energy. |

A purchased copy carries **10 Charges**. One is spent whenever the Instrument is carried into a qualifying Battle — used or not, won or lost. At 0 it rests through the next **6** Battles you begin and returns with all 10; an instant clear costs **1,000 Gems**.

# IX WORLD PATH

Seven encounters make the climax of the Forest: a passage Trial, five intermediate Forest Lords, and the Final Forest Lord.



Bramblemaw Warden — Trial
Thornveil Matriarch — Lord 1
Sporecrown Regent — Lord 2
Sovereign of the Eternal Bloom — Lord 3
Resinmaw Exarch — Lord 4
Chitin-Crowned Archon — Lord 5
Crownroot Hierophant — Final Lord

Between them stand **Gatekeepers** — battleable gates before the major fights. Bramblemaw Warden is a Trial, not one of the five Forest Lords, and Gatekeepers do not count toward the five-Forest-Lord part of Journey Completion.

Your first win over a Gatekeeper awards one light Card; the Trial and each Forest Lord award one of their own. **Forest Lords and their guards never use a Store Card.**



*The road deeper into the Forest*

# MEMORY

From Sporecrown Regent onward, a Forest Lord who defeats you remembers your Deck — but only when your displayed Deck power was *below* theirs. The first two fights and all Gatekeepers have no Memory.

- A Forest Lord can hold up to **five** Memories.
- Each Memory adds **+2 Health**.
- Each Memory adds **+1 Energy** on the Forest Lord's first turn.

## How Memory is cleared

Memory is forgotten entirely when you return in any of three ways: your Deck holds a Card that was not in the remembered losing Deck; you bring *any* Instrument; or your Deck's power is no longer below theirs.

Reordering the same Cards, or adding another copy of a Card they have already seen, does not count. Once cleared, Memory does not return even if you bring the old Deck again.



*A Forest Lord remembers the Deck that lost to it*

# XI PRESSURE

In five Forest Lord fights, Pressure steadily drains your Health at the end of each of that Forest Lord's turns. They lose none.

| FIGHT | BEGINS | HEALTH YOU LOSE |
|---|---|---|
| **Thornveil Matriarch** | End of her 14th turn | 1, rising by 1, up to 2 a turn |
| **Sporecrown Regent** | End of their 4th turn | 1, rising by 1, up to 2 a turn |
| **Sovereign of the Eternal Bloom** | End of their 4th turn | 1, rising by 1, up to 3 a turn |
| **Resinmaw Exarch** | End of their 3rd turn | 2, rising by 2, up to 6 a turn |
| **Chitin-Crowned Archon** | End of their 3rd turn | 2, rising by 2, up to 4 a turn |

Three things answer it: **Ward** on some Store Cards, which absorbs that much Pressure damage and adds up across Cards; any Card that **restores** your Health; and **The Barkcloak** while it protects you.

> Shield and Guardian do not stop Pressure. It is not an attack, and it does not strike a Creature.



# XII COMPLETION

Journey Completion tracks six achievements. Battles alone cannot reach 100%.

| REQUIREMENT | GIVES | CONDITION |
|---|---|---|
| **Legends** | 40% | Own all 10; each gives 4%. |
| **Treasures** | 20% | Own all 5; each gives 4%. |
| **Five Forest Lords** | 15% | Defeat all five; each gives 3%. |
| **The Keeper of Second Spring** | 10% | Assemble all 12 Pieces. |
| **Canopy Aegis** | 5% | Complete all 4 Pieces. |
| **Prepared Hierophant victory** | 10% | Win with the required preparation. |

> Full Journey Completion unlocks THE TRIAL OF ROOTS. Only succeeding in that Trial unlocks the true ending.

# XIII LEGENDS

There are **ten Legends**, each worth 4%, and **five Treasures**, each worth 4%. They are collectible discoveries, not combat Cards — a Treasure is not a Relic.



They come from first wins and replays against the five Forest Lords and Crownroot Hierophant, or from Trove purchases with Embers. Your first win over Thornveil Matriarch always gives a Legend; after that they arrive by chance. Duplicates add no extra percentage.



*The five Treasures of the Forest*

# XIV AWAKENING

## The Keeper of Second Spring — 12 Pieces, 10%

Eight Pieces are earned from Sporecrown Regent, Sovereign of the Eternal Bloom, Resinmaw Exarch and Chitin-Crowned Archon, two from each; four come from the Store only. Earnable Pieces can also be bought at 1,510–1,550 Gems once Sovereign falls; Heart of Second Spring unlocks after Chitin-Crowned Archon at 2,830 Gems.

> At 12/12 — Unique Legendary Creature · 5 Energy · 3/7 · Guardian · Shield. When its Shield breaks, Shield returns at the end of that turn. It never needs Rest.

## Canopy Aegis — 4 Pieces, 5%

Barkclaw comes from your first victory over Bramblemaw Warden and Rootshield from Sovereign of the Eternal Bloom; Crown Boughs (1,540 Gems) and Amber Heartwood (3,030 Gems) are Store-only. All four are in the Store from the start.

> At 4/4 — Unique Legendary Creature · 5 Energy · 5/6 · Rush · On Play: restore 2 of your Health. It never needs Rest.





*The two Creatures an awakening gives you*

XV

# HIEROPHANT



Crownroot Hierophant begins with **+60 Health and +4 Cards** in hand. Preparation takes that advantage away.

| WHAT YOU BRING | WHAT IT REMOVES |
|---|---|
| **Keeper of Second Spring 12/12 with Ironcap Bastion** | 40 of the extra Health |
| **A completed Canopy Aegis** | The other 20 |
| **A completed Keeper of Second Spring** | The extra Cards |
| **Full preparation** | Canopy Surge drops from 4 to 2 |

**Ironcap Bastion** is a 6/7 Guardian — On Play: gain Shield and restore 3. Its only source is the Store, for **4,030 Gems**, after Chitin-Crowned Archon falls.

> An unprepared victory advances the story but does not satisfy the 10% requirement.

# XVI THE TRIAL

At 100% Journey Completion the Forest reveals **THE ROOT WITHOUT A TREE**, and THE TRIAL OF ROOTS opens.

The Trial is judged by **The Elder Crownstag** — an ancient being whose antlers carry living trees, older than the Forest Lords. It is not an enemy and never a collectible; the Wayfarer never harms it. It only judges whether you are ready.

| PHASE | HARMONY | MEANING |
|---|---|---|
| **Remember** | 0–33% | Show what was learned during the journey. |
| **Endure** | 34–66% | Hold firm as the Trial becomes harder. |
| **Harmony** | 67–100% | Prove a bond with the Forest through your Deck. |

You may withdraw at any time and return later — the Crownstag waits. At 100% Harmony it willingly gives **The Verdant Pulse**, and the Heart awakens.



*THE ROOT WITHOUT A TREE opens at full Journey Completion*

# XVII CARD REST

A Card bought with Gems is owned permanently — but it wears. Ownership and readiness are different things.

| RULE | CURRENT RULE |
|---|---|
| **Full battle capacity** | 12 Battles |
| **A Battle is spent** | When a Battle begins with the Card in your Deck — drawn or not, played or not |
| **At 0** | The Card rests and cannot be equipped. It is still owned. |
| **Instant refill** | About a quarter of that Card's Gems price |
| **Free Rest** | Begin 10 Battles with the Card left out of your Deck |
| **Free Rest result** | The Card returns with 6 Battles left |
| **Warning** | Shown at 2 remaining |

Starter Cards, Cards won in battle, the Wider Deck, The Keeper of Second Spring and Canopy Aegis **never need Rest**.



XVIII

# CURRENCIES

| CURRENCY | WHAT IT BUYS | HOW YOU GET IT |
|---|---|---|
| **Gems** | Cards, Instruments, Awakening Pieces, refills and Rest clears — in the Store | Bought with real money only. Not earned through gameplay. |
| **Embers** | Legends and Treasures — in the Trove | Bought with real money at 1 € = 1 Ember. |

A Gems purchase needs a registered account with a confirmed email. Owned Store items stay on the shelf; you may buy extra copies of a Card up to your Deck's copy limit, and Instruments without that limit.

> Purchases are never random — you receive the item shown. Nothing can be turned back into money, traded or given to another player.

# XIX DUELS

Improving your Deck through the Forest is one challenge; testing it against other Wayfarers is another. The Hall of Wayfarers holds the opponents you can challenge, each with their power and the Deck they last recorded.

> You play against their Deck as they built it, and your place on the ladder moves with the result.

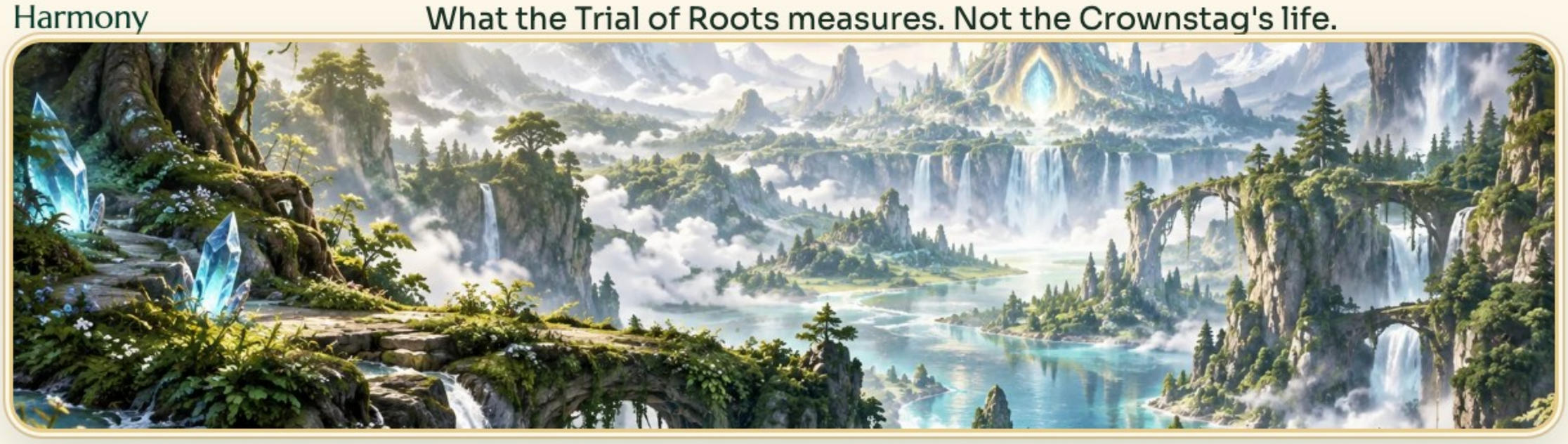
Everyone starts at **rank 998**, and lower is better: rank 1 is the top of the ladder.

| RESULT | RANK CHANGE |
|---|---|
| **Win against equal power** | 24 places up |
| **Win overall** | Typically 12 to 48 places up |
| **Loss against equal power** | 12 places down |
| **Loss overall** | Typically 6 to 24 places down |
| **Leave before your first turn ends** | No rank change |

Your rank is always between 1 and 1,000. Bought Card battles and Instrument Charges are spent in Duels exactly as on the World Path.

# XX GLOSSARY

| | |
|---|---|
| Wayfarer | You — the traveller moving deeper into the Forest. |
| Forest Lord | One of the five intermediate Forest Lords counted toward Journey Completion. |
| Gatekeeper | A battleable gate placed before a Forest Lord; not a Forest Lord. |
| Legend | One of ten collectible Forest stories. Each adds 4%. |
| Treasure | One of five collectible objects of the Forest. Not a Relic combat Card. |
| Memory | What a Forest Lord keeps of a Deck that lost to them: +2 Health and +1 first-turn Energy each, up to five. |
| Pressure | Health drained at the end of a Forest Lord's turns in five fights. |
| Ward | Carried by some Store Cards; absorbs that much Pressure damage in a Battle. |
| Rest | The recovery a bought Card or an Instrument needs after repeated Battles. |
| Harmony | What the Trial of Roots measures. Not the Crownstag's life. |



# FOREST LEGENDS

## Reach the Heart.

The complete rules reference lives inside the game, in the Lorebook. This guide carries what a new Wayfarer needs and the numbers that matter most.

forestlegends.world

KIMM BLINDS LTD · Company No. 15067779

18 Kings Road, Tettenhall, Wolverhampton, England, WV6 9PY, United Kingdom