

Everdell

RUGWORT EXPANSION

That old rascal Rugwort is up to no good, as usual! He seeks to be king of Everdell, but the fair critters of the valley know better than to trust anything he says. Still, he seems to find a way to show up where he's not wanted... which is basically everywhere.



CONTENTS

- 3 cards (3 unique cards)
- 6 wooden rat workers
- 1 deluxe 8-sided die
for the solo game

SETUP

These three Rugwort cards may be shuffled into the deck during setup, but be warned: like Rugwort himself, they are quite mean!

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Rugwort the Robber: May be played for free by placing an occupied token on any Construction in your city. When played, choose one opponent and trade your hand of cards with them. If you do not have any cards in your hand, you can still do this; your opponent just receives no cards!

Rugwort the Ruler: May be played for free by placing an occupied token on any Prosperity Construction in your city. At the end of the game, worth 1 bonus point for each Event achieved by a single opponent. You do not steal the points from them.

Rugwort the Rowdy: May be played for free by placing an occupied token on any Production Construction in your city. When you play Rugwort the Rowdy, steal one Production card from any opponent's city and play it into your city, activating it, then place Rugwort the Rowdy into an empty space in that opponent's city. Now Rugwort the Rowdy activates for that opponent, making them discard 2 cards, which they must activate. You may steal a Storehouse, keeping the resources on it. You may steal a Husband, but if linked with a Wife, Rugwort the Rowdy does not share a space with that Wife. Cannot steal a Legendary card.