



HEART
of
CROWN

Northern Enchantress

制作・著作 FLIPFLOPs 2011



Box Contents

- **66 Cards**
 - 1 Princess Card
 - 65 Common Cards
(13 Types)
- **13 Randomizer Cards**
- **13 Dividers**
- **1 Rulebook**

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Story

The Northern Limit Territory lies at the northernmost tip of the Empire, where the fierce ice and snow close it off half the year, though even when it's open the air is often thick with sorcery. The Emperor saw how this region was a natural strategic stronghold, home to elves, dwarves, various fae, and many monsters, and realized he could not control it himself. He made a secret pact with Scherade, the powerful witch who ruled there, receiving her allegiance to the Empire and exempting her from all obligations other than a certain amount of taxation. Scherade eventually passed the governance of this “land of illusions” on to her only daughter, Anastasia, the one they call the Northern Enchantress. With rumors swirling that she is of the imperial bloodline, news of the Emperor's demise has brought the flames of chaos to this frozen land.



Introduction

Heart of Crown: Northern Enchantress is the second expansion to the Heart of Crown Deck Building Card Game, adding 14 new types of card dealing with magic and non-human races. In order to use this expansion, you will need the Heart of Crown base set. You can also make use of cards from the Heart of Crown: Far East Territory expansion.

Using Northern Enchantress Cards

Add the new Witch Princess of the North Anastasia card in the same manner as all of the princess cards from the base set (and any other expansions you might be using).

To use the 13 new types of Common Cards, use them in the usual manner to create a set of 10 types of Common Cards for the Supply pile.

FAQ by Topic

Witch Princess of the North Anastasia

Q. What happens if I use Witch Princess of the North Anastasia's activation ability when there are no Curse cards left in the center of the table?

A. If there are no Curse cards left you cannot pay the ability's activation cost, and thus it does not activate.

Q. Can I pay the cost of Witch Princess of the North Anastasia's activation ability by taking another Curse card (such as a Magic Talisman or Cursed Doll) from the Supply pile?

A. No, you cannot.

Baptism

Q. Can I put a Baptism in my Domain before I back a princess?

A. You can, but you cannot gain any "+1 Succession Point" counters.

Cait Sith

Q. If the bottommost card in my draw pile is revealed and I then use Cait Sith's ability to move that card to the top, does it stay revealed?

A. Moving a card causes it to cease being revealed. Place it secretly.

Cursed Doll

Q. The different Cursed Doll cards have different illustrations; are they treated differently in the rules?

A. As far as the rules are concerned they are all the same.

Q. What happens if I acquire a Cursed Doll from the Market using an Adventurer or similar?

A. The player to your left acquires the card as though you had bought it.

Q. What happens if I use an ability like Contribution or Baptism to banish a Cursed Doll?

A. Cursed Doll cannot be banished, so you cannot select it as a target for banishment.

Dwarven Jeweler

Q. The card's ability says, "If you have played 4 cards of different names in your playing area this turn before playing this card, place 2 'Succession Point +1' Counters on the Princess Card in your Domain." If I've played 2 Shinobi cards to copy two different cards, do the Shinobis count as having different names for this purpose?

A. No. Use the actual name on the card, regardless of what it's copying. This also applies to Kunoichi cards.

Famed Horse

Q. When resolving Famed Horse's ability, can I choose not to discard any cards?

A. No, you cannot. If you have at least 1 card in your hand, you must select and discard a card.

Q. If I have zero cards in my hand, can I still play a Famed Horse?

A. Yes. The card has no effect, but you can play a Famed Horse and use its Link Symbols.

Lucky Piece

Q. Is it possible to use a Magic Talisman to banish a Lucky Piece?

A. Yes. Magic Talisman also counts as a Curse.

Merchant Prince

Q. When I play a Merchant Prince, is it possible to not acquire a Large City?

A. No, it is not.

Q. Can I play a Merchant Prince even if there are no Large Cities in the Market?

A. Yes. The effect is negated though.

Monopoly

Q. When buying a banished card with Monopoly, is it possible to reduce the card's cost by -1 using South Sea Princess Marina's ability?

A. Yes. Buying banished cards using Monopoly otherwise works like buying cards from the Market.

Q. Is it possible to buy other cards in the Outskirts besides those banished by Monopoly's ability?

A. No, it is not. Monopoly's ability only lets you buy cards that you banished using Monopoly's ability on the same turn.

Q. Is it possible to buy other cards from the Market on a turn when I've played a Monopoly card?

A. Yes. Monopoly does not force you to buy the banished card.

Q. What happens if the designated card is not present in any opponents' draw piles, discard piles, hands, or kept in their Domains?

A. The number of cards banished is zero.

Monopoly (continued)

Q. If I have an Action card kept in my Domain, can I copy its ability with a Kunoichi and then after that recall the Action card?

A. Yes.

Q. What happens if an opponent has multiples of the designated card in their draw pile, discard pile, hands, or kept in their Domain?

A. The opponent selects which of these is banished.

Q. Can Monopoly target cards that have been played in an opponent's Domain?

A. No, it cannot.

Q. Is it possible to use Coins gained from Monopoly for things besides buying cards?

A. Yes. For example, you can put them towards backing a princess.

Q. If I use Monopoly to buy a banished card, can I then play a Succession Card in my Domain during my Second Phase?

A. No, you cannot. Buying a card that was banished due to Monopoly's ability still counts as buying cards for your Second Phase, and you cannot place a card in your Domain as well.

Monopoly (continued)

Q. Monopoly's text does not have any effect text besides its Activation Ability, but can I play it as an Action Card anyway?

A. Yes. However it has no effect, not even Link Symbols.

Q. For Monopoly, can I declare Cursed Doll as the target?

A. You can, but it has no effect.

Noble Heiress

Q. Is it possible to use South Sea Princess Marina's ability to reduce the cost to buy a Noble Heiress from the Market by -1?

A. Yes.

Regional Official

Q. What happens if I use Regional Official's activation ability when there are no Senators left in the Market?

A. In that case it has no effect. The Regional Official's banishment is a cost however, and still applies.

Strife in the Court

Q. When resolving Strife in the Court's ability, what happens if I target an opponent who has not yet backed a princess?

A. Since the total of Succession Points in their Domain is zero, select cards for them to discard until they get down to a hand of 4.

Recommended Card Sets

The Northern Limit Territory

Northern Enchantress: Cait Sith, Lucky Piece, Elven Sniper, Dwarven Jeweler, Merchant Prince, Industrial City
Base Set: Wishing Well, Battering Ram, Library, Adventurer

Occupy the Senate

Northern Enchantress: Famed Horse, Baptism, Elven Sniper, Merchant Prince, Regional Official, Industrial City
Basic Set: Post Horse, Trading Ship, Library, Curse Witch

Witch and Church

Northern Enchantress: Cait Sith, Lucky Piece, Baptism, Strife in the Court, Dwarven Jeweler, Noble Heiress
Basic Set: Scout, Post Horse, City Development, Curse Witch

High Society

Northern Enchantress: Cait Sith, Baptism, Cursed Doll, Strife in the Court, Noble Heiress, Merchant Prince
Base Set: Post Horse, Library, Bank, Gossipy Duchess

Crown of Sin

Northern Enchantress: Famed Horse, Dwarven Jeweler, Strife in the Court, Regional Official, Industrial City
Base Set: Wishing Well, Rampart, Battering Ram, Infantry Battalion, Supply Unit

Secret Feud (for Advanced Players)

Northern Enchantress: Cait Sith, Cursed Doll, Famed Horse, Elven Sniper, Strife in the Court, Merchant Prince, Monopoly
Base Set: Post Horse, Rampart, Alchemist

Trailblazing Scandal

Northern Enchantress: Famed Horse, Dwarven Jeweler, Regional Official, Merchant Prince
Far East Territory: Mining City, Tally
Base Set: Wishing Well, Alchemist, Bank, Gossipy Duchess

Witch's Tea Party (for Advanced Players)

Northern Enchantress: Lucky Piece, Famed Horse, Cursed Doll, Dwarven Jeweler, Regional Official
Far East Territory: Greedy Fairy, Carrier Pigeon, Apprentice Witch, Confederation
Base Set: Wishing Well

Foreign Swordsman (for Advanced Players)

Northern Enchantress: Baptism, Famed Horse, Monopoly, Industrial City
Far East Territory: Carrier Pigeon, Samurai, Mining City, Confederation
Basic Set: Post Horse, Trading Ship

Credits

Original Version

Card Illustrations

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Remember!

This expansion set
and all of its contents
will fit right into the
Heart of Crown
base game box.