

Player Turns

- May skip turn to announce end of round if deed deck empty
- May use 1 mana from the source
- Play special & healing anytime (no heal in combat)
- Play cards sideways for 1 Move, Influence, Attack, or Block
- Heal: Hero: spend 1 to throw away wound in hand. Unit: spend amount equal to level to remove 1 wound

Skills:

- Use once per round. Flip over to use
- Use once per round. Effects persist until start of next turn. Flip over at start of next turn
- Otherwise use once each turn

A. Either Regular Turn: Move first and/or take one action

1. **Move:** Play movement . Move and/or explore (2 move points) any number of spaces

2. Action:

- Player vs. Player: end on another player's space
- Assault Fortified Site
- Rampaging Enemy attack or challenge
- Interact with locals: Play & spend influence
- Explore Adventure Site
- Burn monastery

B. Or Rest:

- If any non-wound: discard 1 non-wound and any wounds
 - If all wounds: Discard one wound
- **Dummy:** If deck empty, announce end of round. Else, draw 3 cards. If last matches crystal, draw 1 extra per matching

End of Turn

1. Return and reroll mana

2. Magic Glade and Mine benefits

3. Rewards

- Crystal: Max 3 each. Roll for random. Gold = Choice. Black = +1 Fame
- Artifacts: Draw Reward +1. Return 1, place rest on deck
- Spell/Advanced Action: Place on deck. Replenish offer
- Units: Take from offer. Must disband unit if all command tokens occupied (may level up first)

4. Level Up

- Flip top level and use as command token
- Flip 2 skills and either:
 - Take 1 and place other in common area. Take any advanced action from offer
 - Take 1 from common area. Put yours in common area. Take lowest advanced action from offer

5. Draw new cards

- Discard any number (not wounds)
- Draw to hand limit (plus Keep or City bonus)

New Round

1. Flip Day/Night Board

2. Reroll mana dice (reroll black & gold until 1/2 are basic)

3. New Unit Offer: discard and draw players + 2 units. If core tile revealed, alternate Elite and Regular units. Add advanced action for each monastery

4. Refresh Advanced Actions/Spells

- Dummy: Add advanced action and crystal matching spell

5. Each Player

- **Flip banners and skills**
- **Ready all units**
- **Shuffle all deed cards and draw to hand limit**

6. Choose Tactic Cards and re-order Round tokens

Site Descriptions



Assault: -1 Rep. Fight enemies (Fortified with bonus). Mark per enemy defeated. If conquered leader has most shields (first shield for tie)

Interact: Recruit. Influence bonus per shield. City specific options.



Bonus: Hand limit +2 if leader or +1 if shield(s)
Assault: -1 Rep. Fight grey enemy (Fortified) Mark if conquered. At empty player owned keep fight grey enemy (1/2 fame).

Interact: Recruit.

Bonus: Hand limit +1 per keep owned.



Assault: -1 Rep. Fight violet enemy (Fortified) Mark if conquered.

Reward: Spell.

Interact: Recruit. Buy spell: 7 + matching mana



Explore:

Alter: Pay 3 mana, mark, and gain 7 Fame.

Enemies: Fight enemies. If conquered: mark and gain depicted reward.



Explore: Fight brown enemy. Night rules. No units. Mark if first to conquer.

Reward: If first to conquer: Roll. If Black/Gold gain Spell. Else gain Artifact.



Explore: Fight red enemy. Night rules. No units. Mark if first to conquer.

Reward: If first to conquer: Gain Spell and Artifact.



Explore: Fight brown enemy. Mark if conquered.

Reward: 2 crystals. Roll. If Gold, choose. If Black +1 Fame.



Explore: Fight 2 brown enemies. Mark if conquered.

Reward: Artifact and 3 crystals. Roll. If Gold, choose. If Black +1 Fame.



Interact: Recruit. Buy 1 Heal for 2. Buy advanced action from offer for 6.

Burn: -3 Rep. Fight violet enemy. No units. Mark if conquered (monastery destroyed).

Reward: Artifact.



Interact: Recruit. Buy 1 Heal for 3.

Plunder: -1 Rep. Once between turns, draw 2 cards.



Provok: Attacks if move is between spaces adjacent to.

Challenge: If adjacent may fight.

Reward: +2 Rep.



Provok: Attacks if move is between spaces adjacent to.

Challenge: If adjacent may fight.

Reward: +1 Rep.



Mining: End turn on mine, gain one of shown mana crystals.



Healing Essence: End turn on, throw away 1 wound from hand or discard pile.

Imbued with Magic: Start turn on, gain gold (day) or black (night) mana token.

Combat with Enemies

1. Ranged/Siege (any number)

- Choose one or more targets
- Play ranged/siege attacks. Only siege if fortified. Neither if fortified twice
- Total attack ($\frac{1}{2}$ to inefficient attacks if any resistant)
- If attack \geq total armor, then discard and score fame

2. Block (one enemy at a time)

- Choose single attacking enemy to block
- Play blocks and total ($\frac{1}{2}$ to inefficient blocks)
- If block \geq attack, block is successful

3. Damage (one at a time for unblocked attacks)

- Enemies damage equal to attack
- **Unit:** Wound unwounded unit and reduce by armor
- **Hero:** Take wound to hand and reduce by armor
- **Knocked out:** if wounds from combat \geq unmodified hand limit. Discard all non-wounds

4. Attack: same as Range/Siege except:

- Play any attack types and cards sideways

Player vs. Player

- No combat if: at portal or city, end of round/game announced, enemy provoked, or round token flipped

1. Defender must choose:

- Full combat:

- Flip round token. Skip next turn and flip token back
- May use mana from source and skills
- After combat may play special/healing cards
- Follow end of turn steps

- Partial combat:

- Can't use mana from source or skills available on turn
- Turn immediately ends after combat

2. Ranged/Siege

- Defender starts, alternate until both pass in succession
- **Attacker plays ranged/siege** (only siege for attacker if defender is also blocker at fortified site)
- **Blocker plays blocks** (block efficient if efficient against any element of attack)

- Reduce damage by 1 per 2 block

- Attacker assigns remaining damage:

- Unit: wound and assign damage equal to armor
- Hero: wound and assign damage equal to armor

3. Melee Attack: same as Ranged/Siege except:

- Aggressor starts
- Play any type of attack and cards sideways
- Blocks work in full
- Spend 5 damage to **steal artifact** from discard pile, play area, or wounded unit
- Spend damage as movement equal to unmodified cost to **force blocker to retreat** to adjacent safe space

4. Outcome

- If winner lower level gain 1 fame +2 per level lower
- If winner same level gain 1 Fame
- If winner higher level gain nothing
- If both pass then Aggressor withdraws to attack space

• Special Effects

- Effects on enemies target unwounded units
- Effects that destroy enemy wound unit
- Effects that target blocked enemy, target contributing unit
- Number of enemies equal to contributing units + 1
- Effects that modify value/rules last entire combat
- Effects that prevent attack, remove contributing unit
- Effects that skip block/damage can cancel one attack

Defensive Enemy Abilities



Fortified: Only siege attacks against in ranged/siege attack phase (no attacks at all if defending fortified site).



Physical Resistance: All physical attacks are inefficient.



Fire Resistance: All fire attacks are inefficient. Ignores any non-attack effects of red cards or unit red mana abilities.



Ice Resistance: All ice attacks are inefficient. Ignores any non-attack effects of blue cards or unit blue mana abilities.



Fire and Ice Resistance: Also counts as resistance to cold fire attacks.

Offensive Enemy Abilities



Fire: Only Ice and Cold Fire blocks efficient.



Ice: Only Fire and Cold Fire block efficient.



Cold Fire: Only cold fire blocks efficient.



Summon: Draw brown enemy at start of block phase. Replaces enemy in block and damage phase, then discarded.



Swift: Use 2 x as much block as attack value.



Brutal: Deals 2 x attack value as damage.



Poison: If unit wounded, give 2 wounds. For each hero wound place extra in discard.



Paralyze: If unit wounded, it is destroyed. If hero wounded, immediately discard non-wound cards.

Unit Resistance



Less vulnerable to physical attacks.



Less vulnerable to fire attacks; ignore non-attack effects of red cards and mana abilities.



Less vulnerable to ice attacks; ignore non-attack effects of blue cards and mana abilities.



Also resistance to cold fire attacks.

Combat with enemies: If assigned damage from resistant attack, reduce damage by armor first without taking wound. Assign remaining damage normally.

Player vs. Player: If resistant to at least one element of attack, opponent must spend 2 x damage to wound.

Cooperative Assault

- Can initiate if not end of round or game, hasn't taken action, adjacent to city, and heroes with un-flipped token adjacent

1. Invite and announce number of enemies (min 1) each will fight. If accepted, then proceed

2. Flip order tokens

3. Distribute enemies randomly in agreed numbers

4. Starting with initiating player and in round order:

a. Move to city

b. Use mana from source and before or during turn effects

c. Perform all combat steps

5. Resolve assault

6. Conquered if all enemies defeated. Otherwise, withdraw to attacking spaces

7. In order perform end of turn steps