

# SOUL



*As silent witnesses of past conflicts, the lost Souls once were powerful beings in the vast Warlands. Tired of bloodshed, they stand between enemy lines even after their own death and continue to guard the battlefields. Although they are barely perceptible individually, together, they form a tremendous force, which can bring even the Ruler of Light to its knees.*



# SOUL

## FLOATING

Move as much as you want over adjacent friendly Souls.

## PROTECTIVE BARRIER

If there are 3 to 6 Souls adjacent to each other, a Protective Barrier is formed.

Protective Barriers are immune to Attacks, Spells and Specialties of your opponent's Creatures.



3 to 6 Souls



Not a Protective Barrier



*Note: If there are more than 6 Souls adjacent to each other, return any remaining Souls to the Reserve at the end of your turn.*

## POWER HIERARCHY

