

THE RUINS

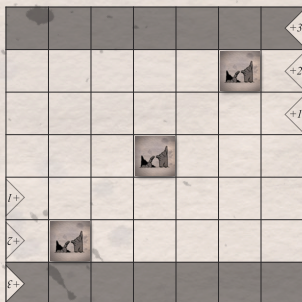


Grey towers looming over the Warlands. Abandoned and decayed, the past grandeur of the fortresses can still be felt. The wind howls through the cracks of crumbling walls and a dark, impalpable force surrounds the ruins. What powers would they bestow, if they were unified under one banner?

THE RUINS



Before the Setup Phase, the Ruin Tiles are placed as shown in the illustration below.



Alternative Victory Condition:

If a player occupies all Ruins at the same time with his own Creatures, he will win the game at the end of his turn. Creatures with Power Level 1 that occupy Ruins will be put immediately into the Reserve.

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



GHOST



Robbed of their physicality, the Ghosts roam relentlessly through the Warlands in search of their own selves. Even their lightest touch drains the life out of any creature.



GHOST

GHOSTTRAIL

Move or attack up to 2 spaces in the same direction. You can move through Creatures too.



LIFEPULLING

If a Ghost moves through another Creature, be it your own or your opponent's, this Creature loses 1 Power Level. Additionally, you receive 1 .

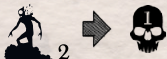
Note: Opposing Creatures of Power Level 1 are immediately sent into the Exile. Your own Creatures return to the Reserve.



CURSED

If a Ghost is defeated by an opposing Creature, this Creature's Power Level is downgraded by 2.

POWER HIERARCHY



DRAGON WARRIOR



Born in dragon blood and thereby forever linked to the creators of the world, the Dragon Warriors have been raging in the Warlands for generations. They neither fear the dead, nor the fire of war, and have dedicated their life to severing their enemies' heads.



DRAGON WARRIOR

BROTHERHOOD

Split a Dragon Warrior into 3 Souls.

Note: Place 2 Reserve Dice as Souls horizontally or vertically on adjacent free fields to the Dragon Warrior. Then downgrade the Dragon Warrior to a Soul.



POWER HIERARCHY



BLOOD MAGE



The Blood Mages take dark and lonely paths. Only their greed for everlasting power unites them under the Red Covenant. Regardless of the consequences, they nurture their burning ambitions and commit horrors throughout the Warlands.



BLOOD MAGE

BLOOD TRADE

Exile up to X Reserve Dice (min. 1) and get 1  + 1 more  for each Reserve Dice exiled on this way. X is thereby equivalent to the number of your Blood Mages in the Warlands.

Then, use any number of  to upgrade friendly Creatures.
Unused  lapse at the end of the turn.

Note: For every used upgrade, the Indicator Dice on the  - Bar has to be moved downwards by 1 field.

Important: The Spell can't be used on the Blood Mage casting it.

POWER HIERARCHY



FIRE BASILISK



The Fire Basilisks lurk in the shadows of towering mountains, ready to attack their unsuspecting prey. These creatures of fire move seamlessly through the rough terrain, until they finally ambush. Their inner fire blazes constantly and kindles their insatiable hunger for blood.



FIRE BASILISK

SERPENT TRAIL

Move or attack always diagonally.



INNER FIRE

Whenever the Fire Basilisk defeats a Creature, it can perform one additional Movement or Attack.

POWER HIERARCHY



LIGHT DRAGON

A dramatic illustration of a Light Dragon with large red wings breathing fire over a battlefield. The dragon is the central focus, with its head lowered and mouth open, breathing a large plume of fire. Its wings are a vibrant red, contrasting with the blue sky. The background shows a mountainous landscape with a battle in progress, with soldiers and weapons visible in the foreground.

Worshipped and feared as the alleged creators of the Warlands, the Light Dragons guard both the earth and the sky. Lighter than air, they move through the firmament. More powerful than any known creature, they rule over the land. Their luminous flames are incensed by war and disperse all the darkness.



LIGHT DRAGON

DRAGON BLOOD

Split a Light Dragon into 2 Dragon Warriors.

Note: Place 2 Reserve Dice as Dragon Warriors horizontally or vertically on adjacent free fields to the Light Dragon. Then, put the Light Dragon back to the Reserve.



LUMINOUS FLAME

Gain 1 virtual  for each creature of Power Level 6 that you have more than your opponent in the Warlands.

Note: Virtual  are counted the same way as  gained in combat. However, they are not displayed on the  - Bar.

POWER HIERARCHY



OVERVIEW TURN

1. Check your  Bar.

2. Use one of the following Standard Actions:

MOVEMENT

Move one of your Creatures 1 space to an adjacent unoccupied field.

ATTACK

Move one of your Creatures to an adjacent field occupied by an opposing Creature. Note the Power Hierarchy.

UPGRADE

Increase the Power Level of one of your Creatures by 1.

SPELL

Cast a Spell of one of your Creatures.

3. Check your  - Bar. Win by 10 .

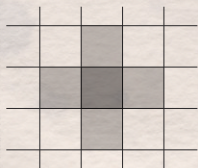
POWER HIERARCHY



Exception:

*Additionally, Creatures with
Power Level 3 defeat Creatures
with Power Level 6.*

GLOSSARY



Adjacent



Diagonal



Surrounding



= Victory Points



= Trigger Points



= Opposing Creature



= Threatening opposing Creature



= Immune against opposing Attacks



= Immune against opposing Spells



= Immune against opposing Specialities