



CONJURERS

NIELS WONSYLD



Credits

Idea by: Niels Wonsyld

Game Design: Niels Wonsyld

Art: Sophie Grunnet

Layout: Joakim Sandal

Rules Writing: Niels Wonsyld

Editing: Lea Kvistgaard and Simon Kvistgaard

Play testers: Kåre Lassen, Stephan Viftrup, Gunnar Sørensen, Lasse Grosbøll, David Kvistgaard, Johannes Grosbøll-Poulsen, Kasper Dissing, Terkel Wonsyld.

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The history

After the king's death, your country is at civil war, and the mayor of your town seeks the most powerful conjurer to lead the troops against rival armies from neighbor towns. You know that if you could prove yourself worthy of leading these troops, a lot of fame and wealth would follow. By assembling the most powerful army of mythological creatures equipped with rare artifacts, you will beat the other conjurers in town.

The object of the game

To achieve the most victory points (VPs) at the end of round 12.



Egyptian

Mythologies

During the game you collect creatures and artifacts from five different mythologies:



Greek



Japanese



Norse



Biblical

Components

1 rulebook



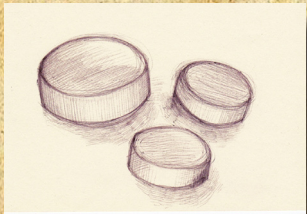
1 game board



Each player starts the game with one conjurer and one assistant figure in a corner (house) of the game board.

4 conjurer figures

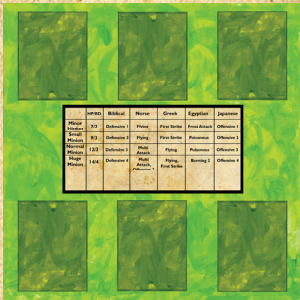
Each player has one conjurer figure, which is that player's main figure.



12 assistant figures

Each player has three assistant figures but starts with only one on the board.

2 battle zone boards



The battle zones boards are used to fight duels and to fight minions in order to receive new creatures for the player's army.



40 creature cards

These cards display the creatures, which each player will be able to add to his or her army throughout the game. There are five different mythologies, which each consists of eight creatures.

15 level 1 creature cards

Each player starts with three randomly picked level 1 creature cards. Level 1 creatures do not belong to any mythology.



1 mythological minion card

The minion card represents the minion that each player must fight in order to gain new creatures.

20 item cards



You can buy items at the blacksmith, and they will improve your creatures' skills in combat.

15 artifact cards



You can buy artifacts at the artificer, and they will improve your creatures' skills in combat and provide VPs at the end of the game. There are three different artifacts available within each of the five mythologies.

192 resource tokens

The resource tokens are of different values and colors. Each color represents a resource - brown: wood, black: stone, grey: iron, bronze: bronze, blue: sapphire, white: diamond.

32 food tokens

The food tokens are yellow and come in four different values.



32 control markers

Each player has eight control markers, which are used to signal that a certain player has control over the marked mine.

Initiative button:

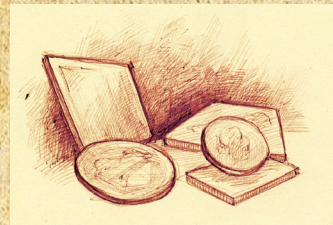
The player with this button starts the turn. The button can be acquired by visiting the tavern.

16 assistant markers

Each player has four different assistant markers, which are used to indicate which assistant that player starts the game with. They can also be placed under the assistant on the game board to avoid confusion if the player has more than one assistant.

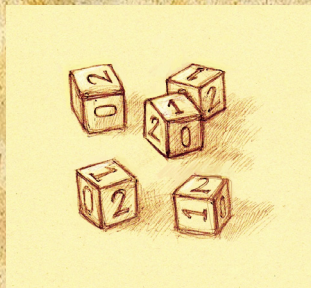
6 frost markers _____

A creature struck by a frost attack will be marked with a frost marker. They are light blue.



15 poison markers

A creature struck by a poison attack will be marked with a poison marker. They are acid green.



10 battle dice

Battle dice are used in combat and have the values 0, 1 and 2.

24 minus point tokens

You will collect, minus points if you cannot feed your creatures, or if you lose a duel. The minus point tokens are red and in four different values.

36 damage markers.

When your creatures receive damage in combat, you place a damage marker on the creature to mark how much damage it has received. The markers are dark red and come in four different values.



Turn figure.....

This tall, golden figure marks which turn you are in.

	<u>Auction</u>	<u>Cost</u>	<u>Nichology</u>	<u>Victory</u> <u>Prize</u>
The Book of Death	3, 5, 6, 7 D	Egyptian	1	
Hamlet	10 W	Egyptian	8	
The Toy of Hissus	10, 8, 9, 10 1 D	Egyptian	7	
David's Song	7, 2, 3, 8 2 D	Abdial	5	
The Holy Land	2, 8, 2, 1, 4 8 D, 2 D	Abdial	6	
David's Speech	20 W	Abdial	7	
Kenneth for Family	1, 1, 1, 3, 4	Japanese	1	
	Offical	10 W, 10 D	Japanese	5
Narcissus Not Begotten	3, 5, 4, 4, 13	Japanese	1	
	Offical	10, 1, 1, 1, 1	None	1
Erasmus	9 W, 9, 1, 1	None	9	
Erasmus	2 D	None	9	
Erasmus	7, 8, 1, 1, 2	None	7	
Erasmus	10, 1, 1, 1	None	7	
Shield of Judah	8, 8, 2, 3	Greek	7	
Talbot	9 W, 9, 8, 3	Greek	8	
Companys	2, 7, 8, 8, 5 2, 6, 4, 1 D	Greek	8	

4 cheat sheets

Each player will receive
a small board with
important information.



Game setup

Each player receives 1 conjurer and 3 assistants of the same color.

Place all the items in one pile and all the artifacts in another pile. Place all creatures in five different piles, one for each mythology.

Place the turn figure at turn 1 on the game board.

Place your conjurer and one assistant in your house.

Choose which assistant to start with (a merchant, a warrior, a recruiter, or a worker).

Each player receives three random level 1 creature cards.

The player with the weirdest name starts the game. If you cannot agree upon the weirdest name, the player with the pointiest elbows start. The starting player receives the Initiative Button.

Number of players

4 players:

Simply follow the rules as they are.

3 players:

At game setup, randomly choose one of the five mythologies. The corresponding mythological battleground action is locked and cannot be used in this game. Artifacts and creatures from the chosen mythology also cannot be gained during this game. You now have a game with only four mythologies. No additional changes are necessary, and you can follow the standard rules.

2 players:

At game setup, randomly choose two of the five mythologies. The corresponding mythological battleground actions are locked and cannot be used in this game. Artifacts and creatures from the chosen mythologies also cannot be gained during this game. You now have a game with only three mythologies.

One of the two blacksmiths is unavailable for the entire game.

One of the two artificers is unavailable for the entire game.

One of the two sacrificial pits is unavailable for the entire game.

The fishing pond is unavailable for the entire game.

The sapphire mine and the sapphire storage are unavailable for the entire game. If you would trade to sapphires, you gain diamonds instead. All items that cost sapphires cost diamonds instead.

Example: If you would buy Shield of Achilles, you pay 12 bronze and 4 diamonds instead of 12 bronze and 4 sapphires.



Game round

A game round consists of three phases: An allocation phase, a resolving phase, and an end phase.

Allocation phase

The starting player allocates one figure (either the conjurer or an assistant) on a possible action (the various actions are described below).

Subsequently, each player takes turns, in a clockwise order, in allocating one figure, and this continues till all players have no figures left. Do not resolve the actions until all players have placed all their figures.

If one or more players have more figures than the others, they simply allocate their figures after the others have none left, still in clockwise order one at a time.

Resolving phase

When all figures are allocated, the starting player resolves all his or her assistants and lastly resolves his conjurer.

When the starting player has finished, the next player, in clockwise order, resolves all his or her figures and so forth.

End phase

When all actions are resolved, the end phase starts.

Players controlling mines collect resources from them.

Move the turn figure one turn ahead.

At the end of turn 3, 6, and 9 the game enters a new phase and new actions are unlocked, and after the end phase of turn 12, the game ends. At the end phase of each of these turns, players must feed their creatures.

At the end of turn 12, after creatures have been fed, the game ends, the points are counted, and the winner is found.



Conjurers and assistants

Conjurers are your main figure, and they can be allocated to all unlocked actions. Assistants are figures similar to your conjurer except they have limitations and can only perform certain actions (as described below). A player may maximally have one conjurer and three assistants. There are four kinds of assistants: the worker, the merchant, the warrior, and the recruiter. The fishing pond action and the wild animals action are the only two actions that can be performed by both the conjurer as well as all the assistants. The action 'dueling conjurer' can only be performed by the conjurer. The remaining actions can all be performed by the conjurers but are divided between the four different assistants. On the board game, the actions which each assistant can perform are marked with a certain color. The color and actions of each assistant are as follows:

The worker: Can perform the blue actions, which are all related to mining: The lumber mill action, stone mine action, bronze smelter action, iron mine action, sapphire mine action, and the diamond mine action.

The merchant: Can perform the following actions, which are marked with the color yellow: The wood storage action, the stone storage action, the iron storage action, the bronze storage action, the diamond storage action, the sapphire storage action, the blacksmith, and the artificer.

The warrior: Can fight at the 5 mythological battlegrounds. Each battleground is marked with the color red.

The recruiter: Can perform the green actions, namely the tavern action, the sacrificial pit action, the market place action, and the guild house action.

Actions

Actions are marked with the Roman numeral I, II and III, which indicates in which phase they are unlocked and can be played. Actions marked with the letter I are available from phase I and turn 1. Actions marked with other letters are not accessible from the start. As soon as you enter a new phase, the actions with the corresponding letter are unlocked, and each player can now allocate units to both actions marked with I and II. When you enter phase III, all actions are unlocked, and you can now allocate units to all actions for the rest of the game.

Possible actions

Lumber mill/Stone mine/Iron mine/Bronze smelter/Sapphire mine/Diamond mine:

When resolving this action, place one of your control markers on the mine. You will now control this mine until another player takes control of it, and you can collect resources from it at the end of every turn. You collect resources of the corresponding kind at the beginning of each end phase.

If you control a mine and another player resolves an action at the same mine, you lose control of the mine and must remove your control marker and replace it with a control marker of the other player. The mine is now under the control of him or her.

When entering a new phase, the output of a mine is doubled. (NB. This change takes effect only after the resources earned in the previous round have been collected.)

Example: If you control a stone mine at the end of turn 3, collect 1 wood. After every player has received resources from the mines and has fed their creatures, the game enters turn 4 and phase II. At the end phase of turn 4, the owner of that mine collects 2 wood.

	Output in	Phase I	Phase II	Phase III	Phase IV
Lumber mill	Wood	1	2	4	8
Stone mine	Stone	1	2	4	8
Iron mine	Iron	-	1	2	4
Bronze smelter	Bronze	-	1	2	4
Sapphire mine	Sapphire	-	-	1	2
Diamond mine	Diamond	-	-	1	2

Wood storage/Stone storage/Diamond storage/Sapphire storage/Iron Storage/Bronze storage:

When resolving one of these actions, you receive an amount of resources instantly. You will not gain control of the storage, and you will not receive resources at the end phase. The start output of these storages is 2, and the output is doubled each time the game enters a new phase.

	Output in	Phase I	Phase II	Phase III	Phase IV
Wood storage	Wood	2	4	8	16
Stone storage	Stone	2	4	8	16
Iron storage	Iron	-	2	4	8
Bronze storage	Bronze	-	2	4	8
Sapphire storage	Sapphire	-	-	2	4
Diamond storage	Diamond	-	-	2	4



Wild animals/Fishing pond:

The wild animals action and the fishing pond action are two actions that provide you with food that must be used to feed your creatures at the end of each phase. Both actions provide the player with 5 food when resolved in phase I, 8 when resolved in phase II, 11 in phase III, and 14 in phase IV.

Valhalla/Shangri La/Garden of Eden/Duat/Mount Olympus

These are the five mythological battlegrounds, on which you can gain new creatures. When you resolve one of these actions, you choose what creature from the corresponding mythology you are fighting to win. In order to win this creature, you must first defeat the chosen creature along with the corresponding minion. When you have chosen the creature, a battle takes place. The battle is fought between you and the minion along with the chosen creature. The minion and the chosen creature are played by the player to your left.

If you win the battle, collect the chosen creature. It is now part of your army and may be summoned by your conjurer to fight for you in battle.

If you lose the battle, nothing will happen. Put the card back in the pile of creature cards from that mythology.

Blacksmith/Artificer

These actions allow you to buy items or artifacts (described later). You can buy any amount of items or artifacts, when you resolve this action.

In the blacksmith you can buy items and not artifacts.

In the artificer you can buy artifacts and not items.

Marketplace

At the marketplace you can trade resources to other resources. The rates go as follows:

Pay/gain	Lumber/stone	Iron/bronze	Sapphire/diamond
Lumber/stone	Pay 3, gain 2	Pay 3, gain 1	Pay 6, gain 1
Iron/bronze	Pay 2, gain 3	Pay 3, gain 2	Pay 3, gain 1
Sapphire/diamond	Pay 1, gain 3	Pay 2, gain 3	Pay 3, gain 2

Example: Buy 1 iron or 1 bronze for 3 lumber or 3 stone.

You cannot pay with mixed resources, and you cannot buy mixed resources, even if they have the same trade rate. You can perform as many separate trades as you like, as long as you have the resources to pay.

In phase I you cannot trade to gain iron, bronze, diamonds, and sapphires.

In phase II you cannot trade to gain diamonds and sapphires.

Tavern

When a player resolves the tavern action, he or she collects the Initiative Button from the player who currently controls it. Until the tavern action is resolved again, that player will remain in control of the Initiative Button. When controlling the Initiative Button, a player cannot allocate any figure to the Tavern.

Guild House

When resolving this action, you are allowed to hire a new assistant. The first assistant you hire (your second assistant) costs 4 wood and 4 stone. The second you hire (your third assistant) costs 4 iron and 4 bronze. You may not control more than three assistants.

Sacrificial Pit

At the sacrificial pit, you can sacrifice your creatures in exchange for resources or food. the rates go as follows:

Creature\resource	Stone and wood	Iron and bronze	Diamond and sapphire	Food
Level 1	2 of each			4
Level 2	4 of each	2 of each		8
Level 3	8 of each	4 of each	2 of each	14
Level 4	16 of each	8 of each	4 of each	20
Level 5	32 of each	16 of each	8 of each	30

When resolving this action, you choose any number of your creatures to sacrifice. You then instantly collect the corresponding amount of resources.

Example: If you sacrifice a level 2 creature, you can collect either: four wood and four stone, two iron and two bronze, or eight pieces of food.

For each following sacrifice after the first within the same action, the output is halved (rounded down).

Example: If you sacrifice a second creature which is level 3, you can choose either four stone and four wood, two iron and two bronze, one diamond and one sapphire or seven food. If you sacrifice a third creature and that creature is level 4, the output presented in the table above is divided by 4, and therefore your options are to collect either four wood and four stone, two iron and two bronze, one diamond and one sapphire, or 5 food.

When a player sacrifices more creatures in one action, he or she can never sacrifice a creature of a lower level than a creature already sacrificed during that particularly action.

When you resolve the sacrificial pit action again at a later stage, you will get full output of the first creature, half output of the second creature and so on.


Dueling conjurer

You can also choose to duel one of your opponents. You challenge an opponent to battle by placing your conjurer on the house of that player. The battle is fought when this action is resolved.

If the defender has four or more creatures, he or she may choose one creature. That creature will not take part in the random draw for battle (see also the battle section below for further details).

If the challenger wins the battle, he or she chooses three resource categories (including food) and steals half (rounded up) of each of those resources from the defending player. The defending player also receives six minus point tokens.

If the defending player wins the battle, the challenger receives ten minus point tokens.

 **Note:** If you are playing a four-player-game, situations can occur in which more than one battle is to be fought in a resolving phase. In these situations, fight two battles simultaneously no matter whether the battle is a duel or a mythology action. If the person to the left of the player attacking the minions is engaged in a different battle, the first player to his or her left that is inactive and not participating in battle will play the minions instead. Resolve all other actions before you resolve any battles. At the end of the resolving phase, resolve all the battles two at a time.

Feeding

At the end of turn 3, 6, 9 and 12, your conjurer must feed the creatures and assistants (apart from the first assistant). Creatures are fed according to their level. Therefore, first count the combined number of levels on all your creatures as it is illustrated in the example below.

Example: If you have two level 4 creatures, two level 3 creatures, and three level 2 creatures, your combined level number is: $2*4+2*3+3*2 = 20$.

The combined level number equals the amount of food you have to pay. In the example above you would have to pay 20 food to feed your creatures.

Apart from your creatures, additional assistants beyond the first one also require feeding. Your starting assistant does not require feeding. Your second assistant requires 4 food in the feeding phase. Your third assistant requires 8 food in the feeding phase.

Example: If you have one level 5 creature, three level 3 creatures, four level 2 creatures, and both a second and a third assistant, your combined level number is: $5*1+3*3+4*2+4+8 = 34$, which would be the number of food pieces you would have to pay to avoid any minus points tokens.

If you have shortage of food supplies, for each piece of food you cannot pay, you gain one -2 point token. If you have a combined level number of 16 but can only pay 12 food pieces, you gain 4 (16-12) -2 point tokens.

Advanced optional rule (4 player game only)

Tournaments

After turn 6 and turn 12, a tournament is held in town, and the conjurers duel to win a prize. The tournaments are held after the feeding phase and before phase III starts (in turn 6) and before the points are counted (in turn 12).

The tournament consists of two semifinals, a final, and a third place match. The two semifinals are played at the same time, and the final and the third place match are played at the same time.

Randomly draw who plays who in the two semifinals. The winners of the two semifinals will meet each other in the final, and the losers of the two semifinals will meet each other in the third place match. All the duels are resolved according to the rules for normal duels except for the fact that no prizes and losses will be conveyed after each match. Instead, an award will be rewarded to each player once the tournament is finished.

The awards are as follows:

	Midway tournament	Final tournament
1 st price	A free level 3 creature of own choice and 4 iron or 4 bronze	A free level 5 creature of own choice
2 nd price	A free level 3 creature of own choice	A free level 4 creature of own choice
3 rd price	A free level 2 creature of own choice and 4 wood or 4 stone	A free level 3 creature of own choice
4 th price	A free level 2 creature of own choice	A free level 2 creature of own choice

The winner will choose his or her creature first, the loser of the final will choose second, the winner of the bronze match will choose third, and the loser of the bronze match will choose fourth.

Minion

When you resolve one of the five mythological actions to get a new creature, you first have to win a battle against a mythological creature and a minion from the same mythology. A conjurer must fight the creature he or she wishes to control as well as a minion represented by the minion card without exact values. The strength of the minion is dependent on the level of the creature, which the player is trying to collect. Minions therefore have the same amount of health points (HP) and the same number of battle dice (BD) regardless of which mythological battleground the battle is fought on. However, the minion's abilities vary depending on the mythology of the creature the player wants to collect. The minions come in four different strengths. If you fight for a level 2 creature, you meet a minor minion. If you fight for a level 3 creature, you meet a small minion. A level 4 creature requires you to beat a normal minion, and a level 5 creature fights alongside a huge minion. The following table shows the strength of the minions.

	Minor (HP/BD)	Small (HP/BD)	Normal (HP/BD)	Huge (HP/BD)
Minion	7/2	9/3	12/3	14/4

These numbers are universal and are unaffected by the mythology of the battleground. The following table shows which abilities the minions of the different mythologies have.

Minion	Biblical	Norse	Greek	Egyptian	Japanese
Minor:	Defensive 1	Flying	First strike	Frost attack	Offensive 1
Small:	Defensive 2	Flying	First strike	Poisonous	Offensive 2
Normal:	Defensive 3	Multi attack	Flying	Poisonous	Offensive 3
Huge:	Defensive 4	Multi attack offensive 2	Flying first strike	Burning 2	Offensive 4

Battle

A battle can arise from two situations: When a player visits one of the five mythological battlegrounds, or when a player duels another player.

The first player to lose all of his or her creatures loses the battle, and the other player wins the battle. If the two players lose their last creature at the same time (that is in case of a tie), the defending player wins the battle, both in case of a mythological action or a duel action.

If no BD has been rolled for three consecutive rounds, the player with the highest amount of hitpoints left on all his remaining creatures combined (including absorption) wins the battle.

Battle setup

The creature which the attacking player is trying to defeat along with the corresponding minion is played by the player to the left of the attacking player. If the player resolving the action has more than three creatures in his or her army, he or she must make a random draw among all his or her creatures in order to identify the three creatures that will be available for summoning during this battle. The player does not have to reveal the result of the draw to the other players. The three randomly selected creatures will take part in the battle, whereas the rest will remain inactive until the next battle. If a player has three or less creatures, all of his or her creatures will take part in the battle. Now all the creatures that are to take part in the battle has been found, and the battle is ready to start.

When a player duels another player, if they have 4 or more creatures in their army both players must perform the random draw to select the three fighting creatures. The defending player, however, is allowed to selectively remove a creature from the draw and thereby ensure that that given creature does not participate in the battle. Therefore, if the defending player has exactly four creatures, he or she can simply remove one and is therefore exempt from the draw. If he or she has more than 4 creatures, he or she can remove exactly one creature and then perform the draw.

Now both players have a maximum of three creatures, and the battle is ready to start.

Battle

When fighting minions, the defending player that controls the minions starts the battle. When dueling another player, the challenger (the player resolving the action) starts the battle.

Each player starts with the creatures available for summoning during the battle on his or her hand. They can be summoned into the three slots of the battle zone boards in front of each player. The attacking player can place creatures in the three slots on the attacking side. The defending player can place them on the defending side.

The starting player (player 1) summons one of his or her creatures into any of the three slots. Then player 2 summons one of his or her creatures into any of the three slots. Player 1 then takes turn again and now has three options: 1) to summon a new creature into any of the two remaining slots, 2) to move his or her already summoned creature to a free slot bordering the one it is already in, or 3) to make a creature attack an opponent creature that is already placed in the slot right across from it.

Summon action: Summon a creature into any free slot.

Move action: Move an already summoned creature to any free, adjacent slot in the same row.

Attack action: Have a creature attack an opponent creature that is already placed in the slot in front of it.

Whenever a creature is either moved or summoned into a slot which is directly across from an opponent creature, the two creatures fight each other. The only exception is if a non-flying creature moves to or is summoned into a slot in front of an opponent's flying creature - in this case a fight will not occur.

Creatures only engage in combat if one of the three actions has placed them in front of each other. If two creatures are

in front of each other and a third creature takes action in another slot, the two creatures will not fight this turn. It is not allowed to attack an empty slot.

It is not allowed to use the move action more than two times in a row with the same creature.

Each player has one action per turn.

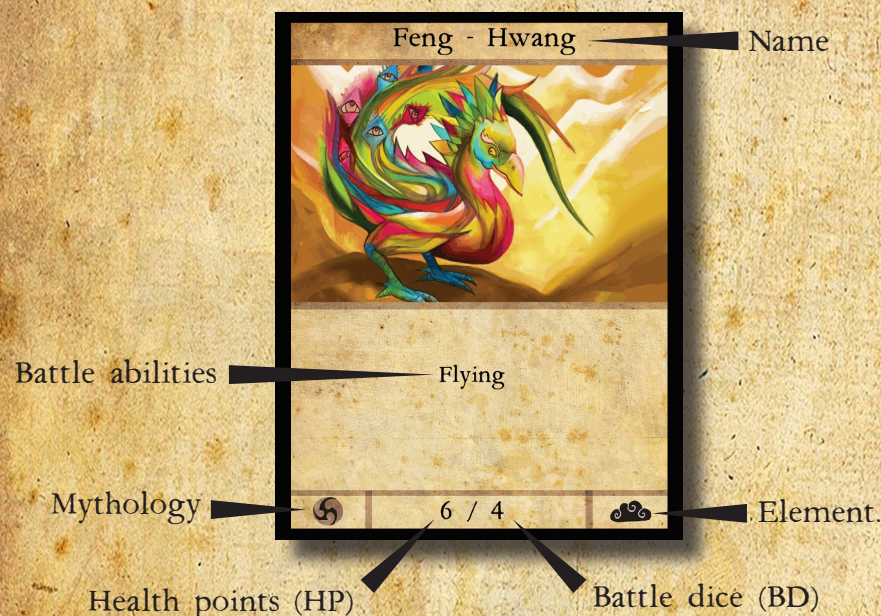
If able a player must make an action each turn.

If a player cannot perform one of the three actions legally, the turn is lost and the other player takes the turn.



Fight

Each creature has a series of varying characteristics which are:



Each creature has a number of HPs, which defines how much damage, represented by damage markers (DMs), a creature can receive before it dies. When the number of DMs is equal to or higher than the number of HPs, the creature dies. After each battle, DMs are eliminated, and the creature starts with full health in the next battle. The number of HPs can be found at the bottom of the creature card and is the number to the left.

Each creature has a BD number, which defines how much damage it is capable of delivering to the opponent creature. If a creature has the BD number 5, the player is allowed to roll five BD when dealing damage caused by that creature. The opponent creature will receive the DMs equal to the result of the five BD rolled. Whenever two creatures meet each other in a fight, the controllers of the two creatures both roll a number of dice equal to the BD number written on the creature.

Creatures deal damage at the same time (unless one has the first strike ability and the other does not). Therefore, even if a creature dies from the awarded damage, it will still be allowed to strike before the creature card is removed from the battleground.

The number of BD can be found at the bottom of the creature card and is number to the right.

Optional rule

You can choose to decide in advance not to make use of the BD system if you wish to shorten the game and eliminate the element of chance. In that case, a creature always deals the amount of damage equal to the BD number which in effect corresponds to the average number of damage when rolling BD. The same rule can be applied to all kinds of dealt damage whether it is a normal attack, during devour, burning or any other kind of damage which normally requires you to roll BD. Instead, the creature always deals the amount of damage equal to the available BD.

Example: If a creature with three BD attacks, do not roll any dice, instead simply deal three DMs to the opponent creature.
Example: A creature with burning 2 would normally roll two dice for the burning damage. Instead deal two DMs to all the inflicted opponent creatures.



Battle abilities



All creatures have one or more battle abilities. The specific battle abilities can be found on the creature card below the picture of the creature. The different battle abilities are offensive x, defensive x, flying, frost attack, burning x, poisonous, multi attack, devour, life steal, weapon smith, resurrection, and ranged:

Offensive X - On any given creature, the X is substituted for an exact value, which varies according to the level and toughness of the creature. A creature with offensive x adds the amount of damage equal to the value of x to the total sum of damage achieved by rolling the BD. If a creature with offensive 2 rolls four BD, and the sum of the dice equals 5 damage, the creature deals a total of seven damage markers (5+2) to the opponent creature. The offensive x ability is only activated if the creature is summoned in front of an opponent creature, if it attacks an opponent creature, or if it moves in front of an opponent creature and thereby attacks another creature. In other words, the ability remains inactive if the creature is dealing damage during a defense.

Defensive X - On any given creature, the X is substituted for an exact value which varies according to the level and toughness of the creature. A creature with defensive x gains x less damage when the opponent damages your creature. When all the damage stemming from all offensive abilities have been determined, the value of x is simply subtracted from the total amount of damage. If a creature with defensive 2 were to gain six DMs in a fight, instead it will only get four DMs (6-2). A creature can never receive less than zero DMs (it cannot gain HP). The defensive x ability is only activated when the creature is being attacked, when another creature moves in front of it, or when a creature is summoned in front of it and a fight occurs. In other words, the ability remains inactive if the creature receives damage during its own attack on another creature. The defensive x ability also works against multi attacks from adjacent fights, but it will not reduce damage gained from burning, devouring, or poison markers.

Flying - A flying creature can never be attacked by creatures without flying. Whenever a non-flying creature is summoned in front of an opponent's flying creature or is moved in front of an opponent's flying creature, a fight will not occur. When a flying creature is summoned or moves into a slot in front of an opponent's non-flying creature, a fight will occur. Flying creatures can attack every creature in the game. Whenever a flying creature attacks a creature without flying, both the flying and the non-flying creature will deal damage to each other equal to the amount of damage revealed by the BD rolled.

Frost Attack - A creature receives a frost marker when it is dealt damage by a creature with the frost attack ability. Whenever a creature receives a frost marker, it remains on the creature for the remainder of this battle. A creature can only have one frost marker attached to it. A creature with a frost marker cannot use the move action and has the damage it deals to its opponents reduced by one for each three DMs (rounded down).



Example: If a creature with a frost marker should have dealt six damage, instead it deals only four. If it should have dealt three, instead it deals two. If it should have dealt five, instead it deals four. If the damage dealt by the frost attack is absorbed by an item or an artifact, the creature still gets a frost marker.


Burning X - On any given creature, the X is substituted for an exact value. A creature with burning x deals damage twice. First, the two creatures fight normally. After all damage has been dealt, the creature with burning x deals additional damage, even though it may have died during the normal fight. A creature with burning x rolls x BD after the normal fight and deals that amount of damage to the opponent creature. In addition, it also rolls x BD to any opponent creature that is placed in a slot adjacent to the creature fighting the normal fight and deals that amount of damage. A separate roll is made for each creature hit by burning. The burning ability remains inactive if the creature with burning takes damage from the multi attack ability by being placed in a slot adjacent to a creature fighting a multi attack opponent.

Poisonous - When a creature with poisonous deals damage to an opponent creature, that creature receives a poison marker for the remainder of this battle. A creature can have unlimited poison markers on it, and receives one every time it receives damage from a creature with poisonous. Each poison marker deals one damage to the poisoned creature at the start of that player's every turn (before the player chooses his or her action). If a creature has two poison markers attached to it, it receives two DMs at the start of its controller's turn. A poison marker does not deal damage at the start of the opponent's turn. If the regular damage dealt by the poisonous creature's attack is absorbed by items, artifacts, or the defensive x ability, the creature will not get a poison marker. Only if the damage is actually received, a poison marker will be placed.

Multi Attack - A creature with multi attack deals normal damage to the creature it is fighting but also deals damage to any opponent creature in any adjacent slot. When a creature with multi attack deals x damage to an opponent creature, it also deals one DM for each three DMs (rounded down) dealt to its actual opponent to all the opponent creatures that are placed in an adjacent slot.

Example: If a creature with multi attack deals six damage to a creature in the middle slot, the creature in the first slot as well as the creature in the third slot (if any) would each receive two DMs.

Devour - A creature with devour has no normal attack. When attacked, it has no special abilities in defense, and it deals defensive damage equal to the value rolled by the number of BD written on the creature card as in a normal fight. When a creature with devour is summoned in front of an opponent creature or moves into a slot in front of an opponent creature, a fight will not occur as usually. Instead nothing happens. When a creature with devour already stands in front of an opponent creature at the beginning of the turn, instead of a normal attack, it can devour the opponent creature. When it devours an opponent creature, move your creature card on top of the devoured creature in the opponent's row. The devouring creature stays on top of the opponent creature card until the creature is dead, or it breaks free. The free slot that appears where the devouring creature stood is locked. No creature can move or be summoned into this slot. While a creature is being devoured, it receives damage equal to the value rolled by the number of BD written on the devouring creature. This damage is dealt at the beginning of the player controlling the devoured creature's every turn, before he or she takes action, until the creature dies or breaks free.



The only action which the devoured creature can make is to break free. When a creature breaks free, it receives the amount of damage equal to the roll of twice as many BD as written on the devour card. Breaking free counts as an action, the player's turn is over, and the devouring creature is moved back to its controller's side of the battlefield into the locked free slot it was in before the devour attack. It is not allowed to make another devour action in the first turn after it has returned to the controller's side of the battlefield. A creature with an attached frost marker cannot devour.

Life Steal - A creature with life steal has the ability to remove DMs from itself when dealing damage to an opponent creature. The life steal ability occurs instantly after damage has been dealt, and the recovered HPs can therefore be subtracted from the damage it would have otherwise received during a given fight. A creature with life steal can also remove DMs that have been dealt in a previous fight during the same battle. The life steal ability is active both during a defensive and an offensive action. If a creature with life steal deals x damage to an opponent creature, you may remove up to $1/2 x$ (rounded down) from the DMs the creature already has attached to it, including the ones that are dealt in this fight. Because the life steal ability is activated after the damage is dealt, a creature with life steal cannot avoid being killed even though the life steal ability would have reduced the total amount of received damage below the amount of HPs. Note that only damage dealt directly to the opponent creature can be converted to HPs. Damage that is absorbed by an opponent's item, artifact, or defensive x ability does not activate the life steal ability.

Example: If you buy an item at the blacksmith and you control a level two creature with Weapon Smith, you get a discount of two.

A discount of x means that you can choose any x resources not to pay. X can be divided among any number of resource types.

Example: With a discount of four, you can choose not to pay 4 wood, or you can choose not to pay 1 sapphire, 1 diamond, 1 bronze, and 1 iron.

The discount only works on the first item you buy during an action. The Weapon Smith ability has no function during fight and battle.

Weapon Smith - A player that holds a creature with the Weapon Smith ability in his or her army gets a discount at the Artificer and the Blacksmith. When buying items or artifacts, the player gets a discount corresponding to the level of the creature with the Weapon Smith ability.

Resurrection - When a creature with the Resurrection Ability dies in a fight, it is immediately resurrected into the same slot it died in. When it dies, remove all DMs, any devouring creature, any tokens received in this battle, and any items and artifacts previously equipped to the creature (they will not be available until the next battle). A creature with resurrection can only resurrect once in each battle.

Ranged - The ranged ability has no effect during defense or summoning. When a creature with ranged attacks an opponent creature or moves into a slot in front of an opponent creature, a fight occurs, but only the ranged creature will roll BD and thereby inflict damage. If the defending creature also has the ranged ability, it will defend as normally and roll the allowed amount of BD. A ranged creature is allowed to attack creatures with flying.

Advanced optional rule

Element

Each creature belongs to a certain element. The elements will affect each fight between two creatures and influence the number of allowed BD. Each element is superior to one of the other elements.

The following combinations are called opposing elements.

Fire is superior to earth
Earth is superior to air
Air is superior to water
Water is superior to fire

Whenever two creatures fight each other, check their elements, and if the fight is between any of the above combinations, the creature with the superior element will have an advantage.

If two creatures with elements of the following combinations fight, the elements will have no effect and no changes in combat will occur:

- **Fire-fire/earth-earth/water-water/air-air/fire-air/earth-water**

When two creatures with opposing elements engage in a fight, the superior creature gets an advantage, and the other creature is not affected.

The advantage is always an addition to the number of BD rolled, depending on the level of the combating creatures. The advantage is active both in the offensive and defensive position.

If the creature of the superior element is level 1 or 2, it may add one BD to every roll. It may add two BD to the roll if the creature is level 3 or 4. It may add three BD to the roll if the creature is level 5. Furthermore, if the creature of the superior element is at least two levels lower than the creature it is fighting, the advantage increases, and it may add additional BD apart from the ones described above. Both of these advantages included, the matrix for total element advantage looks as follows:

Fighting against Superior creature	Level 1	Level 2	Level 3	Level 4	Level 5
Level 1	1 BD	1 BD	2 BD	3 BD	4 BD
Level 2	1 BD	1 BD	1 BD	2 BD	3 BD
Level 3	2 BD	2 BD	2 BD	2 BD	3 BD
Level 4	2 BD	2 BD	2 BD	2 BD	2 BD
Level 5	3 BD	3 BD	3 BD	3 BD	3 BD

Advanced optional rule

More creatures of the same mythology on the battlefield

If you summon a creature onto the battlefield of the same mythology as one or two of the creatures already fighting for you on the battlefield, the moral of your troops will rise, and a healing sensation will sweep through your creatures.

Seeing as level 1 creatures are not mythology specific, the healing cannot be triggered by the creatures in your starting army. If, however, mythology specific creatures trigger the healing, then already summoned, wounded, level one creatures will also benefit from the effects.

When you summon a creature onto the battlefield that shares mythology with exactly one creature already summoned to the battlefield by your conjurer, you may remove up to two DMs on each of your wounded creatures regardless of which mythology it belongs to.

When you summon a creature onto the battlefield that shares mythology with exactly two creatures already summoned to the battlefield by you conjurer, you may remove up to four DMs from each of your damaged creatures.

You cannot heal a creature above its HP number but only restore it to full health. You cannot save any healing for later use.

Items and artifacts

Items and artifacts are objects you can use in battle to improve your creatures' abilities. Whenever you summon a creature, you can choose to have it equipped with up to two of your items or artifacts. You can only equip a creature during the summoning. You cannot equip a creature already on the battlefield.

There is a limited quantity of each item and artifact available at the blacksmith and the artificer. If the card which a player is interested in buying is not in the stack of items or artifacts because other players have already purchased the item, it is not available for purchase.

On each item and artifact card, you will find a number of information. In the lower left hand corner, you will find a mythology sign, which indicates what mythology the artifact belongs to. In the big space right beneath the picture, you will find the item or artifact's abilities. At the bottom of the card in the space in the middle, you will find the cost of the item. In the lower right hand corner is a number indicating how many victory points the artifact is worth. Items do not belong to a specific mythology and do not convey victory points, wherefore the spaces in the lower corners are always empty on the item cards. Artifacts, however, are connected to a mythology and have a victory point value.




Item and artifact abilities

Absorption X - Absorption protects your creature from damage. When a conjurer summons a creature and equips it with an item or artifact with absorption, the creature cannot receive any damage until the item or artifact is destroyed. During combat, place the DMs symbolizing incoming damage on the item or artifact card instead of on the creature itself regardless of whether the damage is received from normal attack, ranged attack, or multi attack. If an item has absorption 6, it will break when six DMs have been placed on it. Excess damage beyond the breaking point of the shield will be transferred to the creature carrying the item or artifact. When the item breaks, it remains equipped to the creature, and other abilities are still active. All item abilities work in both defense and offense.

Note that poison has no effect on creatures equipped with an item or artifact with absorption, just as poison has no effect on the item or artifact itself. Creatures, therefore, cannot receive a poison marker until the item or artifact is broken. Burning, on the other hand, damages the item or artifact just as regular damage until the item or artifact breaks. Frost markers cannot be shielded by items and artifacts with absorption, and the attacked creature will still receive a frost marker even if all the actual damage is absorbed by the item or artifact.

Power hit X - Power hit increases the creature's strength of attack, causing it to deal more damage. A creature equipped with an item or artifact with Power hit 2 receives two extra BD to each combat roll for the remainder of the battle. Power hit does not affect the damage done by a devouring creature during the devour action nor the damage dealt via the burning ability. All other kinds of damage and attacks receive the bonus. The ability works in both defense and offense.



Immobility - Immobility makes the creature less mobile because of the heavy piece of equipment that it wears. A creature equipped with an item with immobility therefore cannot move away from the slot it has been summoned into.

First strike - First strike is an ability that allows the creature to strike before the opponent creature. A creature equipped with an item with First Strike both rolls BD and deals DM before the player controlling the opponent creature, rolls his or her BD. If the opponent creature dies from the First Strike attack, it will not strike back. If it does not die, it will strike back with the usual number of BD.

Ranged - Look under creature abilities.

Immunity x - On the item and artifact cards, x is always substituted for fire, ice or poison signaling immunity of the corresponding kind of attack. An immune creature totally cancels the given ability of the opponent.

If a creature with Immunity Fire is fighting a creature with burning X, the burning ability is totally cancelled, during that particular fight of the battle, and therefore will not work on neither the immune creature nor on any other creature during that fight. If a creature with Immunity Fire would receive burning damage from a fight in an adjacent slot instead cancel that damage, but do not cancel the damage dealt to the fighting creature or any other creature not immune to fire.

A creature with Immunity Poison cancels the Poisonous ability.

A creature with Immunity Ice cancels the Frost Attack.

Bind - The bind ability requires for the player to make use of an action. The Bind action allows you to bind any opponent creature for the remainder of this battle. A bound creature is not able to move or attack, and it loses all of its personal abilities for the remainder of this battle. Bind does not affect the abilities of items or artifacts equipped to the bound creature which therefore remain active. A bound creature can be attacked as normally, and a fight occurs if an opponent creature either moves or is summoned in front of the bound creature. The bound creature has no additional weaknesses in defense except that it can make no use of its personal creature abilities. The Bind action can only be used once each battle.

Flying - Look under creature abilities.

Resurrection - Look under creature abilities.

Magician - A creature equipped with an artifact with Magician can temporarily adopt one out of the following three abilities in every fight in the battle: Frost attack, burning 2 or poisonous. The choice has to be made before every fight, the creature participates in, whether it is in offense or defense. There is no limit to the amount of times a player can choose a given ability.

Life Steal - Look under creature abilities.

Poisonous - Look under creature abilities.

Points

The player with the most victory points at the end of round 12 wins the game. You can collect VPs from creatures, artifacts, mythological combinations (involve both creatures and artifacts), and resources. Within the categories of creatures and artifacts, there are three different bonus point options that each player can achieve by fulfilling specific requirements (described below). They are called the Variety Bonus (available via creatures and artifacts), the Consistency Bonus (available via creatures and artifacts), and the Abundance Bonus (available via creatures only). The number of points that each bonus triggers depends on the scope of the combination, the level of the creatures, and the number of players in the game. Each creature may contribute to the achievement of several different bonuses, but the same creature cannot trigger several variety bonuses or several consistency bonuses. The requirements of the different combinations and bonuses will be described in more detail below, and an overview of the number of points they trigger is provided in a matrix at the end of this chapter and is also available on the cheat sheet distributed to all players.

Points from creatures

A creature is always worth its own level in VPs regardless of which bonus point combinations it otherwise contributes to collect.

Example: A level 4 creature is worth four VPs, and a level 2 creature is worth two VPs.

Variety Bonus: A player unlocks The Variety Bonus by having a minimum of three creatures from different mythologies but of the same level in his or her army by the end of the game. It is therefore insignificant in the context of the Variety Bonus, if a player has three level 3 creatures from three different mythologies and one additional level 3 creature from one of the same mythologies. The requirements for the Variety Bonus will still have been met only once. A player may obtain the Variety Bonus by fulfilling the same requirements for several levels in the same game but only one time for each level. A player may therefore have both of the two level 3 creatures from three mythologies as well as three level 4 creatures from three different mythologies (that is 9 creatures total), and thereby will unlock the Variety Bonus twice: Once for the three level 4 creatures and also only once for the three level 3 creatures. The point rates are as follows:

4-player game	Level 2	Level 3	Level 4	Level 5
3 creatures	4 VPs	7 VPs	10 VPs	15 VPs
4 creatures	7 VPs	12 VPs	17 VPs	24 VPs
5 creatures	10 VPs	18 VPs	25 VPs	40 VPs

3-player game	Level 2	Level 3	Level 4	Level 5
3 creatures	5 VPs	8 VPs	12 VPs	20 VPs
4 creatures	8 VPs	14 VPs	20 VPs	30 VPs

2-player game	Level 2	Level 3	Level 4	Level 5
3 creatures	6 VPs	10 VPs	15 VPs	25 VPs

Consistency Bonus: A player unlocks the Consistency Bonus by having a minimum of two creatures from the same mythology but of different levels in his or her army at the end of the game. Two level 2 creatures from the same mythology will not trigger a bonus. The value of the Consistency Bonus is dependent on the number of creatures from the same mythology but of different levels that a player has collected (it is calculated by raising the number of creatures to the second power).

A player may achieve the Consistency Bonus once for each mythology within which he or she has fulfilled the requirements of minimum two creatures of different levels.

The Consistency Bonus is the same whether you play a 2-, 3- or 4-player game, and the rate is as follows:

	2 creatures	3 creatures	4 creatures
Victory Points	4	9	16

Abundance Bonus: A player unlocks the Abundance Bonus by collecting a minimum of six creatures from the same mythology. A player is allowed to obtain the abundance bonus within as many mythologies as possible. The bonus point rate for the Abundance Bonus is the same for a 2-, 3-, and 4-player game, and the rate is as follows:

	6 creatures	7 creatures	8 creatures
Victory Points	15	20	30

Calculation example on how to calculate your creature points

At the end of round 12 in this 4-player game you control 11 creatures:

- 2 creatures in lvl 1
- 2 creatures in lvl 2 (1 bib, 1 jap)
- 4 creatures in lvl 3 (2 bib, 1 jap, 1 nor)
- 3 creatures in lvl 4 (1 bib, 1 egy, 1 gre)

First, add up all the points you collect from the actual level of your creatures: $2*1 + 2*2 + 4*3 + 3*4 = 30$

Second, count all the points you receive from the Variety Bonus. Remember that you must have same-level creatures from at least three different mythologies. In this case, you would collect the Variety Bonus twice; once for your level 3 creatures and once for your level 4 creatures (note that one of your biblical level 3 creatures does not contribute to the triggering of the Variety Bonus). Looking at the matrix in the Variety Bonus section above, you see that in a 4-player game, three level 3 creatures give 7 points, and three level 4 creatures give 10 points: $7 + 10 = 17$ points

Third, count all the points you receive from the Consistency Bonus. In this case, you have four biblical creatures but only from three different levels + two Japanese creatures from different levels: $32+22 = 9 + 4 = 13$

Fourthly, count all the points you receive from the abundance Bonus. In this case, you do not have six creatures in any one mythology, and therefore receives zero Abundance Bonus points.

Total points from creatures: $30 + 17 + 13 + 0 = 60$



Points from artifacts

An artifact is always worth a number of VPs regardless of which bonus point combinations it otherwise contributes to collect. You find the VP value of a given artifact in the lower right hand corner of the artifact cards. Simply add up these numbers when you calculate your final point score at the end of the game.

Variety Bonus: A player unlocks the artifact Variety Bonus by obtaining artifacts from at least three different mythologies. The value of the bonus increases with the number of different mythologies represented in artifacts:

	3 artifacts	4 artifacts	5 artifacts
Victory Points	15	20	30

Consistency Bonus: A player unlocks the artifact Consistency Bonus by obtaining all three artifacts from one mythology. The artifact Consistency Bonus awards the player with 20 bonus points.

Points from mythological combinations

A player may also earn additional VPs by combining creatures and artifacts within the same mythology. It is possible to achieve mythological combination points from two different mythologies simultaneously if the below requirements are fulfilled. The requirements and corresponding values are illustrated in the following matrix:

From the same mythology	3 creatures	4 creatures	5 creatures	6 creatures
1 artifact	15 VPs	20 VPs	25 VPs	35 VPs
2 artifact	25 VPs	30 VPs	40 VPs	50 VPs
3 artifact	35 VPs	45 VPs	55 VPs	65 VPs

Points from resources

If at the end of round 12 you have some unused resources, they can be transformed into victory points at the following rates:

For every twelve wood/stone (count them as one resource), you get 1 VP.

For every six iron/bronze (count them as one resource) you get 1 VP.

For every three sapphire/diamond (count them as one resource) you get 1 VP.

Calculations are always rounded down. Therefore, 16 pieces of wood and 5 pieces of stone can only be transformed into 1 VP, and the last 9 resources are therefore lost.

Winning the game

The winner of the game is the one player that has the highest total number of VPs at the end of round 12. If two or more players are tied for the lead, the one with the highest score of mythological combinations wins. If the players are still tied, the following list specifies the hierarchy of the winning conditions. If the game is still tied, the game has more than one winner. Congratulations!

Highest total number of points.

Highest mythological combination score.

Highest points in artifacts (including the artifact Variety Bonus and the artifact Consistency Bonus).

Highest points in creatures (including the creature Variety Bonus, Consistency Bonus, and Abundance Bonus).

Highest points in resources.



The history

After the king's death, your country is at civil war, and the mayor of your town seeks the most powerful conjurer to lead the troops against rival armies from neighbor towns. You know that if you could prove yourself worthy of leading these troops, a lot of fame and wealth would follow. By assembling the most powerful army of mythological creatures equipped with rare artifacts, you will beat the other conjurers in town.