

Game Rules





ASHINERLAND ver. 35

Contents

1. Beginning.....	3
2. Game composition.....	10
3. Goal of the game.....	11
4. Main concepts.....	11
5. Using game elements.....	14
<i>Ashinerland tablet</i>	14
<i>Quest cards</i>	15
<i>Lineage unions</i>	16
<i>Lineage power</i>	17
<i>Figures and matter</i>	18
<i>Worship of the Sanctuary</i>	19
<i>Mobilization and resurrection of figures</i>	20
<i>Debuff and damage tokens</i>	21
<i>Figure cards</i>	22
<i>Class cards</i>	23
6. Skill symbols.....	24
7. Preparation for the game.....	35
8. Game turn cycle.....	38
9. Landscape properties.....	55
10. List of maps.....	58





Beginning

In ancient times, the Spirits of Jiva, Mara, and Rakkon, the foundations of all existence, created nine Sanctuaries with writings for the people, where it was said: 'I will give you power, and your lineage will become the Lord of the Human Lineage. Bow to me and receive it.' The more people bowed, the more light filled their hearts, and the wondrous power around them grew.

The spirit of Mara saw that people were forgetting him, and he filled their hearts with darkness, clouding their minds, and they began to fight among their lineages. With each death, courage filled their hearts, and the power of darkness grew. Every lineage wanted to have the power of darkness because their hearts were blind.

Thousands died in the endless battle, and the spirit of Rakkon saw that the harmony of existence was being destroyed. He established boundaries and laws of existence and stopped the senseless wars. Since that time, only five people and one leader—the Hero of their lineage—could enter the holy land within the Sanctuaries to receive the wondrous power of light and darkness and become the Lord of the Human Lineage.

Six lineages challenged each other on the battlefield. These were the Lineage of the Heavenly Leopard, the Lineage of the Great Dragon, the Lineage of the Fiery Serpent, the Lineage of the Dark Scorpion, the Lineage of the Golden Boar, and the Lineage of the Starry Phoenix. From each lineage, the best of the best were chosen for their final battle.



Lineage of the Celestial Leopard



The Morkans are the inhabitants of the high mountains of Morkan, which consist of four main peaks: Ora, Cranor, Kus, and Dumus. Between the mountains of Dumus and Ora stretches the Magnificent City of the Morkan People, Stonegrad. In the depths of these mountains, the Morkans mine mystical precious stones: yellow Irdsit (the stone of the sun), white Dorgosit (the stone of thunder), blue Nirsicis (the stone of the sky), and Vinorit ore. The main property of this ore was its extraordinary lightness and strength. It was used to make Morkan steel. Around the mountains and on the mountains themselves, there are snow-white leopards, covered in mystical blue light, called Rassas. They could leap great distances as if running through the heavens. In turn, the Morkans called themselves the Lineage of the Great Rassa. They saw this as divine.

Greatness – to conquer the sky and, in a few seconds, move from one edge of the rock to the other. Therefore, they learned and observed the Rassas. They saw this as divine greatness – to conquer the sky and move from one edge of the rock to the other in a few seconds. They studied and watched the leopards to understand them. They noticed that the Rassas made their lairs in the so-called blue caves, where the Nirkus stone glowed with blue light. Other lineages of the Morkans called themselves the Lineage of the Celestial Leopard because of their banner, which depicted the head of a leopard (Rassa) against the sky.

Thunder Warrior, who wields thunder axes with embedded Dorgosits, created in the forge of Radsor, which stood on the Dumas mountain. The 'Thunder Axes' destroyed everything in their path. Skillfully using the blue Dorgosit crystals, he controlled lightning and the power of Nemba.

Paladin, equipped with armor made in the forge of Radsor from Morkan steel. The knight had the 'Hammer of Light' with an embedded Irdsit, also forged in the forge of Radsor and enchanted by the high priest Markos Den-Y from the Sun Temple. Each strike of the Hammer of Light was accompanied by a magical effect.

Celestial Archer, every Morkan archer made their own bow and arrows. The archer had a 'Vinorit Rope' created by Radsor and enchanted by the high priest of the Sky Temple, Poa-Logda.

Heavenly Priest, a servant of the Sky Temple, which stands on Ora Mountain, who has mastered the alchemy of the Dorgosit and Nirkus stones, and is an unmatched mage of the heavenly powers.

Sun Priest, a servant of the Sun Temple, which stands on Kus Mountain, who has mastered the alchemy of the Irdsit and Nirkus stones. The knowledge of these stones is highly useful on the battlefield for both Attack and creating heavenly corridors.

Berserk, known as Tarkan, an unstoppable giant, a beast-warrior who motivates allies to fight, demoralizes and literally stuns the enemy, and is an unmatched fighter on the battlefield. The Berserk is one and a half times the height of a human, with the head bearing the features of a leopard, the skull of a human, but the mouth and jaw fully resemble the form of a leopard's maw, and the head with the face is covered with leopard fur. Radsor forged two axes for him from Morkan steel.

Lineage of the Great Dragon



Torans are the inhabitants of the city 'Grand Nest' and the mountain range Torran, which stretched from the Morkan mountains to the endless ocean of Napi. To the west of the range, like an oak in the middle of a field, there stood a massive, dense volcano, which the Torans called Aroa. In the caves near the Aroa volcano, in the valley, lived cold-blooded dragons with fiery hearts. The Torans observed the dragons and were in awe of them. They took two main principles from the dragons into their hearts: cold calculation and perfect strength, without which their Lineage of the Great Dragon cannot exist. The Toran mountain range is also filled with caves covered in green moss. In the depths of the caves leading to the Aroa volcano, the Torans discovered deposits of Setocus, which they called 'Dragon Powder.' In turn, the dragon's disciples invented and mastered an explosive mixture, which they successfully use.

The Torans were able to find a common language with the Dragons. Previously, the Dragons in the valley of Araas would search for the mineral Mantriruk underground and feed on it. It is the most important mineral in their diet, without which they cannot exist. The Torans knew this and took advantage of it by mining Mantriruk for them, as since the times of the Dark Shield, all Dragons had been barred from entering the valley of Araas. They sent them to the holy land of the Torans.

Dragon Sword, a warrior who has mastered the two-handed sword to perfection, forged in the Valley of Dragons at the forge of Stidok. This warrior is highly trained to face multiple enemies.

Dragon Shield, a knight who wears armor made of dragon leather and carries a unique shield embedded with a sphere of fire, created by the disciples of the dragon. The knight also wields a morning star and a harpoon, which aid him in battle.

Fire Archer, armed with weapons developed by the disciples of the dragon, the Fire Archer brings fear and death through the fire element. Fire arrows, explosive arrows, and grenades give this archer a great advantage in combat.

Dragon Disciple, a mage who, from the sanctuary, has gained true knowledge of the fire element. He possesses many powerful spells in his arsenal.

Monk, a servant of the Dragon Temple, which stands near the Aroa volcano. The healer has mastered his body and the material of the volcano. Lava and heat accompany him on the battlefield.

Dragon, the best of the best dragons, named Barous, is 10 paces long and 2–2.5 times the height of a human. It has wings and easily flies over obstacles, also burning everything around with its fire. Barous has tough skin that protects it from any enemy attack.



Lineage of the Fire Snake



Kunaians – the inhabitants of the fiery Kunai Islands in the city of Faorut, located along the shore of the gloomy desert Istala. Between the islands stretches the ancient skeleton of a giant serpent, Kauri, which created its lair in the form of the islands, separating the mainland coast from the vast ocean of Napi. To this day, the descendants of this serpent live on these islands, some of them the size of a human, while others can encircle a small island along its coastline. The descendants of the serpent Kauri, like the serpent itself, are red in color. The serpent's scales have a remarkable effect: during the day, they charge with the energy of the sun, and at night, they glow with the color of fire. The skull of the long-dead serpent contained a cavity in which poison was stored.

The longer the poison remained in the skull, the more poisonous it became. The Kunaians collected the poison from the cavity of the skull of the ancient serpent Kaori. The islands are covered with a dense canopy of forests and jungles, in which, besides serpents, many wild and dangerous animals live. Therefore, the Kunaians from the lineage of the fire serpent learned to live in harmony with danger and became the very danger to their enemies. Their lineage banner depicts the serpent Kauri on a red background, symbolizing fire. They sent them to the holy land.

Jaguar Warrior, armed with a tomahawk, named 'Valdu,' which was created by shamans and the great weapon master Taran-Kao. An unstoppable warrior with the spirit of the jaguar.

Eagle Warrior, among the knights, protected by heavy armor and a shield made from a piece of Kaori's scales. He wields a Makuautil weapon named Tīrnus, inlaid with obsidian enchanted stones, crafted by the great weapon master Taran-Kao.

Hunter, fully skilled in the art of hunting, capable of expertly setting and camouflaging traps, using Kaori poison for arrows, and possessing impeccable vision and hunting instincts.

Shaman, a guide between the two worlds: the real world and the world of Spirits. He is capable of summoning spirits on the battlefield to fight against enemies.

Medicaster, a herbalist with deep knowledge of the surrounding world's plants. He is skilled in supporting his allies during battle and rest.

Forest Wolf, leader of the Sacred Pack of Wolves of the Kauri Islands. The leader's name was Imirun, who possessed the best regeneration of all wolves and the greatest speed. Imirun stands as tall as two tall men and has incredibly powerful jaws capable of easily biting through a tree trunk as thick as a human's leg. In close combat on the battlefield, he has no equals.



Lineage of the Dark Scorpion



Istalas – the inhabitants of the gloomy desert of Istala, which covers part of the continent and stretches from the Kunai Islands to the endless Karmai Valley. The Istalas have the magnificent city of Taren. In the times of the serpent Kauri, the Norkstuls, residents of the Araas Valley, with the help of the spirit Mara, established a celestial shield that covered the land from the sun so that Kauri could not enter their borders, as without the sun he could not warm his massive body to move. Before Kauri's arrival, there were blooming fields and gardens in place of the desert. However, due to the celestial shield that covered the Araas Valley, the Norkstuls received a new misfortune in place of the old: a desert, darkness, and the Black Ray, a demon from the world of Mara, along with his army of scorpions, each the size of two men in height and three men in length. They emitted darkness,

fear, and brought death. Over time, the Norkstuli began to appease the supreme scorpions Unkai, Tuscos, Kooru, and Voodoo. Each Norkstul who made a sacrifice was given knowledge of death and the power of darkness. No life remained beneath the heavenly shield, and they began to call themselves Istalas and their land the Desert of Istala. A part of the Norkstuli, who disagreed with the new way of life, moved to the Karmai Valley and settled there. Darkness and the teachings of death became the two main principles of existence for the Istalas, who depicted a black scorpion on a black background on their banner. From the sacred land, the Istalas sent:

Shadow Warrior, a disciple of the scorpion Unkai who managed to transfer his material body into the shadow realm. His weapon is the "Scythe of Death," enchanted by the necromancer Ktumo.

Dark Knight, equipped with armor made from the discarded chitinous exoskeleton of the scorpion Tuscos, whose strength rivals metal. The knight wields the enchanted *Shield of Narkus* with the Seal of Darkness, as well as the sword *Tukorus*, both crafted by the necromancer Ktumo.

Dark Sniper, using knowledge from Unkai and Tuscos, the archer creates various arrows enchanted with dark magic, dealing lethal wounds to enemies.

Necromancer, a loyal servant of the Black Ray and disciple of the scorpion Kooru, who has mastered all wisdom of darkness and learned blood magic, as well as the arts of darkness and bone.

Voodoo Mage, a disciple of the scorpions Voodoo and Unkai, capable of controlling the will of enemies on the battlefield and summoning darkness to shroud the field of battle.

Ancestor Skeleton, known as The Reborn or The Arbiter of Fate – The most powerful of characters, a warrior who instills fear in all enemies. Equally adept at holding his position in battle and launching skillful attacks.



Lineage of the Golden Boar



Morkans who renounced the Morcan mountains and did not share the worship of the sun and sky found a new home in the Golden Forest. This forest stretched from the Morcan mountains to the Karmai Valley, and they began calling themselves Dorkanians. Near Lake Varun, amidst the trees of the Golden Forest, the Dorkanians built the city of "Free Morcan". Living in the Golden Forest for a long time, the Dorkanians harmonized with the nature of the forest, exploring its diversity and wisdom.

The primary animal and true king of the Golden Forest is the Golden Boar, whose fur is golden and covered with numerous tiny poisonous spines. This creature has four tusks protruding from its mouth two on each side resembling a bent human arm in size and shape.

These tusks are sharpened both inward and outward. The boar stands as tall as two men and has no rival among the forest animals. Other inhabitants of the Golden Forest include bears, wolves, deer, birds, hares, martens, and other creatures. The Golden Forest captivated the Dorkanians, making harmony and unity with nature the core creed of their lineage. The Dorkanians proudly display the Golden Boar on an orange field as their banner. In the sacred lands, the Dorkanians sent:

Gladiator, the Champion of the arena among the warriors of his people, armed with the Trident of Glory and nets. He has the best instincts of a warrior and is a master in wielding the Trident.

Forest Avenger, a true teacher and father to this knight was the forest itself. Forest Knights forge their own armor and weapons in earth cabins. They are ideally skilled in the use of the Axe.

Hawkeye, an archer armed with both a sword and a bow. Falcon's Eye has trained himself like a falcon, hunting prey in the forest every day for his people.

Druid, a disciple of the forest who has learned its wisdom and merged with it both spiritually and physically. From Sintoet, the spirit of the Golden Forest, he received the gift of shapeshifting.

Woodmage, a disciple of Sintoet, he spends his life in the Sacred Forest, learning its laws and traditions. He supports his allies on the battlefield with the magic of the Forest.

Valkyrie, Mirakis - The unmatched warrior who possesses wings for flight. Armed with the Sword Kinavra and the shield Kusut, she seeks battle and blood with every moment of her life. During combat, every movement and glance shows her thirst for the enemy's blood.





Lineage of the Starry Phoenix



Karmaians - descendants of the Norkstuls, inhabitants of the Karmai Valley, renowned for constructing exquisite temples and homes from white Totox stone, adorned with columns. Their entire city, Quinstal, is enriched with these structures and surrounded by a massive Totox wall. This unique stone absorbs sunlight during the day and radiates it at night. The Norkstuls who refused to live under the shield and perform human sacrifices moved to the Karmai Valley. This valley is home to marvelous Onokis bushes with silver berries. The uniqueness of these bushes lies in their ability to grow only in cold conditions; warmth can destroy them. The berries of Onokis do not hang down to the ground like other fruits but stretch upwards toward the heavens.

In bountiful years, there were instances where the berries, along with the entire bush, were torn from the roots and floated into the sky. These berries are greatly favored by the Star Phoenixes—half-bird, half-elemental creatures. Their feathers are of a silver-blue color and burn with a blue flame, but instead of giving warmth, they exude cold. With a single wingbeat, the bird leaves an icy trail on the ground. A Phoenix is so light it can perch on clouds and build its nest there, hovering over the Karmai Valley. With the onset of night, hundreds of Phoenixes perched in their nests would descend to the ground like falling stars to feast on Onokis, leaving the valley snow-covered after their meal.

The Karmaians also consume these berries and have noticed an enhancement in their intellect and mental faculties. As a result, they cultivate Onokis on massive plantations, ensuring there is enough for both the Phoenixes and their people. Logic, intelligence, and wisdom are the principles of this lineage, whose banner depicts a Phoenix on a white background. In the Sacred Lands, the Karmaians sent:

Swordmaster, perfectly skilled in the technique of Karu—dual-wielding swords—capable of simultaneously fighting two opponents and conducting battles with precision.

Phoenix Knight, A knight of the Phoenix Temple, equipped with an enchanted sword, Faust. His armor and weapon are forged in the Nahakor Forge, located near Radrea Bay.

Star Archer, Each archer is blood-bound to a Phoenix, which teaches them how to communicate with the stars, providing a great advantage in battle. Their arrows are crafted from Phoenix feathers, making them exceptionally strong, lightweight, and resistant to air resistance.

Phoenix Servant, A servant of the Phoenix Temple, endowed with great intelligence and intellect, enabling them to harness the Phoenix's magic and its icy flames.

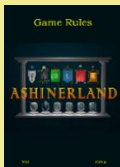
Source Keeper, A servant of the Phoenix Temple, who has thoroughly mastered the source of primordial knowledge about the stars and the essence of the Phoenix, skillfully applying this knowledge in battle.

Iron Golem, Keronut is one of the iron beings equipped with a variety of weapons used against enemies. The Iron Golems are forged in the Nahakor Forge, and their life is imbued in the Phoenix Temple, where the Karmaians infuse Phoenixes into them. This allows the Phoenix to influence the world through its new Golem body.



Game Composition

1). Game Rules



2). 6 Turn Reminders



3). Ashinerland tablet



4). 6 Lineage Tiles



5). 9 Quest Cards



6). 6 "Quest Item" Tokens



7). 30 "Lineage Power" Tiles



8). 5 gaming dice



9). Dice rolling tray



10). 36 "Debuff" tokens



11). 36 "Damage" tokens



12). 36 Figures



13). 36 Matter Tiles



14). 36 figure skill cards



15). 120 class skill cards



16). Skill Symbols tablet



17). Landscape Properties tablet



18). 26 regions of the map





Goal of the game

To accumulate 9 points (or 5 points in a short game) and become the "Lord of the Lineage" of the Ashinerland world. To gain points, you need to:

- 1). Completing a quest: 3 Game Points.
- 2). Defeating an enemy Hero: 2 Game Point.
- 3). Defeating an enemy figure: 1 Game Point.
- 4). Worshipping the Sanctuary: 1 Game Point.

Main Concepts



The **Ashinerland tablet** is a board that displays the number of points required for victory, with one side showing 0-9 points and the other side showing 0-5 points. Each Lineage has a **Lineage Tile** in square form with the symbols of the six lineages. (see p. 14)



A **Quest** is an action that each player can complete to earn Game Points. During a quest, players use "**Quest item**" (QI) tokens. (see p. 15)



Sanctuary – a type of landscape on the map. When your figure is standing next to it, you can perform the ritual of "Worshipping the Sanctuary" using lineage power points. (see p. 19)



Figure – A token in the shape of a hexagon, with a border colored in the corresponding lineage color. It features the figure's class, symbol, and name, and is used with figure cards and class cards. (see p. 18)

Class of Figure



Warrior – Deals damage at close range, moves quickly towards the enemy, and has defense against strikes.



Knight – Deals damage at close range, summons enemy figures into battle, and has defense against arrows.



Archer – Has long-range attacks with arrows, moves quickly, and has defense against magic.



Mage – Has long-range magical attacks, induces fear in enemies to make them flee, and has defense against debuffs.



Healer – Moves allies towards themselves, heals allies, has defense against forced movement directed at them, and heals themselves.



Hero – Overall, has twice the power of other classes and has unique abilities depending on the chosen lineage.





Charged Lineage Power



Discharged Lineage Power

Lineage Power is a power charged primarily with game dice, where each color with a specific number corresponds to the color and number of Lineage Power. Lineage Power can also be charged using class cards or figure skills. It is required for completing quests, performing Sanctuary worship, and activating figure abilities. Five "Lineage Power" tiles have two sides: (Charged Lineage Power) and (Discharged Lineage Power). (see p. 18)

Lineage Power Levels represent the gradation of power, where 1 (blue color) is the first level of Lineage Power, and 5 (red color) is the fifth level of Lineage Power. The concept of Lineage Power Levels is used in figure skills, class cards, and quests.

Lineage Power Points are points a player can obtain by summing the numbers of the Lineage Power. For example, having the 1st, 4th, and 5th levels of Lineage Power gives the player a total of 10 Lineage Power Points. The concept of Lineage Power Points is primarily used in Sanctuary Worship, ally mobilization, and quest completion.



Matter is a round token whose color corresponds to the color of the lineage. Each lineage has 2 types of Matter, activated by the fourth and fifth levels of Lineage Power on the healer class figure cards. (see p. 18)



Debuff Tokens are tokens placed on figures that impose one restriction: (Skipping Move Action), (Skipping Defense and Healing), (Skipping Attack), or (Skipping Turn). After using figure abilities, class cards, or interacting with the figure's landscape, depending on the description of the action, the figure may receive a Debuff Token. (see p. 21)



Damage Tokens are tokens placed on figures and serve as indicators of the amount of damage a figure has sustained. (see p. 21)



Figure Cards are cards that depict and describe the abilities figures can use. The card shows the figure's class, symbol, name, and abilities. The abilities on the card are divided into class skills and lineage skills. On the reverse side of the card, all abilities are detailed in text form. (see p. 22)



Class Cards are cards featuring a Class Symbol on the "back" side and a description of the card with symbols and text on the other side. Class cards grant figures of a specific class additional actions such as Attack, Move, Defense, or others. (see p. 23)





Skills symbolism is a set of symbols that have their own meaning. Symbols are necessary for quick reading and convenience in using class cards' abilities and landscape properties. (see p. 24)

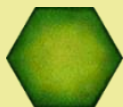


Landscape properties are positive and negative effects provided by the landscape when a figure stands on it, stays on it, and uses the range condition of an ability. (see p. 55-57)

The **Lineage Union** is a game for two players using two different lineages on one side. Each player has their own role: one player is the **King of the Union**, and the other is the **Vassal of the Union**. (see p. 22)

Mobilization is the recruitment of a new figure to take the place of a defeated figure for 5 Lineage Power points during a player's turn. The figure is placed only on the Resurrection Spot.

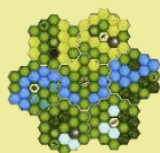
Resurrection is the return of dead figures to the living by flipping them with the symbol and name of the figure facing up. This can be done for one point of the lineage holder's tablet or by skipping the roll of the game dice. (see p. 20)



A cell is a place on the map that has its own landscape, and players use it to move across the map. (see p. 55-57)



A region is formed by 19 cells and is a part of the map. Each region is assigned its own Latin letter "X," and each region has six side markers "X"1-6, which are needed for the convenience of map construction. (see p. 58,59)



The map is formed by 7 regions. Players place their figures and matter on the map. (see p. 58,59)



Using Game Elements

Ashinerland tablet



1. Ashinerland tablet
It is used to track players' points throughout the game. Then, players choose the maximum number of points.

2. Each player takes their lineage tile and places it in the zero point zone.

3. If two players are playing on the same side in a union, they place the Union King tile on the tablet.



4. After receiving game points, the player moves their tile or the union tile towards the maximum.



5. The game ends when the lineage tile reaches the maximum value on the tablet.



To earn points, the following actions are required:

Complete a "Quest," for which the player receives 3 game points on the next turn after its completion.

Perform the Ritual of "Worship of the Sanctuary." For this action, the player receives 1 game point when the ritual occurs. This ritual can be performed once per turn.

Defeat an enemy figure, i.e., deal more than 4 damage and remove it from the map. The player receives 1 point for each defeated figure. If the defeated figure is of the **HERO** Class, the player receives 2 game points. The number of points a player earns for defeating a figure is unlimited.





Quest Cards



1. At the beginning of the game, players without a union and the Union King choose any Quest card from the deck, which is placed face down. The "Vassal of the Union" does not take any Quest cards. Before selecting a card, players are prohibited from reading the quest. After receiving the quest, players are prohibited from revealing the nature of their task to other players, except for the Vassals of the Union

2. After a figure receives the "Quest Item" token, the player must announce the nature of their quest to all participating players and explain the actions they performed to obtain the "Quest Item."



3. After receiving the "Quest Item," the figure that holds this token is prohibited from using any ability or class card that has a Movement Action and does not use the "Heavenly Portal" matter. The figure may only use the "**Move**" ability listed on the figure's card. It is prohibited to use a Hero class figure to complete a quest.

4. If the figure holding the "Quest Item" token is defeated (removed from the map), the player who lost the figure loses the ability to complete their quest and loses the "Quest Item" token. The player then chooses a new quest to continue the game.



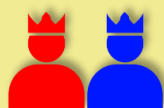
5. After completing the first quest, the player may receive a new quest. If the player has not completed their quest, they cannot replace it with another quest, even if it becomes impossible to complete for certain reasons.





Lineage Unions

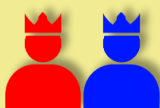
The game can be played by 2 to 6 players. The maximum number of sides that can fight is three. Accordingly, the game has a system of Lineage Unions. When two players are in a union, each player has their own role: the King of the Union and the Vassal of the Union. In the case of five players, one player takes on two roles simultaneously and plays with two lineages.



2 Players



3 Players



4 Players



5 Players



6 Players



The King of the Union is the player who, at the beginning of the game, chooses a Quest card for themselves and cannot use the Ritual of Worship of the Sanctuary. They also place their lineage tile on the Ashinerland tablet. Players playing as the Kings of the Union start the round of game turns.



The Vassal of the Union is a player who can perform the Ritual of Worship of the Sanctuary. For Mobilizing a figure, the Vassal of the Union spends 3 lineage points. This player is prohibited from taking and performing a Quest card.





Lineage Power



At the beginning of the game, all players set the value of their Lineage Power tiles to "cross."

To charge the Lineage Power, the player rolls the dice once on their turn, and all dice that show a numerical value after the roll charge the corresponding Lineage Power.



The player must re-roll **ALL** the dice in the following cases:

1. **Each die shows the symbol "cross."**
2. One or more dice fall off the roll area (the dice box, or if not used, the table).
3. If one of the dice lands on its edge.
4. If one of the dice lands on top of another die.

Example

1. Lineage power charge at the beginning of the game..



3. Charging Lineage Power levels 1, 4, and 5.



2. The player rolled a combination of 1, 4, and 5.



In one game turn, all charged Lineage Power levels can be used to activate figure abilities, class cards, worship, or to complete a quest.



4. After using Level 1 and Level 5, the Lineage Power is depleted, and the tiles are set to the "cross" symbol. Any unused Lineage Power is carried over to the next turn. The saved Lineage Power remains for the next game turn, regardless of whether a numerical value appears on the dice or not.





Figures and Matter

Figure – At the beginning of the game, players choose figures depending on the type of game and place them on the map at the resurrection location. During their turn, the player can move all figures of the same lineage they have on the map. If a figure is defeated and receives 5 damage, it is removed from the map and flipped over, which means it cannot be Mobilized.



A figure cannot be placed on top of another figure.

If two figures are standing side by side and they have not used the "Move" ability, by activating this ability on both figures, they can swap places with each other.



1. "Move" of two Figures



2. Position after.



Matter can only be placed by the abilities of Healers from different lineages. Matter can be removed at any moment of the game by the player who placed it, unless stated otherwise in abilities or class cards, in which case the opponent may influence it. Only one Matter can occupy a single cell. Matter cannot be placed within the radius of a single cell from the Sanctuary or on the Sanctuary itself. Matter cannot be placed on the matter "Mountain," "Abyss," "Resurrection Location," "Farsteel Forge," "Archmage's Tower," or "Temple of Spirits."



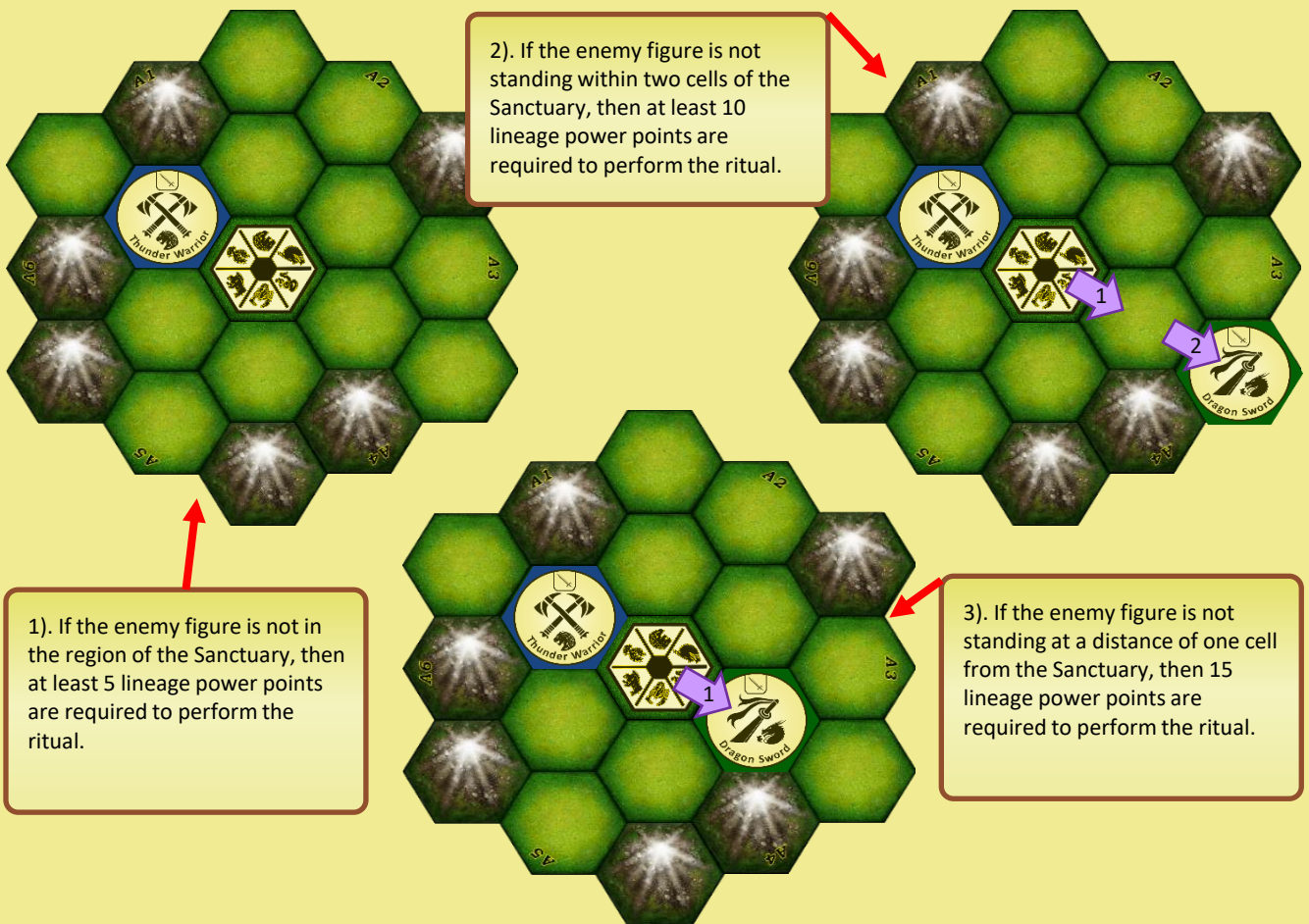


Worship of the Sanctuary

During the player's turn, the Ritual of "Worship of the Sanctuary" can be performed. To do this, the figure must be placed within one cell of the Sanctuary, and lineage power points must be used.



To activate the ritual, between 5 and 15 lineage power points are required. The number of points needed to activate the ritual is determined by the distance of the enemy figure from the Sanctuary.



We remember that for the ritual, Lineage Power Points are used, not Lineage Power Levels. If you need 5 lineage power points and you have the third and fourth lineage power levels charged, totaling 7 points, all 7 points will be used to activate the ritual.





Mobilization and Resurrection of Figures.

Mobilization – A figure can be mobilized during the "Generation Phase" (see p. 37) if you have fewer than two figures on the map. To mobilize a figure, the player does not lose anything, simply placing a living figure (not a defeated figure) on the revival cell. To mobilize a Hero figure, the player must give one game point on the Ashinerland tablet and lower the Lineage Tile by -1.

Resurrection – A figure can be resurrected during the "Generation Phase" if it was defeated. To resurrect a figure, the player must give one game point, either by lowering the Lineage Tile by -1 on the Ashinerland tablet or by skipping the Lineage charge phase. A Hero figure cannot be resurrected.

During the "Generation Phase," it is forbidden to perform both Mobilization and Resurrection simultaneously. Each defeated figure (removed from the map due to receiving more than 4 damage) is flipped face down to indicate its status as a defeated figure.





Debuff and Damage Tokens

Debuff Tokens are placed on a figure after the conditions of skills, class cards, or landscape properties are fulfilled.

There are four types of debuffs in the game:

 **Skipping Move**  **Skipping Defense**  **Skipping Attack**  **Skipping Turn**

Descriptions of these debuffs can be found on page 31.

A figure cannot have more than two debuffs at the same time.

Debuff Duration

Debuffs take effect immediately when placed.

All debuffs on your figures are removed at the end of your turn.

If a figure has two identical debuffs, only one debuff is removed at the end of your turn, and the other remains.

Debuff Types

Skipping Move, Skipping Defense, and Skipping Attack are considered basic debuffs.

Skipping Turn is considered an upgraded debuff.

Debuff Combination

If a figure that already has two basic debuffs receives another basic debuff, the two debuffs already on the figure are combined into one Skipping Turn debuff, and the newly applied debuff remains separately.

If a figure that already has one Skipping Turn debuff and one basic debuff receives another basic debuff, the basic debuff already on the figure and the newly applied debuff are combined into another Skipping Turn debuff.

A figure may have no more than two Skipping Turn debuffs at the same time.

Two Skipping Turn debuffs are the maximum negative effect that can be applied to a figure.

0 damage (Healthy)

 **I** 1 damage (Light Injury)

 **II** 2 damage (Injury)

 **III** 3 damage (Severe Injury)

 **IV** 4 damage (At Death's Door)

5 damage (Death)

Damage Tokens

Tokens indicate a figure's injury level.

Damage accumulates: if a figure has **I** and receives **II**, it becomes **III**.

Types of tokens: Strike, Arrow, Magic (differences matter only for defense, described on page 31-32).

Damage can be dealt by abilities, class cards, or the landscape.

A figure with 5 damage is removed from the map, and its class cards are returned to the deck.





Figure Cards

Figure Card – is used when the figure is placed on the map. This card has two types of figure abilities: Class abilities and Lineage abilities, and on the other side of the card, the same abilities are depicted with the actions of these abilities described in text.

Skills block exclusive to this class.

Skills block unique to the entire game.

Skills block exclusive to this class.

Skills block unique to the entire game.

Skills that can be used once per turn without using Lineage Power.

Skill name.

The lineage power level shows the player which lineage power level needs to be used to activate the skill.

Symbolism of the skill.

Skill description text.

1. The figure's card is used only for the figure standing on the map.
2. When using skills, don't forget to use the corresponding lineage power level.
3. Remember the skills that are used during the opponent's turn.





Class Cards



Class Cards are cards used by figures of the corresponding class.

During the «Generation Phase» at the beginning of each turn (see p. 37), each of the player's figures on the map must have one Class Card. If a figure does not already have a Class Card, one card is drawn for it from the corresponding Class Deck.

Each figure can have a maximum of one Class Card while on the map.

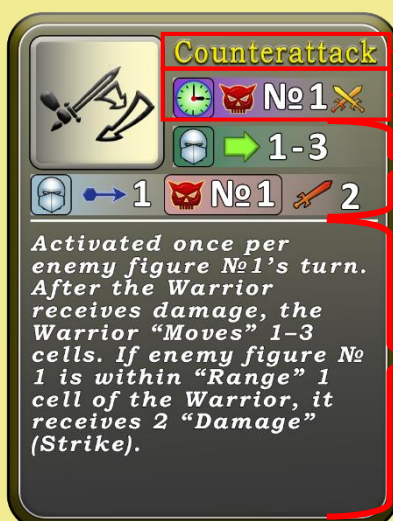
During the player's turn or the opponent's turn, a figure can use a card according to **Time of Use**.

If a figure with a Class Card takes 5 damage and is removed from the map, its Class Card is placed at the bottom of the deck.

A new Class Card cannot be drawn if the figure already has one.



Class card back, where the class symbol corresponds to the class symbol of the figure



Class Card name

Time of use

Symbolism of the skill on the class card

Text description of the skill on the class card

1. A single figure is not allowed to have more than one Class Card.
2. A new Class Card cannot be drawn if the figure already has a card.
3. When a figure is lost, its Class Cards are also lost





Skill Symbols



The game has a Skill Symbol card.

To simplify reading the skills of figure cards, class cards, and landscape effects, it is recommended to know this symbolism for quicker, more accurate gameplay. If a player does not know or understand certain nuances, the symbolism is always duplicated with text.

Note that this card is a reminder for players and is not a card that explains how to use these symbols!

Symbol Blocks.



Move Action, Distance Condition, Negative Action, Positive Action, Condition, Action – these blocks have their own color for easier reading.

Skill symbols: each color corresponds to a specific symbol block.

Some blocks may have two symbols at the top.



If the symbols follow one another, the effect applies to all the symbols.



If the symbols are separated by a slash, the player chooses one option.





Objects



Action figure – a figure from whose name the skill is performed.



Allied figure – a figure of the same lineage as the action figure, or figures of an allied player.



Enemy figure – a figure of the player against whom you are playing.



Any figure – any figure on the game field.



"Imaginary target" – a cell on the map that receives the "imaginary target", relative to which damage and effects of the skill occur.



Matter – an object that alters the properties of the landscape and affects the figures.



Landscape – a cell on the map that has certain effects, which the figure receives when entering or staying on it.



Established Matter – matter that is placed on the landscape. Matter has certain effects that the figure receives when entering or staying on it.

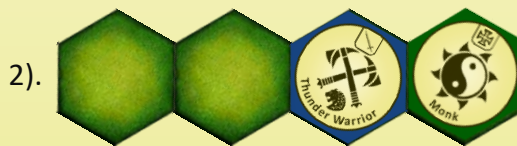
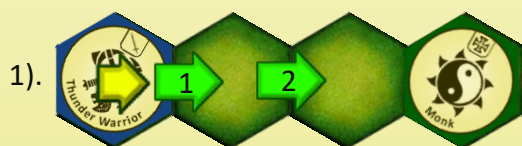
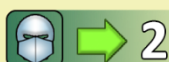
Move Action



Direction of movement – this symbol is placed between two objects and indicates the direction of movement. The action figure moves towards the enemy figure. This means that the distance between these two objects should decrease with each movement. If the arrow points in the opposite direction, the distance should increase.



Move – after this symbol, a number is placed indicating how many cells to count, and the figure is placed on the last counted cell. It is not allowed to place the figure on a cell occupied by another figure. The landscape effect of each counted cell affects the figure.





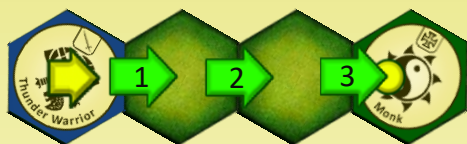
Move Action



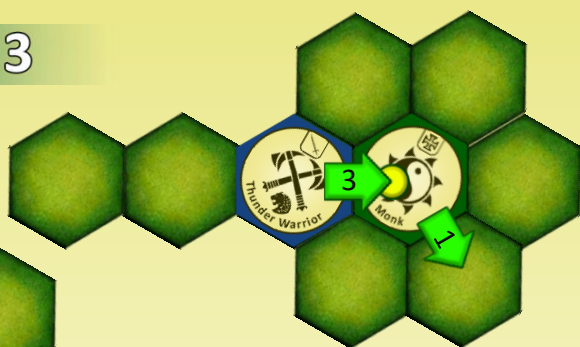
Move to Space— after this symbol, a number is placed indicating how many cells to count, and the figure is placed on the last counted cell. The landscape effect of each counted cell affects the figure. If, after counting the cells, the last cell contains an enemy figure towards which the movement direction was intended (e.g., enemy figure), the action figure is placed in the position of the enemy figure, and the enemy figure is placed within a 1-cell radius from the action figure.



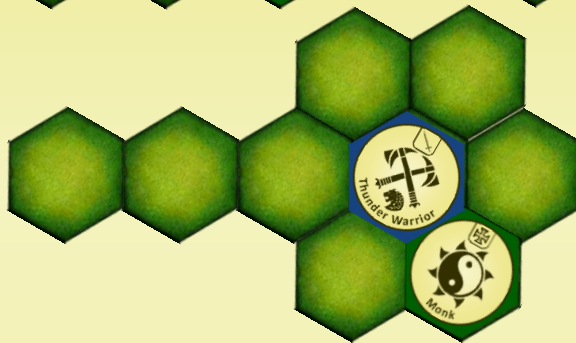
1).



2).



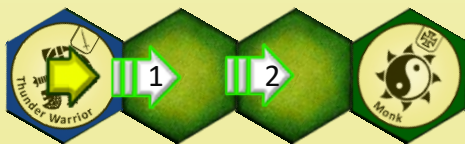
3).



Absolut move — after this symbol, a number is placed indicating how many cells to count, and the figure is placed on the last counted cell. It is not allowed to place the figure on a cell occupied by another figure. The landscape entry effect does not apply to the action figure.



1).



2).



The numerical value after the symbols comes in two types. The first type is a single number "X", for example, "2", meaning that depending on the "direction" symbol, the distance between the action figure and, for example, the enemy figure must increase by exactly 2 or decrease by 2. If this is not possible, the skill cannot be used. The second type is a range "X-Y", for example, "1-3", meaning the figure can be placed on any of the 1st, 2nd, or 3rd cells.





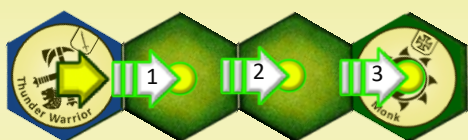
Move Action



Absolute Move to Space— after this symbol, a number is placed indicating how many cells to count, and the figure is placed on the last counted cell. The landscape effect of each counted cell affects the figure. If, after counting the cells, the last cell contains an enemy figure towards which the movement direction was intended (e.g., enemy figure), the action figure is placed in the position of the enemy figure, and the enemy figure is placed within a 1-cell radius from the action figure. The landscape entry effect does not apply to the action figure.



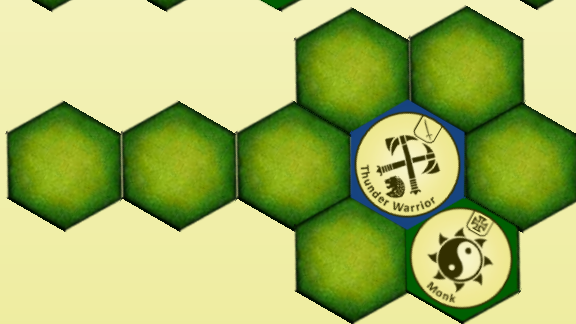
1).



2).



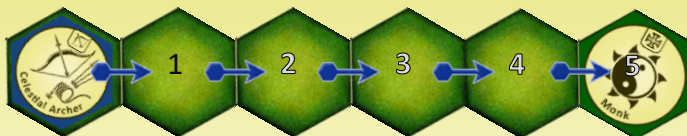
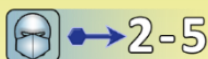
3).



Distance Condition

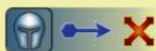


Range – a condition for activating a skill, which must be fulfilled. The numbers that follow the condition indicate the distance at which the object must be from you. The distance is counted from the object performing the skill. The landscape effect of each counted cell affects the subsequent distance calculation.



If the enemy, in this case, is located at a distance of 2-5 cells, then the damage and effect of the skill will trigger on the enemy. Note that the range of effect applies to only one target!

The range of effect has two main rules: the "touching sides rule" and the "distance measurement rule." These are represented by symbols like this:



Some landscapes have the following symbolism.





Distance Condition



Touching sides rule – when counting distance cells (e.g., on a mountain or Sanctuary landscape), no more than two side touches with the landscape are allowed while measuring the range.

1 The first cell from the figure of action, used for measuring range, does not count as a condition.

2-5 The range of cells that qualify as the allowed distance condition in this example considers the **Touching Sides rule**.

— 1-4

Violation of the Touching Sides rule or the range counting rule occurs if the count in this direction exceeds two side touches of the landscape.

Violation of the Touching Sides rule occurs if counting in this direction results in more than two side touches of the mountain landscape near the figure.

Violation of the Distance Counting rule occurs when the player counts five cells, but the actual distance from the action figure to the enemy figure is three cells.

The Distance Counting rule: While counting the range, the distance from the action figure to the enemy figure must increase by +1 cell. It is not allowed to alter the counting amplitude to reduce the number of side touches. If the range counting does not result in an increased distance between the figures, it constitutes a rule violation.





Distance Condition



Effect Path- a skill condition that must be met to activate the skill.

The numbers following the condition indicate the distance at which the object must be located from you. The range must be measured starting from the object performing the skill. This type of range condition does not use the "side-touch rule" or the "distance-counting rule," but other landscape properties of each counted cell affect the subsequent area measurement.

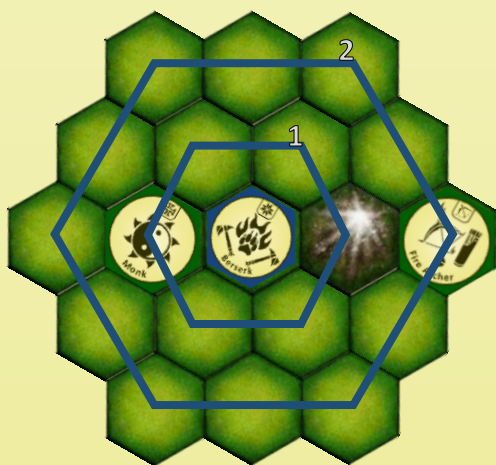
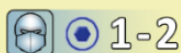


The action area also does not follow the rule of increasing the distance between the action figure and, for example, the enemy figure. This range condition allows the player to calculate in any direction, even around the action figure. The action area targets two or more objects; each counted cell with an enemy figure, as in this example, can receive damage or effects (depending on the skill description).



Radius - skill condition that must be met to activate the skill.

The numbers that follow the condition indicate the distance at which the target must be from you. The distance should be calculated from the object performing the skill. This type of distance condition is unaffected by negative terrain effects, the "side contact rule," or the "distance counting rule."



Each number in the radius of effect refers to every cell around the action figure.

The radius of effect counts from two or more targets, with each calculated cell containing an enemy figure possibly receiving damage or an effect (depending on the skill description).





Distance Condition

Absolute range – a condition of the skill that must be met for the skill to activate. The numbers following the condition indicate the distance the object must be from you. The distance is counted from the object performing the skill. This type of distance condition does not use the "touching sides rule" and is not influenced by the negative effects of the landscape.



Absolute range follows the "distance measuring rule," meaning it is linear. If an enemy figure is standing at a distance of six cells, then there must be five cells between the action figure and the enemy figure. Like regular range, absolute range targets only one object!

Absolute Effect Path – a condition for the activation of a skill. The numbers following the condition indicate the distance that the object must be from you. The distance should be measured from the object performing the skill. For this type of distance condition, negative landscape effects and the "side touch rule" or "distance measuring rule" do not apply. This condition refers to the entire area covered by the specified distance, rather than specific targets or segments.



Absolute area counts from two or more targets, with each calculated cell on which an enemy figure stands in this case potentially receiving damage or an effect, depending on the skill description.





Negative Action

Damage Symbols – there are three types of damage.



"Strike"



"Arrow"



"Magic"

After the symbol, a numerical value indicates the amount of damage. Each type deals the same amount of damage points to a figure. The player is required to declare which type of damage the opponent's figure receives.

Debuff symbols – there are four types of debuffs. Each of them has its own level.



"Skipping Move" – if a figure has this debuff and uses skills or cards with the "Move Action" symbol, the skill or class card is nullified. The lineage power of this skill is canceled, and the card is placed at the bottom of the deck, after which the debuff is removed.



"Skipping Defense" – if a figure has this debuff and uses skills or class cards with the "Positive Action" symbol, the skill or class card is nullified. The lineage power of this skill is canceled, and the card is placed at the bottom of the deck, after which the debuff is removed.



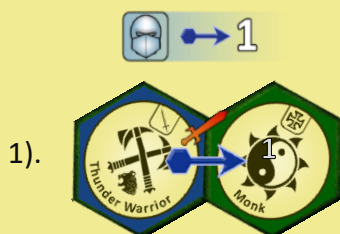
"Skipping Attack" – if a figure has this debuff and uses skills or class cards with the "Negative Action" symbol, the skill or class card is nullified. The lineage power of this skill is canceled, and the card is placed at the bottom of the deck, after which the debuff is removed.



"Skipping Turn" – if a figure receives this debuff, the player does not use this figure during their turn. When the turn passes to the opponent, the debuff is removed.



Blocking– The symbol prohibits the use of certain actions or skills.





Positive Action

Active Action – there are two active actions.



"Healing"



"Debuff Removal"

After the symbol, there is a numerical value indicating the amount of health the figure gains and the number of debuffs removed from the figure. Health is the opposite of damage; one Health removes one damage from the figure. If the figure gains more Health than it has damage, the excess Health does not accumulate.



Passive Defense Actions – there are six passive defense actions.



Defense "Strike"



Defense "Arrow"



Defense "Magic"

These symbols have numerical values. For example, if a figure receives "Strike" damage, after that, it can use a skill or class card with this symbol to subtract the amount of damage indicated by the number.



Defense "Debuff" – If a figure receives a "Debuff" from an enemy figure, it can use a skill or class card with this symbol after that ability or class card to block all debuffs.



Defense "Move Action" – If a figure receives a "Move Action" from an enemy figure, it can use a skill or class card with this symbol after that ability or class card to block the move action.



Defense "Skill" – If a skill or class card is activated on the figure, it can use a skill or class card with this symbol after that to completely block the enemy's skill or class card.



Each passive defense action is activated only after the activation of an enemy's skill or class card.





Spatial Condition

Spatial Condition – related to the entry and standing of a figure.



Entry to Matter – If a figure enters onto matter, the following action described in the matter is performed.



Standing on Matter – If you begin your turn and your figure is standing on matter, the following action described in the matter is performed.



Entry the Landscape – If a figure enters or passes through a matter, the action described in the landscape is performed.



Standing on Landscape – If you begin your turn and your figure is standing on landscape, the following action described in the landscape is performed.



The actions of these spatial conditions are mandatory! An exception may apply if it is described in the matter or landscape.

Skill



Skill – a symbol needed to specify or modify any skill.



Skill from level 1 to 5 of lineage power – a symbol needed to specify or modify a certain level of skill.





Conditions and Actions



Action of Repetition – This symbol is located at the head of the rule change block, and at the tail of the block is the number of repetitions of this skill



Condition of Executed Skill – Allows the execution of the following blocks if the skill has been performed, or a specific part of the skill has been executed, if described.



Condition/Action of Damage Amount – Can be a condition for using the following blocks or an action to change damage to a certain level of damage.



Time Condition – This symbol indicates when during the game the skill can be used. If this symbol is not in the skill description, the skill is used during the player's turn.



During your turn – used once.



Throughout your turn – this skill can be activated at the beginning of your turn and will remain active until the end of your turn.



During the opponent's turn – used once.



Throughout the opponent's turn – this skill can be activated at the beginning of the opponent's turn and will remain active until the end of their turn.



At any moment – used once. It can be used at any moment in the game, including during the activation of an enemy's skill. In this case, you perform the skill with this block of symbols, and then the enemy's skill is "interrupted" if the conditions of this skill are met. If the conditions of the enemy's skill are not met, the lineage power of this skill is lost.





Preparation for the game

1). Choosing a lineage. At the start of the game, each player selects their lineage.



**Lineage of the
Celestial Leopard**



**Lineage of the
Great Dragon**



**Lineage of the
Fire Snake.**



**Lineage of the
Dark Scorpion**



**Lineage of the
Golden Boar**



**Lineage of the
Starry Phoenix**

2). Take Lineage Components. Each player takes the components that belong to their lineage.

3). Each player places five fragments of "Lineage Power" in front of themselves, with the crosses facing up. The Lineage Seal is placed on the starting position of the Ashinerland tablet.

1. Six figures.



2. Six matters.



3. Lineage Seal.



4. Token "Quest Item".



7. Reminder.



5. Five fragments of lineage power.



6. Six figure cards.



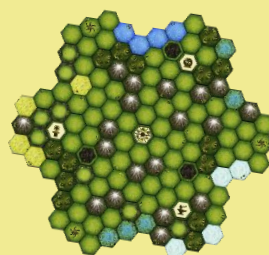


4). The **lineage titles** of the players who are playing are placed at the zero position.



5). **Shuffle the Class Cards.** The Class Cards are divided into six parts based on class types. Each deck is shuffled separately and placed in front of the players with the symbol facing up.

6). **Map Assembly.** The map is constructed according to the Map List. Through a drawing method, players choose the **Spawn Point** (the starting position of the players).



7). The **Quest Cards** deck is shuffled well, and each player draws one Quest Card, except for players with the status of Vassal of the Union.

8). Each player secretly selects two figures without showing them to each other. Allied players may choose their figures together.

9). **Place the Figures** on the Map
From the five figures of the classes: warrior, knight, archer, mage, and healer, players choose two figures. One of them is placed on the "**Spawn Point**." The other figure is placed at a distance of 1 cell from the healer class in any random order.



Spawn Point





Game Turn

A game turn consists of three phases: generation, battle, and defense..

Generation Phase

The generation phase consists of three stages:

1. Set of Class Cards.

The player checks each figure on the map and draws a Class Card for any figure that does not already have one.

2. Mobilization or Resurrection

The player mobilizes a new figure using game dice or resurrects a fallen figure by spending one game point from the Ashinerland tablet.

3. Lineage Power Charge.

The player takes five game dice and rolls them.

If the dice show crosses, the player rerolls them. If they show numerical values, the lineage power is charged.

Battle Phase

The battle phase consists of three stages:

1. Defeat of the opponent's figures.

During this phase, the player uses Lineage Power to activate Skills and Class Cards to destroy enemy figures.

2. Worship at the Sanctuary.

During your turn, you may perform the "Ritual of Worship at the Sanctuary" once to raise one point on the Ashinerland tablet.

3. Completion of the Quest.

After reading the quest, complete each step of the task sequentially.

Defense Phase

During the opponent's turn, use defensive Skills or Class Cards. An opponent's figure can use no more than one "Defense" skill and no more than one Class Card of each type during your turn.





Game Turn Cycle

Generation Phase Player 1

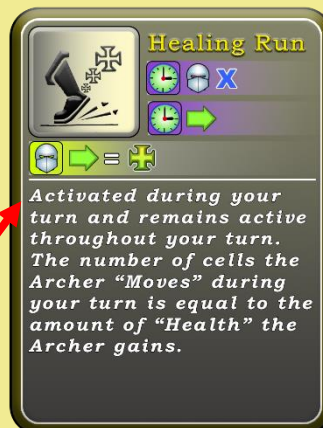
Turn of Player 1, who plays
the Lineage of the Great Dragon.

1. Set of Class Cards



The Archer has no Class Card,
so the Player 1 draws the
Archer Class Card.

And receives "Healing Run."



2. Mobilization and Resurrection

The player does not need to use this option.

3. Lineage Power Charge



The player has 2nd and 4th
level of lineage power.

The player rolls the game
dice and the numerical
values 1, 4, and 5 are
rolled.



The lineage power is charged.
Note that if you already had a
charged lineage power of a
certain level, that lineage
power does not change.





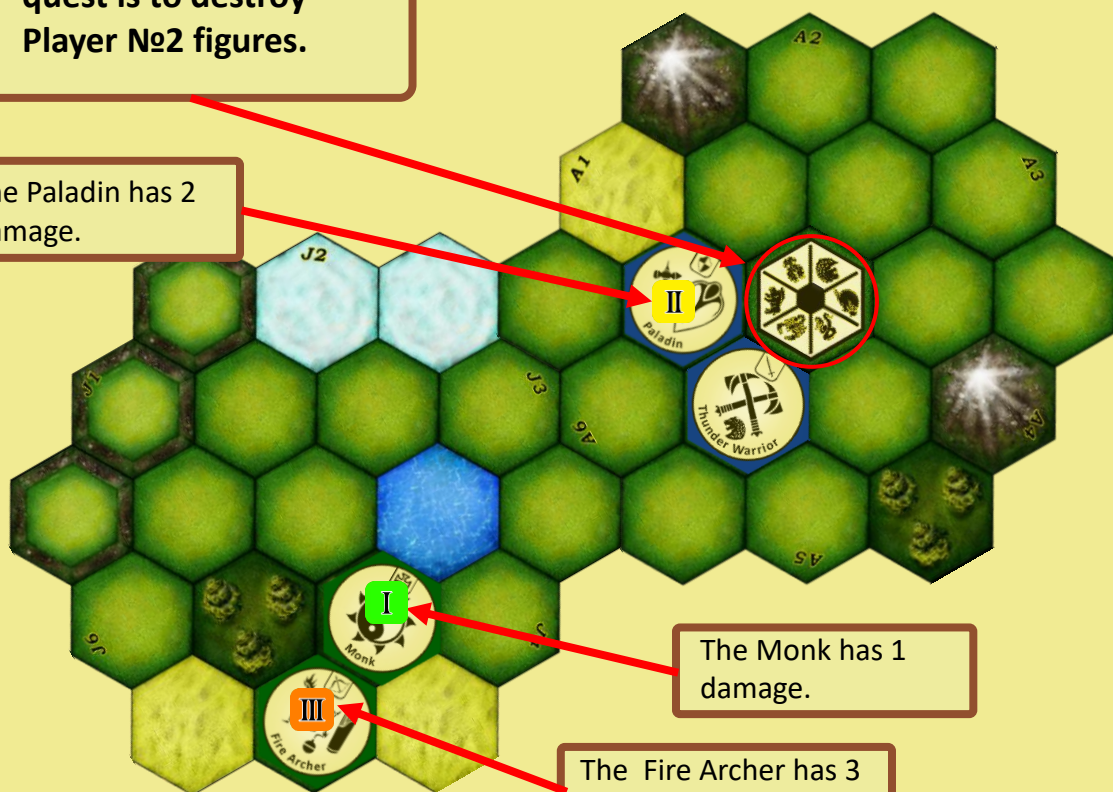
Battle Phase
Player 1



Player №2 wants to worship the Sanctuary.
Player №1 conditional quest is to destroy Player №2 figures.

The Lineage of the Celestial Leopard has 2 points, and the Lineage of the Great Dragon has 3 points on the Ashinerland Tablet.

The Paladin has 2 damage.



The Monk has 1 damage.

The Fire Archer has 3 damage.

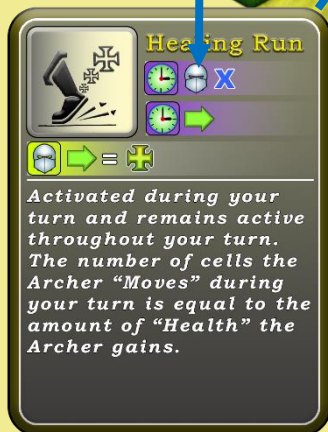
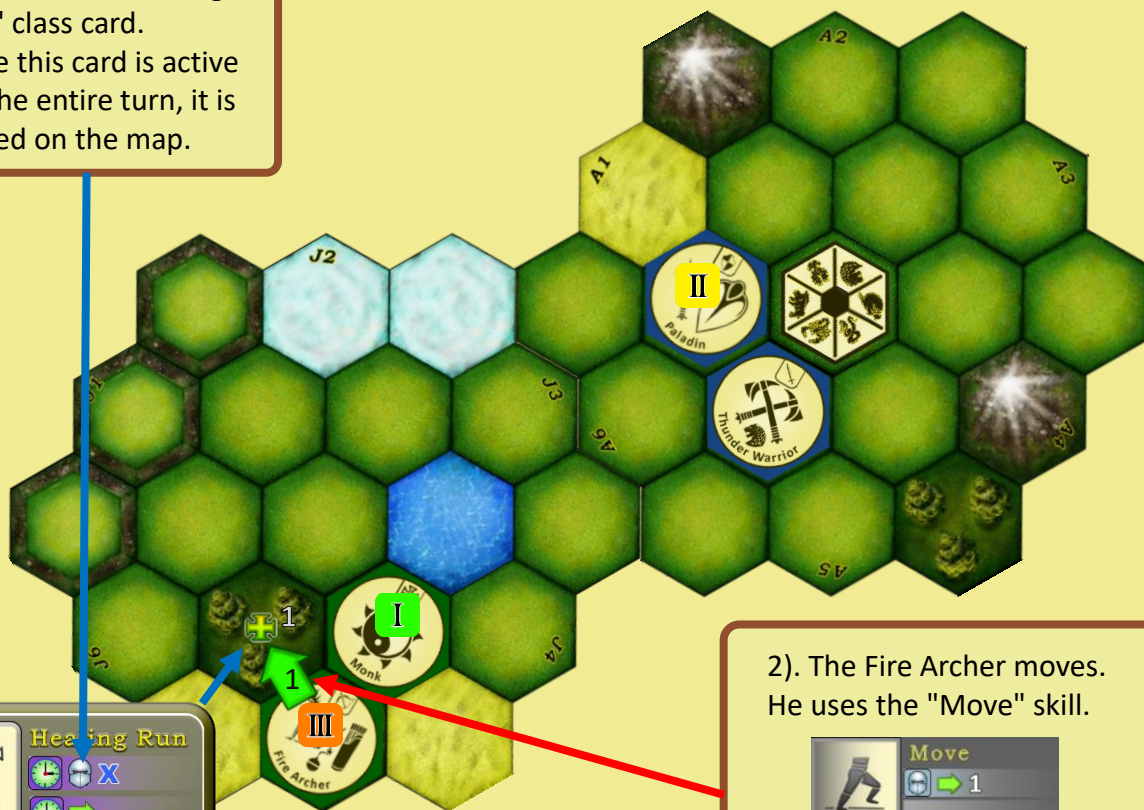




Battle Phase Player 1



1). The Fire Archer
activates the "Healing
Run" class card.
Since this card is active
for the entire turn,
it is placed on the map.



2). The Fire Archer moves.
He uses the "Move" skill.



The "Healing Run" card
grants the Archer +1 health
for each cell moved.





Battle Phase Player 1



2). The Fire Archer receives a debuff token ("Skipping Move")  from the effect of the "Hill" landscape upon entering it.



3). The Fire Archer receives a debuff token ("Skipping Move")  from the skill of Running.

1). The Fire Archer uses the "Running" skill with a level 1 lineage power.



The "Healing Run" card grants the Archer +2 health for moving 2 cells.

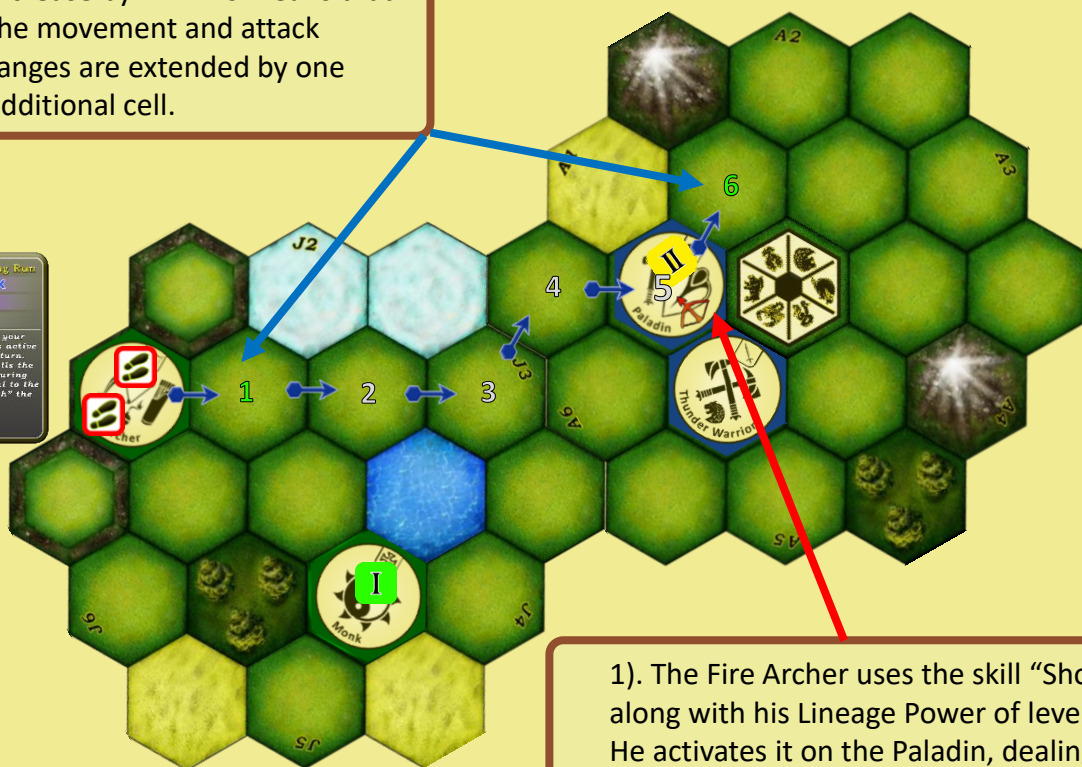




Battle Phase Player 1



2). Since the Fire Archer is on the "Hill" landscape, both the minimum and maximum ranges increase by +1. This means that the movement and attack ranges are extended by one additional cell.



1). The Fire Archer uses the skill "Shot" along with his Lineage Power of level 2. He activates it on the Paladin, dealing 1 damage from the "Arrow" ability.

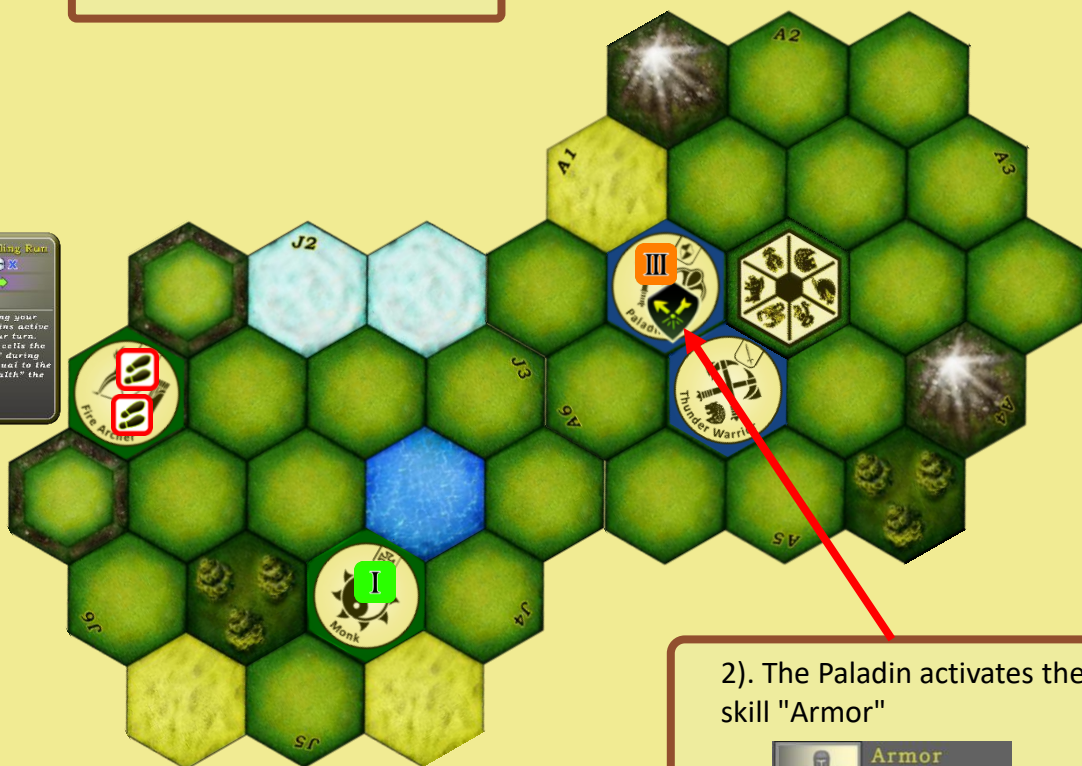




Defense Phase Player 2



1). The Paladin receives 4 damage from the "Arrow."



2). The Paladin activates the skill "Armor"



and blocks 3 damage from the "Arrow."

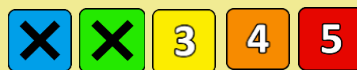




Battle Phase
Player 1



1). The Monk activates the
"Move" skill.





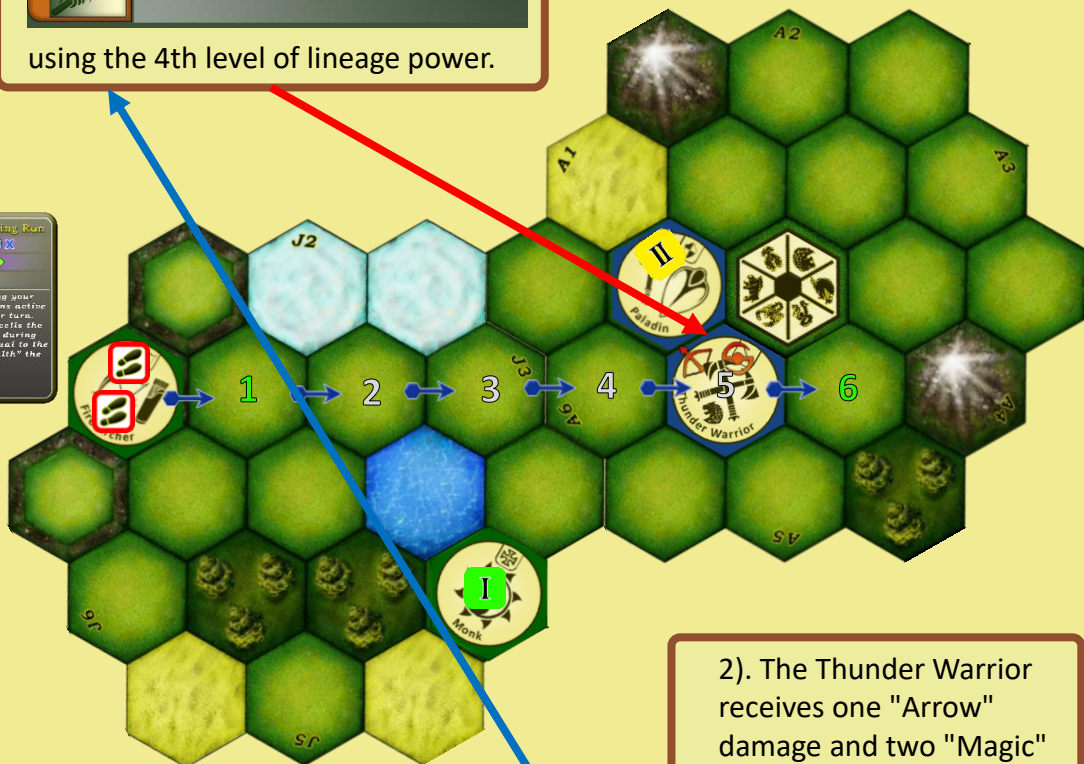
**Battle Phase
Player 1**



1). The Fire Archer activates the ability
"Fire Arrow" on the Thunder Warrior



using the 4th level of lineage power.



2). The Thunder Warrior
receives one "Arrow"
damage and two "Magic"
damages.





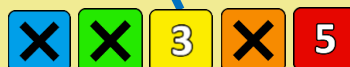
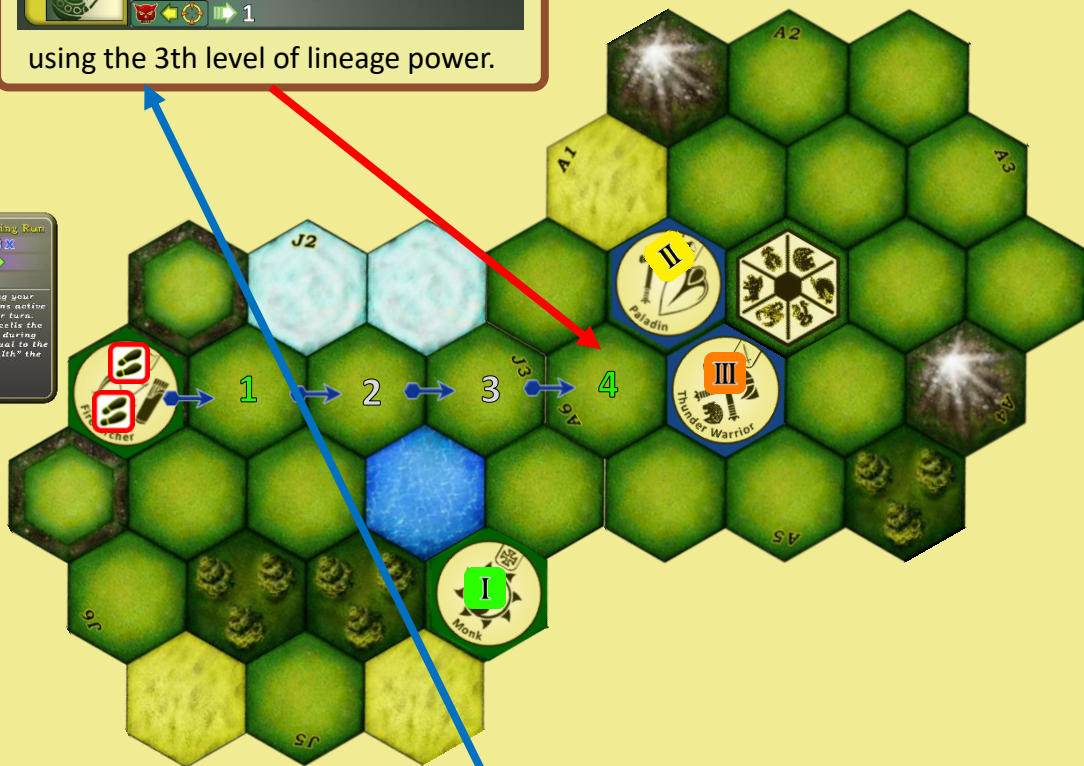
Battle Phase Player 1



1). The Fire Archer activates the ability
" Grenade" on the Thunder Warrior



using the 3th level of lineage power.

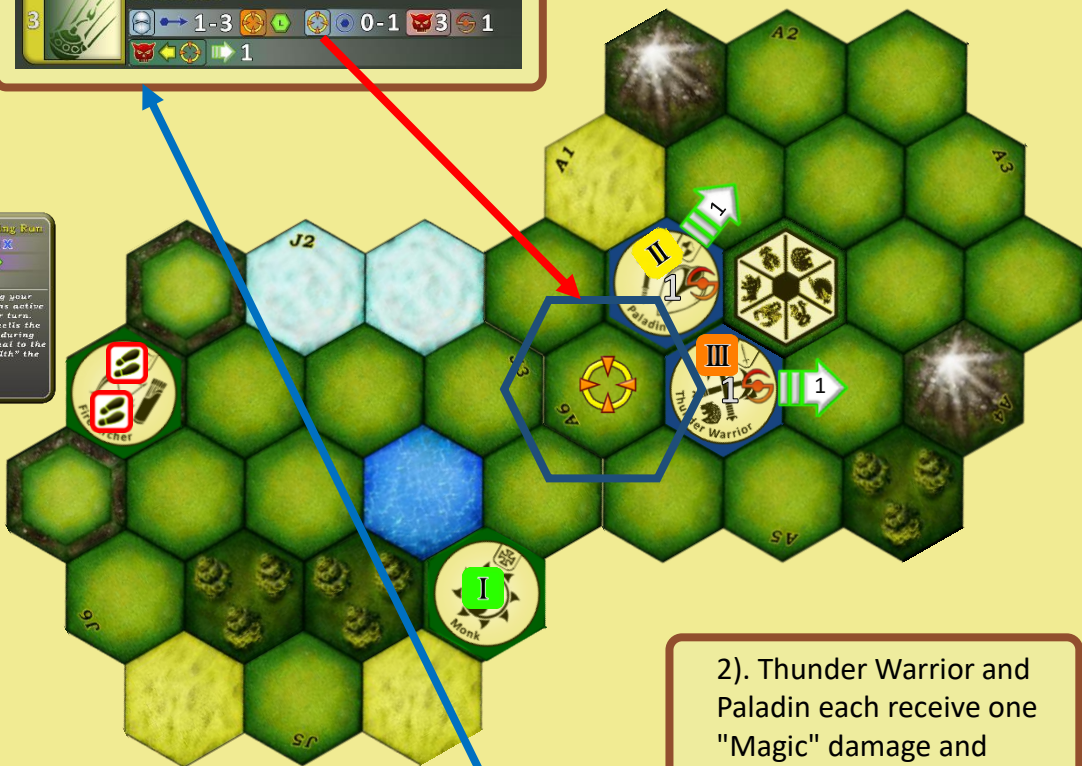




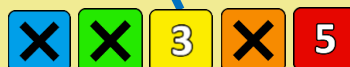
Battle Phase Player 1



1). The Fire Archer activates the ability "Grenade" on the Thunder Warrior using the 3th level of lineage power.



2). Thunder Warrior and Paladin each receive one "Magic" damage and perform an absolute move of one cell away from the Fire Archer.





Battle Phase Player 1



1). The Fire Archer activates the ability "Explosion Arrow" on the Thunder Warrior using the 5th level of lineage power.



2). The Thunder Warrior receives two "Arrow" damage and two "Magic" damage and is moved two cells away from the Fire Archer.

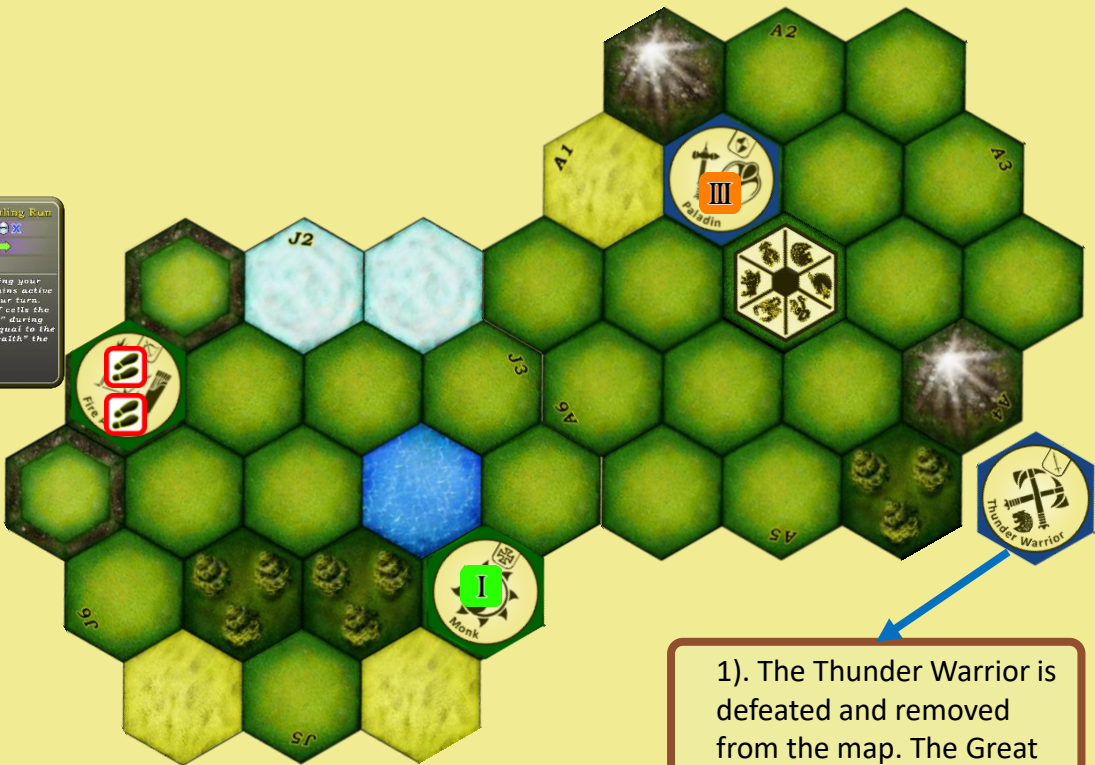




Battle Phase Player 1



2). The Great Dragon lineage tile is moved to position 4.



3). Player number one has finished their turn and passes the game turn to player number two.

1). The Thunder Warrior is defeated and removed from the map. The Great Dragon lineage gains one Game Point for the defeated figure.

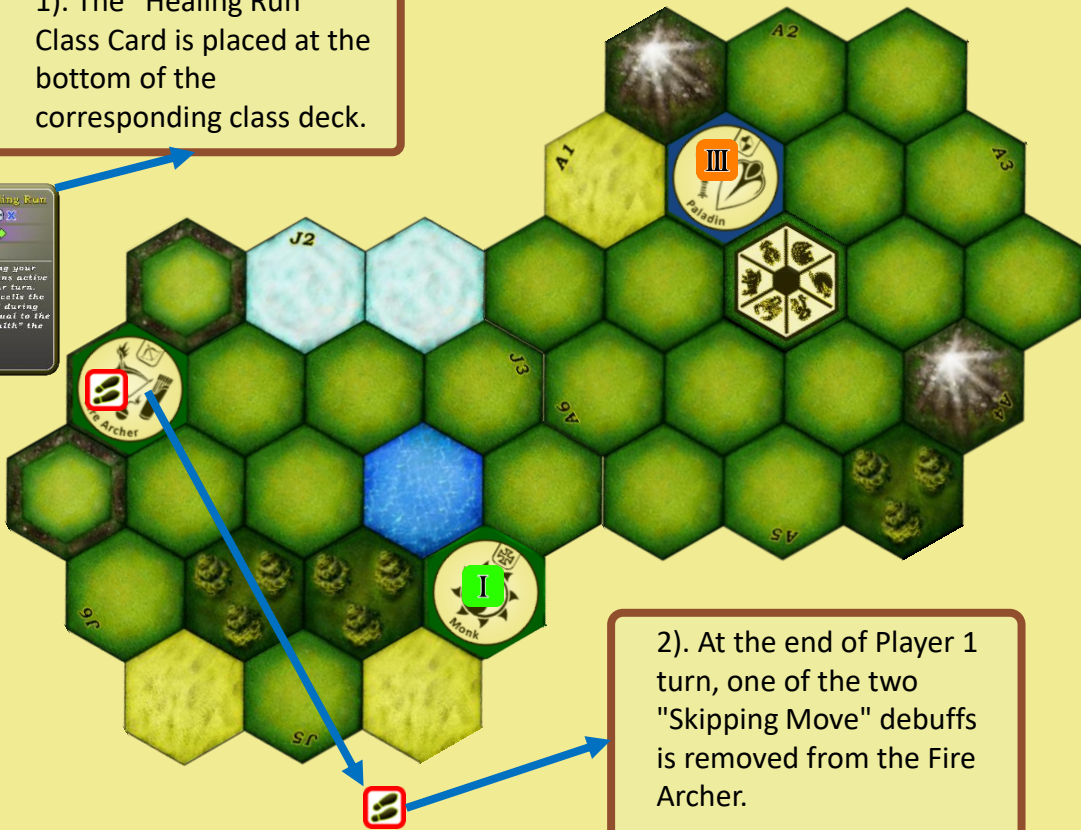




Battle Phase Player 1



1). The "Healing Run"
Class Card is placed at the
bottom of the
corresponding class deck.



2). At the end of Player 1
turn, one of the two
"Skipping Move" debuffs
is removed from the Fire
Archer.





Generation Phase Player 2

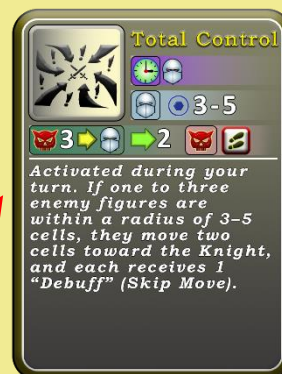
Turn of Player 2, who plays
the Lineage of the Celestial Leopard

1. Drawing class cards.



The Knight has no Class Card, so
the Player 2 draws the Knight
Class Card.

and receives "Total Control."



2. Mobilization of Figures.

The player decides to mobilize the hero figure "Berserk."

3. Charge of Lineage Power



The player has the 2nd level of
lineage power.

The player rolls the dice and
gets the numbers 1, 2, 3.



The lineage power is charged.
Note that if the player already
had a charged lineage power
at a certain level, that power
remains unchanged.





Battle Phase Player 2



1). Player №2, using one point, places the "Berserk" figure on the Spawn Point



2). The Paladin moves 1 cell. He uses the "Move" skill.





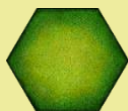
Battle Phase Player 2

1). Player 2 passes
the turn to Player 1.





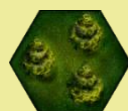
Landscape Properties



Field - is the best place for the victory of your figures.



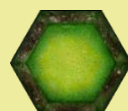
A figure can stand on and enter this landscape.



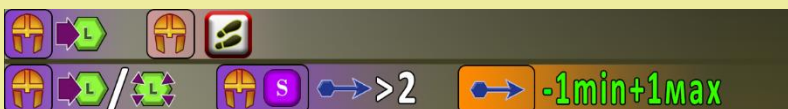
Forest – The dense forest protects your figures from enemy attacks at range.



The figure can enter this landscape. If the figure is standing on this landscape, and during the enemy figure's turn, using the enemy's ability at a range of more than three cells is prohibited.



Hill – a very good place for your figures that use magic and arrows.



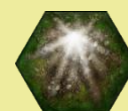
If a figure enters this landscape, it receives the debuff (Skipping Move).

If a figure enters or stands on this landscape and the maximum range of its skill exceeds two cells, both the minimum and maximum ranges increase by one cell.

If the minimum attack range is already one cell, it does not change.

If the minimum range is two or more cells, it decreases by one cell.

The maximum range increases by one cell.

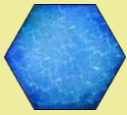


Mountain – The only thing you can do with a Mountain is to bypass it, unless you have wings and the necessary equipment. It is also a good place to protect your figures from enemy ranged attacks if you are standing behind the mountain.



The figure cannot enter the terrain, cannot stand on the terrain, and cannot use it for calculating the range of actions.

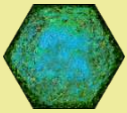




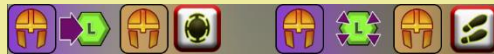
Lake - During crossing through water, your figures are most vulnerable to enemy attacks.



If a figure enters the landscape, it receives a debuffs (Skipping Move). If a figure stands on this landscape, it receives a debuff (Skipping Defense) and (Skipping Attack).



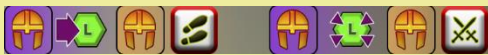
Swamp - During the crossing of the swamp, your figures lose their strength and are vulnerable to enemy attacks.



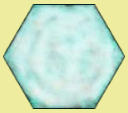
If a figure enters the landscape, it receives a debuff (Skipping Turn). If a figure stands on this landscape, it receives a debuff (Skipping Move).



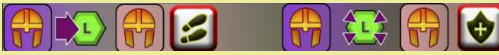
Desert – it's not the best place for victory due to the heat.



If a figure enters the landscape, it receives a debuff (Skipping Move). If a figure stands on this landscape, it receives a debuff (Skipping Attack).



Snowy tundra – figures need a lot of strength to warm themselves up.



If a figure enters the landscape, it receives a debuff (Skipping Move). If a figure stands on this landscape, it receives a debuff (Skipping Defense).



Abyss – a fatal place for figures.



Abyss – It is forbidden to use "Move" or "Move into place" to enter this landscape; only "Absolut Move" is allowed. If a figure moves onto this landscape, it receives one "Strike" damage and one "Arrow" damage.





Spawn Point– the starting position of your figures and for mobilization.



A figure can stand on and enter this landscape.



Farsteel Forge – grants warriors and knights attack strength.



If a figure enters or stands on this landscape, all abilities used with a range of one cell receive +1 damage "Magic."



Archmage's Tower – strengthens the mind and preserves power.



If the figure is standing on this terrain at the moment of an enemy figure's attack, the figure blocks two "Debuff" and blocks "Move".



Temple of Spirits – removes debuffs and heals during battle.



If a figure enters this landscape, it removes one "Debuff." If a figure is on this landscape, it gains one "Health" at the start of each turn.



Sanctuary – the main objective of the game on the map.

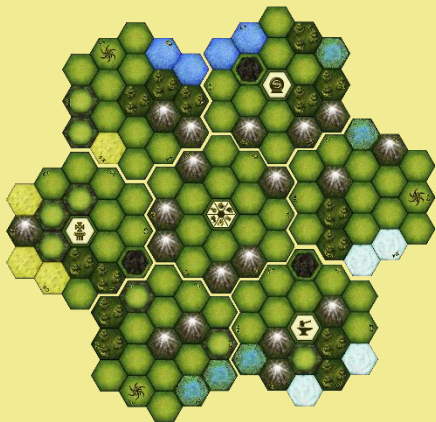


The figure cannot enter the landscape, cannot stand on the landscape, and does not use it for action calculation.



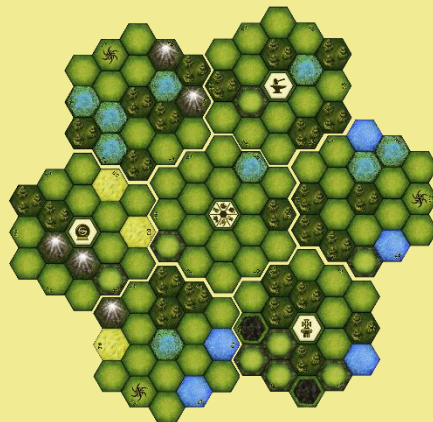


List of Maps



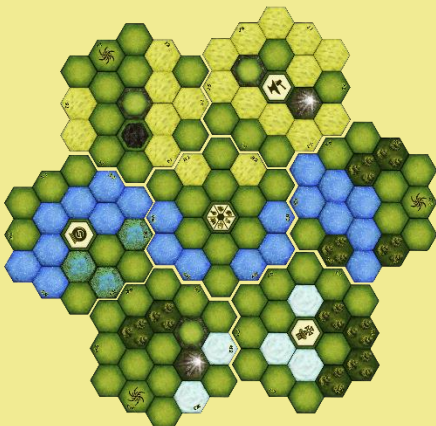
Dragon Valley

Regions : A-B-C-D-E-F-G



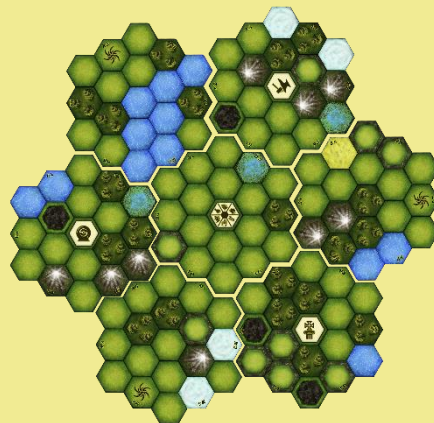
Dense Forest

Regions : O-P-Q-R-S-T-U



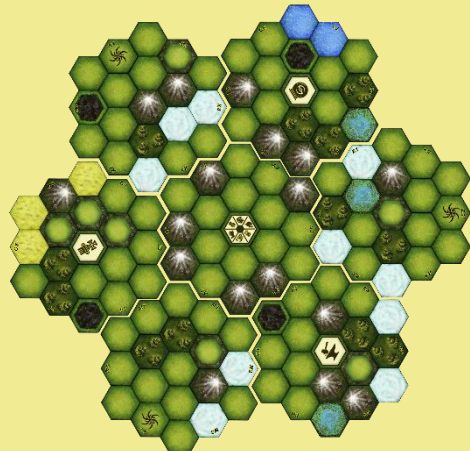
Bridge of Tree Lineages

Regions : H-I-J-K-L-M-N



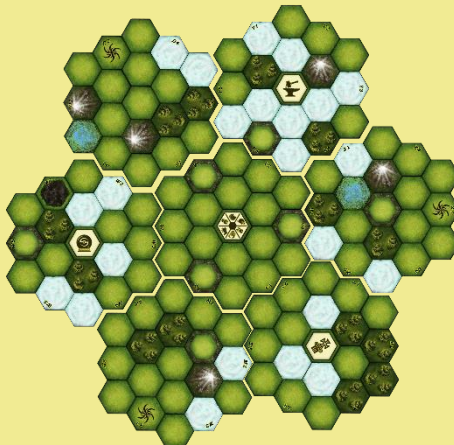
Tricur Peninsula

Regions : K-M-C-S-O-B-E



Starry Plateau

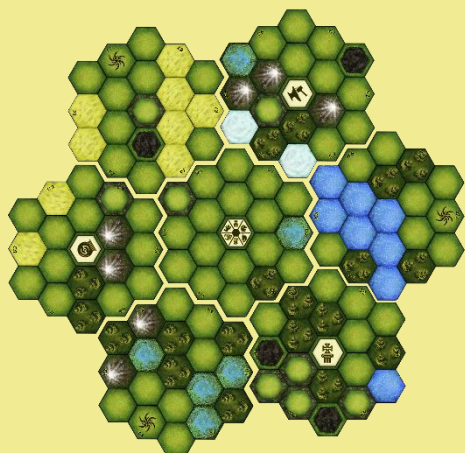
Regions : X-Z-M-A-C-E-G



Abode of Phoenixes

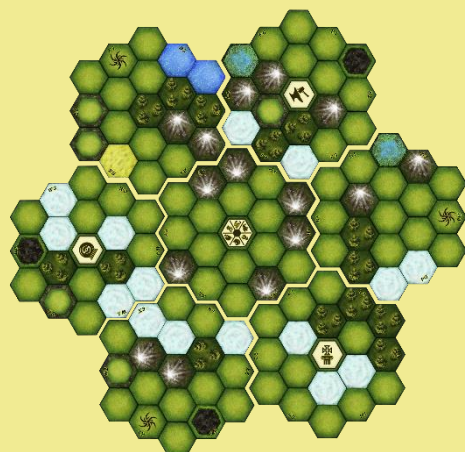
Regions : V-W-D-Y-Z-L-M





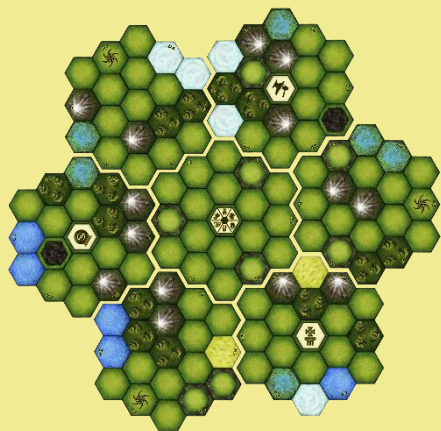
Valley Hope

Regions : O-E-K-S-P-U-I



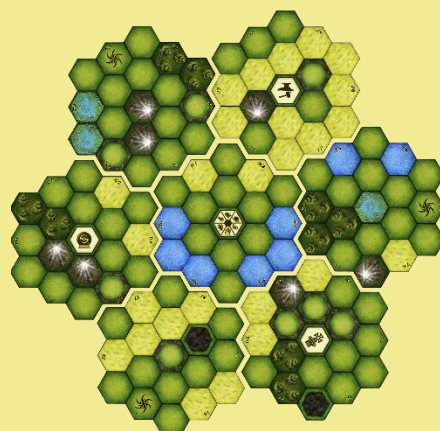
Totox Deposit

Regions : A-E-D-L-X-W-B



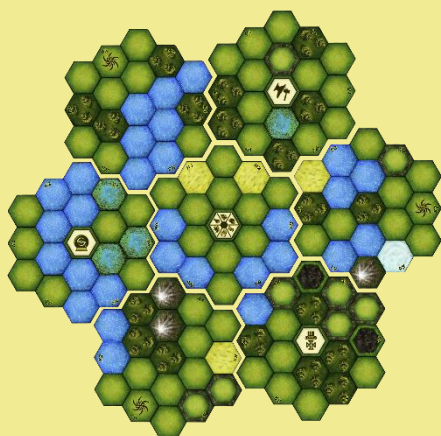
Stone Claws

Regions : V-E-F-Ç-B-C-D



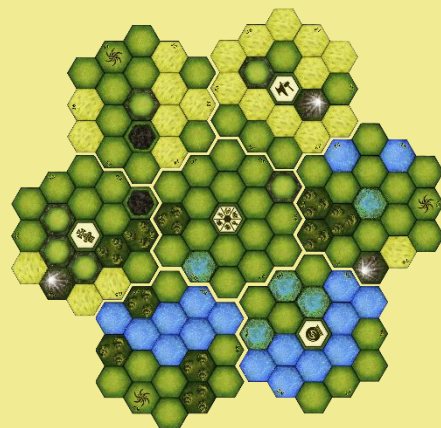
Sands of Agony

Regions : H-J-T-G-I-U-F



Kauri Island

Regions : H-Q-É-S-B-N-K



Darkness Bay

Regions : O-J-T-N-K-G-I



Interworld Gates

Ashinerland

Napi Ocean

Dragon Valley

Grand Nest

Aroa Volcano

Stone Claws

Torran Mountain Range

Mountain Kus

Mountain Cranor

Morkan Mountains

Mountain Ora

Mountain Dumus

Stonegrad

Valley Hope

Sands of Agony

Lake Varun

Dense Forest

Free Morkan

Desert Istala

Golden Forest

Radrea Bay

Bridge of Three Lineages

Abode of Phoenixes

Totox Deposit

Starry Plateau

Karmai Valley

Darkness Bay

Darkness Bay

Tricour Peninsula

Kunai Islands

Faorut

Kauri Island

Lower Ocean

Sky Pillar

