

THE RULES OF
DRACONIS
INVASION
Deck-Building Game

ISAIAH 53 : 5

CHAPTER 1: INTRODUCTION

A strange evil has appeared on the eastern borders of your kingdom. You are a noble hero charged by your King to gather an army and crush the dark forces of Draconis. Although every player is fighting a common enemy, you are ultimately competing against one another for power, gold, and glory.

Draconis Invasion is a medieval fantasy deck-building game. Players start with a basic deck consisting of Gold cards and Defender cards. The cards in your deck are weak when the game begins, but your goal is to build your deck, gather more money, form a fiercer army, and summon enough strength to defeat the darkness that threatens the realm. When the dust settles and the battle is over, the player with the most Glory Points will stand triumphant as the King's mightiest champion.

CHAPTER 2: COMPONENTS

108 Gold cards:

48 Wealth, 36 Treasure, 24 Fortune

90 Actions cards:

12 Casualty of War, 6 Obsidian Tower, 6 Cursed Fury,
6 Buried Gold, 6 Shapeshifting, 6 City Siege, 6 Betrayal,
6 Rush To Battle, 6 Reinforcements, 6 Ruler Of The Ruins,
6 Enchantment, 6 Dawn Of Hope, 6 Growing Darkness, 6 Courage

114 Defender cards:

36 Imperial Guard, 6 Dread Knight, 6 Gladiator Elite, 6 Warlord,
6 Valkyrie, 6 Arcanist, 6 Golem, 6 Werebear, 6 Shaman, 6 Fire Mage,
6 Dragon Slayer, 6 Sorceress, 6 Beast Rider, 6 Stone Titan

26 Randomizers:

13 Action Randomizers, 13 Defender Randomizers

16 Blue Invader cards:

4 Skeletal Soldier, 4 Succubus, 4 Reaper, 4 Hellhound

17 Gold Invader cards:

4 Necromancer, 4 Wyvern, 4 Balar, 1 Orc Chief, 1 Skull Lord,
1 Lich King, 1 Ice Dragon, 1 Fire Dragon

24 Event cards:

6 Horror, 6 Demon Spell, 6 Dark Rising, 6 Chaos

1 Retreat card

36 Terror cards

1 Terror Die

28 Campaign cards

48 Separator cards

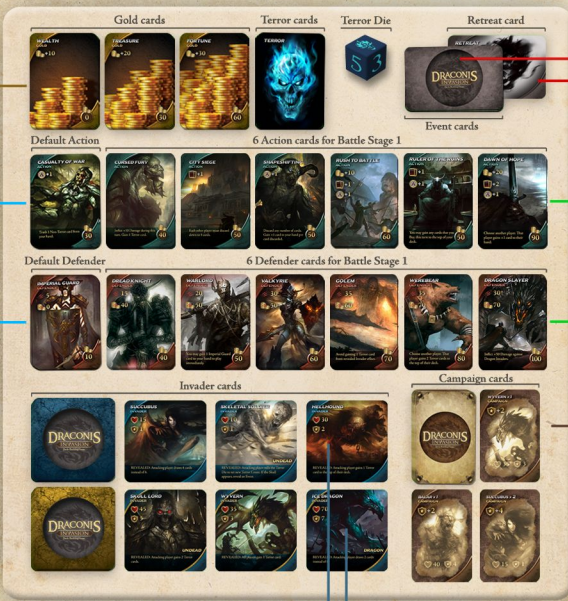
6 Turn Overview cards

CHAPTER 3: TABLE SETUP

For an online gameplay tutorial, go to www.DraconisInvasion.com/Tutorial

Playing the basic game with 3-6 players is described below. For Solo Mode, 2-Player Mode, or Team Versus Mode, refer to **Chapter 12: Special Rules**.

Here is an example of the table layout, with the cards in separate piles, arranged by type, increasing in cost from left to right.



- i. Place all **Gold cards** and **Terror cards** on the table.
- ii. For every basic game, these are the **Default Defender** and **Default Action cards** on the table:

- **Action:** Casualty Of War - **Defender:** Imperial Guard

- iii. The **Battle Stage** determines the other 6 **Action** and 6 **Defender cards** available for players to buy during the game. Play with these **Battle Stage 1 cards** for your first game:

- **Action:** Cursed Fury
- **Action:** City Siege
- **Action:** Shapeshifting
- **Action:** Rush To Battle
- **Action:** Ruler Of The Ruins
- **Action:** Dawn Of Hope
- **Defender:** Dread Knight
- **Defender:** Warlord
- **Defender:** Valkyrie
- **Defender:** Golem
- **Defender:** Werebear
- **Defender:** Dragon Slayer

Move to the next **Battle Stage** with each new game you play. For other **Battle Stages**, refer to **Chapter 11: Battle Stages**.

- iv. Shuffle the **Blue Invader deck** and reveal the top 3 cards.
- v. Shuffle the **Gold Invader deck** and reveal the top 3 cards.
- vi. Shuffle the **Campaign deck** and reveal the top 3 cards.
- vii. Shuffle all the **Event cards**. Create the **Event Deck** by drawing the specified number of random **Event cards**.
 - 9 Events for a 3-player game
 - 12 Events for a 4-player game
 - 15 Events for a 5-player game
 - 18 Events for a 6-player game
- viii. Place the **Retreat card** under the **Event Deck**.
- ix. Return all **unused Action, Defender, and Event cards** to the box; they will not be used during this game.

CHAPTER 4: PLAYER SETUP

- i. Each player begins the game with the same 12-card deck, consisting of:

- 7 **Wealth (Gold cards)** - 5 **Imperial Guard (Defender cards)**

Shuffle your 12 cards and draw 6 cards. This will be your starting hand.



- ii. Each player is dealt 2 **Campaign cards** from the **Campaign deck**.





iii. Determine the **starting player** by having everyone take turns rolling the Terror Die. The player with the highest roll is the starting player. In the case of ties for the highest roll, reroll the Terror Die between those players.

iv. To determine the **Starting Threat Level**, the starting player rolls the Terror Die again. This roll sets the starting Terror Count (see **Chapter 6: Terror and Events**). Additionally, this roll determines the cards gained into your **starting discard pile**. This step only occurs once, before the game begins.

STARTING THREAT LEVEL

- 1 Starting player gains one **Terror** card.
- 2 Starting player chooses another player. Both players gain one **Terror** card.
- 3 All players gain one **Terror** card and one **Fortune** card.
- 4 All players gain one **Terror** card and two **Treasure** cards.
- 5 All players gain one **Terror** card and one **Treasure** card.

All players gain one **Terror** card.

CHAPTER 5: TURN OVERVIEW

Each turn, play the cards in your hand according to Draconis Invasion's A-BCDEF system:

ACTION– You may play an Action card.

Then you may perform exactly **ONE** of the following choices:

BUY – Buy a card from the table.

CAMPAIGN – Draw two new Campaign cards.

DEFEAT – Attempt to defeat an Invader card.

ELIMINATE – Trash a Non-Terror card from your hand.

Then **FORWARD** – You may place an unused Gold card from your hand to the top of your deck.

To end your turn, discard both played and unplayed cards face-up onto your discard pile. Draw a new hand of 6 cards from your deck. The next player, clockwise, starts their turn.

During the game, whenever your deck runs out of cards, shuffle the cards from your discard pile, place them face-down as your new deck, and continue drawing if necessary.

ACTION: How To Play An Action Card

You may play one Action card on your turn. To play an Action card, take an Action card from your hand and play it face-up in your play area. Announce the Action card being played and follow the card's instructions. Fully resolve the instructions on the Action card before playing another card.

Some Action cards allow you to play additional Action cards during the same turn.



At the beginning of the game, players will have no Action cards in their decks. As the game progresses, you may buy Action cards from the table. All Action cards played remain in the play area until your turn is over.

Generally, Action cards can only be played during your own turn, but some Action cards can be played during another player's turn.



BUY: How To Buy A Card

You may buy one card from the table on your turn. To buy a card, you may play any or all Gold cards in your hand and place them face-up in your play area. Announce which card you are purchasing. The purchased card must be of equal or lesser value than the Gold played.



Place the purchased card face-up onto your discard pile. Some Action cards may increase the number of cards that you can buy on your turn.



Only the Gold, Action, and Defender cards on the table are available for purchase. The Gold cards played during this turn remain in your play area until your turn is over.

CAMPAIGN: How To Draw Campaign Cards

You may draw two Campaign cards on your turn. These are special bounties from the King that players can complete to earn Bonus Glory Points, scored at the end of the game. These cards can be selected from the top of the Campaign deck and/or from the face-up Campaign cards. If drawing a face-up Campaign card, immediately replace it with a new card taken from the top of the Campaign deck. Keep your drawn Campaign cards with your other Campaign cards, hidden from other players.

DEFEAT: How To Defeat An Invader Card

You may defeat one Invader card on your turn. To defeat an Invader card, you may take any number of Defender cards from your hand, along with the Gold cards required to pay the total Attack Costs, and play them face-up in your play area. Announce which Invader card from the table is being attacked.

To successfully defeat an Invader card, the Health Points of that Invader must be less or equal to the total Attack Damage being inflicted.



If the played Defender cards have Defender Effects, read them aloud and resolve them.

Collect the defeated Invader card face-down in your play area. Replace the defeated Invader card with a card from the respective Invader deck. The attacking player must read and resolve the new Invader's Revealed Effects.

If another player has an Action card effect that is triggered by your attack, (e.g., Betrayal) they must reveal it immediately after you announce the Invader card you are attacking.



ELIMINATE: How To Trash A Non-Terror Card

You may trash a Non-Terror card from your hand, returning it to the corresponding pile on the table.

FORWARD: How To Move Gold To Your Next Hand

After you have performed A-BCDE, you may forward one unused Gold card from your hand and place it on the top of your deck. This Gold card must not have been used on this turn to buy a card or to pay the Attack Cost of a Defender card.

CHAPTER 6: TERROR AND EVENTS

Terror cards: Each time you discard a Terror card from your hand, either during your turn or during another player's turn, announce "Terror". This will trigger the Terror Die.

Terror Die: The number on the Terror Die is known as the Terror Count. This number increases by 1 with each Terror card that you discard from your hand. When the Terror Die reaches 6, an Event card is drawn. The Terror Die remains at 6 and rolls over to 1 the next time it is triggered.

Event cards: When the Terror Count reaches 6, the top Event card of the Event deck is drawn and given to the upcoming player. At the start of their turn, they must reveal, read, and resolve the Event.

CHAPTER 7: WINNING

If **ONE** of the following occurs, the game ends immediately after that player's turn:

- 1) A player collects a total of six defeated Invaders.
- 2) The final Event card is drawn, revealing the Retreat card.

Each player reveals and counts the Glory Points from all their defeated Invaders and completed Campaigns. **The player with the most Glory Points wins and is acknowledged as the King's Greatest Hero.**

If there is a tie for the highest score, the tied player with the most defeated Gold Invaders wins. If the tie remains unresolved, the tied player with the most completed Campaign cards wins. If there is still a tie, the tied players share the win.

CHAPTER 8: TERMINOLOGY & ICONS

Hand – Your hand is the collection of cards that you are currently holding.

Deck – Your deck is the pile of face-down cards that you draw from, into your hand, throughout the game.

Discard Pile – The discard pile is the pile of face-up cards where you place your discarded cards.


Gain – Gaining a card adds that card to the top of your discard pile, unless otherwise specified.


Table – The table is the shared pool of available cards in the current game.


Trash – Trashing a card returns that card to the table, on top of its respective pile.


Terror Count – The Terror Count is represented by the current number on the Terror Die.


Discard – Discarding a card places that card face-up onto your discard pile.


 +X Draw X additional cards into your hand.


 X This Defender inflicts X **Attack Damage**.


 +X Add X Gold to the total Gold you can use this turn.

 X To use this Defender, an **Attack Cost** of X Gold is required.


 +X You may play X additional Action cards this turn.

 X This Invader has X **Health Points**.

 +X You may buy X additional cards from the table this turn.

 X Defeating this Invader awards X **Glory Points**.

 X The **Cost** to buy this card is X Gold.

 +X Completing this Campaign awards X **Bonus Glory Points**.

CHAPTER 9: CARD TYPES



Gold cards: These are used to either buy available cards from the Table or to pay Defenders to attack Invaders.

Card Name

Card Type: Gold

Gold Value: The Gold available when playing this card.

Cost: The cost to buy this card.



Terror cards: These may be gained throughout the game. As Terror cards accumulate in your deck, they may weaken the effectiveness of your hand. Each time you discard a Terror card from your hand, the number on the Terror Die is increased by 1.

Event cards: Event cards are drawn each time the Terror Die reaches 6. Event cards generally have negative effects on the player with the most defeated Invader cards. If multiple players have the same number of kills, the most Gold Invader cards will break ties. If there is still a tie, all tied players are affected by the Event. It is possible for multiple Event cards to be drawn on a single turn.



Card Name

Card Type: Event

Event Effect: The effect that occurs when revealing this card.



Retreat card: This is placed below the Event deck. If the Event deck runs out, the Retreat card signifies the end of the game.

Action cards: These trigger special abilities in the game. The Action cards available for purchase in each game are determined by the Battle Stage.



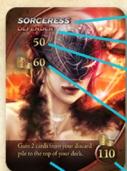
Card Name

Card Type: Action

Action Effect: The effect that occurs when playing this card.

Cost: The cost to buy this card.

Defender cards: These are necessary to attack and defeat Invaders and may also carry additional effects. Defender cards require a payment in Gold before they can be played. The Defender cards available for purchase in each game are determined by the Battle Stage.



Card Name

Card Type: Defender

Attack Damage: The amount of damage this card can inflict on an Invader card.

Attack Cost: The Gold required to play this card and attack an Invader card.

Cost: The cost to buy this card.

Defender Effect: The effects that occur when this card is played.

Invader cards: These represent the invading creatures of the Draconis army. They are split into two power levels, distinguished by the color of the card backs. Blue Invader cards represent weaker monsters. Gold Invader cards represent stronger monsters.



Card Name

Card Type: Invader

Health Points: The health value of this Invader.

Glory Points: The Glory Points awarded at the end of the game for defeating this Invader.

Rare Class: Indicates if an Invader falls under a special class, relevant for certain effects.

Revealed Effect: These effects must be resolved immediately by the player that defeated the previous Invader. These effects create an element of risk for defeating Invaders.

Campaign Cards: These missions may be completed to earn Bonus Glory Points at the end of the game. Campaigns usually require you to defeat one or more specific Invader cards.



Target: The name and quantity of Invaders that must be defeated to earn Bonus Glory Points.

Card Type: Campaign

Bonus Glory Points: These points are awarded at the end of the game for successfully completing this Campaign.

Expected Glory Points: The standard Glory Points awarded for defeating the targeted Invader.

Expected Health Points: The standard Health Points of the targeted Invader.

CHAPTER 10: LIST OF CARDS EFFECTS

For a list of Action, Defender, Invader, and Event cards that are not part of the standard Retail version, go to:

www.DraconisInvasion.com/Cards

ACTION CARDS



Casualty of War

Trash 1
Non-Terror card
from your hand.



Obsidian Tower-

Gain +3 cards to
your hand. Then
choose 3 cards to
place on top of
your deck.



Cursed Fury

InFLICT +10
Damage during
this turn. Gain 1
Terror card.



Buried Gold

Reveal 3 cards
from your deck.
Gain any Gold
cards to your hand.
Discard the rest.



Shapeshifting

Discard any
number of cards.
Gain +1 card to
your hand per
card discarded.



City Siege

Each other player
must discard down
to 4 cards.



Betrayal

During another
player's turn, if
they attack,
discard this card to
give them -10
Damage.



Rush To Battle



Reinforcements



Ruler Of The Ruins

You may gain any cards that you Buy this turn to the top of your deck.



Enchantment

All attacking Defenders inflict +10 Damage during this turn.



Dawn Of Hope

Choose another player. That player gains +1 card to their hand.



Growing Darkness

Choose another player. That player gains 1 Terror card to the top of their deck.



Courage

Discard Terror cards. For each discarded Terror card, gain +2 cards to your

DEFENDER CARDS



Imperial Guard



Dread Knight



Gladiator Elite

Trash after use. Choose another player. You each gain 1 Treasure card.



Warlord

You may gain 1 Imperial Guard card to your hand to play immediately.



Valkyrie



Arcanist

Reveal 4 cards from your deck. Discard them all or return them all to the top of your deck.



Golem

Avoid gaining 1 Terror card from revealed Invader effect.



Werebear

Choose another player. That player gains 2 Terror cards to the top of their deck.



Shaman

Inflct +5 Damage for every card that is played and unplayed during your turn.



Fire Mage

You may increase the Terror Count by 3.



Dragon Slayer

Inflct +50 Damage against Dragon Invaders.



Sorceress

Gain 2 cards from your discard pile to the top of your deck.



Beast Rider

All other players discard 1 card.



Stone Titan

Trash after use. You may defeat multiple Invaders. All players gain 1 Terror card.

INVADER CARDS



Skeletal Soldier

Attacking player rolls the Terror Die to set new Terror Count. If the Skull appears, reveal an Event.



Succubus

Attacking player draws 4 cards instead of 6.



Reaper

Attacking player gains 1 Terror card.



Hellhound

Attacking player gains 1 Terror card to the top of their deck.



Necromancer

Attacking player gains all Terror cards from their discard pile to the top of their deck.



Wyvern

All players gain 1 Terror card.



Balar

Attacking player chooses another player. You each gain 1 Terror card.



Orc Chief

Attacking player reveals the top 3 cards from their deck, trashes any Gold cards, and discards the rest.



Skull Lord

Attacking player gains 2 Terror cards.



Lich King

Attacking player draws 3 cards instead of 6.



Ice Dragon

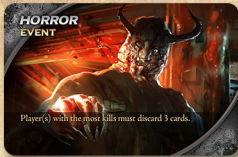
Attacking player draws 2 cards instead of 6.



Fire Dragon

Attacking player gains 2 Terror cards to the top of their deck.

EVENT CARDS



Horror

Player(s) with the most kills must discard 3 cards.



Demon Spell

Player(s) with the most kills must place 3 cards from their hand to the top of their deck.



Dark Rising

Player(s) with the most kills must trash 1 random card from their hand.



Chaos

Reshuffle and reveal new Invader cards. Ignore effects. Player(s) with the most kills must gain 1 Terror card to the top of their deck.

CHAPTER 11: BATTLE STAGES

BATTLE STAGE 1: INVADING DARKNESS

- A: Cursed Fury
- A: City Siege
- A: Shapeshifting
- A: Rush To Battle
- A: Ruler Of The Ruins
- A: Dawn Of Hope
- D: Dread Knight
- D: Warlord
- D: Valkyrie
- D: Golem
- D: Werebear
- D: Dragon Slayer

BATTLE STAGE 2: NEW BLOOD

- A: Buried Gold
- A: Shapeshifting
- A: Rush To Battle
- A: Reinforcements
- A: Ruler Of The Ruins
- A: Dawn Of Hope
- D: Dread Knight
- D: Warlord
- D: Arcanist
- D: Golem
- D: Fire Mage
- D: Dragon Slayer

BATTLE STAGE 3: LUST FOR POWER

- A: Obsidian Tower
- A: Buried Gold
- A: City Siege
- A: Rush To Battle
- A: Betrayal
- A: Dawn Of Hope
- D: Dread Knight
- D: Warlord
- D: Arcanist
- D: Werebear
- D: Sorceress
- D: Stone Titan

BATTLE STAGE 4: MYSTERIOUS FORCES

- A: Obsidian Tower
- A: Cursed Fury
- A: Buried Gold
- A: Shapeshifting
- A: Betrayal
- A: Enchantment
- D: Dread Knight
- D: Valkyrie
- D: Golem
- D: Shaman
- D: Sorceress
- D: Stone Titan

BATTLE STAGE 5: GROWING SHADOW

- A: Cursed Fury
- A: Shapeshifting
- A: Betrayal
- A: Reinforcements
- A: Enchantment
- A: Growing Darkness
- D: Dread Knight
- D: Valkyrie
- D: Fire Mage
- D: Shaman
- D: Dragon Slayer
- D: Beast Rider

BATTLE STAGE 6: FACING FEAR

- A: Obsidian Tower
- A: Cursed Fury
- A: Reinforcements
- A: Enchantment
- A: Growing Darkness
- A: Courage
- D: Gladiator Elite
- D: Warlord
- D: Arcanist
- D: Werebear
- D: Beast Rider
- D: Stone Titan

BATTLE STAGE 7: HONOR AND GLORY

- A: Buried Gold
- A: City Siege
- A: Rush To Battle
- A: Ruler Of The Ruins
- A: Growing Darkness
- A: Courage
- D: Gladiator Elite
- D: Arcanist
- D: Werebear
- D: Dragon Slayer
- D: Beast Rider
- D: Sorceress

BATTLE STAGE 8: GREAT HEROISM

- A: Obsidian Tower
- A: Shapeshifting
- A: Rush To Battle
- A: Reinforcements
- A: Dawn Of Hope
- A: Courage
- D: Gladiator Elite
- D: Shaman
- D: Dragon Slayer
- D: Beast Rider
- D: Sorceress
- D: Stone Titan

BATTLE STAGE 9: STRUGGLE TO SURVIVE

- A: Obsidian Tower
- A: Cursed Fury
- A: Buried Gold
- A: City Siege
- A: Betrayal
- A: Rush To Battle
- D: Gladiator Elite
- D: Dread Knight
- D: Warlord
- D: Arcanist
- D: Valkyrie
- D: Beast Rider

BATTLE STAGE 10: TRIUMPH

- A: City Siege
- A: Betrayal
- A: Rush To Battle
- A: Reinforcements
- A: Dawn Of Hope
- A: Growing Darkness
- D: Gladiator Elite
- D: Dread Knight
- D: Werebear
- D: Fire Mage
- D: Beast Rider
- D: Stone Titan

BATTLE STAGE X: RANDOM

Shuffle all the Action Randomizers and draw 6 cards to determine the available Action cards. Shuffle all the Defender Randomizers and draw 6 cards to determine the available Defender cards.

CHAPTER 12: SPECIAL RULES

SOLO MODE

For 1-Player Solo mode, the setup is the same as the basic game, but includes 3 Event cards. Your collected Invader and Campaign cards are kept face-up. The Glory Points for defeated Invaders and successful Campaigns are scored immediately. To successfully pass each Battle Stage, reach 15/20/25 Glory Points, for Beginner/Intermediate/Expert, before the Retreat card is revealed. Ignore any special card effects or Campaign cards that specifically require "other" players (e.g. Dawn Of Hope or Royal Mission).

2-PLAYER MODE

For 2-Player mode, the setup is the same as the basic game, but includes 6 Event cards. The game ends when a player defeats 9 Invaders, or the Retreat card is revealed.

TEAM VERSUS MODE

For Team Versus mode, the setup is the same as the basic game. Exactly 4 or 6 players are required, with teams arranged 2-vs-2 or 2-vs-2-vs-2. Players must seat themselves so that teammates are beside each other. Deal 2 Campaign cards to each team. Keep these Campaign cards in a shared pile with your teammate, along with any other Campaign cards collected throughout the game. You may show your hand and your defeated Invader cards to your teammate to discuss strategies. During your teammate's turn, you may discard any number of Gold cards from your hand and add to their total played Gold. The game ends when one team has defeated a combined total of 10 Invaders, or the Retreat card is revealed.

CHAPTER 13: FAQ

For Frequently Asked Questions, go to
www.DraconisInvasion.com/FAQ

CHAPTER 14: THE LORE

Written by Peter Koevari

These cherished lands have been tended for generations. Blood and bone built the foundations on which all of this stands, our fortresses providing both sanctuary during famine, and defensive harbor when besieged. From light breaking through morning clouds, to moons shining over glistening sand dunes, each day led to the next, painting a vision of an abundant future.

Then came the Battle of Crowns. What began as the song of a single usurper's blade, grew into the death chorus of thousands. When the sickness of desire for the Golden Throne broke into its fever, no amount of death could cure the disease. It was a war of vengeance and hubris. The all-seeing Shamans had predicted this bloodshed, but our King had not heeded their warning, much to the detriment of us all.

As the fight for supremacy tore our kingdom apart, the Queen grew desperate, offering even human sacrifices to the gods to gain their favor. The frenzied battles burned for decades, and any talk of peace was swiftly axed. Warm summer winds blew over the decaying bodies in the battlefields. The people suffered. War's cancer spread across the lands.



The lethal Valkyries joined the conflict, sending countless men to the blackest of deaths, but it was never enough. Even Warlord and Dread Knight sell-swords proved ill-equipped for any single faction to gain dominance.

The Shamans brought new prophetic whispers to the King's ears. The kingdom would fall to an eternal darkness with a name: Draconis. These cryptic words became deadly truth when a wave of ravens arrived, carrying rumours of demonic hordes on the Eastern Borders.

Civil war's greedy belly had lost its appetite. The kingdom found itself hinging on the doors of extinction, with no choice but to form uneasy alliances. Once vicious enemies, warring families abandoned disputes as they formed a united front, to protect the realm of men



against a common foe. Borders and ideologies became meaningless when staring into the face of destruction. The Imperial Guard rushed to the front lines, resisting valiantly, but the Undead armies of Draconis had the advantage, delivering a paralyzing blow to our forces. The grim reality of doom grew as potent as the stench of rotting flesh surrounding us.

Though all seemed lost, a spark of hope glimmered as three strange warriors arrived from the Southern Shadowlands, offering their army's allegiance to the King, in return for a heavy price of crown gold. For centuries, the kingdom's stern stance against the forbidden arts had labeled the Shadowlands as a territory of heretics and monsters, but before the King stood the only chance for survival in a terrifying Werebear, a shadowy Fire Mage, and an enchanting Sorceress.

The King demanded evidence of their abilities. The Sorceress grimaced, whispered unrecognizable words under her breath, and summoned an enormous creature of destruction and chaos; the Stone Titan.

That incredible power, fighting alongside his armies, would be the King's only chance at victory. A heavy chest of gold dropped at their feet.



The tides of war came crashing on our shores, but our allied armies broke through the waves. The Draconis invaders must have realised that the resistance had grown far stronger than anticipated, for we found ourselves facing off against a terrible new threat: a mighty Fire Dragon. Its immense size was only matched by its consuming flames of wrath. The beating of leathery wings left black ash and corpses in its wake. As the war raged on, the King found eager Dragon Slayers arriving at the gates for the chance to take down the great Dragon.

The stage was set. Would we fall to the apocalypse, or rise to our salvation?

The Invaders



The Skeletal Soldier

These armies of undead malice haunt the front lines of Draconis hordes. Raised from bodies of the fallen, these frail fighters herald greater horrors to come.



The Succubus

The demonic Succubus, Queen of Demons, appeared first in lust-filled dreams of men. Young and beautiful, she seduces her prey, before revealing razor-sharp claws, wings, and fangs.



The Reaper

These elite Undead warriors are not to be taken lightly. Their terrifying appearance is only outdone by their vicious nature, devouring their prey's flesh, even while your soldiers fight for their lives.



The Hellhound

The three-headed Cerberus signals doom with its mangled fur, foul stench, and razor-sharp teeth. If you hear its howl, you are marked for death. Old stories say that it guards the the gates of Hades; the mouth of Hell. But now the mouth of Hell is waiting at your gates...



The Necromancer

The Necromancer has an unquenchable lust for magic, which he uses to send you cowering in fear. Through his dark rituals, he gains enormous power and manipulates Undead soldiers to fight for him like puppets on strings.



The Wyvern

Born in the firepits of Draconis, they move like lightning through the sky. Even your most valiant armies will shake beneath the beating wings of the Wyvern. When you see the shadow of the beast, death truly comes from above.



The Balar

Known as 'The Deadly One' in the old tongue, this supernatural being of darkness ushers in chaos and ruin to your world. Who will be bold enough to face the terror of this ancient monster?



The Orc Chief

The deadliest and ugliest of his tribe, the Orc Chief swings his heavy battle axe with incredible speed and strength, making him a ultimate foe of pure ferocity.



The Skull Lord

Legends speak of him as death incarnate. Many brave fighters have rushed the battlefield to face this nightmare, but flee like weeping children at the sight of him.



The Lich King

Once a king of men and master magician, he cast forbidden spells and exchanged his soul for immortality. Now reborn as a dark lord, this General of the Draconis army can render your forces powerless.



The Ice Dragon

No one has ever seen the frost of an Ice Dragon and lived to tell the tale. Your warriors must slay this enormous monster of icy death before your kingdom is turned into a wasteland of frozen corpses.



The Fire Dragon

The mightiest of all Dragons, he rises from your burning villages, showing no mercy. A seemingly unstoppable force of fire, fear, and magic, this deadly beast will bring utter destruction to the world of men, reducing your warriors to smoke and ash, unless a great champion rises from the flames.

The Defenders



The Imperial Guard

The King's bravest and most loyal of soldiers, they are the first to draw blood. They fear neither pain nor death. Unflinching, they have pledged both sword and life for the glory of the King.



The Dread Knight

These faceless mercenary soldiers have charged to the front lines in the greatest of battles. Nobody knows what lies beneath the black-as-night armor of these sell-swords, but they have been rumored to devour the bodies of the fallen on the battlefield, quenching their insatiable hunger for blood.



The Gladiator Elite

Fighting only for survival and gold, these warriors are dangerously skilled and efficient in combat. They are forced to earn profit for their masters in the bloodsport arena, but will they be effective in the war against Draconis?



The Warlord

Ruthless and loyal to no one, the Warlord is famed for his military prowess and bloodlust in the Battle of Crowns. He will strike fear in the hearts of all his enemies, for the right price.



The Valkyrie

The Chooser Of The Slain. Beautiful. Deadly. Pay enough gold and pray that this legendary warrior may descend from Valhalla to defend you. When she engages her enemy in battle, their fate is sealed. Death.



The Arcanist

The Arcanist is a gifted ally in the great war against the Draconis forces. Her magical arts give her the ability to manipulate reality and annihilate even the most deadly of warriors.



The Golem

Golems are gigantic mindless creatures, born of dirt and clay, summoned by those with ancient sorcery. Immune to fear, Golems have been known to crush powerful enemies with a single blow.



The Werebear

The Werebear is a fierce and unpredictable soldier, hungry for both destruction and gold. Though he may fight for your kingdom, be careful not to anger him, lest you become his victim.



The Shaman

Great wealth has been spent to make an uneasy alliance with these men of the dark arts. No one truly knows the limits of a Shaman's power, but it is said in their old magic can even bring a mighty Dragon to its knees.



The Fire Mage

For centuries, the Fire Mage has brought about the ruin of civilization with her mastery of the legendary Elder Stone. Possessing control of fear itself, some say that her strength is comparable to that of the ancient Balar.



The Dragon Slayer

Taverns far and wide, from the Haunted Wood to the Bleeding Heart Falls, sing songs of the Dragon Slayer's brave exploits. Facing impossible odds, this courageous champion gains substantial wealth and fame by spilling the blood of the nigh-invincible scaled beast.



The Sorceress

What is the secret of the Sorceress? How does she bend the future to her will? One thing is for certain: Mortal wars are simply a game to the Sorceress. Though she cannot be trusted, she is your temporary ally against the apocalyptic Draconis Invasion.



The Beast Rider

What methods does she use to tame the wild Behemoth? With an unusual passion for war, she will quickly change the tide of battle. Said to carry the awesome Soul-Destroyer staff, even allied forces fear the charge of the ferocious Beast Rider.



The Stone Titan

Men often mistake their awakening for earthquakes. Their shadows cause villages to fall into chilling darkness. With one devastating strike, a Titan can wipe out an entire army of Invaders. But as the stone giant disappears and the dust settles, what destruction is left in its wake?

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THE RULES OF
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INVASION
Deck-Building Game



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