



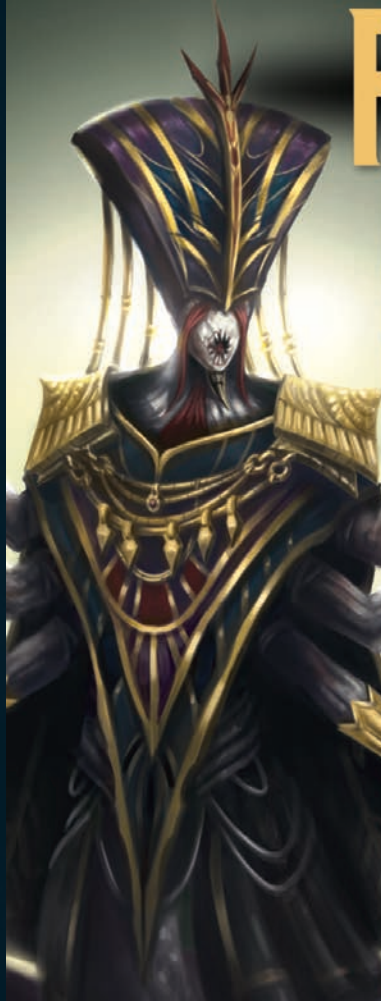
FERALIS

OBSCURE LAND

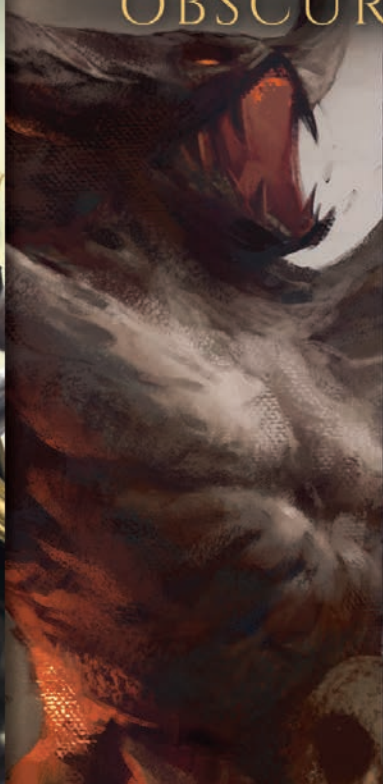
RULEBOOK

FERALIS

OBSCURE LAND



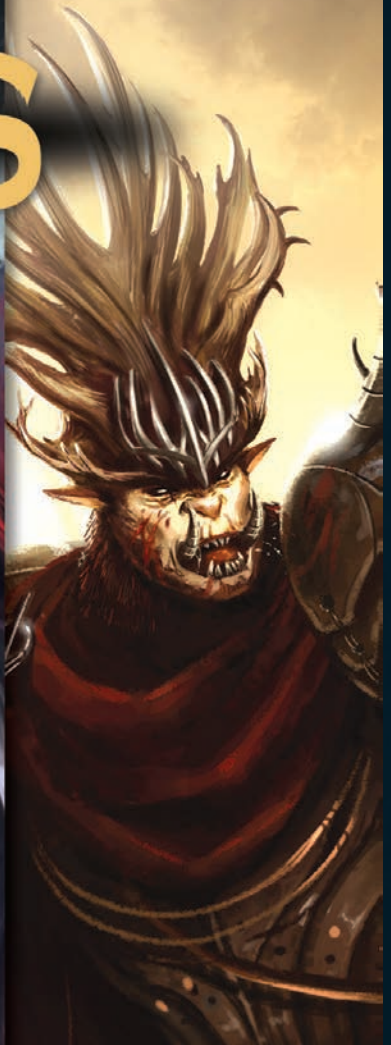
GILMORA



MARALL



SKRELL



VALKUN



WELCOME TO FERALIS

Feralis is a dark and brutal plane of existence, populated by numerous **tribal communities** and **civilizations** with continuous tension between them. They are under the influence of mysterious and feared archaic deities known as the **Aesyrs**.

The card game Feralis calls the player to take on the role of one of these cryptic and extraordinary gods.

The Aesyrs can control the creatures that inhabit Feralis and force them into battle against other gods.

It is not clear why these eternal gods continue to confront each other. Is it power, glory, or simply boredom? No one has memory of a time when the worlds of Feralis were not accompanied by the incessant rhythm of the colossal armies they summoned.

GAME OVERVIEW

Feralis is a deck-construction card game. It can be played in various game modes. The ultimate goal is to eliminate your opponents, to do so you need to summon your Creatures, mutate them, and use them to slay enemy Creatures or your opposing Aesyrs themselves.

In Feralis, you each have a deck of Creatures, an Aesyrs, and a series of Divine Skills.

Creature cards have 2 states: **Call** and **Awakening**. To put them into play you have to wait for their cost in turns to elapse. Once Creatures in the **Call** state are defeated, they

come back in their **Awakening** state. You may also play them directly in the **Awakening** state but you will miss the opportunity to use their **Call** abilities.

You may support your Creatures with **Divine Skills**, these powerful abilities need time to be ready but they can turn the tide of battle. Divine Skills will recharge once used.

Your main resource is time, each Creature has a cost in time and to create powerful combos you have to put Creatures into play at the right moment. You can reduce the time cost of your cards by using a limited resource called Catalyst. You only have a limited amount of this resource and you may use it at any time.

USING THIS BOOK

This book is written as an introduction to Feralis: Obscure Land for new players. We recommend that new players learn the basics of the game using the 1 vs 1 format, this format has the fewest steps, making it ideal for first-time players. The other game modes will be covered in other booklets.

THE GOLDEN RULE

If the text of a card directly contradicts the text of the rules, the text on the card takes precedence.

COMPONENTS



30 Skreel Cards



30 Marall Cards



4 Aesyrr Cards



30 Valkun Cards



30 Gilmora Cards



32 Divine Skills



3 Aid Cards



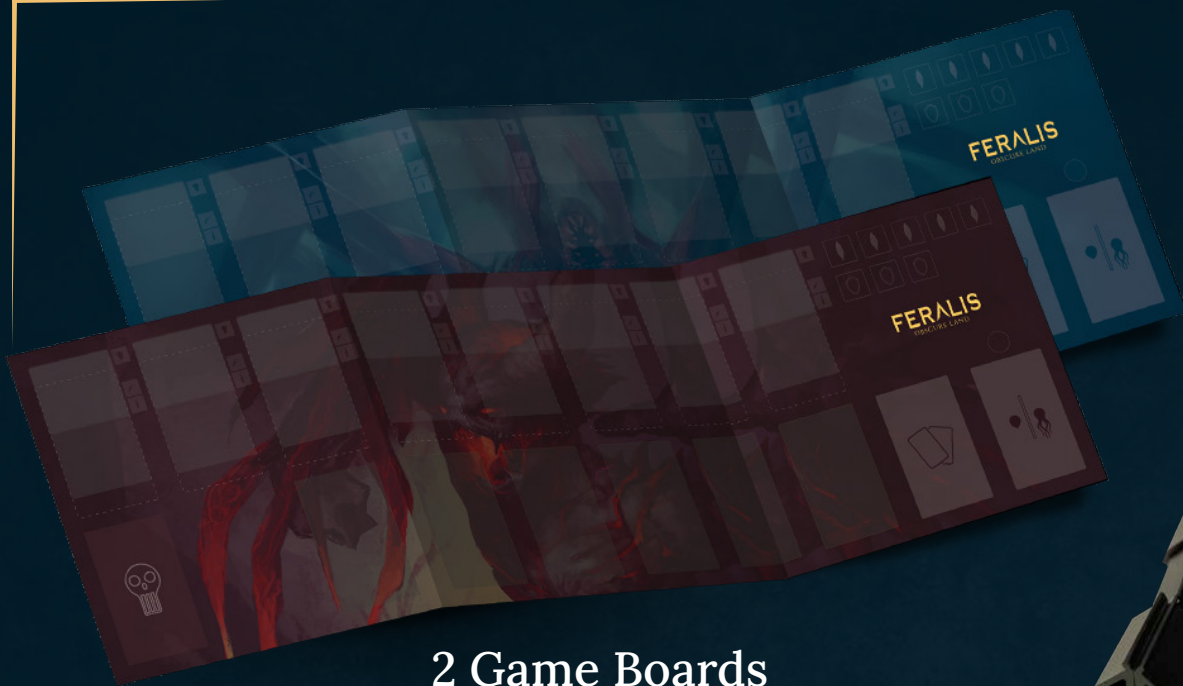
18 D6 Dice



15 Catalyst Tokens



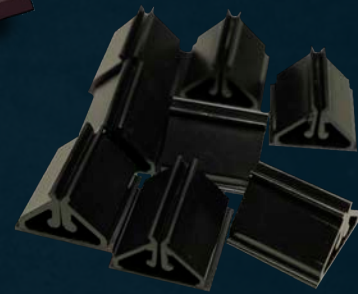
36 Stats Counter and Effects Tokens



2 Game Boards



2 D20 Dice



8 Card Standees



6 Defender Tokens



6 Lock Tokens

CREATURE CARDS



Creatures have both an Attack and a Constitution type:



Physical

The natural form of every creature that inhabits the world of Feralis.



Corrupted

Creatures awakened in a mutated form, incredibly powerful and bestial.



Shadow

Creatures awakened in an almost ethereal and spectral form.

Each Creature can be played in the Call or Awakening state, placing it in the Incubator slot matching its Incubation time. Carefully choose which state you wish to place your Creatures in the Incubator, once chosen the state cannot be changed.

The Creatures are divided into 4 Factions: Skreel, Marall, Valkun, and Gilmora. Each Faction has its own distinct characteristics and abilities.

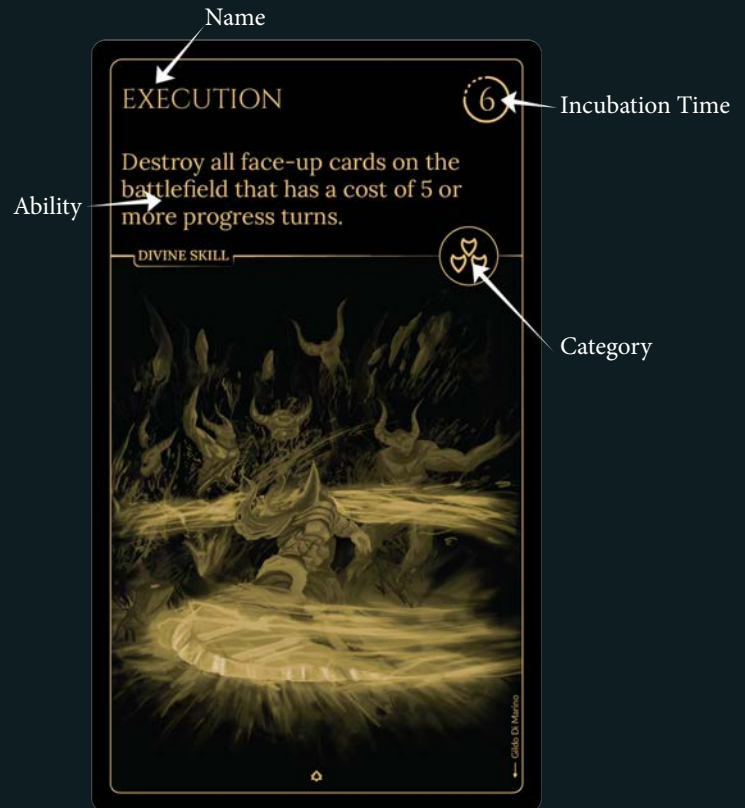
These types have an effect on damage dealt or sustained in attack, see page 16.

AESYR CARDS



Each Aesyr has a Unique Ability in one of two types: a ☞ can be used at any time during the game or a ∞ remains active for the entire game.

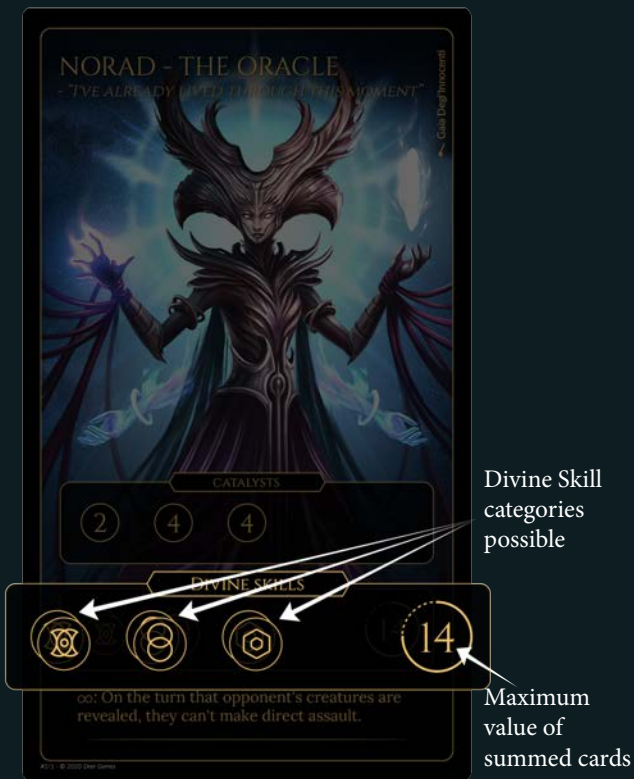
DIVINE SKILL CARDS



Divine Skills represent the direct interventions of the Aesyr on the battlefield.

In setup you must select which cards you wish to use in this game. Your Aesyr card shows a number of symbols. These indicate the number and type of Divine cards you may use. Each symbol represents one card.

The Aesyr card also shows the maximum total Incubation time of all your selected Divine Skill cards.



Divine Skill categories possible

Maximum value of summed cards









Each Divine Skill card has an Incubation time represented by a Turn Counter (see below). When the Turn Counter of a Divine Skill reaches 0, it is considered charged and you may play it. Once a Skill is charged, it can be used at any time, even on your opponent's turn.

You may use your Divine Skills in response to your opponent's activation of another Divine Skill.

When a Turn Counter reaches '0', you are under no obligation to use the Divine Skill. Individual Divine Skills can only be used once per turn.

After use, reset the Turn Counter to the Incubation Time shown on the card. It will count down the number of turns over which the Divine Skill recharges.

DIVINE SKILLS CATEGORIES

-  **DIVINATION**
SEE HIDDEN CARDS
-  **BANISHING**
OVERRULE CARD ABILITIES
-  **SUMMONING**
ACCELERATE/SLOWDOWN CARD DEVELOPMENT
-  **METAMORPHISM**
MUTATE CREATURES
-  **ENHANCEMENT**
MODIFY STATS CREATURES
-  **HEALING**
CURE CREATURES/RULERS
-  **NECROMANCY**
RETRIEVING CARDS FROM THE GRAVEYARD
-  **DESTRUCTION**
DAMAGE TO CREATURES/AESYR

TURN COUNTERS

Each Creature and Divine Skill card has a Turn Counter, shown either by the slot the card is placed in on the Game board or by using a die placed with it. When playing with the game board and any effect asks you to adjust a Turn Counter, move the targeted card into the slot matching the new Turn Counter value. When playing with dice for Turn Counters, change the value of the die to show the new Turn Counter value.

When the Turn Counter of a Divine Skill reaches 0, it is considered charged and you may play it. When the Turn Counter of a Creature reaches 0, it is summoned and added to the Battlefield. A Turn Counter is considered to reach 0 when the card is either placed in the '0' slot of the Game board or the value of the die is reduced below '1'.

To reset a Turn Counter, place the card back in the slot equal to the Incubation number shown on the card or by setting the die back to that value. The Turn Counter will count down the number of turns in each Development Phase and may be target of a variety of effects that change its value.

SETUP

Each player completes the following steps.

1. Select an **Aesyrr card**.
2. Take the **Catalyst tokens** shown on your Aesyrr card.
3. Take four **Card stands**, 1 **d20 die**, 3 **Lock tokens**, and three **Defender tokens**, with the active side face up.
4. Place all the **remaining tokens** in a general supply.
5. Shuffle your **deck** and place it face down.

Feralis is a deck-construction game. Each player has a deck of 20 Creature cards that they should construct before play. For rules on deck-construction see page 21.

6. Select the **Divine Skill cards** you wish to use in this game. Each Aesyrr card shows the number and type of Divine Skill cards you may select, as well as a maximum total value. For more information, see page 8.
7. Organize your play area as shown.

PLAYING FIELD



The Game boards help you keep your cards organized during a battle. When using cards, place them on your Game board. Different types of cards should be placed in different areas of the board. You may play without the board, as long as you remember where to place your cards and use the dice to track Turn Counters.

A. Your **Deck** always remains face down. If an effect requires you to search for cards in the deck, or reveal them, shuffle it immediately afterwards. If you run out of cards, you will lose 1 life point for each card you cannot draw.

B. Your **Incubator** is made up of 4 Incubation Slots on which the cards chosen from your hand must be placed. Each slot is made up of a card stand and either the numbered slots on the Game boards or a d6 die to act as a Turn Counter.

C. **Aesyr card.**

D. The d20 die is used to track your **Life Points (LP)**. Set the die to 20.

E. Place your selected **Divine Skills** here. Place each Divine Skill in the slot that matches Incubation Time, the number shown in the top right corner of the card. (If not using the Game boards, assign each card a d6 die to act as a Turn Counter, setting the die to the value equal to the Incubation Time.)

F. The **Battlefield** is where the Creature cards that come out of the Incubator end up, the Creatures here activate their abilities and may declare attacks on your opponent.

G. The **Graveyard** is your personal discard pile: Creatures that reach 0 Constitution points in Awakening form or cards that are destroyed or sacrificed end up here, face up. Both players can search the cards in their own and their opponent's Graveyard at any time.

H. Place your **Catalysts, Defender tokens,** and Lock tokens to the side of the Game board or

play area, next to your deck.

I. The **Abyss** is an area shared by all players. If a Creature card receives an 'Expel' effect, it is removed from play and placed in the Abyss.

8. Randomly determine a **first player** (unless players are playing a series of games, in which case the player who was defeated in the previous game chooses who is the first player).

9. Draw a **starting hand** of four cards. In turn order you have the opportunity to discard up to 3 cards and replace them with the same number of cards, drawn from the top of the deck. Shuffle any discarded cards back into the deck.

The game is now **ready to begin**.

GAMEPLAY

HOW TO WIN

Each player starts the game with 20 Life Points (LP). To win the game you must reduce your opponent's LP to 0. If both players reach 0 LP at the same time, the game ends in a draw.

TURN SEQUENCE

The game is played over a series of turns. Players alternate taking turns until at least one player is reduced to 0 LP. The player taking a turn is referred to as the **active player**.

Each turn consists of 5 phases:

1. Development phase
2. Loading phase
3. Main phase
4. Attack phase
5. Draw phase

RESOLVING ABILITIES

Divine Skills, Catalysts, and Creatures have abilities that can be resolved during the Main and Attack phases.

To resolve the ability of a card follow the text written on it. Resolve each ability or card played one at a time. Your opponent has the opportunity to respond to an ability, if card text states it. If your opponent cannot or chooses not to respond, resolve the ability. Your opponents response may also be responded to, this sequence continues until the original ability is either resolved or not.

The effects of certain cards can be tracked by placing Stats Counter tokens or Effects tokens on cards to remind you of their ongoing effects.

DEVELOPMENT PHASE

(skip this phase on your first turn)

Active player: reduce the value of each Turn Counter in your Incubator and on your Divine Skills by 1.

All players: Divine Skills or Catalysts cannot be played.

Example: The active player has 2 cards in their Incubator, one has a Turn Counter showing 1 and the other 3, and 4 Divine Skill cards with Turn Counters of 3, 2, 1 and 0.

During this phase, they subtract 1 from all the Turn Counters on these cards.



This results in the 2 cards in the Incubator being 0 (ready to enter in the battlefield) and 2, and the Divine Skill cards to 2, 1, and two at 0 (available to be played).



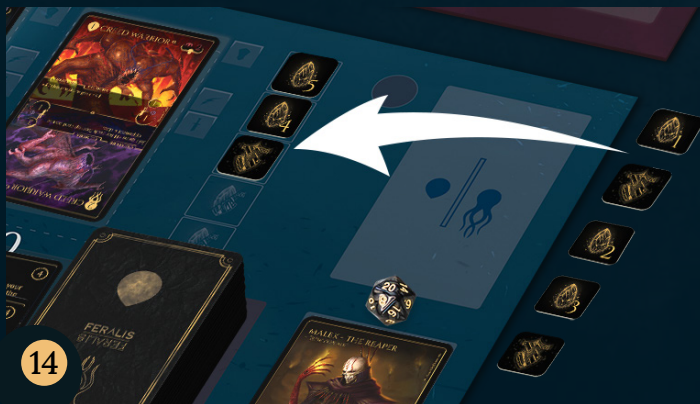
LOADING PHASE

Active player: Your Game board has 5 slots for tokens to the right of your card slots. If you have any empty token slots, you may choose to put any one available Catalyst or Defender token in that empty token slot. The Catalyst and Defender tokens placed to the side of the Game board or play area are not available to be used.

To become available you must place them into an empty token slot on your Game board. Each slot may only hold 1 token. You may only use Catalyst and Defender tokens that are placed in a token slot, the others are not available and are considered to be unavailable for all effects.

When a Defender token is used the slot is filled with a Lock token in all instances, this slot does not count as being empty, and the Defender token will return to this slot after use.

If you are not playing with the Game board, you must designate an area next to your cards to hold up to 5 of your Catalyst or Defender tokens. This designated area replaces the token slots, and therefore holds your available tokens. Your unavailable tokens must be placed to the right of your deck in a clearly separate area.



All players: Divine Skills or Catalysts cannot be played.

MAIN PHASE

Active player: If you have any Creature cards in your Incubator with a Turn Counter showing '0', they enter into the battlefield.

Once per turn, you may play a card from your hand and place it into an Incubation slot.

In the first turn of the game ONLY, the active player may play up to 2 cards into Incubation slots instead of 1. Place the card the right way up when putting it in the card stand to show your chosen state. Set the Turn Counter to match the Incubation Time shown on the card. When the Turn Counter reaches '0', the card will enter the battlefield in the chosen state.

All players: May activate Divine Skills or play Catalysts.

Example: The active player has 'Creed Warrior' in the Incubator with a Turn Counter showing '0', they put that card onto the battlefield.



CATALYSTS



Catalysts are a way to directly and quickly affect the outcome of a battle. The value indicated on the Catalyst is the number of turns it can remove from a card's Turn Counter.

Catalysts may be used in the Main and Attack Phases. Catalysts may interrupt other actions. After using the Catalyst, the action continues.

To use a Catalyst, select an active Catalyst token that you have moved to your Game board (see Loading Phase on previous page) and a Turn Counter to target. Reduce the Turn Counter by a value equal to the value of the Catalyst used. If this results in the Turn Counter reaching '0', that card can be used straight away. Once used, the Catalyst is flipped face down to show its used side. It still occupies a token slot.

There is no limit to how many Catalysts you may use in one turn, but you cannot use two Catalysts on the same card in the same turn.

They then choose to put 'Deserter Marall' in the free slot in their Incubator, they choose the Awakening state, with a Turn Counter of 3 representing the Incubation value shown on the top right of the card.



ATTACK PHASE

(skip this phase in the first turn of the game)

Active player: You may declare an attack for each Creature in the battlefield. Each attack uses a single Creature and must be fully resolved before the next attack can begin. The attack may be directed at an enemy Creature or directly at the enemy Aesyr's life points.

If your opponent has at least one Defender, you must attack that Creature before any other target. If your opponent has more than one

Defender, you may choose which to attack. If your opponent has no Defenders, you may attack any Creature or the Aesyrr. To show which Creature is attacking, slide it down slightly.




All players: May activate Divine Skills or play Catalysts.

EXILING CARDS

A player may exile a number of cards from their hand to lower the Turn Counter on a target card, by the number of cards exiled. This action can be performed as if using a Catalyst. An exiled card will be placed in the Abyss.

ATTACKING A CREATURE

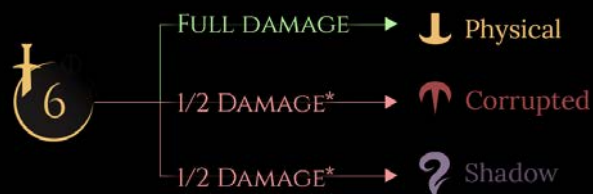
First Attack - Compare the Speed of both Creatures. The Creature with the higher Speed deals damage to the opposing Creature's Constitution. If both Creatures have equal Speed, damage is dealt simultaneously. The damage dealt is equal to its Attack but is modified by the Attack and Constitutions types of both cards.

Creatures of a Physical Constitution type  always suffer full damage. Creatures with  or  Constitution types may take full or half damage, depending on the Attack type of Creature dealing damage to them. All halved damage is rounded down.

If a Creature is dealt damage that matches or exceeds its current Constitution, it is defeated.

If a Call Creature is defeated, the card returns to the Incubator in the Awakening state. If all the Incubation slots are full when a Call Creature is defeated, the Creature will not be able to go into the Awakening phase and will instead go into the Graveyard.

DAMAGE SCHEME



* ROUNDED DOWN

A defeated Awakening Creature dies, and must be placed in the Graveyard.

If the Creature has a higher Constitution than the damage dealt, place Stats Counter tokens on the card, showing value equal to the damage dealt. It is now considered to have a Constitution of its original value minus the value of any Stats Counter tokens placed on it.

Second Attack - If the Creature survives the attack, it can respond by dealing damage to the Creature that attacked it, following the same rules as explained above.



DEFENDERS



The Aesyrs' last resort is to select warriors from their armies to be assigned the role of a Defender.

A Creature may only be declared a Defender in the turn it is revealed on the battlefield (from the Incubator, Graveyard, or Abyss). It lasts until the Creature is defeated and cannot be removed as long as the card is on the battlefield.

A Defender can never declare an attack, but if a player has at least one Defender on the field, their opponent can't declare direct attacks on the player or any other Creatures.

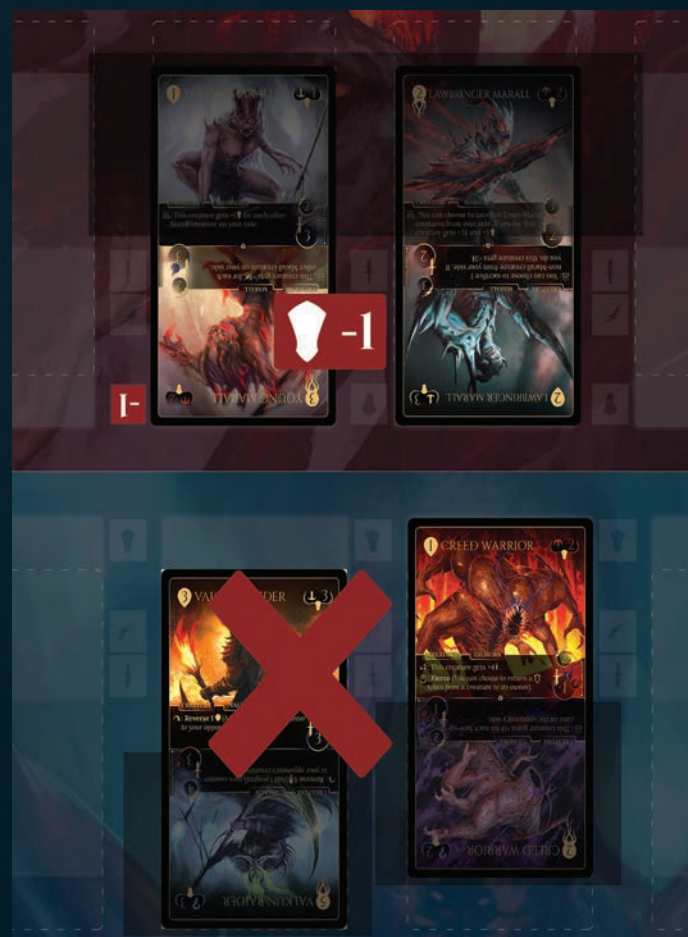
To declare a Defender, the player must place one of their available Defender tokens on the card as soon as it enters the battlefield. The Defender token must be taken from a token slot on the Game board or player area. Place a Lock token in the slot left empty by the Defender token. When the Creature leaves the battlefield, flip the Defender token to its used side and place it back into the slot it came from, returning the Lock token to your supply.



Example: The blue player's *Valkun Raider* attacks the red player's *Young Marall*. *Valkun Raider* has a higher Speed, so it will attack first. It has ⚡ attack symbols and the *Young Marall* has 🔥 Constitution, so it will only deal half damage. 3 Attack halved, is rounded down to 1. *Young Marall* has a Constitution of 2 so survives.

Place a -1 Stats counter on the card to represent the damage, it now has a Constitution of 1.

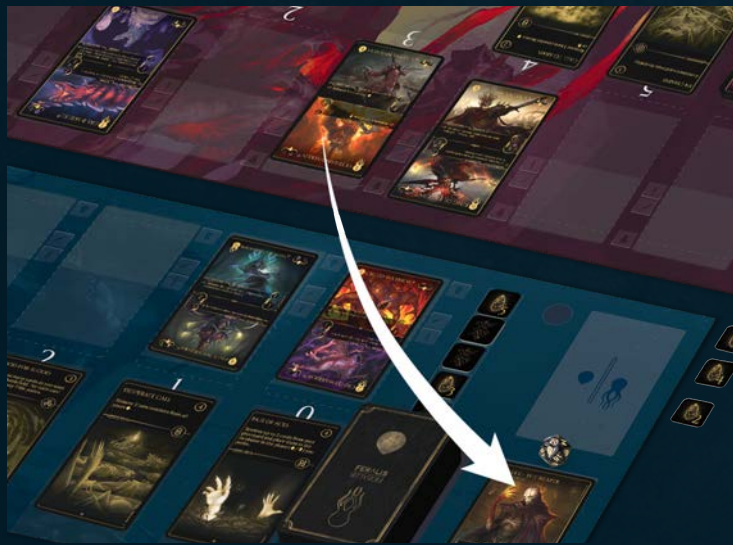
Young Marall has survived so it will respond, dealing 3 points of damage. This is enough to defeat *Valkun Raider*. The *Valkun Raider* is on the Call side, so it will go back to the Incubator on the Awakening side.



ATTACKING AN AESYR

The Creature deals damage, equal to its Attack, to the enemy's Life Points. Your opponent reduces the value of the d20 to reflect their new LP value. If your opponent's LP is reduced to 0, you have won the game!

Example: The red player has 2 Creatures on the battlefield, one with 4 attack and the other with 5. The blue player has 2 Life Points remaining and all of their Defender tokens have been removed from the game. The red player chooses to attack the blue player's Aesyra with the 'Veteran Valkun' for 4 points of damage. The blue player's Life Points have been reduced to 0 or less, so they lose the game.



DRAW PHASE

(The first player skips this step in the first turn of the game)

Active player: Draw 1 card. If you now have more than 4 cards in your hand, discard down to 4 cards.

All players: Divine Skills or Catalysts cannot be played.

After the Draw Phase, play passes to the next player who starts their turn as Active player.



ADVANCED STRATEGY

TIP: AMBUSH

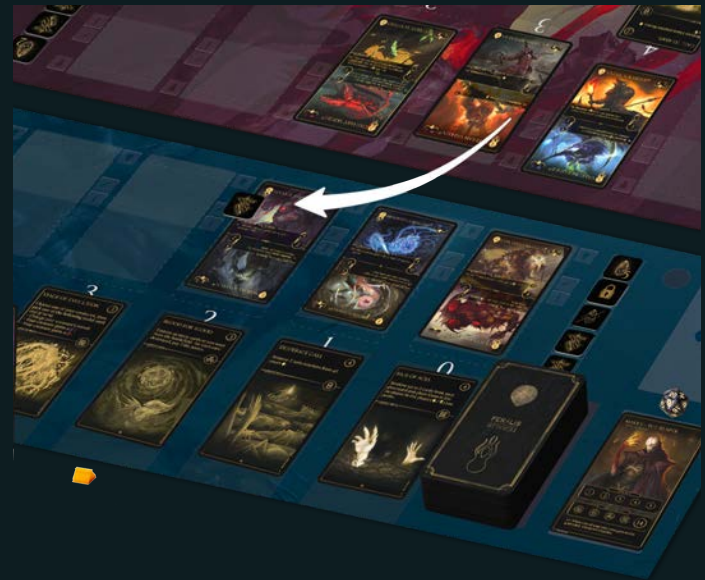
Feralis contains a lot of possible advanced strategies for you to discover, but we wanted to introduce this key one here.

You may combine the use of a Catalyst with the use of a Defender counter to interrupt and redirect an opponent's attack onto a Defender. This is known as 'Ambush'.

Example: The red player's *Veteran Valkun* declares an attack toward the blue player's *Aesy*. They have a *Marall Assassin* in their Incubator with a Turn Counter of 2.



They choose to use a 3 value Catalyst to bring the creature into play and immediately add a Defender token on it. The attacking creature will have to fight against this Defender instead of targeting the *Aesy*.



DECK CONSTRUCTION

A deck may be constructed using the various Creatures at your disposal. Each player may have a unique deck that is completely different from the other players' decks. Each deck must be constructed following these rules.

The deck must have exactly 20 cards and obey the following limits:

Rarity Limits

- **Common** - no maximum number of cards
- **Rare** - maximum of 16 cards
- **Epic** - maximum of 8 cards
- **Legendary** - maximum of 4 cards

Card Copy Limit

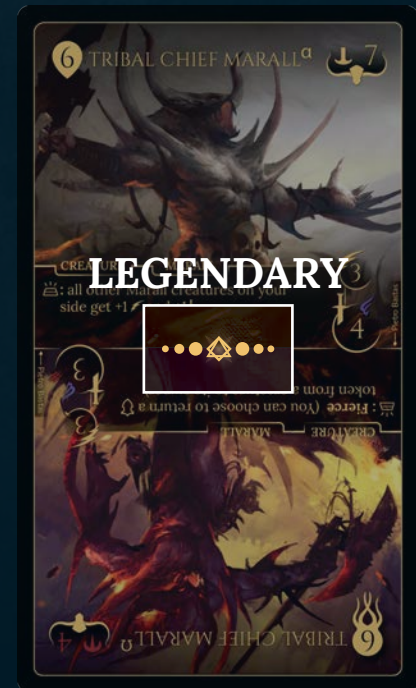
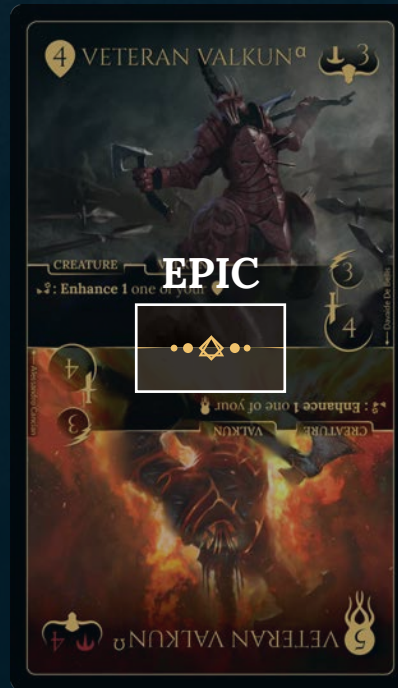
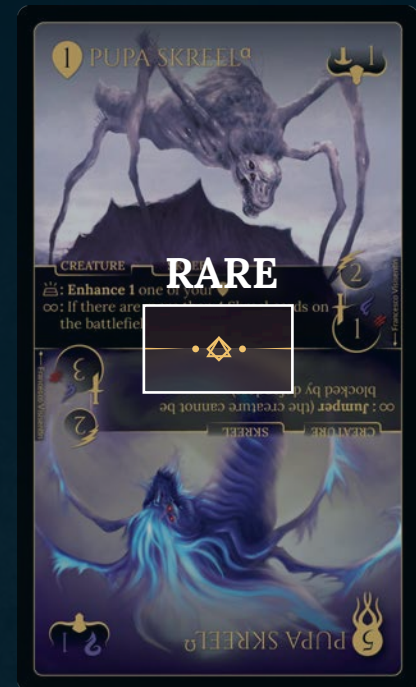
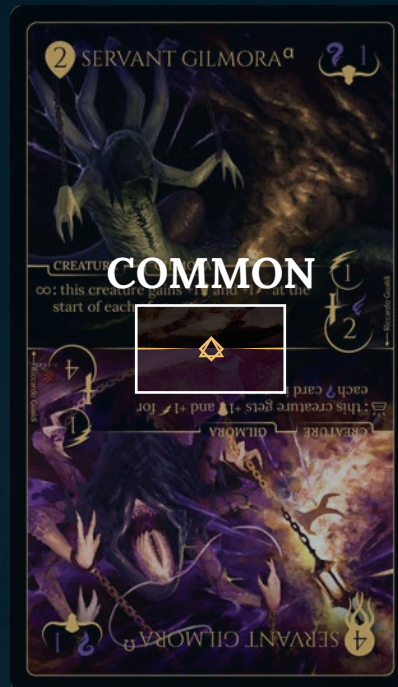
Maximum of 3 copies of a single card.

Factions

No more than 4 Factions.

Sideboard

You may have a maximum of 5 cards as a sideboard. These cards may be swapped into your deck, between games, when playing in multiple games or tournaments.



DECK DRAFTING

As an alternative to the deck construction rules above, you may instead draft cards to form your decks. If you choose to use this drafting deck construction mode, the standard Deck construction rules are ignored.

To set up the game using drafting, carry out the following steps:

1. Select a number of 30 card Faction decks equal to the number of players and shuffle them together to form a single common deck. Alternatively you may select any cards to total 30 per player
2. Select one player to be the first lead player for the draft. Drafting starts with this player and then proceeds clockwise
3. Deal 6 cards to each player in a face-up display
4. Starting with the lead player, proceeding clockwise, each player selects 2 cards to remove from the game. The lead player may select 2 of their own cards or 2 cards from any one opponent. As soon as a player is left with 4 cards in their display, they must immediately take these cards into their deck. All players complete this until each player has taken 4 cards into their deck
5. The player to the left of the current lead player, becomes the new lead player

6. Repeat steps 3, 4 and 5 until all players have a deck of 20 cards



APPENDIX

ACTIVATION ICONS



Summoned. The ability is activated when the card enters the battlefield.



Passive. The ability is active as long as the Creature is on the battlefield.



Perish. Ability activates when this card leaves the battlefield.



Rage. The ability activates when the card survives an attack.



Killer. The ability activates immediately whenever this card kills a Creature.



Direct assault. The ability activates immediately whenever this Creature directly hits the opposing Aesyr.



Healer. The ability activates immediately whenever the player gains life points.

GLOSSARY

Attack: How much damage a unit will deal in a single attack. May also mean the act of a Creature engaging another Creature in combat.

Attack type: The type of attack a unit has, used for damage calculations. A Creature can have multiple different attack types.

Battle Damage: Battle Damage is the damage inflicted to Creatures or an opponent's life points during battle. It's different from Effect Damage.

Card effects: Card effects are the result of the text on a card. The cost of activation and the conditions of activation are separate from the card effect.

Crawling: This card cannot be chosen as the target of a Divine Skill.

Creatures: These are the cards you draw from your deck, they have a Call form and an Awakened form.

Cooldown: The time before a Divine Skill is ready to use. If a Divine Skill is used, even if the effect is negated, it automatically goes back into cooldown.

Combat: A Creature enters combat when it attacks an opponent's Creature, makes a direct assault, or is attacked by an opponent's Creature. A Creature that enters combat has not necessarily fought.

Constitution: What type of and how much health a Creature has, used for damage calculations. A Creature can only have one constitution type.



Ambush: Advanced strategy, go to page 20.

Defender: A Defender must be targeted before non-Defenders or the opponent's life points can be targeted. A Creature can only be made a Defender due to a card effect or through the use of a Defender token when it is first summoned. Defenders cannot declare attacks but can damage any Creature that attacks them using normal combat rules.

Destroy: A Creature is destroyed either by a card effect or when it is defeated in its Awakened form. A destroyed Creature is sent to the Graveyard.

Direct Assault: A direct assault is when a Creature attacks the Opposing Aesy's life points directly. If a Defender enters the battlefield before the attack actually damages the opponent's life points, it is no longer treated as a direct assault.

Discard: Discarding a card means sending a card from your hand directly to the Graveyard. This does not activate any revealed effects.

Double Clash: This Creature can attack twice per battle phase.

Effect Damage: Any damage caused by a card effect.

Enchain: The opponent cannot play cards from their hand for the duration of the effect. This may also refer to specific states like Call or Awakened.

Enhance (X): Reduce the Turn Counter of one card of your choice by X. Enhance will specify whether it can be taken from a Call Creature, Awakened Creature, or both.

Evolve: Flip a card from its Call form to its Awakened form while it is still on the battlefield.

Exiled Cards: Exiled cards are completely removed from the game and sent to the Abyss.

Fierce: You can choose to return a Defender token from a Creature to its owner.

Healer: This ability triggers when you gain life points.

Immune: A card with Immunity does not receive any damage from combat. This immunity will often depend on the constitution type of the Creature.

Injection (X): Each of your Catalysts is increased in value by X.

Jumper: This Creature cannot be blocked by Defenders.

Killer: The ability triggers when the card defeats a Creature (sends a Creature to the Incubator or Graveyard via combat).

Negate: Ignore the chosen effect. If the chosen effect was generated from a Divine Skill, the Divine Skill is used and its turn counter is reset to the Incubation time shown on the card. If the chosen effect was generated by a Creature it remains in the battlefield.

Original attack, speed or toughness: This is the value as written on the card and is not changed by any other effects.

Passive: The ability is active as long as the Creature is on the battlefield. An Aesy's passive ability only stops being active when the game ends.

Perish: This ability activates when this card leaves the battlefield.

Rage: This ability activates when the Creature survives an attack, either as an attacker or defender. It does not activate as a result of attacking an Aesy where it is not attacked itself.

Random: When a card says to choose something “at random,” as long as there is no way of either player influencing the result, any method is acceptable e.g. toss a coin or roll a die.

Reconstruct: This allows you to use a used Defender token again.

Reveal: When a card is revealed, it is shown to both players and once both players are satisfied, the card is normally returned to its original position.

Reverse (X): Adds X Turn Counters to a card in your opponent’s Incubator.

Scavenge Graveyard: Increases the Creature’s stats (specified on the card) by the number of cards in your Graveyard.

Search the deck: To search the deck, carefully look through your deck and select the card you want (as long as it fulfills the conditions set out by the effect). If no such cards remain in the deck, the action has no effect. Then shuffle your deck.

Send to Graveyard: Take the target card from its current position and place it in the Graveyard. If it was on the battlefield, any perish abilities it has activate.

Shard (X): An exhausted Catalyst recharges up to X Turn Counters. The original value of the Catalyst does not matter.

Shuffle: There are no rules on how you should shuffle as long as your deck ends up in a random order and neither you nor your opponent are aware of that order.

Silence: Opponents cannot use any Catalysts.

Speed: Used to determine which Creature attacks first. Creatures with the same speed attack at the same time.

Summoned: This refers to when a Creature enters the Battlefield, either from the Incubator or the Graveyard.

Turn Counter: Turn Counters indicate how long until a Creature can enter the battlefield from the Incubator or a Divine Skill can be available for use.

Vital threshold: These abilities trigger when there are at least 10 Turn Counters in your Incubator.

When revealed: The ability is activated when the card is summoned.

Target: Choose any card on the battlefield.

FAQS

What does “change Faction” mean?

Faction is the name of the race. This skill allows you to change that Faction, for example turn a Skreel into a Marall.

Is a card ability or Divine Skill that gives a modifier to a stat on a Creature (e.g. +1 attack) permanent or just for the current round?

Modifiers are permanent unless “until end of turn” is specified.

Does “Shard 1” mean you get to place a 1 value Catalyst token back onto your board? What if you don’t have a discarded token?

Yes. If you don’t have a Catalyst token available, it has no effect.

Does “Injection” mean you increase the value of all Catalysts on your board or increase the value of one Catalyst token?

All the Catalysts on your board.

Is the ‘Injection’ keyword applicable to exhausted Catalysts?

No.

When can Catalysts be used?

You may only use Catalysts in the Main Phase and in the Attack Phase.

If an ability says something like ‘+1 attack for each Gilmora on your side’ does the card with that ability count as a Gilmora card?

Yes, if it’s not counted the text will usually read “any other Creature on your side”.

Does the ‘Vital Transfusion’ Divine Skill allow you to subtract and add Constitution from an enemy?

Yes, you may choose an enemy Creature.

If a card says “-1 Constitution to an opponent’s Creature” and it results in that Creature now having 0 Constitution, is it defeated?

Yes, if a Creature reaches 0 Constitution, it’ll be considered defeated even outside of battles.

What is the side of the Battlefield?

The battlefield is composed of your side, where you put your cards, and your opponent’s side where they put their cards.

Do exiled cards activate Malek’s ability?

No.

DECK EXAMPLES

The simplest way to create a 20 card deck is to select all the cards of one Faction and remove one copy of each card. This will give you a 20 card deck, all in one Faction.

Below you can find some examples of pre-made decks to use in your first games. Each deck has a particular play style and lists the Aesyrs, Divine Skills, and Creature cards you need to construct it.

DEFENSIVE DECK

Aesyrs

Malek the Reaper

Factions

Marall

Skreel

Divine Skills

Time to Fight
Balance of Life
Mutated Claws
Call to Arms

Legendary

2x Ra'Ex, the Hunter (Skreel)
2x Xe'Rig, the Queen (Skreel)

Epic

3x Ye'Rhet, the Soldier (Skreel)

Rare

3x Krish, the Lawbringer (Marall)
2x Luthrat, the Profaner (Marall)
3x Pupa Skreel (Skreel)

Common

1x Grub Skreel (Skreel)
2x Tu'Pyr, the Worker (Skreel)
2x Cocoon Skreel (Skreel)

CONTROL DECK**Aesyrr**

Norad the Oracle

Factions

Marall
Gilmora
Valkun

Divine Skills

Dark Divination
Compromise Alliances
In Chains
Hand of Light

Legendary

3x Pack of Necrophagous (Gilmora)

Epic

2x Shyna, the Magistram (Gilmora)
3x Karha, the Guardian (Valkun)

Rare

3x Asthes, the War Priest (Valkun)
3x Grekk, the Exalted (Marall)

Common

3x Zakkar, the Deviant (Marall)
3x Luthrat, the Profaner (Marall)

AGGRESSIVE DECK**Aesyrr**

Zagal the Renegade

Factions

Skreel
Marall

Divine Skills

Blood for Blood
Hand of Light
Abnormal Growth

Legendary

3x Xe'Rig, the Queen (Skreel)

Epic

3x Urg'Yer, the Digger (Skreel)
3x Golarr, the Sentry (Marall)
2x Draka, the Deserter (Marall)

Rare

3x Newly Born Pupa (Skreel)

Common

3x Zakkar, the Deviant (Marall)
3x Tu'Pyr, the Worker (Skreel)

VERY AGGRESSIVE DECK**Aesyrr**

Morgal the Destroyer

Factions

Skreel
Valkun

Divine Skills

Blood for Blood
Committing Murder
Balance of Life

Legendary

3x Xe'Rig, the Queen (Skreel)
1x Ra'Ex, the Hunter (Skreel)

Epic

3x Karha, the Guardian (Valkun)
3x Urg'Yer, the Digger (Skreel)
2x Ye'Rhet, the Soldier (Skreel)

Rare

3x Krish, the Lawbringer (Marall)
2x Asthes, the War Priest (Valkun)

Common

3x Undaunted Knight (Valkun)

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