

THE ANCIENT



FERALIS

OBSCURE LAND

SOLO MODE
RULEBOOK

COMPONENTS



1
Nosgroth
Card

10
Challenge
Cards



10
Territory
Cards



10 Basic Golem Cards



5 Advanced Golem Cards

AN ANCIENT ENEMY

Nosgroth, once the most powerful of the Aesyrs, was betrayed. The assassination attempt against him, however, failed and turned against her enemies. Against us. An ancient power has been awakened, a light that could bring back to the universe the disgusting balance we destroyed. It must not happen.

In the solo game of Feralis you will play against Nosgroth, who acts against you in a similar way to a human opponent. Throughout these rules you or the player refers to the human play and they/ her or Nosgroth refers to your automated opponent.

Nosgroth is able to transform her catalysts into Creatures, which will try to protect their master and at the same time attack anyone who dares to get close.

Nosgroth has two phases, shown by the two sides of the Nosgroth card: The first is **Enchained**, where Nosgroth is still in her cocoon and supports her Creatures by boosting their stats. The second phase is **Ancient**, where Nosgroth is finally released from her chained form, she reveals her true strength and threatens the survival of any Aesyrs she encounters.

SETUP

Setup the game area as per a basic 2 player game.

1. Randomly select 2 **Territory cards**.
Reveal 1 face up. Keep the other secret, face down next to the revealed Territory.
2. Randomly select one or more **Challenge cards** based on the level of challenge you want to sustain. The number of Challenge cards selected and solved affects the value of the final score that can be achieved.
3. Create your **deck** using the rules of the base game.
TIP: Pay attention to the revealed Territory when creating your deck but remember another remains secret for the 2nd phase.
4. Set up your **play area** as a normal 2-player game.
5. Place the **Nosgroth card**, with the Enchained phase side face up, in Nosgroth's player area. Set her d20 to 20 to represent her 20 Life Points (LP).
6. Construct the **Golem deck** according to your chosen difficulty (see page 8). You may select particular Golem cards or select them at random from those available. The deck must always contain exactly 10 cards.

NOSGROTH

PHASE 2



Name



Unique ability
(Difficulty level I to III)

Unique ability
(Difficulty level IV to VI)

PHASE 1

Nosgroth, in her two forms, will do anything to destroy you. It will be your task to eliminate her Golem troops and reduce her 20 life points to 0.

GOLEMS

Card type (Base  or Advanced )



Golems are the followers of Nosgroth, each has 2 abilities, one for each Nosgroth phase.

Golems are considered to be Creatures for all purposes. Their abilities are subject to effects that target Creature abilities. Some Golems' abilities are also subject to effects that target Catalysts or Aesyrs abilities, this is specified on the Golem card attributes.

Golems that show “Enchain”, come into play as if played from hand and are subject to the effects of the Enchain ability.

All the Golems are .

GAMEPLAY

You take the first turn then it is Nosgroth's turn and then the game continues with you and Nosgroth taking turns.




Whenever either Nosgroth's LPs have been reduced to 9 or fewer, or you have reached the beginning of her 6th turn, immediately flip the Nosgroth card to the **Ancient side**. Discard the face up Territory card and reveal the other one. The newly revealed Golems use the second ability titled "Nosgroth - The Ancient."

On Nosgroth's turn, complete the following steps in order:

1. Reveal the top **Golem card** from the deck.
2. Apply the immediate effect of the Golem ability, depending on Nosgroth's current phase.
3. Activates **Nosgroth's ability** related to your chosen difficulty level. The upper ability is used in a level I-III game, and the lower (more powerful) ability in a level IV-VI game.
4. The **Golem attacks**.


LEVELS OF DIFFICULTY

You may choose between 6 difficulty levels, I is the easiest and VI the most difficult.

A level 'I' game uses only base type Golem cards, those showing . To play against a higher level of difficulty replace a number of base  Golem cards with advanced Golem cards  equal to your chosen difficulty level, (i.e. in a level IV game you would replace 3 Base Golem cards with 3 Advanced Golem cards).

Your selection will also affect Nosgroth's unique abilities (see page 6).

GOLEM ATTACKS

Golems will always try to attack the player, if possible. If Nosgroth has to choose between several defending Creatures , she will choose to attack the one with the least constitution. If there are multiple Creatures who have the same constitution, select the oldest (see next page).

Important: All Golems attack only once, on the turn in which they are revealed, not counting possible active abilities.

OLDEST CREATURE

When you put a Creature into play, you must place it on the far right of your play area, that is the **oldest Creature**, the next Creatures will be placed to the left of the first and so on. The order of the Creatures cannot be changed by any means. If one Creature is removed from the play area, all Creatures are moved to the right.

SELECTING TARGETS

If Nosgroth must target a Creature with any effect, she will choose the one with the highest constitution. If there are multiple Creatures who share the constitution, she will target the oldest.

If Nosgroth must target a card in the Incubator with any effect, she will choose the one with the fewest counters on it. If there is a tie the player chooses.

END OF THE GAME

If your Life Points reach 0, Nosgroth knocks you down and you lose the game.

If at the end of her 10th turn you have not defeated Nosgroth, you still lose but keep your dignity.

If you reduce Nosgroth's Life Points to 0, the game is won and you can be awarded one of the appellations below.

APPELLATIVE CALCULATION

Calculate your score by multiplying the **difficulty level** by the **number of Challenge solved** at the end of the game to get your appellation!

ES. you win by solving 5 Challenges at level V $5 \times 5 = 25$ Result: Bummer.

Appellative	Score
Rookie	1-19
Ripper	20-29
Braggart	30-39
Bigshot	40-49
Boss	50-59
Legend	60 or more

BANNED CARDS

Since this is an alternative mode to the normal game dynamics, some cards from the base set and expansions will have to be scaled down or banned to encourage greater usage. Scan the Qr code on the next page to see the list.

BANNED CARDS LIST



CREDITS

Game Designers: Luca Vincitore, Nestore Mangone

Writer: J.A. Windgale

Rulebook Editor: David Digby

Illustrators: Gaia Degl'Innocenti, Pietro Bastas, Francesco Visentin, Simone Torcasio, Selene Crezzini

Playtesters: Lorenzo Ugolini, Gianluca Baraldi, Andrea Borsani, Simone Scalora, Emanuele Lavore, Leonardo Cuppari, Davide Lunardi, Alessio Alonzi, Stefano D'Ambrosio, Juri Buffone, Roberto Coppola, Matteo Magistrani, Alberto Armanini, Eugenio Papavero, Josh Phillison, William Malone, Stefano Tomaiuolo, Kilpéric Sprumont

Special thanks: Andrea Di Napoli, Tommaso De Benetti



WWW.DEERGAMESSTUDIO.COM

© 2022 Deer Games Studio. Feralis: Obscure Land is a trademark of Deer Games Studio. All rights reserved.