

## Battle/Battle Cards ✂ /Creature Traits

### **Battle** = 3 Steps: **Roll** → **Modify** → **Damage**

All Clans/Baransu at same location participate in a Battle initiated. Place all creatures in Battle to one side of the location. Baransu counts as own Faction.

**Roll:** Use your Faction's 8-sided dice for Battle, with number of dice = number of creatures attacking; max 3 dice per Faction.

**Modify:** Clans present in Battle may play Battle Cards and use Creature Traits. When modifying dice, turn dice to that number (no <1 or >8). A Hit occurs if roll dice > DEF creature. Move creatures to other side of the location when an ability is used to denote the Creature Trait was spent.

**Damage:** Clans dealing their damage choose what creatures take Hits in Battle (a Faction's creatures are targeted before its Avatars). A creature with zero HP is Defeated and returned to the corresponding Creature Card.

**Battle Cards** are cards that you may use in Battle if certain criteria are satisfied in Battle. Played Battle Cards are read, ability used, and then placed on the bottom of the Battle Card Deck in any order. Obtained Battle Cards are placed in the Battle Card Zone Face Down; viewable only by the owner.

**Creature Traits** represent the traits each creature can use once per Battle (unless turned Face Up). The types of Creature Traits available are listed below:



**Elemancer:** Reroll 1 friendly Battle Dice in Battle.



**Warrior:** Reroll 1 opponent Battle Dice in Battle.



**Annihilator:** Increase 1 Battle Dice value by 1 in Battle.



**Bulwark:** Decrease 1 Battle Dice value by 1 in Battle.



**Banisher:** May deal 1 Hit beginning of Battle to any enemy Face Up creature at same location. **Face Up** is a Creature Token with the creature's face up and cannot roll Battle Dice, use Creature Traits, or Battle Cards. (Face Down = symbol side up; Avatar is placed on its side when Face Up)



**Eternal:** This creature is flipped Face Up in play if Defeated. Flip Face Down at the beginning of the owner's turn with **1 HP**.



**Fade:** May move to an adjacent location if there is free space at the beginning of Battle, and then flip this creature Face Up. Flip Face Down at the beginning of the owner's turn.



**Nimble:** May join a Battle at an adjacent location. There must be a free creature space at the location to join a Battle. When using, place the creature on the borders between the locations coming from/joining, and move back after Battle if not Defeated.



**Dragon:** Prevent any rerolls from all enemies. **Move anywhere.**



**Avatar:** May complete Saga Cards and use Legendary Weapons. **Avatar Secondary Trait** when shared allows all creatures of the same Clan to also have this trait for the remainder of the Round. You may only use one non-Avatar Trait per creature per Battle. **3 HP** (tracked by Hit Dice on Avatar Creature Card).

## Creature Stats/Baransu

### **Creature Stats:** Move 3, DEF 4, 1 HP, 1D8

(Lore Card #5 and Avatar/Dragon/Baransu rules list any changes to base stats)

**Move #** = # spaces a creature can move a turn; **DEF #** = # you need to beat to score a Hit; **# HP** = # Hits till Defeated; **#D8** = # of 8-sided Battle Dice rolled.

**Baransu**, once unlocked, has actions which are determined by the results of one of her D8 rolled by the active player at the end of their turn:

- 1-2 -> Move to closest Avatar; Battle
- 3-5 -> Move to farthest PT and remove it; Heal 1 HP
- 6-8 -> Active player moves Baransu to any location

**Baransu Stats** = Move anywhere, DEF 6, 3 HP, 3D8, Dragon

If tied for choices of Baransu for actions/Battle, active player chooses. In Battle, Baransu determines Battle Damage targets after other players assigned Hits. Removed PTs by Baransu are placed on her Creature Card. These PTs count towards her total at the end of the game. Baransu may remove PT from Starting Locations. If Defeated, her total PT = 0 and are returned to the Supply.

**ELEMANCERS** <sup>TM</sup>  
Light and Dark

Rules Reference Card

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## Round/Activate Phase/Conflict Phase

**Round** = 2 Phases: **Activate** → **Conflict**

### Activate Phase

- (1) Return Power Tokens on the playerboard to the PT pool ✦. Obtain more PT from the Supply so PT in the PT Pool = Round # + 2.
- (2) Draw 2 Creature Cards and place each on a free Creature Card Zone on the playerboard (or atop the Creature Deck if card #4), while placing their 3 Creature Tokens each on top of the matching Creature Cards.
- (3) Draw 1 Battle Card from the top of their Battle Card Deck and place in the Battle Card Zone on the playerboard Face Down.
- (4) Determine the first player Clan, then follow the below turn order and repeat:

→ **Umbra** → **Caelum** → **Mortis** → **Anima** → **Cryo** → **Ignis** →

### Conflict Phase

Player Turn = **PA** → **Move** → **Battle**.

Each player spends 1 PT to perform 1 PA followed by all Moves and then any optional Battles. Phase ends when no players have any PT left in the PT Pool.

## Power Action/Creature Cards /Move

### Power Action (PA)

Summon Creatures  
Share Avatar Secondary Trait  
Draw 2 Battle Cards  
Activate Legendary Weapon

### Where Place Power Token (PT)

Creature Card  
Avatar Card  
Battle Card Deck  
Lore Card #5 (Legendary Weapon)

As you perform a PA, place a PT from the PT Pool ✦ on top of the card using. This prevents that Zone from use again this Round.

**Creature Cards** represent creatures you may play on the gameboard.

When summoned, place all Creature Tokens from the Creature Card Face Down at any matching Clan location(s) with a PT. Only 4 creatures per Faction may be placed on a location.

**Move** allows a player to move any number of their creatures to/through a location(s) up to 3 spaces. While shielded, you may not move to/through the central gameboard hexagon location. At the end of your move, check for Matching Element Location and Saga completion.

## Matching Element Location/Saga Cards

### Matching Element Location

At any time, if your creature is on a Matching Element Location, place a PT there from the Supply. At any time, if an enemy occupies your non-Starting Location while no friendly creatures are present, return the PT from that location to the Supply. **Starting Locations** (outer 6 gameboard hexagon locations) can only have PT removed by Baransu.

**Saga Cards** are secret objectives that may be shared only with your Faction. Only your Avatar can complete your Saga Card. An Avatar completes a Saga Card if they occupy the location listed at the end of their Move. If so:

- (1) Reveal and read the Saga Card completed to all players.
- (2) Place their top Lore Card on the bottom of their Lore Deck.
- (3) Place the completed Saga Card on the bottom of the Saga Deck. If your Avatar completed 3 Saga Cards you do not obtain more. Otherwise, keep cycling Saga Cards in the deck until the next "color/number" Saga is found corresponding to the current Lore Card stage and Faction and place it on your playerboard in the Saga Card Zone.

## Lore Cards /Legendary Weapons

**Lore Cards** provide descriptions of the lore and Legendary Weapons Avatar's find on their journeys from completing their 3 Saga Cards, as well as events and alternative game endings as they occur in the realm.

**For the first player to reveal Lore Card #4, that player reads the Lore Card and then advances to Lore Card #5.** The shield over the Hollow of Fate (central gameboard hexagon location) is removed and is now accessible to move to/through. The Baransu standee is re-positioned so its on its base (counts as Face Down position), and now Baransu takes an action at the end of each player turn.

**If future players reveal Lore Card #4, they do not read, and immediately flip to Lore Card #5.**

**Legendary Weapons** provide new powerful game abilities to your Clan. A Legendary Weapon is usable if you are on Lore Card #5, is activated by a PT, and your Avatar is still in play.

## Win Conditions/Factions/Clans

### Win Conditions

(1) After unlocking and activating all of your Faction's Legendary Weapons, move all of your Faction's Avatars to the Hollow of Fate (central gameboard hexagon location). **Advance all Lore Decks to #6 if the Light Faction completes or #7 if the Dark Faction completes.**

(2) Faction/Baransu with the most PT at the end of 2 Rounds. **Advance all Lore Decks to #8 if Baransu wins, or #9 if a Faction wins or tied.**

### Factions/Clans

Dark Faction (Tenebris) -> **Dark magic:** destruction, death, despair

**Umbra Clan** -> **Shadow magic:** energy drain, ruin, illusions

**Cryo Clan** -> **Ice magic:** shield, freeze, forgetfulness

**Mortis Clan** -> **Necro magic:** control dead, mutate, fear

Light Faction (Lux) -> **Light magic:** creation, life, hope

**Caelum Clan** -> **Celestial magic,** protection, enchant, knowledge

**Ignis Clan** -> **Flame magic:** scorch, illuminate, courage

**Anima Clan** -> **Beast magic:** instil life, invoke spirit, awareness