

Content

- 52 Normal Cards (63x88mm):
- 2 Kingdom Decks (each with 25 cards + randomizer)
 - Fairies
 - Gladiators
- 2 Oversized Cards (130x90mm):
 - Lost Horseshoe Village
 - Arena Mundi Village
- This leaflet

Credits

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RAFAŁ CYWICKI



RAGE AND LAUGHTER



Mischief? Laughter? That's what Fairies bring to the kingdom: a merry chaos that can topple giants. They are a gift that keeps on giving... even if you may have to offer your Crystals, Items and Monster trophies to other players!

On their side, Gladiators give the Enchanters the tools for (friendly) slaughter. Duel your opponents to give them Wounds, or strategically turtle up to fend off their attacks!

Fairies (Lost Horseshoe)



Fairies just want to have fun. And their idea of fun is basically giving your stuff to other players.

The Fairies Deck will make you give your Crystals , Items , and Monsters  to other players. If you plan around this strategically, this might actually be a good thing for you.

“Give X of your  to target player”: If you have X or less Crystals , you will need to give those Crystals to target player. If you have no Crystals, you may still take the card without giving Crystals to target player.

Tip: It is wise to spend your Crystals on Minor Actions (for example, Village Card's Multi-Action) before taking cards with the Action.

Gladiators (Arena Mundi)



Enchanters enter full PvP battle royale mode. Fight other players to become the champion of the arena.

Dueling other players might be a way to victory. Ramp up your attack to deal them massive wounds or gather your defenses to shrug off attacks from other players.

Duels: Duels between players are simple and straightforward. Both players deal each other a number of Wounds  equal to their current  reduced by the opponent's .

Before the duel, both players (active player first) may use Minor Actions on their cards and/or Village Card.

Universal Keywords

Bury: To place a card **at the bottom** of the appropriate pile. When the game asks you to “bury top ”, take the top card from that pile and put it at the bottom of the pile. A card cannot be buried if it is the only card in the pile.

Unbury: To place a card **at the top** of the appropriate pile.