

## 1.0 Terrus General

- 1.1 These **Terrus** rules apply to any **Terrus** game with two or more players.
- 1.2 To play, each player (referred to as a *ruler* in game) needs:
  - A *clade* card.
  - Their own deck of traditional **Terrus** cards, called a *den* (at least 60 cards)
  - 6 *basic* structures (farm, hive, butchery, lumber mill, stone quarry, mineral mine) to contribute to the *market*.
  - 24 *basic* resources (4 of each type - plant, bug, meat, wood, stone, crystal) to contribute to the *market*.
  - Small items to represent tokens.
  - A way to clearly track life totals, called *vitae*. (The Terrus: Vitae Counter app is a useful free resource that also provides easy reference to the *clade* card, which is central to any Terrus deck.) <https://vitalis-8d0f6ebf.base44.app/>
- 1.2a In *constructed* play (a way of playing in which each player creates their own deck ahead of time), each deck must contain at least sixty cards. A constructed deck may contain no more than one of any card with a particular name. Constructed decks cannot contain basic resources or basic structures.
- 1.2b In *deck-building* play (a way of playing in which each player builds their deck by bartering for cards at the *market*), each deck begins with only one of each of the 6 *basic* structures and 6 *basic* resources. Then each player's 60-card deck, or a random assortment of cards, or a curated collection is mixed together and placed in a stack called the *Wilds Deck*, which will feed the *market*.
- 1.2c In *limited* play (a way of playing in which each player gets the same quantity of unopened Terrus product and creates their own deck using only this product), each deck must contain at least forty cards. A limited deck may contain as many duplicates of cards as are included in the product. Limited decks contain no basic resources and use the same market setup as constructed format.
- 1.3 Each player may also have a *sideboard*, which is a group of additional cards the player may use to modify their deck between games of a match.
  - 1.3a In constructed play, a sideboard may contain no more than fifteen cards. The one-card limit (see rule 1.2a) applies to the combined deck and sideboard.

- 1.3b In limited play involving individual players, all cards a player opens but doesn't include in their deck are in that player's sideboard.
- 1.4 There is no maximum deck size.
- 1.5 Most **Terrus** tournaments (organized play activities where players compete against other players to win prizes) have additional rules covered in the Terrus: Conquer the Clade Tournament Rules (found at [www.terrusgame.com/events/rules](http://www.terrusgame.com/events/rules)). These rules limit the use of some cards, including barring all cards from some older sets.
  - 1.5a Tournaments usually consist of a series of matches. A two-player match usually involves playing until one player has won two games.
  - 1.5b Players can use the Terrus Store & Event Locator at [www.terrusgame.com/locator](http://www.terrusgame.com/locator) tournaments in their area.

## 2.0 Terrus Golden Rules

- 2.1 Whenever a card's text directly contradicts these rules, the card takes precedence. The card overrides only the rule that applies to that specific situation. The only exception is that a player can concede the game at any time (see rule 5.3a).
- 2.2 When a rule or effect allows or directs something to happen, and another effect states that it can't happen, the "can't" effect takes precedence.
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  - Example: *If one effect reads "You may barter for an additional basic resource this turn" and another reads "You may only barter once this turn" the effect that precludes you from bartering again wins.*
- 2.3 Any part of an instruction that's impossible to perform is ignored. (In many cases the card will specify consequences for this; if it doesn't, there's no effect.)
- 2.4 If multiple players would make choices and/or resolve effects at the same time, the active player (the player whose turn it is) makes any choices required, then the next player in turn order (usually the player seated to the active player's left) makes any choices required, followed by the remaining players in turn order.
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  - Example: *A card reads "Each ruler buries a beast they rule." First, the active player chooses a beast they rule. Then each of the nonactive players, in turn order, chooses a beast they rule. Then all beasts chosen this way are buried simultaneously.*

- 2.4a If an effect has each player choose a card in a hidden zone, such as their hand or their den, those cards may remain face down as they're chosen. However, each player must clearly indicate which face-down card he or she is choosing.
- 2.4b A player knows the choices made by the previous players when he or she makes their choice, except as specified in 2.4a.
- 2.4c If a player would make more than one choice at the same time, the player makes the choices in the order written, or in the order they choose if the choices aren't ordered.
- 2.4d If a choice made by a nonactive player causes the active player, or a different nonactive player earlier in the turn order, to have to make a choice, the order beginning with the active player is restarted for all outstanding choices.

### 3.0. Players (referred to as “*Rulers*”)

- 3.1 A (*ruler*) is one of the people in the game and also denotes control of game pieces. The active player is the *ruler* whose turn it is. The other *rulers* are nonactive players.
- 3.2 In a two-player game, a *ruler's* opponent is the other *ruler*.
- 3.3 In a multiplayer game between teams, a *ruler's* teammates are the other players on their team, and the *ruler's* opponents are all players not on their team.

### 4.0 Starting the Game

- 4.1 At the start of a game, each *ruler* shuffles their deck (referred to as a *den* in game) so that the cards are in a random order. Each *ruler* may then shuffle or cut their opponents' decks. The *ruler's*' decks become their *dens*.
  - 4.1a If a *ruler* is using a sideboard (see rule 1.3), those cards are set aside before shuffling.
- 4.2 After the *dens* have been shuffled, the *rulers* determine which one of them will choose who takes the first turn. In the first game of a match (including a single-game match), the *rulers* may use any mutually agreeable method (flipping

a coin, rolling dice, etc.) to do so. In a match of several games, the loser of the previous game chooses who takes the first turn. If the previous game was a draw, the *ruler* who made the choice in that game makes the choice in this game. The *ruler* chosen to take the first turn is the starting *ruler*. The game's default turn order begins with the starting *ruler* and proceeds clockwise.

- 4.3 Each *ruler* begins the game with a *clade* card in the center of their city and a starting *vitae* that is printed on the clade.
- 4.4 Each *ruler* begins the game with zero cards in hand.
- 4.5 The starting player takes their first turn and may only draw 1 card during their dawn phase rather than 2.

## 5.0 Ending the Game

- 5.1 A game ends immediately when a *ruler* wins, when the game is a draw, or when the game is restarted.
- 5.2 There are several ways to win the game.
  - 5.2a A *ruler* wins the game when they reduce the only remaining opponent's *vitae* total to zero or less through the resolution of an action, ability, or battle.
  - 5.2b A *ruler* wins the game when they begin their turn with a total of 10 structures in their city (**Metropolis** victory).
  - 5.2c A *ruler* wins the game when they win a *Dominion Vote* (See 17.1b.) and have a total of 15 or more INT (intelligence) amongst the beasts in their city (**Political** victory).
  - 5.2d A *ruler* wins the game when they begin their turn with a total of 4 or more *Relics* in their city (**Relic** victory).
  - 5.2e A *ruler* still in the game wins the game if all of that player's opponents have left the game. This happens immediately and overrides all effects that would prevent that player from winning the game.
  - 5.2f An effect may state that a player wins the game.
  - 5.2g In a multiplayer game between teams, a team with at least one player still

in the game wins the game if all other teams have left the game. Each player on the winning team wins the game, even if one or more of those players had previously lost that game.

5.3. There are several ways to lose the game.

5.3a A *ruler* can concede the game at any time. A *ruler* who concedes leaves the game immediately, removes all of their game pieces from play and loses the game.

5.3b If a *ruler's* vitae total is 0 or less, they lose the game the next time a player would receive priority. (See 26.0)

5.3c An effect may state that a player loses the game.

5.3d If a *ruler* would both win and lose the game simultaneously, that *ruler* loses the game.

5.3e In a multiplayer game between teams, a team loses the game if all players on that team have lost the game.

5.3f In a multiplayer game, an effect that states that a *ruler* wins the game instead causes all of that *ruler's* opponents to lose the game.

5.3g In a tournament, a *ruler* may lose the game as a result of a penalty given by a judge. (See rule Tournament Rules XXX.)

5.4. There are several ways for the game to be a draw.

5.4a If all the *rulers* remaining in a game lose simultaneously, the game is a draw.

5.4b If a game somehow enters a "loop" of mandatory actions, repeating a sequence of events with no way to stop, the game is a draw. Loops that contain an optional action don't result in a draw.

5.4c An effect may state that the game is a draw.

5.4d In a multiplayer game between teams, the game is a draw if all remaining teams lose simultaneously.

5.4e In a tournament, all *rulers* in the game may agree to an intentional draw.

## 6.0 Symbols

- 6.1 The resource symbols are:  
[p] *plant*, [b] *bug*, [m] *meat*, [w] *wood*, [s] *stone*, and [c] *crystal*.



- 6.2 The fealty symbol is a golden wreath inside a brown coin with a number in front.



- 6.3 The season symbol for summer is a flaming sun.  
The season symbol for spring is a blooming flower.  
The season symbol for fall is a dry maple leaf.  
The season symbol for winter is a snowflake design.



- 6.4 The time counter symbol is an hourglass on a brown coin and is used on cards that are in play for a limited time.



Example: *The event "Bloom" has a time-counter in the upper right-hand corner. When this event is revealed, the time-counter begins as printed "5" and at the beginning of each ruler's turn it reduces by one. When this time-counter goes to zero, "Bloom" is resolved and then immediately replaced by the next event in the event stack.*

- 6.5 The statistic symbol for *ATK* (attack) is a coin with two crossed swords in red.  
The statistic symbol for *INT* (intelligence) is a coin with a brain in blue.  
The statistic symbol for *DEF* (defence) is a coin with a shield in green.  
(These symbols always have number values, an (X), or a (-) denoting zero.)  
The statistic symbol for *Vitae* is a coin with a heart shape in purple.



- 6.6 Each turn has four different phases: *dawn*, *day*, *dusk*, *night*. (See 11.0)  
 The phase symbols appear on cards when actions or abilities can be legally played. There is also an *anytime* symbol that means the action or ability can be activated during any phase.  
 The symbol for *dawn* is a circle half white with the white on the top (rising).  
 The symbol for *day* is a circle all white.  
 The symbol for *dusk* is a circle half white with the white on the bottom (setting).  
 The symbol for *night* is a circle all black.  
 The symbol for *anytime* is a circle with four quarters alternating black and white.



## 7.0 Numbers

- 7.1 The only numbers used in **Terrus** are integers.
- 7.2 Terrus only has positive numbers and zero. Negative numbers cannot be chosen for particular effects. However, it is possible for a game value like a beast's ATK to be less than zero. If a calculation or comparison needs to use a negative value, it does so. If a calculation that would determine the result of an effect yields a negative number, use zero instead unless that effect sets a *ruler's* vitae total to a specific value, doubles a *ruler's* vitae total, set's a beast or structure's statistic to a specific value, or otherwise modifies a beast or structure's statistic.
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- Example: *If a 1/2/2 beast has ATK -3 until dawn, it's a -2/2/2 beast until dawn. It cannot assign wounds according to its ATK. Its total statistic is 2. You'd have to give it ATK +3 to raise its ATK to 1 so that it will assign wounds.*

7.2a When calculating statistics for a *duel*. Any statistic that resolves to a negative number is considered zero for the calculation.

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Example: If a 1/2/2 beast has ATK -3 until dawn and enters a duel, then it is a -2/2/2 beast before any fight bonuses are applied. If the ATK stat is given a bonus of 1 ( $-2 + 1 = -1$ ), then the resolution of that statistic is raised to zero versus the opposing beast. Alternatively, if the ATK stat is given a bonus of 4, then the resolution of that statistic is two versus the opposing beast ( $-2 + 4 = 2$ ).

7.2b If an effect instructs a *ruler* to choose “any number,” that *ruler* may choose any positive number or zero, unless something (such as wounds) is being divided or distributed among “any number” of *rulers* and/or objects. In that case, a non-zero number of players and/or objects must be chosen if possible.

7.3 If anything needs to use a number that can’t be determined, either as a result or in a calculation, it uses zero instead.

7.4 Many actions or abilities use the letter X inside a fealty, statistic or resource symbol as a placeholder for a number that needs to be determined. Some of these effects have abilities that define the value of X; the rest let their *ruler*’s pay a number of resources to determine the value of X.

7.4a If an action or ability has an alternative cost, additional cost, and/or activation cost with an X in it, and the value of X isn’t defined by the text of that action or ability, the *ruler* of that action or ability chooses and announces the value of X as part of playing the action or activating the ability. (See rule Abilities 19.0, Actions 20.0.)

7.4b If a *ruler* is *bartering*, *building*, *forging* or *recruiting* a card that has an {X} in its cost while the value of X isn’t defined by the text of that card, and an effect lets that *ruler* play that card without paying its cost, then the only legal choice for X is zero. This doesn’t apply to effects that only reduce a cost, even if they reduce it to zero.

7.4c If a card in a *ruler*’s hand, discard, or in the ravine has an X in its fealty, statistic or resource cost, it is treated as zero, even if the value of X is defined somewhere within its text.

7.4d All instances of X on a card have the same value at any given time.

## 8.0 Cards and Tokens

- 8.1 When a rule or text on a card refers to a “card,” it means only **Terrus** cards. Tokens aren't considered cards - even a card that represents a token isn't considered a card for rules purposes.
- 8.1a In the text of actions or abilities, the term “card” is used only to refer to a card that's not in play, such as beasts, structures, resources, items, or actions that are in a player's hand, in the market, or in the ravine.
- 8.2 The owner of a card in the game is the *ruler* who started the game with it in their deck. (This rule does not apply in the *deck-building* variant). Legal ownership of a card is irrelevant to the game rules.
- 8.3 A card doesn't have a *ruler* unless it is in play, at a location in a city or in the fatigued zone; in those cases, its *ruler* is determined by the rules for beasts, structures, items, actions and resources.
- 8.3a If anything asks for the *ruler* of a card that doesn't have one, use it's owner instead.
- 8.4 Some effects put *tokens* into a *ruler's* city. A token is a marker used to represent a beast, structure, or item that isn't represented by a card.
- 8.4a A token is owned and *ruled* by the *ruler* that activated the effect that created it unless otherwise noted in the text of the effect.
- 8.4b The effect that creates a token may define the values of any number of characteristics for the token (name, statistics, species, abilities). This becomes the token's “text.” The characteristic values defined this way are functionally equivalent to the characteristic values that are printed on a card; for example, they define the token's copiable values. A token doesn't have any characteristics not defined by the spell or ability that created it.
- 8.4c If an effect would create a token, but another effect states that a beast, structure or item with one or more of that token's characteristics can't be played, the token is not created.
- 8.4d A token is subject to anything that affects the type or sub-type. A token isn't a card (even if represented by a **Terrus** card.)
- 8.4e If a token is discarded from a city, it ceases to exist. Tokens do not go to the ravine when they are buried, they cease to exist.

## 9.0 Card Types

### 9.1 Clades

*Clades* have intricate wooden designed borders and an image associated with a particular species type. A clade is chosen at the beginning of the game by each *ruler* and placed in the center of a player's city (See 10.2). Clades are considered *locations* in a city for the purpose of battle and attaching beasts.



- 9.1a Each clade's 1st ability is given to all beasts of the affiliated species. Each clade's 2nd ability can be activated at the appropriate phase by the *ruler* of the clade.
- 9.1b In the upper right-hand corner of a clade there is a resource symbol (A). This represents an activated ability at *dawn* that produces the resource depicted. That resource is always associated with the food type of the affiliated species (plants for horses, bugs for birds, meat for canines).
- 9.1c In the bottom left-hand corner of a clade there is a vitae symbol (B) with a number representing the ruler's starting vitae total.
- 9.1d A clade is where a ruler's vitae total is calculated. If a clade is given wounds during the resolution of a skirmish or because of an effect from an Action, Resource or ability, the ruler of that clade's vitae is reduced. (See Vitae 26.0)
- 9.1e When a ruler's city is attacked, the clade is the last location where a

skirmish can be resolved. Once a skirmish is resolved at a clade, the battle is over. Example: An attacking player chooses to send an army to two structures and the clade in an opponent's city. The attacking player must choose the order of skirmishes but the clade must be last. Once the skirmishes at the two structures are resolved, then the final skirmish at the clade can commence. Once that skirmish is resolved, the Battle is over. (See Battle 16.0).

- 9.1f In *deck-building formats*, each ruler must choose a clade at the beginning of the game before the market is revealed. In *constructed formats*, the choice of a clade is predetermined and essential for creating a synergistic deck. In *limited formats*, a ruler may choose their clade after putting together their deck with the available cards. A ruler may use the Terrus Vitae counter app to access all available clades, to manage their vitae total, and to physically represent their clade in the game.  
<https://vitalis-8d0f6ebf.base44.app/>

## 9.2 **Actions**

Actions are green bordered cards that are played from the hand during the appropriate phase of any ruler's turn given that the ruler playing the action has *priority* (See Actions 20.0, Priority 24.0).



- 9.2a The fealty cost in the upper right-hand corner of an action (A) is the cost to be purchased at the *market*, also referred to as the *market cost*.
- 9.2b The phase symbol in the center of the card (B) can be either *dawn*, *day*,

*dusk, night, or anytime.*

9.2c The effect of an action is printed in the lower text box.

9.2d When an action is played, the complete effect is resolved and the card remains face up in play until the end of the phase. Then it is placed in the discard pile of the ruler that played it. Note: The effects of actions can last much longer, even until the end of the season.

### 9.3 **Resources**

*Resources* are brown bordered cards that are played from the hand at any moment of any ruler's turn. Playing a resource card does not require priority.



9.3a The fealty cost in the upper right-hand corner of a resource (A) is the *market cost*.

9.3b The effect of a resource is printed in the lower text box unless it is a *basic resource*, which is a full-page art image (See 9.9).

9.3c Resource cards are immediately buried in the ravine after their effect is resolved. If there is any reason that a resource is played but the effect does not resolve, that resource still goes to the ravine.

9.3d Resource cards are played one by one and if multiple resource cards are played in a sequence by one or more rulers, they resolve in reverse-chronological order.

## 9.4 **Beasts**

*Beasts* are dark brown intricately bordered cards that are *recruited* into play during the *day* phase. Beasts go attack in battle, guard locations, can attach items, vote, and duel.



- 9.4a The season symbol in the upper left-hand corner (A) denotes the affiliation to spring, summer, fall, or winter.
- 9.4b The fealty cost in the upper right-hand corner (B) is the *market cost*.
- 9.4c The symbol(s) in the center (C) is the *recruit cost*, which must be paid to play the card from a *ruler's* hand into their city. A beast cannot be recruited if it cannot be attached to a location (structure or clade) in its ruler's city (See Recruit 12.0).
- 9.4d The three statistic symbols in the bottom left-hand corner are the beasts ATK attack (D), INT intelligence (E), and DEF defence (F). If a beast has their DEF reduced to zero or less, it is buried.
- 9.4e The lower text box will have the species printed at the top and any abilities and other characteristics below.
- 9.4f If the structure that a beast was attached to in a city is buried or moved and there is no other point of attachment vertically or horizontally to another location in a ruler's city, that beast is considered *unmoored* and is placed in its ruler's discard.

- 9.4g Beasts experience *fatigue*, which is a state that removes a beast from their ruler's city and places them in a fatigued zone. Since a fatigued beast is not considered to be in its ruler's city, it cannot participate in vote or guard a location during a skirmish. When beasts are fatigued they may not use any of their activated abilities.
- 9.4h Beasts cannot attack an opponent's city the same turn in which they are recruited.

## 9.5 *Items*

*Items* are intricate marble bordered cards that are *forged* into play during the *day* phase.



- 9.5a The fealty cost in the upper right-hand corner (A) is the *market cost*.
- 9.5b The symbol(s) in the center (B) is the *forge cost*, which must be paid to play the card from a *ruler's* hand into their city. An item cannot be forged if it cannot be *attached* to a beast in a city ruled by the ruler that is forging it (See 13.0).
- 9.5c The three statistic symbols in the bottom left-hand corner are the bonuses given by the item to the beast that it is attached to - ATK attack (D), INT intelligence (E), and DEF defence (F).
- 9.5d The lower text box will have any printed abilities, and other characteristics of the item. The beast is not considered to have the abilities printed on the item unless it is clearly specified that the attached beast gains the ability.

- 9.5e Any number of items can be attached to a beast.
- 9.5f Activated abilities on an item may not be used if the beast the item is attached to is fatigued.
- 9.5g When a beast with an item attached is buried in battle, the item is buried as well. When a beast with an item attached is discarded from a city, the item is also discarded.

## 9.6 **Structures**

*Structures* are steel colored with brass rivet bordered cards that are *built* into play during the *day* phase. Structures are considered *locations* in a city.



- 9.6a The fealty cost in the upper right-hand corner (A) is the *market cost*.
- 9.6b The symbol(s) in the center (B) is the *build cost*, which must be paid to play the card from a ruler's hand into their city. A structure can be *built* in any open location in a *ruler's* city (See 14.0).
- 9.6c The statistic symbol in the bottom left-hand corner is the DEF (defence) (C). If a structure has its DEF reduced to zero or less, it is buried.
- 9.6d The lower text box will have any printed abilities, and other characteristics of the structure.

## 9.7 **Relics**

*Relics* are white marble bordered cards that are gained when a *ruler* achieves a certain set of objectives on an *Event* or with an action or ability.



- 9.7a When events are gained, they are placed in a zone called the exhibition which is considered part of a ruler's city.
- 9.7b The lower text box will have any printed abilities, and other characteristics of the structure.
- 9.7c When a ruler begins their turn with 4 or more relics in their exhibition, they automatically win the game (See 5.2d).

## 9.8 **Events**

*Events* are blue bordered cards that are shuffled into an event deck placed between rulers. At the beginning of the game, the first event is revealed and remains in play, having an effect on all rulers during its duration.



- 9.8a The season symbol in the upper left-hand corner (A) is the event's seasonal identity (spring, summer, fall, or winter)
- 9.8b The time counter symbol in the upper right-hand corner (B) marks the duration of the event. This number reduces during each ruler's dawn phase.
- 9.8b When a time-counter reaches zero, the event is resolved and then immediately replaced with the next event card in the event deck. (Note whether the season changes for the resolution of end of season effects).
- 9.8c The lower text box will have any printed characteristics, conditions, or rule changes of the event while it is active. Many events have a condition and a resolution effect.

## 9.9 Basics

*Basic Resources* and *Basic Structures* have the same border design as Resources and Structures respectively, but are distinguished by name, function, and full-page art. *Basics* are the building blocks of the game.

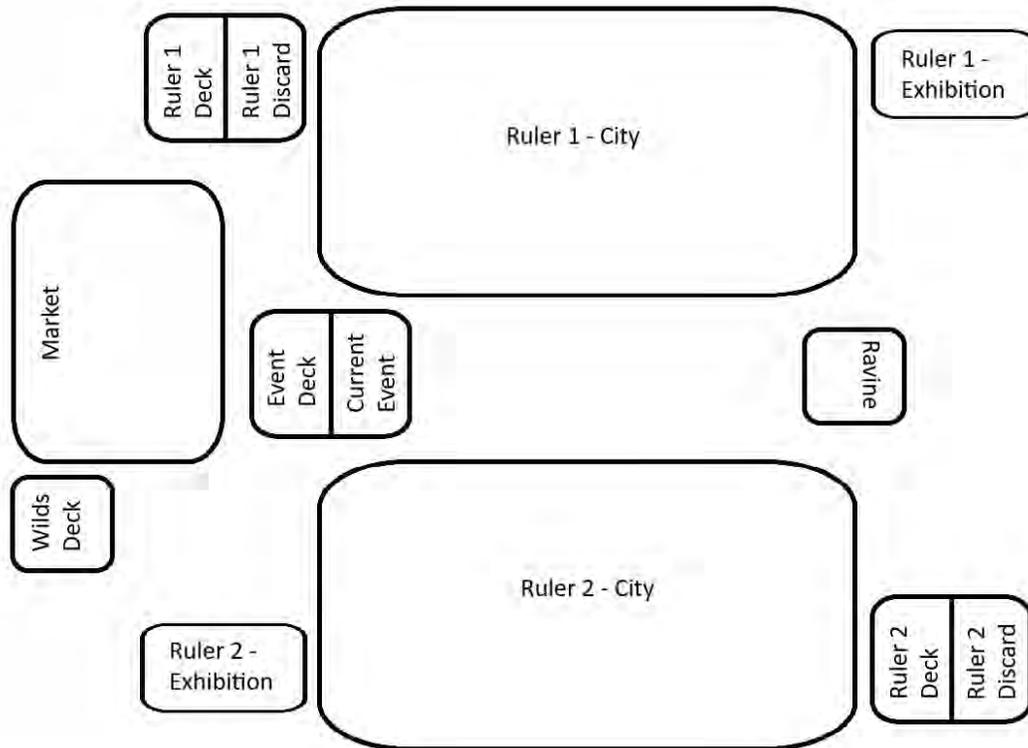


- 9.9a In *constructed* formats, a deck cannot include *basics*. Instead, they are available for barter in the *market* (See 10.3).
- 9.9b In *deck-building* format, each ruler begins the game with one of each of the 6 *basic resources* (plant, bug, meat, wood, stone, crystal) and 6 *basic structures* (farm, hive, butchery, timber mill, stone quarry, mineral mine).

- 9.9c *Basic resources* have no text, but their effect is to produce one of the six basic resources that it refers to (plant, bug, meat, wood, stone, and crystal).
- 9.10 All of the above card types have additional information that are standard to **Terrus** cards. This includes the name, illustration, block symbol, illustration credit, and legal text.
- 9.10a The name of a card is printed in the top text box. If an effect instructs a ruler to choose a card name, they must choose the name written in this top text box.
- 9.10b The illustration is the main image in the center of the card. This may be a half-card size illustration or a full-page art.
- 9.10c The block symbol is in the bottom left-hand corner of every card, indicating the set of cards that it was released with. This is important as different formats will restrict the use of cards in a constructed deck to the cards within a single or multiple blocks.
- 9.10d The illustration credit is in the bottom left-hand corner of every card, next to the block symbol. As the Alpha release of **Terrus: Conquer the Clade** was created using generative AI ([Leonardo.ai](#)) and Adobe photoshop by Andre J.P. Elias, the credit is replaced by a robot-head icon.
- 9.10e The legal text indicates the trademark and copyright of ChiAxis productions along with the year of release of the card.

# 10.0 Setup

- 10.1 Each ruler plays on opposite sides of a table to obstruct view of each other's hands. There should be sufficient space between each ruler to have their city setup and easy access to the Market, the Wilds Deck, the Events Deck, and the Ravine (shown here in center).



- 10.2 Each ruler has a city space, a space for their deck and their discard, and a space for their exhibition. The city space should be visualized as a grid with rows and columns and each ruler will have their clade placed in the center of the second row. The only limit to the space is there can only be one row behind the clade.

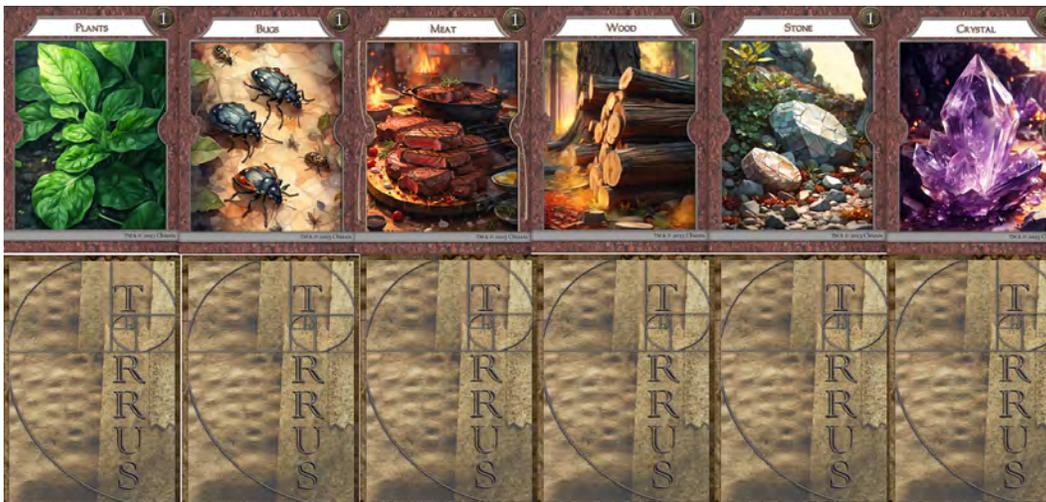


10.3 The *Market* is an essential element of gameplay. The market is set up at the beginning of the game in a space facing sideways between players. There are different variations of the market according to the format (*constructed or deck-building*).

10.3a *Constructed Formats* have a market with a top row featuring many copies (ideally 4 per player) of each of the *basic resources* in order (plant, bug, meat, wood, stone, crystal). The second row features one copy per player of each of the *basic structures* (farm, hive, butchery, timber mill, stone quarry, mineral mine).



10.3b The *Deck-Building Format* has a market with the same top row featuring many copies of each of the *basic resources* in order (plant, bug, meat, wood, stone, crystal). A bottom row referred to as the *Wilds Row* provides randomized cards to barter for. This row begins empty but is fed by cards from the *Wilds Deck* throughout the game.



10.4 The *Wilds Deck* is set next to the market for easy access. The *Wilds* is essential for *deck-building formats* as each ruler begins the game with only basic resources and basic structures in their deck. The *Wilds Deck* is a random

assortment of cards, perhaps a mixture of each ruler's deck, or an entire or curated collection, which are fed into the market so that rulers may slowly build a deck throughout the game.

- 10.4a The *Wilds Deck* is optional in *constructed formats* to spice up the selection of cards available. The random element makes adding the Wilds unsuitable for competitive play.
- 10.4b The *Wilds Row* in the market is fed by the Wilds Deck with face-up cards from left to right. When a space in the wilds row is emptied through bartering or another effect, take the top card of the Wilds and put it face up in that empty space.
- 10.4c Whenever a ruler barter for a *basic resource* in the top row of the market, place a new card from the Wilds deck on top of the card in the Wilds row in the same column as that basic resource. To access the card that was buried, a ruler must first barter for the card on top or use an effect to remove the card on top.
- 10.4d Event cards and the seasons associated with them trigger an effect whenever a season changes called *Activate the Wilds*. This effects covers each card in the Wilds Row from left to right with a card from the Wilds deck. Other cards may also *Activate the Wilds* as abilities or effects.
- 10.5 The *Events Deck* is part of every format. There are four *basic events* (Bloom, Burn, Decay, Freeze) that are used in competitive play. Other events can be included in the *Events Deck* for more casual formats.
  - 10.5a The *Events Deck* begins shuffled and face down, turning over the first Event during dawn of the first ruler's turn. This will initiate a season and trigger the season-changing effect, *Activate the Wilds*.
  - 10.5b Events have time counters that reduce by one during each ruler's dawn phase. When the last time counter is removed from an event, the event resolves and then is replaced by the next event in the Events deck. If an effect reduces a time counter to zero during any other point in the game, the same process occurs.
- 10.6 The *Ravine* is a space (can be represented by card) where all buried cards are placed face-up during the course of the game. This communal pile can be interacted with through special effects, actions, and abilities.
  - 10.6a When the game ends, rulers should sort ownership of cards in the ravine.

## 11.0 Play Sequence

11.1 Each ruler's turn has a beginning, where win conditions are assessed (See 5.2b, 5.2d). Following this there is a sequence of phases (*dawn, day, dusk, night*) with specific instructions and limitations.

11.2 *Dawn* is the first phase of each turn. Each step happens in the following order:



- Until dawn effects end, empty your resource pool.
- Remove a time counter from the current event and resolve the event.
- Resolve a Vote that you called during your previous turn.
- (Optional) Move 1 beast from one location in your city to another.
- (Optional) Move 1 item from one beast to another.
- Return all fatigued beasts you rule to your city.
- Draw step: Draw 2 cards from the top of your den.
- *Dawn* actions and abilities by either ruler.

11.3 *Day* is the second phase of each turn. Each step happens in the following order:



- Until day effects end.
- The following can be done in any order:
  - *Recruit* a beast from your hand. (See 12.0)
  - *Forge* an item from your hand. (See 13.0)
  - *Build* a structure from your hand. (See 14.0)
  - *Barter* to acquire cards from the *market*. (See 15.0)
  - *Day* actions and abilities by either ruler.

11.4 *Dusk* is the third phase of each turn. Each step happens in the following order:



- Until dusk effects end.
- The following can be done in any order:
  - Attack an opponent's city by starting a battle sequence once per turn. This sequence can contain many skirmishes at different locations (See 16.0).
  - Call a *Vote* (Dominion or Conclave vote) once per turn (See 17.0).
  - *Dusk* actions and abilities by either ruler.

11.5 *Night* is the fourth phase of each turn. Each step happens in the following order:



- Until night effects end.
- *Night* actions and abilities by either ruler.
- The current ruler discards down to their maximum hand size (6).
- The ruler whose turn it is "ends the turn" or "passes".

## 12.0 Recruiting

- 12.1 *Recruiting* is the function of placing a beast card from your hand into your city. This occurs during the *day* phase, only during a ruler's own turn, and must be done with priority. A ruler may recruit any number of times per turn.
- 12.1a To *recruit* a beast, a ruler must pay from their resource pool the *recruit cost*, which is printed in the center of a beast card.
- 12.1b To *recruit* a beast there must be a viable location (clade or structure) in the ruler's city with an empty adjacent space (up/down/left/right - no diagonal placement) where the beast can be *attached* or it cannot be recruited.
- 12.2 When a recruit function is resolved, if the beast being recruited has a *Recruit* ability, the effect as described in the text triggers.

## 13.0 Forging

- 13.1 *Forging* is the function of placing an item card from your hand into your city attached to a beast. This occurs during the *day* phase, only during a ruler's own turn, and must be done with priority. A ruler may forge any number of times per turn.
- 13.1a To *forge* an item, a ruler must pay from their resource pool the *forge cost*, which is printed in the center of an item card.
- 13.1b To *forge* an item there must be a beast in the ruler's city for it to *attach* to. Items don't take up any spaces in a city and can be placed behind or on top of the beast card. Each ruler must have access to read the text of the attached item at any time.
- 13.2 When a forge function is resolved, if the item being forged has a *Forge* ability, the effect as described in the text triggers.

## 14.0 Building

- 14.1 *Building* is the function of placing a structure card from your hand into an empty space in your city. This occurs only during the *day* phase, only during a ruler's own turn, and must be done with priority. A ruler may build any number of times per turn.
- 14.1a To *build* a structure, a ruler must pay from their resource pool the *build*

*cost*, which is printed in the center of a structure card.

- 14.2 When a build function is resolved, if the structure being built has a *Build* ability, the effect as described in the text triggers.

## 15.0 Bartering

- 15.1 Bartering is the function of purchasing a card at the market and placing it in your hand. This occurs only during the *day* phase, only during a ruler's own turn, and must be done with priority. A ruler may barter any number of times per turn.

15.1a To *barter* for a card, a ruler must pay from their resource pool the *market cost*, which is printed in the upper right-hand corner of each card in the market. This value is always a fealty cost, which means that it can be paid with any type of resource or by discarding for fealty points.

- 15.2 A ruler may only barter for one *basic resource* and one *basic structure* per turn.

## 16.0 Battle

- 16.1 A Battle can be initiated during a ruler's own *dusk* phase once each opponent has passed priority (24.1d). Each battle is composed of one or more skirmishes that take place at locations in an opponent's city. A location may only be attacked if there are no other locations in the row in front it. Structures built in the row behind the clade (10.2) cannot be attacked without a special effect.

16.1a To begin, an attacking ruler will *assign* each beast they wish to *attack* with to a location in the opponent's city. These beasts are now considered to be *attacking beasts*, referred to collectively as the attacking *army* within each skirmish. Then, the defending ruler will assign which beasts they rule that are either attached to that location, or in the same row as that location to guard. These beasts are now considered to be *guarding beasts*, referred to collectively as the defender's *army* within that skirmish.

16.1b Next, the attacking ruler will choose which skirmish to resolve first. This will begin the skirmish sequence at the chosen location. Skirmishes can be resolved in any order but only one skirmish per turn can be initiated at any location and the clade must be the last location where a skirmish is initiated during a battle.

- 16.2 The *Skirmish* sequence begins with the defending ruler having *priority* to play any actions, resources, or activate abilities. (A subset of these effects are indicated by the word "battle" in bold. See 19.2a and 20.4a).

- 16.2a Each ruler will then play all the actions, resources, or activate abilities that they wish during the skirmish until both rulers pass priority, which initiates the resolution.
- 16.2b In the resolution of a skirmish, the attacking ruler will calculate the total ATK of the beasts in their army and then assign an equal number of wounds to the guarding beasts and the location in the defender's army. Simultaneously, the defending ruler will counter-attack by calculating the total ATK of the beasts in their army and then assign an equal number of wounds to the beasts in the attacking army. Once assigned, the wounds are dealt (See Wounds 27.0). After that, all attacking beasts in that skirmish are fatigued.
- 16.2c Following the resolution, that skirmish ends and the next skirmish can be chosen. When all the skirmishes are resolved, the battle ends, triggering any end of battle effects. Only one battle can be initiated per turn.

## 17.0 Voting

- 17.1 A Vote can be called during a ruler's own *dusk* phase when each opponent has passed priority (24.1d). A vote does not resolve immediately, but during the next *dawn* phase of whichever ruler called the vote. This allows for the opposing ruler(s) to respond or prepare accordingly. During this period, that vote is considered an *active vote*. Active votes do not prevent other rulers from initiating their own vote during their turn.
- 17.1a To begin, the ruler who is calling the vote must decide between a *dominion vote* or a *conclave vote*.
- 17.1b A *dominion vote* can be called as long as a ruler has at least one beast in their city. A *dominion vote* always has the same effect: *Win - Draw 1. Lose - Discard 1*. But if the ruler has 15 or more INT in their city and win the vote, they win the game through a **Political Victory**.
- 17.1c A *conclave vote* requires an action or ability from a beast, structure, or clade, which is indicated by the word "vote" in bold. A *conclave vote* always has a printed text that details the win effect of the vote and sometimes a loss penalty. Any omission of a loss penalty means that there is none. *Conclave Votes* can be played and/or activated cumulatively and are resolved according to the same order in which they were played and/or activated.
- 17.2 A *Vote Resolution* begins by calculating the total INT statistic of all the beasts in

each ruler's city. If the ruler that called the vote has the highest total, they win the vote and resolve the win effects. If there is a tie, then the vote is cancelled and there is no win or loss effect. If any single opponent has more INT in their city, the ruler that called the vote loses and resolves any lose effects. Rulers may not give votes to each other unless playing a multiplayer variant.

## 18.0 Duels

18.1 Duels can be initiated by actions and abilities and are indicated by the word "duel" in bold. A duel is a test of statistics between two beasts. The effects of any duel will be detailed in the text, with *win* and *lose* applying to the beast or the ruler of the beast. The default result of a duel where there is no winner/loser text is that the loser's beast is buried.

18.1a Duels involve three rounds, one for each statistic, always beginning with ATK (attack) followed by INT (intelligence) and finishing with DEF (defence). Each round the rulers will choose a card from their hand and hold it face down above their beast. Then the rulers will count to three together, tapping the card in rhythm - keeping it face down on beat 1 and 2, and revealing simultaneously on beat 3. A ruler may choose not to reveal their card on beat 3, this is called a bluff, which allows them to return that card to their hand. Any revealed cards will add their market cost to the statistic that is being dueled.

18.1b In a normal 3-round duel, the beast that wins the most rounds is the winner of the duel. If one beast wins the first two rounds, then there is no last round. When there is a tie in a round, the round has no winner or loser. When there is a tie in all three rounds, the duel ends and there is no effect.

18.1c Duels that are marked as ATKduel, INTduel, and DEFduel have only one round and only test that specific statistic.

## 19.0 Abilities

19.1 An *Ability* is a characteristic printed on a clade, beast, item, structure, or relic that lets it affect the game. Abilities are defined by the rules texts or by the effect that created it. All Abilities generate effects (See Effects 22.0).

19.1a Sometimes abilities are abbreviated through the use of flavorful keywords which may or may not have text on the card explaining the ability (See Keywords 29.0). Keywords are highlighted in bold and italicized.

- 19.1b Abilities can affect the clade, beast, item, structure, or relic they are on and can affect other cards of the same or different type.
- 19.1c When a clade, beast, item, structure, or relic has more than one ability, they may be strung together on a single line in the case of keywords, or there will be a divider image clarifying the distinct abilities.
- 19.1d Effects can add or remove abilities from the above-mentioned card types. An effect that adds an ability will state that it “gains” or “has” that ability. An effect that removes an ability will state that it “loses” that ability. Effects that remove an ability remove all instances of it. If two or more effects add and remove the same ability, in general the most recent one prevails.
- 19.2 An ability can be an *activated ability*. Activated abilities are all written with an activation cost that has a phase and sometimes have a resource or fealty cost, or an additional cost written in text. This activation cost always appears before a colon. After the colon are all the effects of the activated ability. A ruler may activate an ability on a card they rule in their city if they have priority (See Priority 24.0).
- 19.2a Activated abilities may have a subtype - highlighted in bold (**Battle, Vote, Duel, Ritual**) that have a specific context in which they are played.
- 19.2b A *Battle* ability can only be activated by a ruler that has the beast, item, or structure in the current skirmish and only when they have priority. (See Battle 16.0).
- 19.2c A *Vote* ability is activated at dusk as indicated and initiates a call for a *conclave vote* (See Voting 17.1c). The effects of winning and losing or the consequences for the winner and loser are detailed in the text. If there is no description of a consequence then there is none.
- 19.2d A *Duel* ability is activated during the phase indicated and begins a duel between the beast with the ability and another indicated by the text, or between other beasts indicated by the text. (See Duel 18.0.)
- 19.2e A *Ritual* ability is activated during the phase indicated. A ruler must have a structure where the ritual takes place and enough beasts attached to that structure to reach a combined threshold of total statistical value (usually INT) indicated in the text. If the threshold is not met, the Ritual ability cannot be activated. (See Ritual 29.1c.)
- 19.3 An *Ability* can be a triggered ability. Triggered abilities are all written with a

“When...” or “If...” clause finished by a colon. After the colon are the effects of the triggered ability.

19.3a Triggered abilities resolve their effect in order of priority. If a ruler has priority and many triggers occur at the same time in their city, they may choose the order in which the effects occur. Regardless, they must pass priority after each one of their triggers resolve.

19.3b *Recruit* abilities printed on beasts are triggered abilities that occur as soon as the beast is successfully recruited and attached to a location in a ruler’s city. Priority is not necessary.

19.3c *Forge* abilities printed on items are triggered abilities that occur as soon as the item is successfully forged and attached to a beast in a ruler’s city. Priority is not necessary.

19.3d *Build* abilities printed on structures are triggered abilities that occur as soon as the structure is successfully built in a ruler’s city. Priority is not necessary.

19.4 An *Ability* can be a static ability. Static abilities are all written as statements which create continuous effects which are active while that beast, item, structure, or relic is in a ruler’s city.

## 20.0 Actions

20.1 *Actions* are a specific card type (See Action 9.2) that can be played from a ruler’s hand only during a specific phase (dawn, day, dusk, night, anytime) depicted on the action card. Actions can be played on any ruler’s turn if they have priority. All Actions generate effects.

20.2 When an Action is played, it stays in play until the end of the phase and then is placed in its ruler’s discard pile.

20.3 The effects of an Action last until specified by the text (until dawn, until day, until your next dawn, until end of season, etc.).

20.4 Actions may have a subtype - highlighted in bold (**Battle, Vote, Duel, Ritual**) that have a specific context in which they are played.

20.4a A *Battle* Action can only be played by a ruler that has a beast in the current skirmish and only when they have priority. (See Battle 16.0.)

20.4b A *Vote* Action is played at dusk as indicated and initiates a call for a

*conclave vote* (See Voting 17.0). The effects of winning and losing or the consequences for the winner and loser are detailed in the text. If there is no description of a consequence then there is none.

20.4c A *Duel* Action is played during the phase indicated and begins a duel between two beasts indicated by the text. (See Duel 18.0.)

20.4d A *Ritual* Action is played during the phase indicated. A ruler must have a structure where the ritual takes place and enough beasts attached to that structure to reach a combined threshold of total statistical value (usually INT) indicated in the text. If the threshold is not met, the Ritual Action cannot be played. (See Ritual 29.1c.)

20.5 There are a subset of Actions that have text “Cancel X” sort of effect. These actions can be played immediately to negate the effects of the previous action, ability, or effect. You do not need to have priority when playing these cancel actions.

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Example: *Legal Objection* is an Action with Anytime phase that reads, “(1): Cancel an action played by another ruler.”

## 21.0 Resources

21.1 *Resources* are a specific card type (See Resource 9.3) that can be played from a ruler’s hand during any phase, although some have text with certain restrictions, or targets which only occur in contexts like a battle, a duel, or a vote. All Resources generate Effects.

21.2 Resource cards can be played by a ruler *without* priority, so they can be played in response to an effect and will resolve before that effect resolves. If the target of the original effect is no longer viable after the resource resolves, that effect is negated.

21.2 When a Resource card is played, it resolves and then the card goes immediately to the ravine.

21.3 The effects of a Resource card lasts until specified by the text (until dawn, until day, until your next dawn, until end of season, etc.). Many resource cards, like *basic resources*, are One-Off effects (See 22.4) meaning they resolve without duration.

21.4 The only resource card sub-type is a *basic resource*. (plant, bug, meat, wood, stone, crystal).

- 21.4a For every format, each player must bring at least 4 of each basic Resource cards to the game to populate the market (See 10.3)
- 21.4b Basic resource cards cannot be included in a deck for *constructed formats*.
- 21.4c Each ruler begins the game with 1 of each basic resource card in their deck in *deck-building format*.

## 22.0 Effects

- 22.1 An effect is something that happens in the game as a result of an action, resource, or ability. When an action, resource, or ability resolves it may create a *One-off* or *Continuous* effect.
  - 22.1a If an effect attempts to do something impossible, it does only as much as possible. Example: *If a ruler has one card in hand and an effect reads "Discard two cards", it causes that ruler to discard the one card.*
  - 22.1b If an effect could result in a tie, the text of the action, resource, or ability that created the effect will specify what to do in the event of a tie. (Vote 17.2)(Duel 18.1b)
- 22.2 *One-Off Effects* do something once and don't have a duration. Examples include affecting a ruler's Vitae; discarding from a ruler's hand, den, or city; burying a card; moving a card from one location in a city to another; Recruit, Forge, Build, Barter; creating a token, etc.
  - 22.2a Some one-off effects create a delayed trigger ability, which instructs a ruler to do something later in the game (usually a specified phase, turn, or end of season).
- 22.3 *Continuous Effects* can modify the characteristics of cards in a ruler's hand, city, the ravine, or the market. Continuous effects can also change who rules a particular card or have an effect on rulers or the overall rules of the game for a fixed or indefinite period.
  - 22.3a A continuous effect created by the resolution of an action, resource, or ability lasts as long as stated in the text. If no duration is stated, it lasts until the end of the game.
  - 22.3b If a continuous effect generated by the resolution of an action, resource, or ability modifies the characteristics or changes who rules a card or a set of cards, those modifications are determined by when that continuous

effect begins. After that point, the card or set of cards won't change. A continuous effect generated by the resolution of an action, resource or ability that *doesn't* modify the characteristics or change who rules a card or set of cards can't affect other cards that weren't present when that continuous effect began.

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Example: *An effect that reads "Beasts you rule with INT3 or more have ATK +1 until dawn" gives the bonus to all beasts you rule with INT3 or more when the ability resolves— If a beast you rule increases their INT after this, they don't gain the ATK bonus.*

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Example: *An effect that reads "Beasts may not receive wounds until dawn" doesn't modify any characteristics, so it's modifying the rules of the game. That means the effect will apply even to beasts that weren't in play when the continuous effect began.*

22.3c The *interaction* of multiple continuous effects are determined strictly by which effect was created first followed by other effects in chronological order.

22.3d One continuous effect can nullify or override another. Sometimes the result of an effect determines whether another effect applies or what another effect does.

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Example: One effect "gives a beast flight until dawn". The next effect "removes flight from a beast until dawn". Chronological order dictates the second effect overrides the first. In this case, the duration is the same. If one effect ends, the remaining effect is still active regardless of when chronologically it was played.

22.4 *Replacement Effects* use the word "instead" to indicate what effect will be replaced with another effect. The word "skip" indicates what effects will be replaced with nothing.

22.4a Replacement effects must exist or resolve before the effect it is modifying resolves.

22.4b A replacement effect only resolves once unless otherwise indicated.

22.4c The *interaction* of multiple replacement effects are determined strictly by which replacement effect was resolved last.

## 23.0 Targets/Choosing

23.1 A targeted card or ruler is identified with the term “chosen” or “choose.” These targets are declared as part of the process of playing an action, resource, or activating an ability that requires something to be chosen. The target cannot be changed once declared.

23.1a The same target cannot be chosen multiple times for any one instance of the word “choose” on an effect.

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Example: *If an action states, “Choose two beasts to gain ATK +1 until dawn.” You must choose two different beasts. You cannot choose the same beast twice to give it ATK +1 two times.*

## 24.0 Priority

24.1 Playing Action cards, activating abilities, recruiting, forging, building, and bartering all require a ruler to have *priority*.

24.1a During each phase of a turn, the ruler whose turn it is has first priority. When the ruler with priority successfully plays and resolves an action card, activates an ability, recruits, forges, builds, barter, or passes priority, the ruler next in turn order receives priority.

24.1b During the *dawn* phase, a ruler does not need priority to move through any of the steps until after the Draw Step.

24.1c During the *dusk* phase, the ruler whose turn it is must pass priority to opponents until all opponents pass priority in turn order before initiating a Battle or calling a Vote. When in a skirmish, the defending ruler has the first priority.

24.1d During the *night* phase, the ruler whose turn it is must pass priority to opponents until all opponents pass priority in turn order before ending the turn.

## 25.0 Costs

25.1 A cost is a payment necessary to cause an effect to happen or to stop an effect from taking place. To pay a cost, a ruler must carry out the instructions specified in the action, resource, ability, or effect that contains that cost.

- 25.2 A ruler can pay a *resource* cost (either showing a symbol of one of the six resources 6.1 or written out the name “plant,” “bug,” “meat,” “wood,” “stone,” or “crystal.”), by spending resources from their resource pool or playing additional resource cards from their hand.
- 25.2a When an effect produces a resource, that resource goes in a *ruler’s resource pool*. From there it can be used to pay costs immediately, or it can stay in a *ruler’s resource pool*. Each *ruler’s resource pool* empties at the beginning of their *dawn* phase.
- 25.2b Resources can be tracked through verbal announcement or by using tokens so that the amount is clearly known by all *rulers*. If resources remain in a *ruler’s resource pool* after spending some of it on an effect or when passing to other phases of a turn, it should be announced clearly to all other *rulers*.
- 25.3 A ruler can pay a *fealty* cost (showing a number inside a fealty symbol, see rule 6.2) by spending any type of resource from their resource pool on a 1-for-1 basis - or - by discarding cards from your hand on a 1-for-1 basis.
- 25.3a Many cards have a season symbol (see rule 6.3) which allows a *ruler* to discard that card during the same season on a 1-for-2 basis. *Example: The card “Bovine Senator” is a beast with the summer season. During summer, that card can be discarded from a ruler’s hand to add 2 fealty.*
- 25.3b *Seasonal* is a special ability on cards that allows a *ruler* to discard it from their hand when paying a fealty cost on a 1-for-2 basis.
- 25.4 A ruler can’t pay a cost unless they have the necessary resources to pay it fully. For example, a ruler with one beast in their city cannot pay a cost requiring them to bury two beasts. Also, a ruler with 1 vitae cannot pay a cost of 2 vitae.
- 25.4a Paying a cost is done by removing the indicated resources from the ruler’s resource pool. If excess resources remain in that ruler’s pool after making the payment, the ruler announces what resources are still there.
- 25.4b Paying vitae is done by subtracting the indicated amount of vitae from their vitae total. (A ruler can always pay 0 vitae.)
- 25.4c Some Actions, Resource, or Activated Abilities require payment for

them to be played. That requirement is always printed before the colon in the text. Some effects will resolve only if a payment has been made, this is indicated with the text, "If" something was paid, then the following effect occurs.

- 25.5 Variable costs are costs that include an "X." X can be zero, and the cost will be considered to have been paid. If X is equal to a number that is impossible for the ruler to pay, then the cost is not considered paid.
- 25.6 Cost reducing effects can never pay a cost down to below zero. Paying a cost reduced by an effect counts as paying the original cost.
  - 25.6a If a cost is reduced by a resource type, that cost does reduce the fealty cost. If a cost is reduced by a number of fealty points, that cost does not reduce the resource requirement.

## 26.0 Vitae

- 26.1 Each ruler begins the game with a starting vitae total printed on their chosen *clade*. Different *clades* may have different starting life totals. A ruler gaining or losing vitae is functionally equivalent to that ruler's *clade* gaining or losing vitae.
- 26.2 Wounds dealt to a ruler's *clade* normally causes that ruler to lose an equivalent amount of vitae.
- 26.3 If an effect causes a ruler to lose or gain vitae, that ruler's vitae total is adjusted accordingly.
- 26.4 If a cost or effect allows a ruler to pay an amount of vitae greater than 0, the ruler may do so only if their vitae total is greater than or equal to the amount of the payment. If a ruler pays vitae, the payment is subtracted from their vitae total; in other words, the ruler loses that much vitae. (Rulers can always pay 0 vitae.)
- 26.5 If a ruler's *clade* has 0 or less vitae, that ruler loses the game.

## 27.0 Wounds

- 27.1 Actions, resources, abilities, beasts, and structures may deal wounds to other beasts, structures, and *clades*. Dealing wounds to a *clade* is functionally equivalent to dealing wounds to a ruler.
- 27.2 Wounds may be dealt as a result of a skirmish. Each attacking and guarding beast deals wounds equal to their ATK during the resolution of the skirmish.

27.3 Wounds may be dealt as a result of an action, resource, or ability. The action, resource, or ability will specify if anything other than itself is dealing the wounds.

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For example: *The source of the wound for an Resource that reads, "Deal 1 wound to an attacking beast" is the resource card. Comparatively, the source of the wound for a Resource card that reads, "A beast you rule deals wounds equivalent to its ATK to a structure ruled by an opponent" is the beast you rule."*

27.4 Wounds are processed in a sequence:

27.4a First, wounds are assigned, as modified by replacement or prevention effects that interact with wounds.

27.4b Next, wounds are dealt, triggering abilities. Wounds can accumulate on a beast or structure. Once the number of wounds are equal to or more than a beast or structure's DEF, an effect triggers that *buries* that beast or structure.

27.4c Wounds dealt to a beast or structure remain until the end of the turn, at which point they are removed. Wounds dealt to a ruler immediately reduces their vitae total but the wounds remain until the end of the turn in case the total number of wounds dealt to that ruler need to be counted for an effect.

27.5 If a source would deal 0 wounds, it does not deal any wounds at all. It will not trigger any abilities that create effects when wounds are dealt. Any effects that would increase the number of wounds are also nullified.

## 28.0 Drawing a Card

28.1 Any ruler draws a card by putting the top card of their *den* (deck) into their hand. This is done every turn during a ruler's draw step, where they draw 2 cards. It may also be done as part of a cost or effect of an Action, Resource, or ability.

28.2 Each time a ruler draws, regardless of the number of cards, it is considered one draw event. If an effect triggers when a ruler draws, it only triggers once even if that ruler is instructed to draw 2 or more cards at once.

28.3 When a ruler draws, no other effects can occur until that ruler is done drawing the instructed number of cards. If a ruler draws 2, no ruler may play any Action or Resource, or activate an ability or trigger an effect until the 2 cards are drawn.

28.4 When a ruler draws a card and there are no cards left in their den, they

immediately shuffle their discard into their den and draw from the top of this new den deck. If there are no cards left in their den after combining it with their discard and they attempt to draw, there is no effect.

- 28.5 An effect may instruct a ruler to draw from the market. Here, the ruler must choose one of the top cards in the two face-up rows available. They cannot move any cards or draw any cards that are under other cards. Drawing from the market is not considered bartering.
- 28.6 An effect may instruct a ruler to draw from the ravine. Here the ruler may look at any of the cards currently in the ravine and take one into their hand.
- 28.7 An effect may instruct a ruler to draw from their discard. Here the ruler may look at any of the cards currently in their own discard and take one into their hand.
- 28.8 An effect may instruct a ruler to draw from the Wilds. Here the ruler must draw from the top of the Wilds Deck and put it into their hand.

## 29.0 Keyword Abilities

- 29.1 Keyword abilities are written in bold/italic and when introduced in a new **Terrus** set are usually accompanied by explainer text.
  - 29.1a ***Blitz***  
“May attack the first turn it is recruited.”
  - 29.1b ***Tactics***  
“1st priority when attacking.”
  - 29.1c ***Ritual*** is an ability with an additional cost of a minimum total statistic requirement (in most cases INT) of beasts attached to a particular location. To activate a ritual ability or play a ritual action, a location must be chosen. A beast must be attached to the location if the ritual is one of their abilities. The effect of a ritual is detailed in the text of each card.
  - 29.1d ***Seasonal***  
“Worth (2) fealty when discarded for a fealty cost.”
  - 29.1e ***Flight***  
“May attack any location.”
  - 29.1f ***Intercept***  
“May guard any location in your city.”

- 29.2 Species Specific Keyword Abilities are abilities usually printed on clades that provide all beasts of a particular species the same ability.
- 29.2a Cow - **Ruminate**  
“(Anytime)(Plant): INT +1 until your next day.”
- 29.2b Horse - **Bolt**  
“(Dusk)(1) Battle: Return this beast to your city.”
- 29.2c Deer - **Velvet**  
“(Anytime) Draw 2 before entering a duel.”
- 29.2d Goat - **Curiosity**  
“(Day) Fatigue: Draw 1.”
- 29.2e Sheep - **Herd**  
“(Day)(1): DEF +1 until dawn for each other beast of the same species in your city.”
- 29.2f Boar - **Rummage**  
“(Day) Fatigue: Draw a structure from the ravine.”
- 29.2g Canine - **Hunt**  
“(Night) Fatigue: Duel a beast ruled by an opponent. You may not increase stats during this duel.”
- 29.2h Bird - **Scatter**  
“When this beast would be buried during the resolution of a skirmish: Fatigue it until end of season instead.”

## 30. Glossary

**ACTION** - Action cards have a green border and a time-of-day phase in the center showing when it can be played.

**ANYTIME** - This is a time-of-day phase symbol that when found on an action card or ability means that it can be played during any time-of-day phase.

**ARMY** - This is the term for the collective group of Beasts that are chosen to attack an opponent's city. Some cards have abilities that will affect the entire Army.

**ATTACH** - This is the required function of placing a beast in a city horizontally or vertically next to a location. Attach is also the term for the required function of placing an item into a city and onto a beast.

**ATTACK (ATK)** - This is the first of the three statistics on each Beast card. It is used in Battle, during a Duel, and to calculate other effects. The symbol underneath the number is three crossed swords.

**BASIC RESOURCES** - These are cards that begin on the top row of the market for all formats and in deck-building you have one of each in your starting deck. Including: Plants, Bugs, Wood, Stone, and Crystal.

**BASIC STRUCTURES** - These are cards that begin in the second row of the market for constructed formats and in deck-building you have one of each in your starting deck. Including: Farm, Hive, Timber Mill, Stone Quarry, and Mineral Mine.

**BATTLE** - This is a special action that can be taken during the Dusk phase of a player's turn. Choose Beasts for your army and head to Battle against an opponent's city!

**BEASTS** - these are your personalities that populate your city. Each Beast has a Fealty cost to be paid to acquire them from the market, a Recruit cost to place them in your city, statistics, and abilities.

**BUILD** - This is a special action that you can take during the Day phase. To build a Structure you have to pay its build cost in the center of the card and attach it to an empty space in your city.

**BURY** - This is an effect that happens to cards when they are removed from play, your hand, or your deck and placed in the Ravine. Cards that are buried cannot be shuffled back into your deck without a special ability or effect.

**CLADE** - This is the center of your city, the source of your species' evolutionary power and where your vitae points are held. Each clade has a species ability and a secondary ability. You must protect the clade at all costs. If it is destroyed by going to zero vitae, you lose the game.

**DAWN** - The first phase of the turn, often when resources are produced or where votes results are calculated.

**DAY** - The second phase of the turn, where a player may Barter at the Market, Build a Structure, Recruit a Beast, or Forge an Item. Other actions can also be played during the Day phase if they have the Day symbol.

**DEFENSE (DEF)** - This is the third of the three statistics on each Beast card and the only statistic on a Structure. It is used in Battle, during a Duel, and to calculate other effects. The symbol underneath the number is a shield.

**DEN** - This is another term for your deck of Terrus cards. The effect "Return to den" means put the card on the bottom of your deck.

**DEN DISCARD** - This is a pile where you discard cards from your hand, or from your city or under other circumstances. Once your Den is out of cards, you shuffle your Den Discard and create a new Den deck.

**DUEL** - This special action is where two Beasts will compete for supremacy. Duels follow a specific sequence of events that compares each of their main statistics (STR, INT, DEF). There are also special duels that only focus on one of the three statistics.

**DUSK** - The third phase of the turn, where a player may initiate a Battle and call a Vote. Other actions can also be played during the Dusk phase if they have the Dusk symbol.

**EVENTS** - These are cards that govern Seasons in the game. Each event has a turn duration and a special effect that impacts all players. Some pose great challenges, offer massive rewards, or just alter game-play in some particular way.

**FATIGUE** - this is an effect that occurs to Beasts after a skirmish or from the use of some actions or abilities. Fatigued Beasts remain in recovery until their controller's next Dawn phase, upon which they can reattach to Structures or the clade.

**FEALTY COST** - This is a cost that can be paid for by discarding cards from your hand or using other resources. Fealty value is depicted by a symbol of a wreath. All cards have a Barter cost to purchase them at the market which is depicted by a Fealty value in the upper right-hand corner. Fealty values also appear on Build, Recruit, and Forge costs, and on special abilities and actions.

**FLIGHT** - This is a keyword ability most associated with the avian species that allows the beast to attack any location in an opponent's city when assigning to battle.

**FORGE** - This is an action that you can take during the Day phase. To Forge an Item you have to pay its Forge cost in the center of the card and attach it to a Beast in your city. Forge is also an ability printed on Items that have an effect when they enter play. For example: An Item may have "Forge: Draw 2." meaning that when the Item is played in your city, you may Draw 2.

**INTELLIGENCE (INT)** - This is the second of the three statistics on each Beast card. It is used in Battle, during a Duel, and to calculate other effects. The symbol underneath the number is a brain.

**ITEM** - these are the special tools to be used by the Beasts in your city. Each Item has a Fealty cost to be paid to acquire it from the market, a Forge cost to attach it to a Beast, and provides bonuses to the Beast's statistics, and other special abilities.

**MARKET** - The Market is where you Barter for cards in the game. All Formats use the Market and it is set up with two rows: A top row with Basic Resources, and a second row with Basic Structures or the Wilds Row, depending on your play format.

**NIGHT** - The fourth phase of the turn, where a player must discard down to their maximum hand size of 6. Other actions can also be played during the Night phase if they have the Night symbol.

**RAVINE** - This is the area where buried Beasts, Structures, and other cards go. Cards can only be retrieved from the Ravine using a special ability.

**RECRUIT** - This is an action that you can take during the Day phase. To Recruit a Beast you have to pay its Recruit cost in the center of the card and attach it to a Clade or Structure in your city. Recruit is also an ability printed on Beasts that have an effect when they enter play. For example: A Beast may have "Recruit: Draw 2." meaning that when that Beast is played in your city, you may Draw 2.

**RELICS** - Relics are powerful cards that are earned through different tasks often associated with events. Relics are placed in your exhibition zone in your city and if you begin a turn with a total of 4 or more, you win the game!

**RESOURCES** - These are card types that can be purchased in the Market or added to your constructed deck if they are not Basic resources.

**RETURN TO DEN** - This is an effect which places a card on the bottom of your Den deck rather than the Den discard or in the Ravine. It can be a much faster way to access the card and can be part of a number of useful strategies.

**SEASON** - Many cards, particularly Beasts, will have a Season symbol in the upper left-hand corner. This means that during that Season, those cards are "Seasonal" and worth two Fealty points when discarded rather than one. Seasons are governed by Events that also have a Season marker and they usually last a number of turns before changing Season with a new Event. Some abilities are also tied to seasons.

**SKIRMISH** - A Battle consists of one or more skirmishes at a particular Structure or Clade. After a skirmish is concluded, all beasts attacking that location are fatigued.

**STRUCTURES** - these cards help build your city and can be in any open space to expand your capacity. Each Structure has a Fealty cost to be paid to acquire it from the market, a Build cost to attach it to your city, a DEF statistic, and other special abilities.

**VITAE** - This is the life total statistic. It is printed and on your Clade and reduced whenever your Clade receives wounds in Battle. Players can gain or lose vitae from actions, resources, and abilities.

**VOTE** - This is a special action that can be taken during the Dusk phase. Most votes consist of comparing the total Intelligence (INT) in a player's city. If no other players have more INT in their city by the next Dawn phase of the player who called the Vote, then they win. The win and loss conditions are described on the card or ability. If there is a tie, the vote is nullified.

**WILDS** - The Wilds is used for the deck-building format and consists of a collection of cards that slowly populates the second row of the market. When there is an empty space in the second row, place the top card of the Wilds face-up in that space. Also, when a Basic resource is bartered for from the top row, place the top card of the Wilds face-up in the space below it. This way, cards that were already in the second row can be covered and more difficult to access.