

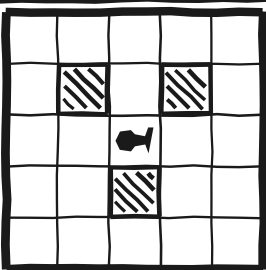
Requiem FACTION ATTACK + ESCORT then another friendly piece steps 1	Waltz FACTION ATTACK	Pilgrim FACTION ATTACK + ESCORT then another friendly piece steps 1
Serpent FACTION ATTACK	Litany FACTION ATTACK	Crossroads FACTION ATTACK
Ascension FACTION ATTACK + ESCORT then another friendly piece steps 1	Procession FACTION ATTACK + ESCORT then another friendly piece steps 1	Sidewind FACTION ATTACK + ESCORT then another friendly piece steps 1

Aegis



ATTACK

Any: until the start of your next turn, the attacker takes no damage and cannot be pushed or pulled.

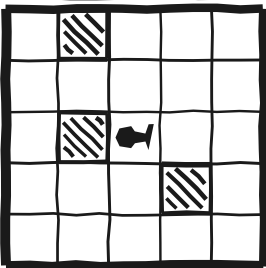


Gate



ATTACK

Any: step 1 square, then push every adjacent enemy 2 squares away, one at a time in an order you choose.

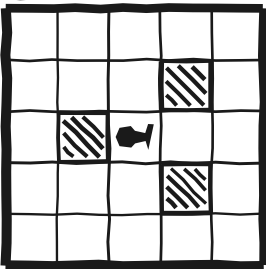


Bolt



ATTACK

Hero: 2 dmg, range 2, LoS.
Minion: 1 dmg, adjacent.

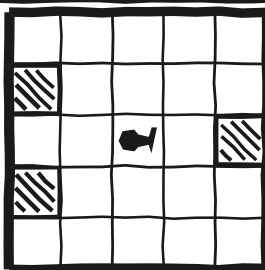


Ordeal



GAMBLE ATTACK

Any: choose an enemy within 2, LoS. Roll: 1 the attack fails and the attacker takes 1 damage instead 2, 3 or 4 1 dmg 5 or 6 2 dmg.

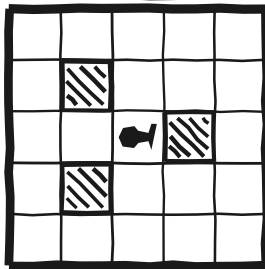


Smite



ATTACK

Hero: 1 dmg + push 1, adjacent.
Minion: push 1, adjacent.

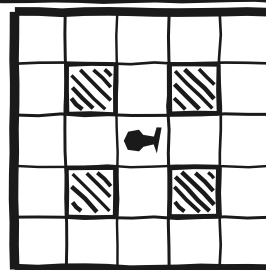


Capture



GAMBLE ATTACK

Any: roll: 1, 2 or 3 the attacker steps 1 square 4, 5 or 6 it steps up to 3 squares, each step free to change direction. If no step is possible, none is made.

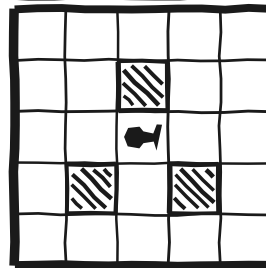


Passage



ATTACK

Any: swap the attacker with another friendly piece within 3, LoS. (Carried Relics travel.)

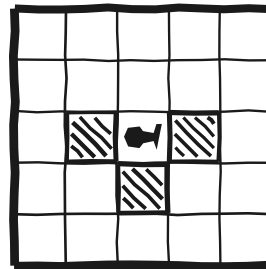


Hook



ATTACK

Any: pull an enemy within 3, LoS, to the square next to you along that line. Hook always needs a clear line, carrier or not.



Reliquary

Pyre Choir

FACTION ATTACK

Hero: 2 dmg, range 2, LoS.

Minion: 1 dmg, adjacent.

1 2 3 4

HP · a damage token per point lost · slain at 0

Bone Wardens

FACTION ATTACK

Hero: 1 dmg + push 1, adjacent.

Minion: push 1, adjacent.

Passive your Hero has 5 HP.

1 2 3 4 5

HP · a damage token per point lost · slain at 0

Veiled Hand

FACTION ATTACK

Hero: 1 dmg, adjacent, then step 1 square.

Minion: 1 dmg, adjacent.

1 2 3 4

HP · a damage token per point lost · slain at 0

Grave Tide

FACTION ATTACK

Hero: 1 dmg, range 2, LoS.

Minion: 1 dmg, adjacent; if it slays, this Minion may step into the freed square.

Passive once per game, the moment one of your Minions is slain, return it to any empty square in your back row.

1 2 3 4

HP · a damage token per point lost · slain at 0

Storm Sworn

FACTION ATTACK

Hero: 1 dmg + push 2, an enemy within 2, LoS.

Minion: push 1, adjacent.

1 2 3 4

HP · a damage token per point lost · slain at 0

Lantern Bearers

FACTION ATTACK

Hero: 1 dmg, range 3, LoS.

Minion: 1 dmg, adjacent.

Passive at the end of your turn, your carrier may step 1 square, unless it already took a step this turn. A card MOVE is not a step.

1 2 3 4

HP · a damage token per point lost · slain at 0

Gallows Court

FACTION ATTACK

Hero: 1 dmg + pull 2, an enemy within 3, LoS.

Minion: pull 1, an enemy within 2, LoS.

1 2 3 4

HP · a damage token per point lost · slain at 0

Ash Keepers

FACTION ATTACK

Hero: 1 dmg, adjacent, to one or two enemies.

Minion: 1 dmg, adjacent.

1 2 3 4

HP · a damage token per point lost · slain at 0

Hollow Kin

FACTION ATTACK

Hero: 1 dmg, adjacent; then the attacker may swap with a friendly Minion within 2, LoS. (Carried Relics travel.)

Minion: 1 dmg, adjacent.

1 2 3 4

HP · a damage token per point lost · slain at 0

Setup and Board Scale

1. Pick Key or Skull; back row = nearest you.
2. Ruins: pairs rotated 180° about the centre, Key first, never back row or exact centre.
3. Pick a Faction card secretly; reveal together, re-pick if matched.
4. Deal 7: 3 face-up each, 1 aside; its stamp starts. Vigil to 6.
5. Deploy alternately, one at a time, into near rows; Hero last.
6. Hide your Relic: empty square in your half, not back row or Ruin.

BOARD	MINIONS EACH	RUINS	DEPLOY ROWS
8×8	3	4	2
9×9 to 10×10	4	6	2
11×11 to 12×12	5	8	3

Pour Turn

Play 1 card in ONE mode → set aside as waiting card → take the old one.

MOVE. One piece, exactly as shown. Jumps. Escort +: another piece may then step 1.

ATTACK. One attacker; follow the card. Adjacent attacks step 1 first. No MOVE.

RALLY. Return a slain Minion to your back row instead. Never resets the Vigil.

No ATTACK on turn 1.

Combat

No piece is ever landed on.

Adjacent = 8 surrounding squares. Range = king-steps. Blocked = off board, Ruin, or occupied. Step = one unblocked king-step; never a jump. LoS = a straight row, column, or diagonal; blocked by Ruins and pieces.

Push moves the target away, pull toward, as far as possible; 0 squares moved crushes for 1 damage. A blocked push still deals damage, plus 1 crush. If the target dies, no push is made.

The Relic

Ending an effect on the enemy Relic, or a dropped one, picks it up: move, step, push/pull's end, swap. Hidden Relics reveal on pickup.

A carrier keeps it however it moves, carries only one, never its own, attacks normally.

Push/pull drops the Relic where the carrier stood, unless merely crushed; a slain carrier drops it where it died.

Guard a revealed Relic by standing on it; targeting a carrier ignores Ruins for LoS.

The Vigil

Each full round with no HP lost and no Relic picked up or dropped lowers the die by 1; anything else resets it to 6. HP loss counts, even your own; a reveal does not. At 0 score +1 for a carrier in the enemy half, -1 for one in your own; higher wins, then less Hero damage, then more Minions, then a draw.

Win: slay the enemy Hero, or end a turn in your own back row carrying theirs.

STAND THE VIGIL DIE ON A STEP

6	5	4	3	2	1	0
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Exhumation

RITE

Once per game, play with any card: forgo its move and attack. Then discard.

Place a new Minion on any empty square in your back row. Set the Vigil to 6.

Desecration

RITE

Once per game, play with any card: forgo its move and attack. Then discard.

Remove a Ruin in your half. Place a new Minion on the cleared square. Set the Vigil to 6.

Harrow

RITE

Once per game, play with any card: forgo its move and attack. Then discard.

Place one slain enemy Minion on any empty square in your back row. It fights under your sigil. Mark it. Set the Vigil to 6.

Kites

MODULE

An optional module. Both players take a Rite, or neither.

Draft after setup step 4, once the Ruins are down and the first player is known: the **second player picks first**, the first player takes one of the remaining two, and the last is dealt out of the game face-down. A Rite is played with any card in place of its move and attack, once per game, then discarded. Every Rite resets the Vigil.