

# • LEGIONS •



## **Introduction**

Legions is an exciting, non-collectable, fantasy card game of strategy and military conquest. In order to be victorious, you must orchestrate effective attacks against your opponents. You also need to be able to defend against assaults from any of the other armies.

The game consists of six armies. Each army has a unique reason for participating in this war (this is explained in further detail in the character section of this booklet). As the player you will assume the role as leader of a specific army. It is your job to ensure that your army is the last standing.

All six players do not have to be

present in order to play Legions. This game can be played with just two people. However, Legions is more entertaining when all six armies are present.

## **Equipment**

To play this game you will need two decks of army cards. You will also need something that can represent your life force, such as pennies, pebbles, or tally marks on paper.

## **Armies**

There are six armies engaged in this epic war. Each deck comes with a Character card, a Fortress card, a Homeland card, three War cards, and two types of Venri cards. The other cards in the deck represent mercenary forces.

## **Objective**

Your objective is to win by depleting your opponent's 33 points of life force.

## **Game Setup**

1. Remove the Character card and one Animal Venri from the deck. Place these face up on the playing surface, and then reshuffle the deck.
2. Draw the top card from the deck. The player with the highest Venri cost on this card goes first. The rest will follow in a clockwise order. The two highest will repeat this process if there is a tie.
3. Reshuffle the deck. Lay it face down on the right side of the playing surface. This is the War pile from which you draw the cards that make up your hand.

4. Draw the top five cards from the War Pile. This is your hand. Any Venri cards in your hand may go into play at the start of your turn.

5. At the end of your turn you may fortify by drawing a single card from the War Pile. You may not have more than seven cards in their hand. (see fig. 1 for an example of the card layout). You are now ready to begin.

## **Playing**

During your turn, try to inflict as much damage on your opponent as possible. You can cause such damage by attacking. To conduct an attack, you simply place the card(s) on the table face up, then announce which army you plan to engage and the card (s) offensive ability.

You can conduct one attack per turn. At the end of your turn, you will fortify by drawing one card from the War pile. If you cannot attack, you may still fortify.

## Venri

Venri cards are the power source by which all other cards can be activated. The Venri cards have a circular design. These cards remain on the playing surface for the entire game.

## Activating a Card

Activating a card means putting the card into play by making it attack or defend.

To activate a card you must first consider its Venri cost. The Venri cost is the number located on the lower left



FIG 1.

side of the card, next to the shield (see fig. 2). This number represents the amount of Venri that has to be on the playing surface in order for that particular card to be activated. If a player wants to activate more than one card at



Fig. 2

a time, he must be certain that the Venri he has is equal to, or greater than, the sum of the Venri costs of the cards to be activated.

### Calculating an Attack

To calculate an attack, you need to understand the abilities of the card that you wish to activate. The term abilities refers to the card's offensive and defensive capabilities. These numbers are

found in the lower right corner of the dialogue box (see fig. 3). The left number is for offense, which explains how much damage a card can inflict. The number on the right is for defense, which shows how much damage the card can absorb before being destroyed. Some cards will not have these numbers. When you notice this, read the text in the dialogue box to determine the card's function.



Fig. 3

To be successful in an attack, your card's offensive ability must be greater than the defensive ability of your opponent's card. If your opponent's card's defensive ability is less than your card's offensive ability then he will lose his

his card and the difference will come off of their Life force (see fig 4).

<b>5 : 4</b>	<b>3 : 2</b>	<b>5 - 2 = 3</b>
your abilities	opponent's abilities	three from opponent's Life force

Fig. 4

If your opponent's defensive ability is the same or greater than your card's offensive ability then your attack is defeated and your card must be placed, face up, in the Waste pile.

A player may chose to attack or defend with more than one card. These cards act as one single card and combine their abilities. The calculation is done in the same manner as if just one card was used. If such an attack fails, then the most powerful

offensive card used in the attack must be discarded.

## Fortifying Your Hand

At the end of your turn, you will draw the top card from the War pile. This process is known as fortifying your hand. You cannot have more than seven cards in your hand. If you already have seven cards at the end of your turn, go ahead and fortify, then place one card in the Waste pile. This must be done before the next person can begin their turn.

## Card Types

*Artillery Card:* A card that uses machinery or a weapon to enhance a card's natural abilities.

*Character Card:* The Character card can be used in one of three different ways. However, choose wisely as it can be activated only once. A player may use this card in order to gain 10 Life force points. This can be done at any point during the game. A player can also use the Character to search through the War pile and retrieve one Animal Venri ( this card may go into play immediately). If the Character card is used in this fashion then the player must reshuffle his deck before the game can proceed. The third function is unique to each character and is explained on the Character page of this booklet.

*Fortress Card:* This is a fortification card specific to an army. It is a Spellcast card that adds five to any defense. It may be used only once.

*Homeland Card:* This is a Spellcast card specific to an army. It allows you to draw the top two cards from the War pile at any time. These cards may be activated immediately without the concern of Venri cost.

*Mystic Card:* These cards represent people or objects that are ancient and magical.

*Select Card:* A select card is a card that targets another card to augment that card's natural abilities.



Note: Select cards that strengthen can be used offensively or defensively. To activate this card, you must place it on the card that you have selected. Conversely, Select cards that weaken can only be used defensively. To use this you must identify a specific card you wish to effect.

*Spellcast Card:* These cards represent spells cast by wizards, druids, or clerics. They can be played only once, then must be placed in the Waste pile.

*Stronghold Card:* Defensive in nature, these are any fortification used by mercenaries.

*Venri Card:* This is the source of a player's ability to conduct a war. There are two types of Venri cards. The Metal Venri is worth one point. The Aminor Venri is worth two points.

*War Card:* A Warmonger card specific to an army.

*Warmonger Card:* Any warrior that fights without the aid of magic.

### **Terminology**

*Ability:* The ability is the card's offensive and defensive capabilities. It is represented by two numbers in the lower right corner of the dialogue box. The first number is for offense, the second is for defense.



*Activate:* When a card is in play, it is said to be activated.

*Dialogue Box:* This is the box with text that explains the card type and abilities. Most of the time the text just add flavor to a card. Sometimes it is the only way to understand the function of the card.

*Fortify:* At the end of your turn, you will draw one card from the War pile and place it in your hand.

*Verni Cost:* This is the number, located on the lower left corner of the card, next to it's shield. It lets you know how many Venri points will be needed to activate that card.

*War pile:* This is the pile from which you draw cards that make up your hand.

*Waste pile:* When a card has been discarded it must be placed face up on the playing surface. These cards cannot be used again until after the deck has been reshuffled. They are not effected by the reshuffling that occures as a result using a card's special function.

## **Army Background**

Each army participating in the war has a specific reason for doing so. The different armies can be readily identified by the color of the shield and the color of the card's dialogue box.

This section will serve to familiarize you with this information. It will give a

brief explanation for each army's motivation and tell you a little about the army's leader. The armies have been placed in chronological order according to their involvement in this epic war.

The Mercenaries have no army affiliation. They are soldiers for hire and are represented by a brown shield and dialogue box.

## DRACUS



Dracus, spearhead of chaos, unchallenged leader of the Legion, is a devout follower of Shimeira, the Dragon god of Chaos. His race, the Lothreen, is believed to be chosen by that exalted deity. Among all the creatures of Morratear, only they are called to lead the Legion in answer to Shimeira's summons.

And so, at the forefront of this great panoply of races, Dracus sails across the raging sea to make war with the people of Parinon. Like the mighty hurricane, they will bring all things to destruction. For all those who witness this fearful sight, there can be but one response, "Lo there do I see a shadow sweeping across the land. Lo there, do I see my death riding the chaos hand."

The army of the Legion is represented by a green shield.

### **Special Card Ability**

*Call the Dead:* Dracus raises his clawed hand, utters words of power, and calls fallen warriors to rise and once again enter the fray.

This character card allows you to draw two cards from your Waste pile. These cards may go into play at once, but must be discarded at the end of the action. This ability can be activated at the start of your turn, or if you are attacked. It can be used only once per game.

## MORGANUS BELAN



Morganus Belan is a frosted eyed terror. She was once the spiritual advisor to Fabius Mallum, but has forsaken the ways of Bran. At one time she instructed the Prime Lord in based upon the teachings of the Armistice Allon. Now she rules her flock with an iron willed strength that none can oppose.

After bearing witness to a great calamity, Morganus came to realize the wisdom espoused by the Order of Dominos. Fanatical worshipers of Gwydion, god of Might and Malice, this Order will stop at nothing to prove their patron's dominance over all things. Thus, it is with a holy vigor, that Morganus calls upon her army to oppose the misguided followers of the cowardly Shimeira.

The Order of Dominos is represented by a red shield.

### **Special Card Ability**

*Test of Might:*— Laughter plays across those dead eyes as Morganus rushes headlong towards the advancing foe.

The Morganus Belan character card adds 17 points to any offense. This ability can be activated at the start of your turn. It can be used only once per game.

## **SYLANDRIA MARSO**



Sylandria Marso is death in beauty's guise. Orphaned and left for naught, Syl-andria struggled to survive life on the cruel streets of Tazid. Used and abused, she eventually found shelter within the ranks of the House of Thieves, one of the most powerful guilds of Parinon. There, her beauty and uncanny grace, earned her the respect of many of her peers.

Yet, Sylandria was not content merely to be the best thief, or to be a part of the most profitable guild. Instead, she sought to create something greater than what was before. And so, she collaborated with members of the Assassin and Warrior guilds to build a powerful criminal organization known as the Bruinguild. Within a decade, she consolidated so much influence that nearly all

criminal families bowed to her will. She leads her army into war knowing that, "To the victor goes the spoil!"

The color of the Buringuild is blue.

### **Special Card Ability**

*Twist of Fate:* Threatened by the possibility of defeat, Sylandria simply smiles as the tide begins to turn.

The Sylandria Marso character card allows you to select two of your opponent's cards; causing them to switch sides. These cards add to your hand. They are placed in your opponent's Waste pile at the end of the action. This ability can be activated when you attack a foe, or if you are attacked. It is can be used only once per game.

## BALLARE FALSEAN



Balarre Falsean, cruelty with a smile, has longed for this moment. He is king of the Shipharre elves who have long since forsaken the peaceful ways of their ancestors for love of bloodshed. Balarre's life has been a study in cruelty's delight, and though he has led his forces in many minor skirmishes, there has not been any major wars fought in Parinon for more than two centuries.

Yet his wizards, subverted by the magic of the Darken Tyne, whisper of a great conflict and the advent of the Dreaming Child. Upon hearing news of the war, Balarre quickly convenes a Counsel of War and gleefully leads his people to battle; longing for glory that can only be found on the field of battle. Seizing the moment, amidst the continental chaos,



Balarre dispatches the Hand of One to assassinate Kaden D'orin and the scions of that misguided House.

The color of the Shipharre is yellow.

### **Special Card Ability**

*Spread the Pain:* Calling upon the darkest of magic, Balarre replicates his forces to a devastating effect.

The Balarre Falsean character card allows you to confront two opponents simultaneously. It adds 13 points to each attack. This ability can be activated at the start of your turn. It can be used only once per game.

## ARLONNI D'ORIN



Arlonni D'orin, third sired of House D'orin, "ill bred son of Kaden" was never meant to be king. This unruly half-breed is looked upon with barely concealed disdain by the nobility of Silestri, capital city of the High Born nation. Unlike the uncouth Shipharre, the High Born are slow to anger and seek peace above all else, yet still they harbor the ancient prejudice of race.

Sensing the inner rage within his wayward son, Kaden D'orin, ruler of all High Born, orders his son to be trained in the ways of the Five Deadly Graces. By sheer tragic irony, this Child of the Sword finds the throne thrust upon him when his father and two elder brothers are brutally slain. Consumed with rage, Arlonni leads his army afield in search of his final satisfaction, REVENGE!

The color of the High Born is purple.

### **Special Card Ability**

*Counter All:* Attuned to the battle field, Arlonni acts swiftly to counter the enemy's most potent maneuvers.

The Arlonni D'orin character card allows you to negate the effect of any other character card. This ability can be activated whenever an opponent activates a character card. It can be used only once per game.

# FABIUS MALLUM



Fabius Mallum, warrior of honor, is leader of the Prime Guard. This well established army is tasked with enforcing the laws of Greater Parinon. The knights of the Prime Guard live by strict codes of conduct found in the Armistice Allon, a tome inspired by the words of Bran, the Protector god. One of the book's founding principles is that a knight should enter combat only when he has exhausted all diplomatic means to gain a resolution.

When the Legion arrives on Parinon, Fabius watches his beloved continent devolve amidst carnage and destruction of epic proportion. In the end, when even the peace loving Highborn are drawn into the pandemonium, Fabius Mallum, Prime Lord of Parinon, leads his forces into war. In his heart, he holds faith in this most simple of tenants, "There Must Be Order."

The color that represents the Prime Guard is orange.

### **Special Card Ability**

*Stoic Rebuff:* Seeing the enemy advance, Fabius leads his shield guard to shore up weak points in his line.

The Fabius Mallum character card adds 15 points to any defense. This ability can be activated at the start of the player's turn, or if she is attacked. It is effective for one round and can be used only once per game.

### **Lamentations of Parinon**

Demons praise their hollow gods under the pale glow  
of the frozen moon

As the eyes of doom depart from Morratear  
searching the light bringing chaos and fear  
to the weeping realm of Parinon.

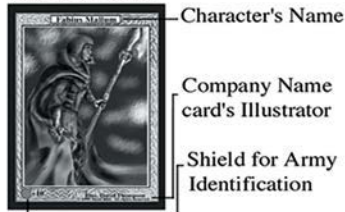
Now darkness descends upon the land  
And children laugh at the fallen kings  
As mothers cry over the forgotten times  
Of an era long gone by

Now bear witness to the fury of the Dragon Lord  
As the warmth of the sons turn chill  
In the wake of the warring gods  
And wise men hide  
while warriors fight their shadows

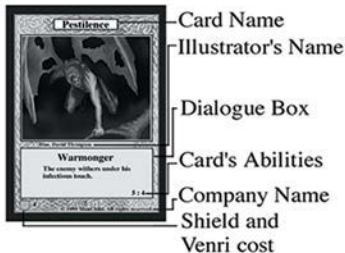
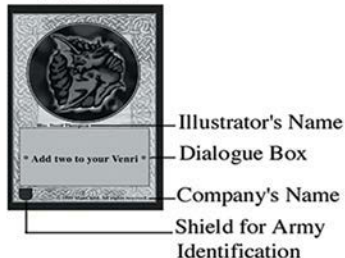
Still demons praise their hollow gods under the pale  
glow of the frozen moon

## Card Layout

### Character Card



### Venri Card





### **More from ManChild, Ltd.**


The exciting realm of EverLore has many ways for you to continue your journey of fantasy adventure. Explore our core books and modules, experience our stream at *[www.Twitch.Tv/EverLoreGame](http://www.Twitch.Tv/EverLoreGame)*, or become a part of our growing online community by checking out our site at *[www.EverLoreGame.com](http://www.EverLoreGame.com)*.

ManChild, Ltd  
670 Northland Blvd., Box 18237  
Cinti, OH 45240

[ManChildLtd@gmail.com](mailto:ManChildLtd@gmail.com)



**BOUNDLESS**



© 2019 ManChild Ltd. All Rights Reserved.  
Part of the realm of EverLore, created by  
David Thompson.