

The
AwakeningTM

Rulebook

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The Tale of the Robber and the Caliph, Part Four

Perhaps it truly is time for a change, the robber thought to himself as he was presented before the twin portals he had passed through three times before. He looked up at the shadowed countenance of the Grand Vizier's final guard and smiled. The guard was the same every night—a dark-featured man whose eyes never shifted and whose lips seemed frozen mid-phrase.

How odd, the robber thought, but then he was thrust past the guard and into the Caliph's presence yet again, where his mind would have to be clear of such rambling. In the vast room, he was brought before her raised chair, shackled to the ring fixed in the floor before it, and left alone, as he had been for so many nights since the Awakening.

The room was wide and spacious, a grand waste of design built only to display its occupant's wealth. Three immense balconies surrounded the open place, overlooking nearly all of Medinaat al Salaam, yet the interior was barren, a sorrowing place where self-made gods came to die. *It is like a tomb*, the robber thought.

"Do you know the purpose of the Sixth Day of Fasting?" came the sardonic voice of the Caliph from one of the balconies. The robber recognized something new in its tone.

"It is the day we pray to Shilah for the strength of character to continue," he answered, "and the time of Shaqra..."

"Yes, whose voice is honey laced with the milk of the scorpion. Her sweet poison is the last great temptation before the Day of Wrath, the last chance to beg her mercy before the end."

The parallel was not lost on the boy, who cowered lower than usual in response. Something was different about the Caliph.

He did not expect the pleasant laughter that greeted him, and for a moment he wondered if his ears had failed him. But when the Caliph spoke, her words were as light and warm as the laughter, and he instead decided that his mind must have fled.

"You misunderstand me, young one," her sweet, high voice came. "I do not require supplication, but something more like fulfillment"

"Caliph?" the robber prompted, his curiosity overwhelming his better sense, but there was no answer. So he rose a bit and glanced out beyond the high arch leading to the balcony. He could see her tall, slender form outside, standing at the railing and surrounded by a nimbus of tiny, multi-colored crescents in the distant sky, like a cape of dancing light.

Suddenly taken by the lights' radiant beauty, the thief cautiously rose to the full height his bindings would allow and tried to discern their origin. "What are they?" he finally asked, hoping that her interest would outweigh her desire to punish him for speaking out of turn.

"Enchanting, isn't it?" she replied, her voice shifting suddenly, this time to a sullen timbre that surprised and puzzled the boy. "It's amazing how drawn we can be to war."

"War?" the robber stammered. "But it's so beautiful!"

"Violence often is... from a distance." She turned and walked slowly back into the room. The robber did not press the issue, fearful that her mood would shift again, but instead lowered himself back to the floor as she sank into her chair. For a long moment he observed her still weight and listless expression, until she continued.

"What do you think drives Shaqra, thief?" the Caliph asked.

"Why do you think we beg her mercy?"

"Because she is the Creator, and because she spared us the fate of the unkind and the weak when she cleansed the world."

"Your words are well educated," the Caliph smiled, "and therefore not likely your own. Tell me what *you* think is the point of this day."

The robber thought for a moment but could not decide what she wanted to hear, and so answered, "I... don't know, mistress."

"Fear," she said after a long moment. "We all fear. That is the point—that we might indulge our inner demons for one day in front of our goddess—and perhaps even reconcile them before the end. The First Races failed in that and were punished, but we were allowed to survive."

After another long pause, the Caliph looked down at the prostrate thief. He did not see her questioning eyes. He only heard the words, which had returned to a semblance of their former cruelty. "Raise your face, boy, and continue your tale. Remember, though, that time is no longer your friend, and with dawn, Shilah brings her final wrath."

Yes, well.

The Lake of Enala beneath the House of the Heavens....

I can still recall the fetid air in the immense, earthen chamber. While the movements of the clattering skeletons so recently broken free of their graves were as fluid as those of the most skilled warrior, I found myself dizzy and disoriented, intoxicated and sick all at once.

I resisted their advance as best I could, ducking aside the swift attacks of the nearest and trying to maneuver out of their shuffling reach. More emerged from the soft earth, and I found myself between two approaching groups of them with no direct route of escape. I considered leaping into the grisly lake below, but was spared the experience when a line of knotted silks was dropped beside me.

I grabbed hold and began climbing, thanking the gods. I could feel the weapons below me splitting the air at my feet, but I focused on the climb and was soon clutching the edge of a cavern mouth some twenty feet above them.

Comforting hands dragged me into the low tunnel, then righted me before their striking owner. She was exquisite, with a mane of black hair cascading over her colorful dress, and smiling eyes. She was an angel.

"Go!" she commanded, glancing back down the cavern, but I would not be that easily allayed.

"A gypsy!" I remarked. "What are you doing here?"

Yes, Caliph, I did stop to question her, even mere moments after my harrowing struggle below. As I have said, I am often subject to a compulsive fascination with the extraordinary.

The gypsy would not be swayed. "There is no time to explain," she said. "By saving you, I make us both known and therefore very much in danger. We must leave now if we wish to continue this chronicle."

"Chronicle?" I remain confused by the Ra'Shari's word even now, though I agreed that we must quickly distance ourselves from the one-eyed Monkey Man and his minions.

After she cut the makeshift rope and tossed it down, she withdrew into the tunnels and led me out into the welcome sheen of Kaleel's pale rays. The city streets were eerily still under the moon's peaceful gaze, though my heart raced frantically.

"Find safety, child," the gypsy said to me as she turned away. "Leave this place before they come looking."

"What? Who are you?" I called after her. "Why were you down there?" She whirled long enough to snap a sharp glare at me before vanishing around the corner. Only her scent on the midnight air remained. I think the look was meant to demean me, to spur me into action, though even that was boundless treasure.

Of course, her heavenly features are but a false reflection of yours. I am quite sorry, Caliph. I can see that you are not amused by my humble admiration. I shall continue.

From the House of the Heavens, I made my way back toward the Portals of Delight and Fancy, where a person can find places to hide. I had the feeling that things would worsen before the night was over.

I only stopped once, to buy a small bag of water and finish it in the stables. This was perhaps not the wisest course of action. I had only taken my second long gulp before I heard a low chanting in a nearby stall, the language unfamiliar but probably one of the myriad native tongues of the Ivory Kingdoms. This, coupled with my discomfort at being in the open, compelled me to investigate. I crept upon the source of the noise, keeping low and out of sight.

As I approached, the chanting became irregular, and I could hear the people within moving heavy objects. Not a moment later, one of them grunted and something hit the ground with a dull, heavy thump. From outside the stable stall, I saw a limp arm flop into

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view. The victim was Senpet, his dark skin bathed in recently spilled blood.

The arm was pulled back into the stall a moment later, and the low murmuring renewed. I pressed up against the far wall of an adjacent stall, hoping my movements had not been noticed. It was possible, of course, that they were *gisma*—body collectors—or even healers, but my instincts and the last several hours' events made me think otherwise.

Listening carefully for the next several minutes, I determined that there were at least two bodies in the stall in addition to the two or three chanters. The chanters seemed rushed and their voices strained, though from exertion or fear I could not tell.

Then I heard a shuffling within the stall, like they were rummaging through several bags, looking for something. I took the opportunity to slip toward the door, deciding that none of this mattered me, but something at the far end of the stables caught my eye. It was a shadow—no, a man, hanging motionless from a high beam.

At first I assumed he was dead, but then he moved, jerking once and swinging for a time. I assured myself that it had only been a last spasm of the recently dead. But when the man lifted his head and began to struggle against his bonds, I cast aside all doubts. I glanced toward the chanting again, to see if the chanters had noticed the man, but it seemed they had not... though they would if he wasn't freed.

Sighing quietly, I tried to force down the indecision I felt then and just run. But the image of my gypsy savior danced through my mind, and I knew that Fate herself demanded that I act.

As I crossed the stables, I could see into the chanters' stall. There were three of them, all with heavy beards and tightly wrapped turbans, moving about two Senpet guardsmen's bodies. Both of the bodies were intact, but their faces were horribly contorted and their heads were twisted awkwardly. Their deaths had been quick but painful.

The killers were now plainly hurrying. One cut a slit in each of the bodies' chests, drawing enough blood to leave a long swath

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upon each of their foreheads. It was all very practiced. The others emptied several bags and baskets that must have belonged to the victims.

The hanging captive was far younger than I had assumed, perhaps only a few years older than myself. His well-muscled body was large, though, like that of a full-grown adult, and it dwarfed my own.

My Caliph, your eyes wander. Are you well?
The boy? I could not speak to him, for he had never learned our speech. What? A mark? I didn't see one....

Yes, he was awake, though not yet fully alert, when I arrived. I climbed up on a barrel and sawed at the ropes. I had nearly cut through when the killers gathered their spoils and ran out the front of the building. I was sure they would see us—the youth was fully visible as they left the stall. But if they noticed us, they did not care to stop.

Then I noticed the youth's look of growing dread. He watched the rear door as he removed the ropes from his ankles, then waved for me to follow as he leapt up and crawled through a high window.

At first I didn't understand why we didn't use the door, but as he reached back in to take my hand, I saw an inhuman figure appear in the rear doorway. It had too many arms and was coated in a slick sheen of blood and gristle. Horns jutted from a vaguely female head, and its snarling maw of jagged teeth trembled as it entered.

It was feral. It crouched, ready to pounce. I caught the terrified eyes of the boy and was sure that he knew this thing.

Grabbing his arm, I jumped toward the window. The beast moved behind me, and for a split second I knew it would rip me apart. But I dragged myself through the small opening and fell on top of the boy.

What happened after that is a blur. We dove through countless crowds and endless streets, never looking back. The boy regained his strength by the minute, and I had trouble keeping up.

Eventually we arrived at a cellar I often use when I need to disappear, and slipped inside. I was tired, drained by the drama of

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the evening and beyond capacity for shock. Or so I thought. Not long after we arrived and I had begun the arduous process of wrestling my new friend's name out of his mangled words, the door burst open and the tiny figure of young Dena barreled toward me.

Her skin was burning, and she was covered in sweat. She had been running for some time, and her breath caught in her throat as she tried to speak. "Khadi...," she finally gasped.

Even if he did not understand her words, my friend knew her meaning and was upon his feet again in an instant, just as the wall around the door through which Dena had fled exploded inward in a cloud of rubble and dust. I sheltered Dena with my body to protect her from the flying debris.

Two eyes burned in the billowing smoke with bright intensity. I found them compelling and abhorrent, because I knew them.

They were my own.

The Caliph's hand rose to stall the robber's words, and she looked askance past the neighboring balcony to the blooming light of dawn. Without looking at the thief, she spoke. "You were captured, taken by the Khadi before the Horde fell upon the city, and have remained a prisoner in the dungeons since that day."

"Yes, Caliph." The robber's heart sank as he realized that he could not prolong his judgment any longer. She had finished his story for him, and it was now beyond Shaqra, beyond the time for mercy.

"The Khadi," continued the Caliph. "She is your sister?"

His face flushed with shame. He stammered, "Yes. She was taken months ago, before the strangers came from beyond the desert."

"You still love her?"

"Of course," he replied, perhaps too quickly.

A long moment of silence followed, as the Caliph watched the sun rise and the robber shivered. The morning air was brisk, and the robber's slave tunic had not been sewn for warmth.

"That was a fine story," the Caliph said at last, her eyes lowering to gaze directly at the cowering boy, "but it is only one of

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hundreds—perhaps thousands—in this city. Let me introduce you to another.”

The robber’s confusion grew as the Caliph clapped loudly and the double doors opened once more. Through them stepped a familiar muscular figure, his wounds cleanly packed and bandaged and his skin recently oiled. The boy walked to the Caliph and knelt beside her.

“This is my son, Puja,” the Caliph said. “You have saved his life, and for that you deserve a life in return.”

The robber’s mind reeled.

“I grant you one life of your choosing. As you likely know, I do not share my predecessor’s sympathies. I have no love for the Khadi. When they were driven from these halls, I did not protect them, nor did I prevent others from capturing the hearts that could control them.

“But I deemed a select few worthy of attention. The girl San’a, for example. Your sister, on the other hand...”

Cold realization swept over the robber like a winter shadow. “Are you... asking me to make a choice, Caliph?”

“Your life or hers,” the Caliph finished. “Which shall it be?”

Her face was impassive; further pleading would not help. She had given him a choice he could not make.

He swallowed, then looked directly into his executioner’s eyes. “Save her, Caliph.” Looking away, he growled, “I am ready to die.”

But no guards dragged him to the chopper’s block. Instead, the Caliph left him with the weight of his decision for long moments before she spoke again. “Please rise and tell your name, robber.”

“Caliph?” he asked, looking back to her.

“You have proven something of Shaqra, thief. I am pleased. Rise and present yourself.”

The robber stood as best he could given the shackles, straightening his back. “Adnan, Caliph. My name is Adnan.”

“And I am known as Adira,” she returned, smiling upon him.

An instant later, shouting came from beyond the doors, and the guard was thrust into the chamber. Behind him followed a cowed female figure, her motions practiced and careful. She stepped

forward, knelt before the Caliph, and pulled back her hood to reveal gentle tendrils of smoke beneath her azure skin.

“What means this intrusion, Ashalan?” the Vizier demanded.

“My apologies, Caliph,” the girl answered. “I am Dawn of the Far-Riders, and I have a message that cannot wait.”

The Caliph did not respond. Her silence willed the Ashalan to continue.

“My lady,” Dawn started, “Kaleel has returned.”

“And that is how this Age came to an end and another began.” The First Scribe reclined wearily in his seat, glancing over the countless reams of paper he had inked since the beginning of history. With a great sigh, he fingered his aged quill one last time and scribbled his final words upon the page:

“I am old, and my stories grow tired. This day, I am done...”

“...yet I am only beginning. The world has not felt such that I shall bring it.”

With a renewed burst of energy, the Last Scribe danced his pen across the page with gleeful release. His labored breathing quickened at the bold opportunity, which he must clutch quickly and decisively.

“The coming Age,” he wrote, “was a time of turmoil and darkness. The Jinn war, the Yodatai invasion, and the Hundred-Year Night conspired to send humanity spiraling into a terrible abyss of its own making. There was but one futile hope for the heroes of the time....”

Legend of the Burning Sands

The **Legend of the Burning Sands** game is a trading card game (TCG), a cross between traditional card games and collectible cards. You begin with the sixty-five cards that came with this rulebook, and you can buy more in Caravan Packs. You don’t have to buy new cards right away; you can play using just the cards that came in your box.

The back of your box depicts your Stronghold. Your deck includes a card with the same art and abilities, so you can use the card in the game.

As each episode is released, rules are added to the game and the options available for play are expanded. The **Legend of the Burning Sands** TCG is much more than a game—it is a complex story with characters that grow and change as time passes. When you and your friends play a **Legend of the Burning Sands** game, you enact a unique story.

How Do You Play?

Get together with a friend or two, each with a deck of **Legend of the Burning Sands** cards. Keep some tokens handy—beads, dice, etc.—to represent Water and other elements of the game. You can’t change cards in your deck during play, but you can change cards and trade with other players between games.

Preparing Your Deck

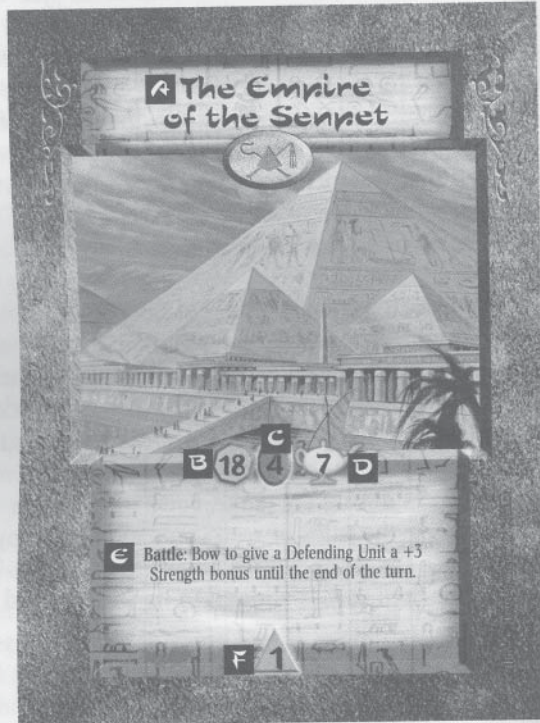
You need at least fifty-five cards in your deck, plus your Stronghold and City Section cards, which we’ll explain soon. Part of the fun of a trading card game is deciding what cards to include. Cards work together in interesting ways, and you can increase the chance of drawing a given card by increasing the number of copies of it that you include in your deck. You can have up to three copies of any card, except for a Pantheon card (see page 33) in your deck, even of cards marked **Unique**.

If you’re playing your first game of **Legend of the Burning Sands**, don’t worry about deckbuilding. After playing a few games, you’ll see how the cards interact. That’s when you’ll really enjoy constructing your deck.

You should read each of your cards before you begin play, to understand the forces and abilities you’ll have at your disposal during the game. You can request a pause to review the rules or read cards in play at any time, but once the game begins, you cannot look through your deck unless allowed to do so by a card effect.

Card Types

The following pages contain descriptions of each card type. Refer to them as you read these rules.



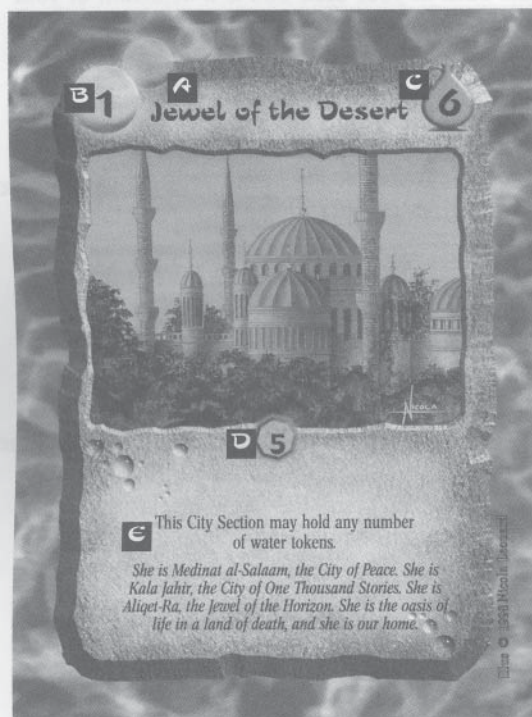
Stronghold

On the back of your deck box is a depiction of your **Stronghold**. It includes your Stronghold's name (A) and determines your Faction, such as Senpet. The three numbers in the middle of the card are your Stronghold's City Points (B), Copper Production (C), and Influence (D).

Use your City Points before play begins to purchase and place on the table City Sections (see the next page). Copper Production is the amount of Copper your Stronghold produces when **bowed** (turned sideways—see p. 34). The Influence number is the amount of Influence your Stronghold can produce when bowed.

Also on your Stronghold are its special ability (E) and Fate value (F). The ability may be in effect all the time, or it may require you to bow the Stronghold.

Your Stronghold starts the game in play. It is not a Holding (as described on page 23), and it cannot be destroyed. More than one player can represent the same Faction, as there are often as many internal struggles as external.



City Section

Your Faction's sections of the City of One Thousand Stories contain your initial reserves of Water. A City Section's name (A) is at the top of the card. It has three numbers: its Base Strength (B), its Water Capacity (C), and the number of City Points you must allocate to begin the game with the City Section in play (D). The text box (E) describes the City Section's abilities or restrictions.

Select your City Sections by allocating some or all of your Stronghold's City Points. If your Stronghold has 20 City Points, you could start the game with four City Sections of 5 City Points each ($5 + 5 + 5 + 5 = 20$). After you select your City Sections, leftover City Points are lost. This is the only time you can select City Sections.

The Base Strength of the City Section is how much damage it can take before it is destroyed. Rules for attacking City Sections begin on page 45.

Water Capacity is the number of Water tokens that begin play on the City Section. This is also the maximum number of Water tokens the City Section can hold, unless text on the card indicates otherwise.

Some City Sections have the **Advanced** trait. This has significance only for cards that refer to Advanced City Sections.



Hero

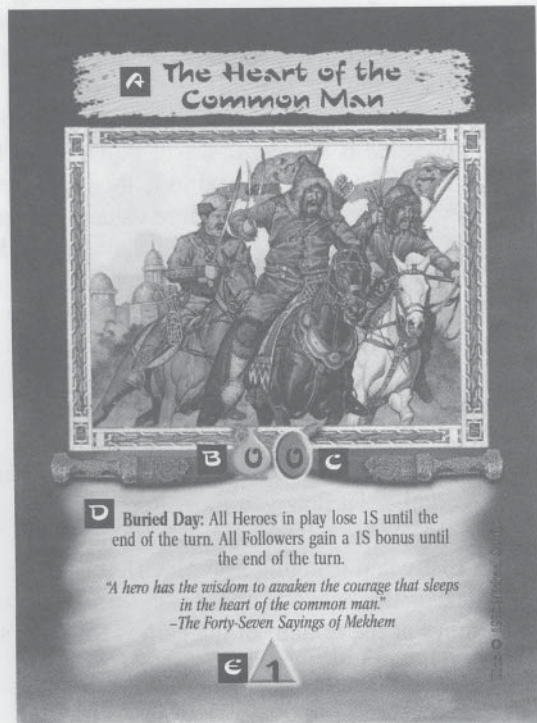
Heroes are the city inhabitants who make a lasting mark on its destiny. Flanking the Hero's name (A) in the upper left corner is a globe representing the sun (B). The value in the sun is the Hero's Strength. The upper right corner contains a globe representing the moon (C); its value is the Hero's Ka, or inner force of will. If a Hero's Ka is ever reduced to 0, the Hero dies.

Just below a Hero's picture are three values. The left value is the Hero's Water cost (D), and the center value is the Copper cost (E). These values determine how much of each resource you have to pay to bring the Hero into play. The value on the right is the Hero's Influence (F).

The text box contains a description of the Hero's traits and abilities (G), possibly including the Hero's affiliation with a Faction. If you bring into play a Hero aligned to another Faction, you must pay 2 Copper more than the Hero's printed cost. You do not incur this extra cost when bringing into play Heroes from your Faction or Unaligned Heroes.

The number at the bottom of the card is the Hero's Fate value (H).

A Hero plus any cards attached to the Hero are a unit.



Action

An Action card usually represents something you have one of your Heroes do, like challenging someone to a knife fight or haggling with a merchant. You do not attach Action cards to Heroes. When you want to play one, simply play it and discard it. The name (A) is at the top of the card.

Action cards have three important numbers. The center left number (B) is the Water cost, and the center right number (C) is the Copper cost. As with all cards, you must pay both of these costs to bring an Action card into play. Beneath these numbers is the text box (D), which tells you the type of action the card creates (i.e., in what situation it can be played) and its effects. The bottom number (E) is the card's Fate value.

Actions (both on Action cards and as abilities on other cards) come in five varieties: **Open**, **Battle**, **Day**, **Night**, and **Reaction**. The "Actions" section on page 57 fully explains their differences. In short:

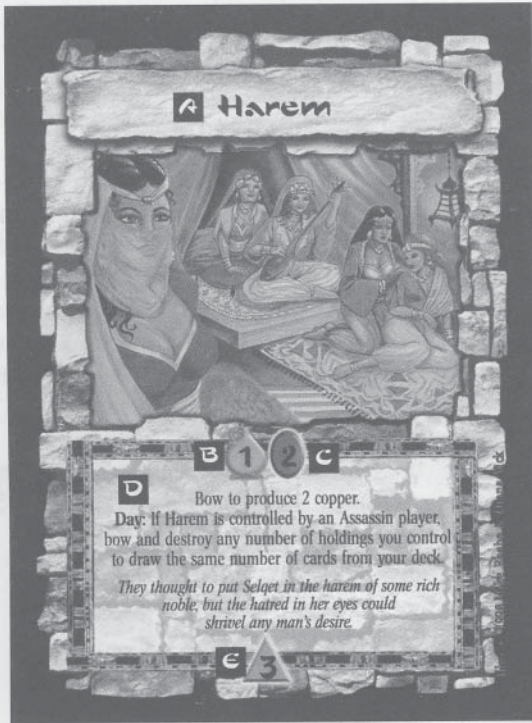
Day actions are played during the Day Phase.

Night actions are played during the Night Phase.

Battle actions are played during battles.

Open actions are played whenever you can play Day, Night, or Battle actions.

Reactions tell you when they can be played.



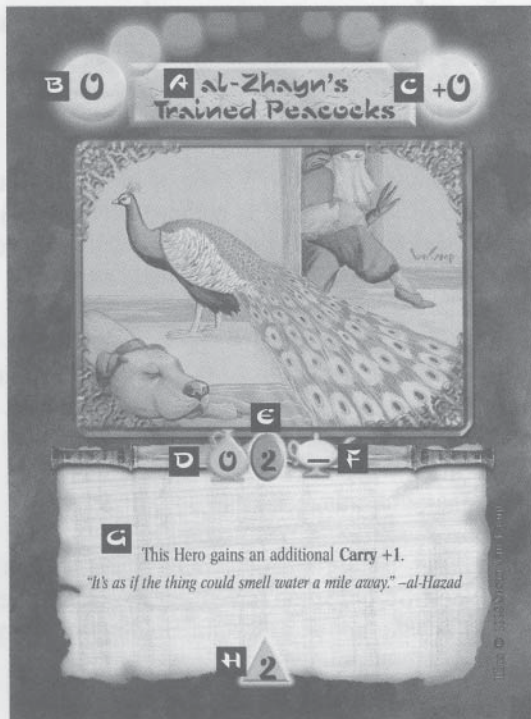
Holding

Holdings are your resource cards. Many of them generate the Copper necessary to hire Heroes and buy Items and other cards. Some also perform special abilities when activated. A non-Fortification Holding enters play bowed and cannot generate any effects until it straightens.

A Holding's name (A) is at the top of the card. Much like other cards, a Holding has both a Water cost (B) and a Copper cost (C), both of which must be paid to bring it into play.

The text box (D) contains a description of the Holding's function and operation, such as whether it produces Water, Copper, both, or a special ability. The Holding's Fate value (E) is at the bottom of the card.

Some Holdings have the **Fortification** trait. Unlike other Holdings, which come into play in your home (see the diagram on page 37) and do not attach to other cards, you attach a Fortification to one of your City Sections. Most Fortifications make City Sections harder to destroy, but some have more exotic abilities. When you bring a non-Fortification Holding into play, it is bowed.



Follower

Followers are characters with a lesser role to play in the ongoing story than the Heroes. To the left and right of the card name (A), are sun and moon values. The "sun" number (B) is the Follower's Strength. The "moon" number (C) is the Follower's Ka.

Just below the picture are three values. The left value (D) is the Follower's Water cost, and the center value (E) is the Copper cost. The right value (F) is the Follower's Influence, or political clout.

Under these values is the Follower's text box (G), which contains any special information about the Follower. The number at the bottom of the card is the Follower's Fate value (H).

You can only bring Followers into play by attaching them to unbowed Heroes you control. Followers with a "+" in front of their Strength or Ka value add the value directly to their Hero's value. For example, a Follower with 0S/+1K increases its Hero's Ka by 1. A Hero also gains a Follower's benefits (as described in the Follower's text box) as long as the Follower remains attached.

Followers with an Influence value (something other than "-") always add it to that of their Hero; Followers don't have Influence independent of their Hero.



Item

Items are objects you give to your Heroes to make them faster or stronger or to give them magical abilities. Like Followers, you can only attach Items to unbowed Heroes you control.

The name (A) is at the top of the card. An Item gives a Strength bonus (B) and/or a Ka bonus (C) directly to its Hero.

Of course, you have to buy your Items. Like other cards, an Item has a Water cost (D) and a Copper cost (E) to bring it into play.

The text box (F) lists the special abilities (if any) the Item grants to its Hero. Any other important traits are listed here in **boldface** type. For instance, the Item may be a Weapon or a piece of Armor. No Hero can have more than one Weapon and one piece of Armor at a time.

The bottom number (G) is the Item's Fate value.



Spell

Spells are magical effects cast by Heroes with the **Sahir** trait. The Spell's name (A) is at the top. The values in the center of the card are its Water cost (B) and Copper cost (C).

The text box (D) tells you the requirements for bringing the Spell into play, the Spell's action type (Day, Night, Battle, Open, or Reaction), the Spell's effects, and any other important information.

Spells, like other cards, also have a Fate value (E).

To cast a Spell, you must bow one of your Sahir, who casts the Spell. You must also pay any Copper or Water costs associated with the Spell at this time. If a Spell does not indicate otherwise, it is discarded after use.

Jinn Spells summon Jinn Heroes into play. Like other Heroes, Jinn have Strength (F) and Ka (G), but they have 0 Influence. When a Sahir casts a Jinn Spell, just place the Jinn in play and treat it like any other Hero. (This is not considered a Jinn effect.) It stays a Hero even if destroyed.

Some Spells produce effects and are then discarded (placed in your Saved pile) or buried (see "Saved and Buried Piles" on page 37). Others, like Jinn, stick around.

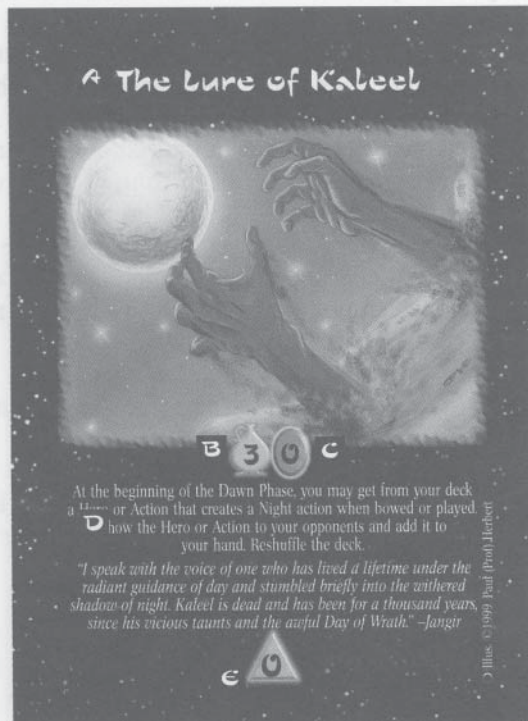


Story

A Story card represents one of the thousand tales that make up the legacy of the city. You can follow the fates of your favorite characters through Stories. You cannot have more than one of each Story in play. The name of a Story (A) is at the top of the card, the information about the Story is in the text box (B), and the Story's Fate value (C) is at the bottom of the card.

The requirements you must meet to bring a Story into play are described in the text box following the "Tale Reaction" indicator. As soon as you meet these conditions, you can play the Story from your hand into your home, and its effects become available to you. Stories are worth Story Points; if you get cards with a total of 5 Story Points into play, you immediately win the game. This is called a Story Victory.

While in play, a Story manifests an effect noted in the text box following the "Reward" indicator. This is the benefit you receive for telling the Story through your masterful play.



Pantheon Card

In this age of crisis, faith wavers and beliefs change, even for your Faction's favored god. A Pantheon card represents the benefit bestowed to your Faction from the deity it worships.

You can have only one of each Pantheon card in your deck. When you play a Pantheon card, it replaces any previous Pantheon card you put in play. Other players' Pantheon cards are not affected. Bury the replaced card. (Gods are fickle, and once you spurn them, you will find it difficult to return to their favor.)

The name of a Pantheon card (A) is at the top. Values in the middle are the Water cost (B) on the left and the Copper cost (C) on the right. Below the two values is the text box (D). At the very bottom is the Fate value (E).

Commands of the Sultan

These are the commands of the Sultan:

- If a card or Stronghold contradicts these rules, the card or Stronghold takes precedence.
- If you are removed from the game, so are all of your cards, regardless of who controls them.
- If two or more players want to take an action at the same time or control cards that affect the game at the same time, resolve the actions or effects in the order of play, beginning with the Blessed player (see page 38).
- If a card doesn't have a stat (e.g., Strength, Ka, or Influence), it is considered to have 0 in that stat if a number is ever required.

Bowing Cards

When a card is **bowed**, you turn it sideways to indicate that it has taken its action for the turn. The reverse of bowing is **straightening**—returning the card to its normal, upright position. A card that is not bowed is **unbowed**. Some cards have effects that manifest without requiring them to bow.

Once a card is bowed, it cannot take any other action until it straightens. It cannot attack, defend, raid, or take any action in its text box.

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Example: One of Abdul's Heroes is in a battle. After several battle actions, Abdul comes to the conclusion that his Hero is in trouble and decides to save the Hero. His Assassin Stronghold ability reads "**Battle:** Bow this card. Send home one of your Assassin Heroes in a battle, bowed." Abdul bows his Stronghold to send the Hero home to safety. Now that the Stronghold is bowed, Abdul cannot use that ability to send other Heroes home from that battle.

If a card attached to a Hero bows, the Hero can still take actions. If a Hero is bowed, the Hero's unit cannot attack, raid, or defend, although other cards in the unit can use any of their special abilities.

How to Win

There are several paths to victory. You can eliminate your rivals by destroying their City Sections or by outlasting them as available Water dwindles (a Military Victory), or you can win by creating a powerful legend through Story cards (a Story Victory). Some Story cards create and define other paths to victory (Alternate Victories), which are only available to you once you have such cards in play. The game

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ends the instant a player achieves victory. You lose and are removed from the game if you end your turn with no Water tokens in your control.

Game Setup

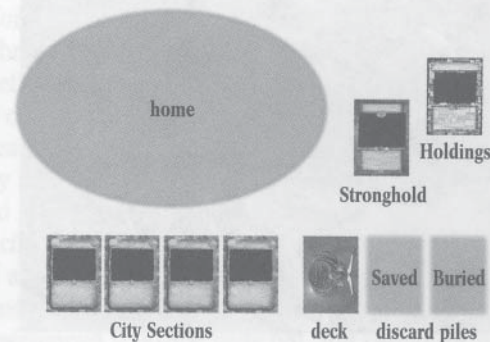
Each player chooses his or her Stronghold and City Section cards (see pages 15 and 17, respectively), and prepares a deck of fifty-five or more cards, not counting Stronghold and City Section cards. This is the only time you can select City Sections. You cannot include more than *three* copies of a card in your deck. (You can, however, have as many copies as you want of a given City Section; City Sections are not in your deck.)

Shuffle your deck and give an opponent the opportunity to cut it. Place your Stronghold into play in front of you. The area of the table around it is your **home**, where you will bring your other cards into play.

Place your deck face-down to your right. Place your City Sections in a horizontal row to the left of your deck; this represents your scope of control in the Jewel of the Desert.

Draw four cards, plus one card for each of your City Sections, to form your hand. Do not reveal these cards to the other players.

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Saved and Buried Piles

Cards are removed from play into one of two discard piles. Unless otherwise stated, cards that you discard or play from your hand always go to your **Saved** pile. This pile is immediately reshuffled to replace your deck whenever your deck runs out of cards.

When your cards are "destroyed" or "removed from play," they go to your **Buried** pile. These cards are not reshuffled.

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Determining Who Starts

Cut your deck and compare the Fate value of the exposed card with those of other players. The player with the highest Fate value has the Caliph's Blessing for the first turn. This player—the **Blessed** player—goes first. Resolve ties with another cut. Replace the cuts and square up your decks. After the first player takes an action, play continues clockwise.

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Bringing Cards into Play

Before you can use a card, you must bring it into play. To bring a card into play, you must pay all costs and meet all conditions required to play it, as described on the card and in these rules. Cards in your deck, your discard piles, and your hand are not “in play,” and they do not affect the game. The player who brings a card into play **controls** it, unless a card effect specifically transfers control to another player.

If a card has the **Unique** trait, only one card of that name can be in play at any time (unless it has the **Experienced** trait—see page 68). You cannot bring a Unique card into play in any way if a Unique card with the same name is already in play. If a Unique card was in play but has been destroyed, another copy of the card can be brought into play.

Many cards have Copper or Water costs. If you cannot meet the Water requirement of a card after producing Copper to bring it into play or vice versa, the Copper or Water you paid is lost and the card does not enter play.

Holdings come into play bowed. Heroes enter play unbowed and ready for action.

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Paying Copper Costs

To produce Copper, bow any Copper-producing card, including your Stronghold, at any time. You cannot bow a card to produce Copper unless you are paying a cost. Only one card can be brought into play at a time: you can bow multiple cards to generate enough Copper to meet the Copper cost of one card, but you cannot pay for two or more cards with the Copper produced by one card. For instance, the Copper Mine, which bows to produce 2 Copper, cannot pay for a Follower costing 1 Copper *and* an Item costing 1 Copper. Excess Copper is taxed by the Sultan and lost. If you try to put into play a card that you cannot afford, the card goes back into your hand and any Copper produced in the effort is lost to the Sultan's coffers.

Paying Water Costs

Some cards require that you pay Water tokens to bring them into play. Pay the Water tokens from any of your City Sections; you cannot use Water tokens attached to any other cards as payment. All tokens used to pay a Water cost leave the game; they do not attach to the paid-for card.

If you do not have enough Water when forced to pay it by another player's card effects, pay as much as you can.

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Attaching and Moving Cards

A Hero must be unbowed to attach cards. When you attach a card to a Hero, slide it partway beneath the Hero. This is considered an action. The card is under the command of or in the possession of the Hero. Newly attached cards are unbowed and ready for use when they enter play. A Hero and all of the Hero's Followers and Items are a **unit**.

To move Followers or Items among Heroes, you must bow all of the exchanging Heroes. Once the Heroes are bowed, you can exchange any number of cards between them as a Day action. You cannot transfer cards to a Hero who was already bowed. Whether you are transferring cards this way or with a card effect, the Hero to which you wish to transfer cards must be legally able to attach them.

Once attached to a Hero, cards and tokens remain there and cannot be removed unless a card or rules effect allows or causes you to remove them.

Traits and Abilities

Many Heroes have traits and abilities, which specify any Faction allegiances, indicate whether they are Sahir or Jinn, and create interesting effects. A **trait** is anything in a Hero's text box that *is not* italicized and

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is not prefaced by “Open,” “Battle,” “Day,” “Night,” or “Reaction.” Traits include Faction identifiers and titles, whether the Hero is a Warrior or Sahir, and bonuses.

Any card with, say, “Foo” (or plural “Foods,” or possessive “Foo’s”) in the title or in the **bold-faced** section of the trait area is considered a Foo card and is affected by things that refer to Foo cards. Any action by a Foo card is considered a Foo action. Foo cards with Faction allegiances are Faction Foo cards.

Reserved game terms (including, but not limited to, “ally,” “attacker,” “Day,” “Faction,” “Night,” and “Stronghold”) do not count as traits when they appear in a card’s title, trait text, or *italicized* text. Italicized text on a card is “flavor text” and has no bearing on the card or the game whatsoever.

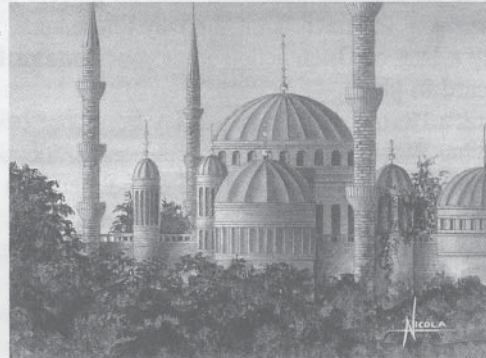
An **ability** is anything in a Hero’s card text box that is prefaced by “Open,” “Battle,” “Day,” “Night,” or “Reaction.” An ability on a Hero with the **Sahir** trait is an **innate ability**.

Example: A hypothetical card called Monstrous Lost Giant reads: “**Moto Giant • Sahir • Duelist •** The Lost Giant cannot defend.” Below the traits it reads: “**Day:** Bow the Lost Giant. Destroy a bowed Scarab Hero.”

This Hero is considered a Monstrous, Lost, Giant, Moto, Sahir, and Duelist card. (**Moto, Giant, Sahir, and Duelist** are traits.)

The Hero is not considered a “defend,” “bow,” “destroy,” or “Scarab” card, because these terms are not bold-faced. These terms are, however, traits.

The section that begins with “**Day:** Bow the Lost Giant...” is an ability. It is also an innate ability, because the Giant is a Sahir.



Sequence of Play

1. Dawn Phase

Beginning with the Blessed player, all players straighten their cards. Cards with the trait “can remain bowed” do not have to straighten.

2. Day Phase

Starting with the Blessed player and going clockwise, each player takes one of the actions below (in any order) or passes. This continues until all players pass consecutively, at which point the Day Phase ends.

- Play a **Day** or **Open** action from your hand or from a card in play.
- Bring a **Hero** or **Holding** into play from your hand, paying Water and Copper costs. A non-Fortification Holding enters play bowed and cannot generate effects until it straightens.
- Attach a **Follower** or an **Item** from your hand to one of your unbowed Heroes.
- **Move** attached cards between any of your unbowed Heroes, bowing all of the Heroes.
- Once per turn, **attack** other players. (See “Attacking” and “Attack Phase” on the next page.)

You must give all of your opponents, in turn, a chance to play a Reaction to each of your actions before playing a Reaction of your own. See pages 57–60 for more details about actions and Reactions.

Attacking

You can only attack once per turn, but you can attack more than one opponent. You are not required to attack. You can only send unbowed Heroes to attack or defend a City Section.

Attack Phase

The Attack Phase has four segments:

- I. Declaration Segment
- II. Ground Maneuvers Segment
- III. Flying Maneuvers Segment
- IV. Battle Action Segment

I. Declaration Segment

First, you declare your attack against one or more players’ City Sections. (Only card effects allow you to affect Heroes and Holdings.)

You are the attacker and the other players are the defenders. You do not need to declare an attack against all opposing players—only those you wish

to attack. You can attack as many of each defender's City Sections as you want.

Requirements for Attack

By declaring an attack against one or more players, you thereby obligate yourself to send at least one unit against each defender in either the Ground or Flying Maneuvers Segments. If you cannot legally send a unit, you cannot declare an attack.

Offensive and Defensive Allies

During the Declaration Segment, the attacker and then the defender can ask any or all of the other players to become allies. A player does not have to become an ally if asked. Allies can commit as many units as they wish. The attacker and defenders can ask the same player for assistance.

A player cannot join as an ally unless invited and cannot be both an offensive and defensive ally in the same Attack Phase. One defender can ally with another. Potential allies do not have to state their intentions until they send units: you can remain silent or lie about your intentions.

A player can demand a Water token from each player with whom he or she is allying in return for a promise to commit at least one unit to that player's battle. A player who accepts a Water token must send at least one unit to assist the player who paid the

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token. All offensive and defensive allies return home bowed after battle.

In battles involving allies, each army can take one action at a time. When one army takes an action, it can come from the ally or the attacker/defender, but not both. Then the opposing army takes an action.

The attacker/defender decides which cards in his or her army to use to absorb damage, but the ally decides whether or not he or she discards to absorb damage. All actions, including engagements, on the cards in the battle must be taken by the controlling player. Thus, allies can only engage their own units.

II. Ground Maneuvers Segment

There are two basic types of units: Ground and Flying. A unit is Ground unless its members have the **Flying** trait. A Hero and all attached Followers must have the **Flying** trait to make a Flying unit.

The attacker chooses the units to make Ground attacks and names the City Section each unit attacks. Multiple units can attack and defend one City Section.

Once the attacker assigns Ground units, other players can declare themselves offensive allies, if invited to do so by the attacker in the Declaration Segment. Starting with the player on the attacker's left, each player chooses to either send units or pass.

Every offensive ally assigns one or more Ground units to attack, declaring which City Section each

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unit is attacking. An ally can assign Flying units now or wait to do so during the Flying Maneuvers Segment. If an ally who accepted a Water token does not declare a Ground unit now, the ally must declare a Flying unit during the Flying Maneuvers Segment.

Example: Jisha declares an attack against Aziz. Both players ask Hala for assistance. Hala demands a Water token from Aziz, who pays it. Jisha assigns Khitai and Janan Barakah to attack Aziz's Secret Wall, then assigns Argoun to attack Aziz's Jewel of the Desert. Jisha has no allies, but if she did, they would assign their Ground units now.

Once all Ground attacks have been declared, the defender brings Ground units into the battles to defend his or her City Sections, indicating which City Section each unit will defend. The defender can assign units to City Sections whether they are being attacked or not, to be prepared for surprises.

Any player wishing to ally with the defender then follows the same procedure, assigning one or more units to defend City Sections belonging to the defender. Flying units can also assign now.

Example: Aziz does not assign Ground units to defend his Secret Wall, but he does send Bonepicker to defend his Jewel of the Desert

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against Jisha's Argoun. Hala, who must assign at least one unit to the defense because she accepted Aziz's Water token, sends her Eye of Night to defend Aziz's Secret Wall.

III. Flying Maneuvers Segment

The Flying Maneuvers Segment immediately follows the Ground Maneuvers Segment and is conducted in exactly the same way. Only Flying units can be assigned to attack or defend in this segment. This is the last chance for a player to declare an alliance with either side, by assigning a Flying unit to attack or defend a City Section.

Example: Abdul assigns his Jinn of Desire to attack the Secret Wall. Aziz has no defending Flying units to assign. Hala sends her al Hazaad to defend at the Secret Wall.

IV. Battle Action Segment

Once units commit to combat, the battles begin. The units of the attacker and attacking allies are the attacking army. The units of the defender and defending allies are the defending army. The attacker must assign at least one unit to one City Section. The defender does not have to defend. Once a unit commits to a battle, it cannot move to another battle without using a card effect.

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A battle takes place at each of the defender's City Sections whether any units are assigned to it or not; some cards allow actions to affect battles without declared attackers or defenders. Each battle resolves with a different Battle Action Segment; the attacker determines the order in which the battles resolve.

Beginning with the defender, each player can take one of three actions in the Battle Action Segment:

- 1.) Play a **Battle** or **Open** action. All Battle and Open actions must either:
 - come from a card or token at the battle;
 - move a card or token into the battle; or
 - affect a card or token in the battle, a player with units in the battle, the attacker, the defender, or the City Section under attack.

If a card's text refers to an "opposing" card, "this battle," or "another attacking/defending Hero," the card creating the effect must be in the battle. **If you do not have a unit in the battle, you cannot take any Open or Battle actions, including playing an Omen.** The *only exceptions* to this rule are cards that allow you to bring a unit into the battle. (This rule only applies to Battle and Open actions; if the trigger event for a Reaction occurs, you can play the Reaction no matter where your units are.) **Omens** take effect when played, but

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Omen effects that modify a card's attribute are applied last if other effects modify the same attribute. If an Omen is replaced, it is destroyed. Battle Omens are destroyed at the end of battle.

- 2.) As a Battle action, bow cards in one of your units at the battle to **engage** the opposing army. (See "Engaging the Enemy" below.)
- 3.) Bow a unit led by one of your unbowed Heroes to return the unit home.

A player can pass for his or her turn without taking an action. If all players pass consecutively, the battle ends (see "End of Battle" on page 54).

Engaging the Enemy

To destroy an opposing army or City Section in a battle, your Heroes must engage. As a Battle action, bow one of your Heroes in the battle and announce that the Hero is engaging. The opposing army must absorb damage equal to the Strength of the Hero (see the next page).

A Hero and attached Followers can engage as a unit. The opposition must absorb damage equal to their total Strength. Followers can engage simultaneously with their Hero, individually, or with other Followers in their unit, even if their Hero is bowed. Bowing a Follower to engage is an action only for the Follower.

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Absorbing Damage in Battle

When your opponent engages, you must absorb the damage by destroying bowed or unbowed cards in your army, Water tokens on the City Section under attack, or the City Section. A destroyed card absorbs damage equal to its Strength. A destroyed Water token absorbs 1 point of damage. Destroying the City Section absorbs all damage. If a City Section has 0 Base Strength, it is destroyed if it has no Water tokens.

Example: Your army consists of a 1-Strength Hero, a 2-Strength Hero, and a 3-Strength Hero. Saladin, your opponent, engages a 4-Strength Hero. To absorb the damage, you can sacrifice your 1- and 3-Strength Heroes, your 2- and 3-Strength Heroes, 4 Water tokens from the City Section under attack, the City Section itself, or any combination so that the total damage absorbed equals or exceeds the damage inflicted.

You must destroy all of a City Section's Water tokens before destroying the City Section. Any cards or tokens attached to a destroyed City Section are destroyed.

Any card with Strength greater than the initial engaging damage is immune to the attack. You do not need to destroy it if you cannot absorb all of the

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damage, but you still have to absorb damage by destroying cards, Water tokens, or the City Section, if they are not immune. Followers that are immune to the engaging damage provide the same immunity to their Hero. This immunity is purely optional, so if you want to sacrifice one of these cards, you can.

Example: You attack Saladin with a 2-Strength Hero and a 5-Strength Hero. Saladin defends with a 4-Strength Hero and engages that Hero as his first action. If you absorb the damage with your Heroes, you need only lose your 2-Strength Hero, although you could sacrifice your 5-Strength Hero to save your 2-Strength Hero.

You might not want to lose all of your Heroes to one engaging card. You can reduce your losses by sacrificing Heroes and discarding cards from your hand to your Saved pile, using the cards' Fate values to absorb the damage. You must sacrifice one Hero for each card you discard in this manner.

Example: You attack with three 2-Strength Heroes. Saladin defends with a 5-Strength Hero and engages the Hero as his first action. Normally, you would lose all three of your Heroes to absorb the damage, but you can absorb some damage with a card from your hand. You

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give up one of your 2-Strength Heroes and discard a 3-Fate-value card to absorb the remaining damage (2 Strength plus 3 Fate equals 5 points absorbed).

End of Battle

A battle ends after all players with units in the battle pass consecutively or the City Section is destroyed. When battle ends, attacking and allying units (including defending allies) return home bowed. The defender's units return home in their current orientation (bowed or unbowed). After all battles at the defender's City Sections resolve, the attack ends.

3. Night Phase

Beginning with the Blessed player and going clockwise, each player takes an action from the list below (in any order) or passes. Take turns performing things from this list until all players pass consecutively, at which point the Night Phase ends.

- Take a **Night** or **Open** action.
- Once per turn, declare a **raid** (see "Raiding" and "Raiding Steps" on the next page).
- Pay 3 Water to return a Hero with the **Khadi** trait to play, bowed, from your Buried pile.

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Raiding

Water is life. It controls the cards you bring into play and your defensive capacity. There comes a time in every game when you simply don't have enough Water to satisfy your needs. Since your opponent has Water, why not sneak in at night and take some? Your Heroes carry Water tokens away from a successful raid, which only happens in the Night Phase. You do not have to raid.

Raid Phase

There are four steps to raiding:

I. Declaring a Raid Phase

Declare your intention to raid an opposing player or players. (You can raid more than one player at a time.)

II. Assigning Raiding Units

Assign one of your unbowed Heroes to each City Section you want to raid. You do not have to raid all of a player's City Sections. You cannot raid a City Section that was already targeted for a raid this turn.

When you assign a raiding unit, place a card from your hand face-down on it. The Fate value of the card is your raiding Fate value.

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III. Assigning Defending Units

Each player being raided can assign one of his or her unbowed Heroes to defend each of the City Sections being raided. As the defender assigns each defending unit, he or she must place a card from his or her hand face-up on it (if the defender has no cards, he or she cannot defend). The Fate value of the card is the defending Fate value.

IV. Resolving the Raid

Reveal the raiding Fate values and compare them with the defending Fate values. If a raiding Fate value is higher than the corresponding defending Fate value—or higher than the City Section's Base Strength if there is no defending unit—the raid succeeds and the raiding player takes a Water token from the raided City Section and places it on the raiding Hero. If a City Section has 0 Base Strength, it is destroyed if it has no Water tokens. In an unsuccessful raid, no Water tokens are taken.

Discard the Fate-value cards and return all raiding units home bowed, regardless of success. Defending units return home without bowing.

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4. End Phase

Any players without Water tokens attached to any of their cards are eliminated from the game. If more than one player does not have any Water tokens, eliminate Waterless players starting with the Blessed player and going clockwise.

Your maximum hand size is four cards, plus one card for each of your City Sections. Draw four cards, then discard to your maximum hand size.

Place any Water tokens that are on your Heroes onto your City Sections, distributing them as you see fit. Any Water tokens that you cannot place on City Sections are lost at the end of this phase. You can also redistribute Water tokens among your City Sections. The Blessed player passes the Caliph's Blessing to the player on his or her left, who becomes the Blessed player for the next turn.

Actions

There are five types of actions: **Battle**, **Day**, **Night**, **Open**, and **Reaction**. Actions take the form of text following action indicators, such as "**Battle**," on all types of cards. Play Action cards from your hand to your Saved pile, unless they are Omens (see the next page).

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All actions except Reactions must resolve before another action can be played. For instance, you cannot use an Open action to raise the Ka of a Hero on the way into a duel caused by an earlier action.

If players' actions have timing conflicts, the Blessed player's action takes precedence. Each other player then acts in turn order. During the Battle Action Segment, the defender goes first.

If an action is ever canceled, all costs paid for it are lost. For example, a **Buried** Action card still must be buried, even if it is canceled.

Some action subtypes, such as **Omens** and **Council** actions, have special rules for play and costs. They are described on page 61.

Battle Actions

You can only use these actions (those prefaced by the keyword **Battle**) during the Battle Action Segment at a battle. All Open actions (see below) and Battle actions at a battle must either:

- come from a card or token at the battle;
- move a card or token into the battle; or
- affect one of the following: a card or token in the battle, a player with units in the battle, the attacker, the defender, or the City Section under attack.

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Day Actions

You can only use Day actions (those prefaced by the keyword **Day**) during the Day Phase.

Night Actions

You can only use Night actions (those prefaced by the keyword **Night**) during the Night Phase.

Open Actions

Any player can use Open actions (those prefaced by the keyword **Open**) during the Day Phase, the Night Phase, or a Battle Action Segment, as long as that player can legally take an action.

Reactions

Reactions (actions prefaced by the keyword **Reaction**) interrupt other actions and events. A Reaction is not restricted to a phase of the turn; instead, it has an action or event that triggers it. It must be played immediately after the declaration of its trigger action or event; it cannot be played after an action resolves or another action has been declared.

To play a Reaction that affects another action, announce that you are doing so immediately after

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the player using that action announces it. After you play an action (including a Reaction) or do anything else that can trigger a Reaction, all players can play Reactions in turn, beginning with the person on your left, until everybody passes consecutively.

If a Reaction redirects, nullifies, or alters the attributes of the target of an interrupted action so that the target no longer meets the requirements of the interrupted action, the interrupted action has no effect. Playing a Reaction is not considered an "action" for determining the order of playing actions.

Example: During a battle, Aziz targets Hala's al Hazaad and announces that he's using this innate ability on his Takiyah: "**Open:** Bow Takiyah to attach a -1S/-1K token to another Hero until the end of the turn." Jisha passes on playing a Reaction, but Hala plays Alim's Charm of Protection, which reads: "**Reaction:** Play this card when a Spell or innate ability targets one of your Heroes. The Spell or ability is negated." Abdul can then react, but he passes. Aziz, Jisha, and Hala also pass consecutively, so the reaction phase for the Spell ends. The Spell is negated. Aziz's action has been resolved, so it's the next player's (Jisha's) turn to play an action.

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Omens

Some actions have the **Omen** trait. An Omen is played like a normal action, but if another Omen is already in play, the previous Omen is destroyed, even if it is a **Battle Omen**. A Battle Omen is destroyed at the end of the battle in which it is played. An Omen stays in play until it is replaced by another Omen or destroyed. Omens take effect immediately, although an Omen's effects that modify a card's attribute are applied last if other effects modify the same attribute. You cannot play an Omen at a battle in which you have no units, unless it moves a unit into the battle.

Council Actions

To take a **Council** action, you must fulfill its Influence requirement by bowing Hero and Stronghold cards you have in play, whose combined Influence meets or exceeds the requirement.

Bonuses and Tokens

Many cards allow you to give bonuses to other cards. These bonuses are in the form #S/#K, where the #s are the changes to a Hero's Strength and Ka. For

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instance, a -1S/+1K token would give the targeted Hero -1 Strength and +1 Ka. If a negative modifier to a value drops the value below 0, the value is considered 0 instead. All bonuses and penalties accumulate and are recalculated as needed. They last until the end of the turn unless otherwise indicated.

Some bonuses come in the form of tokens. A card can have many kinds of tokens on it at once. You cannot move tokens between cards or destroy tokens without special card effects that allow you to do so. Unless text restricts a token's placement, you can place any token on any Hero. Cards that are discarded or destroyed lose all attached tokens. If an effect mentions neither a token nor the word "permanent," it expires at the end of your turn.

Permanent Changes

Some cards make "permanent" changes to other cards. A permanent change to a card is not a token. It stays with the card until the end of the game, even if the card is discarded or destroyed. It does not affect other copies of the same card. If the text of an effect neither mentions a token nor contains the word "permanent," it expires at the end of the turn.

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Challenges and Duels

Some cards permit one Hero to challenge another Hero. When you play a card that creates a challenge, select one of your unbowed Heroes and a Hero controlled by another player. The other player can refuse the challenge; if he or she does, nothing happens. If the challenge is accepted, a duel ensues.

Once a challenge is thrown down, it is too late to use any actions (other than appropriate Reactions) to increase or decrease a Hero's stats. Like any other action, a challenge must completely resolve before any other actions can be taken.

Once a challenge has been issued and accepted, a duel begins. Only now can Reactions referring to a Hero "entering a duel" be produced. As for other Reactions during the duel, you must still give your opponent a chance to play a Reaction to each of your actions (like thrusting or parrying) before playing a Reaction of your own.

Both players announce their Heroes' Ka values. A Hero's Ka is the value in the upper right corner of the card, plus any effects in play, plus Ka bonuses added by any attached cards with "+X" bonuses. If a card becomes involved in a duel for which it has no printed stat, it is considered to have 0 in the stat.

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Thrusting

The challenged Hero begins the duel by thrusting. To thrust, place a card from your hand face-down. You do not have to thrust. If a player does not thrust, the player passes and the opponent can thrust.

Parrying

When a thrust is played, the opposing player *must* parry by drawing and playing face-up the top card of his or her deck or playing a card from his or her hand face-up. Parries played from your deck are buried, unlike parries from your hand or thrusts, which are discarded after use. Although you can parry from your deck, you cannot thrust from it.

Resolving a Dueling Round

After the parry is played, reveal the thrust card. Compare the Fate values of the parry and thrust cards. If the parry value is different than the thrust value, the defender subtracts the difference from his or her Hero's Ka. (If the parry value is greater than the thrust value, the defender over-extended the defense.) This is a "missed" parry, which makes the thrust "successful." The Ka loss lasts until the end of the duel. If the parry

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value equals the thrust value, the defending Hero takes no damage.

After a parry card is played and both cards are discarded or buried, the defender now becomes the attacker and can thrust or pass. The attacker becomes the defender, and so on. When a Hero is reduced to 0 Ka, the Hero loses the duel.

If neither Hero has lost the duel by the time both players consecutively pass their opportunity to thrust, compare the Heroes' Ka. The Hero with the higher Ka wins the duel. In the case of a tie, both Heroes suffer the loser's fate. Unless otherwise directed, a duel's loser is destroyed and the winner is unaffected. Dueling does not bow the Heroes. Ka lost in a duel is restored after duel resolution.

Example: Round 1

Rashat, with a 4-Ka Hero, challenges Nemet's 3-Ka Hero. Nemet accepts and begins the duel by playing a 2-Fate-value thrust card face-down. Rashat parries blindly from his deck with a 2-Fate-value card. When Nemet reveals her card, Rashat's Hero takes no damage, but his parry is buried.

Rashat now plays his thrust, with a Fate value of 3, face-down. Nemet defends by playing a 4-Fate-value parry from her hand.

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Because her parry's Fate value is 1 greater than that of the thrust, her Hero loses 1 Ka.

Example: Round 2

Rashat's Hero now has 4 Ka, Nemet's 2. Nemet plays a 5-Fate-value thrust face-down. Rashat takes another gamble and parries from his deck. He pulls a 1-Fate-value card and takes 4 points of damage. He loses and his Hero is destroyed because the Hero now has 0 Ka. The duel ends, and Nemet's Hero's Ka returns to its usual value of 3.

Destroying Cards

Destroyed cards go to their owner's Buried pile. If a Hero is destroyed, so are the Hero's entire unit and tokens. Effects that would have been produced by a Hero had the Hero survived do not occur.

Any Omen that is replaced by another Omen is destroyed. Battle Omens are destroyed after battle.

Influence

Your Stronghold and Heroes all have Influence values. Influence is the political and charismatic sway an entity has over the people of the city.

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Special Card Traits

Many cards have advantages and restrictions. These usually appear in the first line of the text box.

Archery (+X)

Some Heroes and Followers have the **Archery** trait. When these cards engage, their controller can choose a card in the opposing army to absorb the damage. Only one card can be targeted per use of the Archery talent. Any extra damage is lost. Multiple Archery cards in a unit can bow together for this effect. You cannot target a Hero with attached Followers. If a player does not use the **Archery** trait to engage the opposing army, the opposing player absorbs the damage as he or she wishes, as usual. You cannot use Archery to target a City Section or Water tokens.

Sometimes the term "**Archery**" on a card is followed by a modifier (e.g., +1, -1). This modifier adjusts the card's Strength when it uses Archery.

Berserk

Some Heroes and Followers have the **Berserk** trait. When a Hero or unit with this trait engages, the opponent cannot use cards from his or her hand to absorb damage; the player must absorb all damage with cards and tokens in the battle.

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Carry +X

A Hero normally carries 1 Water token away from a successful raid. The **Carry** trait increases that number of Water tokens by X.

Duelist

A Hero with the **Duelist** trait can increase his or her parry value by 1 after a thrust card is revealed.

Experienced Heroes

The **Legend of the Burning Sands** storyline progresses over time, and changes in the expansion sets reflect this. The **Experienced** trait represents the changes that some Heroes undergo during the story.

If you have an earlier version of an Experienced Hero in play and the Experienced version in your hand, you can lay the Experienced version on top of the earlier version during the Day Phase, paying no Water and only 2 Copper. The Experienced version keeps all attached cards, tokens, and abilities of the card it overlays, but the stats and traits of the Experienced version override those of the non-Experienced version. You cannot "underlay" an earlier version of a Hero under an Experienced version of the same card.

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Flying

If a Hero and all attached Followers have the **Flying** trait, the unit can commit during the Flying Maneuvers Segment. If a Follower or the Hero does not have the **Flying** trait, the unit is Ground and must commit during the Ground Maneuvers Segment.

Gaining Water

If you gain Water through card effects (but not raids), immediately attach it to your one of your City Sections, unless otherwise directed.

Khadi

The controller of a destroyed **Khadi** Hero can return the Hero to play bowed in the End Phase by paying 3 Water. This does not make the Khadi Undead. A Khadi Hero can be raised more than once.

Raid +X, -X

This trait changes your raiding Fate value by X.

Sahir

Sahir are Heroes skilled in the mystical arts. You must bow one of your Sahir to cast a Spell. The abilities of Sahir are called **innate abilities**.

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Tactician

The controller of a Hero with the **Tactician** trait can play a card from his or her hand as a Battle action once per battle. The player adds the card's Fate value to the Hero's Strength until the turn ends.

Targeting and Redirection

When an action specifies a target or when you must choose among cards, tokens, players, or City Sections, you are "targeting" with the action. When you target something, first choose the target, then take the action. You can target your own bowed cards.

An action that requires a target is the only type that can be redirected. If an action designates the thing it affects without allowing a choice for its player, it cannot be redirected. For example, a card that targets "your deck" or "the Stronghold of the player on your right" falls under this rule. An action can be redirected more than once. Should an action be redirected, the new target is considered the target of the action. No action can be redirected to something it couldn't target in the first place.

Undead

Undead Heroes and Followers are Nonhuman. They will not raid or defend against raids.

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Glossary

Advisor

A Holding that represents a member of your Faction with special abilities. An Advisor is not a Hero.

army

All of the units involved in a City Section's attack or defense.

attach

Put a Follower, Item, or Fortification into play.

battle

Combat between attacking and defending armies.

Blessed player

The player with the Caliph's Blessing.

bow

Turn a card sideways to indicate that it has taken its action.

Buried pile

Destroyed or killed cards, placed face-up.

Caliph's Blessing

The possession of the player who takes the first action in each phase of a turn.

City Section

A sphere of your influence and resources in the city. You lose the game if you lose all of your City Sections.

commit

Send units to attack or defend. Only unbowed Heroes' units can commit to an attack or defense.

destroyed

Sent to the Buried pile. If a Hero is destroyed, so are all attached cards and tokens. When a City Section is destroyed, it no longer exists and cannot be attacked again.

discarded

Put in the owner's Saved pile face-up, to the right of the deck.

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discarded from play

Removed from play and put in the owner's Saved pile. A card discarded from play is treated as if it had never been in play.

deck

All of the cards you use to play, except your Stronghold and City Sections.

Duelist

A trait allowing its Hero to increase his or her parry value by +1 immediately after a thrust is revealed in a duel.

face-down

The status of cards in decks and hands, and facing the table.

Fate value

The number at the bottom of all of your cards.

Flying

A trait that, if possessed by a Hero and all attached Followers, allows the unit to commit during a Flying Maneuvers Segment.

Fortification

A Holding that attaches to a City Section.

Ground

The default combat trait for Heroes and Followers. A unit is Ground and assigns during the Ground Maneuvers Segment unless the Hero and all attached Followers are Flying.

hand

Cards drawn from the deck but not yet put into play. Cards in a hand are considered face-down.

Hero

A leader hired by your Faction to further your goals.

home

The area of the table for the Stronghold and Holdings.

Human

A Hero who is not Creature, Jinn, Nagah, Nonhuman, or Undead.

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Influence

The political clout of a character.

innate ability

A Day, Night, Open, Battle, or Reaction effect that a Sahir can create without a Spell card.

in play

Not in a deck, Saved pile, Buried pile, or hand.

in turn

The order in which players play, usually decided by seating position and the standard clockwise progression of the game.

Jinn

A creature of "smokeless fire" usually summoned into play by a Sahir. Jinn are Nonhuman.

Ka

A Hero's inner strength and instincts. A Hero dies if his or her Ka drops to 0. This value is used for duels.

Khadi

A heartless sorcerer who serves the Caliph.

Military Victory

Winning the game by eliminating all other players.

Nonhuman

A type of Hero that includes, but is not limited to, Creatures, Jinn, Nagahs, and Undead.

Omen

A card that affects the entire play environment while in play. Only one Omen can be in play at a time.

opposing units

The units in the army against which you are fighting in a battle.

parry card

A card placed face-up in a duel after a thrust.

raid

Steal Water from another player.

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Sahir

Spellcaster.

Saved pile

Used or discarded cards, placed face-up.

Story Victory

Winning the game by having at least 5 Story Points in play. You cannot have more than one of each Story in play.

straighten

Turn a card upright to indicate that it is unbowed and ready to take an action.

Stronghold

The representation of your Faction on the back of your box and on a card in your starter deck.

Tactician

The trait of a Hero who, as a Battle action once per battle, allows you to discard a card from your hand to raise his or her Strength by the card's Fate value.

thrust card

A card placed face-down in a duel to deal damage.

turn

The sequence of events from the beginning of the Dawn Phase to the end of the End Phase.

Undead Hero

The body of a Human or Nonhuman re-animated after death.

Unique card

A card of which only one copy can be in play at a time. You can still have up to three copies of such a card in your deck.

unit

A Hero and all of his or her attached cards.

you

The controller. Cards that start in your deck and get taken over by other players are no longer "your" cards, even though you own them and get them back when you leave the game.

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Legend of the Burning Sands Listserv

LBSInfo

This list features discussion of rules, strategies, future expansions and other general Legend of the Burning Sands Trading Card Game material. The Design Team monitors this list daily and can respond to your questions very quickly. The list does generate quite a bit of mail, so you may want to pay close attention to the message that you will receive after you sign on to learn how to switch yourself to "digest mode" which will reduce the overall message count by consolidating a day's worth of messages into one transmission.

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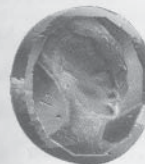
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SAVE YOUR Dinari



The Dinari numbers on your Faction decks and Caravan Packs (and elsewhere) are not merely decorative. In the *Imperial Herald*™ (flip back one page), we tell you where to mail your Dinari for free cards!

The *Herald* also contains information about tournament play, upcoming expansions, malicious office gossip, and more of the **Legend of the Burning Sands** storyline. You'll get a chance to see the worldwide standings for organized play, and there will be advance notice of special tournaments that affect the ongoing **Burning Sands** story!

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Errata

The most recent version of a card overrules all previous versions, which
are considered to read identically to the current version. This rulebook
overrules all previous rulebooks.

Fields of Rolling Grain should read, "...without bowing."

Khadi Justice should read, "...if a **Khadi** is in play."

Lands of the Senpet should read, "...repay their **printed** Water cost."

Sun's Anger should read, "All cards **being brought into play** have
their..."

Moto Oasis should read, "... of any **Advanced City Section** in play."

All Heroes with the gray border for Unaligned cards are considered
Unaligned. These include the Giant, Golem, R'adjir, Rahjid, and Tasir.

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*Special thanks to Mo, without whose style and grace
this would never have come to pass. -rl & pk*

Turn Sequence

1. Dawn Phase

Straighten bowed cards.

2. Day Phase: Do any or all of the following:

- Take any **Day** or **Open** actions.
- Bring a **Hero** or **Holding** into play.
- Attach a **Follower** or **Item** to a Hero.
- **Move** cards among Heroes.
- Once per turn, create an **Attack Phase**.

Attack Phase

1. Declare an attack against other players.
2. The attacker, then the defender, assign Ground units.
3. The attacker, then the defender, assign Flying units.
4. For each battle, beginning with the defender, each player can:
 - Take one **Battle** or **Open** action;
 - Bow a unit to **engage** the enemy; or
 - Bow a unit to return it **home**.

Repeat step 4 until both players pass consecutively.

3. Night Phase: Do any or all of the following:

- Take any **Night** or **Open** actions.
- Pay 3 Water to return one of your dead **Khadi** to play bowed.
- Once per turn, create a **Raid Phase**.

Raid Phase

1. Declare a raid against other players.
2. The raider assigns units with a face-down card on each.
3. The defender assigns units with a face-up card on each.
4. Compare Fate values; the highest wins. Put 1 Water token from the raided City Section on each successful Hero.

4. End Phase

Draw four cards, then discard to your maximum hand size.