

The Curse of Candelabria

Lunar Oak Studio

DISCLAIMER: The game is still in playtest and some rules could change.
The graphics and the images of this manual are a draft.

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Introduction

Number of Players: 2-5

Recommended Age: 14+

Average Duration: 30 min per player

The Curse of Candelabria is a game set in a realm where **humans have been turned into candles** by a terrible curse. The kingdom is in chaos and each player will play a House who will have to defend themselves from the effects of the curse and defeat their enemies at the same time. The one who survives will break the curse and become the new king of Candelabria.

Candelabria is an area control game with strong interaction with the game map and other players. The game aims to be as deterministic as possible, leaving a small window to chance only when it could enhance the strategic aspects of the game. The game also aims to be completely independent from language: the few numbers and words that can be seen on the demo are in the process of being removed without changing the rules behind them.

Objective

In *The Curse of Candelabria*, each player takes control of one of five powerful Houses and competes with the others for ultimate victory.

Over the course of the three Years into which the game is divided, each player will have to accumulate Victory Points (VP) by developing his/her House, expanding his/her influence and military power, fighting or bending the Curse, and all while avoiding being destroyed by the other Houses.

At the end of the game, the player with the most Victory Points will sit on the Throne of Candelabria and hold the power to lift the Curse and reign supreme.

GAME COMPONENTS



1x Game Board



1x Tactics Board



1x Curse Board



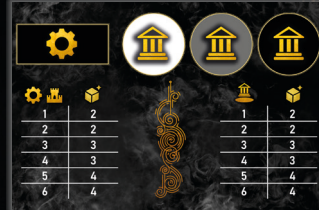
1x Upgrade Board



5x House Boards



5x War Boards



1x Upgrade/Temple Board



25x House Candle Cards



50x Advanced Candle Cards



9x Curse Cards



15x House Tactic Small Cards



50x Tactic Small Cards



5x Wandering Castles



5x Explorer Candles



5x Pilgrim Candles



5x Warrior Candles



125x Land Flames



60x Candle Flames



50x Gold and 50x wax Resources



18x Temple Levels



9x Curse standees
9x stand holders



21x Upgrade Tiles



10x Dark flame tokens



15x Curse flame tokens



5x Score Tokens

Start to Play

General Area

Most of the action takes place on the Game Board map using a series of components that are made available to all players. To prepare these components:

Take the Game Board and unfold it in the center of the table.



Construct the Curse Board. Take the 9 Curse Cards, shuffle them and divide them into 3 piles of three cards. Then place the three stacks each on one of the three spaces on the Curse board. Then place the Curse miniatures (or standees) and the dark flames next to the Curse board.



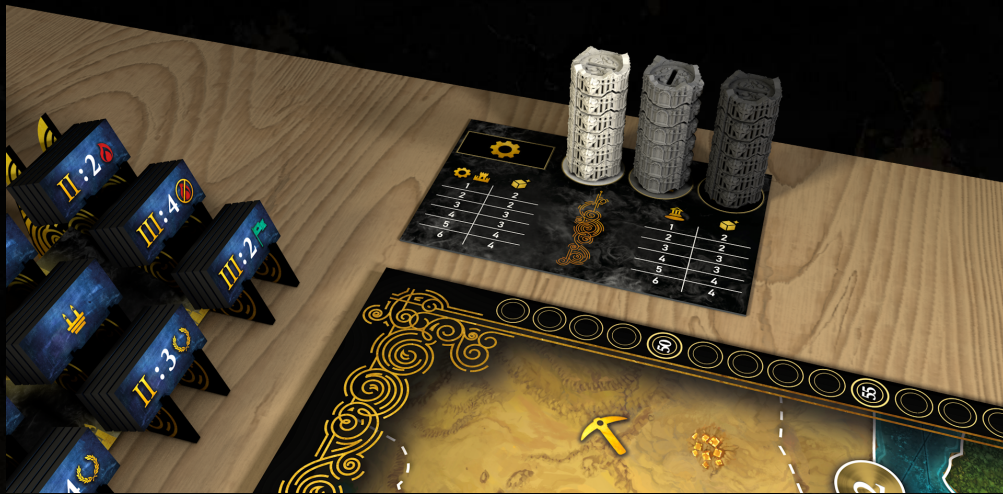
Construct the Tactics Board. Take the 63 Tactics mini Cards, shuffle them, and place 6 face up on the Tactics Board. Place the remaining Tactics Cards next to them face down to form the tactics deck.



Construct the Upgrade Board. Take the 21 Upgrade Tiles, shuffle them and divide them into 9 piles of 3 tiles each. Place them on the Upgrade Board in the appropriate spaces.



Place the temple board near the upgrade board and place onto it the 18 temple levels, divided by color.



Take the 50 advanced Candle Cards (you and recognise them because they don't have the House logo on the top right), shuffle them and place them in a pile next to the Game Board.

Take the Resources (Gold and Wax), divide them by colour (Wax is white; Gold is gold) into 2 piles and place them next to the Game Board in a place accessible to all to form the Reserve. From here, resources will be taken and deposited during the game.

Player Area

In The Curse of Candelabria, each player must choose a House to lead. Each House has a unique colour, powers and abilities that differentiate it from the others. The Houses are:



The Cinis Clan: Fearsome barbarian warriors.



The Rota Aurea Guild: Engineers and opulent merchants.



The Satores Order: Powerful and noble priests.



The Nova Vita Coven: Wandering scholars and occultists.



The Luminis Knights: Honourable and gleaming paladins.

Once each player has chosen a House (or has been randomly assigned one by whichever method they prefer), they take:

- 1 House Board
- 1 House War Board
- 1 Wandering Castle of the correct colour
- 3 Candle miniatures (1 explorer, 1 pilgrim, 1 warrior)
- 12 Candle Flames of the correct colour
- 25 Land Flames of the correct colour
- 5 House Candle Cards
- 3 House Tactics Cards

To prepare your player area:

- Place the House Board in front of you.
- Place the War Board on the right side of it.
- Place the House Candle Cards with the icons of Year 2 and 3 face down below the board.
- Place the other 3 Candle Cards face down in the discard area.
- Place the House Tactics Cards in their space on the War Board.
- Take 3 Wax and 2 Gold and place them in the warehouse of the board.
- Place the Candle Flames in the holes on the Candles miniatures, then place the Candles in their respective spaces in front of the House Board.
- Finally, place the Land Flames in front of the House Board, which are easily accessible.



Turn order and starting pieces



The Game Board is where most of the action takes place. This is divided into:

- Map of the Regions, numbered from 1 to 10. Each Region is characterised by a colour and a number, and each Region is in turn divided into three Territories, each characterised by an action icon. Each Region is separated from the others by a continuous line, and is considered adjacent to the neighbouring ones or to those connected by bridges. The territories in the same region are divided by a dashed line.
- Score track, numbered from 0 to 100.
- Turn Order track, indicated by the initiative icon (green flag) numbered from the first position to the last.

Depending on which House you have, place your Wandering Castle on the Game Board in the correct Region, as well as the indicated number of Flames. Place a Flame in the Turn Order space as specified by the table below:

HOUSE	STARTING TURN ORDER	REGION	STARTING PIECES
Cinis Clan	1	8	place the Flames in each Territory and the Wandering Castle in any Territory of the Region
The Rota Aurea Guild	2	2	place the Flames in each Territory and the Wandering Castle in any Territory of the Region
Satores Order	3	3	place the Flames in each Territory and the Wandering Castle in any Territory of the Region
Nova Vita Coven	4	4	place the Flames in the 2 Territories without the portal and the Wandering Castle in any Territory of the Region except the one with the portal
Luminis Knights	5	9	place the Flames in the 2 Territories without the portal and the Wandering Castle in any Territory of the Region except the one with the portal

How to Play

The game takes place over three Years, and each Year is divided into three Seasons, which follow one another in order. At the end of the third Year, the players calculate the Victory Points to determine the winner. The seasons are:

1. **The Mist Season:** In which the curses are revealed and the effects of the Year are activated.
2. **The Kindling Season:** In which players perform their actions.
3. **The War Season:** In which conflicts are resolved and the Candles end their life.

1 - Mist Season

This Season is divided into three sub-phases.

- Discard sub-phase
- Curse sub-phase
- Houses sub-phase

Discard sub-phase

Each player has to discard all of the Candle Cards they have previously deployed. All Candles thus discarded are placed at the bottom of the Candle Card pile. Additionally, any Cursed Cards that have already been revealed are automatically discarded and returned to the game box, the Curse models are removed as well as the dark flame tokens. In the immediately following phase the new ones will be revealed and/or placed (see next sub-phase).

Curse sub-phase

In this phase the players assign the areas in which they will fight in the current round and discover which aspects of the Curse they will be able to bend under their control.

The three Curse cards in front of the Curse board are revealed. Each curse card indicates a region where the curse strengthens. These regions are to be considered overflowed with the Curse, i.e. there will be no fighting in these regions. The central Region (number 6) can never be affected by this, but all other Regions will be affected at least once during the game. To represent this, place the dark flame tokens on the numbers of the indicated Regions.

Curse Elements: Cards and Models

Curse cards represent the essences of the curse that are haunting the Houses, and that some of those are attempting to bend to their will.

A Curse Card is composed by the following key elements:

- **Region:** the number of one of the Regions on the game board. This element is used throughout the game to define areas where no conflicts take place, as the curse is too strong there.
- **Effects:** the effect that the card performs in the territory where its model is deployed in battle by one of the players (see the legend of the icons to see all the possible effects).



While a Card simply instructs about the effect that a course bears, the curse standee (or miniature) incarnate the physical prowess manifested of the Course, the embodiment of terror and pain that it brings on the inhabitants of Candelabria. While the Course is despised, many Nobles and Houses have decided to close an eye on that for the sake of gaining even a slim better chance to conquer the throne.

The curse standee (or miniature) is an undying model with 3 combat power, the control and deployment of which are decided at the beginning of the War Season. For more detail about it, see the appropriate section of the rulebook.

Houses sub-phase

In this phase the players activate the effects of their House (by default or in the obtained upgrades) related to the current year. Effects are resolved in Initiative Order, starting with the first player and continuing to the last player in that order. Each effect must resolve from start to finish, without interruptions.

House Board



The House Boards are each player's main board. They are divided into:

1. Seal slots. Candle Cards must be placed above these during a deployment action. Each card slot corresponds to a candle role: explorer, pilgrim or warrior, that gives to deployed candles a unique power (see section: Candle cards). See the legend of the icons to see all the possible effects.
2. Warehouse to put gold and wax resources (1 for each of the 10 slots).
3. Castle upgrades area. Each House has 3 unique powers and 6 free slots for upgrades. Upgrade Tiles are inserted here (1 for each of the 6 slots). See the legend of the icons to see all the possible effects. Each of these effects and powers has an activation time, which is indicated by the year icon represented on the upgrade tile.

Upgrade tiles and temple levels

Upgrades or upgrade tiles are improvements that a House acquires to modify its approach to the game, obtain immediate benefits or modify the combat area.

Upgrades are divided into two types:



- **Of the wandering castle:** these take the form of tiles to be placed in the appropriate spaces on the Player Board, and are in fact permanent or temporary effects that support the House. In addition to the effect, these have (like the Candle Cards) an indicator of the year in which the effect of the upgrade takes place.
- **Of the regions of the map:** these take the form of temple levels to be placed on the identification numbers of the Regions. The effect of this type of upgrades alters how the Combat structures in the area, providing unique benefits based on the color of the last temple level placed there (see the 'War Season' section for more explanations).

To acquire an upgrade, you have to use the respective action on the map, and pay the right cost in gold. This depends on the number of upgrade tiles the player has already bought (including the one they're currently buying) or, in case of a temple level, the number of already placed temple levels of the same kind (including the one they're currently buying). The costs are as follows:

Already Bought Upgrades / Temple Levels	Upgrade / Temple Level Cost
1	2
2	2
3	3
4	3
5	4
6	4

To clarify, when buying an Upgrade Tile the player has to fill one of the six spots available on the House Board. If no spots are available, the Upgrade Tile is not acquired. When buying a Temple level, instead, it has to be placed on the round area that indicates the number of the Region the player wants to build the Temple. The region needs to have at least one of its pieces present. If there's already another Temple Level, the one bought will stand on top of the other and in practice nullify the effect of the Temple Level below (see Resolve the Conflicts).

2-Kindling Season

During this Season, players take actions in preparation for future conflicts. This Season is divided into rounds following the Initiative Order, starting with the player placed in first position and continuing to the last, then resuming from first again, until the end of the phase.

When indicated by the Turn Order, a player will choose whether to either Deploy or Maneuver. A player cannot decide to pass their turn (i.e. not to perform one of the two actions indicated above) until they have run out of Candle Cards in their possession.

Deploy

A player may choose to place a new Candle on the battlefield and activate its effects. To do so:

- Choose one of the Candles in your hand and decide which role to give to it, placing the card on the respective slot of the House board. There are three roles available (Explorer, Pilgrim and Warrior), which determine the number of flames the Candle has and his unique ability (. In detail:
 - The Explorer role allows you to create a Candle with two Flames
 - The Pilgrim role allows you to create a Candle with three Flames
 - The Warrior role allows you to create a Candle with four Flames



- Pay the cost in wax by drawing them from your Warehouse and returning them to the supply.
 - The Explorer role has no additional cost.
 - The Pilgrim role costs one additional wax.
 - The Warrior role costs two additional wax.
- Take the miniature of the chosen role and place the flames of your colour on top.
- Place this newly formed figure in the Territory on the Game Board where the Wandering castle resides.
- Perform the effects printed on the deployed Candle Card if available;
- Draw a new Candle Card from the Advanced Candle Card deck.

Candle Cards

Candle Cards play a key role in the Curse of Candelabria. These depict the loyal agents and expert fighters who will fight for the glory of the Houses and ultimate victory.

A Candle Card is composed of the following elements:

1. House icon : the symbol of the House.
2. Cost: how much wax must be spent to set up the Candle on the battlefield.
3. Year in which the effect is usable: the Year from which the effect of the Candle Card is considered usable is indicated. Playing a Candle Card without having reached the year in question means that it does not generate the effect linked to it when it enters the battlefield. On the other hand, once an effect is considered usable, it's no longer relevant the year required to use it (es. during the second turn, a candle with a 1-year-requirement will consider its effect valid and usable);
4. Effects: Each Candle can have one or two effects that trigger when the candle is played. The effects are specified on the card itself and each one is determined by an icon or a number and an icon. The number indicates how many times the effect is performed (see the legend of the icons to see all the possible effects, but not all possible).



Depending on the role they are deployed in, candles gain an additional ability linked to their movement and always applied whenever they activate (see the legend of the icons to see all the possible effects).

Maneuver

A player may move their forces on the battlefield, spread their influence and activate the effects of the territories. To do so:

- Discard a Candle Card from your hand and place it face up on the discard area at the left of the House board.
- Make up to two moves by taking one of your Candles or your Wandering Castle from the Territory in which they are currently located and placing them in an adjacent Territory. The same figure can be moved both times, or two different figures can be moved once each. Note that you cannot enter with your Wandering Castle where there are other Wandering Castles.
- If there is not one already, place a Land Flame in the Territory where you have moved the Candle or Wandering Castle and resolve the action of the Territory (see "Territory Actions").

The Maneuver is now concluded and the player passes the turn to the next player in the Turn Order.

Territory Actions

When a Candle is deployed or moved to a Territory, check whether or not there is a Land Flame of the same House in that Territory. If a Land Flame is present, nothing happens. Otherwise, the player must immediately place a Land Flame in that Territory and perform the action indicated by the Territory icon.

There are six different actions:



Curse influence: Place a Flame in front of one of the three Curse Cards for each Territory with this icon on which you have placed a Land Flame.



Battlefield: Draw one Tactics Card from the Tactics Board for each Territory with this icon on which you have placed a Land Flame.



Forge: You may take one Upgrade Tile or Temple Level for each Territory with this icon on which you have placed a Land Flame. You must pay the cost specified on the relative board and you cannot take more Upgrade Tiles than you can afford. The upgrade price depends on how many upgrades you have already obtained.



Mine: Draw any one resource from the reserve for each Territory with this icon on which you have placed a Land Flame. Place the resources in your Warehouse. Any resources that you cannot place are discarded.



Portal: Take one of your miniatures (Candle or Wandering Castle) for each Territory with this icon on which you have placed a Land Flame and move them to any one or more Territories on the Game Board. This movement is not considered deployment or movement, and therefore does not allow you to place a Land Flame and consequently perform the Action relating to the Territory into which the miniature is repositioned.



Candle: draw an Advanced Candle Card from the respective Deck for each Territory with this icon on which you have placed a Land Flame. Return as many Candle Cards to the bottom of the deck as the number of Cards drawn.

Once the action of the Territory has been resolved, the player may continue their turn.

Moving Candles

The deployed candles have roles that influence their movement. In detail:



Explorer: When the Candle with this role moves, it skips 1 Province and lands on the next one.



Pilgrim: When the Candle with this role moves, it can move from one territory to another with the same effect.



Warrior: When the Candle with this role moves and enters a territory, 1 enemy Candle in that territory retreats to an adjacent one.

Moving Wandering Castles



There may only be one Wandering Castle in a territory at any time. Each time a Wandering Castle enters a territory, it removes a Flame belonging to an opponent from the territory.

Melt a Candle

If you decide to Maneuver during your turn, you may decide to remove a Candle Flame (as long as this does not lead to the loss of the last Flame) from a Candle for it to make an additional movement. This is resolved exactly like any other movement, thus placing Land Flames to activate actions.

Extinguished Land Flames

In addition to the Flames added to the Curse Cards area via the Curse influence action or any Candle powers, any Land Flame extinguished by another player can be placed by a player in the Curse Cards area instead of being placed in his supply.

Death of a Candle

When a Candle loses its last Flame, it is considered dead. Flip the Candle card without removing it from its role slot, then place the Candle miniature on it. This operation is meant to symbolise the presence of the lingering soul of the candle that haunts the House. In game terms, since a player can deploy a candle only in free slots, this is meant to visually represent the fact that the player is not able to deploy another candle to replace the previously deployed. The dead candle will be discarded during the next Mist Season.

Treasure the Flame, or you'll get burnt!

End of the Kindling Season

When all players have no more Candle Cards in their hand, this phase is concluded and play continues to the War Season.

If a player has run out of Candle Cards (between discards and deployment) but at least another player still has at least one Candle Card, this phase continues until all players have run out of Candle Cards. The player who finished early will have to wait for the resolution of the other players' turns, and for the start of the next phase

3 - War Season

Conflicts take place in this Season. The Houses stop with their quarrels and begin to sharpen the blades, while Candelabria plunge into flames, chaos and despair.

The season is divided into 3 sub-phases:

- Prepare your House for the war.
- Deploy the Curses.
- Resolve the conflicts.

Prepare your House for the war

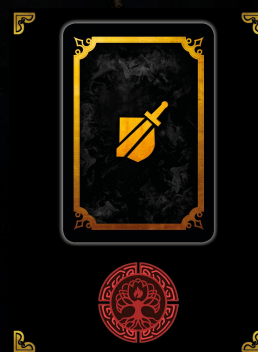
To prepare your House for the war, simply:

- Take all Tactics Cards (House or acquired) from your War Board and put them into your hand.
- Flip the War Board to the Tactics side.

War Board

Each House has a war board determined by its logo. This has 2 sides.

- Front. With the logo and a space to put the tactics deck on during the Mist Season and the Kindling Season.
- Back. During the War Season the board is flipped and it's used to put the active tactic cards. This side shows two different effects, of reduced versions of common tactics cards related to the House (each house has a different combination of those). These are effects that the House will bring to combat if the related tactics cards played by the player are countered or not available (by choice or possibility; whatever the case).



Tactics Card

Tactics Cards represent the schemes put in place by the House to prevail over their enemies. Each tactic card has one or more effects, each one represented by an icon. If an icon appears multiple times, the effect is performed 1 time for each icon.

Remember, the effects of Tactics Cards are always applied in the contested Region in which a battle is currently taking place (see the legend of the icons to see all the possible effects).



Deploy the Curses

This consists in determining which House has taken control of the curse's powerful manifestations for the turn. Curses resolve from the first revealed to the last. The player who placed the most Land Flames in front of it in the previous season resolves its effects, then places a Flame on the Curse miniature or standee and places the Curse in any region where at least one of its pieces is present. The Curse will participate in the conflict in that territory, and spread its influence and effects.

Combat Power

Each miniature deployed on the Game Board by the players has a Combat Power value which is added to the Combat Power value of the other miniatures of the same House to determine the Combat Power of that House in that Region.

Unless specified otherwise by a Candle Ability or an Upgrade Tile, the Combat Power of each type of miniatures is:

- 1 for each Flame
- 3 for each Curse miniature
- 4 for the Wandering Castle

(Note: Each Candle has a different fighting strength, based on how many flames remain on it.)

Resolve the conflicts.

The battles take place individually, Region by Region. These occur in each Region where there is not a Black Flame, starting from the Region immediately following the place where the first curse appeared and continuing with the numbering in ascending order, then starting again from 1 until returning to the first Region where a conflict occurred. Each Region is solved individually only once.

Battles are all resolved in the same way:

- Determine which Houses will participate in the battle. All players who have at least one miniature (Land Flame, Candle, and/or Wandering Castle) in the Region at the start of the battle are considered to be participating in the battle.
- Check which temple effect is active in the Region. This is determined by the last temple layer placed there, and its effects apply to all participants. The possible effects are:
 - White: Tactic Cards cannot be countered in this Region;
 - Grey: The player that has less combat power wins the conflicts in the territories of this Region;
 - Black: Destroy all Curse miniatures and Candles placed in this Region before combat resolution;
- Each player chooses which Tactics Cards to play during the battle. They can play up to a maximum of two Tactics Cards, placing them on the War Board to cover the appropriate spaces.
- All cards are revealed at the same time.
- Following Turn order starting with the first player, each participating player may remove one or both Tactic Cards he played to remove a Tactic Card played in the match by another player. Tactic cards thus removed are discarded until the end of the season, then they will become available to players again starting from the following seasons.
- Players then resolve any remaining Tactic Cards in Turn Order, removing these after resolving them. If a player has fewer than two Tactic Cards to resolve, he will instead resolve the effects on his War Board. These minor effects cannot be negated or countered.
- Combat powers are counted and the victory is awarded to the player with the highest Combat Power in the Region. In the event of a tie, the winner is the highest of those players in the Turn Order.
- The winner receives an amount of Victory Points that varies according to the Year in which the conflict took place: 4 Victory Points in the first Year, 8 Victory Points in the second Year and 12 Victory Points in the third Year.

Once the victor has been determined, proceed to the next battle, or to the end of the Phase if all conflicts have been resolved.

Lack of Opponents

If there is only one House in a Region, it gains an automatic victory. The player will obtain the appropriate number of Victory Points, without carrying out any other step of a regular conflict.

End of the War Phase

Flip your War Board back over. Place all remaining or used Tactics Cards on your War Board.

End of the Game

When the third Year has passed, the game is over. The player with the most Victory Points is considered the winner. In the event of a tie, the highest of those players in the Turn Order is declared the winner.

CANDLE ROLES

Each time a Candle is deployed, it takes a role and the relative passive effect.



When the Candle with this role moves, it skips 1 Province and lands on the next one.



When the Candle with this role moves, it can move from one territory to another with the same effect.



When the Candle with this role moves and enters a territory, 1 enemy Candle in that territory retreats to an adjacent one.

TACTICS AND CANDLE CARDS EFFECTS

If there is a number before the icon, the effect of the icon is repeated that number of times.

The effects of a tactic card are always performed in the territory where you are fighting. Instead the effects of the candles may be performed in any territory of the map.

I

The effect icons that follows this icon are performed if you are playing the first Year or later.



Ignite: this effect allows you to add a flame to a candle, or alternatively deploy your own land flame.



Extinguish: this effect allows you to remove a flame from a candle, or an enemy land flame from the board.



Draw Tactic Card: this effect allows you to draw a Tactic Card, among those placed face up in the appropriate space.

II

The effect icons that follows this icon are performed if you are playing the second Year or later.



Destroy Temple: remove the top layer of Temple, and place it back in the Upgrades area, thus removing its effects from the board.



Score Victory Points: Score a number of Victory Points, as specified by the strength of the effect.



Wax cost: the cost you have to pay to play a Candle.

III

The effect icons that follows this icon are performed during the third Year.



Advance in turn order: advance a position in the Turn Order.



Steal Resources: this effect allows you to remove a resource from a single opponent and add it to your stock.

CURSE CARD EFFECTS

Each effect takes place in the territory the Curse miniature or standee is deployed.



The Land Flames cannot be extinguished in the Region where it is deployed.



Tactic Cards cannot be countered in the Region where it is deployed.



Wandering Castles do not provide Combat strength in the Region where it is deployed.



Destroy every Candle in the Region where it is deployed.



Destroy a Temple in the Region where it is deployed.



Extinguish 3 Flames in the Region where it is deployed.



Reactivate the effect of each allied Candle present in the Region where it is deployed.



Doubles the number of Victory Points earned by the controller in the region where it is deployed



Ignite 3 in the Region where it is deployed.

MAP EFFECTS

These effects are performed each time a candle or a Wandering Castle enters a territory of the map and a Land Flame is deployed on it.



Curse influence: Place a Flame in front of one of the three Curse Cards for each Territory with this icon on which you have placed a Land Flame.



Mine: Draw any one resource from the reserve for each Territory with this icon on which you have placed a Land Flame.



Battlefield: Draw one Tactics Card from the Tactics Board for each Territory with this icon on which you have placed a Land Flame.



Candle: draw an Advanced Candle Card from the respective Deck for each Territory with this icon on which you have placed a Land Flame. Return as many Candle Cards to the bottom of the deck as the number of Cards drawn.



Portal: Take one of your Candles or Wandering Castle for each Territory with this icon on which you have placed a Land Flame and move them to any one or more Territories on the Game Board.



Forge: You may take one Upgrade Tile for each Territory with this icon on which you have placed a Land Flame.

PURCHASABLE CASTLE UPGRADES



It counts as a controlled mine territory.



It counts as a controlled Candle territory.



It counts as a controlled Curse influence territory.



It counts as a controlled Battlefield territory.



It counts as a controlled portal territory.



It counts as a controlled Forge territory.

II : 2 

During the start of the second Year, ignite 2.

II : 2 

During the start of the second Year, steal 2.

II : 4 

During the start of the second Year, extinguish 4.

II : 2 

During the start of the second Year, destroy 2 temples.

II : 5 

During the start of the second Year, became first in the turn order.

III : 9 

During the start of the third Year, gain 9 VP.

III : 6 

During the start of the third Year, extinguish 6.

III : 5 

During the start of the third Year, became first in the turn order.

III : 4 

During the start of the third Year, ignite 4.

III : 1 

During the start of the third Year, draw and discard 1 Candle.

III : 4 

During the start of the third Year, steal 4.

A the end of the game, gain 1 VP for each tactic card you own.

A the end of the game, gain 1 VP for each gold you own.

A the end of the game, gain 1 for each wax you own.



Gold cost: the gold (specified on the board) you must pay to acquire the upgrades.

TEMPLE EFFECTS ON MAP



Tactic Cards cannot be countered in this Region.



The player that has less combat power wins the conflicts in the territories of this Region.



Destroy all Curse miniatures and Candles placed in this Region before combat resolution.

HOUSE ICONS AND CASTLE UPGRADES



Cinis Clan



When one of your candles moves, it may ignore the territories with your Land Flames and skip them.



During the Mist Season of the second Year you must draw a Tactic card and a Candle Card. Don't discard the candle card later as you usually do with the territory action.



During the Mist Season of the third Year, you must draw a candle card and extinguish 4 flames. Don't discard the candles cards later as you usually do with the territory action.



When you deploy a Candle you can deploy in any territory of the map.



During the Mist Season of the second Year you must draw two Candle Cards. Don't discard the candle card later as you usually do with the territory action.



During the Mist Season of the third Year, you obtain 5 gold and earn a VP for each wax you have.



When one of your Land Flames is extinguished, you may spend a gold and a wax to avoid it.



Rota Aurea Guild



During the Mist Season of the second Year you must draw a Candle card and destroy a temple. Don't discard the candle card later as you usually do with the territory action.



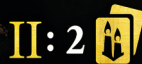
During the Mist Season of the third Year, you must draw a candle card and earn 2 VP for each gold you have. Don't discard the candle card later as you usually do with the territory action.



Your Wandering Castle has 1 combat power more and when it enters a territory can remove Candle flames as well.



Luminis Knights



During the Mist Season of the second Year you must draw two Candle Cards. Don't discard the candle cards later as you usually do with the territory action.



During the Mist Season of the third Year, you must draw two tactic cards and extinguish 3 flames.



When you have to draw a Candle Card, draw 3 instead and choose one.



Nova Vita Coven



During the Mist Season of the second Year you must draw a candle card and earn 3 gold or wax. Don't discard the candle card later as you usually do with the territory action.



During the Mist Season of the third Year, you must draw two candle cards. Don't discard the candle cards later as you usually do with the territory action.



There may only be one Wandering Castle in a territory at any time. Each time a Wandering Castle enters a territory, it removes a Flame belonging to an opponent from the territory.

Common to all Houses