

WATERS OF DESTINY

Instruction Manual



Players: 3 ~ 5

Ages: 13 and up

TABLE OF CONTENTS

Cover

Table of Contents

Story

Required Components

Board setup

Game Setup

The Cards

Tokens

Character Selection

Player Stat Management

Quick Reference Turn Sequence

Detailed Turn Sequence Information

General Rules

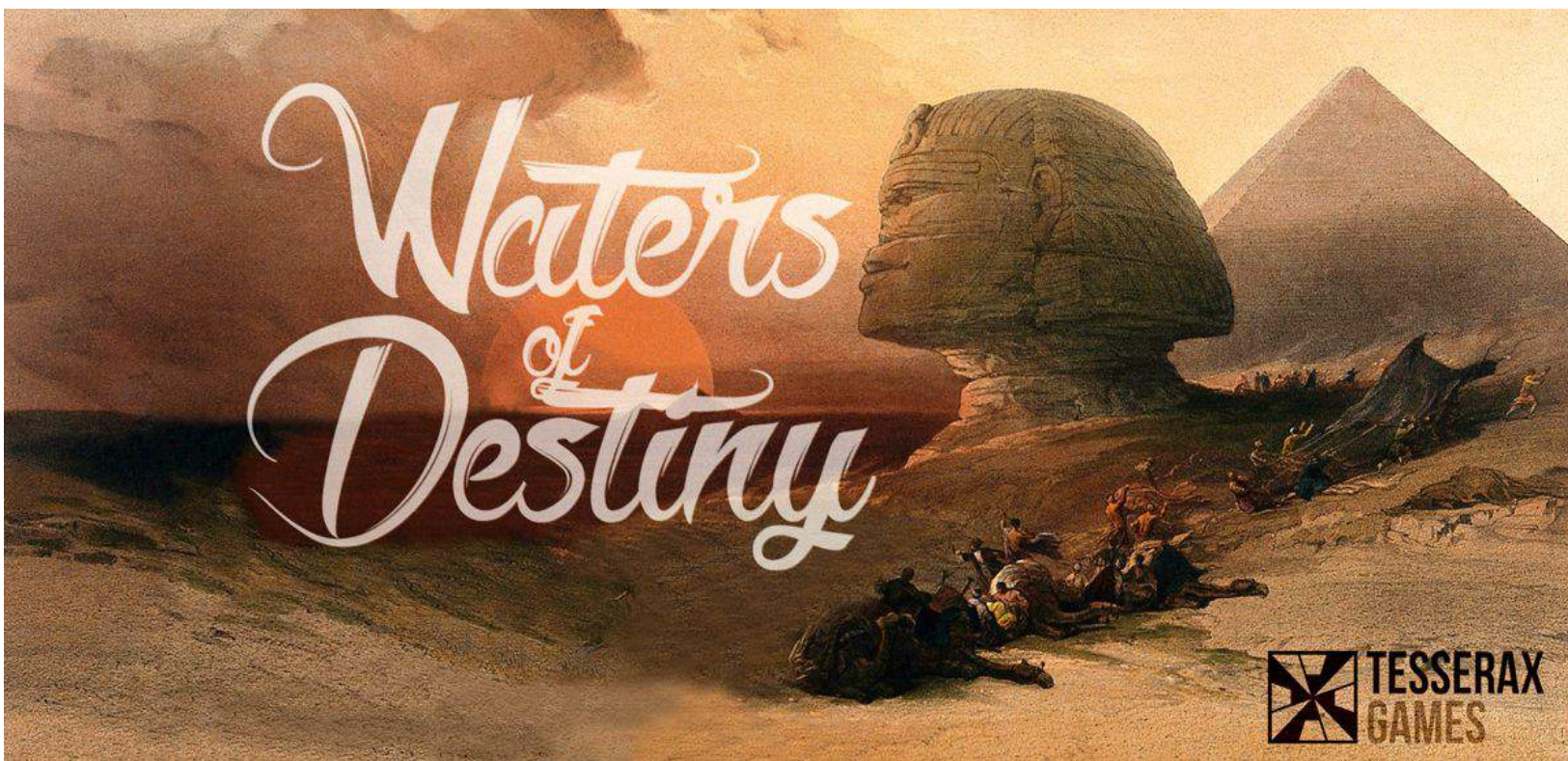
Detailed Rules for Specific Pieces

End Game Conditions:

Credits

Appendix





STORY

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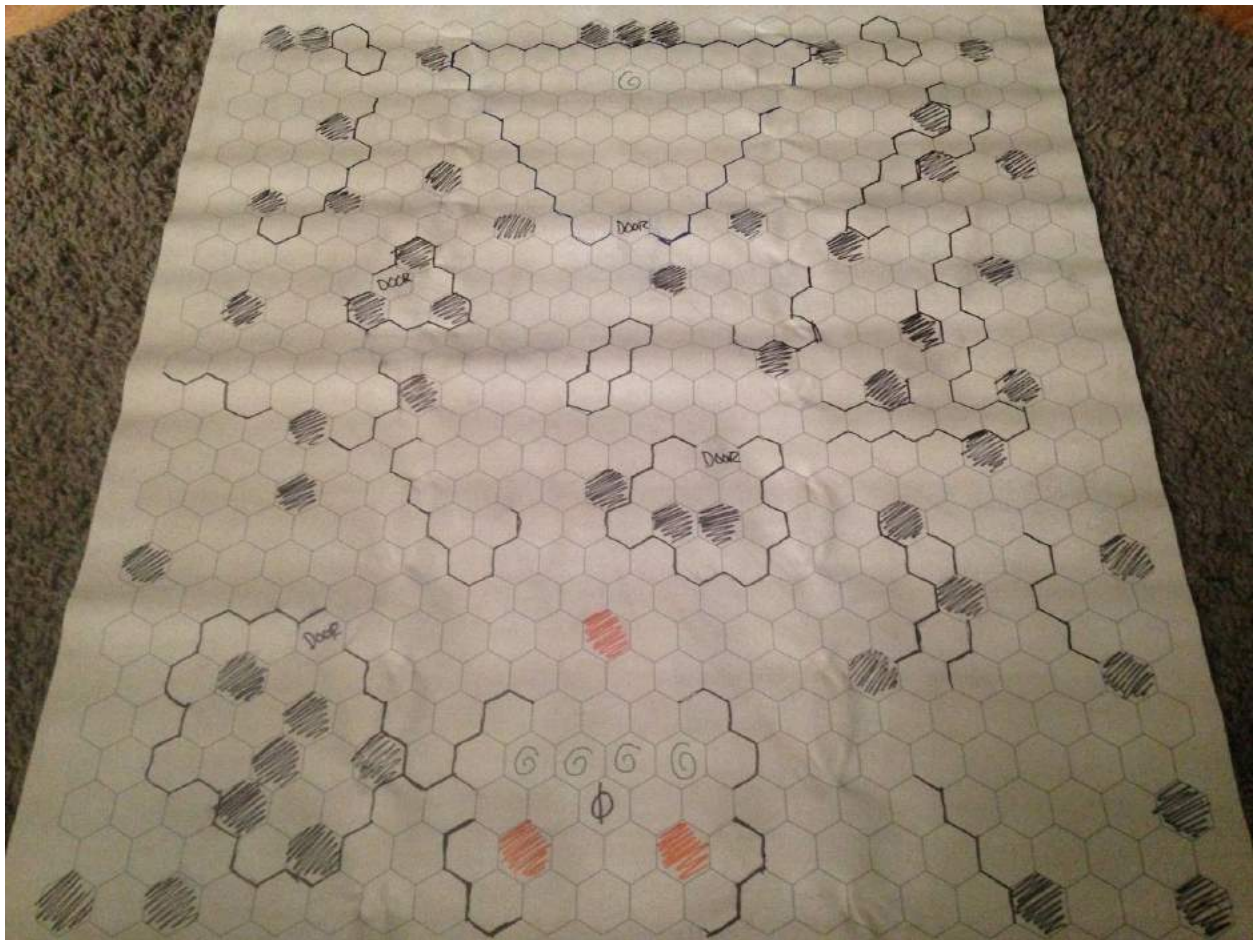
A group of Champions has been sent by Egyptian gods to thwart the iniquitous plans of Nun, the father of the gods. To do so, these Champions must either band together to defeat the Herald of Nun and the monstrosities at his side or attempt to survive on their own, all whilst trying to find and return an ancient Relic to its Pedestal to stop the oncoming apocalypse. As time went on, Nun grew increasingly bored of the creatures that inhabited Earth. Nun saw these creatures as picayune and decided that he would rather destroy them all and start over. Thus, he began the destruction and sent his Herald to guard the ancient Relic, the only means of stopping the mass extinction.

Required Components

- 1 Hexagonal Game Board. Size: 26" x 23½" (66cm x 60cm).
 - Scissors/Cutters.
 - Glue/Tape.
 - 1 Twenty-sided dice.
 - 40 Brown glass and Dark Green beads (Represents Food).
 - 8 Character's Figures with Different colors.
 - 50 Cards in total: 8 Profile Card, 8 Herald of Nun's Curses Cards, and 34 Treasure Cards
 - 72 Tokens or Hexagonal pieces (These objects are pieces that must be physically placed on the board, and not drawn in):
 - Hidden Tokens (These are objects that are hidden from Champions):
 - 25 resource (Food) tokens - Background Color: black.
 - 30 "Draw a card" tokens - Background Color: black.
 - 1 Relic - Background Color: dark blue.
 - 4 Hidden traps - Background Color: dark blue.
 - Visible Tokens (Are pieces visible to everyone):
 - 4 Death Spot tokens (skull icons with different colors).
 - 1 Relic Pedestal.
 - 4 Locked Door tokens.
 - 2 Minion Upgrade tokens.
-

Board setup

Before anything is done please be sure to print all of the tokens, cards, and templates that you will need from the Appendix.



1. **Description:** Color the board as you see it above.
 - a. The solid black lines you see on the map are walls and cannot be walked through.
 - b. The tiles which are shaded in black you see on the map are locations where to place the Hidden tokens facing down.

- c. The red shaded lines you see on the map are locations where you will place the 1 card token and 2 Food tokens faceup.
- d. The green swirls on the map are the spawn locations of the players and where you will put the spawn tokens (portal & skull) you printed out.
- e. The solid blue lines are also walls but are accented with a different color to let the players know that area is The Herald's Pyramid.
- f. The word "DOOR" on the map indicates that a printed Door token should be placed there.
- g. The circle with the line going through the middle is the Relic Pedestal location of where the Champions need to return the Relic.

2. Prior to the placement of the Hidden tokens, they are to be placed face down on the board and scrambled by all players.

- a. If the tokens appear see-through on the paper, then just color the back of them with black marker.
3. Proceed to place the flipped over tokens on the black squiggly spaces on the board.
 4. On the 2 red colored-in spaces in the Champions spawn place 2 Food tokens face up.
 5. On the 1 red colored-in space right in front of the Champions spawn place 1 card token face up.
 6. Place the door tokens in their respected positions.

7. Spawn Token Setup

- a. Print out the portal and skull tokens.
-

- b. Paste or tape the skull token to the back of the portal token, so it is now one piece with two different sides, a skull, and a portal.
 - c. **Note:** The blue portal does not have a corresponding skull. That is because it is used for the spawn position of the Herald of Nun, who has different death conditions. Please see End Game Conditions for more information.
 8. Once the Spawn Tokens are made proceed to place the blue spawn token inside of The Herald's Pyramid on the green swirl.
 9. Place the other spawn tokens on the green swirls that are located at the Relic Pedestal with the portal side face up. The order in which these are placed does not matter.
 - 10. Treasure Cards Setup**
 - a. Take the card images you printed out and the white blank cards that you received with the game pack.
 - b. Cut out the cards that you printed out and tape them to the blank cards.
 11. Take the Treasure Cards and Nun's Curses Cards and place them into separate decks on the side of the map.
 12. Shuffle both decks.
-

Game Setup

Character Setup

To make your moveable character piece for the game board, use:

- Paper or post-it notes.
- Scissors or cutter.
- Tape or glue.
- Markers



1. Take one sheet of paper and cut it into long strips. The number of strips you will need depends on the amount of players you have.
 - a. Take a long strip of paper and fold it around so that both ends meet each other. The shape you are creating here should be a cylinder.
 - b. The diameter needs to be around 1 inch or the thickness of one finger.
 - c. Tape both ends to one another and then proceed to color the character game piece.
-

- d. Repeat this process for the rest of the character game pieces.
2. Or use colored post-it notes and be creative. (The images above are created with post-it notes).
3. Recommendations:
 - a. The Herald of Nun's game piece can be blue and its tip cut like a crown.
 - b. Minions can have the same colors of the Herald of Nun and should be smaller than the Herald of Nun.
 - c. Champions should match the same color of their Death Spot.

The Cards

Profile Cards Deck:

These cards have all of the characters stats located on it, i.e. base Health and base Attack damage. They serve as a base profile to control holding the original stats, and also to manage the upgrades and death counts of each player.

There should be 8 Profile cards in total.

Treasure Deck:

When a living Champion lands on a Draw a Card token previously hidden on the board, the Champion draws a card from the treasure deck.

Treasure decks include Conditional cards and Blessing Cards each with their own buffs and drawbacks.

- **Conditional Cards:** Conditional cards grant a permanent effect as long the card stays in your hand. If you die or it gets stolen from another player then that effect is no longer active and passes to the other player.
- **Blessing Cards:** Blessing Cards are one-time use cards that that take effect for one turn after being played. They change something in the game immediately, such as stat changes, uncovering hidden objects, switching places with a player.

There should be 34 Treasure cards in total.


Nun's Curse Deck:

The Herald of Nun's Curses Deck is the deck of cards where the Herald of Nun will draw his cards every turn. Once they are fully consumed, the deck is reshuffled.

There should be 8 cards of Nun's Curses in total.


Tokens

1. Traps:


- 1.1.  **Shifting sands:**
Champion can't move next turn.


- 1.2.  **Human Trap:**
Champion loses 1 Health.

- 1.3.  **Spikes Strip:**
Champion loses 2 Health.


- 1.4.  **Net Trap:**
The Herald gets to move the affected Champion anywhere within one space of the outer perimeter of the pyramid.
-


2. Resources and Treasures:

- 2.1.  **Food resource:**
Champion collects 2 Food.

- 2.2.  **Draw a Card:**
Champion draws 1 card from the Treasure Deck.

3. Herald of Nun's Skills:

- 3.1.  **Abyssal Walls:**
Placed by the Herald of Nun to block Champion's movement.

- 3.2.  **Minion Upgrades:**
Limits the amount of upgrades available per Minion.

Character Selection

At the very beginning of the game, players will roll a 20-sided die to determine who will choose their character first. If the highest numbers are tied, all the players with equal numbers have to roll again, until only one wins to determine the initiative of the players. The player that rolls the highest number has the option of choosing the Herald of Nun. If he/she declines, then the other players will have the option to pick him. If the Herald of Nun is still not chosen by time the last player is choosing their character, they must play as the Herald of Nun.

1. Once the players have selected their characters, they should place them on the spawning locations denoted by the green swirl on the map.
 - a. The player playing as the Herald of Nun should move their character piece to the spawning location within The Herald's Pyramid.



- b. The other players playing as Champions should place their characters in the spawning location near the position of the Relic Pedestal.
2. The player playing as the Herald of Nun should now take the time to place their Trap tokens and the Relic token upside down within The Herald's Pyramid. These trap tokens can be on any empty space within the pyramid but cannot be placed right in front of an entrance. The relic must be placed 1 space away from traps.
3. Each player should then take the Character Profile Cards corresponding to the characters that they printed out. This has all of the characters stats located on it, i.e. base Health and base Attack damage.
4. Each player playing as the Champions should then also take 5 food beads to represent their Food amount and placed next to their Character Profile Cards.
 - a. Place the rest of the food beads in a pile outside the map. You will take and give beads to this pile. When you lose food you will place a bead here and when you gain food you will take 2 beads from here.

Player Stat Management

Players will keep track of their character's Health and Attack stats by writing down the base stats on a blank card or piece of paper and making any changes necessary.

Quick Reference Turn Sequence

After the board has been set up, the players have chosen their characters, collected their Character Profile Cards, and Food beads, they are ready to start playing the game.

The player who rolled the highest gets to move first and then next highest player and so on.

- 1. During the turn of a living Champion, the following actions can be performed in order:**
 - 1.1. Subtract 1 Health if current food is at 0.
 - 1.2. Add 1 Health if current food is greater than 0, and Health is less than maximum.
-

- 1.3. Movement
- 1.4. Attack
- 1.5. Pick up a token
- 1.6. Use cards
- 1.7. Trade
- 1.8. Subtract Food
- 1.9. End turn

2. During the turn of a dead Champion (Spirit Form), the following actions can be performed in order:

- 2.1. Movement
- 2.2. Restore body

3. During the turn of The Herald of Nun, the following actions can be performed in order:

- 3.1. Movement
- 3.2. Attack
- 3.3. Summon Minions or spawn/teleport Abyssal Wall
- 3.4. Use cards
- 3.5. Skip turn

Detailed Turn Sequence Information

1. Movement:

- 1.1. Each character can only move a maximum of 5 spaces during their turn unless a special condition is met.
 - 1.2. If a player wishes to move less than the maximum amount of spaces they may do so.
 - 1.3. When playing as the Herald of Nun, the player can only move either the Herald of Nun or their Minions, never both.
 - 1.3.1. If Herald of Nun chooses to move their Minions, they may move each Minion currently on the board during their turn.
 - 1.4. If a player lands on blank space after their movement turn and there is no one to attack, then their turn is over.
 - 1.5. When a Champion is in Spirit Form they can move a maximum of 10 spaces during their turn.
-

- 1.6. When a player picks up the Relic they are immediately allowed to move a maximum of 5 additional spaces before their turn ends.
 - 1.6.1. This effect only occurs during the turn in which the player picked up the Relic.
- 1.7. When a player unlocks a locked door they get to move 3 additional spaces during that turn.
- 1.8. Any special effects that provide players to move additional spaces during their turn, stack with other effects.
- 1.9. Players may not occupy the same space. However, players may “walk over” other players to get to their destination.

2. Attack:

- 2.1. Champions may not attack each other until all Champions have had at least one turn.
- 2.2. When playing as the Herald of Nun, the player can only attack with either the Herald of Nun or a single Minion, never both.
- 2.3. Players may only attack an enemy that is in any space adjacent to them unless stated otherwise on a card.
- 2.4. Damage taken is determined by the current amount of Health (including any item modifications) the victim has, minus the current amount of Attack (including any item modifications) of the attacker.
- 2.5. After a player attacks their turn is over.
- 2.6. In the event, a player dies, see [General Rules](#) section 2, Death Rules.

3. Use cards:

- 3.1. Only one card can be used per turn.
 - 3.2. Players may use a card at any time during their turn.
 - 3.3. Treasure Cards are used only by Champions.
 - 3.3.1. After a card has been played, it must be placed into the Champion player’s discard pile.
 - 3.3.1.1. If there are no cards left in the Treasure Card deck, one of the living Champions must take the discard pile, and shuffle it. Once the cards are shuffled, the deck may be reused.
 - 3.4. Curses are used only by The Herald of Nun.
-

- 3.4.1. The Herald of Nun draws one card at the beginning of his turn from the Curses Deck.
 - 3.4.2. The Herald may only have five cards in his hand at once.
 - 3.4.3. The cards that have already been used will be put into the discard pile.
 - 3.4.4. If the Herald of Nun wants to get a new card with a full hand they will have to discard one card from their hand and put it in the discard pile.
 - 3.4.5. The Herald of Nun may not pick up a card from the discard pile.
 - 3.4.6. Once all cards are in the discard pile, the Herald of Nun may then take the discard pile, shuffle it, and reuse the newly shuffled deck.
 - 3.4.7. This process repeats throughout the duration of the game.
- 3.5. Card's effects are active as soon as the player uses their card.
 - 3.6. Players can only have one Conditional Card active at a time.
 - 3.6.1. If the player wants to active another Conditional Card, they will have to deactivate their current Conditional Card.

4. If playing as a Champion:

- 4.1. Champions discard 1 Food bead at the end of their turn unless their Food is at zero or they are under the effects of the "Hyena's Diet" card.
- 4.2. If a Champion collects a Food Token they receive 2 food beads.
- 4.3. If a Champion's Health is less than their max Health and their Food is greater than zero, they receive one bead of Health at the end of their own turn.
- 4.4. If a Champion is starving (has zero beads of Food) at the beginning of their turn and they are unable to find food before the end of that turn, they lose 1 point of health at the end of that turn.

5. Restore Body:

- 5.1. Players that are in Spirit Form must land on the space of their death (Death Location) to revive themselves.
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- 5.2. Once the player in Spirit Form reaches his/her body, the player gets to continue their turn (except attack) as a normal Champion.

6. Pick up a token:

- 6.1. Champions may pass over a hidden token to reveal its contents and then continue their turn.
 - 6.1.1. A Champion may only pick up two tokens during their turn. Although if a player picks up two tokens, they cannot attack that turn but still may move if they have not reached their maximum movement value of 5 .
 - 6.1.2. If a Champion decides to only pick up one token, he/she will be allowed to continue the rest of their turn.
- 6.2. Champion flips over the Token to see the specific item that they landed on.
- 6.3. The Champion collects the corresponding item (two Food or one Treasure Card) or suffers the effects of the trap.
 - 6.3.1. The Champion players may hold a maximum of five cards at once.
 - 6.3.1.1. If a Champion player has four cards in hand, they must either play or discard a card before drawing a card.
- 6.4. In the event, the talisman is a Trap, the effect of that Trap is applied to the afflicted Champion immediately.
 - 6.4.1. Champions that are affected by Traps will rotate their Character Profile Cards sideways and place the activated Trap token on their Character Profile Card to indicate the status condition.

7. Trade:

- 7.1. Only players playing as Champions can trade with each other.
- 7.2. Champions can only trade if they are adjacent to the Champion(s) they wish to trade with.
- 7.3. Only cards can be traded, not resources.

8. If playing as the Herald of Nun:

- 8.1. Can place an Abyssal Wall, or teleport a previously placed Abyssal Wall to any space on the board.
- 8.2. Summon a Minion on any space within the pyramid, or upgrade a previously summoned Minion (if able).
 - 8.2.1. Minions that have been upgraded cannot be moved on the same turn.
- 8.3. If desired, move The Herald **OR** currently summoned Minions.

9. Summon Minions:

- 9.1. Only the Herald of Nun may summon Minions.
- 9.2. The Herald will have two upgrade tokens that can be used to upgrade any Minions currently on the board.
 - 9.2.1. The Herald may not upgrade and move Minions on the same turn.
 - 9.2.2. Nun may not upgrade Minions the same turn they were spawned.
- 9.3. Minions can only be spawned on any space inside of The Herald of Nun's pyramid.
- 9.4. The number of Champions determines the amount of Minions that can be spawned by the Herald of Nun. The Herald of Nun can only have a maximum of 3 Minions.
- 9.5. When there are only 2 players the Herald of Nun can only have 1 Minion but no upgrade tokens. When there are only 3 players the Herald of Nun can only have 2 Minions but no Minion Upgrade Tokens. When there are 4 players the Herald of Nun can only have 3 Minions but only use 1 Minion Upgrade Token. When there are 5 players the Herald of Nun can only have 3 Minions and can use 2 Minion Upgrade Tokens.
- 9.6. Minions are removed from the map when they die, and their stats are reset to level 1.
- 9.7. Minions don't require resources to survive and cannot interact with item pieces on the game board, except the Relic which they can steal and move by killing the Champion who has the Relic.
- 9.8. The Herald may not spawn a Minion if he already spawned an Abyssal Wall on the same turn unless told otherwise by a card.

10. Spawn Abyssal Walls:

- 10.1. Herald of Nun may only have 4 Abyssal Walls on the game board at once.
-

- 10.2. Abyssal Walls are impassable by players playing as living Champions.
- 10.3. The Herald, Minions, and Champions that are Servants of Nun or in Spirit Form may pass through them.
- 10.4.
- 10.5. Abyssal Walls may be placed anywhere on the map.
 - 10.5.1. If an Abyssal Wall is destroyed, the Herald of Nun may not spawn a new Abyssal Wall in its place two of the Herald of Nun's turns.
- 10.6. Abyssal Walls may not completely stop a player from progressing (must not completely block off an area).
- 10.7. May not be placed directly next to the Relic or Relic Pedestal.
- 10.8. Abyssal Walls are attackable by the Champions and have 1 HP.
- 10.9. The Herald of Nun may move a pre-existing Abyssal Wall to any space on the board.
 - 10.9.1. The Herald of Nun may not spawn a new Abyssal Wall (or move a pre-existing one) if a Minion was already spawned on the same turn.
 - 10.9.2. If the Herald of Nun wants to teleport an Abyssal Wall, he must choose to destroy another existing wall. If there are no other walls in existence then this rule does not apply.

11. End turn:

- 11.1. Check to see if end-game conditions are met. (For more detailed information see [End Game Conditions](#)).
- 11.2. If the end-game conditions were not met then continue to Step 1 for the next player's turn.

General Rules

1. Regular Walls:

- 1.1. With the exception of Champions that are in Spirit Form, no players (including Herald of Nun and Herald of Nun's Servants) may pass through walls at any time.

2. Death conditions:

- 2.1. When a Champion dies without the intervention of the Herald (any other cause not related to The Herald of Nun's deeds), they enter Spirit Form. The character's figure is replaced by their Skull Spawning token, and their character's figure is placed on their initial start point.
 - 2.1.1. While in Spirit Form players cannot attack, use their cards or pick up any other tokens.
 - 2.1.2. Champions in Spirit Form have to travel all the way to their body (Skull Spawning token) to respawn back into the location they died. Once the Spirit player reaches its body, they can move the Spawning token back to the starting location and flip the token to reveal the spawning icon.
 - 2.1.3. **Champions may only enter Spirit Form once.** Their first death is to be indicated by placing the death token on their character card. If a Champion that has previously died dies again, they become a Servant of Nun.
- 2.2. If a Champion's death is caused by the deeds of The Herald of Nun, they become a Servant of Nun and must work together with The Herald of Nun to slay the remaining Champions. As a Servant, players obtain the Health and Attack stats of the highest level Minion possible for the amount of Champions in the game and no longer require the Food resource. However, they are unable to pick up any items. All cards previously held by these players are shuffled back into the Treasure Deck.
- 2.3. When any player respawns they are unable to attack that turn, but can still move normally. After that turn, players are able to attack normally.
- 2.4. Whenever a Champion kills another Champion, the killer gets a buff of +2 Health, and +2 Attack. When the Herald of Nun kills a Champion every Champion receives a buff of +2 Health, and +2 Attack.

3. Relic rules:

- 3.1. Once a player picks up the Relic they need to return it to the Relic Pedestal located below the spawn of the Champions.
 - 3.2. The relic cannot be chosen to be dropped. It will only drop when the player in possession of it dies.
-

- 3.3. When the relic is picked up, it provides a +5 HP bonus to the player carrying it. This HP bonus is removed when the relic is dropped upon death.
- 3.4. If a Champion in possession of the relic is killed by another Champion, the Relic is picked up by them. If a Champion is killed by The Herald, the Relic is dropped in the position of death and the Relic can be picked up by any Champion or Minion.
- 3.5. The Relic must be placed in an area that is accessible to the Champions.
- 3.6. The Relic must be placed a minimum of 1 space away from traps and Abyssal Walls.
- 3.7. The Herald of Nun, his minions, Servants of Nun and Champions in Spirit Form are unable to pick up the relic.

Detailed Rules for Specific Pieces

Characters Details:

● Herald of Nun:

- Health: 20 ~ 40

Health is determined by the number of Champions that are playing, 2 Champions = 20 Health, 3 Champions = 30 Health, 4 Champions = 40 (maximum).

- Attack: 4
- Movement: 5
- Appearance: Has a dark blue color skin and a headcrown.

● Herald of Nun's Minion Lv.1:

- Health: 6
- Attack: 5
- Movement: 5
- Appearance: Has a dark blue color skin and a one (I) written with a marker in their head. This number is independent of their front body number.

● Herald of Nun's Minion Lv.2:

- Health: 7
 - Attack: 6
 - Movement: 5
-

- Appearance: Has a dark blue color skin and a two (II) written with a marker in their head. This number is independent of their front body number.



● **Herald of Nun's Minion Lv.3:**

- Health: 8
- Attack: 7
- Movement: 5
- Appearance: Has a dark blue color skin and a three (III) written with a marker in their head, this number is independent of their front body number.

● **Champion of Ra:**

- Health: 10
- Attack: 5
- Movement: 5
- Appearance: Has red color skin.
- Lore: Once Ra knew of his father's plans he sought to protect all that he created with his own sweat and tears. To prevent such destruction Ra sent forth his Champion to thwart the plans of his father.

● **Champion of Geb:**

- Health: 12
- Attack: 3
- Movement: 5
- Appearance: Has violet color skin.
- Lore: Geb found delectation in the creatures living upon that which he controlled, earth. When Nun began destroying those creatures Geb grew furious and erupted his Champion to put an end to Nun.

● **Champion of Neith:**

- Health: 9
- Attack: 6
- Movement: 5
- Appearance: Has gray color skin.
- Lore: As the guardian of man and gods, Neith sought to stop the destruction of that which she protected. Thus, she sent her Champion to stymie Nun's plans.

● **Champion of Osiris:**

- Health: 11
 - Attack: 4
 - Movement: 5
 - Appearance: Has green color skin.
 - Lore: Osiris saw the civilizations that he had once created being demolished by Nun. As massive amounts of dead started pouring into the afterlife, Osiris resurrected his Champion to stop Nun.
-

- All Champions Food starts at 5.

End Game Conditions:

Herald of Nun Win Conditions:

If all the Champions are turned into Servants of Nun, The Herald Wins.

Champions of the Gods Win Conditions:

1. If the Herald of Nun is killed, the player which landed the killing blow is the victor.
2. If a Champion in possession of the Relic returns to the Pedestal, that player wins the game.

FAQ:

Q: What happens if the Herald of Nun uses Irrepressible Wall and I cannot move back 3 spaces?

A: Move back the maximum amount of spaces that you can and if you land on a hidden token then pick up the token. If you cannot move back at all then this does not apply to you.



Credits

- - - - x

- Producer - Malcolm Obiakor
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- Mechanics Designer - Jan Park
- Lead Tester - Leandre Martin
- Story Writer - Derek Moore

Testers

- Derek Moore
- Evan Pardo
- Leandre Martin
- Malcolm Obiakor
- Jan Park

Appendix

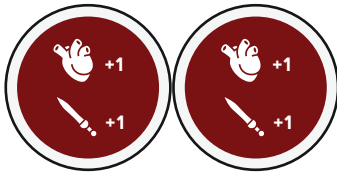
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Below the current page you'll find the cards, tokens, figures that would be used in the game.

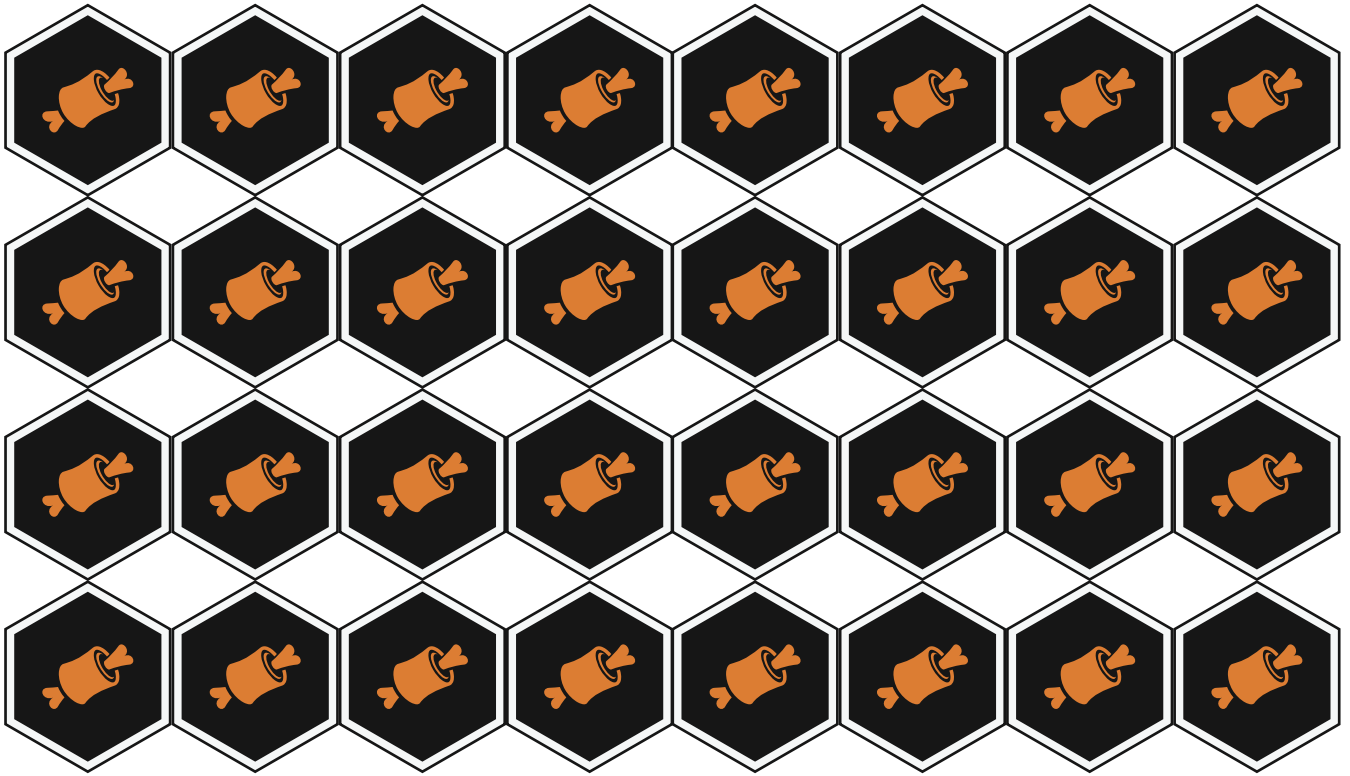
You will need:

- Scissors or cutters.
 - Glue or tape.
-


Tokens (first-part)



Tokens (second-part)





Profile Cards




Color ●

Herald of Nun


 **Number of Champions**
x 10


 **4**




Color ●

Champion of Geb


 **12**


 **3**




Color ●

Champion of Neith


 **9**


 **6**




Color ●

Champion of Ra


 **10**


 **5**




Color ●

Champion of Osiris


 **11**


 **4**



Color ●


Ma'an (Minion)

 **6**

 **5**


Place upgrade token


Level 1: none | Level 2: one token | Level 3: two tokens



Color ●

Faham (Minion)

 **6**

 **5**

Place upgrade token

Level 1: none | Level 2: one token | Level 3: two tokens



Color ●

Bukar (Minion)

 **6**

 **5**

Place upgrade token

Level 1: none | Level 2: one token | Level 3: two tokens

Treasure Cards

(First Part)



Hyena's diet

Player does not starve.

Condition



Hyena's diet

Player does not starve.

Condition



Divine Intervention

Champion is no longer affected by Nun's Curses.

Condition



Last chance

Receive +5 Attack when Champion is starving.

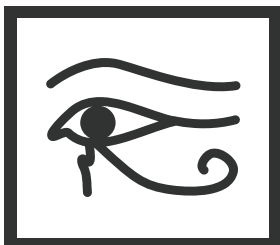
Condition



Khopesh and blood

Champion regains 2 health after attacking, up to their current max health.

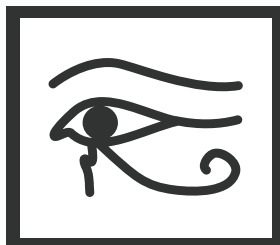
Condition



Eye of Horus

Reveals one hidden token of choice.

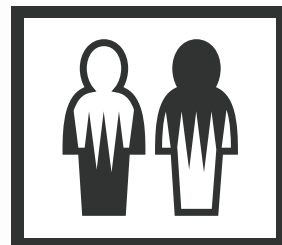
Blessing



Eye of Horus

Reveals one hidden token of choice.

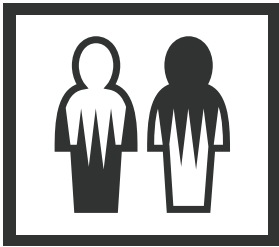
Blessing



Swap Bodies

Switch spots with any other Champion.

Blessing



Swap Bodies

Switch spots with any other Champion.

Blessing



Human Sacrifice

Inflict -2 Health. Give +4 Health to a selected player.

Blessing



Human Sacrifice

Inflict -2 Health. Give +4 Health to a selected player.

Blessing



Kleptomaniac

Steal one card blindly from any Champion.

Blessing



Kleptomaniac

Steal one card blindly from any Champion.

Blessing



Kleptomaniac

Steal one card blindly from any Champion.

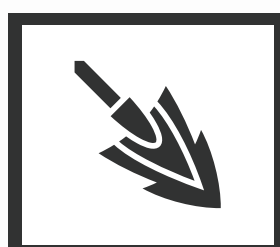
Blessing



Mean Guards

Skip the turn of a selected player.

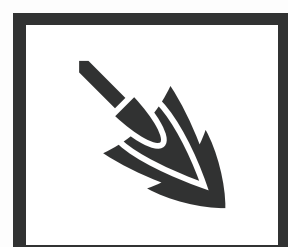
Blessing



Spear Hook

+1 Attack.

Blessing



Spear Hook

+1 Attack.

Blessing

Nun's Curses



Swarm of Locust

-2 food to all players.

Common



Bite Trap

A champion cannot move for the next turn. Select one player.

Common



Colossal Wave

Summon an additional Abyssal Wall on the board.

Common



King Frog

+1 Attack to every minion currently on the board.

Rare



Deliverance

One minion inflicts an area damage on a radius of 2 spaces with its current attack. The minion dies instantly.

Rare



Irrepressible Swirl

Every Champion and Minion step back 3 spaces on any direction opposite to the Herald of Nun.

Epic



Nun's Rage

Remove all Minions and Abyssal Walls from the board. Nun gets +3 attack for this turn.

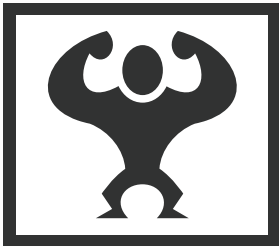
Epic



Dark Tumor

Sacrifice a Minion and restore the same amount of HP the minion had to the Herald of Nun.

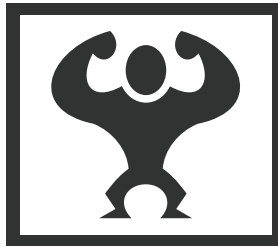
Epic



Call to Sekhmet

+3 Attack

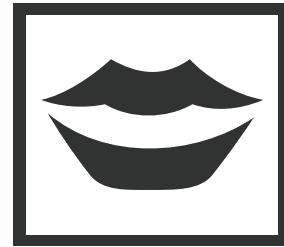
Blessing



Call to Sekhmet

+3 Attack

Blessing



Seth's Kiss

+2 Health increasing Max Health.

Blessing



Spear Hook

+1 Attack.

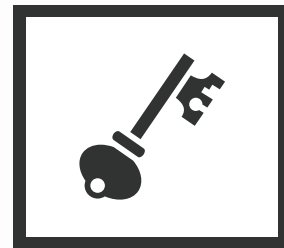
Blessing



Spear Hook

+1 Attack.

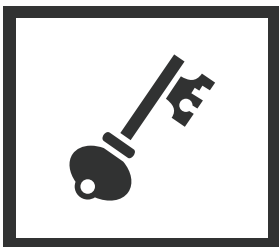
Blessing



Secret key

Open one locked door. Remove the door from the board. Player moves 3 extra spaces this turn.

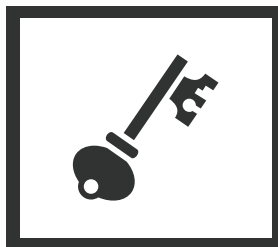
Blessing



Secret key

Open one locked door. Remove the door from the board. Player moves 3 extra spaces this turn.

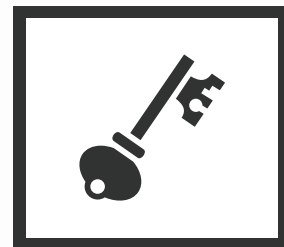
Blessing



Secret key

Open one locked door. Remove the door from the board. Player moves 3 extra spaces this turn.

Blessing



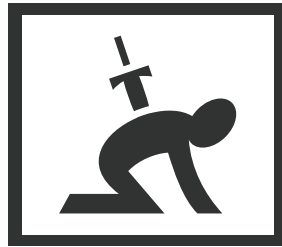
Secret key

Open one locked door. Remove the door from the board. Player moves 3 extra spaces this turn.

Blessing

Treasure Cards

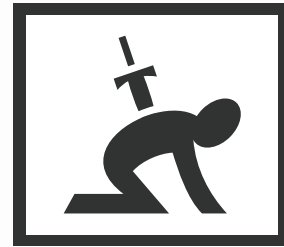
(Last Part)



Backstab

Attacking does not end your turn immediately for this turn.

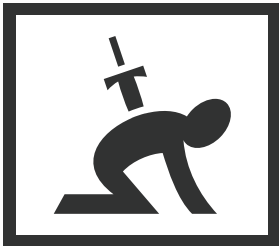
Blessing



Backstab

Attacking does not end your turn immediately for this turn.

Blessing



Backstab

Attacking does not end your turn immediately for this turn.

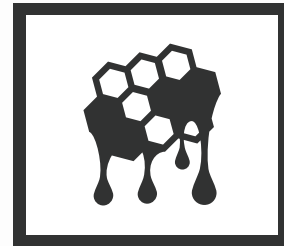
Blessing



Backstab

Attacking does not end your turn immediately for this turn.

Blessing



Milk & Honey

+5 food to your Champion OR
+2 food to every Champion.

Blessing



Camel Ride

Player can 3 extra steps on this turn.

Blessing



Camel Ride

Player can 3 extra steps on this turn.

Blessing



Camel Ride

Player can 3 extra steps on this turn.

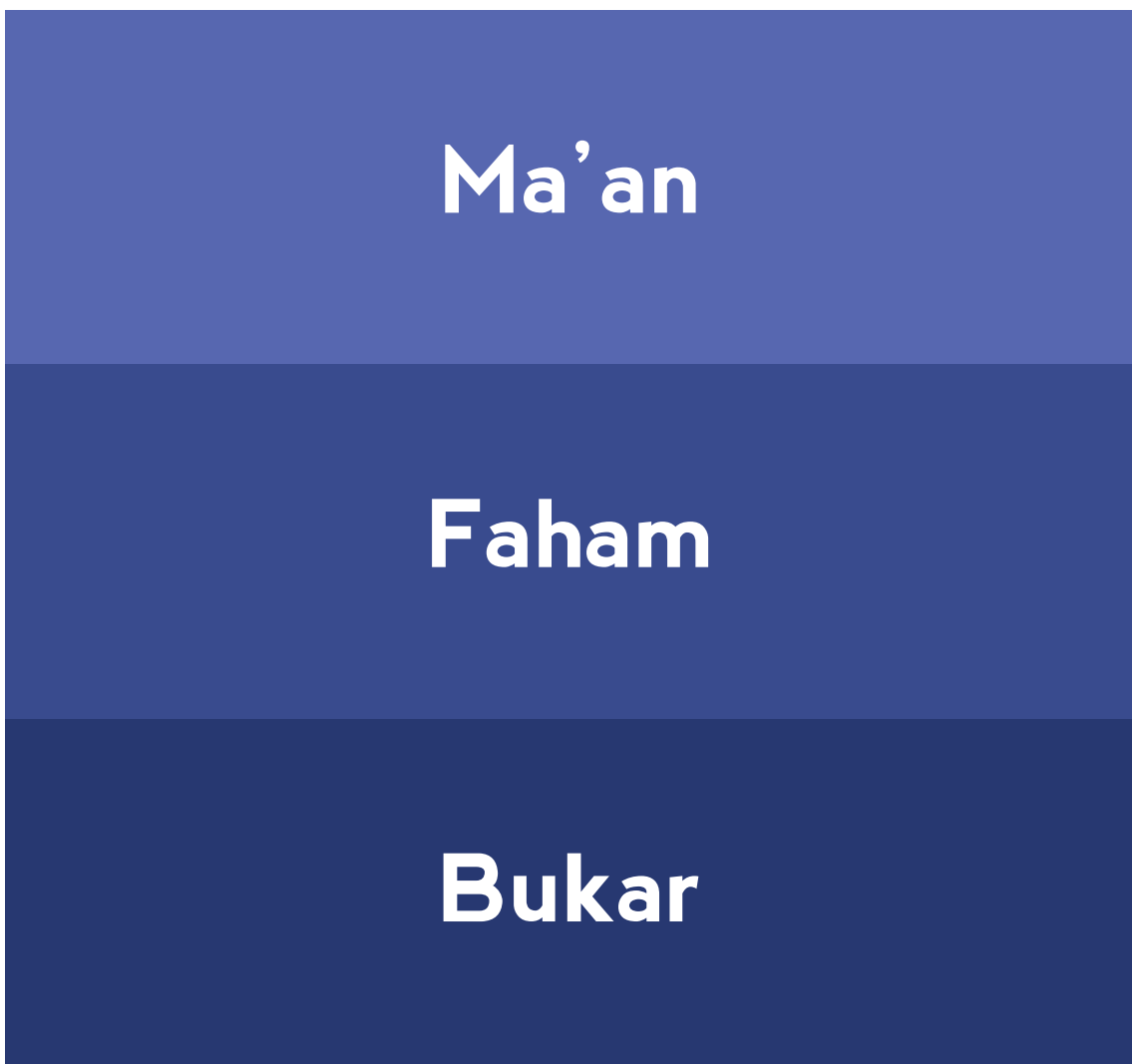
Blessing

Character's Template

Nun's Figure



Minions' Figures



Character's Template

Champions' Figures

Neith

Geb

Ra

Osiris