CONQUEST of KUMANJARO

Far to the South across the Veridian Sea, lies Kumanjaro, a sprawling continent of wide savannahs, dense jungles, and untold riches. It has remained untouched by the cultured nations of the North, until now...

First to travel, the Wizards of Sortilege described a place where they could craft their bizarre experiments free from the judgment of the other nations. The Ivarium Empire followed shortly after seeking vast riches in this untamed land. They returned with tales of an aggressive warrior tribe calling themselves the Johktari. Hearing of a people without the Light of Asyra, Westlock sent colonists to bring radiance and enlightenment to this foreign tribe.

For a year the settlement of Hertham grew. The last communication from Hertham was that the Johktari had sent a war party claiming the Asyrans had invaded sacred grounds. An expeditionary force sailed to Kumanjaro. They arrived to find the citizens of Hertham slain and their heads adorning pikes around the settlement. Lead by the Priests of Malakai, the expeditionary force marched into the nearest villages and avenged the peaceful citizens. Only then was their folly revealed. The Johktari were not just a warlike tribe, but a thriving nation with their own Mages trained in the ways of Nature Magic . They were well prepared and able to retake Kumanjaro from the foreign invaders!

Johktari Beastmaster

The Johktari Beastmaster is a fierce and proud hunter, defending her people's lands against invaders.

Archery Skill

She is a skilled archer and has the **Ranged +1** trait for all of her **non-spell** ranged attacks.

Sprinting

She can sprint quickly across the vast savannahs, running swift as a Cheetah. She has the **Fast** trait.

Wounded Prey

She is an experienced huntress. She will mark and relentlessly pursue wounded prey, working with her animals to finish it off.

Once per round, before or after any friendly creature Action Phase, she may place her Wounded Prey marker on an enemy **damaged** non-Mage Living creature. She, and all friendly animal creatures, gain the **Melee +1** trait when attacking this creature. They gain the trait the first time they attack the Wounded Prey creature that round, and retain it until the end of that attack action. Once Wounded Prey has been marked, the marker **cannot** be moved to a different creature. If the creature is destroyed, or has no damage on it, the marker is returned to the Beastmaster, and she can then assign it to a new creature in the same manner.

Priest of Malakai

The Priest of Malakai is a crusader against non-believers. He seeks justice and relentlessly pursues enemies with Holy retribution. Note that the Priest counts as a "Priestess", and can use spells which say "Priestess Only".

Malakai's Fire

The Priest is blessed with the burning light of Malakai, and his basic melee attack deals *light* damage.

Once per round, if the Priest attacks and damages an enemy creature with any attack which deals *light* damage, he may pay 1 mana to place a **Burn** condition marker on that creature. This occurs during the Damage & Effects Step of the attack.

Holy Avenger

When a friendly non-Legendary *Holy* creature comes into play, you may make it your **Holy Avenger**. Pay mana equal to its **Level +1**, and place the Holy Avenger marker on that creature. Holy Avenger is blessed with divine strength and it gains **+5 Life**.

The Holy Avenger seeks retribution. The first time each round that the Holy Avenger makes a **melee** attack against an enemy creature, if that enemy creature attacked and damaged a friendly creature (other than the Holy Avenger) or *Holy* conjuration this round, the Holy Avenger gains **Melee +2**, and his attack gains **Piercing +2**, until the end of that attack.

You may only have one Holy Avenger in play at a time, and a new one cannot be assigned until the first one is destroyed. If Holy Avenger is destroyed, the marker is returned to the Priest, and he can then assign it to a new creature in the same manner.

SPELLBOOKS	BEASTMASTER	PRIEST
EQUIPMENT	1 Bearskin 2 Hunting Bow 1 Mage Wand 1 Regrowth Belt 1 Ring of Beasts	1 Dawnbreaker Ring 1 Dispel Wand 1 Elemental Wand 1 Gauntlets of Strength 1 Ring of Asyra 2 Staff of Asyra 1 Sunfire Amulet 1 Storm Drake Hide
CONJURATIONS	1 Animal Kinship 1 Lair 3 Mana Flower 1 Mohktari, Great Tree of Life 1 Rajan's Fury 3 Tanglevine 2 Wall of Thorns	1 Hand of Bim-Shalla 2 Mana Flower 1 Temple of Asyra 1 Temple of Light
CREATURES	1 Cervere, The Forest Shadow 1 Emerald Tegu 4 Feral Bobcat 2 Giant Wolf Spider 1 Makunda 1 Mountain Gorilla 2 Thunderift Falcon 2 Timber Wolf 2 Bear Strength	3 Asyran Cleric 1 Brogan Bloodstone 1 Gray Angel 1 Guardian Angel 1 Highland Unicorn 2 Knight of Westlock 1 Royal Archer 1 Selesius, the East Wind 1 Armor Ward
ENCHANTMENTS	1 Block 1 Bull Endurance 1 Cobra Reflexes 1 Eagle Wings 1 Falcon Precision 1 Hawkeye 1 Marked for Death 1 Mongoose Agility 1 Nullify 1 Regrowth 2 Rhino Hide	2 Block 1 Bull Endurance 1 Divine Intervention 1 Divine Might 2 Divine Protection 1 Hawkeye 3 Healing Charm 1 Nullify 1 Retaliate 1 Rhino Hide 1 Sacred Ground
INCANTATIONS	1 Battle Fury 2 Call of the Wild 1 Charge 2 Dispel 1 Dissolve 1 Force Push 1 Heal 1 Knockdown 2 Minor Heal 1 Piercing Strike 1 Power Strike 1 Rouse the Beast 1 Shift Enchantment 1 Sniper Shot 1 Vampiric Strike	1 Dispel 2 Dissolve 1 Force Push 1 Group Heal 2 Heal 1 Lay Hands 1 Perfect Strike 1 Purify 1 Resurrection 1 Sleep
ATTACKS	2 Surging Wave 1 Jet Stream	1 Blinding Flash 2 Pillar of Light

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Bleed
This creature has suffered a deep bleeding wound. Bleed can only affect **Living** *non-plant* creatures. Each Upkeep Phase, place 1 direct damage on this creature. Whenever this creature heals or regenerates, you may remove 1 Bleed condition for each point of healing you cancel. Removal cost =2.

Extinguish
This attack will extinguish fires. During the Roll Dice Step of this attack, reduce the number of attack dice rolled by X (to a minimum of 1), and subtract X from the effect die roll, where X = the # of **Burn** conditions on the Defender. Then, remove all Burn conditions on the Defender.

Intercept
If this creature is guarding, and if a ranged attack targets a non-flying object in the same zone, this creature may redirect that ranged attack to itself, as long as it can be a legal target for that attack. The intercept is announced and occurs immediately after the Declare Attack Step (and before the Avoid Attack Step). It loses its guard marker at the end of the attack which it intercepts. Cannot intercept a zone attack.

Prevention Effects
Some spells may prevent an event from taking place unless a cost is paid. Examples are *Armor Ward* and *Enchanter's Wardstone*. This cost must be paid for each object that would be affected, or the effect is canceled for that object. You can choose which objects to pay the cost for.

Stuck
Creature is **Restrained** and **Unmovable**. At the end of each of its Action Phases, a Stuck creature may attempt an escape roll: on a roll of 7 or higher, remove Stuck. If creature is teleported, destroy all Stuck conditions on it. Has a removal cost of 4. Does not affect conjurations.

Tainted
This is a poison condition. This cursed or venomous attack creates a tainted or infected wound that will not heal. The marker counts as 3 damage, and this damage cannot be healed or regenerated. The marker has a removal cost of 3, and can be removed normally by spells or abilities which remove conditions.

Tokens
This set includes small token markers you can use for **Armor +1**, **Melee +1**, and **Ranged +1** effects.

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