



LEGENDS  
OF  
DRAXIA

CORRUPTED

МАПА

Instruction Booklet

Follow us online to find out about new projects,  
promotions, and Kickstarters we are working on!

[www.mythicagaming.com](http://www.mythicagaming.com)



@LegendsofDraxia



@mythica.gaming



@LegendsofDraxia



Mythica Gaming

# Legends of Draxia - Corrupted Mana Expansion



Created by Mythica Gaming LLC

Jimmy Sanders, Danai Kittivathana, Theresa Weibler, Collier Scalzitti-Sanders

©Copyright 2018, All Rights Reserved, Mythica Gaming LLC

# Rules

For General Rules refer to the primary Legends of Draxia rule booklet. The rules in this booklet expand upon the base rules and provide explanations for the new Buildings, Spells, Resource, and Characters.

# Setup

In addition to the normal setup, shuffle the **8** Lead Resource cards into the Resource deck. Place the Corrupted Mine & Dark Citadel Buildings face up in the Building Area. Finally, place the new Corrupted Spell deck face down in its own pile. Shuffle the new Character cards into the Character deck and select Characters as normal.

# Board Setup

Place the Corrupted Mana board to the Upper right of the base game board.



# How To Play

## Turn Order

With the addition of the Corrupted Spells the turn order is much more important. A player's turn begins with the Upkeep Phase in which he or she refreshes exhausted Buildings and draws Resource cards. In the second phase, the Action Phase, the player can buy Spells, fight Monsters, and construct Buildings. Turn order is important because certain Corrupted Spells only function at specific times during a player's turn.

## **Purchasing and Drawing Spells**

During your Action Phase you can purchase a Corrupted Spell for **2 Lead** in the same manner you would purchase regular Spells.

If a Monster's Loot says to draw Spells, a player can choose to draw either a regular Spell or a Corrupted Spell.

## **Reshuffling**

The Corrupted Spell deck reshuffles the same way the regular Spell deck reshuffles.

## **Playing Corrupted Spells**

Corrupted Spells are used during your opponent's turn at specific times based on the Spell. Details on how to use each Corrupted Spell are provided in the Corrupted Spell Cards section.

# New Components



## 2 Character Cards

- ❖ **Warlock** – 2 Victory Points for each uncast Corrupted Spell in hand
- ❖ **Dread Knight** – 3 Victory Points for each Corrupted Mana Pool in hand

**Note:** The Wizard does **NOT** receive +2 Victory for uncast Corrupted Spells



## 8 Lead Resource Cards

- ❖ **2 Lead** buys a Corrupted Spell. Lead acts like all other Resources in the 2-for-1 substitution.
- ❖ A **Wish Spell** can wish for **2 Lead** to buy a Corrupted Spell.
- ❖ A **Shop** can produce Lead.



## 12 Building Cards

### ❖ **6 Corrupted Mine**

Costs 1 Food and 1 Stone. Produces +1 Lead.

### ❖ **6 Dark Citadel**

Costs 1 Food, 1 Stone, 1 Lead. Exhausting a Dark Citadel while casting a Corrupted Spell increases the effect of the Corrupted Spell by +1. This effect stacks when used with additional Dark Citadels. For example, Enrage Monster adds +2 Hit Points to a Monster. If 1 Dark Citadel is used (exhausted) when casting Enrage Monster on a player, then the Enrage Monster effect is +3 Hit Points; if 2 Dark Citadels are used, the Enrage Monster is +4. A spell caster can use as many Dark Citadels as they choose. Unused Dark Citadels can be used on subsequent player's turns using other Corrupted Spells held in hand. All Dark Citadel's refresh at the beginning of the owner's turn, like any other building.

## 30 Corrupted Spell Cards

### ❖ **6 Desolation**

Opponent discards **2** Resources selected at random by the spell caster. An additional Resource is discarded for each Dark Citadel exhausted by the spell caster. This Spell can only be used after the Opponent draws Resources for their turn, but before he or she begins their Action Phase.

### ❖ **6 Enrage Monster**

Adds an additional **+2** Hit Points to a Monster. The Monster gains an additional **+1** Hit Point for each Dark Citadel the spell caster exhausts with the Spell. This Spell can only be cast after an Opponent deals lethal damage to a Monster. If the Opponent is unable to finish killing the Monster, all Resources, Spells, and Buildings used in the attempt are still discarded and exhausted. The attempt still counts as the Opponent's Action for their turn.



### **6 Exhaustion**

The spell caster exhausts **2** Buildings an Opponent controls. An additional Building is exhausted for each Dark Citadel exhausted while casting the Spell. This Spell can only be used after the Opponent refreshes their Buildings, but before he or she begins their Action Phase.



### **6 Famine**

The spell caster chooses for a Building to cost either **2** additional Stone or **2** additional Food to construct. The Building costs **1** additional Stone or Food for each Dark Citadel exhausted by the spell caster. This Spell can only be used after an Opponent finishes construction of a Building. If the Opponent is unable to finish the Building, all Resources, Spells and Buildings used are discarded or exhausted. The attempt still counts as the Opponent's Action for their turn.



### **6 Corrupted Mana Pools**

Each Pool is worth Victory Points equal to the number of Dark Citadels the Player owns.



**DESOLATION**

Cast after opponent's Upkeep  
Randomly discard 2 Resources

**ENRAGE MONSTER**

Cast after an opponent defeats a Monster  
+2 HP to the monster

**EXHAUSTION**

Cast after opponent's Upkeep  
Randomly discard 2 Resources

**FAMINE**

Cast after an opponent constructs a Building  
Increase cost by 1 Food or Stone

**CORRUPT MANA POOL**

Gain 1 Mana Point for Dark Citadel



# Special Thanks

## **To our Families**

*Thank you for supporting us and joining in on this journey, lending a hand wherever it is needed.*

## **To our artist collaborators**

*Pui Che, Tyler Johnson, and George Pricope-Galan*

## **To our Supporters**

*Without you there would be no Legends of Draxia. You keep us going as we pursue this dream. We appreciate the continued support and encouragement you give us!*



©Copyright 2018, All Rights Reserved, Mythica Gaming LLC