



45 Mins



Ages 14+



3-5 Players

**WIZKIDS**

# THE BANISHING



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A dark void has opened and undead creatures are attempting to enter our world. You are a team of uniquely skilled guardians who must work together to send them back to their unholy land. Every moment the undead grow more powerful and threaten to overwhelm. Can you complete the Banishing and close the Void before a terrible evil destroys us all?

## OBJECT OF THE GAME

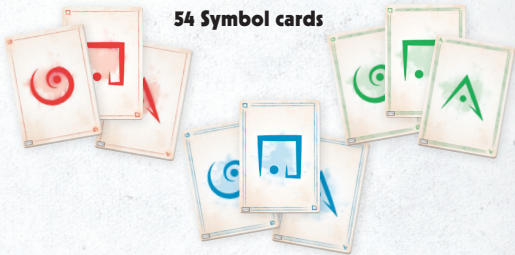
Each turn players collect cards from the Void to create matches and use their abilities. Each player has a set of unique abilities that allow them to defeat undead, help their allies, and complete the Banishing. They must play ten cards to the Banishing to close the Void and win the game.

### 8 Character Sheets



## COMPONENTS

### 54 Symbol cards



**38 Undead cards**  
(12x1, 8x2 and 6 each of the rest)



**6 Item cards**

# SETUP

## A) Each player chooses a character

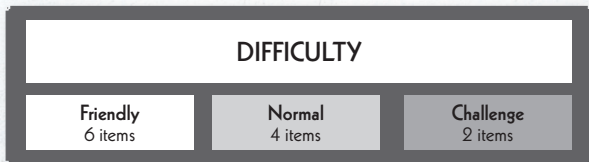
1. Place it in front of you with the abilities side face up.

### FIRST GAME?

We recommend you play with the Fighter, Healer, and Thief.  
If you have more than 3 players add the Sorcerer, Witch, or Bard.

## B) Prepare the Deck

1. Remove all undead and items from the Deck.
2. Shuffle the Deck then deal 3 cards to each player.
3. Choose your difficulty then randomly select that number of items to add to the Deck.

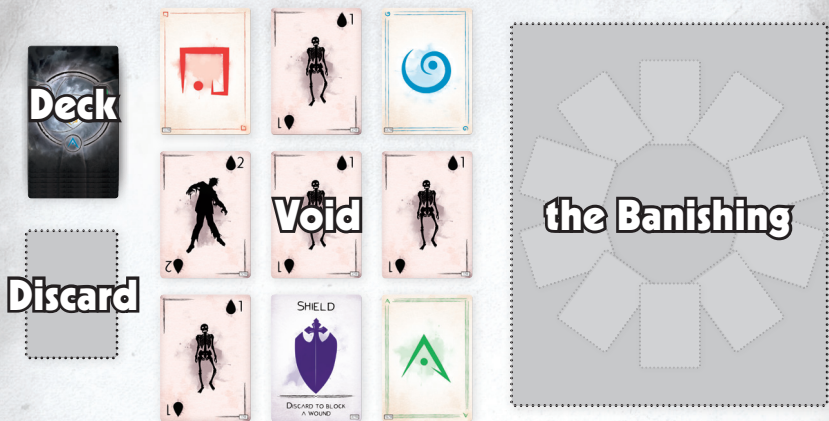


4. Shuffle the level **1, 2, and 3 undead** back into the Deck.
5. Place the level **4 and 5 undead** off to the side as they will be added later in the game.
6. Place the Deck face down on the table leaving space next to it for the Discard.

## C) Create the Void

1. Deal 9 cards faceup to the center of the table in a **3x3** grid .
2. If six or more of these cards are undead, shuffle all the cards back into the Deck and repeat the previous step.
3. Leave space next to the Void for the Banishing.





## HOW TO PLAY

The game consists of three rounds, where each round lasts until the final card is drawn from the Deck. After each round, more dangerous undead are added to the Deck, increasing the challenge as you progress. When a round ends add the new undead to the Discard then shuffle to create the Deck for the next round.

### Round 1

level 1, 2, 3 undead

### Round 2

add level 4 undead

### Round 3

add level 5 undead

Play proceeds clockwise starting with the player who has roleplayed most recently.

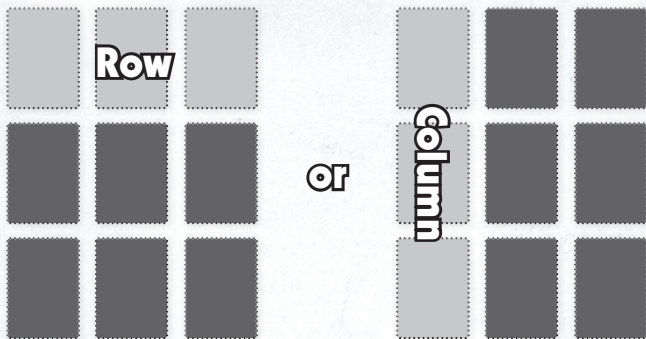
### Each player does the following on their turn

1. Take a row or column from the Void.
2. Use an ability. (optional)

## 1. Take a row or column from the Void

You **must** take all the **top** cards from a **row** or **column** in the Void. Place all symbol cards into your hand, place any items into their slot below your character sheet, and place any undead to the right of your character sheet.

Draw from the Deck to fill any empty spaces in the Void. Cards should be placed left to right, top to bottom.



## 2. Use an ability

You may use an ability. Announce the name of your ability then resolve its effect. An ability's entire effect must be completed if possible. Otherwise, complete as much of the effect as you can. An ability that involves multiple players starts with the active player then proceeds clockwise. Any cards drawn due to an ability are added to your hand unless otherwise stated.

**Note:** You may only use one ability per turn.

In general **RED** abilities are offensive,  
**GREEN** abilities are defensive, and  
**BLUE** abilities involve the Banishing.



## Unique Abilities

Play a matching set of 3 cards from your hand. Put the cards into the Discard (unless otherwise stated by your ability) then follow the ability's instructions on your character sheet.



**Level 1 abilities** — play 3 cards of matching color



**Level 2 abilities** — play 3 cards of matching color **and** matching symbol

Example: For the Fighter, playing any three red cards can activate the "kick" ability. But it would take three red cards, all having the same symbol, to activate the "spear" ability.

**Note: if you can activate "spear", those cards could be used instead to activate "kick".**

## Shared Abilities

Shared abilities do not require a matched set of cards but do count as an ability (ie. if you trade cards with another player you may not use any other ability this turn).

**Swap:** switch the position of any two cards in the Void

**Trade:** trade a card from your hand with another player (ie. give a card and receive a card)

**Rest:** discard one of your wounds that causes the least damage

**Pass:** do nothing

Once you have used an ability or passed, your turn is over and it is the next player's turn in clockwise order.



## Undead and Wounds

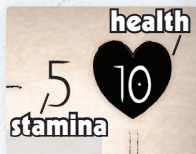
Anytime an undead is taken it becomes a wound and is placed to the right of your character. Each wound causes 1 – 5 points of damage.

## Exhaustion and Death

You are exhausted when your total damage matches or exceeds your stamina. If you are exhausted flip your character sheet: you may now only use your shared abilities.

If your damage is reduced below your stamina then you have regained your strength, immediately flip your character and resume play as normal.

If your total damage matches or exceeds your health ♥ then you have died and the game is lost.



## Communication

You may speak freely about any aspect of the game. And, though, you may talk about specific cards in your hand or ask for specific cards, you may not show the cards in your hand.

## Your Hand

There is a hand limit of 8 cards. If you have more than 8 cards at the end of your turn then you must discard any extra.

## The Void

Empty spaces should be replaced immediately from the Deck. Some abilities may cause cards to be stacked on top of each other; take only the top card from a stack. An ability that asks you to discard all cards includes all cards in a stack.

## The Banishing

Each character has a level 2 blue ability that allows them to play cards to the Banishing.

# WINNING AND LOSING

**WIN:** Play 10 cards to the Banishing.

**LOSE:** If a player dies, if all players are exhausted, or if you have failed to complete the Banishing by the end of the 3<sup>rd</sup> round.

## ITEMS

Items can be used immediately and do not count as an ability. You may only have one of each type and they may not be traded. Single-use items should be discarded after use. Permanent items stay with your character for the duration of the game.

**Shield (single use)** A shield may be used to discard an undead any time one is taken, even when taken at the same time as a shield. If you take multiple undead you may choose which one to discard. You cannot use a shield to discard a wound received in a previous turn.



**Wand (single use)** A wand acts as a wildcard and can be used in place of any symbol card.

**Armor (permanent)** Armor permanently adds 1 stamina to your character.



## CHARACTERS

**The Fighter:** A warrior and leader, they are the first to join a fight but also the first to lend aid to their companions.



**The Healer:** A scholar by nature, long hours of study have given them ability to heal all manner of wounds and to decipher arcane Banishings.



**The Bard:** An entertainer by trade, the bard is ill equipped to fight alone, but in a group all nearby grow stronger in their presence.



**The Sorcerer:** A powerful magic user they are also the most vulnerable and will need the support of others to survive.



**The Thief:** A thief and a gambler, they work best when manipulating the void from the shadows.



**The Witch:** A master of dark magic, the witch's abilities often come with a high price and must be used carefully.



**The Brute:** The brute's anger causes them to grow stronger with each wound they receive, but they also grow closer to death.



**The Cultist:** Nearly defenseless on their own the cultist has learned to train an undead as its servant and use it to do their bidding.



## QUICK RULES

- On your turn:
  - You must take a row/column from the Void
  - You may use one ability
- Play a matched set of cards to use a unique ability
- 8 card hand limit
- Place any undead taken into your wounds
- If damage matches or exceeds your stamina then you are exhausted, flip your character
- If damage matches or exceeds your health then you are dead and the game is lost
- If all players are exhausted the game is lost
- Play 10 cards to the Banishing before the end of the third round to win the game and save humanity!

## CREDITS

Game Design: Sean Rumble

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