

## FAQ

**Are Immortals (level III) the same as (Immortal)?** No. Even though they share the same name in the English version, «Immortals» represent the level III cards in the game, the clan leaders, whereas the term (Immortal) is a title used to define a card or to differentiate it when multiple cards share the same name (e.g., Narashima, Alpha, etc.). However, were the level III cards once considered (Immortal) in the game's history? Maybe. There is still much to discover about the past of Jalaanx!

**If I sacrifice the BHI Lacertids during the resolution of the Song for the Dead and reach 7 sacrifices, do I gain an activation token?** Yes, because it was present at the start of the phase, so its passive effect remains in effect. Similarly, if Astraia is sacrificed during the first round of sacrifices in the Song for the Dead phase, there will still be a second round of sacrifices.

**Which keywords are affected by the Aquavores?** All the keywords indicated above the card text: Veteran, Bounty, Wondrous, etc.

**What does (printed) mean in the text of the Aquavores?** For a card to be legally copied, it must not have a printed keyword on the card, meaning its effect is not blocked, for example, by Rukgnarl's passive ability.

**If I have a captured (Immortal) and a player plays Phoenix (Immortal), does this release my captured (Immortal) due to "Ethereal"?** A captured card loses neither its name or its title. Thus, it immediately gains "Ethereal" when Phoenix (Immortal) enters play, and as the Ethereal token's effect, the card is instantly freed.

**Nereidus does not prevent adding cards to one's hand, like Sqzees for example, only "drawing" them.** If the opponent must draw cards, the number of cards is reduced to zero.

**If I copy The Twins of Quaoar (Elrik), does this add another Immortal tile to The Twins of Quaoar (Elrik)?** Yes, and all of them remain active.

### Effects That Double With Glimmerfin :

- ◆ **Pizgig Kom'bo:** No additional effect from doubling.
- ◆ **Nezha:** Instead of drawing 2 cards, you now draw 4.
- ◆ **Shikigami No Tsume:** Instead of adding +2 military value, it now grants +4.
- ◆ **Hemro , the Bounty Hunter:** You now draw 2 cards whenever you capture or destroy a **Bounty** or (Immortal) card.

**WARNING** Glimmerfin does not double its own **Akasha** effect.



Play Gosu X on BGA: <https://bga.li/LpWS>



19

**cards**  
(15 Astraia + 4 evolutions)

5

**keyword tiles (Immortal)**



1

**clan tiles**



1

**rule leaflet**

In the growing shadow that looms over Jalaanx, the kingdom awakens to the presence of the Lacertids, guided by their queen, Astraia. Emerging from the mystical waters of an enchanted lake atop a plateau higher than any of Jalaanx's mountains, these beings carry within them the gift of immortality, an inheritance that binds them to the eternal cycle of rebirth. This power, enriched by the sharing of knowledge and strength among the Immortals, weaves a powerful web ready to face both ancient and new threats.

At the heart of this maelstrom, the connection between Astraia and Phoenix, marked by a fraternal bond, is just one aspect of the vast saga of Jalaanx. Their shared history, filled with untold secrets, adds an air of mystery to the alliances and strategies emerging across the realm. However, the hope of overcoming present challenges lies in the unity of forces and the convergence of destinies—as long as Phoenix has not already fallen to Rukgnarl's corruption...

The Lacertids, under Astraia's leadership, find themselves at the crossroads of alliances and conflicts. Their decision to ally with certain clans will be crucial. The figures of Balisteer and Ne'O, newly ascended to immortality, pave the way for new potential alliances.

This period of turmoil is also marked by the looming shadows of Abunakkashii the Corrupter and Rukgnarl Bonesreaper, whose dark influence continues to challenge the clans, demanding a united



and powerful response. The presence of the Lacertiids, with their unique ability to rejuvenate and share their powers, offers a glimmer of hope in the fight against these dark forces.

In the current context of war and uncertainty, the alliances and conflicts forming around Lacertiids, Phoenix, Xi'an, and Tomorrow will play a crucial role in Jalaanx's future. The decisions made, guided by ancient wisdom and the bravery of heroes, will shape the kingdom for generations to come.

The fate of Jalaanx hangs in the balance, woven from ancient oaths and new challenges. As the waters of the Sacred Lake continue to whisper promises of immortality, the Lacertiids prepare to take their place in this epic struggle, ready to defend their legacy and fight for the balance of their world.

### New Rules for (Immortal) Cards

When an (Immortal) card enters play, flip the corresponding (Immortal) keyword tile. From that moment and until the end of the game, all Immortal cards for all players gain this keyword in all game zones. This rule is permanent (if you are playing with 11 clans or more) and applies even if Astraia's clan is banned or passive.

**Clarification:** The term (Immortal) appears to the right of the card's name. It is not a keyword or a card level (see FAQ).

As of now, there are 6 Immortal cards:

Phoenix (Immortal)	Ne'O (Immortal)
Dalisteer (Immortal)	Craz'yz Glurk (Immortal)
Moncho Floodfury (Immortal)	Astraia (Immortal)

### Rules Update

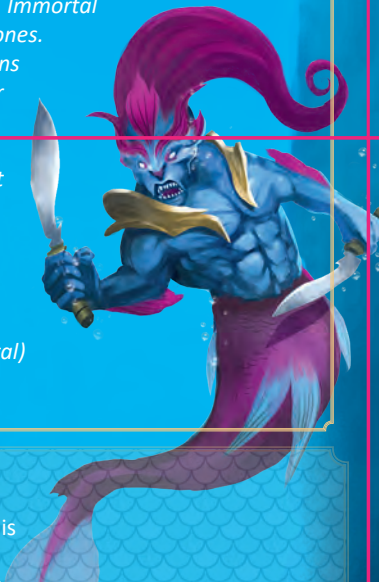
With the introduction of Aquavores, a new game rule is implemented, effective from this expansion onwards:

Effect loops: In an effect loop, a card's effect cannot be

activated/copied more than once. **Echo** activation counts as a new loop.

Simplification of text: The term "OPEN" will no longer be used for destruction effects.

Destruction effects can only target **OPEN** cards.



### Evolutions Included in

### ⚔️ Astraia, Queen of the Lacertiids ⚔️

The 4 evolution cards must replace the following cards:

**Ne'o:** (Immortal) Gains the (Immortal) title.

**Dalisteer:** (Immortal) Gains the (Immortal) title.

**Fenghuang:** New text: Search your deck for a card named Phoenix or an (Immortal) card. Shuffle your deck, place the chosen card on top. Then, draw as many cards as there are Phoenix cards in play.

**Hemro, the Bounty Hunter:** Gains the **Akasha** keyword.

New text: When you capture or destroy an opposing **Bounty** or (Immortal) card, draw 1 card.



### Drafting with 11 Clans

Randomly choose the first player—this order will be maintained throughout the draft and game start.

**IMPORTANT:** During draft phases 1 and 2, when a clan is BANNED, return the deck of that clan to the box, except for the **Akasha** card of the clan if it has one. Indeed, if the banned clan has an **Akasha** card, place it on the side of the game board—its effect applies to ALL players during the game. Do not store the tiles of the banned clans in the game box, as The Twins of Quaoar (Elrik) can take them and copy them if the Astraia clan is played.

◆ **Step 1:** Randomly ban one clan.

◆ **Step 2:** Starting with the first player, each player bans one clan of his choosing amongst the remaining ones.

◆ **Step 3:** Set up the remaining 8 clans and proceed with the draft as in the base game.