



Sinlore's Return

Sinlore the Conqueror was a plague on rival clans in ancient times, but even the Skull Clan must answer to the grave. Now, a mysterious prophet known as the Robed Figure claims to have gathered the components for an ancient ritual to return Sinlore and his vanquished army to power. Can the Flower Clan gather their strongest fighters and use power of the Crystals to stop Sinlore's return?



Special Rules

1. If Sinlore the Ancient is on the side of the board and there are 5 or more reanimated units on the board, then the Skull Clan player may summon him into their Home Zone for free ("The Cost" special ability still applies).
2. If Sinlore the Ancient is in the discard pile, he may be summoned as normal from the discard pile.
3. If Sinlore the Ancient would be removed from the game or placed in the Skull Clan's draw pile, instead place Sinlore the Ancient next to the game board.

Victory Conditions

The Skull Clan player can only win by performing an Invade action with Sinlore the Ancient's squad.

Special Set-Up

1. The Skull Clan starts with 3 x Ancestral Warriors and 3x Ancestral Knights in their discard pile.
2. Set Sinlore the Ancient next to the Game Board.
3. The Flower Clan player goes first. (The Skull Clan player draws an extra card as usual.)

