



Sing a Song of Big

The Blood Clan has obtained an especially powerful crystal, called Epoch's Revival. They have fed it to Big. The result? Big has become easier to summon, constantly returns from the dead, and can easily destroy the Stone Clan if it can eat enough of them. The Blood Clan has launched an all-out attack to achieve this. If they can get Big to eat enough of the Stone Clan's units, they should be able to satiate Big's hunger for now (before he decides to eat any Blood Clan units, that is.) If the Stone Clan can gather enough of the Crystals, though, they should be able to undo the power of Epoch's Revival.



Special Set-Up

1. Stone Clan starts with a Workers unit in the 2 crystal zones nearest their home zone.
2. Place Big to the side of the board.
3. The Blood Clan goes first. (The Stone Clan player draws an extra card as usual.)

Special Rules

1. Big's song reduces Big's summon cost for every ONE unit the Blood Clan player controls instead of every 2.
2. When Big is to the side of the board, the Blood Clan player may summon Big as part of any summon action, but Big is not considered to be in the Blood player's hand.
3. The Blood player cannot move other squads they control into Big's zone. If Big would ever be in the same zone as other Blood units, destroy those units.
4. Whenever Big leaves the battlefield, Big returns to the side of the board.
5. Whenever Big destroys a common enemy unit in battle, set that unit aside next to the board.

Victory Conditions

- The Blood Clan can only win if 8 or more common units have been set aside next to the board.

