

Introduction

Two summoners are battling it out on a battleground, using summoning and sorcery to gain control of the board and defeat their opponent.

Table of Contents

Introduction	1
Gameplay and Goal.....	2
Components	2
The Battleground	3
Range	3
Setup.....	4
Building your starting deck.....	5
Constructing the market	5
Player Turn	6
Resolve Enchantments	6
Spellcasting	6
Battle.....	7
Upkeep.....	9
Mechanics.....	10
Summoning.....	10
Battle Rulesets	12
Experience and Game phases	13
Auras.....	13
Enchantments	13
Conditions	14
Keywords	14
Index (TODO generate)	15

Gameplay and Goal

Start with a class-specific deck of spells, filled with resources, Summons and Sorceries. Prepare and cast the spells to populate the board with your minions and watch them battle in your stead, push through enemy lines, and lay siege on the enemy player. Use sorceries to greatly affect the battle and gain an edge over your opponent. Grow in experience as the game goes on and use it to build and upgrade your deck with new cards from a constantly changing market. Carefully manage your economy to make a fast-flowing deck and ultimately, overwhelm and decimate your opponent.

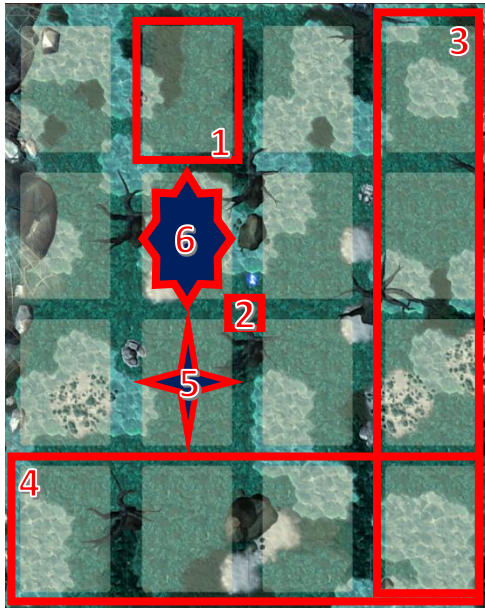
Reduce the enemy player's life points to 0 in order to win.

Components

1. Lots of cards (henceforth called „spells“)
 - Paladin set (9 sorceries, 1 unique, 4x2 summons)
 - Warlock set (9 sorceries, 1 unique, 4x2 summons)
 - Elementalist set (9 sorceries, 1 unique)
 - Neutral set (17 sorceries)
 - Crystals (4x9)
2. Condition tokens (Haste, Stun, Disarm, Turnover, Chill, Antimagic, Snare)
3. Mana tokens (white, red, purple, blue)
4. HP/Attack Dice

The Battleground

The place where most things happen, the battleground is the focus of the game.



1 – **Field** – It can contain only one summon.

2 – **Intersection** – Where corners of two or more fields meet. Not a field.

3 – **Lane** – A chain of fields connected by their shorter edge (vertical).

4 – **Row** – A chain of fields connected by their longer edge (horizontal).

5 – **Adjacent** – Two fields are adjacent only if they share an edge. Two entities are adjacent if their fields are adjacent.

6 – **Neighbouring** – Two fields are neighboring if they share an edge or a corner. Two entities are neighboring if their fields are neighboring.

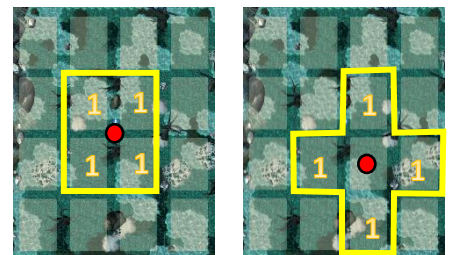
Range

The range is counted by adjacent fields, orthogonally. Depending on the origin, the range is counted differently.

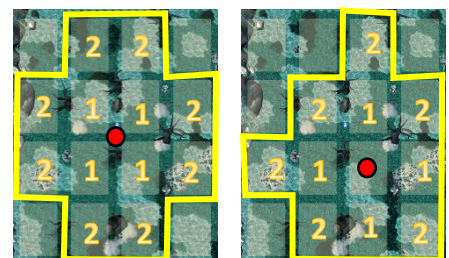
- When the origin is an **intersection**, all fields whose corners are part of that intersection count as being at range 1.
- When the origin is a **field**, only its adjacent fields count as being at range 1.

After you determine the fields at range 1, just keep counting adjacent fields. Examples below.

Range 1 from Intersection (left) and Field (right)



Range 2 from Intersection (left) and Field (right)

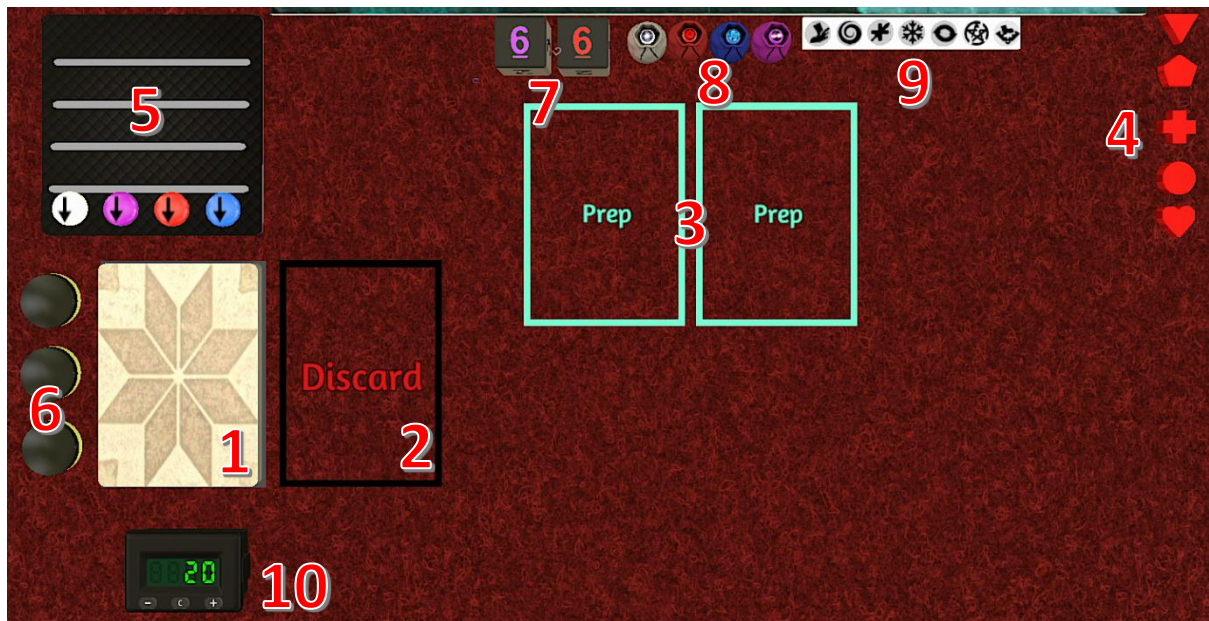


Setup

The setup consists of 3 steps.

1. Decide the starting player by rolling dice.
2. Players draft and build their starting decks, starting from the last player.
3. Construct the market out of the remaining cards.

Then organize your play area (example below) and set your life points to the starting amount (20).



- 1- Spell deck
- 2- Discard pile
- 3- Spell preparation slots
- 4- Enchantment token piles
- 5- Mana Pool
- 6- Experience tracker
- 7- HP and Attack dice pile
- 8- Mana token piles
- 9- Condition piles
- 10- Life Points

Building your starting deck

Each starting deck must have 10 spells. Each of the steps is done by both players in order (starting player goes last) before the next step.

1. Pick a starting class and gain its Unique spell
2. Add 1 or more Tier 1 class spells (sorceries and summons)
3. Pick 1 neutral card and add it to your deck (or draw 3 and choose)
4. Fill the rest of the deck with Crystals (the deck must have 10 spells)

Keep in mind; when summoning a card onto the battleground, it leaves your deck for as long as it's alive. Have either enough summons to cycle or a sorcery or two to keep casting.

For new players; a ratio of 1 sorcery + 2/3 summons + 5/4 crystals seem to have a decent tempo.

Constructing the market

The market consists of three face-down spell decks, one for each tier/phase of the game, and four face-up crystal decks, one of each color.

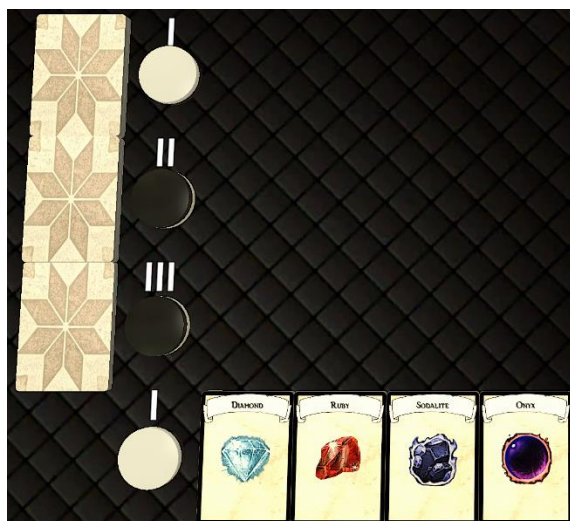


Image 1

To keep the market fair for both players and limit the effect of randomness, a special technique is used to construct the market deck.

1. Take the rest of the tier 1 spells of both classes and make one deck per class.
2. Shuffle both decks and distribute them 1 by 1 among four new (tier 1) piles.
3. Take tier 2 sorceries and one of each tier 2 summons and make one deck per class.
4. Repeat the second step with tier 2 spells, creating four new (tier 2) piles.
5. Take the rest of the neutral cards into a deck and shuffle it.
6. Deal 8 neutral cards among the first (4) set of piles, and deal up to 8 neutral cards among the second set of piles (3). Reveal any leftover cards. They are out of the game.
7. Take the tier 3 spells and distribute them into three new (tier 3) piles.
8. Stack the piles to make 3 market decks, one for each tier (piles with most cards on the bottom) [Image 1, left]
9. Finally, add the four crystal decks face-up on the side. [Image 1, down]

Create the Tier 1 coin pool (6 coins) and Tier 2 coin pool (10 coins). From the rest make the Tier 3 coin pool.

Player Turn

The turn consists of 4 main phases.

Resolve Enchantments	6
Spellcasting	6
Casting a spell	6
Preparing a spell	7
Charging a spell	7
Battle.....	7
Performing an Attack	7
Advancing a summon.....	8
Defending.....	8
Upkeep.....	9
Buy Spells.....	9
Reset your Hand.....	9
Reset Summon Attack	9

Resolve Enchantments

Read and resolve the "Enchantment" text on all cards that contain your enchantment token, in any order. Remove one enchantment token from it. If the removed token was the last one remaining, discard it. Read more about effects on section Effects on page 13.

Spellcasting

Any cards in a player's deck are considered spells. Spells can be **cast**, **prepared**, and **charged**.



Image 2

- 1 – Name - of the spell
- 2 – Cost - of the spell. The example is showing two white mana
- 3 – Type - of the spell. These are used for spell interactions.
- 4 – Text – of the spell. It is resolved upon casting the spell.

Casting a spell

You can only cast a spell that is either prepared or in your hand. To do so, you must first pay its cost [2, Image 2] in mana. You cannot cast a spell if you cannot pay its cost. Then, resolve its text. If it has a *Summon* type, proceed to summon it (How to summon" on page 10). If its text contains *Aura* or *Enchantment* keywords, place it in your play area (Auras on page 11, Effects on page 13).

Preparing a spell

If you do not have the resources to cast a spell, or the situation does not call for it yet but you don't want it to be discarded, you may prepare it by placing it face down in your play area. You can only prepare a spell if you have a free spell slot (each player has 2 spell slots), however, you may replace an already prepared spell with a new one, discarding the old one in the process.

Charging a spell

During your Spellcasting phase, you may use mana tokens to charge one of your prepared spells. Place the mana token on top of your prepared spell, it becomes a mana charge instead, and is not considered to be a mana token anymore. Each mana charge on a prepared spell counts as payment when you would cast that spell. Mana charges cannot be removed and they are discarded if that prepared spell is discarded. You cannot place a charge if it would not reduce the cost of the spell. I.e. you cannot place 1 red charge or 3 white charge on a spell that costs 2 white mana. This gives your opponent a chance to guess which spell is prepared based on its mana cost.

Battle

In the battle phase, you resolve actions of each summon that you own on the battleground, one by one. This happens automatically according to the rules, and you do not choose where the summons move or whom they attack. **This lack of agency is supposed to greatly reduce the number of possible choices in a turn and its goal is to keep the pace and the game moving forward. Instead of thinking reactively about what to do, it should allow both players to plan around it and think ahead.**

Currently, there is not yet a „best“ ruleset to do the Battle phase, so a few will be listed, each with its own quirks. Before settling down on the best one, they need some playtesting. More on that in the section „Battle Rulesets“ on page 11.

Performing an Attack

When a summon would attack, it is performed in the following steps.

1. Determine a target – Search for a foe in a clockwise direction (left to right), prioritizing foes that are lower range from the attacker. In the example, Guard attacks #2
2. If there is no available target, the summon does not perform the attack.
3. If the attacker has a valid target, it performs the attack. Deal damage by subtracting the attacker's „Attack“ value (purple die) from the defender's „HP“ value (red die).
4. If the defending summon dies, the attacker's owner gains 1 exp, but only if the defending summon is owned by the enemy player (auto-kills or denials do not reward exp).



Image 3


Advancing a summon

Summons cannot change lanes. When a summon would advance, first, check if the summon has a valid attack target. If such is the case, the summon does not advance.

If summon has no valid target to attack, first check if the field in front of the summon is occupied. If it's not occupied, the summon performs the advance. Move it on that field.

Defending

When resolving actions of a summon you may choose to either perform an Attack or Defend. If the summon defends, rotate the card sideways. It is considered to be „defending“ until its next Battle phase. When a summon that is defending would be attacked, its defense value is subtracted from the attacker's Attack value before applying the damage. If defense value is below 0, it is not applied.

Defense value is equal to the summon's tier. Each  showing on the summon adds 1 Defense value.

A summon is considered to threaten a foe if following conditions are met:

- The summon is adjacent to its foe
- The summon has an attack value (which means it is able to perform an attack)
- The summon is not Defending
- The summon is not the Attacker

A summon that is being attacked is considered to be in a flank if there is at least one summon that threatens it. A defending summon loses 1 defense value for every summon that threatens it.

Upkeep

This phase is the cleanup phase, and the phase in which players expand their decks. It consists of „mana decay“, „buy spells“ and „reset your hand“ steps, in that order.

Buy Spells

This is the phase in which active player interacts with the market. You use the coins gained by leveling up (Experience on page 11) to gain spells from the market. Each spell costs 1 coin, no matter the tier.

The market row acts like a queue, and the order of spells should always stay preserved. When you buy a spell, immediately push the spells which are newer than it forward to close the gap, and then reveal a new spell. You should always have 4 choices (for the second row 4 and the third 3).

When you decide to stop buying or run out of coins, discard the oldest spell from each unlocked market row (into a face-up discard pile) and advance the rows, then reveal a new spell in each row. The order of cards should stay preserved. When there are no spells in any market deck, flip the market discard row, and it becomes the market deck for that row.



Reset your Hand

Discard all spells from your hand into your discard pile, then draw 5 spells.

Keep in mind: Spells that are „retained“ are not discarded. Take them back into your hand at the end of this phase (after you have drawn your new hand.)

Reset Summon Attack

After you finish your turn, reset attack of all summons that you own to its base value.

Mechanics

Summoning

When playing a spell of a type „Summon“, it must be summoned onto the battleground.



- 1 – Name - of the spell
- 2 – Cost - of the spell. The example is showing two white mana and one red mana
- 3 – Type - of the spell. These are used for spell interactions.
- 4 – Text – of the spell. It is resolved upon casting the spell.
- 5 – Attributes – Example summon has 1 additional attack range.
- 6 – Base Attack – value of the summon.
- 7 – Base HP – of the summon.

How to summon

You place the summon card onto the battlefield, in one of the fields in the row closest to you. Then you place an Attack die and set it to the summon's base attack value, and place an HP die and set it to the summon's base HP value.

In this example, Guard has a base attack value of 1 and a base HP value of 3.



Summon Modifiers

Modifiers add special abilities to the summons. Each modifier changes the way it acts during battle phase or it adds additional bonuses to actions it already has.



Attack range – When a summon would attack, include targets at +1 range from the attacker. Base attack range is 1, and each Range modifier showing increases the attack range by 1.



Shield – For each shield modifier showing on a summon, add +1 to its Defense value when it is defending.



Pack Tactics – A summon with Pack Tactics showing may threaten even while it is defending.

Battle Rulesets

Ruleset – Charging Line Cascade

Fully resolve your summons lane by lane left-to-right (cascade), bottom-to-top (line). When resolving a summon, first attempt to perform an advance. And then attempt an attack (charging).

This ruleset favors the classic tank-in-front-of-ranged combination and increases the balance by making it easy to defend against approaching summons, which can stop snowballs and slow the game down.

Because the bottom summons advance first, there is always a gap between the furthestmost line and the rest of the summons.

Ruleset – Aggressive Charging Cascade

Fully resolve your summons, lane by lane left-to-right (cascade), top-to-bottom (aggressive). When resolving a summon, first attempt to perform an advance, then attempt an attack.

This ruleset favors fast pushing. All the frontmost summons go first, and if they advance, the summons behind them will also advance and close the gap between, and potentially get an attack in (aggressive).

Ruleset – Marching Line Cascade

Fully resolve your summons, lane by lane left-to-right (cascade), bottom-to-top (line). When resolving a summon, first attempt to attack, and then perform an advance (marching).

This ruleset is thematic in that when summons advance, they do not attack. Only after they've rested a bit, do they perform an attack.

It delays the damage dealing, giving the players one more round to react before their summons take damage or are killed. It makes it much harder to defend against an incoming wave, forcing the defending player to take a more tactical approach. On the other hand, it grants much power to the summons alone and enables snowballing just from that.

Ruleset – Aggressive Marching Cascade

Fully resolve your summons, lane by lane left-to-right (cascade), top-to-bottom (aggressive). When resolving a summon, first attempt to perform an attack, then perform an advance (marching).

Ruleset – Wave

Replace „Cascade“ with „Wave“ in all the listed rulesets. The only difference is, that you first resolve the first action for all summons, and then you resolve the second action for all summons. Depending on the ruleset it can be All attack -> All advance or All advance -> All attack.

The observed effect of this type of ruleset is a lot of dead summon turns. It makes the battle phase much quicker to execute due to the very small chance of one summon's actions influencing another summon's actions (except for killing the target and wasting their turn). It brings the whole point of having a battle phase into question.

Experience and Game phases

To strengthen and develop your deck with new spells from the market, you need coins. You gain a coin when you collect 3 experience. You can gain an experience point in several different ways.

- At the end of your Battle phase, you gain 1 exp.
- After you kill a summon that is owned by your opponent, you gain 1 exp.
- After you summon a card, you gain 1 exp.

After reaching 3 exp, discard them and gain a coin from the shared coin pool of the current tier. After all of the coins have been emptied from a pool, the game enters the next phase. Unlock the market row for the matching tier. E.g. after emptying the coin pool for Tier 1, the game enters the second phase, and you unlock the Tier 2 market row. The game has 3 phases in total and 3 market rows. After reaching the third phase, the balance should already be sensitive, and any wrong move or a streak of bad luck could end up in a difference between win and loss.

Auras

Some spells have an „Aura“ clause in their text. It is a persistent ongoing rule that is always active for as long as the card is in play, and whose effect usually depends on some condition or situation.

When a sorcery that you cast creates an Aura, place that spell in your play area.

If a spell that is summoned has an Aura, it is active while that spell is on the battleground.



Enchantments

Some spells have an „Enchantment“ clause in their text (2). Enchantments are resolved during the “Resolve Enchantments” phase of that spell’s owner’s turn.

Enchantment tokens (3) – are used to establish a relationship from an active Enchantment to the summons that it affects.



When you cast a spell that creates an Enchantment, choose an enchantment token shape that isn’t already in play (3) and place it on that spell.

Duration – If the spell text has a number next to the “Enchantment” keyword, it means the enchantment has a duration. It will only resolve that amount of times, and then it will be discarded. When this Enchantment enters play, it starts with a number of enchantment tokens equal to this number. At the end of every player’s “Resolve Enchantments” phase, the player removes one enchantment token from all of his enchantments in play.

Ending an enchantment – An enchantment ends whenever its last enchantment token is removed (from its card). Remove all matching enchantment tokens from the board and discard that spell immediately.



Conditions

Some spells apply one or more conditions to their targets. Each condition has its own rules, no matter what applied them or when they were applied.

Haste



Each haste token causes a summon to perform an additional Advance or Attack at the end of its next Battle phase.

Stun



Causes a summon to skip the next Advance or Attack that it would successfully do, then discard all its Stun tokens.

Disarm



When a summon with Disarm performs an Attack, it does not. Instead, it discards all Disarm tokens.

Chill



When a summon with Chill tokens deals damage with an Attack, reduce damage dealt by 1 for each Chill token it has, then discard a number of Chill tokens equal to damage reduced (any extra Chill tokens remain on that summon).

Turnover



A summon with a Turnover is considered a foe to its owner and an ally to its owner's opponents. During advance, it moves towards its owner. Its owner does not change, only its behavior is changed.

Antimagic



A summon with Antimagic cannot be targeted or affected by Sorcery cards, any damage dealt by Sorcery cards becomes 0 and cannot be modified. Sorcery cards cannot place any enchantment tokens or conditions onto them. Antimagic is discarded during that summon's next Resolve Effects phase.

Snare



A summon with Snare skips its next Advance that it would successfully do, then discards one Snare token.

Keywords

To attack – perform an attack as specified in the section Performing an Attack.

To defend – rotate the summon sideways. Attacks against it are reduced by this card's tier value.

To heal – A summon that is healed gains the listed amount of HP, but only up to its base HP. Healing a summon that has equal or more HP than its base HP value has no effect.

To enchant – Place a new enchantment token on the affected entity, matching the spell's enchantment token. Only place one token, unless specified otherwise.

To unenchant – Remove all enchantment tokens matching this spell's enchantment token from the specified entity.

enchanted (conditional) – Whether the entity in question has one or more enchantment tokens matching the enchantment token of that enchantment.

To end (an enchantment) – Remove all enchantment tokens from the spell.

To summon – To summon a spell as specified in the section „How to summon“.

To target – Choose a target entity. The following text will refer to this entity.

Retain (a spell) – Place these spells aside. After the „Reset your Hand“ phase, take these spells back into your hand.

Draw – Draw the listed amount of spells from your deck into your hand.

Gain (a spell) – If not specified, put it into your discard pile.

Gain (mana) – Take a mana token of the listed color.

Gain (Attack or HP) – Increase the value on the appropriate die without limit. If necessary, add more dice.

Deal damage (to a summon) – Reduce its HP die by the listed amount. If unable to do so, that summon is killed.

Dies (a summon) – A summon dies when its HP would be reduced below 1 HP. It is discarded.

Alive (a summon) – a summon is alive as long as it's on the battleground and has 1 or more HP.

HP – A summon's current HP value, sum of values shown on its HP dice.

Attack – A summon's current Attack value, sum of values shown on its Attack dice.

Base HP – An HP value shown on the summon's card.

Base Attack – An Attack value shown on the summon's card.

Kill (a summon) – Reduce its HP to 0. Take credit for its death.

Own/owned (a spell) – A spell is owned by a player that cast or summoned it.

[Index \(TODO generate\)](#)