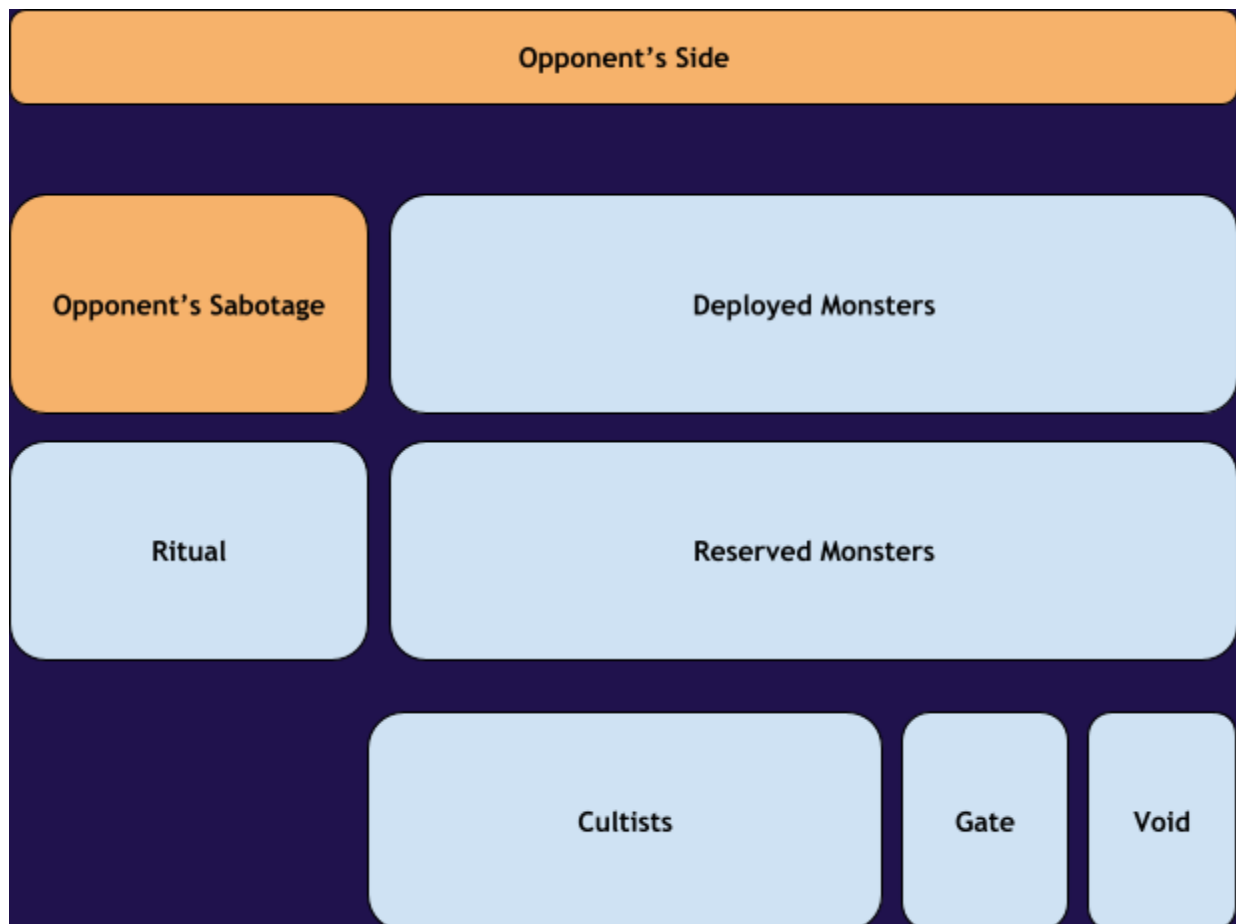# Vile Incantations

Introduction

Vile Incantations is a 1v1 card game in which players act as cult leaders racing to summon their chosen deity into reality. Players take turns, using their cards to recruit cultists, summon monsters, and perform rituals that generate energy. The first player to reach one hundred energy wins the game.

Materials

- Fifty-Card Gate Deck x4
- Twenty-Sided Die x2
- Cultist Card x20

Game Zones

| Opponent's Side		
Opponent's Sabotage	Deployed Monsters	
Ritual	Reserved Monsters	
	Cultists	Gate / Void

Setup

1. Each player selects one of the four gods (ape, phantom, fungus, or kraken) and uses their associated gate deck for the duration of the game. Shuffle your chosen deck and place it into your gate zone.

2. Randomly choose a player (e.g. coin flip). The chosen player goes first.

3. Each player draws seven cards. Cards are drawn from the gate deck and make up a player's hand. If you run out of cards in your gate deck and are unable to draw a card, you lose the game.

Playing Cards

Many cards have a cost in order to be played from your hand. That cost is shown as a number in the card's upper right-hand corner, and represents the amount of devotion you need to spend.

Cultists produce devotion, so before you can start playing cards, you need to start recruiting cultists. Each cultist you control can be exhausted (signified by turning the cultist sideways) to produce one devotion, and your cultists refresh/turn right-side up at the beginning of each of your turns. You must spend the devotion you produce when you produce it or it disappears.

Sample Card
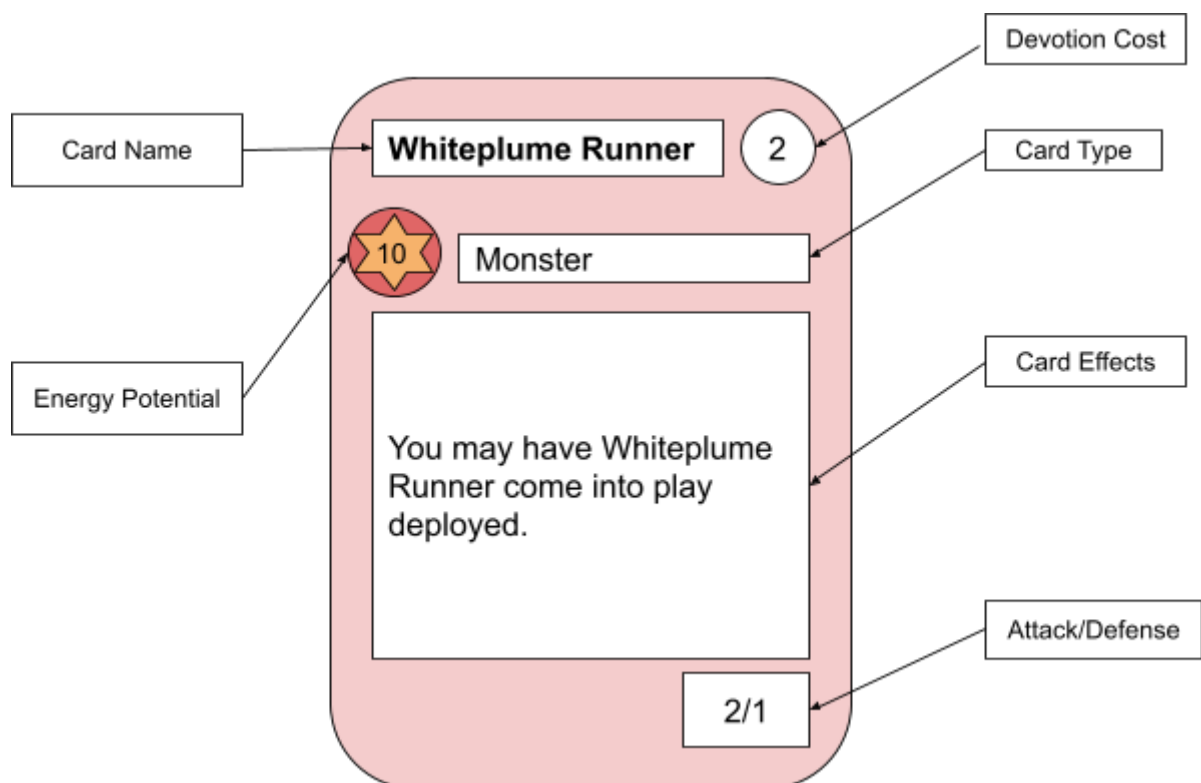
Turn Structure

1. **Beginning Phase** - Each cultist you control becomes refreshed. Draw a card.

   If it is your first turn of the game, and you are going first, skip drawing a card.

   If it is your first turn of the game, and you are going second, "gather" (look at the top five cards of your gate deck, you may set a component card from among them face-down in your ritual zone and put the rest on the bottom of your gate deck in a random order).

2. **Main Phase 1** - You may take any number of the following actions:

   - *Once per turn*, you may set a component card from your hand face-down in your ritual zone.

   - *Once per turn*, you may recruit a cultist (place a cultist card into your cultist zone) by putting a card from your hand on the bottom of your gate deck. It is immediately exhaustible. You can control a maximum of ten cultists, after which you can no longer take this action and any effect that would recruit a cultist does nothing.

   - Play spell and monster cards from your hand by paying their devotion costs (see *Playing Cards*).

     ○ Spell cards have a one-time effect and then are put into your void zone.

     ○ Monster cards stay in play and are placed into your reserved zone. While reserved, they are safe from your opponent's attacks. However, they can't attack/block in combat or bolster (increase energy production of) rituals.

   - Deploy any number of monsters that you did not play this turn (move them from your reserved zone to your deployed zone).

   - Activate abilities of monsters you control. An activatable ability is one that has the format "cost: effect". You activate the ability by paying the cost and apply the effect. If the ability simply says "once per turn: do x", then it is free to activate once per turn.

   - Set sabotage cards from your hand face-down in your sabotage zone (opposite your opponent's ritual zone). When you set a sabotage card, you can spend any amount of devotion and add it to your stockpile (keep track using a twenty-sided die). You may use the stockpiled devotion as well as devotion you produce normally to play your face-down sabotage cards in response to your opponent performing a ritual.

For example, you set a sabotage card with a devotion cost of five and exhaust two cultists to stockpile two devotion. When your opponent performs a ritual, you could flip your sabotage card face-up and only have to pay three devotion, plus your two stockpiled, to play it. Like spell cards, sabotage cards are sent to your void zone once played.

3. **Combat Phase -** You may attack with any number of your deployed monsters to try and destroy your opponent's monsters. Combat is divided into three steps:

   - *Declare Attackers* - State which monsters you want to attack with. Remember, only deployed monsters can attack or block, and you can declare attackers even if your opponent doesn't have any monsters to block with.

   - *Declare Blockers* - Your opponent may assign their monsters to block your attacking monsters. One or more monsters can be assigned to block each attacker.

   - *Damage* - Each attacking/blocking monster deals damage equal to its attack to the opposing monster. If multiple monsters are blocking your attacking monster, then you may divide your attacking monster's damage among them. If any of your attacking monsters weren't blocked, you may have them deal their damage to an opponent's deployed monster of your choice. If your opponent has no deployed monsters, no damage is dealt.

     Monsters die (are sent to their owner's void zone) when the damage they have been dealt equals or exceeds their defense, or when they are destroyed by a card effect. Damage dealt to monsters persists until the end of the turn.

4. **Main Phase 2** - You may take the same actions listed in main phase 1.

5. **Culmination Phase** - If you have at least three component cards in your ritual zone, you may perform a ritual. When you do, follow these steps:

   - Flip all of your component cards face-up.

   - Your opponent may flip up any number of face-down sabotage cards they have placed and pay enough devotion (stockpiled or produced through their cultists) to play them.

   - Each deployed monster you control adds strength to the ritual equal to its energy potential. This is referred to as the monsters "bolstering" the ritual.

   - All of your component cards' effects are applied. You may choose the order in which they are applied.

- You gain energy equal to the strength of the ritual. If a ritual has its strength reduced to a negative value from a card effect, you will lose that much energy instead.

- All component cards in the ritual are sent to your void zone.

If an effect would cause you to gather during the ritual, your newly gathered component is not part of the ongoing ritual.

6. **Main Phase 3** - You may take the same actions listed in main phase 1.

7. **End Phase** - Deploy any number of monsters. No more than two monsters can remain reserved, unless specified by a card effect. Damage that has been dealt to monsters this turn is removed, and any effects that specify the end of the turn occur.

Glossary

Attack/Defense	A monster's attack is the amount of damage it deals in combat. A monster dies when the damage it is dealt equals or exceeds its defense. The attack/defense of a monster is written in its lower right-hand corner.
Bolster	When a monster adds its energy potential to the strength of a ritual, it's bolstering the ritual.
Card Effects	Everything written in a card's main text box is part of its effects.
Comes Into Play	The deployed, reserved, cultist, ritual, and sabotage zones are considered 'in play'. A card comes into play when it is placed in one of those zones.
Controls	A player controls every card in their deployed, reserved, cultist, ritual, and sabotage zones.
Cultist	Cultists are represented by a cultist card and placed in your cultist zone. They can be exhausted to produce one devotion and are refreshed at the beginning of each of your turns.
Damage	Damage is dealt to monsters through combat or card effects, and when the accumulated damage equals or exceeds the monster's defense, the monster dies. Damage is removed at end of turn.
Deploy	Moving a monster from your reserved zone to your deployed zone.
Destroy	A destroyed card is sent to its owner's void zone.
Devotion	Devotion is used as payment to play cards and use abilities. A card's devotion cost is written in its upper right-hand corner.

Dies	When a monster dies, it is moved to its owner's void zone.
Discard	Discarding a card means to put a card from a player's hand into their void zone.
Draw	Drawing a card means to put the top card of your gate deck into your hand.
Energy	When a player gets 100 or more energy, they win the game. Energy is gained through performing rituals.
Energy Potential	The amount of strength a monster adds to a ritual when bolstering it. Energy potential is written on the top left-hand side of the card.
Exhaust	A cultist is exhausted to produce one devotion. This is represented by turning the cultist card sideways. An exhausted cultist can't be used again until it is refreshed.
Experience Counter	An experience counter gives the monster it's on an additional five energy potential. Counters can be represented by anything you have on hand, such as dice, coins, scraps of paper, etc. Counters disappear when the monster they're on leaves the deployed/reserved zone.
Gain Control	When you gain control of your opponent's monster, it is moved from your opponent's zone to your deployed zone. If you lose control of it, it is returned to your opponent's deployed zone.
Gate	Your deck of cards that you play with.
Gather	Look at the top five cards of your gate deck. You may set a component card from among them face-down in your ritual zone and put the rest on the bottom of your gate deck in a random order.
Hand	Cards that you have drawn from your

	gate deck are put into your hand and are available for you to play.
Negate	If a card's effects have been negated, then treat them as though they don't exist.
Owner	You own a card if it was originally in your gate deck at the start of the game.
Recruit	Place a cultist card into your cultist zone.
Refresh	Turn a refreshed cultist rightside-up. It can now be exhausted again to produce devotion.
Reserve	Moving a monster from your deployed zone to your reserved zone.
Set	Placing a component/sabotage card face-down in your ritual/sabotage zone.
Stockpile	Your stockpile is the devotion you have accumulated that can be used to play sabotage cards you have set during your opponent's rituals.
Strength	A ritual being performed has a strength, which is determined by the monsters bolstering the ritual and individual card effects. When the ritual is completed, you get energy equal to the ritual's strength.
Void	Your void zone, where dead monsters, discarded cards, etc. are placed.
+X/+Y	Increase a monster's attack by X and their defense by Y.
+1/+1 Counter	A +1/+1 counter gives the monster it's on an additional one attack and defense. Counters can be represented by anything you have on hand, such as dice, coins, scraps of paper, etc. Counters disappear when the monster they're on leaves the deployed/reserved zone.