

Quick Rules

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Introduction

Each player represents a class, it might be a **Warlock of the Brotherhood of the Sun** or a **Paladin of the Order of the Moon**. The objective of each player is to use its cards and skills to make the opponent 's life go to zero, winning the game.

Game Modes

There are two game modes:

1. Draft

In the draft format, two players draft decks and play a best of three tournament. In the draft format, the player that didn't start the last match starts the following.

1. The players plays heads and tails, the winner chooses its class, the other player must play as the other class.
2. Separate all Sun, Moon and Neutral class cards in three different decks.
3. Shuffle each deck.
4. Split the neutral deck in half, each player gets a half.
5. Add the class deck and the neutral deck together and shuffle it.
6. Each player reveals 3 cards from the top and chooses one.
7. The chosen card will make part of your deck, discard the other two.
8. Each player repeats this process 30 times, at the end, this will be your deck.

2. Constructed

In the constructed format, two players play against each other using pre constructed decks.

Each deck can only have 4 commons, 2 rares and 1 legendary of one type.

Start of the Match

1. Each player starts the match with:
 - 15 - Life points.
 - 0 - Fatigue points.
 - 1 - 30 cards deck.
 - 1 - Skill card.
2. At the start of the match each player shuffles its deck and draws 4 cards.
3. If the player wishes, they can discard a desired number of cards, draw the same number of discarded cards, and then shuffle the discarded cards back into the deck.
4. They play heads and tails, the winner chooses if it wants to start the game or not.
5. The player that did not start the match draws an additional card in its first turn.

Start of the Turn

Players alternate turns. At the start of the turn, the player in question:

1. Draw a card if possible.
2. Untap all your taped cards.

3. Halves the number of fatigue points rounded down.

Example:

If the player has 6 points, it becomes 3.

If the player has 5, it becomes 2.

If the player has 1, it becomes 0.

4. Resolves all **"At Start of Turn"** card effects.

Player's Turn

During its turn, after the start of the turn, the player can execute any of the action it chooses at any order:

1. Use a **Skill**.
2. Use any activated ability of a card in play.
3. Play **Spells** or **Summonings**.
4. Declare an attack.

Opponent's turn

During the opponent's turn, the player can, in response to any action of the opponent:

1. Use a **Skill**.
2. Use any activated ability of a card in play.
3. Play **Spell** cards or **Summonings** that have the **Counter Attack** or **Fast** keyword.

End of the Match

The match ends when one of the players concedes or has its life go below 1. In that case, the other player wins. If all players reach 0 life or less at the same time, then it's a draw.

Fatigue

Fatigue is the player's main resource.

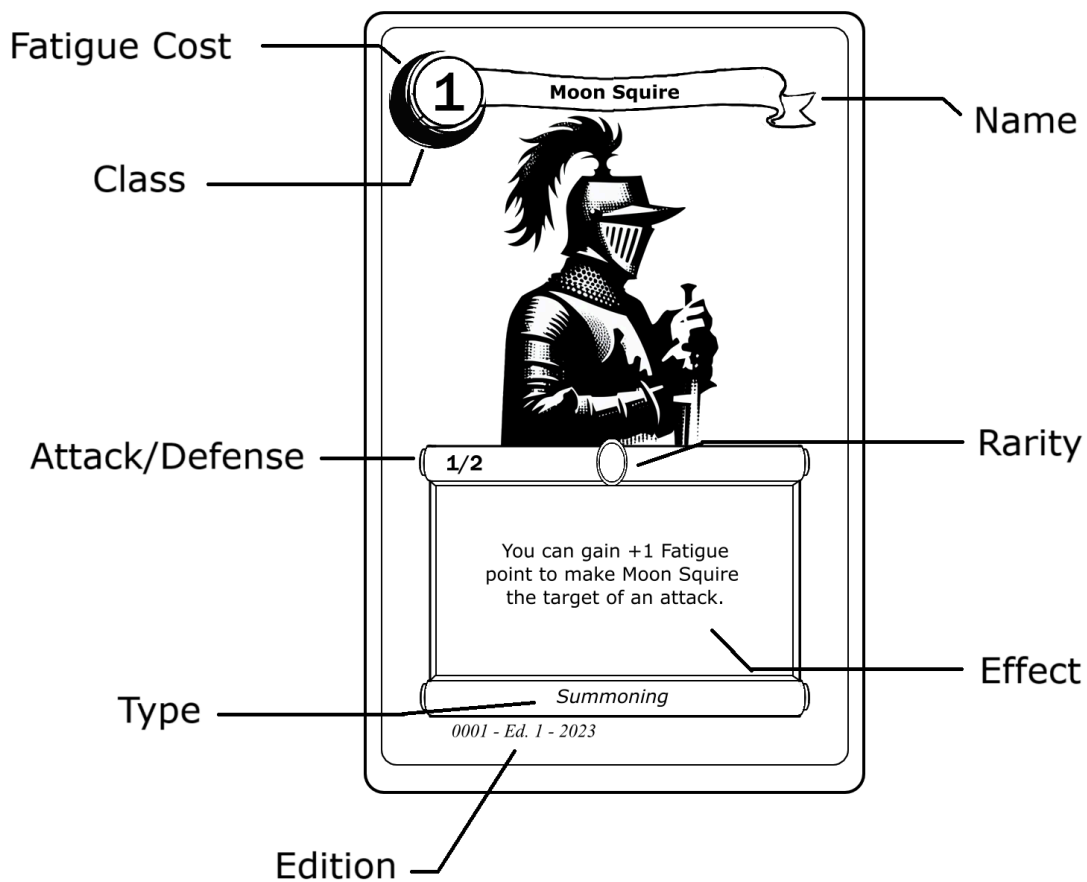
- The player starts the game with 0 Fatigue points.
- Cards can add or remove fatigue points.
- The player cannot play cards or activate effects in a way that exceeds their number of Fatigue points by 6.

- If any automatic effect exceeds the number of Fatigue points by 6, the player loses a number of life points equal to the surplus.

Cards

Each card has the following information:

- Name
- Fatigue cost.
- Rarity: Common, Rare, or Legendary.
- Classes: Neutral, Paladin, or Warlock.
- Edition.
- Type: Summoning or Spell.
- Effect.
- Attack & Defense (If it's a summoning).



After playing a card, the following rules apply::

1. Pay the card's Fatigue cost.
2. If there is any, the card's effect is resolved.
3. If it's a summoning, it enters play tapped, if it's a spell, it is discarded unless it's an enchantment.

Skills

The player can use one skill per turn at any time, whether it is an action on their turn or in response to an opponent's action. In other words, all skills are **Fast**. When using a skill, it taps the skill card.

Every player has the following abilities:

- **Inspire:** +2X Fatigue, the target summon you control gains X attack points until the end of the turn.
- **Medicate:** +X Fatigue point, gain X hit points.
- **Ponder:** +2X Fatigue points, draw X cards.
- **Meditate:** -X Fatigue points, discard 2X hole cards.

Combate

Tapped summonings cannot attack, but they can block.

After declaring an attack:

1. Declare the attacking summoning.
2. Declare the target summoning, if applicable.
3. The target player has the possibility to respond with a **Fast** card.
4. The summonings attack each other simultaneously.
 - a. Do the math: Attack of one minus the defense of the other: if the result is 0 or lower, the summon dies.
5. In the event that there are no summonings able to defend, the defending player takes the full damage.

At the end of the turn, the defense of all summonings are restored.

Keywords

- **Enchant a Summoning:** The effect is active as long as the summoning is not destroyed. When this occurs, the spell and summoning go to the discard area.
- **Counter Attack or Fast:** Can be played in response to an opponent's action.
- **Ignore Summoning:** When declaring an attack, the summoning is not required to declare a defender, having the possibility to directly attack the target player.
- **Harden:** Add X fatigue points to gain X defense points until the end of the turn.
- **Choose one:** The player must choose one of a number of possibilities.
- **Tap:** Tap the target card to activate the effect.
- **Ready:** The summoning comes into play untapped.
- **Pierce:** The excess damage of an attack is dealt to the target opponent.