

Athame

Complete your ritual, no matter the cost!

General Information

Number of Players: 2 - 4

Player Age: 7+

Play Time: 20 - 60 minutes

List of Components:

- 4 ritual circle cards
- 4 cheat sheet ("On Your Turn") cards
- 180 resource cards (40 triangles, 40 circles, 40 lines, 60 squares)
- 70 spell cards (10 of each)
- 12 unique event cards
- 8 artifice cards (4 Catalytic Crystals, 4 unique)
- 1 instruction manual

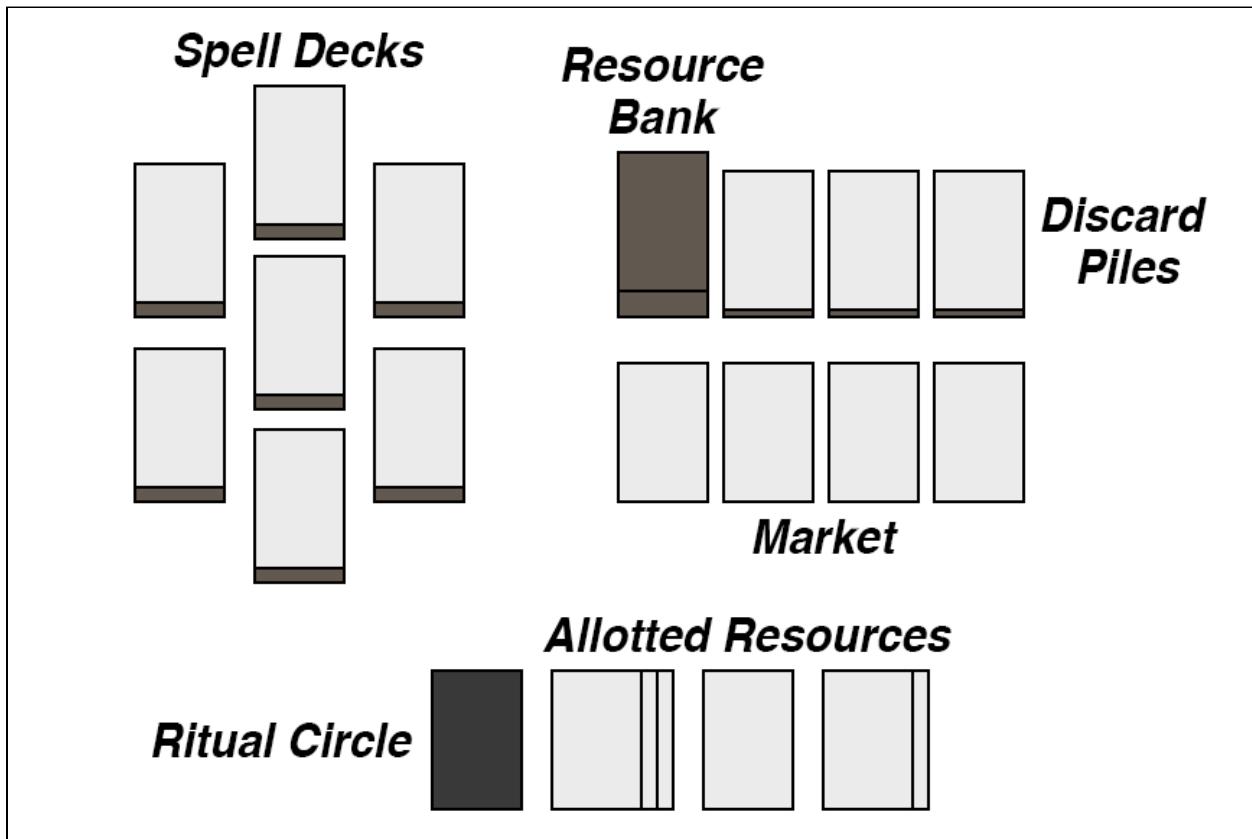
The Story

The Wizards' Guild of Ethshar has organized a competition amongst wizards. The prize? High standing and a nearly endless supply of magical materials. The task? Be the first to complete and cast a difficult 10th-order ritual spell. You and the other wizards will each select a ritual to construct and then compete, using any means necessary, including casting spells to hinder your opponents, to be the first to complete your ritual.

Objective

Be the first to complete your ritual circle by playing resources and casting spells.

Setup



Sample play area, showing one player's ritual circle and allotted resources.

1. Shuffle the resource cards into a single face-down deck to form the resource bank. There will be three face-up discard piles next to this deck, one for square resources (the square discard pile), one for event and artifice cards (the event/artifice discard pile), and one for all other resources (the general discard pile). You don't need to put anything there yet, just keep in mind that the discard piles will be there.
2. Put the top four cards of the resource bank face-up to form the market.
3. Separate the spell cards into seven face-up decks -- one for each type of spell.
4. Determine who will go first on your own terms, and have each player do the following, starting with the first player and moving clockwise:
 - a. Choose one of the ritual cards and place it face up in front of you. After everyone has done this, put aside any extra ritual cards; they will not be used.
 - b. Draw seven cards from the resource bank as your starting hand. Your hand should be kept private. There is no limit on how many cards you can hold in your hand.
 - c. Take one of the cheat sheet "On Your Turn" cards, if you want. These can be used for reference and are useful on a first playthrough.
5. Shuffle the event and artifice cards into the resource bank.
6. Start the game, starting with the first player. Players take turns moving clockwise.

How to Play

On Your Turn

1. **First**, do the following *in order*:
 - a. Allot up to four resource cards for your ritual circle.
 - b. Draw either four cards from the resource bank OR four cards from the market.
You cannot split your draw into cards from both. Note the special rules for drawing event cards (see “The Market” and “Event Cards” below).
2. **Then**, you may do the following actions *any number of times, in any order*:
 - a. Build a spell.
 - b. Cast a spell.
3. **Lastly**, take any spells you built on this turn and put them in your hand for later use.

These actions are all explained in greater detail below.

The Market

When you take cards from the market, wait until the end of your current action (i.e. drawing, casting a spell), then immediately replenish the cards in the market by drawing the same number of cards that were taken from the resource bank and placing them face-up. For example, if you choose to take four cards from the market during your normal draw action, take all four cards first, then replace them with four new cards from the resource bank.

Event cards and artifice cards cannot appear in the market. If an event/artifice card is turned face-up when replacing the cards in the market, immediately discard it in the event/artifice discard pile (without activating its effect, if it’s an event) and replace it with the next card in the resource bank.

Discarding

When you discard resources, put them face-up in the discard piles next to the resource bank. Remember, all squares go in the square discard pile, and all other resources go in the general discard pile.

When you discard spells, they are returned to the original spell deck they were drawn from.

When you discard event cards or artifices, put them face-up in the event/artifice discard pile.

Running out of Cards

If the resource bank runs out of cards, shuffle the three discard piles together into one deck and put it face-down as the new resource bank.

Allotting Resources for Your Ritual Circle

In order to win, you will have to allot a required set of resources for your ritual circle. The required resources are listed on your ritual circle card.

- **To allot a resource from your hand**, put it face up next to your ritual circle. You can only play resources that are still needed (for example, if your ritual circle requires six lines, and you have already allotted six lines, you cannot allot any more lines).
- **Allotting a resource “locks it in”** -- you can no longer use these resources for spell casting, but opponents cannot steal or destroy these resources anymore, either. As an exception, some events and artifices can interact with allotted resources.
- **As soon as you have allotted all necessary resources** listed on your ritual circle card, you win!

Spellcasting

Building Spells

To build a spell, discard the required resources (listed on the spell card) and take the spell card from its deck, putting it in front of you. You can place it face-up or face-down; it is your choice. Spell cards that are in front of you signify that they were made on *this turn*. As soon as you end your turn, take these spell cards into your hand. You cannot cast spells on the same turn they were made unless you discard an additional resource (see “Casting Spells” below).

Explosive Seal is an exception -- as soon as you build it, take it directly into your hand. Since it has a passive effect and can't be cast in the normal way, there is no need to leave it out in front of you.

Spell Costs

Spell costs are listed on the spell cards, right above their effects. These costs specify how many resources, and what type of resources you must discard in order to build each type of spell.

Although squares are exclusively used to build spells, most spell cards require you to discard non-square resources to build them as well.

- “**+x other**” means x number of non-square resource cards are required in addition to any squares. It doesn't matter if these resources are of one type or different types, as long as they are not squares.
- “**x of the same**” means x number of the same type of resource cards are required. For example, three circles can be used to build Simple Temporal Stasis, but so can three lines, three squares, or three triangles.
- “**x of any**” means x number of any type of resource cards are required.



Casting Spells

To cast a spell that is in your hand, discard the spell card (into the deck it came from) and follow the effect written on the card. Remember, effects that steal or discard opponents' cards can only be cast on cards in the opponent's hand, not cards that have been allotted for their ritual circle.

You can cast a spell on the same turn it was built by discarding one resource of any type to immediately cast one of the spells you made this turn (the spells kept in front of you). Just like with the spells in your hand, you can do this any number of times.

If you manage to steal a spell from an opponent using Ennerl's Total Invisibility, you are allowed to use the stolen spell on that same turn, since it goes directly into your hand.

As for Explosive Seal, you cannot cast it in the usual way. Instead, the spell is cast from the moment it enters your hand. Its nullifying effect activates when an opponent tries to use a spell against you.

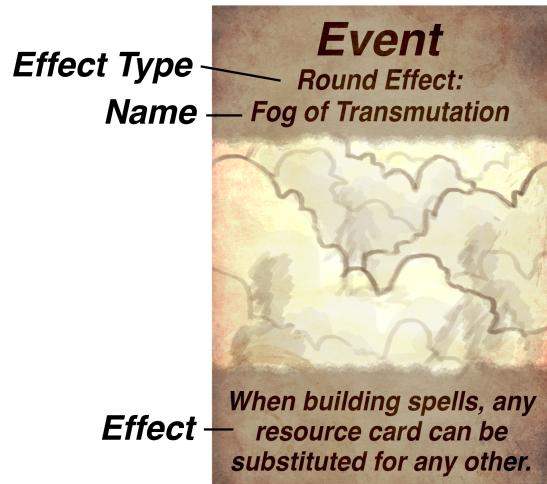
Event/Artifice Cards

Events

Event cards can only be drawn randomly during a player's draw action or as a result of a spell, event, or artifice that allows the user to draw from the resource bank. Event cards that are revealed in any other way (i.e. turned face-up when replenishing the market) should be discarded to the event/artifice discard pile without activating the card's effect.

If you draw an event card from the resource bank, turn it face up in front of you. Its effect activates immediately. After the effect, you draw another card (for example, if you drew four cards from the resource bank, and two were events, you would follow the events' effects, discard them, and then draw two more cards). There are three different types of event cards:

- **Group Effect:** Group effects affect all players equally, at the same time. All players perform the action listed on the event card immediately (in turn order starting with the player who drew the event card), then the event card is discarded.
- **Individual Effect:** Individual effects affect only the player who drew the event card. The player who drew the card performs the action listed on the event card immediately, then the event card is discarded.



- **Round Effect:** Round effects affect everyone for the duration of the round. When a round effect event card is drawn, place it in front of the player whose turn it is (usually the same as the player who drew the card, but sometimes artifices can be used to draw event cards when it is not your turn), face-up. As long as the event card is in that position, all players must follow the rules of its effect. The card's effect is deactivated when the card is discarded -- this happens directly after the player who has the event card in front of them starts their next turn. If there is any doubt as to when a round effect should end, keep in mind that it should apply to each player exactly once.

Artifices

Artifices, like events, cannot appear in the market. If an artifice is turned face-up when replenishing the market, discard it in the event/artifice discard pile and draw another card to replace it. However, unlike events, artifices can be stolen from opponents.

Artifices are special items that can be used in certain conditions. If you acquire an artifice card, put it in your hand like a resource. Unlike spells, artifices can be used immediately after acquiring them without any extra cost. However, artifices can only be used at certain times (see the "Condition" on the card below the artifice's name). Although this condition is a restriction, it also means that some actions can be done outside of your turn. Additionally, when an artifice's condition is met, it does not mean that you *have* to use the artifice. You can choose to save it as long as you want.

When you use an artifice, its effect activates, and it is discarded into the event/artifice discard pile.

Catalytic Crystal has some exceptions to the normal rules. Since it is used in the same way as a normal resource, it doesn't necessarily need to be discarded to be used. You can use it in your ritual circle without discarding it. However, when you use it to build a spell, discard it in the event/artifice discard pile as you would with any other artifice, regardless of if you are substituting it for a square or another resource.

