

The title 'ARCHMAJESTY' is rendered in a large, black, serif font. It is centered and overlaid on a vibrant, multi-colored brushstroke that sweeps across the page. The brushstroke features a gradient of colors: red on the left, transitioning through orange, yellow, green, and finally blue on the right. The lines of the brushstroke are slightly irregular, giving it a hand-painted feel.

# ARCHMAJESTY

ALPHA CORE RULEBOOK

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## WHAT IS IT?

Archmajesty is a deck-building tabletop tactics & roleplaying game design for 1 gamemaster (“GM”) and 1-3 players. Each card represents a magic spell, which can be chained together to devastating effect.

Each player creates a mage by choosing from 210 different cards and then constructing a 21-card deck.

Combat encounters are the main focus of the ruleset, presenting each player with tactical encounters that challenge their ability to strategize, position themselves, and adapt to a wide variety of unique threats.

## WHERE TO PLAY

Archmajesty was designed with virtual tabletops in mind, specifically those with custom card support like [Tabletop Simulator](#) or [Roll20](#).

The game can be played physically by printing cards and sliding them into card sleeves with a cardboard back, but no official physical products for Archmajesty will be available until a future date.

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# INTRODUCTION

## Design Transparency

Archmastery is written for those who already have a basic understanding of what constitutes a tabletop roleplaying game. So rather than introduce the game with a boilerplate “What is a TRPG?” section, the introduction will detail the intentions behind the system’s design.

Archmastery is explicitly a combat-focused game with a lighter ruleset for non-combat interaction. Because of the way the game's card-based, grid-based tactical combat is handled, it is not recommended you create or alter new rules for your campaign until you understand the core gameplay experience.

The scale of combat encounters may also seem unusual at first, with the players regularly facing large amounts of enemies in multiple waves not unlike a spectacle fighter. The game was designed to balance and streamline its card-based gameplay, a large enemy count, and a turn times that are kept to a reasonable length.

When engaged in combat, players will regularly resolve 5 or more cards in a single turn, with each card being roughly equivalent to an attack action or spell in other games. This may feel overwhelming at first, but the game is designed to write most of the complexity onto the cards in your hand rather than spread out across multiple pages and chapters.

As you become familiar with your mage’s fighting style, it will become second nature to resolve your spell combos, resulting in surprisingly snappy rounds.

For gamemasters, Archmastery was designed specifically to allow for encounters to be put together quickly. Within the core rule set are several guides for encounter building rules as well as a vast source of pre-made enemies known as the Adversarium.

While the system can theoretically handle any number of players, it was specifically designed around a 1-3 person party. Party counts of 4 or more players aren’t recommended for inexperienced players due to the way encounters are mechanically scaled.

## Deckbuilding Basics

Each player has a deck of 21 cards. You cannot have more than 3 copies of the same card in your deck. To make your deck, you are given 6 style points during the character creation process that are spent to acquire various primary and secondary fighting styles.

- ◆ Primary styles grant ten cards and cost 2 points.
- ◆ Secondary styles grant five cards and cost 1 point.

You may choose to acquire the same style more than once. If this results in you gaining more than 3 copies of a card, you may convert those spare cards at a 1:1 ratio into any Arcanist Arte card.

After character creation, you can acquire new cards by reaching story milestones, reading ancient tomes, being taught by another mage, or any other means as dictated by your GM.

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*Early on in a campaign you may find that you don’t “gel” with your character’s playstyle. In these situations, it is perfectly acceptable to ask your GM to recreate your character by going through the character creation process again.*

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## Ability Basics

Each character has access to numerous abilities from their ancestry and the fighting styles they know. Abilities are simple active and passive effects that synergize with your character’s unique fighting style, and can greatly affect the way they are played.

Acquiring an ability doesn’t automatically grant you access to its effects as you must also equip that ability by allocating your ability slots to it. Each style ability costs at least 1 ability slot to equip. You can regain ability slots at any point outside of an encounter by unequipping one or more abilities.

## Item Basics

Like abilities, each character has access to a wide array of weapons, armour, and consumable items useful in combat situations. Items can be equipped by allocating your equipment slots to them.

- ◆ When playing a card with a weapon specified in its range entry, you may choose one compatible weapon you have equipped and channel that spell through it.
- ◆ You may only have one piece of head armour and one piece of body armour equipped at any one time.
- ◆ Consumable items regain all of their uses after the end of each combat encounter.

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*Players have access to unique magic items called artefacts which can be equipped using your character’s ability slots, equipment slots, or a mix of both.*

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## Rolling Basics

During gameplay, you will be prompted by your Gamemaster who will set a static number called a difficulty threshold (usually shortened to DT) and then ask you to make a roll.

This involves rolling a D20 which determines your natural result. You then add all the relevant modifiers to that natural result to determine the final result. Lastly, you compare your final result to the DT. If your final result is equal to, or higher than the DT, you succeed. Otherwise, you fail.

Your Gamemaster may interpret the scale of your success or failure depending on how far over or under your final result was.

## The Compendium

As a companion to the core rule set of Archmastery is the first volume of the Arcane Compendium. This is the first of many books that offer unique primary and secondary fighting styles, Arcanist Artes, and artefacts to choose from. The first volume contains:

- ◆ 15 Primary styles
- ◆ 15 Secondary styles
- ◆ 30 Arcanist Arte cards
- ◆ 15 Major artefacts
- ◆ 15 Minor artefacts

When creating a character, the styles, spells, abilities, and artefacts you choose will be sourced from the Compendium Vol. 1 and books like it in the future.

## The Adversarium

Paired with the Compendium is the first volume of the Vast Adversarium. This book provides detailed encounter building guidelines, pre-made enemy stat blocks, and optional “stage directions” to your gamemaster.

Reading it should allow you to craft fun and engaging combat encounters, and can even help you create your own interesting enemy and encounter designs.

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## CREATING A MAGE

Mages come in many forms. Some are trained from childhood as mage's apprentices, while others display a natural talent for magic. Some don't even display their arcane potential until much later in life.

Each mage is incredibly powerful, capable of dispatching groups of trained soldiers without much problem. They can call storm clouds to irrigate entire fields with a snap of their finger, raise great pillars of stone with a flick of the wrist, and conjure lightning merely by holding a finger up to the sky.

With such great power comes a great responsibility as is written in the teachings of Azir - the legendary archmage who founded Haijhan and its great academy.

The mages of Azirland (*including you*) are tasked with helping those who lack the ability to wield magic, and to aid those who cannot protect themselves against bandits, dictators, and corrupt mages.

While some mages act on their own accord, most mages within Azirland pledge themselves to the State Magistracy, which coordinates the unique talents of each state-mage to better the whole of the country in times of peace - and dispatch them against the enemy in times of war.

To create your mage, follow these steps:

- ◆ Step I: Choose an ancestry. (Pg. XX)
- ◆ Step II: Determine your attributes. (Pg. XX)
- ◆ Step III: Acquire your fighting styles. (Pg. XX)
- ◆ Step IV: Items & Artefacts (Pg. XX)
- ◆ Step V: Establish your background by determining your mage's aspects, circles, and lores. (Pg. XX)

## Step I: Ancestry

Urn is the confluent point of several missing civilizations, peoples - and in some cases - entire continents. As a result, many different beings roam the Ironlands. Of those, eight are presented here as playable ancestries with each having their own physical and mental traits, cultural differences, and ideological distinctions.

In a world of chaotic magic, the idea of ancestry can be quite fluid. Someone could physically be a human, but due to enhancing themselves with mechanical limbs, or a freak accident they could manifest abilities more similar to a svartal. This extends to those descended from mixed heritage, who may inherit the abilities of either parent.

There are eight ancestries presented within the core ruleset: humans, elves, charmes, svartals, tritons, starfolk, dragons, and daemons.

Each ancestry provides you with two unique abilities. These represent an ancestry's distinctive traits - whether they be physical, mental, or cultural. Like style abilities, ancestry abilities must be equipped with your Ability Slots if you wish to take advantage of them during combat encounters.

### Character Creation: Ancestry

During the character creation process, you must choose one or two ancestries. If you decide to choose two, you only receive the first listed ability of each of those ancestries.

*For example, if you intend to play a half-elf, you would gain the **DDD** ability from your human side, and the **Elvish Grace** ability from your elvish side. However you would lose access to the **DDD** and **Swift Stride** abilities.*

# Humans

Humans have access to the **Ready for Anything** and **Prepare to Die** ancestry abilities.

◆ Ready for Anything1 slotHumans, Passive

You gain one additional equipment slot that counts as two if it's only used to equip trinkets.

◆ Prepare to Die1 slotHumans, Hybrid

Before combat starts, select four standard cards in your deck. They each gain [Opener].

You start combat with a Strike/10, and a Guard/5 token.

## Elves

Elves have access to the **Elvish Grace** and **Swift Stride** ancestry abilities.

◆ Elvish Grace	1 slot	<i>Elves, Passive</i>
You gain two additional movement points and no longer provide [ <b>Opportunity</b> ] to enemies when moving.		

◆ Swift Stride	1 slot	<i>Elves, Active</i>
Once per round whenever an enemy moves, you may shift 1-6 squares before they move in response.		

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## Charmes

Charmes have access to the **Battle Tendency** and **Ichor Grasp** ancestry abilities.

◆ Battle Tendency	1 slot	<i>Charmes, Passive</i>
Whenever you form a combo with at least one card of each colour, you gain 1 Empower, 2 Surge, and 3 Swift counters.		

◆ Ichor Guard	1 slot	<i>Charmes, Hybrid</i>
Whenever an enemy successfully hits you, they gain 1 Weaken counter.		
If they were a basic enemy, you may also shift them 0-3 squares, and then have them make a basic attack targeting any other character of your choice except yourself.		

## Svartals

Svartals have access to the **Ritual Maintenance** and **Machine Heart** ancestry abilities.

♦ Ritual Maintenance	1 slot	<i>Svartals, Hybrid</i>
At the end of each round, if you are [Bloodied], you may discard a Metal-type card to heal yourself for 10 HP.		
The first time you are defeated in combat, you don't suffer the usual penalty to your max HP.		

♦ Machine Heart	1 slot	<i>Svartals, Passive</i>
At the start of each round you gain 1 ⚙. You then gain 5 armour points that last until the end of the round for every ⚙ you currently have up to a maximum of 25 armour points.		

*The gear symbol (⚙) denotes one or more units of Scrap ). Scrap is a resource created and used by artificers in order to improve artificer abilities, spells, and artefacts.*

# Tritons

Tritons have access to the **Slippery Scales** and **Ride the Current** ancestry abilities.

◆ Slippery Scales	1 slot	<i>Tritons, Passive</i>
Whenever you gain one or more negative status counters, you may reduce how many you get by 2 to a minimum of 0.		

◆ Ride the Current	1 slot	<i>Tritons, Hybrid</i>
Enemies cannot exploit Splash counters on you.		
Once per turn whenever you shift one or more squares, you may shift twice that many squares in a straight line instead.		

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# Starfolk

Starfolk have access to the **Gravitic Mastery** and **Kin of the Cosmos** ancestry abilities.

◆ Gravitic Mastery	1 slot	Starfolk, Hybrid
Enemies cannot exploit Gravity counters on you.		
Whenever you Jump or Fall, you may have a single other character within 3 squares become airborne.		

◆ Kin of the Cosmos	1 slot	Starfolk, Active
At the start of the first round, choose a card in your hand. That card gains [Foretold/3].		
Whenever you successfully resolve a [Foretold] card, you may distribute up to 3 Gravity counters as you choose among enemies within 3 squares.		

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# Dragons

Dragons have access to the **Draconic Form** and **Dragons Breath** ancestry abilities.

◆ Draconic Form	1 slot	<i>Dragons, Hybrid</i>
Whenever you make a melee attack that wasn't channeled, it gets a +2/+2 bonus.		
Once per round when you Jump, you may shift 1-6 squares.		

◆ Dragons Breath	1 slot	<i>Dragons, Active</i>
Once during your turn, you may pay 5 HP and discard a card. If you do, make a basic attack.		
Whenever you make a basic melee or ranged attack, you may make a basic breath attack instead.		

BASIC BREATH ATTACK		<i>Magical, and any 1 Element</i>	
Range	Attack	Damage	
5 squares	————	5 + ANY	
[Trick] Automatically hit a single enemy and up to 2 other enemies within 3 squares of them.			

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# Daemons

Daemons have access to the **Heckle & Cackle** and **Spellspawn** ancestry abilities.

◆ Heckle & Cackle	1 slot	Daemons, Hybrid
Once during your turn you may taunt a single enemy within 5 squares.		
Whenever you taunt an enemy, or they are the only target of a [Trick] you played, they gain 1 Expose counter.		

◆ Spellspawn	1 slot	Daemons, Active
Once during your turn you may draw a card. If by the end of your turn that card is still in your hand, you lose 20 HP.		
Once during each allied turn you may discard a card and have another ally within 5 squares draw a card.		

## Step II: Attributes

Your mage’s competency and natural talent is measured with nine attributes which are recorded on a statblock. The statblock below reflects both your starting attributes and those of your average mage apprentice.

MT	AG	WL	DEF	HP	MV	ES	AS	CC
+0	+0	+0	10	50	6	5	5	10

### Might, Agility, and Will

Your Might, Agility, and Will broadly determine what form of combat and schools of magic you are good at. Each attribute starts as a +0 modifier value.

When playing a card, you will often be prompted to add your Might, Agility, or Will modifier to that card’s attack roll and damage result.

*For example, if you have a +2 Might modifier and play a card that says you deal 10 + Might damage, you would deal a total of 12 damage.*

- ◆ **Might** represents your physical prowess, vigor, aggression, and passion.
- ◆ **Agility** represents your natural grace, reflexes, focus, and cunning.
- ◆ **Will** represents your awareness, wits, self-control, and determination.

*When something says to add “any” to an attack roll or damage result, that means you can choose which attribute to use.*

### Defence

Your defence represents how good you are at evading danger, blocking attacks, and disrupting incoming spells with countermagic. Your Defence starts with a value of 10.

Whenever an enemy attacks you, your defence value acts as the difficulty threshold for their attack roll. You can improve your defence by wearing armour (Pg. XX), or by actively guarding against attacks (Pg. XX).

#### Character Creation: Might, Agility, Will, and Defence

During the character creation process, you must divide 8 points as you choose among your Might, Agility, Will, and Defence.

- ◆ When you allocate a point to an attribute, increase its value by +1.
- ◆ You cannot spend more than 3 points on any single attribute.

### Health Points

Your health points represent how long you can stay in combat. You start with 50 max health points. A character cannot act when they have 0 HP.

When you are reduced to 0 health points you become defeated. This immediately halves your max HP until the end of combat. This effect stacks with each subsequent defeat.

*For example, if you have 50 max HP, but are defeated, your max HP becomes 25 for the rest of the encounter. If you were defeated a second time it would be further reduced to 12 HP.*

### Armour Points

Certain types of armour and some abilities like **Machine Heart** can grant armour points. When taking damage, always reduce your AP before your health points.

Armour points cannot be restored with healing magic, but most sources of armour will restore any AP you lost at the start of the next round. Attacks that deal **[Piercing]** damage ignore any AP you have and deal direct damage to your health points.

### Movement Points

Your movement points reflect how fast you are. You start with 6 movement points.

At the start of each round, you regain any movement points you spent last round. Additionally, you and every other character have access to the **Run**, **Jump**, and **Fall** abilities which determine how you are able to maneuver throughout the battlefield.

◆ RunActive

**[Movement]** During your turn while earthbound, you may spend 1 movement point to move 1 square.

◆ JumpActive

**[Movement]** During your turn while earthbound, you may spend 3 movement points to become airborne and move 1 square.

◆ FallActive

**[Movement]** During your turn you may spend 3 movement points to become earthbound and move 1 square.

## Equipment Slots

Your equipment slots represent how much combat gear you can bring with you into a fight. You start with 5 equipment slots.

Each item takes up 1 or more equipment slots, with heavier equipment such as plate armour taking up multiple slots at once. You may manage what items you have equipped outside of combat.

## Ability Slots

Your ability slots represent how many abilities you can manifest at any one time. You start with 5 ability slots.

Each ability takes up 1 or more ability slots, and can greatly affect the way you engage in battle. Abilities are divided into three categories: active, passive, and hybrid.

To use an active ability, you must invoke it by using the **Invoke action** (Pg. XX).

◆ Power of the Earth	1 slot	Active
Once during your turn you may have a single card in your hand gain [Trick] until the end of the round. You may only play that card if you are earthbound.		

Passive abilities always apply their effects regardless of any input on your part.

◆ Terse Technique	1 slot	Passive
Whenever you form a combo with only one, two, or three cards, each card in that combo gains a +5/+5 bonus.		

Hybrid abilities count as both active and passive abilities. Each effect is divided into separate rows on the ability template.

◆ Swiftwind Soar	2 slots	Hybrid
At the start of each round, you gain 2 Swift counters.		
[Movement] During your turn while airborne, you may spend 1 movement point to move 1 square.		

## Command Capacity

Your command capacity determines how many minions you can control at a time. Minions are NPCs under your command that you can give orders to during your turn. They are summoned by certain abilities or card effects. Your command capacity starts with a value of 10.

Each minion has a special upkeep attribute that determines how much of your command capacity it takes to control them during combat. Naturally, you cannot control more minions than your CC would allow, and any effect that would summon a minion that you wouldn't be able to support automatically fails to resolve.

*For example, if you have 10 command capacity and 2 minions each with an upkeep of 5, you could not attempt to summon a third as it would put you over your CC.*

To learn more about commanding your own squad of summoned servants, visit the Minions section (Pg. XX).

Character Creation: Secondary Attributes
During the character creation process, you gain one of the following bonuses permanently: <ul style="list-style-type: none"><li>◆ +25 Health Points</li><li>◆ +1 Equipment Slot</li><li>◆ +1 Ability Slot</li><li>◆ +2 Command Capacity</li></ul>



### Step III: Fighting Styles

During your upbringing as a mage, you are taught how to utilise magic in battle. Whether you were tutored by another mage, read through tomes and treatises on battle, or faced your own personal trials, you had already begun to learn many established fighting styles.

By the time you graduate, you will have formulated your own style by combining aspects from these preexisting styles.

Fighting styles come in two forms: major and minor.

- ◆ Major styles grant 2 new abilities, and 8 unique cards. You gain 2 copies of the first two cards listed, and 1 copy of each other card.
- ◆ Minor styles grant 1 new ability, and 4 unique cards. You gain 2 copies of the first card listed, and 1 copy of each other card.

*For example, if you gain access to the **Earthsteel Warrior** major style, you would gain the **Power of the Earth** and **Terse Technique** abilities, 2 copies of **Earthsteel Bash** as well as **Earthsteel Rush**, and finally 1 copy of each other card from that style's card list.*

Major styles tend to offer a complete package that synergizes well with itself, while minor styles are meant to accentuate the way you fight, offer some flexibility, or to shore up your weaknesses.

#### Character Creation: Fighting Styles

During the character creation process, you gain 6 style points you must spend. It costs 2 points to obtain a major style, and 1 point to obtain a minor style.

*You may always choose to obtain the same style more than once. If you do, you do not gain extra copies of any of its abilities, and if you gain more than 3 copies of a single card, any spare copies must be converted into cards from the **Arcanist Artes**.*

Once you have finished choosing your fighting styles, you should have access to a pool of 30 cards to make a deck with and several abilities you can equip. As a rule, your deck cannot have more than 3 copies of any single card in it, and cannot have less than 21 cards in total.

### Step IV: Items & Artefacts

The craftiness of mages does not end with their magical powers, as many carry various weapons and trinkets, wear armour, and wield powerful magical artefacts to gain an edge on their enemies.

Combat items are divided into four categories: weapons, armour, trinkets, and artefacts. A full list of items for the first three categories can be found in Personal Equipment (Pg. XX), while a list of available artefacts are present in the Arcane Compendium.

#### Character Creation: Items & Artefacts

You always have access to any piece of mundane equipment which includes weapons, armour, and trinkets detailed within the core rulebook. Additionally, you gain 2 points you must spend to obtain one or more artefacts from the Arcane Compendium.

### Weapons

While magic is quite powerful on its own, mages are able to intensify its effects by channeling it through physical implements such as staves, swords, bows, guns, and so on.

When you play a card that notes a weapon type in its attack range entry, you may choose one compatible weapon you have equipped and channel the card through it.

*For example, a card with a range entry that says "4 squares or Ranged Weapon" can be channeled through any ranged weapon.*

By channeling a card, its range is limited to the channeled weapon's range, and it benefits from all of its channel effects (if any are present).

● Sword	1 slot	Melee, 1 square
Channeled attacks gain a +1/+1 bonus.		
● Spear	2 slots	Melee, 2 squares
● Pistol	1 slot	Ranged, 4 squares
Channeled attacks gain [ <b>Piercing</b> ].		
● Artillery Sceptre	3 slots	Ranged, 10 squares

## Armour

The stereotypical mage is always imagined as only wearing robes and a pointy hat. This image is at odds with reality, as personal protection like helmets, coifs, chainmail shirts, breastplates, and so on are commonly worn by mages and offer solid protection even against magic.

When it comes to wearing armour, you may only have one piece of head armour, and one piece of body armour equipped at any one time. Each piece of armour grants a bonus to your Defence, a source of Armour Points, or a combination of both.

• Helmet	1 slot	+0 Defence bonus
[Head Armour] You start each round with 5 armour points that last until the end of the round.		
• Cuirass	1 slot	+2 Defence bonus
[Body Armour]		
• Plate Armour	3 slots	+2 Defence bonus
[Body Armour] You start each round with 15 armour points that last until the end of the round.		

## Trinkets

Trinkets represent a wide variety of curios ranging from potions to magic crystals and even special weapons like hand grenades. Most trinkets have the [Expendable/X] keyword which determines how many times they can be used during a combat encounter before they are fully expended.

*Any expended trinkets you manage to use up during combat become fully usable again once the encounter ends.*

• Omenroot Sap	1 slot	1 square
[Expendable/1] Whenever you would be reduced to 0 HP, you may expend this item to be reduced to 1 HP instead.		

Trinkets with [Slow] can only be used during your turn.

• Lesser Manalyth	1 slot	1 square
[Expendable/1] [Slow] A single ally within range draws a card, or discards a card and draws 2 cards instead.		

## Artefacts

Throughout history, certain objects are imbued with tremendous magical power by dint of their historical importance or the power of their creator. Mages are able to obtain ritual facsimiles which allow them to manifest a mere sliver of the original's true power.

*Any mage worth their salt could manifest a fragment of Excalibur, but only one may truly wield the legendary blade.*

The artefacts detailed in the Arcane Compendium represent these vestigial, but still impressive copies. Original artefacts are incredibly rare, and are highly prized among archmages and kings.

It is not enough to own artefact, as one must bond their soul to wield its power. This prevents it from ever being lost or disarmed, and allows the mage to summon it at will.

Artefacts superficially resemble mundane items, with popular artefacts being weapons, staves, suits of armour, and other battle-ready equipment. Unlike mundane items however, artefacts can be equipped by either using your equipment slots, ability slots, or a combination of both.

*For example, if you have an artefact that takes up to 2 slots, you could equip it by allocating 1 equipment slot and 1 ability slot.*

When you equip an artefact, you automatically equip its associated artefact ability.

• Skybreaker Edge	1 slot	Melee, 1 square
Channeled attacks gain [Knell/10].		

◆ Lightning Frequency	Skybreaker Edge, Active
Whenever you defeat an enemy with an attack channelled by the Skybreaker Edge, automatically hit a single enemy within 5 squares for 15 Magical and Shock-type damage with [Knell/10]	

## Step V: Background

Your mage's background represents their unique traits and natural talents beyond their fighting skills. Specifically, it is defined by their Aspects, Circles, and Lores.

### Aspects

A mage's Aspects represent the core elements of who they are and what they are capable of. Outside of combat, Aspects can be invoked as a bonus modifier for rolls whenever they are relevant to the task you are attempting to perform.

- ◆ If the Aspect is marginally relevant, it confers a +3 bonus.
- ◆ If the Aspect is fully relevant, it confers a +6 bonus.
- ◆ If the Aspect is especially relevant, it confers a +9 bonus, or even automatic success on the roll.

#### Character Creation: Aspects

During the character creation process, you must write in 2-4 short statements or sentences that describe your mage's personality, background, talents, goals, and any other important elements that define their actions.

Creating a mage's Aspects is a freeform process that benefits from openly discussing your ideas with the GM. This helps to determine which Aspects may turn out to not be useful or relevant to the story.

Aspects may grant you special narrative abilities. For example if you have an Aspect called "*Gloomy Psychopomp*", this would allow you to easily establish your mage as having the ability to see ghosts and speak to the dead.

The application of certain Aspects might be more vague or abstract, while still being useful to have. With "*Gloomy Psychopomp*", the "*Gloomy*" part could represent how your mage is somewhat intimidating, hard to approach, and difficult to read.

The most abstract Aspects are those that represent your mage's goals or events that greatly affected them. For example, "*My village was razed by the Empire.*" could grant bonuses on rolls that help you seek out, intimidate, and punish the perpetrators. As another example, "*I don't know how I got here*" could represent someone who was recently Stranded on Urn, allowing them to "play stupid" and get away with things others couldn't.

#### Example Aspects

Charming Troubadour, Knight Errant, I Seek the Legendary Blade, Reclusive Ranger, Circus Strongman, I was Raised by Wolves, Fashionable Vestimancer, Folk-hero Outlaw, I Have Visions of Doom, Overworked Apprentice, Disgraced General, I am the Subject of a Prophecy, Stuffy Bureaucrat, Tireless Blacksmith, All Kings Must Fall, Illusory Conman, Runaway Princess, I Reject my Evil Lineage, Sheltered City-Dweller, Disillusioned Detective.

### Ancestral Aspects

Your ancestry may impart special abilities that come natural to your kind. These count as Aspects, allowing you to gain the Aspect bonus when they are relevant to solving a task.

**Humans** evolved as persistence hunters, granting them an impressive amount of natural stamina and endurance when travelling long distances. Due to their short lifespan and comparatively frail nature, humans have an impressive will to survive.

**Elves** have heightened senses and are particularly sensitive to body language, making it easy for them to tell truth from lies. They are also good at hiding their own tells even from their own kind, making them incredibly hard to read.

**Charmes** naturally produce a magic substance from their skin called ichor. Whenever someone touches fresh ichor, they become briefly enchanted by the charme it came from. Prolonged exposure extends the duration of the charme enchantment.

**Svartals** do not need to eat, drink, or breathe, but are capable of intentionally performing these actions. While they don't sleep, they must enter a low-power mode each day to fully recharge during which they are fully aware and can "wake up" in an instant. Svartals are immune to radiation, toxins, diseases, and are highly resistant to the effects of ichor.

**Tritons** are fully adapted to their oceanic environment. On land, they are capable of walking on two legs, but once they begin to swim they can transform their lower half into that of a sea animal such as a fish or seal. They can breathe underwater, withstand the pressures of the deep sea, and are naturally adept at water magic.

**Starfolk** can naturally wield gravity magic from birth, allowing them to levitate objects, float around, or make things heavier. They are also highly resistant to radiation as well as extreme heat and cold.

**Dragons** are limited shapeshifters with a basic humanoid shape that usually has superficially draconic features like horns, patches of scales, wings, and/or a tail. For most dragons, their true form is roughly the size of a tiger with a wingspan ranging from 8 to 12 meters. When in their true form, they may fly around as long as they aren't stressed, exhausted, or overburdened.

**Daemons** are full-on shapeshifters who can transform into anyone or anything as long as it is roughly the same size as them or smaller. They are also capable of perceiving strong negative emotions in others, and can detect the presence of magic by its scent.

## Circles

A mage's Circles represent their allegiances, social strata, and any other social groups they belong to. During play, you or the GM may invoke one or more of your circles when one's lot in life is relevant to a roll or discussion.

- ◆ For each favourable Circle pairing with another character, you gain a +5 bonus on that roll.
- ◆ For each opposed Circle pairing, you instead suffer a -5 penalty.

A pair is considered “favourable” when their interests or ideologies align. Inversely, a pair is considered “opposed” when their interests or beliefs are hostile or mutually exclusive.

---

*For example, an Azirlander mage and a member of a rebel faction within the Bathele empire would have favourable dealings as both are hostile to the Emperor and his court.*

---

Your Circles also represent knowledge of trends, phrases, and how to “talk shop” with members of the same Circle.

---

*For example, two people with the “Blacksmith Guild” Circle who just met would easily be able to size each other up and form an instant rapport.*

---

### Character Creation: Aspects

During the character creation process, you must establish two miscellaneous Circles. Unless otherwise specified, your character starts with Allegiance (Azirland), and Stratum (the Front).

## Circle of Allegiance

The Circle of Allegiance represents your cultural familiarity within a certain nation, region, enclave, or major faction.

Your Circle of Allegiance also reflects what languages you speak, what places you know about, what history you were taught, and what laws and taboos you observe.

---

*Allegiance isn't an assumption of loyalty. One can be familiar with where they were raised and lived without being loyal to it.*

---

### Example Allegiances

Azirland, the Bathele Empire, the Istrian League, the Mertide of Shimmershore, the Moon of Spinel, the Swiftwoods, the United States of America.

---

## Circle of Stratum

The Circle of Stratum represents your position within society, and can vary greatly depending on who currently rules the lands you call home.

A classic example of Circle Strata is the feudal system with the nobility on top, burghers and clergy in the middle, and peasants at the bottom.

By comparison, the Azirlander Circle Strata represents its unique political approach as a communal magocracy.

### The Front

This Circle Strata represents the Stage Magistracy and its roster of state-mages. The Front is the means in which Azirland directs and exercises its power, influence, and arcane might within and without the nation.

In times of war, the state-mages take on the roles of generals, leaders, and warriors. In times of peace, each mage takes on their own vocation based on their personal skills and interests in order to help the people of Azirland.

### The Center

This Circle Strata represents the Arcane Bureaucracy, the legion of civil servants, and the centralization of power within Azirland. The Center is the home of the civil engineers, city planners, resource distributors, logisticians, and local magistrates that keep Azirland running.

---

# COMBAT

The current of magic flows the strongest on the field of battle. It is here where steel clashes, sparks fly, smoke swirls, and emotions run high that a mage is truly able to become unleashed.

This chapter will detail all of the rules necessary to properly resolve combat encounters. The core mechanics are easy to learn, allowing you to play without constantly having to reference the rules.

## Round & Turn Sequencing

Combat is divided into rounds, which are sub-divided into one turn for each character involved in the combat encounter. During a character's turn, they are able to take actions that represent how they engage with the enemy.

Each round starts with an allied turn, then an enemy turn, then an allied turn, with the pattern repeating until one side has taken all their turns. When this happens, the other side then resolves all their remaining turns one after the other.

Once each character that is able to act has taken their turn, the current round ends, and a new round begins.

Allied Turn ➤ Enemy Turn ➤ Allied Turn ➤

## Allied Turns

At the start of an allied turn, any player character or allied NPC who hasn't taken their turn yet may request the turn slot by consulting with their fellow players. If everyone is in agreement, that character then takes their turn.

## Allied Turns

At the start of an enemy turn, the Gamemaster elects 3 Grunt, 2 Regular, or 1 Elite, Miniboss, or Boss-type enemies that haven't taken their turn, and then resolves their turn.

*If you as a GM are finding it difficult to use enemy units effectively, refer to their combat behaviour entry.*

## Draw Step

At the start of each round, before the first turn, each character with a deck draws cards until they reach their maximum hand size.

## Cycle Step

Once the draw step is complete, each character with a deck may discard up to 3 cards from their hand, then draw that many cards from their deck.

Once everyone is finished cycling cards, the first turn begins.

## Discard Step

At the end of each round, if you have more cards in your hand than your maximum hand size would allow, you must discard cards until you reach your max hand size.

## Turn Phases

There are three turn phases: Start, Main, and End. Each phase dictates when certain effects resolve, or when actions can be taken.

Certain effects will specify that they start or end with phrases like "At the beginning of your next turn" or "Until the end of your turn.". These sorts of effects are resolved during the start and end phase of your turn respectively.

After the Start phase, you begin your Main phase. This is where you resolve any actions you wish to take against your enemies. If you control any minions, they also take their turn during your Main phase. Once you have finished resolving all the actions you wanted (or were able) to take, you enter the End phase, and then end your turn.

## Interruption

Certain effects resolve at "interruption speed". This allows you to play a card, or use an ability during any phase of any character's turn. You may also choose to resolve the interrupting effect as a response to another declared action.

*Abilities resolve at interruption speed unless they have [Slow].*

Interrupting effects can also be declared in response to other interrupting effects. The relative order of these effects is referred to as the "stack". Once the last interrupting effect has been declared, each effect on the stack is resolved in reverse order.

If an interrupted effect would be unable to resolve due to another effect on the stack, that effect fails to resolve.

*For example, a bandit swings a sword at Mida. In response, she plays a cantrip spell that allows her to shift 1 square at interruption speed. Now that she is 2 squares away from the bandit, and a sword only has a range of 1 square, that bandit's attack automatically fails to resolve.*



## Actions

Actions represent what your character is able to do during their turn. The description of each action notes how fast it resolves, either being an interrupting or slow effect.

Slow effects must be fully resolved before another slow action can be taken. Effects with **[Movement]** resolve as slow actions except when you are **Moving & Casting**.

### Cast Action



Once during your turn you may take the Cast action, which is a slow action that allows you to form a spell combo.

To do this, take cards from your hand and place them onto your gameboard in left-to-right order, making sure to maintain card edge compatibility (Pg. XX).

Once assembled, play each card in the combo one at a time starting with the left-most card. After the combo ends, each card played as part of it is put into your Void pile.

### Combo Limit

When forming a combo, you may only play a number of cards equal to, or less than your combo limit. Each player starts with a combo limit of 5. You can temporarily increase your combo limit by exploiting Haste counters (Pg. XX).

### Moving & Casting

Mages can rarely afford to stand still when casting, and as such are trained to move quickly while spellslinging.

When resolving a combo, after you play a card, you may resolve any ability effects with **[Movement]** at interruption speed before you play the next card in the combo.

---

*For example, once you finish playing a card, you could invoke the **Run** ability four times in a row in order to move 4 squares, then continue with the next card in your combo.*

---

### Cantrip Action



The Cantrip action allows you to play a card without having to form a combo. You can take any number of Cantrip actions as long as you have valid cards to play.

Cards with **[Cantrip]** resolve as a slow action and can only be played during your turn, while cards with **[Trick]** resolve at interruption speed. You cannot play a card as a cantrip without either of these keywords.

## Illuminate Action



Illumination allows you to recharge your magical strength by drawing mana from your surroundings and discharging Void energy you accumulated by casting spells.

Once during your turn, as long as you are **Fading** (Pg. XX), you may Illuminate as a slow action. To do this, shuffle all the cards in your Void pile back into your deck.

---

*You are considered to be “Fading” when half or more of your deck is contained within your Void pile. For example, if you have a 21 card deck, you begin to Fade whenever there are 10 or more cards in your Void pile.*

---

### Invoke Action



Invocation allows you to use one of your equipped active abilities. You may take any number of Invoke actions as long as you have a valid ability to use.

Unless the ability has **[Movement]** or **[Slow]**, its effect(s) resolve at interruption speed.

If you cannot afford to invoke an action due to being unable to pay its additional costs, not meeting its requirements, or its effects become impossible to use, the effect fails to resolve.

### Fix Action



Fixing allows you to expend a card or Strike token in order to improve the accuracy of your attacks. You can take any number of Fix actions each turn.

To fix a card, discard a single card or spend a single Strike token before or after making an attack roll. If you do, change the natural result of that attack to an amount equal to the discarded card's or spent token's Strike value (Pg. XX).

When making a multi-attack, you may fix each of those attack rolls with a single use of the Fix action. You may also choose to have any number of those attacks not use the fixed result.

## Guard Action



Guarding allows you to expend a single card or Guard token in order to protect yourself against an incoming attack. You may take any number of Guard actions each turn, but only once per attack.

To guard, discard a single card or spend a single Guard token when you are targeted by an attack. If you do, increase your Defence against that attack by an amount equal to the discarded card's or spent token's Guard value (Pg. XX).

Whenever you successfully Guard against an attack, you parry it which is used by some cards and abilities to make powerful counterattacks.

## Protect Action



Protecting allows you to intercept an attack on behalf of an ally. You may take any number of Protect actions each turn, but only once per attack.

Additionally, you may only take the Protect action by expending a card with **[Protect/X]** or by spending a Protect token, and only once per attack. You can only Protect allies who haven't guarded against the incoming attack.

---

*You may always target yourself with a Protect action.*

---

To protect, resolve a Guard action on behalf of a single ally within X squares where X is the Protect value of the discarded card or spent token.

---

*For example, a card with **[Protect/2]** can only protect allies within 2 squares of you.*

---

When compared to Guard tokens, Protection tokens are presented with a different template that has both an X value and a Y value i.e. **[Protect/2/10]**.

The X value denotes range, while the Y value denotes the Guard value of that token. So a token with **[Protect/2/10]** can protect an ally up to 2 squares away for +10 Defence.

## Cleanse Action



Cleansing allows you to channel healing magic in order to remove negative status effects. You may also choose to cleanse positive status effects if necessary.

To cleanse, discard a card or spend a Guard or Protect token. If you do, remove 1-5 status counters that you currently have.

## Command Action



By channeling magic into your loyal minions, you can impart complex orders with just a glance or gesture. You may take any number of Command actions each turn.

Commanding allows you to pay a minions command cost, granting it that many command points to spend. Command points are denoted with the star symbol (★).

Once a minion has 1 or more ★, you can freely spend them during your turn to direct them to take one of the actions listed on their minion sheet.

Minions can take up to 3 minion actions each turn, and do not need to spend ★ in order to use movement abilities.

## Movement

Mages are able to navigate the battlefield in a multitude of ways including flying, teleporting, and sliding. The most common method however is simply running and jumping around the battlefield.

At the start of combat you gain a number of movement points equal to your movement attribute. At the start of each round past the first you regain any movement points you spent in the previous round up to your movement attribute.

Additionally, each character always has the **Run**, **Jump**, and **Fall** movement abilities equipped at all times.

### ♦ Run

Active

**[Movement]** During your turn while earthbound, you may spend 1 movement point to move 1 square.

### ♦ Jump

Active

**[Movement]** During your turn while earthbound, you may spend 3 movement points to become airborne and move 1 square.

### ♦ Fall

Active

**[Movement]** During your turn, you may spend 3 movement points to become earthbound and move 1 square.

## Forced Movement

Certain effects such as being shifted can force you to move against your will. When subject to these effects, you must always fulfill the movement effect. Being forced to move doesn't cost movement points, nor does it force you to use any movement ability you have equipped.

## Earthbound & Airborne

Whenever your mage's feet are planted firmly on the ground, they are considered earthbound. Similarly, whenever they jump high, glide, or fly, they are considered airborne.

Earthbound characters cannot attack airborne enemies with melee attacks with a range of 1 square and vice-versa.

---

*If you channel a melee card with a spear, you could hit an airborne enemy as it would have a range of "Melee, 2 squares".*

---

Unless otherwise specified, airborne characters ignore all ground-based terrain effects on any square below them such as pools of lava or spike pits.

## Square Occupancy

Unless otherwise specified, each character and object only occupies a single square on the battlefield. Each square is roughly 1.5m (or roughly 5 feet) long and wide.

An earthbound character and an airborne character can both occupy the same square at the same time. By comparison, earthbound characters treat all squares occupied by other earthbound characters as impassible, and the same is true for airborne characters with other airborne characters.

If an airborne character who is above an earthbound character becomes earthbound themselves, they must land on the nearest unoccupied square instead. If there is a tie in distance between two or more unoccupied squares, they may choose which one to land on.

If a character occupies two or more squares at the same time, they may choose any square they occupy as the source for attacks and effects. Similarly, when attacking an enemy that occupies multiple squares, each square they occupy is treated as a valid target.

## Shifting

Shifting is the most common method of forcibly moving a character. To shift an enemy, move then a number of squares stated by the shifting effect.

When you shift an ally (which includes yourself), that ally treats all squares occupied by other characters and objects as passable terrain. They still cannot end this movement on an already-occupied square however.

## Pushing & Pulling

Whenever an effect says to "push" a character, that means you must shift them in such a way that each square of movement is one further away from you than the last. The inverse is true when an effect says to "pull" a character.

## Bashing

When a character is forcibly moved into a square that is impassible such as rocks, tree trunks, or another character, they bash into whatever is currently occupying that square.

Whenever a character bashes into something, any forced movement effect they are being subjected to immediately ends. Characters may also intentionally move and shift into an occupied square in order to bash into whatever is on it.

Bashing has no other inherent properties, but does act as a trigger to activate certain abilities and card effects.

---

*For example, the **Earthsteel Bash** card deals additional damage if you push an enemy and cause them to bash into something.*

---

## Carrying

Carrying is a special form of shifting that allows you to bullrush an enemy. You and the carried character shift the same number of squares in the same direction. You can only carry an enemy when you are adjacent to them.

If you or the carried character bash, both of you stop moving. Effects that allow you to carry an enemy usually have a bashing effect.

---

*For example, **Shatterskull Bullrush** lets you carry an enemy and slam them into other enemies and terrain.*

---

## Teleportation

Teleportation is a special form of shifting that allows you to move from one square to another in a straight line while ignoring any terrain in between those positions as if you never entered them. Teleportation ignores line of sight.

A special property of teleportation is that it conserves arcanokinetic momentum. In short, this means that every square you skipped past while teleporting still counts as moving that many squares.

---

*For example, if you teleport 10 squares away, it counts as if you shifted 10 squares as well.*

---



## The Deck

Each mage uses a deck to represent what magic they are capable of. Each deck must have at least 21 cards in it, and cannot have more than 3 copies of the same card.

At the start of combat, you must shuffle your deck and then place it face-down onto your deck zone. It remains face-down for the remainder of combat. You cannot look at the contents of your deck unless prompted to search through it by an ability or card effect.

## Milling

When an effect instructs you to mill one or more cards, take that many cards off the top of your deck and put them directly into your Void pile. If you are forced to mill when your deck is empty, the milling effect does nothing, but still resolves as if it were successful.

## The Hand

Each mage has a maximum hand size of seven cards. Your hand is always visible to everyone else who is playing, including your Gamemaster.

During the draw step at the start of each round, draw cards until you reach your maximum hand size. During the discard step at the end of each round, discard any excess cards until you reach your maximum hand size.

## Discarding

When an effect instructs you to discard one or more cards, take that many cards from your hand and put them into your Void pile. If you are forced to discard when your hand is empty, the discarding effect does nothing, but still resolves as if it were successful.

## The Void

The soul of each mage has an intrinsic connection to the endless dark Void, a vast emptiness that lies beyond the boundaries of reality. When someone uses magic, they begin to physically and spiritually separate with reality and open their heart for their inner darkness to bloom.

As a result, mages are taught at a young age to meditate through the act of **Illumination** (Pg. XX) to discharge any Void energy they absorbed.

During combat, your Void pile is the zone where you put any characters you play, mill, or discard. Your Void pile is always face-up and can be freely searched at any time.

## Soul States

The heart and soul of every mage constantly shifts from light to darkness. These changes in one's soul state can affect how they wield magic in battle, acting as a trigger for certain card effects and abilities. There are three soul states: **Bright**, **Fading**, and **Dark**.

### Bright

When a mage's soul state is bright, their connection to reality is at its strongest. As long as you aren't Fading, you are considered to be Bright. Brightness is associated with clarity, focus, and safety, relying on constant **Illumination** to keep one's soul clean of Void taint.

---

*The **Starseeker Spellsword** fighting style is at its strongest when a practitioner has a Bright soul state. This grants them powerful foresight, and can even allow them to bend fate itself.*

---

### Fading

When a mage's soul begins to wane, they begin to Fade. You are considered to be Fading whenever half or more of your deck is currently contained in your Void pile.

Fading is associated with ambiguity, adaptability, and trickery, with most styles that benefit from Fading trying to maintain a careful balance between light and darkness.

---

*The **Thundercrash Trickster** style is at its strongest when a practitioner carefully dances on a knife's edge. When balance is achieved, they can cast spells with supernatural speed.*

---

### Dark

When a mage fully succumbs to their inner darkness, they enter a Dark soul state. You are considered to be Dark for as long as there are no cards in your deck.

Darkness is associated with recklessness, bargains, and twisting the rules. Styles that benefit from being Dark usually grant methods to play cards straight from your Void pile, but such power doesn't come without a price of which the most common is paying one's own Health Points.

---

*The **PLACEHOLDER** style is at its strongest when **PLACEHOLDER**.*

---

# SPELL CARDS

This section breaks down the basic elements of each card you come across. Each card represents a magic spell, and in an abstract sense it also reflects the difficulty in consistently casting spells. This is due to the inherently chaotic nature of magic, whose sporadic nature must be wrangled by mage to achieve any sort of practical usage.

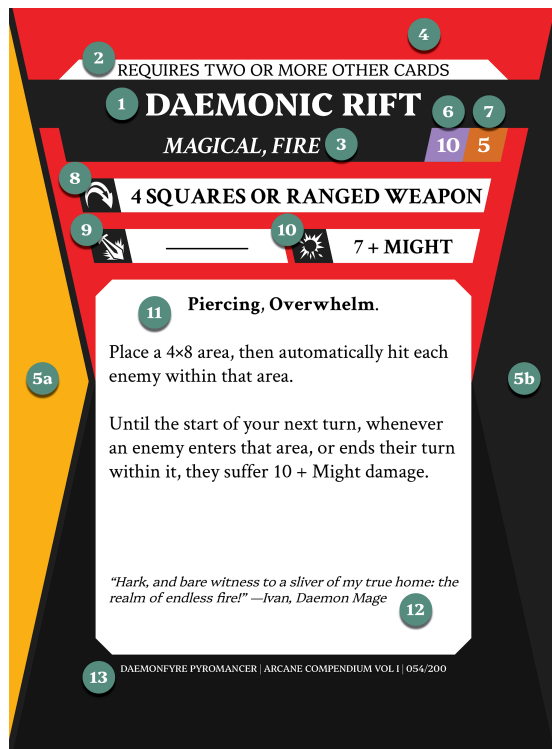
In other words, your deck represents all the forms of magic you are able to wield, while the cards in your hand represent what spells you are able to effectively conjure. As you play, draw, and discard cards, the ebb and flow of mana dictates what new spells you have available.

Paired with this core rulebook is the **Arcane Compendium, Vol. 1**, a book that extensively details 200 different spells divided into 15 major styles, 15 minor styles, and countless Arcanist Artes.

While each of these cards and styles has their own default flavour such as the **Swiftwood Sentinel** and its approach to magical archery, you are also free to reinterpret them in any way that suits your mage.

*For example, you might instead re flavour it as a magical musketeer, or as a druid that fires magic thorns at enemies.*

Each spell card has eleven important elements: its (1) name, (2) requirements, (3) elements, (4) main colour, (5a, 5b) edge colours, (6) Strike value, (7) Guard value, (8) range entry, (9) attack entry, (10) damage entry, and (11) effect entry. There is also the (12) flavour text entry and (13) archival entry.



## (1) Card Name

This is the formal name given to the spell within the fighting style it belongs to. You can only have up to 3 cards with the same name in your deck at any one time.

## (2) Requirements

These determine the conditions you must meet in order to add this card to a combo. Most cards have no requirements to cast, and as a result will not show the white requirements banner above the name of the card.

*For example, with **Daemonic Rift**, you have to play at least two other cards in order to add it to your combo.*

## (3) Elements

Each spell consists of one or more elements which categorizes how it might synergize with effects that benefit from specific elements. Elements have no intrinsic effects, but are used as triggers for card effects and abilities.

*For example, with the **Ritual Maintenance** ability, you can discard a Metal-type card in order to heal yourself while downed.*

Each spell always has at least one basic element: either Physical or Magical. Physical spells tend to deal with creating, enhancing, or manipulating matter, while magical spells conjure or manipulate unnatural phenomena.

Common nonbasic elements include Fire, Water, Shock, Wind, Stone, Flora, Bestial, Sound, Metal, Toxic, Ice, Mind, Body, Spirit, Cosmic, Void, Dark, and Light.

## (4) Main Colour

Each card has one of three colours: red, green, and blue. A card's main colour is visible behind the central elements of the card such as the name and range entry. A card's colour can be important as a trigger for card effects and abilities.

It should be noted that a card's colour has no direct relation to its edge colours i.e. a blue card with two red edges still only counts as a blue card.

*For example, with **Daemonic Rift**, its main colour is red.*

## (5) Edge Colours

The edges on the left and right side of each card are important when forming a combo. This is because each edge must match colours with the edge of the next card it is connected to. Gold edges count as any colour the caster wants.

---

*For example, a card with a left red edge could only be placed after a card with a red or gold right edge.*

---

## Dual Edges

Some cards have edges with two colours which can connect to any other edge that shares at least one of those colours.

## Black Edges

Black edges cannot connect to any other card. There are three types of cards with black edges: starters, finishers, and dedicated cantrips.

- ◆ A starter is any card whose left edge is black. Like their name implies, starter cards can only be played as the first card in a combo.
- ◆ A finisher is any card whose right edge is black. Similar to starters, finisher cards can only be played as the last card in a combo.
- ◆ A dedicated cantrip is any card where both its left and right edges are black, preventing it from being added to any combo. Dedicated cantrips always have [Cantrip] or [Trick].




---

*An example of a valid four-card combo. The colours of the arrows show which of the colours connects to the next card in the combo.*

---

## Standard & Nonstandard Cards

Standard cards are any cards with two coloured edges, while nonstandard cards are any card with at least one black edge.

Certain card effects and abilities care whether or not a card is standard or nonstandard such as **Boundary of Logic**, the ability associated with the **Staff of Liminality** artefact.

## (6) Strike Value

When you take a **Fix action** (pg. XX), you change the natural result of a single attack roll or each result of multi-attack to a value equal to the expended card or token's Strike value.

---

*For example, if you fix a multi-attack against three targets with a card with a Strike value of 10, each of its attacks count as having a natural roll result of 10.*

---

## (7) Guard Value

When you take a **Guard action** or **Protect action** (Pg. XX), you increase the protected character's Defence against the incoming attack by an amount equal to the expended card or token's Guard value.

---

*For example, if you have 10 Defence and guard against an attack by discarding a card with a Guard value of 5, your total Defence against that attack would be 15.*

---

## (8) Range Entry

A card's range entry determines the furthest distance it can target a character, and is measured in increments of 1 square.

## Standard Ranges

- ◆ If the range says "**Melee or...**", it is considered a melee attack with a range of 1 square.
- ◆ If the range is only measured in squares i.e. "**4 squares or...**", it is considered a ranged attack.

## Weapon Ranges

Most cards have a standard range and a weapon range i.e. "**...or Melee Weapon**", and "**...or Ranged Weapon**".

---

*Cards with a range entry with "**...or Any Weapon**" can be channeled through any weapon you have equipped.*

---

This means you can either choose the standard range, or channel that card through a valid weapon and use its range instead.

---

*For example, if you have a longbow (which has a range of 8 squares) and play a card with a range entry of "4 squares or Ranged Weapon", you could channel the card through your longbow in order to attack enemies up to 8 squares away.*

---

## Line of Sight

Certain types of terrain can prevent you from seeing enemies: this is your line of sight. To determine line of sight, draw an invisible line from the center of a square you occupy to the center of the square you are targeting.

If the line crosses any vision-blocking terrain such as a wall or a closed door, your line of sight is blocked and you cannot target that square or any enemy within it.

When it comes to areas of effect, you only need to have line of sight for the central most square within that AoE. Any other squares in that AoE use the center-most square to determine line of sight to any squares you cannot see.

---

*For example, if you fling a fireball into a room, it could still hit enemies behind the wall as long as the central square of the fireball could "see" them and they fall within the AoE.*

---

## Area of Effect

Rather than target a specific character, certain cards are able to place an area of effect or “AoE” centered on a square within the card’s range and apply the effects to any character that falls within that area.

---

*For example, if you play the **Oscillating Fireball** card, you would place a 2×2 area within range and attack each enemy within it.*

---

In the case of AoE’s with even dimensions i.e. 2×2, 4×4, you may choose which one of those squares is the “centermost” square. Unless otherwise specified, you may freely swap the length and width dimensions of asymmetrical AoE.

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*For example, if you play the **Daemonic Rift** card, you could either place it as a 4 high, 8 wide AoE, or an 8 wide, 4 high AoE.*

---

## (9) Attack Entry

A card’s attack entry determines if you can make an attack with the card, and whether or not you need to roll or if the attack automatically hits. Unless otherwise specified, when you make an attack roll and hit an enemy, you always deal damage to them.

- ◆ If an attack entry is expressed like “D20 + Might”, that means you must make a Might roll vs. the target’s Defence in order to hit them.
- ◆ If an attack entry is expressed with a long line i.e. “\_\_\_\_\_”, that means the card either automatically hits its target(s) as expressed in its effect entry, or the card doesn’t make any attacks at all.

## Automatic Hits

When something tells you to “automatically hit” an enemy, that means the attack roll is treated as having rolled a natural 20. You then add the single highest attribute you have between your Might, Agility, and Will. All other attack bonuses still apply.

---

*For example, the **Pommel Pummel** card automatically hits and deals 7 + Might damage to a single enemy. If you have 5 Might, you effectively get a final result of 25 on the attack “roll”.*

---

Automatic hits are not to be confused with effects that directly deal damage to a target. The main difference is that automatic hits can still be guarded against, while direct damage effects don’t need to hit to deal damage.

---

*For example, the **Static Rush** ability has the effect of: “Whenever you shift, afterwards you may choose a single enemy within 5 squares and deal 5 Magical and Shock-type damage to them.”*

---

## Multi-Attacks

If a card makes two or more attacks at the same time, such as with most area of effect cards, each of those attacks is rolled and resolved separately. If at least one of those attacks hits, the attack is considered to have been successfully resolved.

When you make a multi-attack, you can fix each of those attacks with a single Fix action (Pg. XX).

---

*For example, if you play the **Oscillating Fireball** card targeting three enemies, you could fix all three of those attacks by expending only a single card or Strike token.*

---

## (10) Damage Entry

A card’s damage entry determines how much damage you deal to an enemy when you successfully hit them. If you aren’t being compelled by an enemy effect, you may choose to reduce the amount of damage you deal by any amount down to a minimum of 1.

---

*Within the narrative, magic is only ever lethal when a mage intends to kill or maim their target. Without this dark intention, magic merely knocks people unconscious with no permanent grievous wounds even if you used a sharp blade or lit them on fire.*

---

## (11) Effect Entry

When played, each card resolves the actions described in its effect entry without deviation. Because card effects vary so wildly, it is difficult to give a proper explanation on how they work. Generally each card is written in a way that allows you to quickly understand how it’s meant to be used.

When an interaction with a card effect is ambiguous, it is up to the players and gamemaster to work out a quick ruling to return to play. In situations where something a card does would break a preestablished rule, the card effect always takes precedence over the rule.

The following **Status Effect** and **Card Terminology** chapters also cover common standardized card effects such as what Burn counters do, or what playing a [Trick] means.

## Multiple Effect Entries

Some cards have multiple effects separated by lines. This means you resolve each effect in descending order. Some cards have a separate [Pitch] effect that can only work when the card is pitched. When you pitch a card, do not resolve any of its other effects.

## Persistent Effects

Most cards resolve all their effects the moment they are played, though some will have a persistent effect that lasts multiple turns or even rounds. Unless otherwise specified, persistent effects last forever. If a persistent effect is tied to a specific area, it is referred to as a “lingering area”.

## STATUS EFFECTS

Status effects are generic persistent effects with no set duration measured in a number of counters. The more counters a character has, the more potent the status effect is.

By default, all status effects except Stun and Freeze do nothing until they are exploited. When you exploit a counter, remove one of its counters then apply its exploit effect to the character that counter was attached to.

*Exploiting a counter counts as using the **Invoke action** (Pg. XX)*

There are two types of status effects: positive and negative.

- ◆ You can only exploit positive effects on allies.
- ◆ You can only exploit negative effects on enemies.

*For example, if you had 2 Burn counters, you couldn't exploit your own Burn counters to inflict damage to yourself.*

You can remove any positive or negative status counters on yourself by taking a **Cleanse action** (Pg. XX). Certain effects may also cleanse a specific amount of counters as well.

## Basic & Alternate Exploits

Each status effect has a basic exploit effect that each character can use. Additionally, certain abilities and card effects grant you alternate exploit effects you can use instead of their basic exploit effect.

*For example, if you play **Ruthless Lunge** and use its alternate exploit effect on an **Expose** counter the enemy it targets has, you would automatically hit them and deal an extra 10 damage, though you would not give that attack **[Piercing]** and **[Overwhelm]** unless you exploited a second **Expose** counter.*

## Stun & Freeze

Unlike other status effects, Stun and Freeze do not have a basic exploit effect. Instead, they have a persistent effect that lasts as long as you have at least one of the corresponding status counters.

Stun and Freeze also have different persistent effects depending on the type of enemy they are applied to:

- ◆ Grunts, Regulars, and Elite characters only suffer the Basic effect.
- ◆ Players, Companions, Mini-Bosses, and Boss characters only suffer the Player effect.

## Positive Status Effects

◆ **Empower** *Positive Status Effect*

Once per attack, that attack gains +0/+10.

◆ **Swift** *Positive Status Effect*

You gain two extra movement points this turn.

◆ **Haste** *Positive Status Effect*

Increase the combo limit of your next combo by +1 card.

◆ **Surge** *Positive Status Effect*

Heal yourself for 5 HP.

## Negative Status Effects

◆ **Burn** *Negative Status Effect*

Deal 5 Fire-type damage to exploited enemy.

◆ **Poison** *Negative Status Effect*

Deal 5 Toxic-type damage to exploited enemy.

◆ **Splash** *Negative Status Effect*

During your turn, shift the exploited character 1-2 squares.

◆ **Expose** *Negative Status Effect*

The next attack you make against the exploited character this turn gains **[Piercing]** and **[Overwhelm]**.

◆ **Weaken** *Negative Status Effect*

Once per attack, halve the damage dealt by the next attack the exploited character makes.

◆ **Gravity** *Negative Status Effect*

The exploited character becomes airborne if earthbound, or earthbound if airborne.

◆ **Stun** *Negative Status Effect*

**Basic:** You make 2 less attacks each turn to a minimum of 0.

**Player:** Reduce your combo limit by two cards. Additionally, you can only make one **Cantrip action** per turn.

◆ **Freeze** *Negative Status Effect*

**Basic:** You cannot spend movement points, and halve the distance when you willingly shift.

**Player:** Double the cost of all movement abilities, and halve the distance when you willingly shift.



## EFFECT TERMINOLOGY

Certain mechanics are common enough that they are codified as keywords and phrases. This helps reduce the amount of text you need to read on each card, hopefully making it less overwhelming to read your hand.

---

*For example, if [Knell/10] was fully written out on the card, it might read something like “If any damage dealt to an enemy by this card reduces them to 10 HP or less, reduce them to 0 HP instead.”*

---

## Colour Coding

Most keywords and phrases are highlighted with a specific colour. These act as quick reminders of how they work:

- ◆ [Light Red] signifies special actions.
- ◆ [Dark Cyan] signifies a specific character state.
- ◆ [Dark Orange] signifies an attack modification.
- ◆ [Blue] signifies an effect with an X value.
- ◆ [Grey] signifies an item-based effect.

---

*If an effect covers two or more of these color codes, it uses whichever one is more relevant to how it's used.*

---

## A-M

### Attack/Damage Bonuses (+X/+Y)

When an effect says that an attack or card gets a +X/+Y bonus, you should read it as “This attack/card gains a +X bonus to each attack roll it makes, and deals +Y extra damage on each successful hit”.

- ◆ If the bonus specifies a card, then each attack that card makes receives the bonus.
- ◆ If the bonus only mentions a single attack or multi-attack, then only those mentioned attacks receive the bonus.

---

*For example, if you play **Ars Aeria** targeting an airborne enemy, that card gains a +5/+5 bonus which means you get a +5 bonus to hit that enemy, and it deals an extra 5 damage if you do.*

---

### Automatic Parries

When an effect says you automatically parry an attack, treat it as if you guarded against the attack with a Guard/20 token.

### Basic Attacks

When an effect asks you to make a “basic attack”, that means you must choose and resolve one of the two following attack templates. If the attack is more specific i.e. “...make a basic melee attack...”, you could only make the stated basic attack.

BASIC MELEE ATTACK	Physical or Magical	
Range	Attack	Damage
Melee or Melee Weapon	D20 + ANY	10 + ANY
[Trick] Attack a single enemy.		

BASIC RANGED ATTACK	Physical or Magical	
Range	Attack	Damage
5 squares or Ranged Weapon	D20 + ANY	8 + ANY
[Trick] Attack a single enemy.		

### Bloodied

Being bloodied is used as an effect trigger. A character is considered bloodied whenever their current HP is equal to, or less than half of their starting maximum HP. Additionally, after a character is downed for the first time, they remain bloodied for the rest of the encounter.

---

*For example, if you started the encounter with 50 HP, you become bloodied whenever you have 25 HP or less.*

---

### Bound Areas

When an effect tells you to place a bound area of effect, that means it can only be placed if you are within that area. (remember to replace a lot of burst effects with bound word)

### Cantrip

If a card has the [Cantrip] keyword, it can be cast using the Cantrip action (Pg. XX).

## “Cares about” Effects

Certain effects only trigger if you play a card that the effect “cares about”.

---

*For example, **Eye of the Hurricane** gives you 1 Swift counter whenever you successfully resolve a melee card.*

---

- ◆ Attack cards are any card that makes an attack.
- ◆ Area cards are any card that places an area.
- ◆ Melee cards are any cards with “Melee” and/or “Melee Weapon” in its range entry.
- ◆ Standard cards have two coloured edges.
- ◆ Nonstandard cards have one or more black edges.

## Chained Effects

When an effect is “chained”, you must repeat that attack or effect targeting a different character within range of the previous target.

---

*For example, if you milled 4 cards when playing **Arcing Shockbolt**, you would attack a target, then chain that attack on an enemy within 3 squares of the first target, and then chain it again on another enemy within 3 squares of the second target.*

---

Unless otherwise specified, any target of a chained effect doesn’t need to be within range of you to resolve, but it can only use the chained effects standard range.

---

*In the example above, you could channel **Arcing Shockbolt** with a longbow to hit an enemy 5 squares away with the initial attack, but each of its chained attacks could only reach 3 squares away.*

---

## Choice Effects

Certain cards will present you with multiple, often mutually exclusive effects that you can choose from. The effect(s) you choose are resolved normally, whereas the effects you didn’t choose are treated as if they weren’t written on the card.

---

*For example, the **Galeforce Sweep** card asks you to choose “high” or “low”. If you choose high, it deals more damage, and if you choose low, it sweeps your enemies feet and stuns them.*

---

## Cleanse

When an effect asks you to cleanse, that means you can remove that many status counters from the character that is being cleansed.

## Critical/X

If the roll result of an attack roll is equal to the critical threshold (X) or higher, empower that attack (see below).

Attacks that automatically hit, as well as fixed attack rolls using the **Fix action** (Pg. XX) can trigger critical hits as well.

---

*For example, if you make an attack with **[Critical/15]** that deals 5 damage and you roll a 16, it would deal 15 damage instead.*

---

## Empower

When an effect says to “empower” an attack roll, treat that attack as if you exploited an Empower counter on it i.e. the attack gains a +0/+10 bonus that doesn’t stack with itself.

## Enchantment Effects

An enchantment is a specific type of persistent effect that is used to modify objects and characters. Most enchantments have an upkeep that must be paid each turn, or the enchantment wears off.

---

*For example, the **Earthsteel Aegis** card gives the enchanted character Guard tokens, but requires the enchanted character to discard a card at the end of each round. If they don’t, then the effects of **Earthsteel Aegis** wear off and they lose all those tokens.*

---

Unless otherwise specified, each unique enchantment effect does not stack.

---

*For example, if someone is already enchanted with the **Earthsteel Aegis**, you could not apply that enchantment to them again until the preexisting instance wore off.*

---

## Expendable

This keyword is used for items and artefacts. An item with **[Expendable]** can only be used X number of times. After combat ends, items with **[Expendable]** regain all of their lost uses.

## Fixed

An attack roll is considered “fixed” when an effect replaces the dice roll with a static result. Most often this happens by using the **Fix action** (Pg. XX). A card being “fixed” also acts as a trigger for some cards and abilities.

---

*For example, if you play **Starseeker’s Surge** and fix its attack roll, it gains a +3/+3 bonus and **[Overwhelm]**.*

---

## Foretold/X

After the draw step, you may play one or more cards with **[Foretold/X]** as a **[Trick]**. If you do, do not resolve its effects. You must then predetermine who the targets will be, and where any areas will be placed.

After X turns on the timer has passed, or at the end of the round (whichever comes first), resolve the **[Foretold]** card as a **[Trick]** against those predetermined targets and areas.

---

*If a predetermined target falls out of range of the foretold effect, that effect fails to resolve against that target.*

---

## Knell/X

If any damage dealt to an enemy by an attack with **[Knell/X]** reduces them to X HP or less, reduce them to 0 HP instead. If an attack has multiple sources of **[Knell]**, add all of them together.

---

*For example, if two sources each provide **[Knell/15]** to an attack, that attack effectively has **[Knell/30]**.*

---

## Marks

Certain effects require you to put a mark on a character in order to keep track of them. Marks have no intrinsic effect, but always act as either a special resource or as a trigger for a specific card and ability.

---

*For example, if you have **Bladedancer's Partner**, you can put a Bladewaltz mark on an enemy which gives you a +5/+0 bonus when attacking them and inflicts 1 Expose if you hit them.*

---

## N-Z

### Opener

At the beginning of combat, before you draw your initial hand, you may search your deck for up to 7 cards with [Opener] and put them into your hand, then shuffle.

### Opportunity

Whenever an enemy enters or exits a square next to you, or they target you or an ally, they provide [Opportunity] to you.

An enemy that provides [Opportunity] acts as a trigger for certain cards and abilities that allow you to take advantage of an enemy that can be caught by surprise.

### Overwhelm

Attacks with [Overwhelm] cannot be guarded or protected against nor can they be automatically parried.

### Parrying

Whenever you guard or protect against an attack that fails to hit, you parry it. Parrying is used as a trigger for certain cards and abilities that allow for powerful counterattacks.

### Piercing

Attacks with [Piercing] ignore the target's armour points.

### Pitch Effects

You may discard a card with [Pitch] in order to resolve its associated pitch effect. Unless it has [Slow], you may pitch a card at interruption speed. If you play a card with [Pitch] normally, do not resolve its pitch effect.

### Protect/X

If a card or token has [Protect/X], you can expend it in order to take a **Protect action** (Pg. XX) up to X squares away.

### Range Modifiers

Certain cards push one's beyond its normal limits, allowing it to hit further away. This is denoted with (+Xsq). When channeling, add this range on top of the weapons range.

### Sacrifice

When a minion is sacrificed, they lose all of their remaining HP, and are then removed from the battlefield. The act of sacrifice also acts as a trigger for certain cards and abilities.

### Scrap

Scrap is a special resource denoted by the gear symbol (⚙). It is created and used by artificers to enhance the potency of their artificer spells, abilities, and artefacts.

- ◆ Characters can hold up to 20⚙ at a time.
- ◆ During their turn, characters can freely give any ally next to them any amount of ⚙ they are holding.
- ◆ During their turn, characters can freely pick up or drop any amount of ⚙ onto any square they currently occupy.
- ◆ If an effect tells you to "pay" with a certain amount of ⚙, you can only pay with ⚙ you are holding.



## Summon

When an effect asks you to summon a minion, choose an unoccupied square within range, then place a token representing that minion onto that square. If your minion is larger than 1 square, then each of those squares must be unoccupied and fall within range of the summoning effect.

## Strike, Guard, and Protect Tokens

These tokens can be expended in lieu of discarding a card to take the corresponding Fix, Guard, and Protection actions (Pgs. XX, XX, and XX). Each token has an X value that determines its Strike or Guard value when expended.

---

*For example, a Strike/10 token has a Strike value of 10.*

---

Protect tokens have an additional value that determines how far it can reach.

---

*For example, a Protect/2/10 token can be used to protect an ally up to 2 squares away with a Guard value of 10.*

---

## Taunting

When you taunt an enemy, they must always target you or any minions you control with attacks and harmful effects if possible. If you are out of range, but they are able to move close enough to target you, they will proceed to do so.

---

*Unless otherwise specified, taunting lasts until the end of the round.*

---

If a taunted enemy is unable to target you with at least one attack or harmful effect during their turn, they cease to be taunted. If you are downed, you cease to taunt all enemies.

## Trick

If a card has the [Trick] keyword, it can be cast at interruption speed using the **Cantrip action** (Pg. XX).

## Twilight

When your soul state is Fading, but isn't Dark, you are considered to be in [Twilight]. Being in [Twilight] acts as a trigger for cards and abilities that are at their most powerful when you maintain balance between your inner light and darkness.

## Vulnerable

A character is considered [Vulnerable] whenever they have at least 3 status counters, or if at least 2 enemies flank them by occupying squares adjacent to them. Being [Vulnerable] acts as a trigger for cards and abilities that are able to take advantage of their helplessness.

# MINIONS & OBJECTS

Mages are often capable of conjuring various imps, familiars, elementals, and objects such as boulders or magic trees.

Minions are willing servants, creating a mutually beneficial pact with their summoner. By comparison, most dark mages leverage the power of the Void to bend summoned beings to their will. This is considered a heinous crime in many nations on Urn, especially in Azirland.

Objects encompass anything from boulders to magic walls to the manifested roots of Omen itself. Each object has special properties and effects that determine what they are used for.

## Minions

Each minion has a special NPC sheet divided into five sections: attributes, abilities, command cost, actions, and attack templates.

SWIFTWOOD WOLF				
Minion, Regular, Plant, Beast				
Combat	Defence	HP	MV	Upkeep
3	10	15	8	4
Loyal Companion: If you start your turn next to your controller, you gain 1★.				
Rabid Growth: At the start of each round, gain 1 Surge counter, then gain a +1 bonus to <b>Combat</b> until the end of the round for every Surge you have up to a +8 bonus.				
Command: Discard a card to grant 1★.				
Pay 1★	Make a <b>Bark &amp; Bite</b> attack.			
	Taunt a single enemy within 5 squares.			
BARK & BITE		Physical, Bestial, Flora		
Range		Attack		Damage
Melee		D20 + 3		7 + 3
Attack a single enemy, then shift 0-3 squares towards your controller.				

## Minion Attributes

In addition to its name and types, each minion has a combat, defence, health points, movement points, and upkeep attribute.

## Minion Types

Each minion has the “Minion” type as well as one of the five combat NPC-types i.e. grunt, regular, elite, minor boss, or boss. Some may also have more descriptive types such as constructs, elementals, spirits, beasts, and so on. Like with enemy NPCs, types are important for effects that trigger based on what types they have.

## Combat Attribute

Like most enemy NPCs, it is not important to keep track of a minion's Might, Agility, and Will attributes. Instead, they have an “all-in-one” attribute simply called Combat.

Whenever an effect that would normally modify the target's Might, Agility, or Will affects a minion, it changes their Combat by that amount instead. Similarly, when an effect asks for a specific attribute, the minion can always substitute the required attribute with their Combat attribute.

When reading a minion sheet, Combat is highlighted in **red**, and is already included within each of its attack templates.

*For example, **Bark & Bite** deals “7 + Combat” damage, but this is written on the **Swiftwood Wolf's** minion sheet as “7 + 3”*

## Minion Defence

Defence is the same for minions except for those with the Grunt-type which have no Defence value at all. This means an enemy targeting a Grunt always hits them unless they are protected by a non-Grunt character.

## Minion Health Points

HP doesn't act differently for minions, though some minions have abilities that remove them from the battlefield the first time they are downed.

## Minion Movement Points

MV doesn't act differently for minions, and they are free to move during their turn even if it doesn't have any command points to spend on any of its minion actions.

## Minion Upkeep

When summoned, a minion will take up a certain amount of its controller's command capacity by an amount equal to its Upkeep value. If you try to summon a minion when it would go beyond your command capacity, that effect fails to resolve.

*For example, if you have a command capacity of 12, you could control up to 3 **Swiftwood Wolves** at the same time.*

## Minion Abilities

Minions always have at least one active or passive ability that determines its special traits. When a minion effect says for “you” to do something, it is referring to the minion. You, the player who controls it, are always referred to as the “controller”.

## Minion Command Cost

This determines the price you must pay to take the Command action (Pg. XX). If paid, that minion gains the noted amount of command points, which are denoted with the five-pointed star (★).

---

*For example, to give your **Swiftwood Wolf** 1★, you would need to discard a card. If you wanted to give it 2★, you would need to discard 2 cards instead.*

---

## Minion Actions

Minions can only use the Invoke, Fix, Guard, and Protect basic actions. Additionally, minions tend to have unique minion actions they can use during their turn by paying the corresponding ★ cost.

Unless otherwise specified, a minion can only take 3 minion actions each turn.

---

*For example, if you control a **Swiftwood Wolf** with 4★, you could only direct it to make up to three **Bark & Bite** attacks in a single turn.*

---

## Minion Attack Templates

Most minions have one or more attack templates that can be used by triggering an ability or using a minion action. Each attack template is formatted similarly to the basic melee and ranged attacks (Pg. XX).

## Objects

Each object has a special NPC sheet with only four elements: its name, types, health, and abilities. Unless otherwise specified, objects only take up 1 square.

Objects can’t take actions. Like Grunt-type NPCs, objects have no Defence attribute. This means attacking an object always hits, unless a character attempts to protect it. Unless otherwise specified, objects only take up 1 square.

<b>Boulder</b> <i>Object, Stone</i>	
	30 HP
<b>Craggy Surface:</b> Whenever a character bashes into a Boulder, it and the bashing character each take 10 Physical and Stone-type damage.	

## Object Types

Much like minions, objects are given types to trigger certain effects that care about specific typing. Each object has the Object type, as well as one or two descriptive types such as Plant, Stone, Ice, and so on.

## Object Health

HP doesn’t act differently for objects. Unless otherwise specified, objects are removed from the battlefield whenever they are reduced to 0 HP. If an object has “∞” HP, it cannot be damaged.

## Object Abilities

Most objects have at least one passive ability, or an active ability that other characters can use. An object can’t use its own active abilities.

# PERSONAL EQUIPMENT

Each mage wields a fantastic amount of power, but a sword is still a sword and a wound is still a wound. Mundane gear and weak magic items such as Lesser Manalyths can be procured within the borders of Azirland at no cost. Outside of its borders however, you may need to procure the local current to bargain for gear, or even steal it if you wish.

Anything not covered in this chapter such as clothing, pack animals, wagons, food, tools, tents, and so on can be acquired as desired. They may be important to the story, or your character, but serve no role in combat.

When it comes to your personal effects, you do not need to keep track of things like weight or storage. Just whatever you feel your character is able to carry with them. If it fits your character, you might even declare they have magical means of storage such as a walking chest, or a bag that is bigger on the inside.

## Item Basics

When you equip an item, you are able to use it during a combat encounter. Each item takes up at least 1 of your equipment slots. You cannot equip or unequip items during combat.

## Weapon Channeling

Certain cards have range entries that say “Melee Weapon” or “Ranged Weapon”. This means that the card can be channeled through a single weapon of the corresponding type. This grants that card the weapon’s range value as well as any of its weapon effects.

*For example, if you play **Earthsteel Bash** and channel it through a dagger, it would gain **Piercing**.*

## Personal Armour

Regardless of how many equipment slots you have, you may only equip one piece of head armour, one piece of body armour, and one shield at a time.

*If you wish to be more “mage” and less “knight”, you can represent each piece of armour as an item enchanted with defensive wards such as magic robes, amulets, rings, and so on.*

## Expendable Items

Trinkets and artefacts with **[Expendable]** can only be used a limited amount of times during each encounter. After combat ends, each item with **[Expendable]** regains any lost uses. When you equip more than one copy of the same **[Expendable]** item, you gain that many extra uses.

## Melee Weapons

• Sword	1 slot	Melee, 1 square
Channeled attacks gain a +1/+1 bonus.		
• Rapier	1 slot	Melee, 1 square
Channeled attacks gain a +2/+0 bonus.		
• Axe	1 slot	Melee, 1 square
Channeled attacks gain a +0/+2 bonus.		
• Dagger	1 slot	Melee, 1 square
Channeled attacks gain <b>[Piercing]</b> .		
• Spear	2 slots	Melee, 2 squares
• Magic Staff	2 slots	Melee, 1 square & Ranged, 6 squares
Channeled attacks gain a +1/+1 bonus.		
• Great Weapon	2 slots	Melee, 1 square
Channeled attacks gain a +2/+2 bonus.		
• Buckler	1 slot	Melee, 1 square
<b>[Shield]</b> You gain a +2 bonus to Defence when guarding yourself.		
You start each round with two Guard/5 tokens that last until the end of the round.		
• Shield	1 slot	Melee, 1 square
<b>[Shield]</b> You gain a +2 bonus to Defence when guarding or protecting.		
You start each round with one Guard/10 token that lasts until the end of the round.		
• Tower Shield	2 slots	Melee, 1 square
<b>[Shield]</b> You gain a +4 bonus to Defence when guarding or protecting.		
You start each round with three Guard/10 tokens that last until the end of the round.		

## Ranged Weapons

• Shortbow	1 slot	Ranged, 6 squares	
• Longbow	2 slots	Ranged, 8 squares	
• Artillery Sceptre	3 slots	Ranged, 10 squares	
• Pistol	1 slot	Ranged, 4 squares	Channeled attacks gain <b>[Piercing]</b> .
• Rifle	2 slots	Ranged, 6 squares	Channeled attacks gain <b>[Piercing]</b> .
• Wand	1 slot	Ranged, 4 squares	Once per turn, fix a channeled attack as if you spent a Strike/10 token.
• Arcane Rod	2 slots	Ranged, 6 squares	Once per turn, fix a channeled attack as if you spent a Strike/10 token.

## Armour

• Helmet	1 slot	+0 Defence bonus	<b>[Head Armour]</b> You start each round with 5 armour points that last until the end of the round.
• Padded	1 slot	+0 Defence bonus	<b>[Body Armour]</b> At the start of each round, you gain 10 armour points that last until the end of the round.
• Cuirass	1 slot	+2 Defence bonus	<b>[Body Armour]</b>
• Chainmail	2 slots	+0 Defence bonus	<b>[Body Armour]</b> At the start of each round, you gain 15 armour points that last until the end of the round.
• Plate Armour	3 slots	+2 Defence bonus	<b>[Body Armour]</b> You start each round with 15 armour points that last until the end of the round.

## Trinkets

• Lesser Manalyth	1 slot	1 square	<b>[Expendable/1] [Slow]</b> A single ally within range draws a card, or discards a card and draws 2 cards instead.
• Draught of Vitality	1 slot	1 square	<b>[Expendable/2] [Slow]</b> Heal an ally within range for 25 HP.
• Omenroot Sap	1 slot	Self	<b>[Expendable/1]</b> Whenever you would be reduced to 0 HP, you may expend this item to be reduced to 1 HP instead.  <i>When you use <b>Omenroot Sap</b>, you do not become downed, and as such avoid the penalty to your maximum HP.</i>
• Grenado	1 slot	5 squares	<b>[Expendable/1] [Slow]</b> Place a 3×3 area within range, then automatically hit each enemy in that area for 20 Physical, Metal, and Fire-type damage.
• Orb of Obscurity	1 slot	5 squares	<b>[Expendable/1] [Slow]</b> Place a 3×3 area within range that blocks line of sight and lasts until the end of the round.
• Smoke Grenade	1 slot	Self	<b>[Expendable/2] [Slow]</b> Choose a weapon as well as Fire & Burn, Toxic & Poison, Water & Splash, or Metal & Expose Until the end of the round, attacks channeled by that weapon gain the chosen element and “On hit: That enemy gains 1 status counter of the chosen type.”
• Ward Stone	1 slot	Self	You may expend this item as if it were a Protect/5/10 token.
• Quake Stone	1 slot	Battlefield	At the start of combat, place 1-5 <b>Boulders</b> in unoccupied squares that aren’t touching the edge of the battlefield.
<b>BOULDER</b> <i>Object, Stone</i>		30 HP	<b>Craggy Surface:</b> Whenever a character bashes into a Boulder, it and the bashing character each take 10 Physical and Stone-type damage.