Lytharian Chess™
Rule Book

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Introduction

Welcome to the magical fantasy world of Lytharia. A world full of expansive natural beauty but also full of strife and savagery. The inhabitants range from the organized city states of the humanoid races to the primitive clans of tribal monsters. Beasts of all descriptions roam the varied and spectacular terrain of Lytharia. Dragons, demons and magical creatures of legend are also a part of this world. The fight between good and evil is an ever present struggle and the power of the arcane and the elements fuel these battles. Warriors, mages and priests fight for their gods and causes and there is no shortage of heroes among the people of Lytharia.

Lytharian Chess is a strategic board game that is played on a special chess board. Cards are used to create your army of troops that represent the traditional chess pieces. Other cards are the spells/equipment that will be used to affect the outcome of the game and individual battles. Strategic movement and timely use of spells, equipment and abilities will be the keys to victory. Damage is persistent so healing and attrition will play a large part in winning the game. Thank you for playing Lytharian Chess and, above all else, have fun on your path to victory!

Contents

Set includes 2 game half boards, 2 mana tokens, 2 obelisks (black D6), 2 sets of dice (6 sided die), 1 game guide and 264 cards.

Game Board

The play area of the game board is similar to a chess board. The diagram below shows how the 2 half boards are set up slightly offset. There are 64 squares on the board alternating between 1 white square and 1 colored square. The castle area is the 2 squares initially occupied by the king and queen. Each player has a space to draw cards, a crypt space for troops that have been killed, a nether space for spells/equipment to be discarded and 3 spaces for placing enchant spells that are cast during game play. On each side of the board is a mana counter that goes from 1-15 and ends with an obelisk space. A black D6 (obelisk) is used to show how many base points of mana are gained each turn in the mana phase.
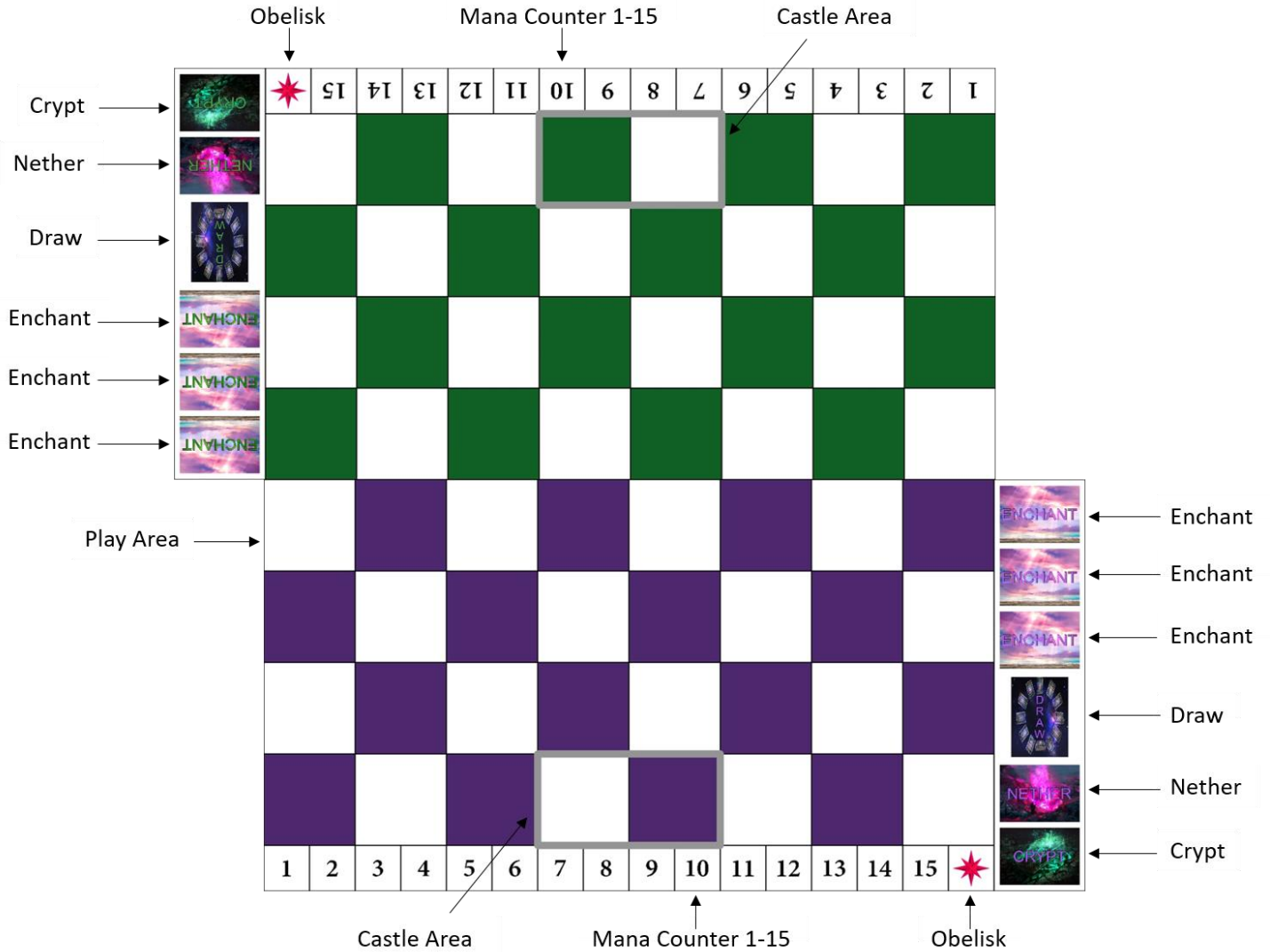
Game Cards

Color Coding

The color inside the outer border and around the picture depicts the type of alignment (good/evil/neutral) or element that it is. The table below shows the colors that relate to the different types of cards.

Good troops & Life spells	White
Evil troops & Death spells	Black
Neutral troops & spells	Gray
Arcane spells	Pink
Air spells	Yellow
Fire spells	Red
Earth spells	Brown
Water spells	Blue
Equipment	Silver (Metallic)

Card Types

Spells - Spells can be used to affect the outcome of the game. Types of spells include aura, channeled, curse, enchant, fast cast and sorcery.

Aura: These are beneficial permanent spells cast on friendly troops to enhance them. Aura spells are cast by the active player during their main phase and remain attached unless removed or the troop is killed. The active player may replace an aura on one of their troops by casting another aura and discarding the existing one. A troop may only have one aura at any one time.
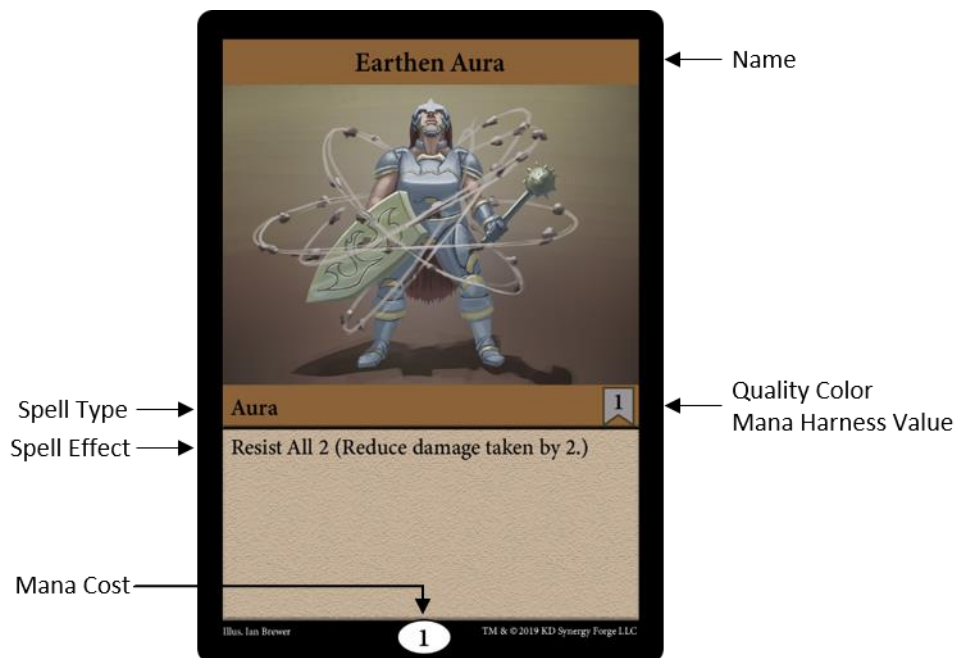
Channeled (heal, life drain, mana, mana drain): These spells are cast by the active player during their Main Phase and deal with positive and negative effects of life and mana. For example, Greater Healing Star will remove 3 damage taken by your troop and costs 3 mana.

Greater Healing Star ← Name

Channeled — Spell Type

3 — Quality Color / Mana Harness Value

Remove 3 damage from target troop. — Spell Effect

Mana Cost — 3

Illus. Ian Brewer   TM & © 2019 KD Synergy Forge LLC
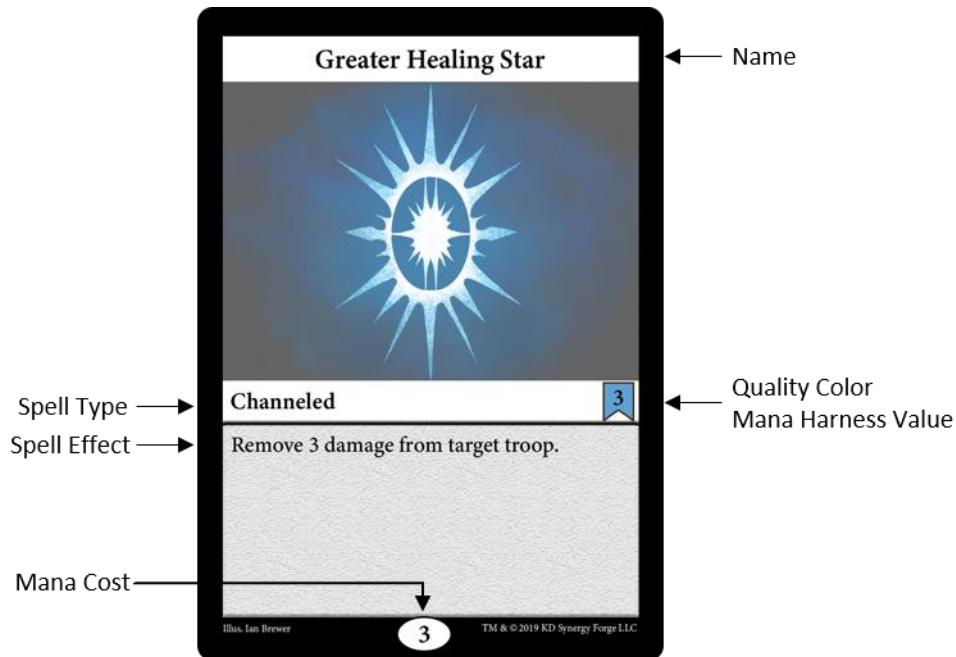
Curse: These are malevolent permanent spells cast on enemy troops to debilitate or damage them. Curse spells are cast by the active player during their main phase and remain attached unless removed or the tro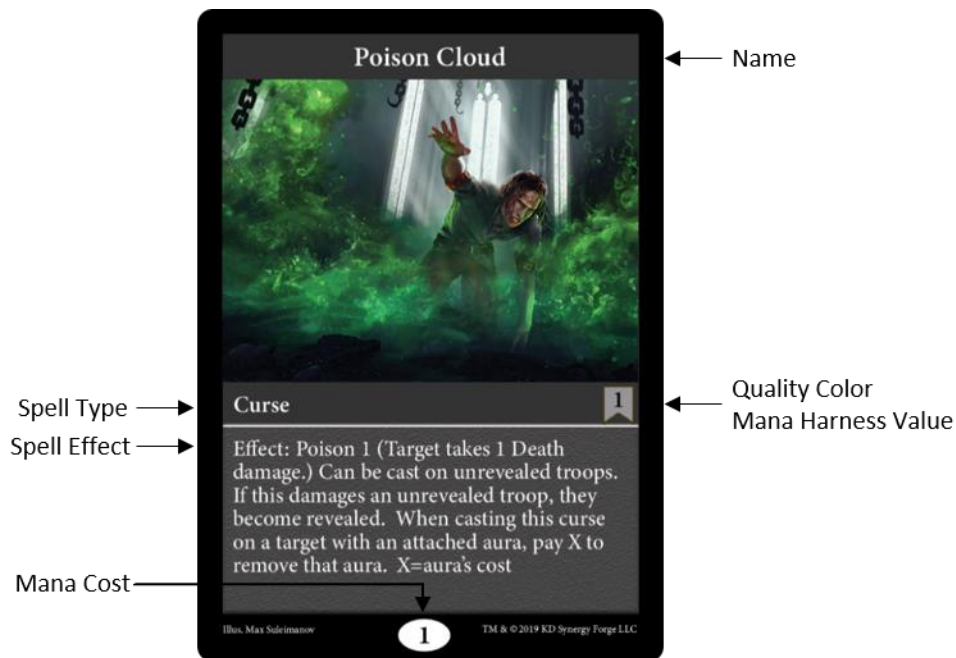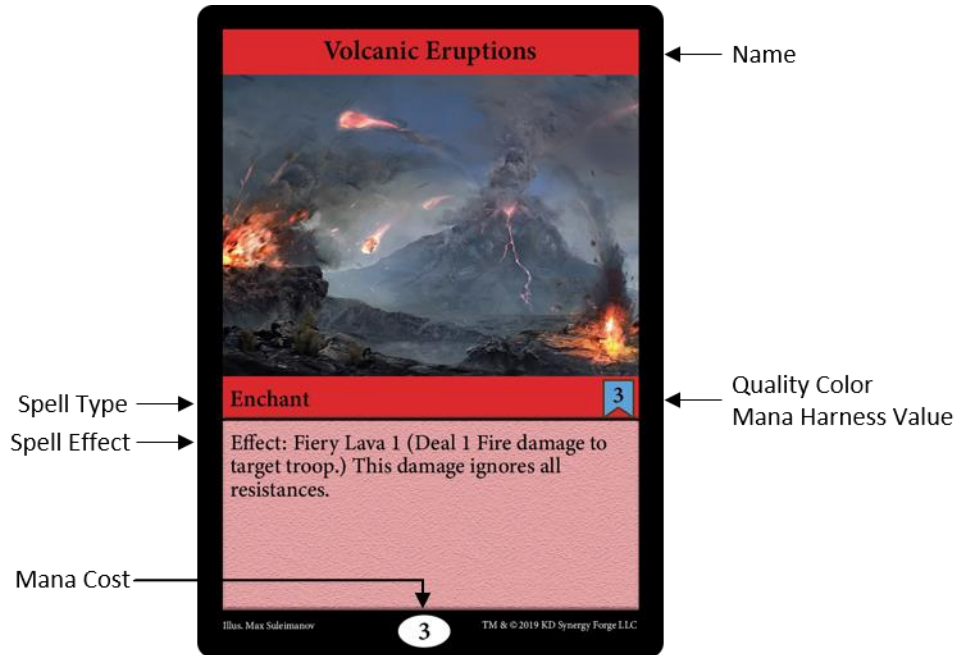op is killed. Curse spells are cast on an opponent's troop and they can be cast on unrevealed troops. A curse may be cast on an enemy troop with an aura if an extra cost is paid to destroy the aura. If the curse damages an unrevealed troop, they become revealed. A curse's effects takes place in the effects phase of the player who cast it or controls it. For example, if a curse is the target of a Redirect spell the other player becomes its controller. The active player may replace a curse they control by casting another curse and discarding the existing one. A troop may only have one curse at any one time.

Poison Cloud ← Name

Curse — Spell Type

1 — Quality Color / Mana Harness Value

Effect: Poison 1 (Target takes 1 Death damage.) Can be cast on unrevealed troops. If this damages an unrevealed troop, they become revealed. When casting this curse on a target with an attached aura, pay X to remove that aura. X=aura's cost — Spell Effect

Mana Cost — 1

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Enchant: These are permanent spells cast to give an advantage to your army through their various powers. Enchant spells can be placed in one of the three enchant spaces on the board by the active player during their Main Phase and provide additional benefits during game play. For example, Volcanic Eruptions deals 1 fire damage to target troop. This spell will be in effect each round unless your opponent removes the spell or you replace it with another enchant. A maximum of three enchant spells can be in play at one time and only one of each type of enchant can be in play. For example, you cannot have two Volcanic Eruptions in play at once. If you want to cast an enchant while you already have three on the board, you must replace one of them.

	Name
	Quality Color Mana Harness Value
Spell Type	**Enchant** 3
Spell Effect	Effect: Fiery Lava 1 (Deal 1 Fire damage to target troop.) This damage ignores all resistances.
Mana Cost	3

Volcanic Eruptions — Illus. Max Suleimanov — TM & © 2019 KD Synergy Forge LLC

Fast cast (damage, removal, protection, movement, counter, discard): These spells can be cast at any time by either player and are mainly used to influence the outcome of troop combat. For example, Lightning Strike deals 2 Air damage to the opponent's troop and costs 1 mana.

	Name
	Quality Color Mana Harness Value
Spell Type	**Fast Cast** 1
Spell Effect	Deal 2 Air damage to target troop.
Mana Cost	1

Lightning Strike — Illus. Max Suleimanov — TM & © 2019 KD Synergy Forge LLC
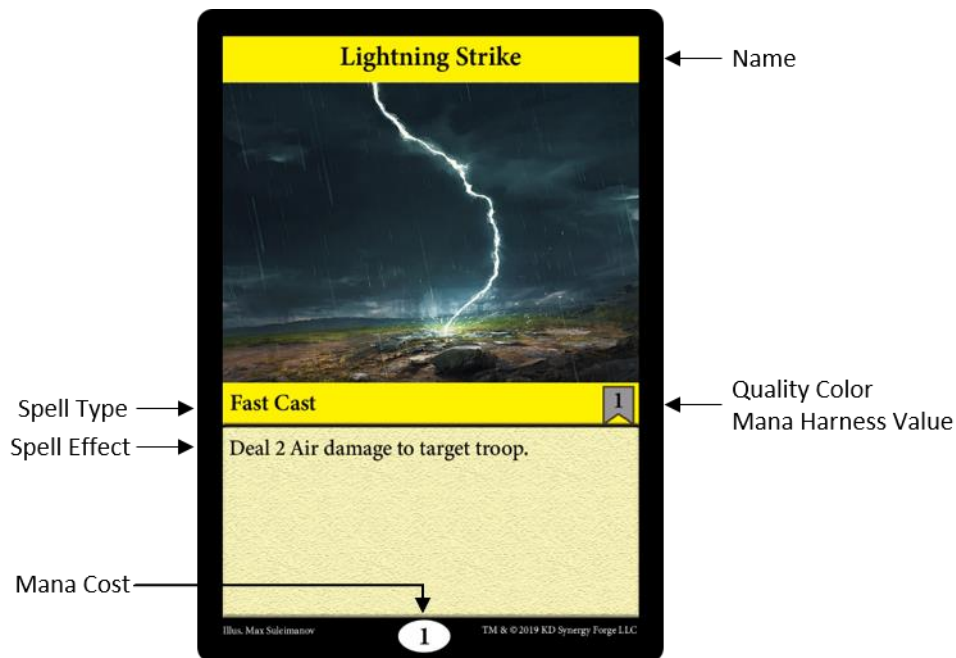
Sorcery (damage, removal, discard, draw, movement): These spells can only be cast by the active player during their main phase, have a one-time use and cover a variety of effects. They may not be cast during combat or in an opponent's turn. For example, Overload will destroy target permanent spell for the target spell's cost.
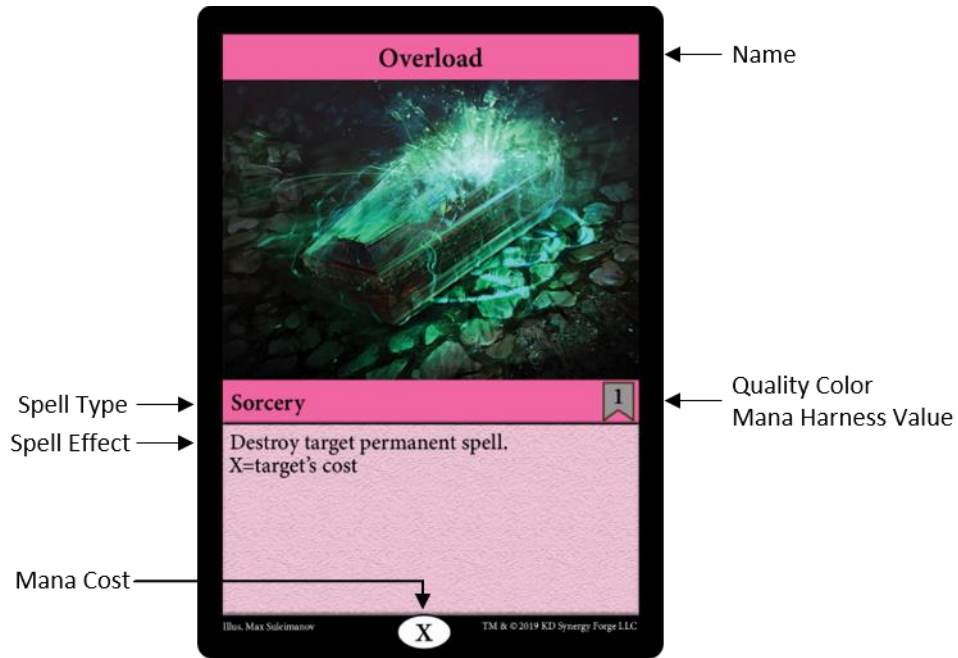
Variable Cost: These spells can be cast for any amount of mana. The mana spent will determine the effectiveness of the spell. For example, Powered Soothing Mist will remove 5 damage from target troop if 5 mana is spent or 3 damage from target troop if 3 mana is spent, etc.
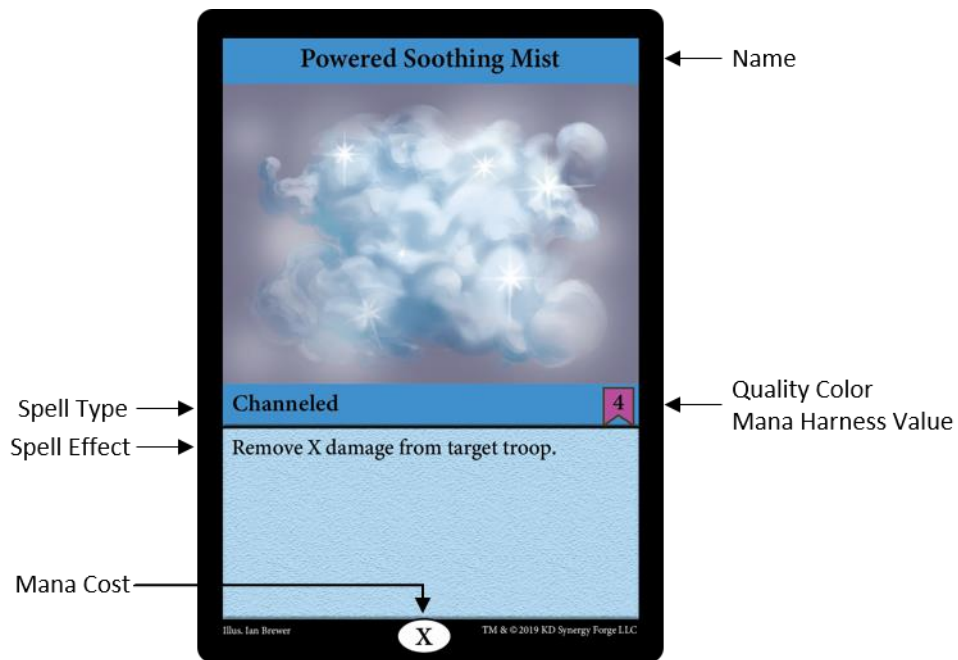
Troops - Troops represent traditional chess pieces and include the K (king), Q (queen), R (rook), KN (knight), B (bishop) and P (pawn). Troops have different levels of attack power, defense power and special abilities used during battle. There are good troops, evil troops and neutral troops. The card formatting as shown on the Good Troop Example below also applies to the Evil Troop and Neutral Troop.

Good Troop

Attack Power   Name   Defense Power

Type/Trait →
Special Abilities →
Flavor Text →

Shaharra

4   4

Beast Cat - *Unique*   9

Pounce (When attacking gain +1 Att and negate target troop's text abilities in combat)

Sleek and powerful, she glides effortlessly through the forest like a shadow in the moonlight.

Illus. Gabriele Bondareva   P   TM & © 2019 KD Synergy Forge LLC

← Quality Color
Power Score

— Piece Type

Evil Troop

Deepdark Savage

3   3

Goblin Warrior   7

Berserk 1 (Deal 1 damage to self to gain +1 Att.) This can be used multiple times but cannot reduce Def to 0.

These maniacs will slash anyone within range once the fight begins.

Illus. J. Smith   P   TM & © 2019 KD Synergy Forge LLC

Neutral Troop

Surictavi Ranger

3   4

Surictavi Warrior   9

Main: Stonethrow 1 (Deal 1 physical damage to adjacent target troop.)
Scout (Reveal all adjacent enemy troops.)
Does not need to reveal to use this ability.

They roam the hills steadfastly defending the mob against danger.

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Equipment – Equipment can only be attached to a troop by the active player during their main phase on troops they control. Equipment will remain with the troop unless the opponent removes it, it is reforged into a different piece of equipment or the troop is killed. Equipment may only be attached to humanoid creatures. They may not be attached on beasts, elementals or monsters. Equipment costs mana to attach but is not considered a spell. Attaching equipment with a reduced cost due to a troop's race, class or alignment does not require them to reveal, just an honest statement that the condition is met.

Reforging: During their main phase, a player may discard an equipment card from their hand to gain mana equal to its reforge value to immediately use to attach equipment to a troop. If an equipment is already attached to a troop it can be discarded to gain mana equal to its reforge value to immediately attach another equipment on the same troop. You may reforge multiple times during your main phase and multiple pieces of equipment may be reforged to attach a higher cost piece of equipment. In addition, reforging can be used in conjunction with mana from your counter to attach a high cost piece of equipment.

Armor: Armor adds additional Defense Power to troops. As shown in Illustration A, Chain Mail increases Defense Power by 3 and costs 3 mana.

Weapons: Weapons add additional Attack Power to troops. As shown in Illustration B, the Mace increases Attack Power by 3 points and costs 3 mana.
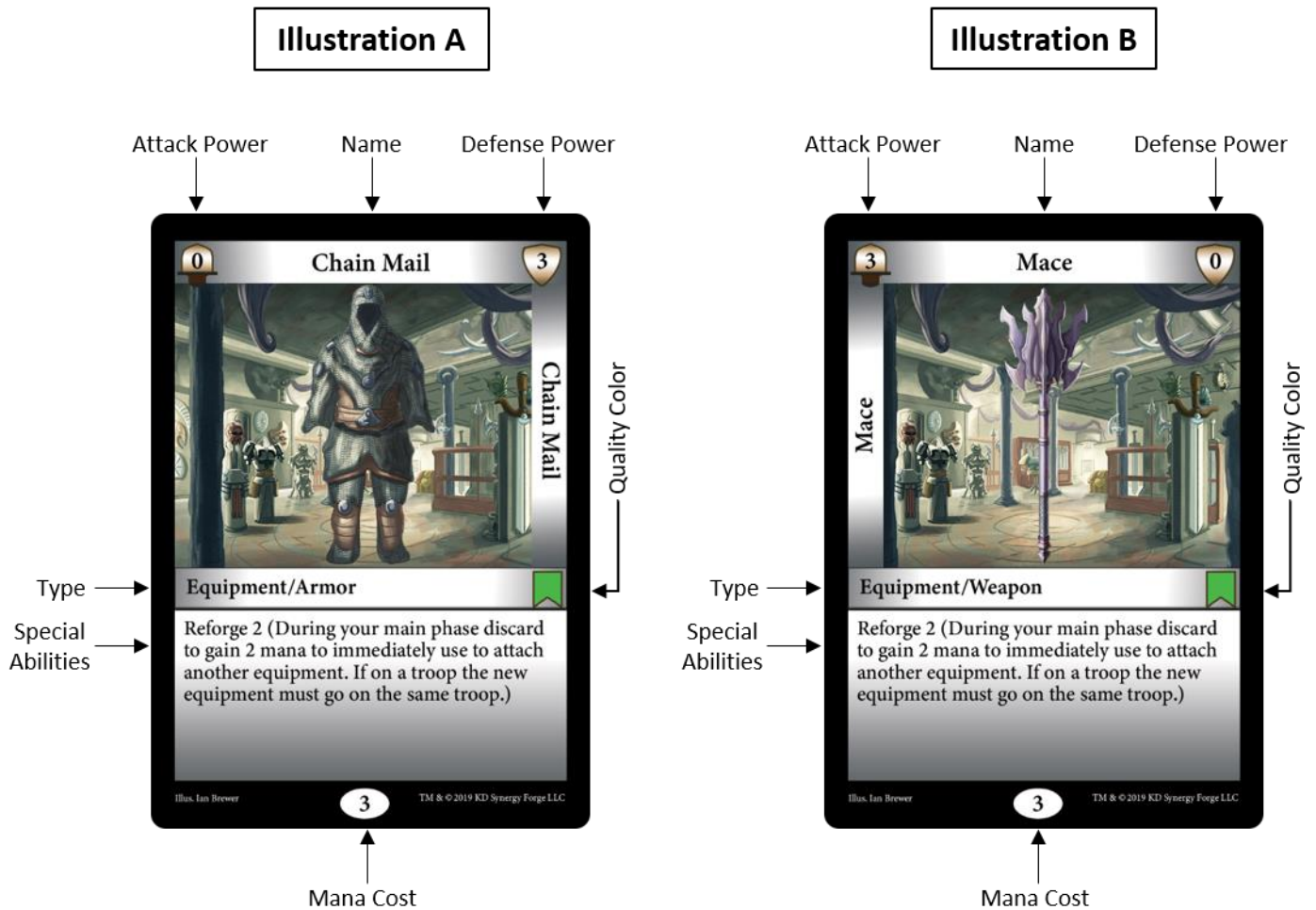
Getting Started

Troops – To start the game, each player chooses 16 troops for their army. The army will consist of 1 King, 1 Queen, 2 Rooks, 2 Knights, 2 Bishops and 8 Pawns. No more than 2 of the same type of troop may be used for Pawns. No more than 1 of each troop with the unique trait can be used. Good troops and evil troops cannot be used in the same army.

Army Power Score - Players will add up the power scores for all of their troops to determine their army power score. The lower army power score is subtracted from the higher and then divided by 5 rounding up. This is the bonus mana the player with the lower army power score starts with and this player goes first. If both power scores are the same each player rolls a D6 and the higher number goes first. If this roll is a tie, repeat until there is a clear winner.
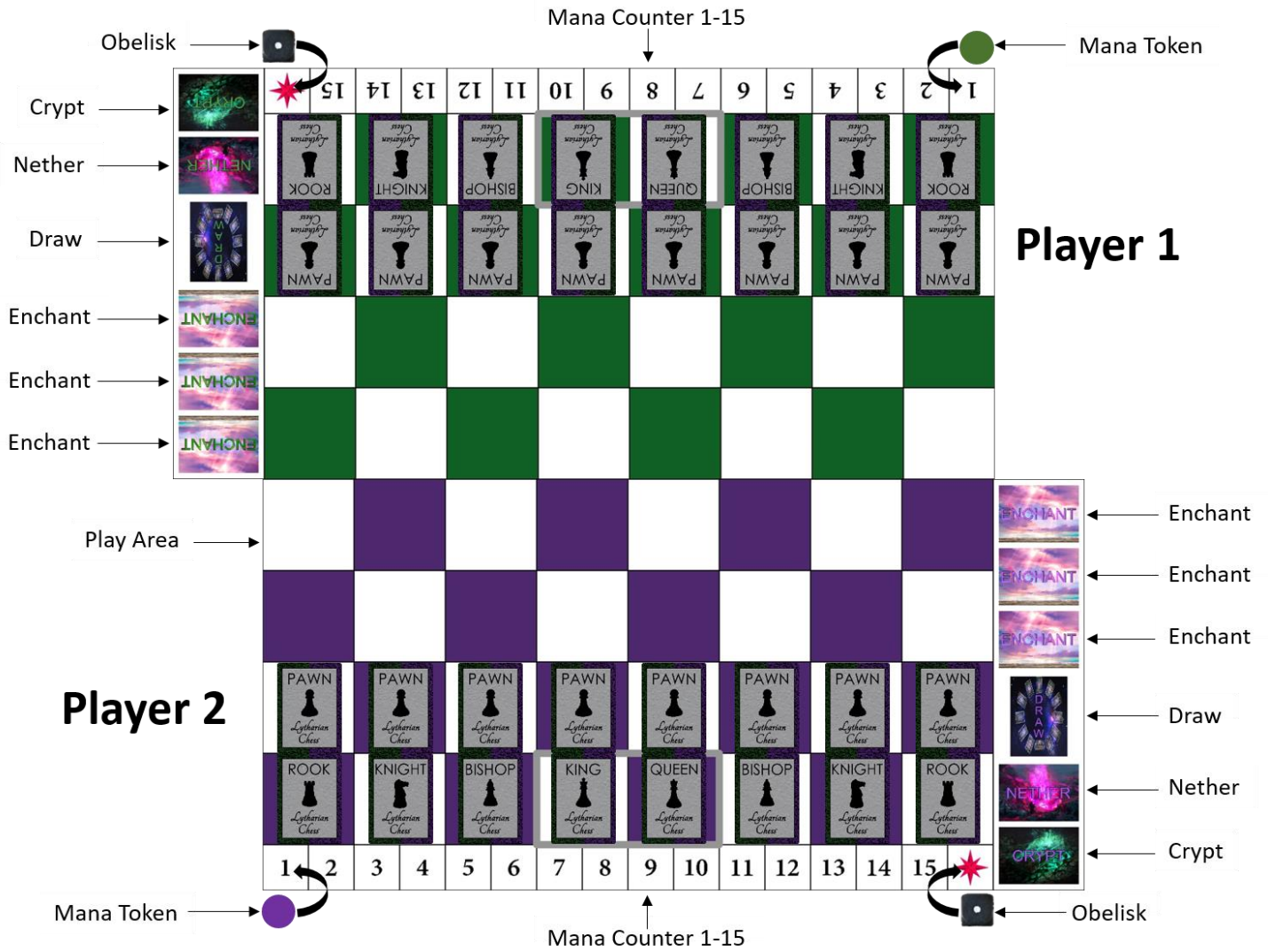

Power Score

Spells – After choosing troops players will select a minimum of 50 spells/equipment for their deck. No more than 3 of the same spells/equipment may be used. As shown in Illustration C, elemental opposite spells may not be used together. Evil armies may not use life spells and good armies may not use death spells. Neutral armies can use life or death spells but only one or the other, not both at the same time. Any army can use arcane spells (Illustration D).
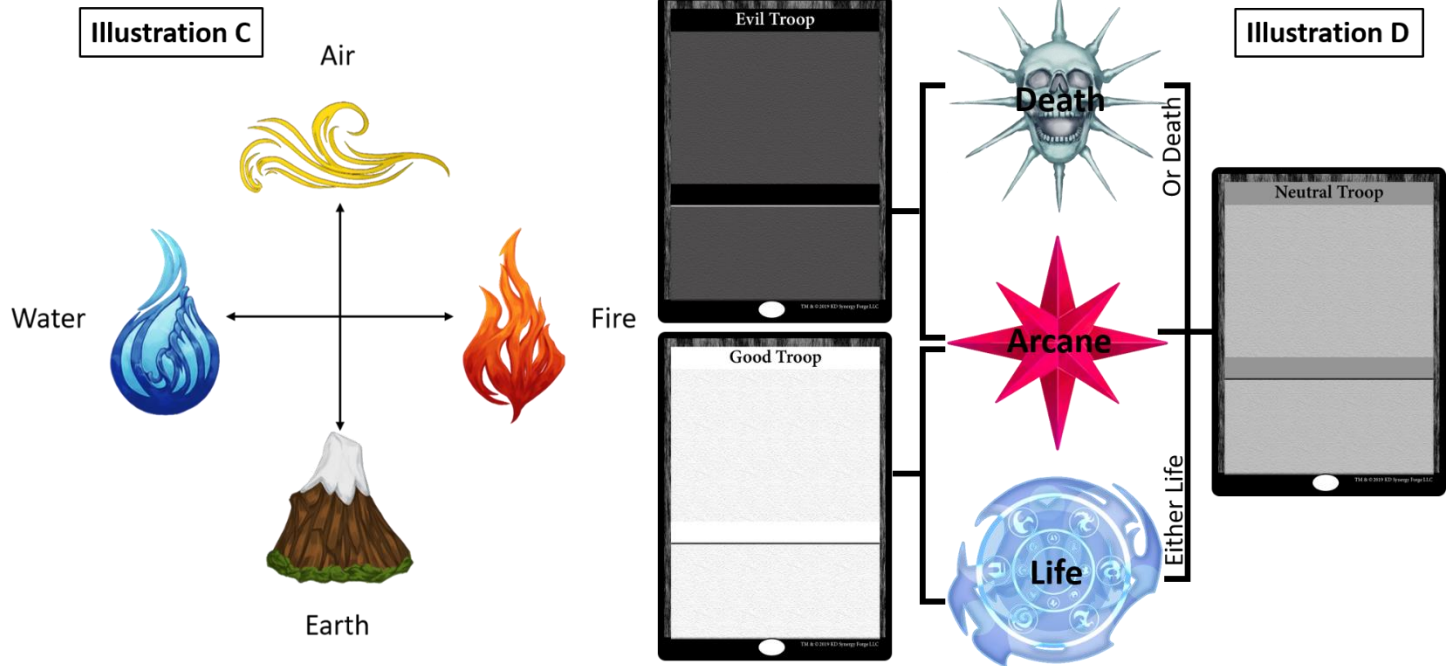
Board Setup

The board is laid out similar to a chess board but uses cards instead of chess pieces. The player who goes first (Player 1) places the bottom row from left to right as follows: rook, knight, bishop, queen, king, bishop, knight, rook. In the row above these cards, 8 pawns are arranged in any order. Player 2 is exactly the same except the queen is placed in the dark square of the castle and the king in the white square of the castle. Each player will shuffle their spells/equipment and allow their opponent to cut the deck. Each player will place their deck in their respective draw space. The mana token will be placed in the square numbered 1 in the mana counter. The obelisk die will be set in its space and set to 1. Players begin the game with no cards in hand.

Play Overview and Winning

The game is won when one of the following happens:

1. The enemy king is defeated.

2. If both kings kill each other and there are other troops on the board, the player with the highest total power score of troops on the board wins.

3. If one player's army is destroyed to the point where they only have a king left, they must perform an honor charge. They must advance their king directly towards the enemy king to attack them. They must engage other troops directly blocking them. They can play spells and effects that enable them to end their turn without moving but none that allow them to move backwards. If they defeat the enemy king and survive they win.

4. If both players only have a king left on the board, they must both perform an honor charge. If they kill each other the winner is determined by adding up the power scores of all the troops they killed. The player with the higher total wins. If this total is equal, the player with the lowest total army power score wins. If the total power score of both player's armies is the same, roll D6 and the highest roll determines the winner. If rolling results in a tie, continue rolling until someone wins.

Timed Play (optional): Before the game starts a set time may be established. If the enemy king is killed in this time then the game is won. If time runs out the power score of the killed troops is counted on both sides. The player who killed a higher amount of troop power score wins. If a troop was revived and alive when time runs out its power score is still counted in the kill count.

Individual Cards vs. the Rule Book

There will be cases where the text on the card would break the rules. In this circumstance, the card takes precedence over the rules.

Shuffle and Cut

Whenever a player shuffles their deck, they must allow the opponent a chance to cut the deck.

Phases of a Turn

The turn sequence is as follows:

1. **Effects Phase** – The active player will begin the turn by any effects on the board taking place. Example: decreasing the damage on any troop that is being healed by a bishop. A troop must reveal to use an effect unless stated otherwise on their card. The active player is responsible for their effects triggering and if they end the phase without using an effect there is no going back. If a card has more than one effect, they can each trigger once per effects phase. The active player decides what order multiple effects happen in this phase.

2. **Mana Phase** – At the start of this phase the active player will advance their mana counter 1 space or more depending on spells, abilities or powering up their obelisk. If at any point during the game your mana reaches 15 you can choose to charge your obelisk and reset your mana to 1. Doing this increases your per turn mana base by +1 up to 6 per turn maximum. The obelisk die is rotated accordingly.

3. **Draw Phase** – The active player will draw a card. A player's base maximum hand size is 10. Cards and effects may allow a player to have more than 10 cards in hand. If the player already has 10 or

more cards, they can choose to discard down to 9 cards in order to draw a card or play fast cast spells to get down to 9 cards and then draw. The active player can choose not to draw and keep the 10 or more cards they have in hand and move on to the main phase. Any time a player accidentally draws more cards than they need and looks at them, they must put the extra card(s) back, shuffle and allow their opponent to cut the deck.

4. **Main Phase** – During this phase, the active player can do the following actions in any order:

   a. **Cast Spells** – The active player may cast any type and number of spells limited by their mana. The defending player may cast fast cast spells during this phase.

   b. **Move** – The active player must move a troop every turn.

   c. **Attack** – If the active player attacks first and takes an adjacent square through victory this does not count as movement and they must still move a troop this turn or they can move and attack a troop as normal, however only one attack per turn is allowed.

   d. **Main: Abilities** – The active player's troops must reveal in order to use these abilities. Multiple troops can use them, however they can only be used once per troop per turn. A troop may attack or use its main: ability, but not both. If a troop has more than one main: ability, they can each trigger once per main phase. The active player decides what order multiple main: abilities happen in this phase.

Troop Movement

King - The King can move 1 square only in any direction.

Queen - The Queen can move in any one direction as many squares as possible as long as they are empty.

Rook - The Rook can move either forward, backwards, left or right as many squares as possible in one direction as long as they are empty.

Knight - The Knight moves in an L pattern, either 1 square forward and 2 squares left or right or 2 squares forward and 1 square left or right. The Knight is the only piece that can jump over other pieces.

Bishop - The Bishop can move diagonally as many squares as possible in one direction as long as they are empty.

Pawn - The Pawn can move 1 square straight forward as long as it is empty. On its first move, a pawn can move 2 squares straight forward as long as they are empty. The Pawn can never move backwards. The Pawn attacks in a forward diagonal direction.

Pawn Promotion - If the Pawn reaches the other side of the board, it can be transformed into a copy of any friendly troop (even a unique troop), except for the King. They will lose all attached equipment, spells and damage upon promotion. Use a piece of paper to represent the troop it is duplicating and fill in the relevant statistics.
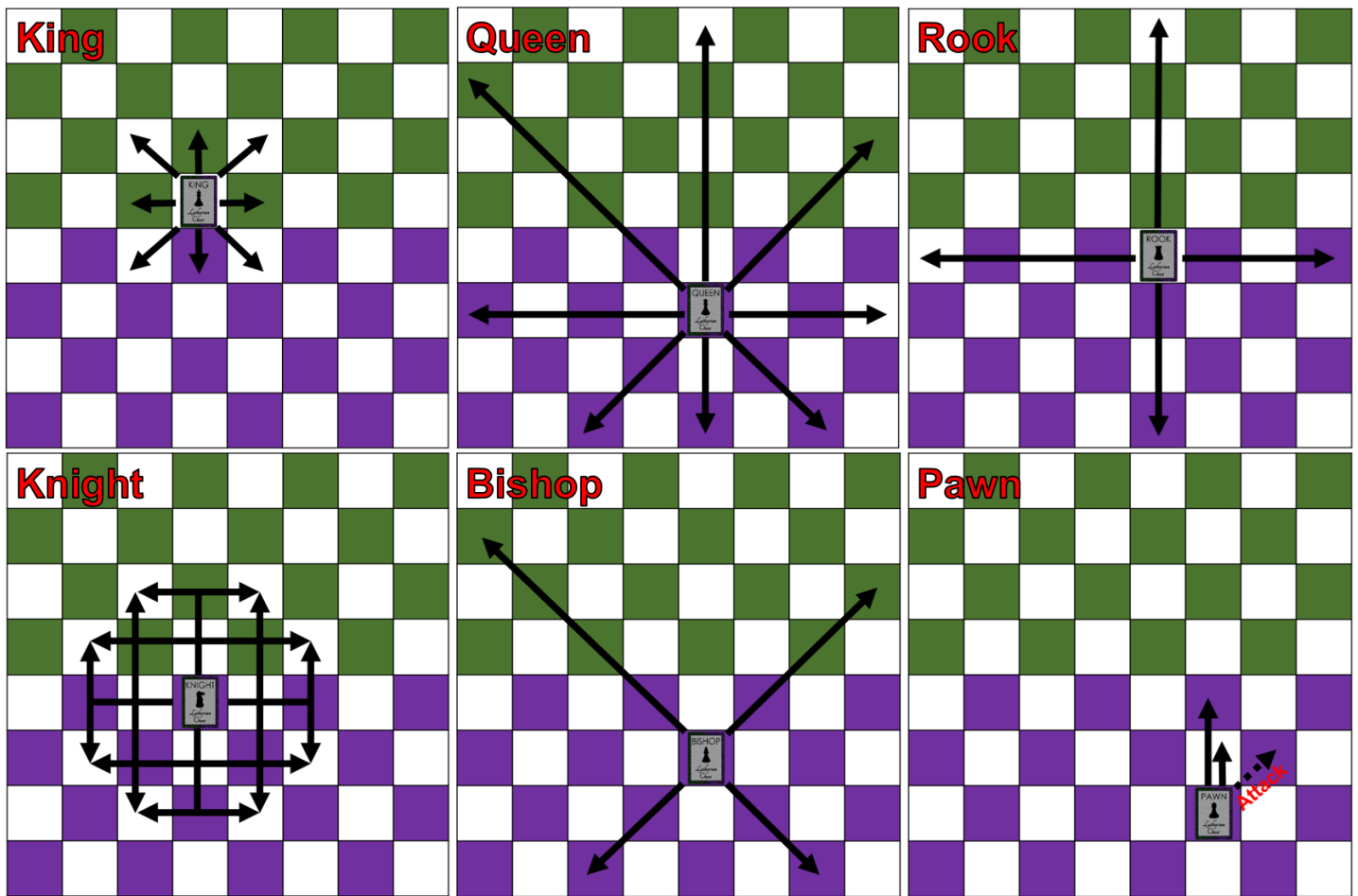
Troop Movement Diagram

Combat Overview

In order to initiate an attack the active player's troop must be adjacent to an enemy troop or move adjacent to an enemy troop and can only attack in the direction they can move (except for pawns). The active player can attack and then move any piece or move a troop adjacent to an enemy and attack. If an attack is started from an adjacent square this does not count as a movement. A basic attack compares both troop's Att vs the other troop's Def. If a troop's Def is reduced to zero or below it is killed. Unless otherwise stated all troops inflict physical damage during combat. If an attack is successful the defender is removed from the board and the attacking troop occupies the defender's square. If an attack is unsuccessful and both troops survive the attacker remains in the square they started in if they were stationary or the last square they moved to before initiating the attack. When a troop takes damage a D6 is placed on the troop displaying the amount of damage they have taken.

Fog of War
All troops start the game face down. The ways to reveal an opponent's troop are to attack it, the scout ability, spells or doing damage to it. Once revealed the troop remains face up. A player may reveal any of their troops at any time and this must typically be done in order for a troop to use its effect: ability in the effects phase and its main: ability in the main phase.

Scout Ability
This ability triggers in the following ways:

1) When a scout troop finishes its movement, reveal all adjacent enemy troops.
2) When an enemy troop finishes its movement next to a scout, reveal them.

Troop Abilities
When an attack or defense value is used by an ability, the adjusted total of all equipment, auras, spells and current damage is used to determine the actual value. For example, a troop with 5 att and Bully 1 (+1 att vs troops with less att) attacks a troop with 4 att that is equipped with a longsword (+4 att). The Bully ability would not trigger because the troop with 4 att has an adjusted attack value of 8. If the attacking player removes the longsword then Bully would trigger because their attack power will be higher (5 att) than the defender (4 att).

If a troop has an ability and an equipment, aura or spell attached to them has the same ability, the values are added. For example, a troop with Physical Resist 1 gets the aura Rock Guard (Physical Resist 2) cast on them they now have a total of Physical Resist 3. All physical damage will be reduced by 3.

If two troops in combat each have abilities that require you to choose, they alternate choosing starting with the defender. For example, if both troops have Mobility the defender would choose whether to gain +1 att or reduce damage by 1 and then the attacker would choose.

When an ability triggers based on a specific range from the troop those spaces are counted that many squares in any direction. For example, Bloodrage would trigger for each damaged troop within 2 squares in any direction (forward, backwards, sideways or diagonally).

Attack Examples (no spells)

The active player moves the Brudakian Magemaster (P) one square forward and declares an attack on the Zuk Gar Shocktrooper (Example A). Both players pass on casting spells and the Att/Def values of the two troops are compared. In this case, since the Brudakian Magemaster is a 3/4 and the Zuk Gar Shocktrooper is a 1/1 the Zuk Gar Shocktrooper is killed and placed in their crypt. Resupply triggers and the defending player draws a card. The Brudakian Magemaster takes 1 damage and a D6 displaying 1 damage is placed on the Brudakian Magemaster. The Brudakian Magemaster then takes the space. The active player now ends their turn. The new active player progresses through their turn to their main phase and moves the Slimeserpent Rider (KN) right two squares and forward one square and declares an attack on the Brudakian Heavy Cavalry (Example B). The troops have abilities that trigger starting with the defender (Brudakian Heavy Cavalry) choosing +1 Att for their mobility. The attacker (Slimeserpent Rider) also chooses +1 Att for their mobility. Both players pass on casting spells and the Att/Def values of the two troops are compared. In this case, since both troops are a 6/5 they are both killed and placed in their crypts. The active player now ends their turn. The new active player progresses through their turn to their main phase and moves Oshara six squares forward and declares an attack on Korganoth (Example C). The troops have abilities that trigger. Both troops get +1 Att for Bushwhack and both troops get +1 Att and reduce damage by 1 for their respective Elf/Orc Slayer abilities. Both players pass on casting spells and the Att/Def values of the two troops are compared. In this case, since both troops are a 12/8 with 1 point of damage reduction, they both take 11 points of damage and are killed and then placed in their crypts. The active player ends their turn and the defending player now becomes the active player.

Spellcasting Overview

To cast a spell a player must first pay its mana cost (this is instantaneous and uninterruptable). Once this cost is paid and a spell is cast your opponent is given a chance to respond. If they elect to pass then this spell resolves. If they respond then this process repeats until both players pass. Spells resolve in the order of last back to first. This process can be repeated until mana is depleted and non-permanent spells are placed in the player who cast the spell's Nether. If your mana drops to zero, remove your mana token from the board and place it on top of your deck until you gain more mana. If a troop leaves the square they were in when targeted by spell(s) before they resolve, those spells have no effect (because they no longer have a target) and are placed in the nether.

Targeting
A player may only target an opponent's troops if they have been revealed (except for curses). Troops in the castle area may not be targeted unless they are revealed and a friendly troop is adjacent to the target troop. A troop in the castle area may be damaged by an AOE spell if they are adjacent to the target of the spell. Permanent spells and equipment may be targeted even if a troop they are attached to is not revealed. A player may target their own troops, even if not revealed.

Discarding
Whenever a card is placed in a crypt or nether it is placed face up. Both players are free to look at any card in any crypt or nether at any time during the game.

Mana Harnessing
Once per turn a player may discard a spell from their hand to gain mana based on the discarded spell's quality (see chart below). This mana must be used immediately to cast only spells and any unused mana is lost. This mana can be used to cast multiple spells and can be used in conjunction with mana from your counter to cast a higher cost spell.

1 Common

2 Uncommon

3 Rare

4 Epic

5 Legendary

Mana Harnessing Example

In this example the active player (Witchdoctor Nokturnis) has a Fireball and Fire Rain in hand. They decide to Mana Harness the Fire Rain for 3 mana and use 8 mana from their counter to cast an 11 damage Fireball. The opposing player (Consort Tavvo) is given the chance to respond and passes. The spell resolves doing 11 points of Fire damage to Consort Tavvo, reduced by 1 for his Resist All 1 ability. He takes 10 points of damage and is killed and placed in their crypt.

Spellcasting Examples

The active player (Kevetni Blademaster) moves two squares forward and declares an attack on the Deepdark Bully. The defending player (Deepdark Bully) gets the first option to cast a spell and passes. The active player pays 3 mana to cast a Powered Light Guard to prevent 3 damage to the Kevetni Blademaster. The defending player pays 4 mana to cast a 4 point damage Fireball on the Kevetni Blademaster. The active player then pays 2 mana to cast Arcane Denial to counter the Fireball. Both players pass and combat resolves in this order:

1) Neither troop's abilities trigger as the conditions were not met
2) Arcane Denial
3) Fireball
4) Powered Light Guard
5) The troops deal their damage

The result of the combat is the Arcane Denial counters the Fireball and the Powered Light Guard prevents 3 damage to the Kevetni Blademaster. Both troops deal 7 damage to each other. The Deepdark Bully takes 7 damage and is killed and placed in their crypt. The Kevetni Blademaster takes 4 total damage and a D6 displaying 4 damage is placed on the Kevetni Blademaster. All of the spell cards are placed in their nether. The Kevetni Blademaster takes the space and combat ends. The active player pays 4 mana to cast Powered Healing Star to remove 4 damage from the Kevetni Blademaster. The defending player passes. The spell resolves and the D6 displaying 4 damage is removed from the Kevetni Blademaster and the spell is placed in the nether. The active player then pays 3 mana to cast Power Geyser. The defending player passes and the spell resolves. Power Geyser is placed in one of the active player's enchant spaces. The active player ends their turn and the defending player now becomes the active player.

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Combat Spellcasting: Fast Cast Spells (damage and protection)

-1 Deathbolt -2 Death Armor

15 14 13 12 11 10 9 ● 7 6 5 4 3 2 1

Deathbolt

Fast Cast 1
Deal 2 Death damage to target troop.

Illus. Max Suleimanov 1

Death Armor

Fast Cast 2
Prevent 2 damage to target troop.

Illus. Ian Brewer 2

Zuk Gar Blood Priest 4 4

Orc Priest 10
Effect: Healer 1 (Remove 1 damage from self or adjacent troop.) Does not need to reveal to use this ability.
Soulsteal 1 (If this troop kills another troop gain +1 Att/+1 Def permanently.)
Orcish necromancers who steal their foe's life force to increase their power.

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Powered Light Guard

Fast Cast 4
Prevent X damage to target troop.

Illus. Ian Brewer X

Elder Tikka 3 4

Surictavi Priest - *Unique* 9
Effect: Healer 1 (Remove 1 damage from self or adjacent troop.) Does not need to reveal to use this ability.
Effect: Seer 1 (Pay 1 mana. Look through your deck for 1 card and add it to your hand, then shuffle your deck and discard 2 cards from your hand.)
Ancient and wise, she keeps the histories of the Surictavi tribes.

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1 2 3 4 5 6 7 8 9 10 11 ● 13 14 15

-3 Powered Light Guard

The active player (Zuk Gar Blood Priest) moves adjacent to Elder Tikka and declares an attack. The defender gets the first option to cast a spell after an attack is declared and, in this case, passes. The active player decides to pay 1 mana and cast Deathbolt on Elder Tikka for 2 damage. In response, the defending player pays 3 mana to cast Powered Light Guard to prevent 3 damage. The active player pays 2 mana to cast Death Armor to prevent 2 damage. The defending player passes and the active player passes, so combat resolves in this order:

1) Death Armor provides 2 points of damage prevention to the Zuk Gar Blood Priest.
2) Powered Light Guard provides 3 points of damage prevention to Elder Tikka.
3) Deathbolt does 2 damage to Elder Tikka.
4) Both troops do damage to each other.

The result of the combat is the Zuk Gar Blood Priest does 6 damage minus 3 for the protection, so 3 damage total. Elder Tikka does 3 damage minus 2 for the protection, so 1 damage total. Elder Tikka takes 3 damage and survives and the Zuk Gar Blood Priest takes 1 damage and survives. A D6 displaying 3 damage is placed on Elder Tikka and a D6 displaying 1 damage is placed on the Zuk Gar Blood Priest. The active player now decides to end their turn.

Main Phase Casting: Channeled Spells (heal and life drain)

-2 Siphon Health

-2 Healing Star

Siphon Health

Channeled 2

Deal 2 Death damage to target troop and remove 1 damage from a friendly troop.

Healing Star

Channeled 2

Remove 2 damage from target troop.

Stoneborn Infantrydwarf

Dwarf Warrior 4

Resupply 1 (When this troop is killed draw a card.)

The backbone of the army, they are tough, powerful and usually drunk when not fighting.

Kevetni Woodguard

Elf Warrior 6

Brace 1 (Reduce damage taken by 1 when defending.)

These warriors defend the Kevetni capital from all enemies.

In this example, both players have existing damage on them. The Kevetni Woodguard has 2 damage and the Stoneborn Infantrydwarf has 1 damage. In their main phase the active player decides to cast Healing Star for 2 mana to remove 2 damage on the Kevetni Woodguard. The opposing player is given a chance to respond and passes so the spell resolves and the D6 displaying 2 is removed from the Kevetni Woodguard. The active player then decides to end their turn. The opposing player (Stoneborn Infantrydwarf) now becomes the active player. They progress to their main phase and decide to pay 2 mana to cast Siphon Health dealing 2 Death damage to the Kevetni Woodguard and removing 1 damage from the Stoneborn Infantrydwarf. The opposing player passes and a D6 displaying 2 is placed on the Kevetni Woodguard. One damage is removed from the Stoneborn Infantrydwarf and the D6 displaying 1 is removed.

Main Phase Casting: Channeled Spells (mana and mana drain)

+3 Power Through Sacrifice -3 Deny Thy Enemy

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	●

Power Through Sacrifice

Channeled   1

At the start of your main phase, gain 3 mana and end your turn immediately.

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Deny Thy Enemy

Channeled   2

Remove 3 mana from target player's mana counter.

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1	2	3	4	5	●	7	8	9	10	11	12	13	14	15	

-2 Deny Thy Enemy

In this example, the active player pays 0 mana to cast Power Through Sacrifice to gain 3 mana and end their turn immediately. The opposing player passes and the spell resolves. The active player advances their mana counter from 1 to 4. Their turn ends. The opposing player is now the active player and progresses through their turn to their main phase and pays 2 mana to cast Deny Thy Enemy to remove 3 mana from the opposing player's mana counter. The opposing player passes and the spell resolves reducing their mana back to 1.

Main Phase Casting: Sorcery (movement)

-2 Movement of the Bishop

In this example, the active player decides to pay 2 mana to cast Movement of the Bishop on the Stoneborn Stoneguard. The opposing player (Defendermage Khirha) is given a chance to respond and passes. The spell resolves and is placed in the Stoneborn Stoneguard's Nether. The Stoneborn Stoneguard then moves diagonally across the board and could declare an attack on Defendermage Khirha.

Main Phase Casting: Sorcery (draw and discard)

Enfeeble

Sorcery

Target player discards 3 random cards from their hand.

2

3

Spell Find

Sorcery

Target player looks through their deck for 1 card and adds it to their hand, then shuffles their deck (can exceed 10 in hand).

2

1

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | ● | 13 | 14 | 15 | ⊡ |

-3 Enfeeble   -1 Spell Find

In this example, the active player has 5 cards in hand and decides to pay 1 mana to cast Spell Find. The opposing player is given a chance to respond and passes, so the spell resolves. The active player searches through their deck for 1 card, adds it to their hand, shuffles their deck and the opponent cuts the deck. The active player now has 6 cards in hand. The active player pays 3 mana to cast Enfeeble. The opposing player (with 6 cards in hand) is given a chance to respond and passes, so the spell resolves. The opposing player holds up their hand (not showing the card faces) and allows the active player to choose 3 random cards to be discarded. These cards are placed in their Nether and the opposing player now has 3 cards in hand.

Main Phase Casting: Aura/Curse (non-damaging)/Spell Removal

In this example, the active player pays 1 mana and casts Tripping Vines (curse) on Den Guard Keero. The opposing player is given a chance to respond and passes so the spell resolves and Tripping Vines is attached underneath Den Guard Keero. The active player ends their turn. The opposing player becomes the active player and progresses through their turn to their main phase and pays 2 mana to cast Spell Purge on the Tripping Vines. The opposing player is given a chance to respond and passes, so the spell resolves. Spell Purge destroys Tripping Vines and both are placed in their respective Nether. The active player pays 2 mana to cast Ice Barrier (aura) on Den Guard Keero. The opposing player passes so the spell resolves and Ice Barrier is attached underneath Den Guard Keero displaying the aura name above the troop.

Main Phase Casting: Curse (damage)

-1 Smoldering Flames

In this example, the active player (Deepdark Footfodder) decides to cast Smoldering Flames on the opposing player's pawn. This is possible because curses can be cast on unrevealed troops. The opposing player (unrevealed pawn) passes so the spell resolves and is placed underneath the unrevealed pawn displaying the curse name above the troop. The active player ends their turn. The new active player progresses through their turn to their main phase and decides to move the unrevealed pawn two squares forward and the curse's effect triggers causing 2 Fire damage and revealing them to be the Kevetni Captain. A die displaying 2 damage is placed on the Kevetni Captain. Curses that cause damage typically have their effects triggered in the effects phase of the player that cast the curse. In this case the curse effect was triggered by the movement of the active troop. An opposing troop can avoid being revealed by a curse by removing it prior to the turn or instance where damage occurs. The active player could now end their turn or attack the Deepdark Footfodder.

Main Phase Casting: Enchant Spells

Blazing Sun

Enchant 3

+1 Att/+1 Def to Good troops in your army

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Wild Energy Currents

Enchant 3

Effect: Roll 2 D6. For each even result gain 1 mana.

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Enchants

ENCHANT

DRAW

NETHER

CRYPT

| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | ● | 10 | 11 | 12 | 13 | 14 | 15 | |

← -3 Blazing Sun   ← -3 Wild Energy Currents

In this example, the active player pays 3 mana to cast Wild Energy Currents. The opposing player is given a chance to respond and passes so the spell resolves and is placed in one of the three enchant spaces on the active player's side of the board. The active player pays 3 mana to cast Blazing Sun. The opposing player is given a chance to respond and passes so the spell resolves and is placed in a second enchant space on the active player's side of the board. Each player may have a maximum of three enchants at any time and only 1 of each type of enchant at any time. They are permanent unless removed/destroyed or their owner replaces them with another enchant. To replace an enchant the active player casts the new one as normal and if it resolves sends the existing enchant to their Nether.

Counter Spells

In their main phase, the active player (Surictavi Slinger) pays 3 mana to cast Fireball on the Zuk Gar War Leader. The opposing player pays 2 mana to cast Arcane Denial on Fireball. Both players pass and the Arcane Denial counters the Fireball and they are both placed in their respective Nether. The active player can now continue their turn.

Equipment Removal Spells

In this example, the active player (Gate Captain Brudus) has a Mace and Chain Mail attached. The opposing player (Deepdark Scavenger) has an Axe and Hide Armor attached. In their main phase, the active player pays 2 mana to cast Steelshatter on the Axe. The opposing player is given a chance to respond and passes, so the spell resolves. Steelshatter destroys the Axe and both are placed in their respective Nether. Gate Captain Brudus initiates an attack on the Deepdark Scavenger. The defender is given a chance to respond and pays 3 mana to cast Rust in Peace on the Mace and Chain Mail. The attacker is given a chance to respond and passes. The defender passes, so combat resolves in this order:

    1) Rust in Peace destroys the Mace and Chain Mail and all are placed in their respective Nether.
    2) Both troops do damage to each other.

The result of the combat is the Deepdark Scavenger takes 3 damage and is killed and placed in their crypt. Gate Captain Brudus takes 2 damage and a D6 displaying 2 is placed on Gate Captain Brudus.

Multi-Target/AOE Spells

Multi-target and AOE spells can target multiple troops but only require the primary target to be revealed. Secondary target troops can take damage even if not revealed but become revealed upon taking damage. If a secondary target has sufficient spell resist to prevent the damage they do not have to reveal but must state to their opponent that their troop has the necessary spell resist.

In this example, the active player (Good Troops) pays 2 mana to cast Forked Bolt and declares Razormaw as the primary target. The opposing player is given a chance to respond and passes. The active player passes as well so the spell resolves. Forked Bolt deals 2 Air damage each to Razormaw and the Deepdark Tunneler. The Deepdark Tunneler is killed and placed in their crypt and a D6 displaying 2 is placed on Razormaw. The active player ends their turn. The opponent becomes the active player and progresses through their turn to their main phase. They decide to pay 4 mana to cast Fire Rain and declare the Brudakian Blastmage as the primary target. The opponent is given a chance to respond and passes. The active player also passes so the spell resolves. The Brudakian Blastmage takes 3 Fire damage and is killed and placed in their crypt. The Brudakian Apprentice takes 1 Fire damage and is killed and placed in their crypt. This triggers Sustenance and the opposing player increases their mana by 1. The Brudakian Windmage (being an unrevealed 5/6) takes 1 Fire damage and survives. A D6 displaying 1 is placed on top of the Brudakian Windmage and she is revealed.

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Equipment Overview

Equipment is not a spell but is paid for with mana. Equipment is attached underneath troops with weapons displayed on the left and armor displayed on the right to show the name and Att/Def value they add to the troop. In the example below, with both the Longsword and Plate Mail equipped, Battle Brawler Bronn is effectively a 13 Att/14 Def troop. A troop may only have one weapon and one armor attached at any time.

Longsword	Battle Brawler Bronn	Plate Mail
4 / 0	9 / 9 / 5	0 / 5
Equipment/Weapon	Dwarf Warrior - *Unique*	Equipment/Armor
Reforge 2 (During your main phase discard to gain 2 mana to immediately use to attach another equipment. If on a troop the new equipment must go on the same troop.)	Charge 1 (+1 Att when attacking) Main: Axe Throw 2 (Deal 2 physical damage to adjacent target troop.) Intimidate 1 (Lower an opponent's Att by 1 in combat.) *A savage fighter whose insults are the only thing that hits harder than his axe.*	Reforge 3 (During your main phase discard to gain 3 mana to immediately use to attach another equipment. If on a troop the new equipment must go on the same troop.)
4	Q	5

Reforging Example

In this example, the Surictavi Mender (with a Dagger equipped) is the active player. They have a Longsword and Hide Armor in hand. In their main phase, they decide to reforge the Dagger for 1, the Hide Armor for 1 and use 2 mana from their counter to attach the Longsword to the Surictavi Mender. The Dagger and Hide Armor are placed in their Nether. Since the Surictavi Mender is now effectively a 7/5 they could move and then attack the Stoneborn Cavalry with enough attack power to defeat them.

Modes of Play

1. **Standard Mode** – This mode uses the rules above as the standard for picking troops and spells.

2. **Maelstorm Mode** – This mode allows you to play with any types of troops or spells with the usual restrictions on amounts. For example, no more than 3 of the same spell, 2 of the same troop or 1 unique troop may be used.

3. **Chaos Mode** – This mode uses none of the restrictions. You can use any troops, alignments, elements or number of spells and ignore the unique designation on troops.

Alternate Games

1. **Normal Chess** - Play a standard game of Chess with your favorite cards face up or face down.

2. **Battle Duels** – This mini game is a good way to test the capabilities of troops and spells. The strategy element comes in the form of troop and spell selection and the order they are played. Using a smaller deck, having full mana and a full hand of cards ensures battles with many interactions.
   - **Troop & Spell Selection** - Players mutually decide which mode (standard, maelstorm or chaos) will be used to determine which cards are selected. Each player selects a King, Queen, Rook, Knight, Bishop and 2 Pawns. Then each player selects 40+ spells/equipment.
   - **Board Setup** – Each player sets their mana to 15. They then shuffle their decks (allowing the opponent to cut) and each player draws 10 cards.
   - **Power Score** – Each player adds up the power scores of all their troops. The player with the lowest power score determines who will be the first attacker.
   - **Game Play** – There will be 7 rounds in which the opponents alternate who is the attacker and defender. A player wins the round by defeating the opponent's troop with their troop surviving. If both troops are killed, the player with the lower power score troop wins the round. If the troops have the same power score then it is a tie. This process repeats until a player wins 4 rounds. In the very unlikely event of 7 ties, the players should randomly select a troop from the 7 they picked (without looking) and play until someone wins a round. Players use their obelisk to keep track of wins and 4 wins takes the match.
   - **Mana Harnessing** – A player may mana harness once in the pre combat phase and once in the combat phase.
   - **Turn Sequence**
     1. **Mana/Draw Phase** – Both player's decks are shuffled and cut, both mana counters are set to 15 and each player draws 10 cards.
     2. **Troop Selection** – The attacker places their troop face down in the center of the board and then the defender does the same.
     3. **Pre Combat Phase** – Players can use effects, cast spells, attach equipment and use main: abilities in alternating fashion starting with the defender.
     4. **Reveal Troops** – Both players reveal their troops.
     5. **Combat Phase** – Combat begins. Players cast fast cast spells in an alternating fashion starting with the defender. All damage and protections are assessed and the winner of the round is determined.
     6. **End Phase** – The round ends and the attacker alternates to the other player.

3. **Pawn Wars** - In this alternate game, players fight with an army of pawns to achieve victory, using only the "little guys".
    - **Troop & Spell Selection** - Players mutually decide which mode (standard, maelstorm or chaos) will be used to determine which cards are selected. Each player then selects 16 Pawns and at least 50 spells/equipment.
    - **Board Setup** - Each player sets up their troops on the usual 16 squares with a Pawn placed face down in each one.
    - **Power Score** - Each player adds up the power score of their army and compares to their opponent to determine who goes first and the mana advantage as normal.
    - **Game Play** - The game is played normally and the object is to get your Pawns to the other side of the board. When you get a Pawn to the other side, instead of promotion, they are removed from the board and you gain 1 point (use a D6 to keep track of points). When a pawn reaches the other side of the board through combat, they must survive in order to gain a point. The player with the most points wins. In the event of a tie, the players compare the power score of the Pawns they killed and the higher point total wins.
    - **Special Movement** - All 16 Pawns move normally except each can move 2 squares forward in their first movement of the game.
    - **Turn Sequence** - All phases function in the same way as normal.

Glossary of Terms

Ambush X   +X attack when unrevealed before combat starts

AOE   Abbreviation for Area of Effect

Armor X   Attach armor for X less mana

Arms X   Attach weapons for X less mana

Att   Abbreviation for Attack Power

Attacker   The troop/player that initiates the attack in combat. They are "attacking".

Battering Ram   +D3 Att when attacking

Berserk   Deal 1 damage to self to gain +1 Att. This can be used multiples times but cannot reduce Def to 0.

Bloodhunt X   +X attack if there is a damaged troop within 2 squares of this troop, including self

Bloodrage X   +X Att for each damaged troop within 2 squares of this troop, including self

Brace X   Reduce damage taken by X when defending

Bully X   +X Att vs troops with less Att

Burrow   Can move under other troops

Bushwhack X   +X Att vs troops with less Def than this troop's Att

Cavalry   Return to starting square after a failed attack

Charge X   +X Att when attacking

Comradery X   Gain +X Att/Reduce damage taken by X if next to a friendly troop of the same race

Command X   Gain +X Att for each adjacent friendly troop

Consume   Remove D3 damage from self is this troop kills another troop

Counter   Cancel a spell so it has no effect

Crusher   In combat ignore an enemy troop's armor

Crushing Hammer   In combat roll D6. If the result is even, disable 1 text ability on the opponent troop.

D2   Roll D6, divide by 3 and round up

D3   Roll D6, divide by 2 and round up

Def   Abbreviation for Defense Power

Defender   The troop/player that did not initiate the attack in combat. They are "defending".

Disarm   Remove an enemy troop's weapon until combat is over

Dmg   Abbreviation for Damage

Dodge   When targeted by a damage spell/effect roll D6. If the result is even, take no damage.

Druid Forms   In combat, choose 1: Panther (+1 Att/may move 1 square in any direction after combat ends) or Treant (Reduce non curse damage taken by 1/Heal D3 damage after combat ends).

Effect: Burn X   Target takes X Fire damage

Effect: Fiery Lava X   Deal X Fire damage to target troop. This damage ignores all resistances.

Effect: Gale X   Move target troop X square(s) in any direction

Effect: Gear X   Pay X mana. Look through your deck for X equipment card(s) and add to your hand, then shuffle your deck and discard X cards from your hand.

Effect: Heal X   Remove X damage from target troop

Effect: Healer X   Remove X damage from self or adjacent troop. Does not need to reveal to use this ability.

Effect: Inferno X   Deal X Fire damage to adjacent enemy troops

Effect: Poison X   Target takes X Death damage

Effect: Plague X   Target and one enemy troop adjacent to target take X Death damage

Effect: Power Up X   Gain X mana

Effect: Prime Healer   Remove D3 damage total from self or any adjacent troops divided in any way. Does not need to reveal to use this ability.

Effect: Regenerate X   Remove X damage from self

Effect: Regrowth X   Remove X damage from self

Effect: Ruthless   Sacrifice a friendly troop to remove damage from self, equal to their defense

Effect: Seer   Pay 1 mana. Look through your deck for 1 card and add it to your hand, then discard 2 cards from your hand

Effect: Shock X   Target takes X Air damage

Effect: Stealth   This troop may unreveal and be turned face down again

Effect: Y Healer X   Remove X damage from Y (ex. Orc Healer 1)

Enemy   Any troop that is not under your control

Evasion   When targeted by a damage spell/effect roll D6. If the result is odd, take no damage.

Fearless X   +X Att vs troops with a higher Att

Friendly   Any troop that is under your control

Intimidate X   Lower an opponent's Att by X in combat

Juggernaut   This troop is immune to negative movement effects

Main: Arcane Bolt X   Deal X Arcane damage to adjacent target troop

Main: Axe Throw X   Deal X physical damage to adjacent target troop

Main: Bowshot X   Deal X physical damage to adjacent target troop

Main: Ice Bolt X   Deal X Water damage to adjacent target troop

Main: Poison Strike X   Deal X Death damage to adjacent target troop

Main: Scorch X   Deal X Fire damage to adjacent target troop

Main: Slimestrike X   Deal 1 Death damage to adjacent target troop

Main: Spearthrow X   Deal X physical damage to adjacent target troop

Main: Starstrike X   Deal X Life damage to adjacent target troop

Main: Stonestrike X   Deal X Earth damage to adjacent target troop

Main: Stonethrow X   Deal X physical damage to adjacent target troop

Main: Voodooflame X   Deal X Fire or Death damage to adjacent target troop

Mob Might   +1 Att for each revealed friendly Surictavi troop. Max +5 Att

Mob Protector   Prevent D3 damage to an adjacent friendly Surictavi troop in combat

Mobility X   +X Att or –X damage when in combat

Permanent   A spell that stays in play on the board or on a troop until removed, replaced or the troop it is attached to is killed

Physical Resist X   Reduce physical damage taken by X

Pounce   When attacking, gain +1 Att and negate target troop's text abilities in combat

Resist All X   Reduce physical and non curse spell damage taken by X

Resupply X   When this troop is killed draw X cards

Scout   Reveal all adjacent enemy troops. Does not need to reveal to use the ability.

Shieldspear   +1 Att when attacking or reduce damage by 1 when defending

Soulsteal X   If this troop kills another troop gain +X Att/+X Def permanently

Spell Resist X   Reduce non curse spell damage taken by X

Spellshatter   when targeted by a spell, roll D6. If the result is even, counter that spell.

Stampede X   Reduce enemy troop's Def by X when attacking

Sustenance X   When this troop is killed add X mana to your counter

Unique   Only 1 of this troop or spell may be used

Venom   If this troop damages an enemy troop in combat deal D3 Death damage

Vicious X   +X Att when defending

Weapon Master X   +X Att if a weapon is attached to this troop

Wild Mana X   Roll D6. If the result is even, gain X mana

Windwalking   Can move over other troops

X Placeholder for a number

Y Placeholder for a name

Y Affinity X Your Y spells costs X less mana when cast on this troop or used in battle with this troop (ex. Air Affinity 1)

Y Immune Cannot take damage from source Y (ex. Fire Immune)

Y Invulnerability Cannot be targeted by Y spells (ex. Curse Invulnerability)

Y Slayer X +X Att/Reduce damage taken by X versus Y (ex. Elf Slayer 1)