

[no name yet]

[there will be some kind of paragraph for flavor here... eventually...]

Objective:

Reduce each of your opponent's life totals to less than or equal to zero. *3-6 players.*

Setup:

1. Remove all Champion cards from the main deck.
 2. Each player rolls a six-sided die. Whoever rolls the highest number takes his or her turn first. Turn order is clockwise from the starting player, regardless of each other player's number rolled. (*If more than one player is tied for the highest roll, those players reroll until the tie is broken. You can determine who goes next with dice rolls, so long as players sit in turn order.*)
 3. Starting with the player that rolled the highest number and going in turn order, each player picks one Champion card. Remove any remaining Champion cards from play.
 4. Shuffle the main deck and set it face-down. This is now the spoils pile. Distribute five cards face-down from the top of the main deck to each player; these are each player's hands. Save space next to the spoils pile for the discard pile, which is called the graveyard.
 5. There is no required starting life total for this game, so you and your friends can decide! If you haven't determined a starting life total, 30 is a good number to start with.
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Card Types:

- **Champions**

Each player begins the game with a Champion card in play and this card cannot be removed from play in any way. Each Champion comes with these attributes: a name, card type and supertype, base power, Valor boost, Valor cost, starting life modifier, and one or more abilities.

Naira, Herald of Yggdrasil Champion - Female Swordsman ¹
Whenever you equip an Equipment to Naira, you lose 2 life.
Whenever Naira deals damage, if it has Valor, you gain life equal to half the damage it dealt, rounded down. ²
Valor: Sword, Headgear, Gauntlets, Footwear ³
-4 ⁴
1 / +2 ⁵

¹ Some cards affect only specific Champion genders and classes. Refer to a Champion's supertype to find out whether it matches this criteria.

² Some Champion abilities will activate when its conditions are met, while others allow you to choose when they happen. Keep in mind that Champion abilities can be beneficial or detrimental, so read carefully.

³ The Valor cost is a list of Equipment that a Champion needs equipped to achieve Valor. As long as a Champion has Valor, the value of its Valor boost is added to its power.

⁴ The starting life modifier alters your starting life total by adding or subtracting to the starting life that you would otherwise begin with. Therefore, most players will begin the game with different life totals depending on their Champion. (*ex. if players are starting with 40 life, a player using Naira, Herald of Yggdrasil would begin the game with 36.*)

⁵ Base power is the power of a Champion as long as its power isn't being altered, and any changes made to its power is done using this as a base. As long as a Champion has Valor, its Valor boost is added or subtracted from its power. A Champion's power is the total value of all variables affecting that Champion's base power. (*ex. if Naira, Herald of Yggdrasil has Valor and an Equipment giving it +3 and another giving it -4, its power is 2.*)

- **Equipment**

Equipment cards come in seven forms: Headgear, Armor, Gauntlets, Footwear, Sword, Bow, and Staff. Equipment cards can be in your hand or in play, and can be put into play from your hand at any time. During your equip step, and only during your equip step, you are free to equip or unequip any Equipment you have in play to your Champion. Equipment's are your primary tool for boosting your Champion's power and utilizing unique bonuses. A Champion can have one of a Headgear, Armor, Gauntlets, and Footwear each equipped at a time, but can only have one of a Sword, Bow, or Staff equipped at a time. As long as one of those three types of Equipment is equipped, neither of the other two may be equipped. Therefore, the maximum amount of Equipment a Champion can have equipped is a Headgear, Armor, Gauntlets, Footwear, and one of a Sword, Bow or Staff.

Equipment in alchemy

Equipment also have an alchemy level for brewing. You may only brew Equipment during the brew step of your turn. To brew, choose and discard from play any Equipment you are using in the brew. Reveal the top two cards of the spoils pile for each Equipment used and add the alchemy level of those Equipment together. Out of the cards that you revealed, you may choose an Equipment from among them with an alchemy level equal to or less than the total alchemy level that you got from the Equipment in your brew. Put the revealed card into your hand. Discard the rest of the revealed cards. The alchemy level of an Equipment is denoted as A. (ex. if you discard one Equipment with A2 and another with A3, reveal the top four cards of the spoils pile and pick from among those cards an Equipment with A5 or less.)

Blade of Curse and Courage
Equipment - Sword

Equipped Champion gets +2 as long as it's a Swordsman.
At the beginning of your turn, if Blade of Curse and Courage is equipped to a Swordsman, you may pay 3 life. If you do, equipped Champion gets +4 until end of turn.

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- **Monsters**

Monsters are the only type of card that you can enter combat with. When you reveal a monster in the travel step or when another player uses a monster as a distraction against you, that monster is now attacking you and your Champion is in combat with that monster. When damage resolves against a monster, your Champion first deals damage equal to its power to the attacking monster. If that damage is equal to or greater than the power of the attacking monster, that monster is defeated. If the damage dealt is less than the attacking monster's power, your Champion is considered to have lost the battle, and the attacking monster deals damage to you equal to its power. Most monsters have special effects that occur when your Champion defeats or loses to a monster. Once combat with a monster is over, discard the attacking monster from play. Remember that the only player that a monster refers to as "you" is the player that it's attacking. (ex. *Your Champion's power is 5 and the attacking monster's power is 7. Unless you somehow increase your Champion's power by 2 or more, it will lose the battle and the attacking monster will deal 7 damage to you.*)

Monsters as distractions

Monster cards can also be used as distractions. Whenever a Champion attacks a player, any player other than the one whose Champion is attacking may play a monster card from his or her hand. That monster is now attacking the attacking Champion's controller, and the attacking Champion is now in combat with the monster, not the player. Monsters revealed in the travel step have no controller, but a monster being used as a distraction is under the control of the player that played it.

<p>Armored Slime Monster</p> <p>Armored Slime gets +2 as long as there's an Armor card in the graveyard.</p> <p>If your Champion defeats Armored Slime, you may return an Armor card from the graveyard to play under your control.</p> <p>If your Champion loses to Armored Slime, discard from play any Armor your Champion has equipped.</p>

- **Familiars**

Familiar cards are allies that you can summon to aid in the fight for victory. Each Familiar comes with unique effects, a power boost, and a condition. The power boost granted by a Familiar can be beneficial or detrimental, and affects its controller's Champion's power as long as it's in play. The condition of a Familiar is the requirements to keep it in play. If for whatever reason a Familiar's condition is broken, it is immediately discarded from play. You can only have one Familiar in play at any given time. When you reveal a familiar in the travel step, you may put that familiar into play. If you do, any familiar you already controlled is immediately discarded. If you choose not to play a revealed familiar, it goes to your hand.

Minister of Thought
Familiar

At the end of your turn, you may draw two cards. If you do, discard two cards.

If you discard two cards of the same type with Minister of Thought, discard Minister of Thought from play.

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- **Incantations**

Incantation cards can have beneficial or detrimental effects. When an incantation card is revealed in the travel step, that incantation is used immediately. If you have an incantation in your hand, you can use it at any time for its effects. Most incantations go to the graveyard after they've been used, but some have effects that require them to stay in play.

Knowledge Pool
Incantation

Each player discards their hands,
then draws four cards.

- **Potions**

Potions are cards that can be utilized for their unique effects. You can have potion cards in your hand or in play, and can put potions from your hand into play at any time without actually using them. Potions can be used at any time from your hand or from play, and go to the graveyard after they have been used.

Spirit Capsule
Potion

Return a monster or Familiar card from the graveyard to your hand.

Rounds and Turn Steps:

A round consists of a full cycle of each player's turns. The beginning of the round, and any effects that happen at the beginning of rounds, happen before the player going first in rounds takes his or her turn. Likewise, the end of the round, and any effects that happen at the end of rounds, happens after the player going last in rounds takes his or her turn. Ergo, after a full round, it goes *<end of round effects>* → *<beginning of round effects>* → *<player taking first turn in rounds begin's his or her turn>*.

Turn steps are the order which actions are performed in a player's turn.
Here is a breakdown on the proper sequence of steps in a turn:

1. *Beginning of turn:* Effects that happen at the beginning of turns happen here.
2. *The travel step:* The active player reveals the top card of the spoils pile for all players to see. If the revealed card is a potion or Equipment card, the active player proceeds to (a). If the revealed card is an incantation card, the active player proceeds to (b). If the revealed card is a Familiar card, the active player proceeds to (c). If the

revealed card is a monster card, the active player proceeds to (d). Cards that have effects happen while a player is traveling happen here.

- (a). The active player may choose to put the revealed card into his or her hand or have it remain in play.
- (b). The active player automatically uses the revealed incantation card.
- (c). The active player may play the revealed Familiar card if he or she doesn't already have one in play. If he or she does, he or she may discard from play the Familiar he or she has in play and put the revealed Familiar into play. Otherwise, he or she puts the revealed Familiar into his or her hand.
- (d). The active player is now in combat with the revealed monster card, with the monster attacking the player that revealed it.

3. Combat step: The active player may choose to skip this step. The active player is now in combat. The combat step proceeds as follows:

- (a.) Declare combat: The active player declares that he or she is now in combat. This step informs other players as to whether the active player will be skipping combat or not.
- (b.) Choosing an opponent: The active player chooses an opponent. His or her Champion is now attacking that player.
- (c.) Distractions: Any player may use a distraction. If a player does, the attacking Champion is now in combat with any monster being used as a distraction.
- (d). Damage resolves: Damage is dealt as necessary. If a distraction was used, treat damage as combat with a monster would normally occur. If no distraction was used, the attacking Champion deals damage equal to its power to the player that its attacking. Try to make sure all players have completed any actions they would like to perform before entering this phase.

4. Equip step: The active player may equip or unequip Equipment to his or her Champion. The active player isn't required to equip or unequip anything, but this is the only time that he or she may do so. Players cannot equip/unequip on other player's turns.

5. Brew step: The active player may brew Equipment. The active player isn't required to brew anything, but this is the only time he or she may do so. Players cannot brew on other player's turns.

6. End of turn: Effects that happen at the end of turns happen here.

Making Deals:

Players are allowed to offer exchanges to one another for possessions or services, but there are some rules to the process. 1.) Any possession exchanged must be in play, not in a player's hand. This includes Equipment, potions, familiars, incantations, and yes, even monsters! Nothing happens to traded monsters except a change in who controls it; the monster does not go back to its controller's hand and it is still in combat with the same Champion. 2.) Once agreed upon by all involved players, no player may back out of an exchange unless *every* player agrees to back out. However, any player may propose a new deal that alters the previous one, and the new deal does not have to pertain only to players involved in the previous agreement. 3.) All exchanges must be made public so that every player is aware of it. If not every player is aware of an exchange, it is not considered a legal exchange. Players are allowed to offer secret exchanges to one another, but players involved in secret exchanges don't have to keep their word. This way, players are allowed to work behind the back of other players, but they do so at their own risk. It is recommended that a notepad be kept during play noting all legal exchanges made throughout the game. 4.) Players may not perform any actions while an exchange is being proposed or conducted.

Effect Priority:

There will definitely be times when multiple effects should be occurring at the same time. When this happens, effect priority comes into play. Effect priority is simply the order of which multiple effects will resolve.

First, it's important to remember that all effects resolve as they happen. There is no way around this. For example, Player A has just used *Essence of Vitality*, choosing her own Champion. Player B wants to use his *Muscle Leech* to decrease that Champion's power, so Player A will gain less life. *This is not a legal action.* Once Player A uses *Essence of Vitality*, she gains the life and Player B's *Muscle Leech* decreases Player A's Champion's power after she has gained the life.

Essence of Vitality Potion	Muscle Leech Potion
Choose any Champion. You gain life equal to that Champion's power.	Any Champion or monster of your choice gets -2 until end of turn.

When multiple effects need to resolve, such as at the beginning or end of turns or rounds, priority begins with the player taking the last turn in rounds and goes through each player in reverse turn order. That player chooses whatever effects he or she has in the order that he or she wants them to happen, and those effects happen thusly. Priority is then passed to the player taking second-to-last turns in rounds and he or she does the same. Repeat this process until every player has resolved whatever effects they needed to resolve.
