

THE RITES OF ARCANA

Rulebook Version 1.0

Overview

The Rites of Arcana is a captivating and immersive trading card game set in a fully-realized fantasy world. Players are transported to the vast realm of Airenneria, where magic flows through its very veins and diverse races inhabit its lands. Each race, from Dragons to Humans, Elves to Angels & Demons, possesses unique cultures, histories, and abilities, creating a rich and diverse gaming experience.

In this strategic card game, two or more players construct their decks, which consist of characters, spells, items, and Neria cards. Character cards represent the beings of Airenneria, each with their own distinct abilities and attributes. Spell cards allow players to harness the magical forces of the realm, altering the battlefield in various ways. Item cards represent powerful artifacts and equipment that can be used to gain an advantage. Neria cards serve as the game's energy system, enabling players to cast spells and summon characters.

The Neria system functions similarly to the mana system in other popular trading card games. Players start the game with a set number of Neria cards in their deck and draw them during their turn. Playing a Neria card adds energy points to the player's pool, which can be spent to cast spells and summon characters. Unused Neria points accumulate from turn to turn, allowing for the casting of more powerful spells and the summoning of stronger characters as the game progresses.

Each card in the game possesses specific attributes, such as attack, defense, and abilities. These attributes determine how the cards interact with each other and affect the game state. Characters have attack and defense values, while abilities grant special effects or actions that can heal, deal direct damage, or provide bonuses to other cards. Abilities such as Flying, Taunt, Charge, and Stealth further add depth and strategic choices to the gameplay.

To achieve victory, players must either reduce their opponent's life points to zero or fulfill specific victory conditions dictated by cards or abilities. The game offers a wide range of strategic options, requiring players to carefully construct their decks, manage their energy resources, and respond tactically to their opponent's moves. Understanding the unique strengths and weaknesses of each race, as well as the synergies between different cards and abilities, is key to mastering the game and emerging victorious.

Realms of Airenneria is an ever-evolving gaming experience, with regular expansions and updates adding new cards, races, and abilities over time. With thousands of cards to collect and countless strategies to explore, the game offers endless opportunities for players to immerse themselves in the rich lore and strategic gameplay of Airenneria. Embark on your journey into the Realms of Airenneria today and uncover the secrets of this captivating fantasy world.

Races

The Realms of Airenneria features a diverse array of races, each with its unique attributes, abilities, and strategic functions. These races add depth and variety to the gameplay, allowing players to explore different playstyles and strategies.

Fyra Kingdom (Dragons): The mighty Dragons of the Fyra Kingdom possess formidable power and resilience. They excel in raw strength and possess abilities like fire-breathing and flight. Dragons often focus on dealing high damage to their opponents and disrupting enemy strategies with their intimidating presence.

Hylia Kingdom (Humans): The Humans of the Hylia Kingdom are versatile and adaptable. They possess a diverse range of abilities, emphasizing tactical maneuvering and resource management. Humans excel in synergy and teamwork, with cards that can support and strengthen each other, making them a balanced and flexible race.

Eldwood Kingdom (Elves): The Elves of the Eldwood Kingdom are known for their grace, agility, and affinity with nature. They possess keen archery skills and magical prowess. Elves often utilize hit-and-run tactics, taking advantage of their high mobility and ranged attacks to outmaneuver their opponents.

Elyshard Kingdom (Angels & Demons): The Angels and Demons of the Elyshard Kingdom are beings of celestial and infernal power. They possess abilities that grant divine protection or unleash destructive forces. Angels excel in healing and protection, while Demons focus on offensive abilities, making them a versatile race capable of controlling the battlefield.

Noctis Kingdom (Dark Orcs): The Dark Orcs of the Noctis Kingdom are fearsome warriors who thrive in darkness and chaos. They possess brute strength and aggressive abilities, often overwhelming their opponents with relentless assaults. Noctis Kingdom cards excel in aggression, disruption, and overwhelming force.

Elementia Kingdom (Elemental Spirits): The Elemental Spirits of the Elementia Kingdom embody the forces of nature and the elements. They possess abilities related to fire, water, earth, and air, allowing them to manipulate the battlefield and unleash devastating elemental attacks. Elementia Kingdom cards focus on elemental synergy and strategic positioning.

Magistra Kingdom (Various Races): The Magistra Kingdom is a melting pot of various races, representing a diverse and eclectic mix of beings from across Airenneria. Magistra cards often possess unique and unconventional abilities, offering unexpected strategies and surprises. This race allows for experimentation and creativity in deck building.

Each race in Realms of Airenneria offers distinct strengths and weaknesses, allowing players to adopt different playstyles and strategic approaches. Understanding the unique attributes and abilities of each race is essential for constructing well-rounded and synergistic decks. Players can explore the intricacies of these races, experiment with different combinations, and find the race that aligns with their preferred playstyle and strategy on their journey through the captivating realms of Airenneria.

What You Need To Play

To play a game of Realms of Airenneria, you will need the following components:

- **Card Decks:** Each player requires a deck of at least 40 cards. These decks should include character cards, spell cards, item cards, and Neria cards. Players are encouraged to experiment with different combinations of cards to create a deck that suits their playstyle and strategy.
- **Playmat or Game Surface:** A playmat or a designated game surface is recommended to provide a clear and organized space for gameplay. This ensures that cards are placed correctly and helps with tracking game information.
- **Life Point Trackers:** Players should have a method to track their life points throughout the game. This can be done using counters, dice, or any other suitable method. Life points represent the players' health and can be influenced by character attacks, spells, and abilities.
- **Token or Marker Cards:** Token or marker cards may be needed to represent certain game elements such as status effects, counters, or specific card abilities. These can be represented by tokens, dice, or any other clearly distinguishable markers.
- **Rulebook:** The comprehensive rulebook of Realms of Airenneria is essential for understanding the game mechanics, abilities, and rules. It serves as a reference guide during gameplay and helps resolve any disputes or questions that may arise.
- **Optional Accessories:** While not necessary, players may choose to use additional accessories to enhance their gaming experience. This can include card sleeves to protect their cards, a deck box to store and transport their decks and play aids such as card dividers or reference sheets.

It's important to note that Realms of Airenneria is a dynamic and expanding game, with regular expansions and updates adding new cards, races, and abilities over time. Therefore, it is recommended to stay updated with the latest releases and ensure that your decks adhere to any new rules or card restrictions introduced. With these components in hand, you are ready to embark on your journey through the Realms of Airenneria, strategically constructing your deck, harnessing the power of characters and spells, and engaging in epic battles against your opponents in this captivating fantasy world.

Objective (How to Win)

The objective of Realms of Airenneria is to emerge victorious by achieving one of two conditions: reducing your opponent's life points to zero or fulfilling a specific victory condition dictated by a card or ability. Players engage in strategic battles, utilizing their decks and abilities to outmaneuver and overpower their opponents.

The primary method of winning is by reducing your opponent's life points to zero. Life points represent a player's health and can be influenced by character attacks, spells, and abilities throughout the game. By strategically deploying characters, casting spells, and utilizing item cards, players aim to chip away at their opponent's life points while protecting their own.

Additionally, certain cards or abilities may introduce alternate victory conditions. These conditions can vary and may involve specific objectives such as controlling a particular area of the game board, assembling a combination of specific cards, or fulfilling a unique win condition described on a card. Players must carefully consider their strategies and adapt their gameplay to seize these alternative paths to victory.

Realms of Airenneria encourages strategic thinking and adaptability. Success in the game relies on constructing well-balanced decks, managing resources effectively, and responding to your opponents' actions. By understanding the strengths and weaknesses of different races, mastering card synergies, and making tactical decisions, players can strive for victory and become true champions of the realms.

Whether through direct damage, fulfilling special conditions, or outmaneuvering opponents with clever strategies, the path to victory in Realms of Airenneria is dynamic and offers players countless opportunities to showcase their skills and emerge triumphant in the fantastical world of Airenneria.

Setting Up A Game

Setting up a game of Realms of Airenneria involves several steps to ensure a smooth and organized gameplay experience. Here's a guide on how to set up the

game:

- **Prepare Decks:** Each player gathers their deck, which should consist of at least 40 cards. Decks can include character cards, spell cards, item cards, and Neria cards. Players can shuffle their decks to randomize the card order.
- **Determine Starting Player:** To determine who goes first, players can use any mutually agreeable method, such as flipping a coin or rolling a die. The starting player doesn't draw a card during their first draw phase.
- **Set Up Playmat/Game Surface:** Lay out a playmat or designate a suitable game surface for gameplay. The playmat provides designated areas for various zones, such as the deck zone, hand zone, and battle zone, to ensure organization during gameplay.
- **Life Point Tracking:** Each player should have a method to track their life points. This can be done using counters, dice, or any other suitable method. Set the starting life points, usually a predetermined value like 20 or 30, for each player.
- **Shuffle and Draw:** Both players shuffle their decks thoroughly. Then, each player draws an initial hand of seven cards. If a player is unhappy with their hand, they can mulligan by shuffling their hand back into their deck and drawing a new hand with one fewer card. This process can be repeated once or twice, depending on agreed-upon rules.
- **Set Up Neria Cards:** Players set aside a specific number of Neria cards to form their Neria deck. These cards represent the energy system in the game. The starting size of the Neria deck and the number of Neria cards drawn during the game's draw phase may vary based on agreed-upon rules or card abilities.
- **Prepare Tokens/Markers:** If any tokens or marker cards are required for the game, such as those representing status effects or card abilities, ensure they are easily accessible and ready to be used during gameplay.

Once these setup steps are completed, the players are ready to begin their exciting journey through the Realms of Airenneria. From here, they can strategically construct their gameplay, take turns, deploy characters, cast spells, and engage in thrilling battles with the goal of achieving victory and mastering the rich fantasy world of Airenneria.

Turn Initiative (Phases)

Players progress through these turn phases in sequential order, taking actions, engaging in battles, and strategizing to gain the upper hand. By carefully managing resources, making tactical decisions, and adapting to the changing game state, players can assert their dominance and strive for victory in the realms of Airenneria.

Draw Phase: The active player begins their turn by drawing one card from their

deck. This replenishes their hand, ensuring they have resources to play during the turn.

Neria Phase: In this phase, the active player can play one Neria card from their hand. Neria cards represent energy and provide points that can be used to cast spells and summon characters. Playing a Neria card adds its energy points to the player's available energy pool for the turn.

Main Phase: The main phase is where the majority of actions take place. The active player can play character, spell, and item cards from their hand. They can also activate abilities on their cards by spending the required energy. This phase allows players to strategically develop their board state, unleash powerful spells, and equip their characters with items to gain advantages.

Attack Phase: In the attack phase, the active player has the opportunity to declare attackers from their board of characters. Attackers can target the opponent's characters or directly attack the opponent's life points. The defending player has the option to declare blockers from their board to intercept incoming attacks.

Defence Phase: In the defence phase, the defending player assigns their blockers to incoming attackers, strategically choosing which characters will defend against specific attackers. This phase allows the defending player to mitigate damage and protect their characters and life points.

Damage Phase: In this phase, damage calculations occur. The attack and defense values of characters involved in battles are compared, taking into account any relevant card abilities. Damage is assigned, and characters may be defeated or take damage based on the outcome of these calculations.

End Phase: The end phase is the final step of the turn. Players resolve any end-of-turn effects or triggered abilities that occur at the end of a turn. They also check for victory conditions to determine if the game has been won. Once the end phase is completed, the turn passes to the next player, and the cycle continues.

Card Types

Realms of Airenneria features different types of cards that contribute to the strategic depth and gameplay variety. Here are the primary card types and their purposes/functions within the game:

- **Character Cards:** Character cards represent the various beings of Airenneria, each possessing unique abilities and attributes. These cards are the backbone of the game, as they engage in battles, deal damage, and defend against attacks. Characters can have attack and defense values and special abilities and may belong to specific races or realms. Players deploy

characters to the battle zone and strategically utilize their abilities to control the game state, defeat opponents' characters, and reduce their life points.

- **Spell Cards:** Spell cards embody the magical forces harnessed by characters, allowing them to manipulate the battlefield or influence the game in various ways. Spells can be offensive, defensive, or supportive in nature. They can deal direct damage, heal characters, provide temporary enhancements, or alter game mechanics. Players cast spell cards by paying their energy cost and resolving their effects as stated on the card. Spells often introduce exciting strategic options and can turn the tide of a battle when played at the right moment.
- **Item Cards:** Item cards represent powerful artifacts and equipment that can be used by characters to gain advantages on the battlefield. Items can enhance a character's attributes, provide additional abilities, or grant other beneficial effects. Players can equip item cards to their characters during the main phase, increasing their combat prowess or bolstering their defences. The strategic use of item cards can lead to unexpected synergies and provide a tactical edge in battles.
- **Neria Cards:** Neria cards serve as the game's energy system, enabling players to cast spells and summon characters. Each Neria card represents one point of energy and comes in different types corresponding to the various realms and races. Players start the game with a set number of Neria cards in their deck and draw them during their draw phase. Neria cards can be played during the Neria phase to provide energy points that can be spent on casting spells and summoning characters. Managing Neria cards efficiently is crucial for executing powerful plays and executing strategic plans.

Each card type serves a distinct purpose and adds unique elements to the gameplay of Realms of Airenneria. Players must carefully consider the composition of their decks, the synergies between different card types, and the strategic timing of playing each card to maximize their chances of victory in the vibrant and diverse world of Airenneria.

Card Abilities

Flying: Characters with flying can't be blocked by characters without flying or reach. This ability allows them to bypass ground-based defenses and directly attack the opponent or their vulnerable characters.

Taunt: Characters with taunt force enemy characters to attack them if able. This ability draws attention and diverts attacks away from other valuable targets, allowing the player to protect important characters or gain a tactical advantage.

Charge: Characters with charge can attack immediately after being played. This ability enables immediate aggression and surprise attacks, catching opponents off

guard and potentially dealing damage before they can respond.

Stealth: Characters with stealth can't be targeted by spells or abilities until they attack. This ability provides protection and allows characters to remain hidden until they are ready to strike, making them difficult to remove or neutralize.

Healing: Some characters or spells have the ability to heal, allowing players to restore lost health to themselves or their characters. Healing abilities can prolong survival, provide sustainability, and turn the tide of a battle.

Direct Damage: Certain abilities or spells can deal direct damage to characters or the opponent's life points without engaging in traditional combat. These abilities offer a way to bypass defenses and deliver precise strikes, potentially eliminating threats or rapidly reducing the opponent's life points.

Bufs and Debufs: Abilities that grant bonuses or penalties to characters or game mechanics. Bufs can enhance a character's attack or defense, while debufs can weaken the opponent's characters or restrict their actions. These abilities contribute to strategic depth by altering the balance of power on the battlefield.

Card Draw: Abilities that allow players to draw additional cards from their deck. Card draw abilities provide card advantage, allowing players to maintain a steady stream of resources and options, ensuring they have the necessary tools to overcome challenges.

Play Area (Field)

The play area or field in Realms of Airenneria serves as the battlefield where players deploy their cards, conduct battles, and maneuver their strategies. Here are the key elements of the play area:

Battle Zone: The battle zone is where characters are placed when they are summoned to engage in combat. Characters in the battle zone can attack, block incoming attacks, and interact with other cards on the field. The battle zone is typically divided into different sections or lanes, allowing players to strategically position their characters and create tactical formations.

Resource Zone: The resource zone is where players place their Neria cards after playing them during the Neria phase. Neria cards provide energy points that can be spent to cast spells and summon characters. The resource zone acts as a visual representation of the available energy pool, allowing players to track their available resources and plan their actions accordingly.

Graveyard: The graveyard is a designated area where cards that have been destroyed, discarded, or otherwise removed from play are placed. Cards in the graveyard can sometimes be interacted with or retrieved by certain abilities or card

effects, adding an additional layer of resource management and card advantage.

Deck and Discard Pile: The deck represents the player's main card pool. It is where all the cards are initially stored, and players draw from them during the draw phase. The discard pile is where cards go when they are used, discarded, or removed from play. When the deck runs out of cards, the discard pile is reshuffled to form a new deck, ensuring the continuous flow of cards throughout the game.

The play area provides a visual representation of the game state, allowing players to track their resources, monitor the positioning of characters, and keep tabs on the cards that have been used. The strategic utilization of the play area, such as positioning characters strategically in the battle zone, effectively managing the resource zone, and making informed decisions based on the cards in the graveyard is essential for maximizing the potential of your cards and executing successful strategies.

Neria (Energy System)

The Neria system in Realms of Airenneria serves as the energy system that fuels the casting of spells and summoning of characters. Neria cards are a vital component of the game and play a crucial role in the strategic decision-making process. Here's an overview of the Neria (energy) system:

Neria Cards: Neria cards represent the energy source used to cast spells and summon characters. Each Neria card typically represents one point of energy and comes in different types corresponding to the various realms and races in Airenneria. Players start the game with a predetermined number of Neria cards in their deck.

Neria Phase: During the Neria phase of their turn, players have the opportunity to play one Neria card from their hand. By playing a Neria card, the player adds its energy points to their available energy pool, which can be used to cast spells and summon characters in subsequent phases.

Energy Accumulation: Unused Neria points accumulate from turn to turn, allowing players to gradually build up a reserve of energy. This accumulation enables players to cast more powerful spells and summon stronger characters as the game progresses, opening up strategic opportunities for more impactful plays.

Spell Casting and Character Summoning: Neria points are spent to cast spells and summon characters during the main phase of the player's turn. The cost of each spell or character is typically denoted by a specific number of Neria points. Players must carefully manage their available energy and make strategic decisions on how to allocate their Neria resources for optimal play.

Resource Management: The Neria system adds a layer of resource management to the game, requiring players to balance their energy expenditure throughout the game. Effective resource management involves considering the costs of spells and characters, evaluating their immediate impact, and planning for long-term strategies based on the accumulation of Neria points over multiple turns.

The Neria system plays a crucial role in the strategic depth of Realms of Airennaria. It introduces resource management and decision-making elements, forcing players to make strategic choices about when and how to spend their energy points. Balancing the utilization of Neria cards with the need to maintain a sufficient energy reserve is a key aspect of successful gameplay, allowing players to unleash powerful spells and summon formidable characters to gain an advantage over their opponents.

Deck Limitations

Realms of Airennaria imposes certain limitations on deck construction to promote strategic diversity and prevent overpowered combinations. Here are the key deck limitations in the game:

- **Minimum Deck Size:** Each player must construct a deck of at least 40 cards. This ensures a minimum level of variety and consistency in gameplay, preventing players from relying solely on a few powerful cards.
- **Card Copies:** A deck can have no more than four copies of a single card, except for Neria cards, which have no limit. This limitation encourages players to explore different cards and build diverse decks that incorporate various strategies and synergies.
- **Race and Realm Restrictions:** While players are free to mix and match cards from different races and realms in their decks, certain cards may have race or realm-specific requirements. Players need to consider these restrictions when constructing their decks to ensure their cards are compatible and synergistic.
- **Card Rarity:** Realms of Airennaria may introduce rarity levels for cards, such as common, uncommon, rare, and legendary. Although not explicitly a limitation, the rarity system encourages players to consider the balance of card power and strategic options when constructing their decks.

Deck limitations in Realms of Airennaria encourage players to think strategically and consider various factors when building their decks. By imposing a minimum deck size and limiting card copies, players are encouraged to explore a wider range of cards and strategies, promoting diversity and avoiding excessive reliance on a few dominant cards. These limitations also help maintain a balanced gameplay experience by preventing overly consistent or overpowered deck configurations. Overall, deck limitations foster strategic thinking and creativity, allowing players to explore the full potential of the game's card pool.

Other Notes

Mulligans

In Realms of Airenneria, a mulligan is a rule that allows players to reshuffle and redraw their starting hand if they are dissatisfied with their initial hand. The Mulligan rule provides an opportunity for players to get a better starting hand that is more conducive to their desired strategy or game plan.

Here's a general explanation of how the mulligan rule works:

- **Mulligan Decision:** After players have received their initial hand of cards, each player, starting with the player going first, has the option to take a mulligan. They must decide whether to keep their hand or reshuffle and draw a new hand.
- **Mulligan Limit:** Establish the number of mulligans allowed in your game. Commonly, players are allowed one mulligan, but you can adjust this number based on the game's balance and your preferences. Additional mulligans may come with penalties or restrictions.
- **Reshuffling and Redrawing:** If a player decides to take a mulligan, they shuffle their hand back into their deck and draw a new hand with one card fewer than the previous hand. For example, if a player took a mulligan after their initial seven-card hand, they would draw six cards for their new hand.
- **Mulligan Consequences:** Depending on your game's rules, there may be consequences or restrictions associated with taking a mulligan. For instance, some games impose penalties, such as starting the game with reduced life points or skipping certain phases of the first turn.
- **Mulligan Phase:** The mulligan process typically happens before the game officially begins, during the setup or initial turns. Once both players have decided whether to mulligan or keep their hands, the game proceeds with the player going first taking their first turn.

Card Keywords

Flying: Characters with flying cannot be blocked by characters without flying or reach.

Taunt: Forces enemy characters to attack the character with Taunt if able. **Charge:**

Allows a character to attack immediately after being played. **Stealth:** A character with

Stealth can't be targeted by spells or abilities until it attacks.

Aura: Spells that enchant a character, granting it additional abilities or modifying its attributes.

Regeneration: Characters with regeneration can heal or recover from damage.

Deathtouch: Characters with deathtouch can destroy any character they deal damage to, regardless of the opposing character's defence or health.

Trample: Characters with trample can deal excess damage beyond what is needed to destroy their blocking character.

Lifelink: Characters with lifelink gain life equal to the damage they deal.

Vigilance: Characters with vigilance do not tap (become exhausted) when they attack.

Haste: Characters with haste can attack or use their abilities immediately after being played.

First Strike: Characters with first strike deal damage before other characters in combat.

Card Rarities & Collectibility

In Realms of Airenneria, card rarity and collectibility play a significant role in the game and the overall experience for players. Here's an explanation of card rarity and collectibility:

Card Rarity: Each card in the game is assigned a rarity level, which indicates its relative scarcity and gameplay significance. Common rarity cards are typically more plentiful and easier to obtain, while rare, epic, and legendary cards are rarer and often possess more powerful abilities or attributes.

- **Common:** These cards are the most abundant and usually form the foundation of most decks. They often feature basic abilities and provide essential gameplay elements.
- **Mighty:** Mighty cards are less common than common cards and tend to have more specialized or unique abilities. They can enhance strategies or offer more impactful effects.
- **Unique:** Unique cards are the rarest and most powerful cards in the game. They are often unique, possess exceptional abilities, and can shape the course of a game. Unique cards are highly prized and can be the centrepiece of a deck.

Collectibility: Realms of Airenneria embraces the collectible aspect of trading card games, providing players with the opportunity to collect and trade cards to build their ideal deck. Collectibility is an essential element that adds depth, excitement, and a sense of progression to the game.

- **Card Acquisition:** Players can acquire new cards through various means, such as purchasing booster packs, participating in events or tournaments, trading with other players, or obtaining them through in-game rewards. The rarity of a card affects its availability and desirability.
- **Deck Customization:** Collecting cards allow players to expand their options for deck customization. By acquiring cards of different rarities and abilities, players can create unique strategies, synergies, and playstyles. Collecting rare or legendary cards often becomes a goal for players, as they offer powerful tools to enhance their gameplay.
- **Market Value:** In some cases, card rarity and collectibility can also impact their market value. Rare or highly sought-after cards may hold significant value within the player community, creating opportunities for trading or collecting valuable cards.

Glossary

Character: A card representing a being from the world of Airenneria, with unique abilities and attributes.

Spell: A card representing magical forces that can alter the battlefield or impact the game in various ways.

Item: A card representing powerful artifacts or equipment that can be used by characters to gain advantages.

Neria: Energy cards that are used as a resource to cast spells and summon characters.

Attack: The amount of damage a character can deal when attacking. **Defense:**

The amount of damage a character can absorb before being defeated.

Abilities: Special effects or actions a card can perform, such as healing, dealing direct damage, or granting bonuses to other cards.

Flying: Characters with flying cannot be blocked by characters without flying or reach.

Taunt: Forces enemy characters to attack the character with Taunt if able.

Charge: Allows a character to attack immediately after being played.

Stealth: A character with Stealth cannot be targeted by spells or abilities until it attacks.

Deck: A collection of cards used by a player during the game.

Mulligan: The process of reshuffling and redrawing cards at the beginning of the game if the initial hand is undesirable.

Keywords: Special abilities or mechanics represented by specific terms, such as Flying, Taunt, or Lifelink.

Collectibility: The aspect of acquiring, trading, and collecting cards to build a unique and powerful deck.

Victory Condition: The specific condition or objective required to win the game, such as reducing an opponent's life points to zero.

Expansion: Additional sets of cards or content that are released over time to expand the game's offerings and introduce new gameplay elements.