

Seekers: Shards of Imriel Rulebook

Introduction

In the world of Imriel, a celestial artifact known as the Star Soul has mysteriously fractured, scattering countless Shards of magical power across the lands. Contenders have emerged from all corners of the realm to seize these shards for their own ends, motivated by ambition, duty, greed, or darker purpose. These Seekers, who range from shadowy assassins and holy knights to scholarly mages and demonic warlocks, clash across Imriel in brutal combat, each striving to claim the Shards for themselves.

Overview

Seekers: Shards of Imriel is a tactical hex-grid card game in which players command a single powerful hero on a **Battlemap**. Players choose a **Seeker**, outfit them with powerful **Equipment**, and build a deck of **Tactics** — **Abilities**, **Attacks**, and **Items** tailored to their strategy and their Seeker's strengths.

The following pages will provide a high-level overview of the gameplay. You'll learn about deck construction and card types, core gameplay concepts, and how a match flows from start to finish. It's easy to learn with a tremendous amount of depth, so let's get started!

General

1. Cards take precedence over rules.
2. "Can't"s take precedence over "cans."
3. Tournament rules take precedence over rules and cards.

Player

1. Players control units, the most notable of which are **Seekers** equipped with an **Armory** containing starting **Equipment** and a deck containing **Tactic** cards.
2. Each player is on a team. In two-player games, the players (along with the units they control) are on opposing teams. Units on teams other than the player's are considered enemies; units on the same team are considered allies.
3. Players occasionally control token units. Token units are added to a player's team but their defeat does not cause a player to lose.
4. Cards that refer to you refer to your **Seeker**.
5. The owner of a card is the person who brings cards to the game. The controller is the person in charge of game actions involving the cards.

Objects

1. An object is a **Seeker**, card **Effect** on the **Stack**, a card, a copy of a card, a token, or a hex.
2. The owner of an object is the same as the card or source of the object. Otherwise, it has no owner.
3. Tokens aren't considered cards.
4. The last known information determines the state of the object when anything else refers to it.

Objective

Players win the game when all opposing characters are defeated. Characters are defeated once their **Health Points (HP)** pool is equal to 0 or less.

Setup

To set up the game, each player:

1. Chooses a **Seeker** and assembles an **Armory** (see page 3).
2. Sets their Life to their starting Life total (usually 100). Maximum Life is equal to your starting Life.
3. Rolls 2d6, rerolling ties. The player with the higher roll determines which **Seeker** will act first.
4. Starting with the first player, choose one of the four starting hexes (highlighted in red and blue). The second player must choose a hex on the opposite side of the board.
5. In turn order, players may exchange any number of cards in their **Sideboard** with their **Armory** and **Tactics** deck (see page 6).
6. Draws an opening hand of 7 cards. Players may optionally take a single **Mulligan**. To do so, in turn order, players reveal any number of unwanted cards from their hands, draw as many cards from their decks as were revealed, then shuffle the revealed cards back into their deck.

A six-sided die is often referred to in games as a "d6." If you are instructed to roll "3d6," roll three six-sided dice.

*Note: In a game with multiple players per team, each team chooses the order of their players. The team going first chooses the hex for their first player's **Seeker**. The second team then chooses the hex for their first player's **Seeker**. Once all teams first players are placed on the **Battlemap**, teams place their second players' seekers on an appropriate hex the same way the first players did. The order of the players putting their Seekers on their starting hex is the same as the game's turn order.*

Gameplay

The core gameplay is simple: players use **Movement Points (MP)** to move their **Seeker** and **Action Points (AP)** to make additional movement, play **Tactics**, and activate **effects** in an effort to damage the opponent.

Turn Sequence

Each player's turn in *Seekers: Shards of Imriel* has three phases.

Upkeep & Draw Phase

- Gain 5 **AP**, carrying over any unused **AP** from the previous turn. Maximum AP for each player is 10.
- Gain 6 **Movement Points (MP)**.
- 1 **Moment** passes (all **effects** on your **Seeker** or cards you control with an hourglass symbol tick down by one).
- Beginning of turn **effects** trigger and **Priority** is passed (see page 7). **Instant**s can be played to the **Stack**.
- Draw a card (except the first turn of the game).

If you HAVE channeled the seeker shard, the AP and MP gained are doubled and you draw an extra card.

If a player would draw a card but their **Deck** is empty, they gain 5 **Fatigue** (see Glossary).

Main Phase

During this phase, you may do the following in any order and multiple times per turn, so long as you have enough **AP** to do so. For instance, a player may move their **Seeker**, play a **Tactic** card, then move again.

Move

- **Seekers** can move as many hexes as their combination of **MP/AP** will allow.

As long as the active player has priority (see page 7) and the **Stack** is empty, they can choose to move. Moving does not use the **Stack**. To move, a player chooses a path of hexes for their character to move through. Chosen paths cannot end on a blocked hex. Each hex costs a base 1 **MP** to move through. Players can choose a path that would cost more **MP** to move through than they have as long as they have the **AP** to pay the difference. Various things can add to the cost of moving to a hex. For example, **Slow** makes every hex cost an additional 1 **MP** to move through. Players cannot end their movement on a hex inhabited by another character but can move through them. Moving through an enemy's hex costs 1 additional **MP** while moving through an ally's hex does not incur an additional cost.

As a character moves, if moving onto a hex would cause a trigger, that character's movement action is stopped on that hex, an appropriate amount of **MP** is deducted and the trigger is put onto the Stack.

Note: Moving is the action of traveling through a path of hexes while warping is an instantaneous change of the player's current hex from one to another, adjacent or otherwise.

Play cards & effects

To play a card or effect, the player must meet the requirements of the card or effect, choose targets if necessary, determine the card or effect's cost (considering additions and reductions), then pay the card's costs.

For a card or effect to resolve, all requirements (if applicable) and at least one of the card or effect's targets (if applicable) must still be a legal target.

Targeting

Players can only target a hex they have **LoS** to.

If a card or effect would attempt to redirect (change the target of a spell or effect), but there are no other legal targets to redirect to, the redirection resolves without effect.

Note: Some cards may instruct a player to choose a Direction. A Direction is a contiguous line of spaces that emanate from one of your hex's sides (not points).

End Phase

- End-of-turn effects trigger. **Instants** can be played to the **Stack**.
- 1 **Moment** passes.
- **MP** is reduced to 0.
- Exile cards from your hand to meet the maximum hand size (usually 10 cards).

A player always completes all three phases before passing play to their opponent. Play continues in this fashion until a **Seeker** is victorious.

*Note: Use dice (or your preferred counter method) to keep track of the spells or effects that span multiple **Moments**, spinning down the die as indicated for each **Moment** that passes on the affected player's turn.*

Game Elements In-depth

The Play Area

1. **Battlemap**
 - 1.1. Where characters interact and move. It can have a myriad of special hexes, but the most common are a normal empty hex, the **Shard** hex, and an obstacle hex.
2. **Seeker** standee
3. **Equipment**
4. Deck
 - 4.1. A collection of **Tactic** cards you brought to the game to draw from.
5. **Discard Zone**
 - 5.1. Once a card has finished resolving its **effects** (if any), it goes to the **Discard Zone**. Some cards may force players to discard cards from various zones, and some cards may help a player retrieve cards from the **Discard Zone** (but never from **Exile**).
6. **effect Zone**
 - 6.1. Some cards result in an **effect**. The **effect** occurs when a certain event happens; that event might be a trigger, a number of **Moments** passing, damage dealt, etc. Once these cards are played, rather than going immediately into the **Discard Zone**, they are moved to the **effect Zone**. Once all relevant **effects** of the card have been applied or its **Moments** run out, the card is then moved to the **Discard Zone**.
7. **Exile**
 - 7.1. **Exiled** cards are moved to this zone to signify that they are permanently removed from the current game.

The Armory

Before the battle begins, each player assembles a 54-card **Armory**. The **Armory** is made up of:

- 1 **Seeker** – your hero, representing you in the world of Imriel
- 3 **Equipment** – one Weapon, one Armor, and one Trinket
- 50 **Tactics** – **Abilities**, **Attacks**, and **Items** at your Seeker's disposal

Your **Seeker** and **Equipment** always start in play, while your **Tactics** are shuffled and set aside at the beginning of each match to form your deck.

Up to 5 copies of a Common, 4 copies of an Uncommon, 3 copies of a Rare, and 2 copies of an Epic or Legendary quality card may be included in an **Armory**. An **Armory** may not include more than 7 Legendary cards total. Additionally, each player may prepare a 15-card **Sideboard** of **Equipment** and **Tactics** to be swapped between games in a match.

Seekers

Each **Seeker** comes with a powerful, strategy-defining effect and stat points allocated over 5 attributes:

- **Strength** – Physical might and martial power
- **Dexterity** – Agility and finesse
- **Intellect** – Arcane knowledge and mastery of the mind
- **Spirit** – Bond to external forces, such as the Light
- **Constitution** – Vitality and toughness

These stats are persistent and determine the **Equipment** and cards your **Seeker** can use. There are no fixed classes, giving you complete freedom to experiment, theorycraft, and customize your playstyle any way you want. If you want to play a rogue who fights from stealth with ice magic, or a warrior who draws power from demonic forces, you can do so by choosing a **Seeker** with the right stat line and building your **Armory** around it. Almost every **Equipment** and **Tactics** card has stat requirements. If your **Seeker** does not meet those requirements, you cannot equip or play that card.

Equipment

Each **Seeker** begins the game with three pieces of **Equipment** attached: one **Weapon**, one **Armor**, and one **Trinket**. These cards grant powerful active and passive effects that shape the way your **Seeker** plays, providing an additional lever for both granular fantasy expression and strategic gameplay depth.

Equipped **Weapons** usually include a basic action that can be used as often as you have the resources to pay for it, ensuring you always have an offensive option even if your hand is empty.

Armor often provides protective effects or steady bonuses, while **Trinkets** bring utility or unique, rule-twisting powers that can redefine how a **Seeker** is played.

Together, these three pieces of **Equipment** are as important as your **Seeker** is in setting the stage for how the rest of your **Armory** comes together.

Tactics

Your **Tactics** are the primary tools you will use to deal damage, aid allies, apply **effects**, and shape what occurs on the **Battlemat**. There are hundreds of **Tactics** cards to choose from, giving players endless opportunities for creative deckbuilding and unique strategies.

All tactics have an **AP** requirement, indicated in the top left, as well as a stat requirement indicated next to it. In order to play and resolve a **Tactic**, the **Seeker** must have both the **AP** available to cast it as well as the listed stat requirement.

Every **Tactic** is either an **Action** or an **Instant**. **Action** cards can only be played during the active player's (the player whose turn it is) main phase, but only if the **Stack** is empty and no character is moving. **Instant** cards can be played at any time other than when a character is moving or while another card is resolving.

Card Anatomy

From top to bottom and left to right, the elements of the cards are:

- Card title
- **AP** cost (must be spent in order to play)
- Stat requirement (must be met by **Seeker** in order to play)
- Description (the card's effect)
- Flavor text
- Card type (**Attack**, **Ability** or **Item**) and damage type
- Speed (**Action** or **Instant**)

Some cards may specify or reference a damage type (for example, shadow damage) that the effect deals or acts upon. Damage type is determined by the source of the damage — typically a card — and is indicated in the card type text (physical, fire, frost, etc). A card that prevents shadow damage cannot be used against an ability or item that deals a different type of damage.

Keywords

Many cards' descriptions will contain keywords in bold text. Consult the Glossary to resolve those **effects** if they are not familiar to you.

Steps of Playing a Card or Effect

- Choose Directions
- Choose Targets
- Determine Costs
- Pay Costs
- Put onto Stack

The Stack

All cards resolve through a “stack” system: when a card is played, players may respond by adding another card (usually an **Instant**) on top of it. The **Stack** resolves on a last-in-first-out basis, enabling strategic chains, bluffs, and counterplay.

Priority

1) Players can play an instant card or effect at any point they have **priority**. Noninstant cards or **effects** can be played during a player's own main phase any time they have **priority** and the **Stack** is empty. Priority is given to the active player before they draw at the step in which “At the start of turn” **effects** can trigger (**priority** is still given regardless of if there is a trigger at this step) during the upkeep, throughout the active player's main phase, and during the end phase at the step in which “At the end of turn” effects can trigger. 2) Players retain **priority** after playing a card or **effect**. 3) A player with **priority** that chooses not to take any actions, passes. Then the next player/team in turn order gets **priority**. 4) If all players/teams pass in row (that is, if all players pass without adding to the **Stack**), the card or **effect** on top of the **Stack** resolves or, if the **Stack** is empty, the current phase ends. 5) As the topmost card or **effect** of a **Stack** resolves, priority goes to the active player. 6) The exception to this is cards with **Immediate**. Immediate cards are placed onto the **Stack** but their **effect** is immediately applied. No player can respond to a card with **Immediate**. 7) As a card or **effect** starts to resolve, it checks again to see if you would be able to play it (since some other card or **effect** earlier in the **Stack** could have affected it). If you are not able to, the card or **effect** resolves without effect and moves to the **Discard Zone**. 8) Some effects trigger when a certain event happens in game. These triggered effects are put onto the **Stack** once a player next gains **priority**. 9) When multiple triggered effects are triggered at the

same time, **effects** are added to the **Stack** in turn order starting with the active player. Only after all triggered **effects** have been added to the **Stack** does the active player gain **priority**. 10) If a player has multiple **effects** that are triggered at the same time, the player chooses the order of their triggered **effects** that are added to the **Stack**.

The Battlemap

Once your **Armory** is ready, it's time to step into the **Battlemap**.

Combat unfolds on a hex grid that emphasizes positional strategy: **Range** and **Line of Sight (LoS)** are crucial, as many cards can only target what your **Seeker** can see or reach.

Range

A **Seeker's** base maximum **Range** for determining **LoS** is 8 hexes. All hexes and characters outside that **Range** are considered outside of **LoS** and can't be targeted by cards or **effects**.

Symbols

Many cards show their **Range** with an arrow symbol. Cards with an arrow followed by a number indicate that the effect can apply to any hex up to a maximum distance of the number that follows. A card with move $\leftrightarrow 6$ means that the player can move up to 6 hexes. Other cards have a diagonal arrow followed by a number, such as $\nearrow 6$. These indicate that their effect will always try to apply to the maximum **Range**. This is often seen on cards that ask you to choose a direction. A card that asks you to choose a direction and has a diagonal arrow followed by a six means its effect will try to apply to the 6th hex in that direction, while going through all the hexes in between.

Line of Sight

A thick black border around a hex indicates that there is a wall or other obstruction present which is impassable and affects **LoS**. A player has **LoS** if a straight line can be drawn from the center of one unit's hex to another hex without touching any part of a blocked hex, including that blocked hex's walls AND that other hex is within the unit's **LoS Range**, typically 8.

The Shard

In the center of the crypt lies the **Shard**. At any time, a **Seeker** may claim the **Shard**.

To do so, while on the hex or an adjacent hex, a character can pay 10 **AP** and channel the **Shard**. Channeling takes 2 **Moments**. These **Moments** are unaffected by card effects such as **Hasten**. While channeling, a character cannot play cards or move. If a character takes damage or has an Ailment applied to them, it takes 1 **Moment** longer to complete the channeling. A player can choose to stop channeling anytime a **Moment** is added to the channeling. As the last **Moment** of channeling passes, the **Shard** hex becomes a normal empty hex.

The character that successfully channels the hex — in addition to gaining more **AP** and **MP** and drawing an additional card each turn as detailed in the Turn Sequence section:

- their ability to play cards, activate effects, or move can't be impeded.
- always has **true sight** (can target units that have Stealth).

Glossary

Advantage

Roll twice and use the higher result.

Ailment

A lasting harmful condition.

Amplify

As you play a card with **Amplify**, you may pay the **Amplify** cost. If you do, its effect is increased.

Bleed

Whenever a unit with **Bleed** finishes movement or plays a physical card, it takes X **Bleed** damage. Diminishes by 1 each **Moment**.

Blind

Line of Sight is reduced to 1.

Burn

During the **Upkeep Phase** and before a **Moment** passes, a unit with **Burn** takes X fire damage. Unlike other **Ailments**, **Burn** stacks. Diminishes by 1 each **Moment**.

Charges

This card is played X times before it is discarded. Pay its cost each time.

Collide

If a unit would be **Pushed** or moved into an impassable hex (a wall or another unit), it **Collides**, stopping in the last open hex. All involved in the collision take Xd6 physical damage, where X is the number of hexes the **Pushed** unit couldn't move.

Copy

Create a duplicate of target spell or effect on the stack. You may choose new legal targets.

Counter

Put a card from the **Stack** into **Discard** without resolving.

Critical Strike

Dice automatically roll the highest number (for a 1d6, the roll result would be 6).

Daze

A unit with **Daze** cannot move, play cards, or activate **effects**. Any damage received diminishes dazed **Moments** to 0.

Disadvantage

Roll twice and use the lower result.

Dispel

Negate the effects of a card in the **effect Zone** and put it into the **Discard Zone**.

Duplicate

Deal the rolled amount of damage again as a separate instance.

Empower

Add X to the result of each die in a roll.

Elemental

Arcane, Fire, and Frost are elemental.

Duplicate

Deal the rolled amount of damage again as a separate instance.

Fatigue

If a player would draw a card from an empty **Deck**, that player gains 5 **Fatigue** and immediately loses life equal to their **Fatigue**. **Fatigue** isn't considered an **Ailment** and doesn't decrease during the **Moment** step

Fear

When a unit gains **Fear**, note the distance the unit is away from the source of **Fear**. The unit with **Fear** can't move or play cards that would put them on a hex that is closer than the noted distance.

Frozen

A frozen unit cannot move and cannot play physical or item cards. Item and physical cards and **effects** they control on the **Stack** resolve without effect.

Hasten

Decrease the number of **Moments** on any **effects** you control or **Ailments** attached to you by X.

Immediate

A card with **Immediate** is resolved immediately after it is put onto the **Stack**.

Inspect

Look at all cards the inspected player could look at in any zone.

Intangible

An intangible unit is treated as if they were on a separate battlemat (can't be targeted nor deal or receive any damage or healing from other units)

Line of Sight

You have **Line of Sight** to any hex you can draw a center-to-center line to within a **Range** of 8.

Poison

An **effect** attached to a unit that has unique effects depending on its source.

Push

Move the target X hexes away from the source. **Collide**, if applicable.

Root

A unit with **Root** cannot move.

Scry

Look at the top X cards of your deck. Return them to your deck, putting them on the top and/or bottom in any order.

Shocked

A Shocked unit takes 1d6 arcane damage whenever they play an item card or activate an equipment effect, and they gain 1 less AP on upkeep.

Shield

A **Shield** adds to the effective **HP** of a player and ignores the max **HP** rule. For example, if a player has 100 **HP** and gains a 10 **HP** shield, their personal **HP** is still 100 but any damage that would be dealt to them is first applied to their **Shield(s)** and any remaining damage to the player's HP. Even if all damage from an attack was distributed to **Shield(s)**, that attack is still considered to have dealt damage to the player. If a player

has multiple **Shields**, damage is first distributed to the **Shield** that most recently entered the **effect Zone**.

Slow

Each hex costs an additional MP or AP to move through, and cards or **effects** that would move the unit move it half as much.

Stealth

Cannot be targeted. If that unit deals or receives any damage, or resolves any card without **Subtle**, **Stealth** is removed.

Stun

A stunned unit can't move, play cards, or activate **effects**. Cards and **effects** they control on the **Stack** resolve without effect.

Subtle

This card's effects don't remove **Stealth**.

Warp

The unit appears at the hex it warps to without moving through a path.

Hero Building & Example Gameplay

Let's jump into an example of how a few action-packed turns might play out. This example will use the preconstructed Mara, Veiled Blade and Theron the Ashwaker decks, so feel free to follow along if you have them.

*Note: **Mara/Theron** will be used to refer both to the Seekers themselves and also the players that are playing them.*

This scene starts on turn 4 of the game (Theron's second turn). Theron starts the turn with **5AP**. In his **Upkeep Phase** he gains **5AP**, **6MP**, and draws a card (**10AP/6MP/98HP remaining**). Knowing that Mara can be dangerous at close range, he uses **4MP** to move to a hex 3 hexes directly in front of Mara (**10AP/2MP/100HP remaining**).

He then spends **3AP** and discards a Pyroblast with an **AP** cost of 6 as an additional cost to play Flame Torrent, which will deal damage that applies **Burn** to all enemies within the first 6 hexes in a direction (**7AP/2MP/100HP remaining**). Both are added to the empty **Stack**.

Since he discarded a card, Theron's Ashen Loop trigger is added to the Stack above Flame Torrent to increase its damage by 6. Then he passes priority.

Mara can now respond. She spends **1AP** (**7AP/0MP/100HP remaining**) to play the first **Charge** of Crippling Daggers, which is an **Instant** that deals 1d6 damage and applies **Slow** for 2 **Moments** to the first enemy within 4 hexes in a direction. If Crippling Daggers hits and the **Slow** is applied to Theron, all hexes will cost 1 more to move through, so he would have to spend **AP** to compensate if he wanted to move further than 1 hex. Theron doesn't respond.

Mara doesn't play a card, so the stack starts to resolve. **effects** on the stack resolve with the last added happening first.

Mara rolls 4 damage on 1d6 and applies 2 **Slow** to Theron. Crippling Daggers goes to the **effect Zone** with 2 **Charges** remaining for Mara to possibly use at another time. Theron's Ashen Loop trigger adds 6 damage to his Flame Torrent. It resolves, dealing 4 + 6 fire damage for a total of 10 that applies 2 **Burn** to Mara (7AP/0MP/90HP remaining).

Theron just dealt an instance of 10 or more fire damage. If he can do it again, his Hot Streak effect will trigger, resulting in tons of damage. Theron plays Incinerating Blast for 2AP (5AP/2MP/100HP remaining), discards a card — in this case a Dragon's Breath with an **AP** cost of 5 — to **Amplify** it and targets Mara.

Mara is looking at 2d6+5 fire damage, an amount very likely to result in Theron's Hotstreak condition being met. She responds by paying 3AP (4AP/0MP/90HP remaining) to play Smoke Bomb, which is an **Item** that targets a hex up to a distance of 4 away and creates a cloud of smoke in a 1-hex radius that units can't see into or out of. This will make Theron lose **Line of Sight** on Mara and Incinerating Blast will resolve without effect, stopping his attack. Theron could continue to act but he would then be at risk of retaliation, whereas if he stops here he will likely be able to start his next turn with a lot of **AP**. Neither Theron nor Mara add any more **effects** to the **Stack**, so Incinerating Blast doesn't have a legal target and is ineffective.

In Theron's **End Phase 1 Moment** passes, leaving 1 **Moment** still remaining on the **Slow** that Crippling Daggers applied to him earlier in the turn. He loses the 2MP he didn't use (5AP/0MP/96HP remaining).

Mara begins her turn, gaining 5AP and 6MP (9AP/6MP/90HP remaining). A **Moment** passes so she takes 2 fire damage from her **Burn** (9AP/6MP/88HP remaining), leaving it with 1 **Moment** still remaining, and reduces Smoke Bomb to 2 **Moments** remaining. She draws a card and prepares for retaliation.

Mara starts by closing the distance, moving 2 hexes to be adjacent to Theron for 2MP (9AP/4MP/88HP remaining). She then plays the card she had put facedown into the

effect Zone on turn 1 when she gained **Stealth**. Shadow Double would normally cost 6AP but because it was played from the **effect Zone**, it costs 5 less (8AP/4MP/88HP remaining). It goes onto the empty **Stack**.

Theron doesn't have an answer to it and thus passes **Priority** without playing a card. Shadow Double resolves and moves to the **effect Zone** for 1 **Moment**. It will duplicate all physical damage Mara does as shadow damage.

Mara then plays a copy of the physical attack on her equipment Fangs of Balthier for 2AP (6AP/4MP/88HP remaining). Again, Theron does not respond. The copy of Fangs of Balthier's attack resolves. Mara rolls a 3 for Fangs of Balthier's 1d6 damage and because it has a lingering effect, the copy moves to the **effect Zone**. Theron is reduced to 93HP (5AP/0MP/93HP remaining). Because of the Fangs' lingering effect, Mara's next successful physical damage against Theron will have 2d6 shadow damage added to it. Shadow Double triggers from the **effect Zone** onto the empty Stack to duplicate the 3 physical damage Mara just did as shadow damage, bringing Theron down again (5AP/0MP/90HP remaining).

Mara adds to the empty **Stack** by spending 1AP to use one of Crippling Daggers' remaining **Charges** (5AP/4MP/88HP remaining). Theron isn't happy about the damage but has fought this type of deck before and is holding out for a more explosive attack. Crippling Daggers resolves for 1d6 physical damage and the copy of Fangs of Balthier in the **effect Zone** adds 2d6 shadow damage to the roll. Mara rolls 4 physical damage and 7 shadow damage. Theron takes the 11 damage (5AP/0MP/79HP remaining) and Shadow Double triggers to duplicate the 4 physical damage (5AP/0MP/75HP remaining). Mara isn't done and plays the attack on Fangs again (3AP/4MP/88HP remaining), resulting in 5 physical damage and 5 shadow damage from Shadow Double (5AP/0MP/65HP remaining).

Mara finishes her series of attacks by paying 3AP (0AP/4MP/88HP remaining) to play Fatal Thrust targeting Theron. Fatal Thrust reads "Deal 1d6 damage to target enemy up to a distance of 1, plus 1d6 for each time you have dealt physical damage this turn."

Mara dealt physical damage this turn when she played Fangs' attack the first time, then again with Crippling Daggers, then again with Fangs. There is also a lingering effect of Fangs that adds 2d6 shadow damage, and because Fatal Thrust is a physical attack, Shadow Double will double it.

If Theron doesn't have a response, he is looking at 4d6 physical damage and 2d6 shadow damage, and then the physical damage would be duplicated as shadow damage. That's a lot. However, with Mara out of **AP**, this is exactly what Theron has been waiting for.

Theron responds to Fatal Thrust with the card Presence of Mind, paying 1**AP** (4**AP**/0**MP**/65**HP** remaining). Presence of Mind is an **Instant** with **Immediate**, so it resolves immediately without passing **Priority**. Presence of Mind also allows you to play your next spell at instant speed and for 3 less **AP**, so it moves to the **effect Zone**. Theron then uses Presence of Mind's **effect** to play Frost Nova for 0**AP** and as an **Instant** (4**AP**/0**MP**/65**HP** remaining). Frost Nova is a spell that will deal 2d6 frost damage that applies **Frozen** to enemies within a 1 hex radius of Theron for 2 **Moments**. Neither player adds to the **Stack** so it starts to resolve.

Frost Nova deals 6 frost damage to Mara (0**AP**/4**MP**/82**HP** remaining) and applies **Frozen**. Frozen renders Mara unable to move, play physical cards, or play physical **effects**. All cards and **effects** they control on the stack resolve without effect, including Mara's Fatal Thrust.

This leaves Mara **Frozen**, out of **AP**, and next to Theron, who will soon have 9**AP**. In Mara's **End Phase** the last **Moment** of her **Burn** passes, Smoke Bomb is reduced to 1 **Moment**, and she loses her remaining **MP** (0**AP**/0**MP**/82**HP** remaining).

Theron starts his turn by gaining 5**AP** and 6**MP** (9**AP**/6**MP**/65**HP** remaining). The last **Moment** of his Slow passes. He draws a card and decides to take advantage of Mara being at 0**AP** to go all in. Theron moves 3 hexes (9**AP**/3**MP**/65**HP** remaining) to the other side of Mara.

He starts his barrage by playing Infernal Javelin for 4AP (5AP/3MP/65HP remaining). Infernal Javelin hits the first enemy in a direction for 2d6 fire damage and **Pushes** them back 2 hexes. If they **Collide** with a wall, it also applies **Root** for 2 **Moments**, making the enemy unable to move. Mara cannot respond, so Infernal Javelin deals 11 fire damage (0AP/0MP/71HP remaining). Behind Mara is 1 normal hex and 1 blocked hex with a wall, so she is **Pushed** 1 hex. Since she couldn't be **Pushed** the full amount of hexes, she takes 1d6 physical damage from the terrain. That is another 1 damage putting her at (0AP/0MP/70HP remaining).

If Theron can deal more than 10 damage again, he will be able to play a fire spell from his **Discard**. Seeing this potential, Theron plays Arcane Overload, which is **Immediate**, for 0AP. It gives him 3AP (8AP/3MP/65HP remaining). Arcane Overload will go to the **effect Zone** and at the end of turn will deal 2d6 damage, remove all of his remaining AP, and apply **Stun** for 2 **Moments**. But that's a problem for future Theron.

Next he plays Blast Wave for 4AP (4AP/3MP/65HP remaining). It deals 3d6 damage that applies **Slow** to all enemies within a 1-hex radius. All enemies dealt damage this way are **Pushed** back 3 hexes. Mara has her back against the wall. Blast Wave results in 15 fire damage and 7 physical damage from **Collision** (0AP/0MP/48HP remaining).

With a second instance of 10 or more fire damage, Theron's Hot Streak triggers; he can play a fire spell as an **Instant** from his **Discard** without paying its AP cost. Theron chooses the Pyroblast that was discarded a while ago. Pyroblast is played onto the **Stack**. It is his third fire spell this turn, so Emberlord's Regalia will trigger, giving him 1AP and a card When it resolves (4AP/3MP/65HP remaining). In response to the trigger, Theron plays World in Flames for 3AP (1AP/3MP/65HP remaining). The Stack starts to resolve.

World of Flames goes to the **effect Zone** and will make Theron's next fire spell a **Critical Strike**. Emberlord's Regalia resolves, giving Theron 1AP and another card (2AP/3MP/65HP remaining). Pyroblast resolves and since it is a fire spell, World in

Flames makes it **Critical**, so it hits Mara for 30 damage (0AP/0MP/18HP remaining).
Pyroblast and World in flames move to **Discard**.

During Theron's **End Phase**, Arcane Overload hits Theron for 2d6. It results in 5 damage, applies **Stun** for 2 **Moments** and he loses 1AP (2AP/3MP/60HP remaining). One **Moment** is removed from the **Stun** and Theron loses his remaining MP (2AP/0MP/60HP remaining).

The turn passes to Mara but this is where our example ends. Theron with the HP advantage but with no cards in hand and Mara with 5 cards in hand and 1 **Charge** remaining on Crippling Daggers in the **effect Zone**. Can Mara punish Theron before he can recover?