

ARCHIMAJESTY

ALPHA

CORE RULEBOOK

CREDITS

CREATOR

FEN

CO-DEVELOPER

42ndGecko

CONTRIBUTORS

Z. Wong, Earth Seraph Edna, Exocist

ARTISTS

Wollacce, Blu Pieraccioli

PLAYTESTERS

Z. Wong, Crablock, TriforceGuardian, Tegoto, Jaggi92, Anikid, Earth Seraph Edna

A PROMISE

The Core Rule Set for Archmastery (which includes the Core Rulebook, Arcane Compendium Vol. I, and Adversarium Vol. I), an introductory adventure, as well as all currently planned supplemental material will be digitally released for free.

Additionally, all game pieces (including every single card from the 180-card core set) will also be provided in a printable format so that the game may also be played in a physical space at no cost beyond what it takes for you to print the materials.

In the future, professional physical prints of the Core Rule Set, card sets, and future supplements may become available to purchase.

If you wish to directly support the game, feel free to make a donation here: <https://ko-fi.com/cvltvre>. All donations will be fed back into Archmastery in order to commission more artwork, used to hire services that might improve the game's quality, as well as support the design process of future **Yggtree Press** games.

WHAT IS ARCHMAJESTY?

Archmastery is a grid-based tactics deck-builder TRPG for 1-3 Players and 1 Gamemaster, where every card is a spell formed from wild magic. Each player is a mage, a catch-all term for any magical warrior. Mages are able to string together multiple spells as a combo, and unleash it to devastating effect.

You determine what spells your mage is able to cast by assembling a 21-card deck out of a pool of 180 custom cards split into 30 distinct fighting styles.

Spells are more than just scrying, summoning, and slinging fireballs, for many spells are channeled through your body and weapons, allowing you to perform superhuman feats of strength and skill.

A knight in full plate can be just as strong with magic as a robe-wearing wizard. The difference is how they use this magic.

The scale of battles in Archmastery can sometimes involve the players facing off against dozens, or even over a hundred total enemies separated in waves. As a result, it would not be inaccurate to call Archmastery a "turn-based spectacle fighter".

WHAT DO I NEED TO PLAY?

Archmastery was designed with virtual tabletops in mind, specifically those with custom card support like Roll20 and Tabletop Simulator.

That being said, it can also be played in a physical space if you have access to a printer and some card sleeves. While it hasn't been made yet, a set-up guide for both digital and physical play will be available at a later date.

ANYTHING SIMILAR?

Archmastery has a unique play pattern, but is built upon decades of turn-based tactics and card game design. In terms of inspiration: Strike!, Kingdom Hearts, D&D 4e, Planescape, Magic: The Gathering, Warhammer Fantasy, God of War, the XCOM series, and Devil May Cry were all major influences.

TABLE OF CONTENTS

TABLE OF CONTENTS	4
INTRODUCTION	6
The Gamemaster	6
The Players	6
One-on-One Play	7
What is Archmastery?	7
Types of Stories	7
The World of Urn	8
ESSENTIALS OF PLAY	10
Important Terminology	10
Task Checks	10
Modifiers	10
Difficulty Threshold	10
Clocks	11
Catches & Costs	11
CREATE-A-MAGE	12
Step 1: Primary Attributes	12
Might, Agility, and Will (MT, AG, and WL)	12
Defence (DEF)	12
Step 2: Secondary Attributes	13
Hit Points & Armour Points (HP & AP)	13
Knocked Out	13
Move Points (MP)	13
Running & Jumping	13
Equipment Slots (ES)	13
Ability Slots (AS)	14
Command Limit (COM)	14
Step 3: Fighting Styles	15
Step 4: Items & Artefacts	15
Step 5: Ancestries	16
Humans	18
Elves	19
Charmes	20
Svartals	21
Tritons	22
Starfolk	23
Dragons	24
Daemons	25
Step 6: Finishing Your Build	26
NON-COMBAT RULES	28
Aspects	28
Species Aspects	28
Circles	29
Allegiance Circle	29
Stratum Circle	29

Miscellaneous Circles	29
Circles, Rebels, and Spies	29
Circles and Common Knowledge	29
Lores	30
Academic Lores	30
Bases	30
Utility Magic	30
COMBAT	32
Rounds & Turns	32
Draw Step	32
Cycling Step	32
Discard Step	32
Turn Phases	32
Interruption	32
Actions	33
Cast Action	33
Moving & Casting	33
Combo Limit	33
Illuminate Action	33
Use Ability Action	33
Cantrip Action	33
Fix Action	33
Guard Action	34
Protect Action	34
Cleanse Action	34
Command Action	34
Movement	34
Forced Movement	34
Grounded & Airborne	34
Square Occupancy	35
Falling onto Occupied Squares	35
Occupancy and Objects	35
Shifting	35
Bashing	35
Carrying	35
Teleportation	35
Push/Pull	35
The Deck	36
Milling	36
The Hand	36
Discarding	36
The Void	36
Soul States	36
Bright	36
Fading	36
Dark	36
CARD BREAKDOWN	38
Card Name	38
Combo Requirements	38

Card Types	38
Main Colour	39
Edge Colours	39
Standard and Nonstandard Cards	39
Strike Value	40
Guard Value	40
Range Entry	40
Area Effects	40
Line of Sight	40
Attack Entry	40
Multi-Attacks	40
Damage Entry	41
Elemental Damage	41
Effect Entry	41
Multi-Stage Cards	41
Persistent Effects	41
STATUS EFFECTS	42
Alternate Exploit Effects	42
Stun & Freeze	42
Status Conversion	42
List: Positive Status Effects	42
List: Negative Status Effects	43
CARD TERMINOLOGY	44
MINIONS	46
Minion Attributes	46
Minion Types	46
Control Limit	46
Minion Abilities	46
Minion Commands	47
Minion Attacks	47
PERSONAL EQUIPMENT	48
List: Melee Weapons	48
List: Ranged Weapons	49
List: Armour	49
List: Consumables	49

INTRODUCTION

Archmastery is a grid-based tactics deck-builder TRPG for 1-3 players and 1 gamemaster. Let's break this statement down into its constituent parts in order to learn what it means:

TABLETOP ROLEPLAYING GAME

While to some it may seem obvious what a TRPG is, I personally feel it is a matter of perspective and priority. One person might use it as an opportunity to socialize, while another might want to weave an elaborate tale or challenge themselves with fun game mechanics.

For Archmastery, the priority in its design was to suit those who enjoy fun combat encounters, but who are fine with using a more simplistic rule set for non-combat interactions such as diplomacy, investigation, exploration, and so on.

Violence is intrinsic to Archmastery. If you are uncomfortable with a combat-focused experience, it may not be a suitable system for you.

GRID-BASED TACTICS

This refers to a specific style of combat where one must pay attention to the position and movements of their character in relation to each other character in the fight, as well as what special abilities they can bring to bear against their enemies.

Chess is a good reference point as combat in Archmastery takes place on a map divided into a square grid with each person involved controlling a certain number of game pieces representing different characters locked in battle.

Teamwork is incredibly important, as you will frequently face off against forces much greater than you in size and strength. Magic is powerful, but wasted without coordinating your efforts with your fellow mages!

DECKBUILDER

In Archmastery, each spell you cast is represented by a card. These cards detail what the spell does, what it can target, what it takes to cast it, and many other important factors you must take into consideration.

But mages aren't just one-trick ponies, as each mage has a 21-card spell deck that contains each spell they are able to use. A mage's spell deck represents the way they fight with magic, and is assembled by acquiring card sets called fighting styles of which there are two types - primary and secondary.

While a spell deck can have more than 21 cards, it's best to keep a 21 card deck in order to improve consistency.

Primary styles give you 10 cards, while secondary styles give you 5 cards. When creating your deck, you have access to 6 style points which should give you a pool of 30 cards to work with in order to construct your deck.

The Gamemaster

In your play group, one person must opt into the role of the Gamemaster. Being a Gamemaster is a difficult, but rewarding task that involves you directing and maintaining the game.

You create the world around the players - carving its mountains, filling its oceans, building its cities, shaping its history, and acting in the role of the various non-player characters the party speaks to.

With this power over the story, comes a great responsibility to place your player's in the limelight whenever you can. You must always remember that playing Archmastery is a collaborative experience, and no one person has control over where the story goes.

Controlling NPCs also means controlling each enemy the players face off against during combat encounters. After all, Archmastery is a combat-centric game, so you should try your best to present a challenge that matches your player's expectations. The [1st Volume of the Adversarium](#) has a guide that should help you with the process of designing fun and engaging combat encounters.

Just note that controlling enemies does not mean you yourself are an enemy. The player-gamemaster relationship relies on mutual trust and should never be adversarial.

Your role as Gamemaster also includes acting as the game's referee. You must arbitrate any rules issues that crop up, and kibosh any unrealistic, unsuitable, and/or unacceptable decisions a player might make.

If an issue crops up during a session, unless it is egregious, it is generally best to leave it to a discussion after the session ends so as to not disrupt the flow of play.

The Players

Each player must create a character that acts in the role of one of the protagonists. As the story unfolds, it is up to you to decide how your character reacts to the events that transpire. You must determine how they change and grow as a person as they experience the world.

Playing with a group means no one is *the* main character, you all share top billing. While it is natural to want to stand in the limelight, always give your fellow players an opportunity to shine.

Being the Gamemaster involves a lot of difficult work and preparation, so it is on you as a player to not make their job harder. Additionally, while the Gamemaster is meant to cater to you to some degree, they also need to be enjoying the experience as well.

One-on-One Play

While Archmastery was designed for group play, it can be scaled down to just one Player and one Gamemaster. One-on-one play has many advantages such as being easier to schedule, constant limelight, and a story tailored to their character. It is also easier for the Gamemaster as they have fewer players they need to cater.

To support one-on-one play, Archmastery has an optional **Companion** system that allows you to bring a couple of NPC companions with you into combat. Each companion has a combat archetype that determines what abilities it has, what attacks it can make, and what special cards are contained within their deck.

While companions are controlled by the Gamemaster outside of combat, during combat you command them the same way you might control a minion you summoned.

What is Archmastery?

Archmastery is ultimately a light-hearted game about mages who serve their community, which includes protecting it from monsters, magical anomalies, and the various warlords and despots beyond its borders.

The game is set in the Ironlands, a beautiful, yet dangerous paradise filled with all manner of strange creatures and places. The region still bears the scars and craters of a thousand-year long war that ended a century prior. In the aftermath, the survivors fell under the rule of would be kings and conquerors, and the Ironlands were divided among them, forming countless city-states.

The Ironlands is a region on the planet Urn, a cosmic dumping ground within an artificial plane where objects from countless other worlds wind up.

Ever wonder why you always lose one sock in a pair? It may be because it is sitting on top of a literal mountain of discarded junk.

Occasionally, people find themselves sliding down the proverbial trash chute, winding up stuck on Urn. These individuals, known as the stranded, tend to develop magical powers. But humans are not the only denizens of Urn - for elves, daemons, living dolls, merfolk, and many other strange and wonderful beings live alongside humanity in relative harmony.

You, the player, take on the role of a mage of the Archmastery. It is here that you must find a way to offer your services to its people, helping them in any way you can. While this might involve summoning rains for farmers, and using magic fire to smelt metal beams for new building projects, most mages are assigned to protecting the realm from its neighbours.

The ideology of Archmastery has spread to the angered workers and peasants of distant lands, causing revolts that have drawn the ire of the various rulers of the Ironlands. The mages of the Archmastery must be ever-vigilant for any attacks or attempt at subterfuge on behalf of these rulers.

Types of Stories

Many tales can be told of the mages of the Archmastery...

THE REVOLUTIONARIES

Your group is sent abroad to help form a resistance movement in a kingdom that threatens to invade the Archmastery. Subterfuge, deception, ambushes, and conspiracies all lead the way for a revolutionary tale.

THE GUARDIANS

Your group is sent to a village near the border that has been having trouble with monsters, bandits, or both. But as you interact with the villagers, you begin to form a communal bond. Friendship, comradery, leadership, and honour define a tale of guardians.

THE WARRIORS

War is upon us! Your group is sent to the frontlines in order to wage a guerilla war against an invading force, whittling down their forces while you protect your people. A tale of warriors is a tale of loyalty, bravery, and the willingness to make sacrifices for the greater good.

THE WATCHERS

Your group is assigned to protect a visiting foreign dignitary who is the target of an assassination plot. A conspiracy unfolds, and it is up to your group to cut through the lies and seek the truth.

THE DIPLOMATS

Your group is tasked with forming an alliance with a foreign power who is receptive to the Archmastery. You learn their customs, make nice with the locals, and help them with any problems that may have sprang up.

THE EXPLORERS

Your group wanders beyond the borders of the Ironlands in search of someone, somewhere, or something. You will find new civilizations, discover wondrous places, and face off against enemies unknown.

ESSENTIALS OF PLAY

The following section explains the core rules of Archmastery.

Important Terminology

Before we get into specifics there are certain rules that are commonly applied which must be considered.

ROUND-DOWN

Unless otherwise specified, when something is halved or divided, but the result isn't a whole number you must round down to the nearest whole number. (*Whole numbers are any numbers without a fractional or decimal part.*)

For example, when you would inflict 15 damage to an enemy, but they exploited a Weakness counter on you. Exploiting the counter halves the incoming damage, resulting in 7.5 damage. But as this is not a whole number, it is rounded down to 7 instead.

EXCEPTIONS TO THE RULE

If an effect (such as that from a spell or ability) would do something a rule would normally not allow, the effect takes precedence.

*For example, you normally cannot play cards from your Void. However, with the Pierce the **Glittering Void** ability granted by the **Dark Dancer** artefact, you may add cards from your Void straight into your spell combos!*

TARGETING SPECIFICS

These are the following terms that determine what is a legal target for an effect:

- ◆ **You:** This effect can only affect you.
- ◆ **Ally:** This effect can affect you or any allied character, such as your fellow player's mages and minions.
- ◆ **Another/other Ally:** This effect can affect any allied character including your minions except for you.
- ◆ **Enemy:** This effect can only affect enemy characters.

MUST AND MAY

Unless an effect specifically states that you "may" resolve an effect, you must resolve that effect, even if the result is detrimental.

For example, "On hit: You may choose an ally within 5 squares, they gain 1 Empower token." is optional, while "On hit: Choose an ally within 5 squares, they gain 1 Empower token" is mandatory.

Task Checks

When confronted with a challenge that has both a success and failure state, a task check is required to determine the outcome. To make a task check:

Roll a D20. The result you get here is known as the **natural result**.

You then add any relevant **dice modifiers** to the natural result, which gets you the **final result**. You then compare the value of the final result to the **difficulty threshold** the Gamemaster assigned to the challenge.

If your final result is equal to, or higher than the difficulty threshold, you succeed in the challenge. However if your final result is below the difficulty threshold, you instead fail the challenge.

Modifiers

Modifiers are static numbers that are added onto, or subtracted from, your roll's natural result. They are also used to change other static numbers such as how much damage a spell inflicts.

Modifiers that provide a positive impact are called **bonuses**, while those that provide a negative impact are called **penalties**.

For example, a natural result of 9 with a +2 bonus and -1 penalty would end up as a final result of 10.

Difficulty Threshold

When a challenge is presented, the Gamemaster will assign it a value known as a Difficulty Threshold. As stated above, the final result of your task check must succeed or beat the Difficulty Threshold in order to succeed.

The most common DT is an enemy's Defence stat.

The "Average" difficulty of a challenge is DT/10. Anything higher constitutes a more difficult challenge, while anything below it is considered easier. If a challenge would have DT/6 or less, it's not worth rolling and should automatically succeed instead.

Clocks

Clocks can be used to represent extended challenges that require multiple task checks to resolve. For example, sitting down at a table and trying to negotiate a deal with a foreign nation is an involved process that can't be decided by a single roll.

Clocks can be represented as a circle divided into an even amount of slices, or simply a series of boxes you check off.

The result of your task check determines how the segments are filled. Successes result in green segments, and failures with red segments.

Final Result is...	Number and type of Segments
10 or more over DT	+3 green segments
5 or more over DT	+2 green segments
Over DT	+1 green segment
Matches DT	No segments
Under DT	+1 red segment
5 or more under DT	+2 red segments
10 or more under DT	+3 red segments

Once each Segment of a clock is filled, determine the completion result based on the majority of segments:

Segments are..	Completion Result
Majority green	The players succeed.
Equally green and red	The players tie with the opposition, or achieve success with a catch.
Majority red	The opposition succeeds, or the players achieve success at a steep cost.

Catches & Costs

When offered

- ◆ If there are more green than red segments, the players succeed without a hitch.
- ◆ If there are an equal number of green and red segments, the players may choose whether to accept a tie, or to achieve success with a catch.
- ◆ If there are more red than green segments, players may choose to accept failure, or to achieve success at a cost.

- Rounded up as default. ✓
 - Rules apply unless stated otherwise by an effect ✓
 - You, Ally, Another Ally, and Enemy Meaning ✓
 - Explain sessions and campaigns ✗
 - Task resolution
 - Modifiers
 - Task Difficulties
 - Clocks
 - Non Combat and Combat Time Progression
 - Deck, hand, combo, and void zone layout
-

CREATE-A-MAGE

Generally, a mage is someone who has graduated from a magic academy, or is a self-taught prodigy. Training starts as a child and lasts until they become an adult. Some mages are “late bloomers” who don’t attain the status of mage until later in life.

In terms of strength, the average mage can take out entire groups of “mundanes” without breaking a sweat. This vast difference in power frequently results in eccentric behaviour as the mage disassociates with society and reality.

As mentioned before, magic isn’t just pointy hats and slinging fireballs. Any vocation whether it be a knight, miner, ranger, bodybuilder, civil engineer, etc, can be a mage. By channeling magic into your body, weapons, or tools, you can perform superhuman feats that can easily match the power of more traditional spells.

Before you play Archmastery, you must create your mage. This process involves seven steps:

- ◆ Primary Attributes
- ◆ Secondary Attributes
- ◆ Fighting Styles
- ◆ Items & Artefacts
- ◆ Ancestries
- ◆ Finishing Your Build
- ◆ Aspects, Circles, and Lore

Text highlighted like this within the Create-A-Mage section are choices you must make during character creation.

Step 1: Primary Attributes

Each player character has four primary attributes: Might, Agility, Will, and Defence.

MT	AG	WL	DEF	HP	MP	ES	AS	COM
+0	+0	+0	10	50	6	4	5	10

You start with 8 attribute points that you must divide as you choose among each of the four attributes.

- ◆ Each point you invest increases that attribute by +1.
- ◆ You cannot invest more than 3 points into a single attribute during character generation.

Might, Agility, and Will (MT, AG, and WL)

These represent your character’s natural strengths and aptitudes for different forms of magic. Investing into your Might, Agility, and Will is the first step in determining your unique fighting style. This is because each attribute is associated with a card colour: Might with **red**, Agility with **green**, and Will with **blue**.

For example, if you want a deck with a lot of red and blue cards, you would want to invest into Might and Will over Agility.

- ◆ Might is associated with your mage’s physical prowess, inner drive, toughness and passion
- ◆ Agility is associated with your mage’s natural grace, reflexes, skill, and cunning.
- ◆ Will is associated with your mage’s force of personality, self-control, knowledge, and determination.

In combat, your Might, Agility, and Will modifiers are used to improve your chances to hit an enemy with an attack, and how much extra damage you deal if you successfully hit an enemy.

Might, Agility, and Will are also used outside of combat when invoking your Aspects or casting utility magic. See [Non-Combat Rules](#).

Defence (DEF)

Defence represents how good your mage is at evading, blocking, and parrying attacks.

When an enemy attacks you, they treat your Defence as the difficulty threshold required to successfully hit you. If an attack misses, it deals no damage and any on-hit effects fail to resolve.

For example, if an enemy attacks you and you have 13 Defence, the final result of their attack roll would need to be 13 or more in order to successfully hit you.

Step 2: Secondary Attributes

In addition to your primary attributes, you have five secondary attributes: Hit Points & Armour, Move Points, Equipment Slots, Ability Slots, and Command Limit.

MT	AG	WL	DEF	HP	MP	ES	AS	COM
+0	+0	+0	10	50+0	6	4	5	10

During character creation, choose and gain one of the following permanent bonuses to your secondary attributes:

- ◆ +25 Hit Points
- ◆ +2 Equipment Slots
- ◆ +1 Ability Slot
- ◆ +2 Command Limit

Hit Points & Armour Points (HP & AP)

Hit points represent how much damage your mage can withstand before they are unable to continue fighting. Hit Points cannot be reduced below 0. You can heal yourself by...

- ◆ ...ingesting Ygg sap.
- ◆ ...exploiting Surge counters.
- ◆ ...casting healing magic such as the **Renewed Vitality** spell from the Apprentice Artes.

In the hit points slot on your attribute array, hit points are the first number, while your armour is the number after the "+". So if you have 75 HP and 25 armour, it would be written as "75+25".

Armour points act like HP that cannot be healed. Whenever you take damage, always subtract from your AP before your HP except when dealt [Piercing](#) damage. You can increase how much AP you have by...

- ◆ ...equipping [padded, chainmail, or plate armour](#).
- ◆ ...equipping certain abilities like **Shroud of the Sea** from the **Tidecrash Conjurer** style,
- ◆ ...casting warding magic like the **Cloak of Quicksilver** spell from the **Scrapsculpt Artificer** style.

While armour points cannot be healed, some sources like armour sets refresh any AP that was lost during the previous round.

Knocked Out

When a character is reduced to 0 HP, they are knocked out.

Weaker enemy types such as Fodder, and Regulars are generally removed from the battlefield when they become knocked out.

Knocked out characters cannot move willingly, cannot exploit status counters, cannot take actions, and cannot activate abilities. If a knocked out character is healed to 1 HP or higher, they are no longer knocked out and can act as normal during their next turn.

Move Points (MP)

Move points are a resource you spend to move your character during combat. At the start of each round, you gain an amount of move points equal to the move point value noted on your attribute array. At the end of each round, you lose any unspent move points.

Move points are spent specifically to activate special abilities called movement abilities.

Running & Jumping

By default, each character has access to two basic movement abilities: Run, and Jump.

Running is your standard means of navigating the battlefield, while Jumping allows you to get high enough to attack any pesky flying enemies, or to avoid dangers on the ground.

◆ Run	Opts	Movement
During your turn, you may spend 1 move point to move 1 square. If you do and you are airborne, you become grounded.		

◆ Jump	Opts	Movement
During your turn, if you are grounded, you may spend 3 move points to become airborne, then move up to 1 square.		

Equipment Slots (ES)

Equipment slots represent how many items your mage can bring into combat at a time. Each item takes up at least one equipment slot, though heavier items such as greatswords or plate armour can take up several equipment slots at once.

You may only equip or unequip items while outside of combat. You can carry any number of items (within reason) in your personal inventory without worrying about encumbrance. Items that aren't equipped cannot be used during combat.

There are four types of items: weapons, armour, consumables, and artefacts. You may only equip one piece of body armour and one piece of head armour at a time. Mundane equipment is detailed in the [Personal Equipment](#) section, while the artefacts you can choose from are detailed in the Artefacts section of the [1st Volume of the Arcane Compendium](#).

Ability Slots (AS)

Abilities slots represent how many magical abilities you can manifest during combat. Like items, you may only equip and unequip abilities while outside of combat. You can gain new abilities by...

- ◆ ...picking your Way.
- ◆ ...acquiring new styles.
- ◆ ...equipping an artefact.

Each ability takes up one or more of your ability slots. The amount is notated to the right of the name of each ability.

Artefacts are special in that they can be equipped using either your equipment slots or ability slots. If an artefact happens to take up two or more slots, you can even choose to split the requirement among your equipment and ability slots.

PASSIVE ABILITIES

Passive abilities automatically resolve their effect(s) whenever its requirements (if any) are met. An example of a passive ability is the **Terse Technique** ability from the **Earthsteel Warrior** style:

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

ACTIVE ABILITIES

The effects of active abilities do not resolve until they are intentionally invoked by using the [Ability action](#). All movement abilities count as active abilities. An example of an active ability is the **Power of the Earth** ability from the **Earthsteel Warrior** style:

◆ Power of the Earth	2pts	Active
Once during your turn, you may choose a single card in your hand. Until the end of the round, that card gains [Trick], but can only be played if you are grounded.		

You may have noticed the keyword “Slow” on active abilities such as Run, Jump, and Power of the Earth. Normally, abilities can be activated at any time, but an ability with “Slow” can only be activated if no other effect is being resolved. See: [Interrupts](#).

[Remove or change above box]

Command Limit (COM)

Command limit represents how many minions you can control at any one time. Each minion has an upkeep cost that determines how much of your command limit they take up while summoned.

As a general rule, the stronger the minion, the more command limit they take up.

For example, if you have a command limit of 10 and you control two minions that have an upkeep cost of 2 each, you would still have 6 command limit remaining to summon and control other minions.

When a minion you control is removed from the battlefield, any command limit it took up is free to use for new minions.

If you do not have the command limit available to afford the upkeep of a minion you are attempting to summon, that summoning effect automatically fails to resolve.



Step 3: Fighting Styles

During their academy years, every mage learns how to utilise magic in combat scenarios. By the time they graduate, they have formulated their own style of magic from preexisting schools of thought called “fighting styles”.

During character creation, you gain 6 style points. When you purchase a fighting style, you gain access to every card and ability it lists.

◆ You can purchase the same style more than once to receive more of its cards. If you do, you do not gain additional copies of any of that style's abilities.

Each fighting style presents a different way of using magic. For example, the **Earthsteel Warrior** style channels the strength of rocks and steel in order to unleash devastating melee attacks. They are able to tear through enemy defences, debilitate them to the point of helplessness, but suffer whenever their feet aren't firmly planted on the ground.

Compare it to the **Thundercrash Trickster** style which channels magic lightning to devastate crowds of enemies, then allowing the user to retreat into a gallery of illusory doppelgangers that confound any who may have survived. However, it requires you to carefully use your deck as a resource to cast the most powerful versions of its spell cards.

MAJOR STYLES

Major styles cost 2 style points to unlock 8 unique cards and 2 abilities. You also gain 1 additional copy of the first two cards listed for a total of 10 cards.

Each major style offers a self-contained package of cards and abilities that synergize with itself, while still retaining its compatibility with other styles. As a point of reference, major styles are similar to the base kit of a “class” or “archetype”.

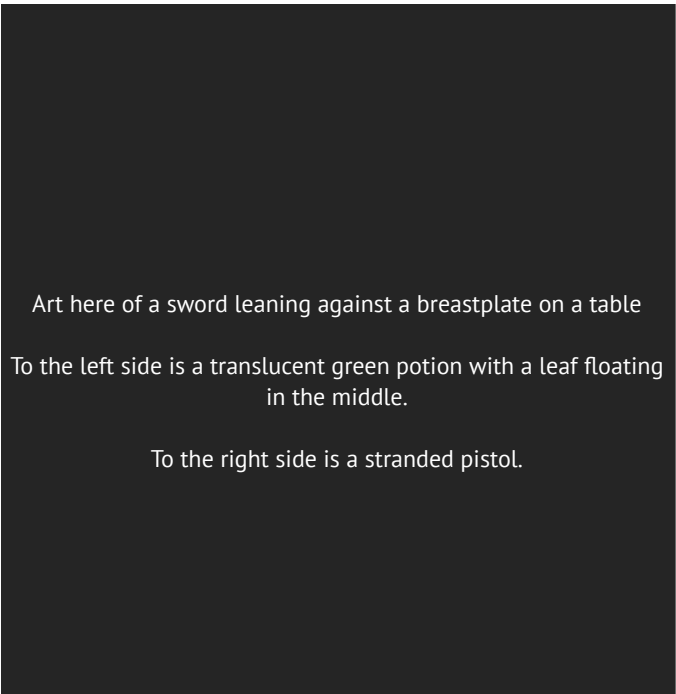
For example, one might see the **Earthsteel Warrior** style as similar to a “fighter” class, while the **Thundercrash Trickster** style might resemble an “arcane trickster” or “shinobi” class.

MINOR STYLES

Minor styles cost 1 style point to unlock 4 unique cards and 1 ability. You also gain 1 additional copy of the first cards listed for a total of 5 cards.

If major styles are “classes”, minor styles are “subclasses”. Minor styles tend to offer a unique combat gimmick that can accentuate the rest of your fighting style, or to just shore up any weaknesses your mage might have.

For example, the **Duskheart Rogue** minor style grants your mage the ability to become invisible and perform devastating sneak attacks.



Step 4: Items & Artefacts

Weapons, armour, consumables, and magical artefacts are important tools in the arsenal of any mage worth their magic.

During character creation, mundane items cost nothing to acquire, with the only limitation being how many items you can equip at once.

◆ See: [Personal Equipment](#).

During character creation, you gain 2 artefact points you can spend to acquire artefacts from any magical compendium.

◆ There are 30 core artefacts to choose from within the [1st Volume of the Arcane Compendium](#).

WEAPONS

Magic is powerful on its own, but tends to be at its strongest when channeled through physical implements such as staves, bows, swords, guns, and so on.

When you cast a spell, you may choose one compatible weapon you have equipped to channel that spell through.

For example, a spell with a range entry of “4 squares or Ranged Weapon” couldn't be channeled through a melee weapon.

When a spell is channeled through a weapon, its range becomes the channeled weapon's range. Additionally, that spell gains the benefits of the weapon's channel effect (at least if it has one).

Sword	1 slot	Melee
Channeled attacks gain a +1/+1 bonus.		

ARMOUR

Personal protection like helmets, coifs, chainmail shirts, breastplates, and still effective in withstanding incoming magic attacks.

When it comes to equipping armour sets, you may only have one piece of head armour and one piece of body armour equipped at any one time. Each piece of armour grants you a Defence bonus, additional armour points that reset each round, or both.

Full Plate	3 slots	+2 bonus to Defence
[Body Armour] You start each round with 15 armour points that last until the end of the round.		

CONSUMABLES

A catch-all term for potions, magic crystals, grenades, and any other single use items.

When you use a consumable item, it becomes expended and cannot be used for the rest of the encounter. Once the encounter ends, it becomes usable again.

You do not need to replace used consumables. If you have more than one of the same consumable item equipped, you may expend that item that many additional times during combat.

When you use up a consumable item, it's assumed you can recharge them, replace them, or make your own at no cost.

Lesser Manalyth	1 slot	1 square
[Expendable] [Slow] When expended, choose a single ally within range. That ally draws a card.		

ARTEFACTS

Artefacts are powerful items that grant you a unique ability for as long as that artefact is equipped. Artefacts take many forms, with most being weapons or suits of armour. Artefact abilities tend to support specific playstyles, or shore up your weaknesses.

Unlike mundane items which can only take up equipment slots, you may equip artefacts using your equipment and ability slots.

♦ Blade of Raiden	1 slot	Melee
Attacks channelled through the Blade of Raiden gain Knell/10.		

◆ Lightning Frequency	Blade of Raiden
Whenever you defeat an enemy with an attack channelled by the Blade of Raiden, you may automatically hit a single enemy within 5 squares for 15 Magical and Shock-type damage channelled through the Blade of Raiden.	

Step 5: Ancestries

One's choice of ancestry represents the primary culture they were raised in. It can also be used to represent the unique physical traits of the various sapient species that inhabit Urn.

Within the core rule set there are eight ancestries, each of which is detailed in the following pages.

Humans	Elves	Charmes	Svartals
Tritons	Starfolk	Dragons	Daemons

During character creation, choose a single ancestry. You gain access to its two ancestry abilities.

- ♦ Ancestry abilities must be equipped like style abilities in order to be used.

Each ancestry ability can be used to emphasize a trait natural to that species, or to represent specific training, knowledge, and cultural adaptation.

For example, the **Machine Heart** ability granted by **Svartal Ancestry** could represent the Svartals natural armour plating, or it could be used to represent a human born in a scrap-empire, who adapted to the harsh conditions by creating armour from scavenged materials.

Art here of the Svartal iconic, as well as a scrap-empire human with their arms replaced by arcane prosthetics fixing a Scrapoid together on a work table

Humans

An insatiably curious species whose expansionist tendencies have resulted in the rise and fall of countless nations. Those who dwell in human societies tend to get swept up by the constant social and cultural changes.

Human cities are generally the largest in any region where they dominate, with crowded streets swirling with the hopes and dreams of thousands upon thousands of humans and those who have been raised alongside humanity. The hustle and bustle tends to alienate independently-minded beings like elves and dragons, who perceive human settlements much in the same way a human might perceive a colony of ants.

Human ancestry grants you access to the **Heave Ho!** and **Now Is Not My Time** abilities

◆ Heave Ho!1ptHumans, Passive

As long as this ability is equipped, you gain +1 Equipment Slot.

Humanity's origins as persistence hunters has granted them an impressive amount of stamina, allowing them to carry more weight without tiring faster. Those who are raised in human settlements also tend to develop their endurance in order to keep up with human laborers.

◆ Now Is Not My Time1ptHumans, Active

Once per encounter when you are reduced to 0 HP, you may activate this ability. If you do, you gain 2 Empower counters and are reduced to 1 HP instead.

Humans are one of the shortest living species on Urn, and regularly experience death within their community.

have the

tend to fight tooth and nail in order to preserve themselves. Those who live among humans

preserve themselves in the face of defeat and death. Those who live among humans quickly realize how common death is for them, giving them a greater appreciation for their own life.

PHYSICAL APPEARANCE

Humans are defined by their varied appearance, especially among those with a nonhuman parent like half-elves. Humans have a wide range of skin tones as well as hair and eye colours.

One of the most notable human traits is their round ears, which are an odd, cosmic rarity. Though no one can explain why, members of other species also tend to find them quite cute and even attractive.

[Explanation, human, and nonhuman context for both abilities]



Cass, Knight of the Red Rose

DDD
H



[Name], [Title]

DDD
H

Elves

A long-lived, ethereal species that hails from the plane of Eternal Light. They are calm and thoughtful, taking their time to solve any problem they are confronted with, much to the frustration of those who solve a problem quickly before it balloons out of control.

Elves are known to be hard to read, as their senses are highly attuned to subtle changes in body language. An elf could be experiencing the greatest joy they have ever experienced in hundreds of years, but to the unassuming it would only come across as the slightest of smiles. This sensitivity to body language is strong enough that some (erroneously) believe that elves are able to read minds.

To prevent themselves from being “read” by their kin, elves are taught from birth to finely control their body movement. This has led to the stereotype that elves are stiff, stoic, and uninviting, even if in truth they might be friendly and eager to converse.

Elvish ancestry grants you access to the **Elvish Grace** and **Swift Stride** abilities

◆ Elvish Grace	1pt	Elves, Passive
----------------	-----	----------------

You gain a +2 bonus to your Move Points attribute and cannot provide [Opportunity] to enemies.		
---	--	--

◆ Swift Stride	1pt	Elves, Active
----------------	-----	---------------

Once per round whenever an enemy moves or shifts, you may shift 0-6 squares. If you bash into another character this way, swap your positions and continue to shift the remaining intended distance.		
--	--	--

PHYSICAL APPEARANCE

Elves

Charmes

DDD

Charmed ancestry grants you access to the **Battle Tendency** and **Ichor Guard** abilities

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

◆ Ichor Guard	1pt	Charmes, Active
Once per round whenever you parry a melee attack, you may force the attacker to make a basic attack targeting an enemy of your choice.		

PHYSICAL APPEARANCE

Charmes



[Name], [Title]

DDD
H



Forty of Junkhulk

Svartals

DDD

Svartal ancestry grants you access to the **Machine Heart** and **Steel Skin, Stone Bones** abilities

◆ Machine Heart	1pt	Svartals, Passive
-----------------	-----	-------------------

At the start of each round you gain 1 Scrap, then for each Scrap you currently have you gain 5 armour points up to a maximum of 25 armour points that last until the end of the round.

◆ Steel Skin, Stone Bones	1pt	Svartals, Active
---------------------------	-----	------------------

Reduce the amount of negative status counters you gain from all sources by -2 to a minimum of 0.

PHYSICAL APPEARANCE

Svartals

DDD
H

Tritons

DDD

Triton ancestry grants you access to the DDD and DDD abilities

◆ DDD	1pt	Tritons, Passive
DDDD		

replace

◆ Seaborne Athleticism	1pt	Tritons, Passive
You gain a +2 bonus to your Move Points attribute.		
Once per round whenever another ally enters a square adjacent to you, you may shift them 1-6 squares.		

Tweak this ability to be better

PHYSICAL APPEARANCE

Tritons



Mida, Tidecaller of Shimmershore

DDD
H



[Name], [Title]

Starfolk

DDD

Starfolk ancestry grants you access to the **Kin of the Cosmos** and **DDD** abilities

◆ Kin of the Cosmos	1pt	Starfolk, Active
Enemies cannot exploit Gravity or Zero-G counters on you.		
Once during your turn, you may become airborne or grounded.		

◆ DDDD	1pt	Starfolk, DDD
DDD		

Solar resistance (?)

PHYSICAL APPEARANCE

Starfolk

DDD

H

Dragons

A

Draconic ancestry grants you access to the **Claws & Wings** and **Dragon Breath** abilities

◆ Claws & Wings	1pt	Dragons, Passive
Whenever you make a melee attack that wasn't channeled, that attack gains a +2/+2 bonus.		
Change the move point cost to activate Jump to 1.		

◆ Dragon Breath	1pt	Dragons, Active
Once per round during your turn, you may pay 5 HP and discard a card. If you do, make a basic attack.		
Whenever you make a basic melee or ranged attack, you may make a basic breath attack instead.		

Basic Breath Attack		Types // Magical, Any Non-Physical Type	
Range		Attack	Damage
5 squares		—	5 + Any
[Trick] Automatically hit a single enemy and up to 2 other enemies within 3 squares of them.			

PHYSICAL APPEARANCE

Dragons



[Name], [Title]

DDD
H



[Name], [Title]

Daemons

DDD

Daemonic ancestry grants you access to the **Emotion Eater** and **Spellspawn** abilities

◆ Emotion Eater	1pt	Starfolk, Active
-----------------	-----	------------------

At the start of each encounter, choose a negative status effect.

Whenever you target a character with the chosen status effect, you may exploit it once. If you do, you gain 1 Surge counter.

◆ Spellspawn	1pt	Daemons, Passive
--------------	-----	------------------

Change your base maximum HP from 50 to 20.

Increase your maximum hand size by +1.

PHYSICAL APPEARANCE

Daemons

DDD

H

Step 6: Finishing Your Build

Once you have determined your primary and secondary attribute bonuses, spent your style and artefact points, chosen your mundane items and ancestry, you must find a way to combine all your choices to create your character's build.

Deck Construction

Once you have chosen all the styles you were interested in, you should have enough cards to construct a deck.

Deck construction is a fairly simple process, with only two rules:

1. Your deck cannot have less than 21 cards.
2. Your deck cannot have more than three copies of the same card.

If you need some inspiration for your deck list, or if you just don't want to make your own deck, you can find sample decks [here](#).

Deckbuilding Guidelines

The following is a list of tips and guidelines for newer players that should help you along the road to making a deck.

DECK SIZE

While your deck can have more than 21 cards, it's best that you avoid doing that unless you are absolutely sure. The more cards you add cards to your deck, the more inconsistent it becomes.

CARD COLOURS

When making your deck, it's best to keep to one or two colours. It is also important to pay attention to which primary attributes the cards of a certain style use.

Multi-coloured styles like **Thundercrash Trickster** or **Kilnblast Artillery** have cards that have the option of using one of two attributes. In the case of **Thundercrash Trickster**, this is Agility and Will, and with **Kilnblast Artillery** its Might and Will.

*If you are keen on making a three-colour deck, both the **Shimmershore Dancer** minor style and **Revelblade** artefact make playing with so many different colours more consistent.*

CARD RATIOS

When making your deck, you generally want to have 12 or more [standard](#) cards in your deck, with the remaining slots in your deck given to [starter](#) and [finisher](#) cards. Having too many starters and finishers in your deck can make it hard to form longer combos, as you are only able to add one of each to your combo.

WORK TOWARDS A GOAL

Before you make a deck, it helps to figure out what sort of playstyle you want. That way as you peruse through the various cards, items, and abilities, you can ask yourself "does this support the way I want to play?".

*For example, if you are going for a crowd-clearing playstyle, you may find the **Bane of Legions** ability from the **Conqueror's Cuirass** artefact a natural fit.*

(use Prime Fulmination + Galeforce Sweep as example of cross-style synergy)

NON-COMBAT RULES

There are four main ways to determine how your character operates outside of combat: their Aspects, their Circles, their Lores, and their selection of utility magic. Each of these can affect how successful you are at completing a task.

Aspects

A character's Aspects represent important elements of who they are, as well as what they are good at. During character creation, each player must establish three Aspects for their character. Aspects can be invoked as a roll modifier as long as it is relevant to the task the character is trying to perform.

- ◆ If the Aspect is marginally relevant, it confers a +3 bonus.
- ◆ If the Aspect is fully relevant, it confers a +6 bonus.
- ◆ If the Aspect is especially relevant, it confers a +9 bonus.

In most cases, it's best to lean towards an Aspect being fully relevant.

Creating Aspects is a freeform process that involves coming up with a short 2-4 word phrase that should say two things about your character and their personality and/or background. For example, if your character was raised as a body-builder for the travelling circus, they might have an Aspect called "**Circus Strongman**".

Some Aspects may grant you special narrative abilities. For example, if you have an Aspect called "**Gloomy Psychopomp**", you can establish that you have the ability to see and speak to the lingering ghosts of the dead. Magic can't fully define a character however, and at least one Aspect must be completely mundane.

Some Aspects may be a bit more abstract, while still being generally useful. For example, in the previous example of "**Gloomy Psychopomp**", the player might define "gloomy" as being naturally intimidating, hard to approach, and hard to read. Another example would be an Aspect called "**Stranded Engineer**", where the character might try to "play stupid" if they happen to break a minor law by emphasizing they were recently stuck on Urn.

Aspect Examples

Charming Troubadour, Illusory Trickster, Pyromantic Officer, Astrological Librarian, Stuffy Bureaucrat, Conman Lawyer, Gentleman Thief, Tireless Smithy, Curious Archaeologist, Escaped Prisoner, Travelling Courtesan, Deceitful Scribe, Egotistical Glitterati, Rejected Evil Lineage, Folk-hero Outlaw, Reluctant Assassin, Reclusive Ranger, Eager Recruit, Greedy Spelunker, Resourceful Spy, Stranded Salaryman, Raised by Wolves, Runaway Princess, Sneaky Scavenger, Knight Errant, Overworked Apprentice, Spell-Scarred War Refugee, Subject of Prophecy, Well-Travelled Dignitary, Secret Shapeshifter, Silver-tongued Songstress, Disgraced General, Visions of Doom, Cheerful Mountaineer, Beleaguered Guard, Fashionable Vestimancer, Sheltered City-Dweller, Disillusioned Detective.

Species Aspects

Each species has special physical properties that allow them to naturally excel when performing certain tasks. These natural Aspects can be invoked in place of a regular Aspect when relevant:

Humans evolved as persistence hunters, and as a result have an impressive amount of natural stamina and endurance. They can march on foot for days on end, work for longer hours, and carry loads much heavier than one would expect.

Elves' heightened senses allow them to detect subtle body language. They are also good at hiding their own tells, making them naturally talented liars.

Charmes naturally secrete a magical substance known as ichor into their skin oil as a defensive mechanism. Whenever anyone other than a charme or svart makes physical contact with ichor, they become briefly enchanted by that charme.

Svarts do not need to eat, drink, or breathe, though they can choose to perform these actions with full functionality. Svarts enter a "low power mode" as an analogue to sleeping, though they are fully aware of their surroundings and may "wake" instantly. They are also immune to radiation, ichor, and mundane toxins.

Tritons are fully adapted to an oceanic environment. On land they have two legs, but once they enter water their lower half transforms into that of a marine animal (typically a fish or shark). They are also capable of breathing underwater and are adapted to extreme undersea biomes. They are also naturally adept with water magic.

Starfolk can naturally use gravity magic, and are able to use it to a finely controlled degree in order to make people or objects lighter (even to the point of floating), or to become incredibly heavy.

Dragons are limited shapeshifters with two forms:

- ◆ In their draconic true form, at this life stage, they are roughly as large as a lion or tiger and have a wingspan of up to 10m. In this form they may fly freely so long as they are not exhausted, under stress, or carrying more than their personal equipment.
- ◆ In their humanoid form, they retain superficial features of their true form such as horns, patches of scales, and perhaps a pair of wings or a tail.

Daemons are full shapeshifters, capable of taking any form including objects. Of note, this form is based on how they imagine the subject looks, and may be full of flaws if their imagination is off. The new form must also be of relatively equal size or smaller to the daemon. They are also capable of detecting negative emotions in anyone they can directly see.

Circles

A character's Circles represent the social groups they are a part of. When creating your character, you must choose one allegiance, one stratum, and one or two miscellaneous circles.

When making a social task roll where one or more Circles are relevant, you may compare and pair Circles to the character you are interacting with.

- ◆ For each favourable Circle pairing, you gain a **+5 bonus**. A pair is considered favourable when their interests or ideologies align.
- ◆ For each opposed Circle pairing, you suffer a **-5 penalty**. A pair is considered opposed when their interests or ideologies are hostile and/or mutually-exclusive.

Unless the GM has a specific type of game in mind, the recommended starting point for a campaign is that the characters are state-mages of the Archmajesty, and thus have the "Archmajesty" allegiance Circle and the "Front" stratum Circle. There are many other stories that can be told on Urn, though; players and GMs are free to work together on a different starting point.

Allegiance Circle

Your first Circle represents your allegiance (or lack-thereof) and cultural familiarity to a specific nation or major faction.

Allegiance Circle Examples

Archmajesty, Bathele Empire, Istrian League, Shimmershore, Moon of Spinel, Swiftwood, No Allegiance.



Stratum Circle

Your second Circle represents your position in society, and all of the privileges associated with that position. A common example of stratum Circles is the feudal class hierarchy of the monarch, nobility, clergy, burghers, and peasants.

In the Archmajesty there are three positional Circles: Front, Centre, and Source.

- ◆ The Front refers to the exercising of power, and represents the State Magistracy. If you are a state-mage, you are a part of the Front.
- ◆ The Center refers to the centralization of power, and represents the Arcane Bureaucracy. If you are a bureaucrat, you are a part of the Center.
- ◆ The Source refers to the source of power, and represents the collective labour force of the Archmajesty. These include non-government, non-military roles such as farmers, artists, smiths, factory-workers, craftspeople, among many others.

Miscellaneous Circles

Your third and/or fourth Circle generally represent smaller-scale communities you are a part of. This might be a guild, union, occupation, community (such as a village, town, city district, or region), political group, criminal organization, ethnic group, knightly order, and so on.

Miscellaneous Circle Examples

Miners Union, Street Performers, Imperial Refugees, Thieves Guild, Brine Academy, Haijhan's Charmehouse District, Rollstead Fields, Order of Roses, Dragon Taxi,
(think of like 10 more)

Circles, Rebels, and Spies

If you consider yourself an outward "rebel" of a Circle you belong to, invert the bonus as a penalty when Circle pairing with someone who has the same Circle, but who isn't also rebellious. Similarly, invert any penalty to a bonus when Circle pairing with someone who opposes the Circle you are rebelling against.

In some cases, such as being a spy, you might wish to pretend to be a member of a certain Circle. If you do, secretly write down each hidden Circle you truly belong to. If you aren't convincing, you cannot pair using the Circle you are pretending to be.

Circles and Common Knowledge

Each of your Circles grants you access to a broad span of knowledge that would be expected of any reasonably well-educated member of that Circle. This also includes any languages, forms of writing, slang, or shop-talk a member of those Circles would be expected to know.

If prompted to make a knowledge task roll based on the common knowledge of one of your Circles, you gain a **+5 bonus** to that roll.

Lores

A character's Lores represent specific fields of knowledge they have developed through careful study or personal experience. Each Lore represents mastery over that particular topic, with your character knowing enough about it that they could hypothetically write out a thesis paper on it.

Each player character starts the game with three Lore subjects of their choice. You may choose from the examples below, or come up with new ones that may be more relevant to the game you are in.

Lore can be invoked by you or the GM. When invoked by the GM, they will state a relevant fact to that your character would know, but that perhaps you wouldn't personally know.

For example, if you have the "Stranding" Lore, and you came upon a pile of recently stranded refuse. The GM might state that your character immediately identifies an automobile within the pile. On closer inspection, the GM also states that it seems to be functional.

When invoked by yourself, it's to try to ask specific questions as to what you might know, or to probe your memories for any "deep lore". In these cases, the GM might require you to make a knowledge task roll. When making this knowledge task roll, you gain a **+10 bonus**.

Lores come in two varieties: academic and wisdom. Academic disciplines represent topics you would have learned in school. Wisdom represents topics you would have learned first-hand such as through a particular line of work or interest.

Academic Lores

Examples of academic lores include:

- ◆ **Astronomy:** This represents your knowledge of the planar star system Urn belongs to, as well as knowledge of the Cosmeridian and its constellate-gods.
- ◆ **The Void:** This represents your knowledge of the dark nothingness that lies beyond the Cosmeridian, as well as Voidborne entities such as Voidlings or Eidolons.
- ◆ **Religion:** This represents your knowledge of various Urn religions, including their tenets, practices, and protocols.

The academic disciplines taught in the Archmajesty include the following, any of which would be an appropriate choice for Lore:

Academic Lore Examples

Planar Cosmology, the Void, Religions,

Think of at least 12 more.

Some forms of wisdom are best acquired through personal experience.

Wisdom Lore Examples

Stranding,

Think of at least 14 more.

Bases

A character's Bases represent what they know - no matter if they heard it as a rumour, read it in a book, or personally experienced it.

When presented with an unfamiliar element, if one of your character's Bases would have information on that element, the GM is obligated to reveal that information to you. In the cases of more obscure information, a knowledge task roll may be prompted instead.

For example, if a character with a Base called "Stranding" came upon a pile of recent Stranded refuse and the big metal box with wheels on top, they could not only accurately identify it as a car - but also determine that it's still fully functional.

Utility Magic

Outside of combat, each player can manifest minor utility magic without any difficulty. For example, if a player wants to light a torch by conjuring fire from their thumb like a lighter, it is unnecessary to make that process into a task.

When making a task roll, you may invoke the magic of the cards in your deck and the abilities you have equipped to increase your odds of success. For example, if you are faced with a large boulder, but you have the Giantstrength Toss card, you might invoke that spell to justify why you can attempt to throw the boulder to the side.

When you introduce a card or ability into a task roll, your GM must approve its use as well as assign it a circumstantial roll modifier depending on how useful it is. In some cases, the GM might even rule that you automatically succeed. For example, if you are faced with a wall and are tasked with getting to the other side, you might invoke your Swiftwind Soar ability to just fly over the wall.

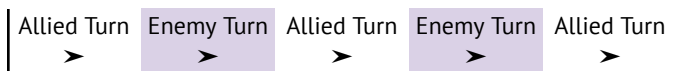
COMBAT

Magic manifests at its wildest during combat, stirred up by the strong emotions of the combatants as sparks fly and swords clash. The following chapter will describe all the necessary rules to resolve a combat encounter using Archmajesty.

Rounds & Turns

Combat is divided into rounds, with each round divided into one turn for each character in the combat encounter. During a character's turn, they can take various actions that represent how they engage with the enemy.

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



Once each character has taken their turn, the current round ends, and a new round begins.

ALLIED TURNS

At the start of an allied turn, a single player character or allied NPC who hasn't taken their turn yet may request that turn slot. If they are allowed to do so, they then resolve their turn.

Minions always take their turn at the same time as their controller.

ENEMY TURNS

At the start of an enemy turn, the Gamemaster chooses 3 Fodder, 2 Regular, or 1 Elite/Miniboss/Boss-type enemy that has yet to take a turn, then resolves each of those enemy's turns.

Draw Step

At the start of each round, before the first turn starts to resolve, each character with a deck draws up to their maximum hand size.

Before each combat encounter, you must fully shuffle your deck.

Cycling Step

After the draw step, you may then choose to cycle. This involves choosing up to 3 cards from your hand, discarding them, then drawing that many cards.

Discard Step

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

Turn Phases

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

START PHASE

This signifies the start of your turn. Effects that are worded like "At the beginning of your next turn..." or "...until the start of your next turn" resolve during this phase after the appropriate amount of time has passed. Once each Start Phase effect has been resolved, move onto the Main Phase.

MAIN PHASE

Your Main Phase is when you are able to take most of your actions including forming a combo and illuminating. Once you have taken each action you wanted to, move onto the End Phase.

END PHASE

This signifies the end of your turn. Effects that are worded like "At the end of your next turn..." or "Until the end of your turn..." resolve during this phase. Once each End Phase effect has been resolved, your turn ends, and the next turn begins.

Interruption

Certain effects are labelled as "interrupts", which allow you to play a card or activate that ability during any phase of any character's turn. You may also choose to resolve the interrupting effect in response to another declared action. Abilities always resolve as interrupts unless they are described as Slow.

Interrupts can also be declared in response to other interrupts. This order of interrupting effects is referred to as the stack. Once the last interrupting effect on the stack has been declared, each one is resolved in reverse order starting with that last effect.

If an interruption would make an effect unable to properly resolve, then that interrupted effect counts as if it failed to resolve.

A bandit swings at Mida with a sword. In response, Fyra plays a cantrip spell that allows her to shift 1 square as an interrupt. This allows her to shift out of range of the bandits' attack, causing it to fail to resolve due being unable to reach the target.

Actions

Actions represent what your character is able to do during combat and include the Cast, Illuminate, Ability, Cantrip, Fix, Guard, Protect, Cleanse, and Command actions.

Certain actions are described as “Slow”. This means that action cannot resolve at interruption speed. If an action is not labelled Slow, it can be used as an [Interrupt](#).

When resolving a Slow action, you must fully resolve it before you are able to start resolving a new Slow action.

Unless otherwise stated, Movement abilities always resolve as if they are Slow, except when subject to [Moving & Casting](#).

Cast Action

Casting is a Slow action that allows you to form a combo of spells, then release them in sequential order. You may take one Cast action per turn.

When you use the Cast action, you assemble a combo by placing cards from your hand into a left-to-right order up to a number of cards equal to your maximum combo limit.

Once the combo is assembled, you must then resolve each card in order starting with the left-most card.

If a card fails to resolve, continue onto the next card in the combo. Once each card in your combo has been resolved (successfully or otherwise), place all those cards into your Void.

When assembling a combo, each edge of every card in the combo must be compatible with the card next to it.. See: [Edge Colours](#).

Moving & Casting

Each time you resolve a card within a combo, you may use any equipped movement abilities (such as Run or Jump) before playing the next card in that combo as if they weren't Slow. This allows you to move in-between spells and maintain engagement range with your intended target(s).

For example, if you play and resolve a card, you could activate Run four times in order to move four squares, then continue the combo by resolving the next card in your combo.

Combo Limit

By default, each mage has a combo limit of five cards. This limit can increase or decrease depending on the influence of certain effects such as the Stun and Haste status effects.

Illuminate Action

Illumination is a Slow action that allows you to recharge your magical strength by banishing your inner darkness and drawing mana from your surroundings. You may take one Illuminate action per turn, and only if you are Fading.

When you use the Illuminate action, shuffle all the cards in your Void back into your deck.

You are considered Fading whenever half or more of your deck (rounded down) is contained within your Void. With a 21-card deck, you start to Fade when there are at least 10 cards in your Void.

Use Ability Action

This action allows you to manifest one of your active abilities including movement abilities. You can take any number of Use Ability actions each turn.

When you use the Use Ability action, choose one of your equipped active abilities and resolve its effect(s).

Any additional costs (such as move points) must be paid, and all requirements met, otherwise that ability's effect(s) automatically fail to resolve.

Cantrip Action

Cantrips are minor spells that can be cast without a combo. The Cantrip action is a Slow action unless the Cantrip being played has the Interrupt keyword. You can take any number of Cantrip actions each turn.

When you use the Cantrip action, you must choose and play a single card with the Cantrip keyword from your hand. Once the card resolves, place it into your Void.

Fix Action

Fixing allows you to improve the accuracy of your spells by exerting your magical strength. You can take any number of Fix actions each turn.

When you use the Fix action, discard a single card or spend a single Strike token before or after making an attack roll in order to change its natural result to an amount equal to the discarded card or spent token's Strike Value.

If an effect initiates a multi-attack, such as with area attacks, you may fix each of those attack rolls using a single Fix action. You may also choose to have some of these attacks not use the fixed result.

Guard Action

Guarding allows you to react to an incoming attack with a defensive maneuver that temporarily increases your Defence. You can take any number of Guard actions each turn, but only once per attack.

When you are attacked and use the Guard action, discard a single card or spend a single Guard token before or after the attack roll is made. If you do, increase your Defence against that attack by an amount equal to the discarded card or spent token's Guard Value.

Protect Action

Protecting represents intercepting an attack on behalf of an ally. You can take any number of Protect actions each turn, but only if you have a card with the Protect keyword, or a Protection token. You can target your use with the Protect action.

When you or an ally within protection range are attacked and you use the Protect action, discard a single card with the Protect keyword, or a single Protection token before or after the attack roll is made. If you do, increase the protected ally's Defence against that attack by an amount equal to the discarded card or spent token's Guard Value.

Protection range is the number attached to the Protect keyword. For example, a card with Protect/3 means it can protect an ally up to 3 squares away.

In the case of Protection tokens, this is the first number of the two. For example, a Protection/3/10 token can be used to protect an ally within 3 squares with an effective Guard Value of 10.

Cleanse Action

Cleansing involves using magic to wash away unwanted effects. You can take any number of Cleanse actions each turn. You may choose to Cleanse positive status effects.

When you use the Cleanse action, discard a card or a single Guard or Protect token, then remove at least 1 and up to 5 status counters from any status effects you currently have.

Command Action

Commanding involves using magic to send orders to your loyal Minions. The smarter the Minion, the less its controller will need to invest in giving them Command Points in order for them to take action. You can take any number of Command actions each turn.

When you use the Command action, choose a Minion you control, then pay its Command Point cost in order to grant it that many command points.

*For example, the Command Point cost of a **Scrapoid** summoned by the **Scrapsculpt Artificer** style requires you to discard 1 card or pay 3 scrap in order to grant that Scrapoid 1 Command Point.*

Movement

At the start of each round, you gain an amount of move points equal to the Move Point value noted on your attribute array. At the end of each round, you lose any unspent MP.

The Run and Jump movement abilities are automatically equipped on all characters at all times, as stated in [Running & Jumping](#).

Forced Movement

Certain effects can force you to move against your will. For example, if an effect told you to "shift 2 squares towards the nearest enemy" you are obligated to move that distance. Moving this way doesn't cost move points, nor does it force the use of any movement abilities you have equipped.

Grounded & Airborne

Whenever your character's feet are touching the ground, they are considered grounded. When they are positioned high up whether by jumping or some manner of flight, they are instead considered airborne.

Grounded characters cannot target airborne characters with melee-range attacks and vice-versa unless they occupy the same square.

Melee weapons that can hit beyond a range of 1 square, such as those channeled through a spear, can be used by grounded characters to hit airborne characters and vice-versa.

If by the end of the round you are airborne, but you weren't forced airborne by an enemy effect this round, you may choose to become grounded. Otherwise, you remain airborne.

Square Occupancy

By default, each character occupies a single square.

Each square is 1½ meters long and wide (5ft in Imperial).

Grounded characters treat all squares occupied by enemy grounded characters as impassible, and they cannot end their turn on a square occupied by another grounded character. The same rules apply to airborne characters interacting with other airborne characters.

A grounded character can end their movement on a square occupied by an airborne character and vice-versa.

Falling onto Occupied Squares

If a character ceases to be airborne while occupying the same square as a grounded character, they must land on the nearest unoccupied square instead. If there is a tie in distance between two or more unoccupied squares, they may choose which one to land on.

Occupancy and Objects

Objects occupy squares in the same way as characters, and include things like boulders, tree trunks, statues, walls, and so on. By default, objects are treated as enemy characters for the purposes of square occupancy and bashing effects.

Shifting

Shifting entails moving you or one or more other characters a specified number of squares without spending any move points or activating movement abilities. Unless otherwise specified, shifting can always move you, no matter if you are grounded or airborne.

When you shift yourself, you can pass through, but not end your turn on squares occupied by other characters and objects.

Bashing

A character bashes when they are forced by another character to enter a square that is already occupied by a character, object, or obstacle. If you or an ally forces you to move, you can choose whether or not you bash when applicable.

When a character bashes into something, any movement effect they were subjected to immediately ends. Characters may attempt to intentionally move into enemies in order to bash into them.

*Bashing has no other inherent properties. Instead, it is used as a trigger to activate certain effects. For example, the **Earthsteel Bash** card from the **Earthsteel Warrior** style deals additional damage if you push the enemy and cause them to bash into something.*

Carrying

Carrying is a special form of shifting that involves you moving yourself and the carried character(s) a certain number of squares in the same direction at the same time. If a carried character bashes into something, the carrying movement effect ends for each character involved.

*Carrying is almost always paired with a bashing effect. For example, the **Shatterskull Bullrush** card from the **Battlerage Champion** style lets you carry an enemy and slam them into obstacles.*

Teleportation

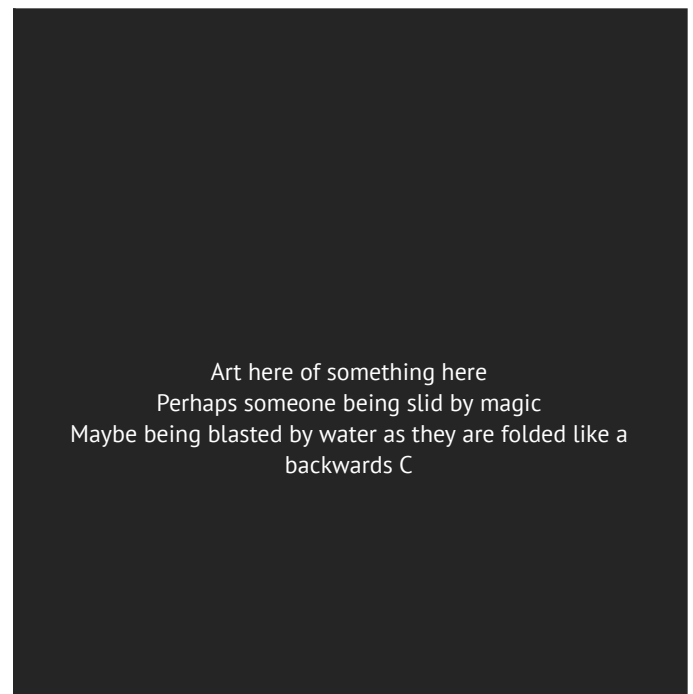
Teleportation is a special form of shifting that involves you shifting from one square directly to another in a straight line, ignoring each square in between those positions as if you never entered them. Teleportation ignores line of sight.

Teleportation imparts magical momentum, which means the amount of squares you skip past still counts as you moving that many squares.

For example if you teleport 5 squares, you count as also having shifted 5 squares.

Push/Pull

If an effect says to “push” a character, that means you must shift them in a way where each square you shift them must be one further than the one before. The opposite is true when “pulling” characters.



The Deck

Certain characters such as your mage use a deck to represent their magical capability. For tips and details on making a deck, see: [Step 6: Finishing your Build](#). In short, your deck must have at least 21 cards in it, and may only have 3 copies of the same card in it at any time.

At the start of combat, you must shuffle your deck, then position it face-down in the deck zone. It remains face-down for the remainder of combat. You cannot look at the cards in your deck unless prompted by an effect.

Milling

When an effect tells you to mill a certain amount of cards, take that many cards off the top of your deck and put them into your Void.

If you are forced to mill, but have no cards left in your deck, the milling effect does nothing, but resolves successfully.

The Hand

You start with a maximum hand size of 7 cards. Your hand is always visible to everyone else who is playing, including the Gamemaster. At the beginning of each round, [you draw cards until you reach your maximum hand size](#). At the end of each round, [you must discard any excess cards until you reach your maximum hand size](#).

Discarding

When a rule or effect tells you to discard one or more cards, choose that many cards in your hand and put them into your Void. If you are forced to discard, but have no cards left to discard, the discarding effect does nothing, but resolves successfully. You cannot discard cards unless you are prompted.

The Void

The soul of each mage has a connection to the Void, the vast emptiness that lies beyond the boundaries of reality. The more magic one uses, the more they disconnect from reality and let their inner darkness blossom. Most mages are wise enough to snap back to reality through the act of [illumination](#) - drawing on nearby sources of mana to anchor themselves to reality.

Others see no reason not to intentionally expose themselves to the darkness of the Void, using it to gain unnatural powers.

During combat, your Void is the zone where you put any cards you resolved, milled, or discarded. Your Void is always face-up and can be freely searched at any time. Unless otherwise specified, you cannot play cards contained within your Void.

Soul States

Because of the constant tug of war between reality and the Void, mages frequently shift between soul states. Each soul state can act as a trigger or requirement for certain effects.

Bright

When your soul state is Bright, your connection to reality is at its strongest. During combat, your soul state is Bright as long as you aren't Fading.

Brightness is associated with clarity, focus, mindfulness, and safety, and tends to synergize well with effects that activate when you illuminate your soul.

*For example, the **Starseeker Spellsworn** style is at its strongest when its practitioner has a Bright soul state, granting them powers of foresight and fate-bending.*

Fading

As you feed magic into your Void, your soul state begins to Fade. In combat, your soul state begins to Fade when half or more of your deck (rounded down) is contained within your Void.

Fading is associated with balance, adaptability, and trickery. Styles that benefit from a Fading soul state utilise self-control to benefit from their inner Darkness without succumbing to it.

*For example, the **Thundercrash Trickster** style is at its strongest when its practitioner dances on the edge of light and darkness, becoming supernaturally fast at casting spells as a result.*

Dark

When you fully invest your magical strength into your connection to the Void, you are able to feel its infinite darkness attempt to twist and warp your soul. In combat, your soul state is Dark when there are currently no cards in your deck.

Darkness is associated with recklessness, bargains, and cheating reality itself. Styles that benefit from a Dark soul state grant the means to play cards from your Void, but such strength doesn't come without a price.

*For example, the **Brutal Skullduggery** style allows you to channel your darkness and unleash devastating attacks that can clear through entire waves of enemies as if they were nothing.*

CARD BREAKDOWN

Each card represents a magic spell, as well as how difficult it is to reliably cast certain spells. Different forms of magic are only able to manifest when conditions are just right. This is represented in how you can only cast spells you have in your hand, while the rest remain dormant within your deck.

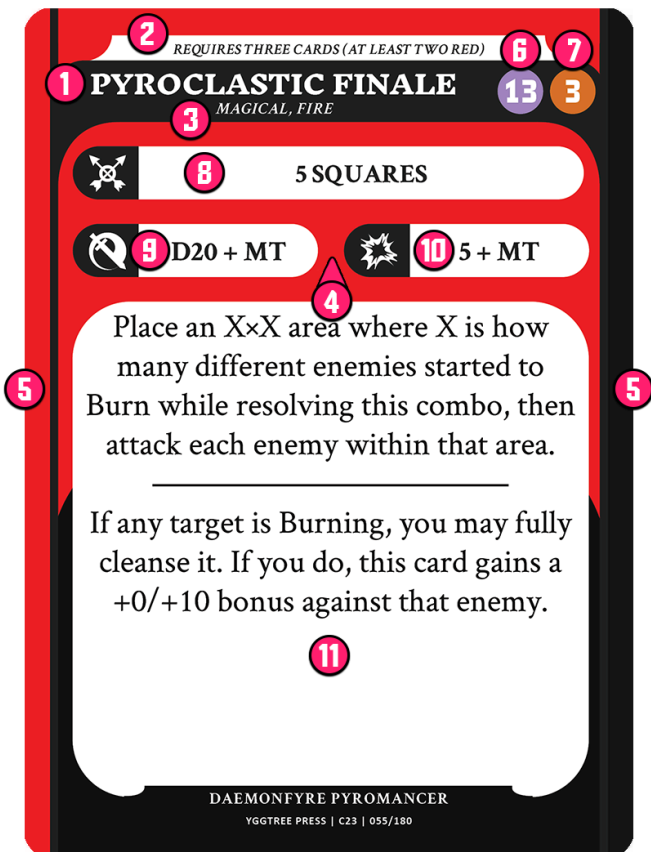
The more cards you add to your deck, the harder it becomes to cast specific spells.

Magic is formed from mana, a powerful energy source that leaks into reality from the infinite fires of Musphel. Mana seeps into every crack and crevice, wherein mages are able to draw it out like a sponge and convert it into a usable form in order to cast their spells.

The [1st Volume of the Arcane Compendium](#) has 180 unique spells divided into 15 major styles and 15 minor styles. While each of these styles has its own flavour, such as the **Swiftquiver Sharpshooter** and its approach to magical archery, you are able to reinterpret them in any way that suits your mage.

*For example, with the **Swiftquiver Sharpshooter** style, you could easily re flavour it as you firing magic bullets from a gun, or launching magic thorns at your enemies.*

Each spell card has 11 important elements: its (1) name, (2) requirements, (3) card types, (4) main colour, (5) left & right edge colours, (6) Strike Value, (7) Guard Value, (8) range entry, (9) attack entry, (10) damage entry, and (11) effect entry.



Card Name

This is the name of the spell you are casting. The card name is always at the top of the card. You may only have up to 3 copies of a card with the same name in your deck at any one time.

*For example, if you had access to four copies of **Daemonfyre Bolt**, you could only put three copies into your deck.*

Combo Requirements

These are extra requirements a card needs to fulfill in addition to card compatibility. If a card has requirements, it will appear on a white banner above the card's name. If a card's requirements aren't met, then the card cannot be added to the combo.

*For example, the **Pyroclastic Finale** card from the **Daemonfyre Pyromancer** requires you to have at least 3 cards in your combo, two of which are red cards.*

Card Types

This represents how your spell manifests, and what elements it's formed from. Card types are always found below the card's name. Card types have no intrinsic function, but are used as triggers for other effects.

*For example, the **Ferroarcanic Convergence** ability from the **Scrapsculpt Artificer** style grants you 1 scrap whenever you cast a spell with the Metal card type.*

Each spell has one of two core card types: Physical and Magical.

- ◆ The Physical type tends to create, enhance, or manipulate the material elements of the world.
- ◆ The Magical type tends to conjure or manipulate the metaphysical elements of reality.

Common card types include Fire, Water, Shock, Wind, Stone, Flora, Bestial, Sound, Metal, Toxic, Ice, Mind, Body, Spirit, Cosmic, Void, Dark, and Light. There is also a special card type called Summon that is used to signify spells that call willing Minions to fight by your side.

*All spells have at least two types, one of which is Physical or Magical, and the other(s) being one of the common card types. For example, the **Arcbolt Chain** card from the **Thundercrash Trickster** style conjures lightning that spreads to multiple enemies. As a result, it has the Magical and Shock card types.*

Edge Colours

The left and right edges of each card are important for determining card compatibility. When creating a combo, the colour of one edge must match with at least one colour on the other card's connected edge. Gold edges count as any single colour the caster wants. There are three types of edges:

MONOCOLOUR EDGES

These are edges with only a single colour. They can only connect to cards with an edge that has that colour.

DUOCOLOUR EDGES

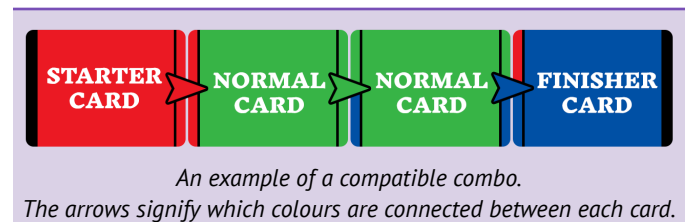
These are edges with two colours. These edges can connect to any other edge that shares at least one of the two colours.

For example, if a card's edge is red and green, it can connect to either red or green edges.

BLACK EDGES

Black edges cannot connect to any other card. Cards with at least one Stop Edge are referred to as Nonstandard cards.

- ◆ If the black edge is on the left side of a card, that denotes the card as a Starter. Starters can only be placed at the left-most position in a combo.
- ◆ If the black edge is on the right side of a card, that denotes the card as a Finisher. Finishers can only be placed at the right-most position in a combo. For example, the **Pyroclastic Finale** card is a Finisher.
- ◆ If a card has black edges on both sides, it also has the [Cantrip keyword](#) which means it can only be cast using the [Cantrip action](#).



Standard and Nonstandard Cards

Cards that have at least one black edge such as Starters, Finishers, and Cantrips are collectively referred to as nonstandard cards. Certain effects like the **Boundary of Logic** ability from the **Staff of Liminality** artefact are only able to affect nonstandard cards.

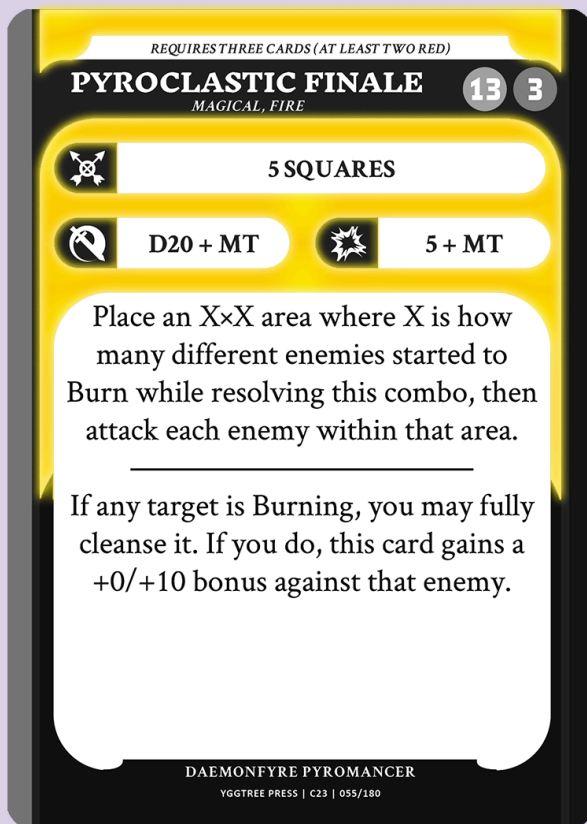
Art of over the shoulder perspective of a mage
Lobbing a fireball

Main Colour

Each spell has one of three colours: red, green, and blue. A card's main colour is visible in every card's central backdrop.

Note that the colours of a card's edge don't count towards its main colour. For example, a blue card with two full red edges would still only be a blue card.

You can find a card's main colour in the area highlighted yellow.



Strike Value

When you [Fix](#) an attack roll (or rolls in the case of multi-attacks), you change the natural result of those rolls to a value equal to the discarded card's Strike Value. Strike Value is the number within the purple circle on the top-right of each card.

Guard Value

When you [Guard](#) or [Protect](#), you increase your Defence (if Guarded), or the ally's Defence (if Protected) by an amount equal to the discarded card's Guard value. Guard Value is the number within the orange circle on the top-right of each card.

Range Entry

Each card's range entry determines the farthest distance you can target a character. Range is measured in increments of 1 square. A card's range entry is marked with a crossed-arrows symbol.

If a range entry says "Melee," that means that card can only be used against an enemy within 1 square.

Area Effects

Rather than target specific characters, certain cards are able to place an area measured in squares and target any characters within that area. Unless otherwise specified, you may always rotate an area by swapping the length and width dimensions.

*For example, the **Oscillating Fireball** card from the **Daemonfyre Pyromancer** style starts with an effect that says to "Place a 2×2 area, then attack each enemy within that area".*

When placing an area effect, the centre most square must fall within the card's range, which can allow the area effect to spill past the maximum range. In the case of even area effects (i.e. 2×2, 4×4, etc) where there is a tie for the central square, you may choose which of those tied squares is the "true" centre.

Line of Sight

Terrain and objects such as walls can block your line of sight. To determine line of sight, draw an invisible line from the centre of a square you occupy to the centre of the square you are targeting. If the line crosses any vision-blocking terrain such as walls or closed doors, you cannot target that square or any enemy within it.

When determining line of sight and valid targets with an area effect, as long as the central most square is placed within line of sight, you can target any character or object within that area even if they might not be within line of sight.

Attack Entry

A card's attack entry determines whether the card makes an attack or not, and if it does make an attack, whether it requires an attack roll to hit or if it automatically hits. A card's attack entry is marked with a swinging-sword symbol.

ATTACK ROLL TO HIT

If an attack entry is expressed with a D20 and a modifier, that means you must make an attack roll in order to successfully hit an enemy. Cards with this attack entry count as attack cards.

*For example, the **Withering Strikes** card from the **Windpalm Adept** has an attack entry that says "D20 + Agility". This means in order to successfully hit an enemy, you must roll D20 + your Agility modifier and get a final result equal to or higher than the target's Defence.*

AUTOMATIC HIT

If an attack entry is expressed with a long dash (i.e. "——"), but still deals damage, that means that attack automatically hits as you made a successful attack roll. Cards with this attack entry also count as attack cards.

*Some cards that automatically hit and deal damage may not deal that damage when the card is cast. For example, the **Scrapfire Traps** card from the **Kilnblast Artillerist** style only deals damage when an enemy enters a square within the card's lingering area effect.*

When you guard or protect against an attack that automatically hits, treat it as a normal roll with a natural result of 20.

UTILITY CARDS

Cards with an attack and damage entry expressed with a long dash are referred to as utility cards. These cards automatically apply their effects without needing a roll, but notably don't "hit" a target to apply these effects.

*For example, the **Earthsteel Aegis** card from the **Earthsteel Warrior** style grants an enchanted ally free Guard/10 tokens, but does not hit nor can it deal damage to that ally.*

Multi-Attacks

If a card makes two or more attacks (such as area effect attacks), each of those attacks is rolled and resolved separately. If at least one of these attacks hits, the attack is overall considered successful.

*For example, if you cast the **Oscillating Fireball** card from the **Daemonfyre Pyromancer** style and two enemies fall within its area effect, you would attack each of those enemies once. If you successfully hit one enemy, but miss the other enemy, you only deal damage to the enemy you hit.*

Damage Entry

A card's damage entry determines how many points of damage it deals to any target it successfully hits. A card's damage entry is marked with a jagged burst symbol.

When dealing damage, you may intentionally choose to reduce how much damage you deal by any amount to a minimum of 1

Elemental Damage

Certain characters may have a resistance or weakness to damage inflicted by certain card types.

- ◆ Resistant characters take half damage (rounded down).
- ◆ Characters weak to the card type take double damage.

For example, if an enemy is weak to fire damage and is hit by an attack that deals 10 Fire-type damage, they would suffer a total of 20 damage.



Effect Entry

Each card has an effect entry that determines what happens when the card is played. Card effects vary wildly, making it difficult to explain how specific cards operate in relation to other cards. Each card is written in a way that should help with quick comprehension, but it is not a perfect solution.

When an edge case not covered by a card's effect entry happens, it is up to the players and Gamemaster to work out a ruling in order to continue play. As a reminder, if a card effect would do something a rule would normally not allow, the effect takes precedence and resolves ignoring the relevant parts of that rule.

Additionally, the next two sections ([Status Effects](#) & [Card Terminology](#)) expand on common effects and phrases used for card effect entries.

Multi-Stage Cards

Many cards have multiple effect stages separated by lines. When resolving a card with multiple stages, you must resolve each stage in a descending order. If a stage fails to resolve, each unresolved stage below it automatically fails to resolve as well.

*For example, the **Pyroclastic Finale** card from the **Daemonfyre Pyromancer** style has two stages. The first stage attacks each enemy within the stated area, and the second one deals additional damage to any enemy you hit if you choose to cleanse that enemy of their Burn counters.*

Persistent Effects

While most card effects resolve when they are played, some will have a persistent effect that applies over the span of several turns or even rounds. For the purposes of multi-stage cards, persistent effects count as if they had just successfully resolved.

*For example, if you hit an enemy with the **Rockshatter Sunder** card from the **Earthsteel Warrior** style, each following attack during that round that targets that enemy automatically hits them.*

STATUS EFFECTS

Status effects are generic effects with no set duration. A status effect's potency is measured in how many status counters it has.

Status effects must be exploited to be used. To exploit a status effect, remove one status counter and apply its exploit effect onto the relevant character. Exploiting a status effect counts as taking the [Use Ability action](#).

- ◆ You may only exploit positive status effects on yourself.
- ◆ You may exploit negative status effects on any enemy.
- ◆ You cannot exploit negative status effects on allies.
- ◆ You cannot exploit a status effect in response to it being cleansed.

For example, if you have 2 Burn counters, only an enemy could exploit them in order to inflict the Burn status effect onto you.

You may remove status counters from yourself by using the [Cleanse action](#), or by resolving a card or ability effect that cleanses status effects. If an effect says to "fully cleanse" a status effect, that means you remove all of its status counters.

Alternate Exploit Effects

Some cards and abilities grant you new ways to exploit certain status effects. When you choose to use these alternate exploit effects, you do not resolve its default exploit effect.

*For example, if an enemy has 2 Expose counters and you play the **Ruthless Lunge** card from the **Bladewaltz Duelist** style, you could exploit 1 Expose counter in order to gain a +5/+10 bonus to the card's attack roll and damage result.*

Stun & Freeze

These two status effects do not have active exploit effects, and instead have a continuous effect that applies for as long as a character has at least one status counter of the corresponding type. At the end of each round, each character removes 1 Stun and 1 Freeze counter if they have any.

Passive status effects also have different strength levels depending on the affected character.

- ◆ Fodder, Regular, and Elite-type characters only suffer the Basic effect.
- ◆ Player, Companion, Mini-boss, and Boss-type characters only suffer the Player effect.

Status Conversion

Whenever you inflict one or more negative status effects on an enemy, but you do not want to bother tracking those status effects, you may automatically hit them for 5 Physical or Magical-type damage instead by converting all of those status effects.. This damage does not increase if you inflict more status counters.

For example, if you inflict 1 Stun counter on an enemy, you could choose to convert it into 5 damage. However, if you inflicted 1 Stun counter and 1 Expose counter at the same time, you would still only convert both status effects into a total of 5 damage.

If you inflict status effect(s) on multiple enemies at once, you may choose which ones to damage with status conversion, and which ones keep the status effect.

For example, if you inflict 1 Weaken counter on two different enemies, you could convert the Weaken counter on one enemy to inflict 5 damage, while the other retains their Weaken counter.

List: Positive Status Effects

◆ Empower Positive Status Effect

On hit: That attack gains a +0/+10 bonus. (You may only exploit Empower once per attack.)

◆ Swift Positive Status Effect

You gain 2 move points that last until the end of the round.

◆ Haste Positive Status Effect

Increase the maximum combo limit of the next combo you form this round by one card.

◆ Surge Positive Status Effect

Heal yourself for 5 HP.

List: Negative Status Effects

♦ Burn Negative Status Effect

Deal 5 Fire-type damage.

♦ Poison Negative Status Effect

Deal 5 Toxic-type damage.

♦ Whirlwind Negative Status Effect

Deal 5 Wind-type damage.

♦ Splash Negative Status Effect

Shift the exploited character 1-2 squares. *(This effect can only be activated during your turn.)*

♦ Expose Negative Status Effect

The next attack you make against the exploited character gains [Piercing] and [Overwhelm]. *(This effect doesn't stack)*

♦ Weaken Negative Status Effect

The next attack the exploited character makes deals half damage (rounded down). *(This effect doesn't stack)*

♦ Gravity Negative Status Effect

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

♦ Can only be used on airborne characters.

♦ Stun Negative Status Effect

Basic: You make 2 less attacks each turn to a minimum of 0. If you make 2 or more actions, you make 1 less to a minimum of 1.

Player: Decrease your maximum combo limit by two cards. You may only make one Cantrip action per turn.

♦ Freeze Negative Status Effect

Basic: You cannot spend move points, and halve the distance you willingly shift.

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

CARD TERMINOLOGY

Certain card effects and triggers are common enough that they are codified or rendered in short form.

ATTACK/DAMAGE BONUSES (+X/+Y)

When an effect says that an attack or card gets a +X/+Y bonus, it is short form for “+X bonus to the attack roll, +Y bonus to the damage result”. Attacks that automatically hit still benefit from the +Y damage bonus. If a card gains an attack/damage bonus effect, then each attack it makes benefits from that bonus.

- ◆ **+2/+2:** +2 to attack roll, +2 to damage result.
- ◆ **+5/+0:** +5 to attack roll, +0 to damage result.
- ◆ **+7/+5:** +7 to attack roll, +5 to damage result.

AUTOMATIC PARRY

When you automatically parry an attack, that attack fails to resolve even if it would normally hit.

Automatic parries count as regular parries when triggering effects.

BASIC ATTACKS

When an effect calls for you to make a “basic attack”, that means you must choose one of the two following attack templates and resolve it. If the effect specifies which of the two attack types you make, you may only make that type of basic attack.

For example, if an effect says to “..make a basic melee attack.”, you couldn’t make a basic ranged attack instead.

Basic Melee Attack	Types // Physical or Magical	
Range	Attack	Damage
Melee or Melee Weapon	D20 + Any	10 + Any
[Trick] Attack a single enemy.		

Basic Ranged Attack	Types // Physical or Magical	
Range	Attack	Damage
5 squares or Ranged Weapon	D20 + Any	8 + Any
[Trick] Attack a single enemy.		

BLOODIED

If an area is bound to a target, that means the area must overlap with at least one square that target occupies.

BLOODIED

A character is considered bloodied whenever their current HP is equal to, or less than half of their maximum HP. Bloodied acts as an effect trigger.

For example, if you have 50 max HP, you would be considered bloodied if your current HP was 25 or less.

CANTRIP

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

CHAIN

A chained effect repeats itself targeting a different character within range of the previous target. If a chained effect doesn’t have a specified range, use the range of the original effect.

CHOICE

Certain card effects may present the caster a choice between two or more options. In these situations, you must choose your favoured option(s), then resolve them exclusively ignoring any option you didn’t pick.

*For example, the **Galeforce Sweep** card from the **Windpalm Adept** style asks you to choose “High” or “Low”. If you choose high, that card gains a +0/+5 bonus, whereas if you choose Low, it instead inflicts 2 Stun counters on each enemy you hit.*

CLEANSE

Some card effects may cleanse a specific amount of status counters from your character. See: [Cleanse action](#) & [Status Effects](#).

CRITICAL/X

If the natural result of an attack roll is equal to the critical threshold (X) or higher, treat that attack as if it were exploited by an Empower counter. Fixing a roll can trigger a critical hit. Attacks that automatically hit cannot critically hit.

ENCHANTMENT

An enchantment is a specific type of persistent effect that modifies a unit or object. Most enchantments have an upkeep requirement that must be met to maintain its effects. Unless otherwise specified, enchantment effects do not stack.

*For example, if you enchanted an ally with the **Earthsteel Aegis** card from the **Earthsteel Warrior** style, you could not target them with **Earthsteel Aegis** again until the enchantment effect ends.*

FIXED

A card is considered fixed when an effect replaces a dice roll with a static result, such as through the [Fix action](#).

FORETOLD/X

After the draw phase ends, you may play a card or resolve an attack with [Foretold] as a [Cantrip]. If you do, you must determine who your targets are and where any areas and lines will be placed. After X turns have passed, or at the end of the round (whichever comes first), resolve the effects of the [Foretold] effect(s) against the predetermined targets as a [Trick].

If a predetermined target moves out of the range of the foretold effect, that effect automatically fails against that target.

KNELL/X

If an attack has the **[Knell/X]** keyword, if it reduces an enemy X or less HP, you deal bonus damage equal to the amount you would need to reduce them to 0 HP.

*For example, if you play a card with **[Knell/10]** that deals 15 damage against an enemy with 25 HP, you would first reduce their HP to 10, and then because 10 HP falls within Knell's threshold of 10, you would deal 10 bonus damage, reducing them to 0 HP.*

*Multiple sources of Knell stack. For example if two sources provide **[Knell/10]** to an attack, that attack actually has **[Knell/20]**.*

OPENER

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

OPPORTUNITY

Opportunity has no intrinsic properties, but can act as a trigger for certain cards and abilities. An enemy provides opportunity when...

- ◆ They enter or exit a square next to you.
- ◆ They target you or an ally with an attack or effect.

OVERWHELM

If an attack has the **[Overwhelm]** keyword, the target(s) of that attack cannot guard, become protected, or parry against it.

PARRYING

If you guard or protect against an attack that fails to hit, you parry it. Parrying has no intrinsic properties and acts as an effect trigger.

*For example, the **Pearl Ward** ability from the **Wardknight Vigilant** style allows you to deflect parried attacks onto an adjacent enemy.*

PIERCING

If a card or attack has the **[Piercing]** keyword, it ignores any armour points the target has.

PITCH: [EFFECT]

You may discard a card with **[Pitch]** as an interrupt in order to resolve the corresponding pitch effect. Unless otherwise specified, the pitch effect only resolves when the card is pitched.

*If a **[Pitch]** effect has **[Slow]** it can be used during any character's turn, but only if no other action is currently being resolved.*

Unless otherwise specified, the range of a **[Pitch]** effect is equal to the card's range.

PROTECT/X

If a card has the **[Protect/X]** keyword, you can discard it in order to take a [Protect action](#).

SACRIFICE

The act of sacrifice is an effect trigger. When an effect tells you to sacrifice a Minion, it takes damage equal to the amount needed to reduce it to 0 HP, and is then removed from the battlefield.

SCRAP

Scrap is a resource used by artificer styles and artefacts such as the Scrapsculpt Artificer, Kilnblast Artillerist, and Sceptre of Smithshot. Scrap represents assorted metal junk and slag that can be spent to improve artificer spells.

- ◆ Each character can carry any amount of scrap.
- ◆ Whenever a character enters a square with one or more scrap, they may grab or drop any amount of that scrap.
- ◆ If an effect tells you to "pay" a certain amount of scrap, remove that amount from your character.

SUMMON

When an effect tells you to summon a Minion, choose an unoccupied square (or squares if it has the Large keyword) within that effect's range, then place a token associated with that Minion in that square under your control.

STRIKE, GUARD, & PROTECT TOKENS

These tokens can be spent rather than discarding a card to take the corresponding [Fix](#), [Guard](#), or [Protect action](#) respectively. At the end of combat, you lose any unused tokens. Each token has an X value that determines its Strike or Guard Value when spent.

For example, a Strike/10 token has a Strike Value of 10.

Protect tokens operate differently, in that the first number determines the protection range, and the second one determines the Guard Value.

For example, a Protect/3/10 token has a Guard Value of 10 and can protect an ally up to 3 squares away.

TAUNT

When you taunt an enemy, that enemy must focus their attacks and efforts on you and any Minions you control to the exclusion of any other allies or enemies. If they use melee attacks, they will move closer to you in order to hit you. If a taunted enemy can't target you with an attack or effect, they cease to be taunted.

If you are defeated, any enemies you taunted cease to be taunted.

Unless otherwise stated, taunt effects only last until the end of the round.

TRICK

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

VULNERABLE

Vulnerability has no intrinsic properties and acts as an effect trigger. An enemy is considered **[Vulnerable]** when:

- ◆ They have 3 or more negative status counters.
- ◆ Two or more allies occupy squares adjacent to them.

MINIONS

Many magic users call upon the services of summoned beings in order to aid them in day-to-day affairs or fight alongside them on the battlefield.

Summoned Minions are generally willing servants, creating a mutual pact between the summoner and themselves. Dark mages instead use the power of the Void to bend summoned beings to their will.

Binding a minion to your will is considered a heinous crime by most nations on Urn, including the Archmajesty.

Each Minion has its own character sheet divided into three sections - Attributes, Commands, and Attack Templates.

Minion Attributes

Each Minion has a Might, Agility, Will, Defence, Hit Point, Move Point, and Control Limit entry, in addition to the Minions name and its character types. Below each of the attribute entries is the Minion's Ability Entry.

Minion Types

Each Minion has at least one type which correlates to one of the five combat NPC-types: fodder, regular, elite, minor boss, and boss. Player Minions are almost always Regular or Elite-type characters.

Most Minions have an additional type that informs their nature. These include the likes of Constructs, Elementals, Spirits, Beasts, and so on. Minion Types have no inherent properties, but are occasionally used as a trigger for other effects.

Control Limit

Each Minion has a Control Limit entry that determines how many of that specific type of Minion you can have under your control at any one time. If you summon a Minion while at your Control Limit, you must remove another Minion of that kind from the battlefield. This counts as reducing it to 0 HP and defeating it.

For example, Scrapoids have a Control Limit equal to any of your primary attributes + 1. If your highest one is Will at 5, that means you could control up to 6 Scrapoids at any one time. If you tried to summon another, you would need to remove a preexisting Scrapoid you control from the battlefield.

Minion Abilities

Minions always have at least one active or passive ability that helps distinguish it from other beings. These abilities are described referring to "you", which in this case refers to the Minion itself. You, the player who controls it, are always referred to as the controller.

A Minion's controller may spend their own cards/tokens to fix an attack made by that Minion, or to guard that Minion.

[ART OF SCRAPOID HERE]

Minion Commands

Unlike player characters or enemy NPCS, Minions generally can't do much on their own and need to be directed to do things during battle. Minions only act during their controller's turn, sharing their position in the turn order.

What a Minion can do in battle is represented as an array of special actions known as Commands. Each Command takes one or more Command Points to activate. Command Points are tracked separately on each of your Minions.

You can activate any number of Commands each turn.

There is no limit to how many Command Points a Minion can have at one time. If they are defeated, they lose all stored Command Points.

At the top of each Command entry is a method in which that Minion may gain Command Points. The most common method has the controller discarding 1 card in order to grant the Minion 1 Command Point.

Unless otherwise specified, you may activate these Command Point-giving effects any amount of times each turn as long as you have the necessary resources.

Controllers have a special magical bond with their Minions. This bond allows a controller to yell out orders that cannot be misheard nor drowned out by sound unless subject to magical interference. In effect, this means you can command any Minion you control on the battlefield from any distance.

Minion Attacks

Minions attack in a similar manner to most enemy NPCS, using attack templates rather than playing cards. Minion attacks are not formed into combos, and are resolved similar to cantrips. Minion Attacks each have a name, one or more attack-types, a Range Entry, an Attack Expression, a Damage Entry, and an Effect Entry.

Minions can only make up to 3 attacks using the same template per round.

PERSONAL EQUIPMENT

A mage may wield phenomenal, cosmic power, but a sword is still a sword. Mundane and slightly magical items such as Lesser Manayths can be procured within the borders of Azirland at no cost to a state mage. Outside of its borders however, you may need to barter or purchase equipment as you need it.

Each item you equip takes up one or more of your Equipment Slots. During combat you cannot equip or unequip items.

CHANNELING SPELLS THROUGH WEAPONS

Certain cards have range entries that specify “Melee Weapon” or “Ranged Weapon”. This means that the card can be channeled through a single weapon of the corresponding type, gaining its associated weapon range entry and weapon effects.

Additionally, when you channel a spell through a weapon, you may choose to give that spell the Metal (to represent metal weapons like swords and bullets) or Flora-type (to represent wooden weapons like arrows and staves)

*For example, if you have a longbow and cast the **Eaglegrace Volley** card from the **Swiftquiver Sharpshooter** style, you could target an enemy within 4 squares, or channel it through a longbow to target an enemy within 8 squares instead.*

PROTECTIVE EQUIPMENT

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

CONSUMABLE ITEMS

When you use a consumable item, it becomes expended and cannot be used for the rest of the encounter. Once the encounter ends, it becomes usable again.

You do not need to replace used consumables. If you have more than one of the same consumable item equipped, you may expend that item that many additional times during combat.

ENCUMBRANCE

You do not need to keep track of things like weight or storage. Instead, you can carry an amount of items you feel your character would be able to carry along with them.

PERSONAL EFFECTS

Anything not covered in this section such as clothing, pack animals, wagons, food, tools, tents, and so on, can be acquired as desired. They may be important for non combat interactions, but serve no role in combat encounters.

List: Melee Weapons

Sword	1 slot	Melee, 1 square
Channelled attacks gain a +1/+1 bonus.		

Rapier	1 slot	Melee, 1 square
Channelled attacks gain a +2/+0 bonus.		

Axe	1 slot	Melee, 1 square
Channelled attacks gain a +0/+2 bonus.		

Dagger	1 slot	Melee, 1 square
Channelled attacks gain [Piercing] .		

Spear	2 slots	Melee, 2 squares

Magic Staff	2 slots	Melee, 1 square & Ranged, 6 squares

Great Weapon	2 slots	Melee, 1 square
Channelled attacks gain a +2/+2 bonus.		

Buckler	1 slot	Melee, 1 square
[Shield] Whenever you guard yourself, increase the Defence bonus by +2.		
You start each round with two Guard/5 tokens that last until the end of the round.		

Shield	1 slot	Melee, 1 square
[Shield] Whenever you guard or protect an ally, increase the Defence bonus by +2.		
You start each round with a Guard/10 token that lasts until the end of the round.		

Tower Shield	2 slots	Melee, 1 square
[Shield] Whenever you guard or protect an ally, increase the Defence bonus by +4.		
You start each round with three Guard/10 tokens that last until the end of the round.		

Each weapon is given a name that is meant to evoke the way it's intended to be used. However, you are always free to treat them as completely different weapons. For example, if you see your character using a guandao, use the spear's weapon template.

List: Ranged Weapons

Shortbow	1 slot	Ranged, 6 squares	
Longbow	2 slots	Ranged, 8 squares	
Artillery Sceptre	3 slots	Ranged, 10 squares	
Pistol	1 slot	Ranged, 4 squares	Channelled attacks gain [Piercing] .
Rifle	2 slots	Ranged, 6 squares	Channelled attacks gain [Piercing] .
Wand	1 slot	Ranged, 4 squares	You start each round with a Strike/10 token that lasts until the end of the round.
Arcane Rod	2 slots	Ranged, 6 squares	You start each round with a Strike/10 token that lasts until the end of the round.

List: Armour

Helmet	1 slot	+0 bonus to Defence	[Head Armour] At the start of each round, you gain 5 armour points that last until the end of the round.
Padded	1 slot	+0 bonus to Defence	[Body Armour] At the start of each round, you gain 10 armour points that last until the end of the round.
Breastplate	1 slot	+2 bonus to Defence	[Body Armour]
Chainmail	2 slots	+0 bonus to Defence	[Body Armour] At the start of each round, you gain 15 armour points that last until the end of the round.
Full Plate	3 slots	+2 bonus to Defence	[Body Armour] At the start of each round, you gain 15 armour points that last until the end of the round.

If you wish to be more “mage” and less “knight”, you could represent any of the armour pieces above as magic items enchanted with defensive wards such as robes, amulets, bracelets, rings, and so on.

List: Consumables

Lesser Manalyth	1 slot	1 square	[Expendable] [Slow] When expended, choose a single ally. That ally draws a card.
Ygg Sap	1 slot	1 square	[Expendable/2] [Slow] When expended, choose and heal a single ally for 25 HP.
Sacred Leaf	1 slot	Self	[Expendable] When you are reduced to 0 HP, you may expend this item. If you do, you are reduced to 1 HP instead.
Grenado, Fire	1 slot	5 squares	[Expendable] [Slow] When expended, place a 3×3 area within range, then automatically hit each enemy within that area for 20 Physical, Metal, and Fire-type damage.
Grenado, Smoke	1 slot	5 squares	[Expendable] [Slow] When expended, place a 3×3 area within range that lasts until the end of the round. Each character within that area gains a +5 bonus to Defence.
Elemental Oil	1 slot	1 square	[Expendable/2] [Slow] When expended, choose a single weapon as well as Fire & Burn, Toxic & Poison, Wind & Whirlwind, Water & Splash, or Metal & Expose. Until the end of the round, attacks channeled by that weapon gain the chosen element and “On hit: They gain 1 status counter of the chosen type.”
Ward Stone	1 slot	5 squares	[Expendable] When expended, choose one: ◆ Gain a Protect/5/10 token. ◆ Grant a +5 bonus to a single guard or protect action.
Quake Stone	1 slot	50 squares	[Expendable] At the start of each encounter, you automatically expend this item and place 1-5 Boulder objects within range.