



## Player Lives

Every player begins with **3 Arcane Points (caps at 3)**.

Any time one of your **Duelers** is defeated:

- You lose **1 Arcane Point**. A **Duo** loses 2 Arcane Points.

If a player reaches 0 AP:

- They are **eliminated from the raid**.
- Their cards are removed from the board.
- They may cheer dramatically.

If *all* players are defeated → **the Raid Boss wins**.

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## Boss Turn (PvE System)

After all players take their turns, roll a **1d4** to determine the Boss's action. No Combat Action in the first turn. The Raid Boss always attacks first:

## Team Rules

Players **do NOT** attack each other.



## Economy and Winning the Raid

You win if:

- The Boss's HP reaches 0 in the **final round**
- At least one player remains alive.
- Players who were defeated may return with 1 Arcane Point. They may shuffle their deck and draw 5 new cards.
- One player may recover 1 AP (if defeated players came back, no AP may be recovered)
- Each player may heal one of their Duelers by 1d6 and swap another.
- You may only visit the Market in between **Instances**.



## Setup

-Each player will set up a deck of (20-24) cards consisting of 10 Duelers and 10-14 (Support) and draw 5 cards.

-Roll 1d6 to determine your **Instance**. The number of players indicates the number of **Instances** you must defeat to declare victory. **Instances** cap at 6.

-After each **Raid Boss**, visit the *Market* to spend hard-earned coins!

## Locations:

Instance	Location Condition	Raid Boss
1. Southmore Sea	(Playing an <i>Arcane Weave</i> card costs a <i>Combat Phase</i> action.)	Captain Barnett's <i>Water Spear</i>
2. Southmore Docks	( <i>Dueler Class: Hyena's Crew</i> does +1 damage.)	Get the Map back!
3. Southmore Port	(  only cost a <i>Support Phase Action</i> )	The Stranger, <i>Witch-Dentist</i>
4. Starlight Lagoon	(You may not play new <i>Creatures</i> during this <b>Instance</b> )	Void-Corrupted <i>Elennai Army</i>
5. Aboard the Water Spear	( <i>Dueler Class: Elennai</i> do +1 damage.)	Ealno, and the <i>Usurper</i>
6. Lunathal Lower City	(Any <b>Theryn</b> card deals +1 damage.)	General Fallion, and the <i>Goldfyre Legion</i>

## Turn Order:

1. Take turns attacking the **Raid Boss**, you may not attack in the first round.
2. The **Raid Boss** goes last and uses a **2-Phase Action**. You may only *Iceshape* away a **Raid Boss's Phase I**.
3. Play until the **Raid Boss** is defeated or players run out of Arcane Points.
4. If a Player is defeated they must wait until the **Raid Boss** is defeated. Once a new **Instance** is rolled, defeated players shuffle, draw 5 cards and come back with one Arcane Point.
5. **Upon Win:** Keep your hand. After the **Raid Boss** is defeated, you may swap one **Dueler** out, if you wish, without penalty. You may also heal another **Dueler** 1d6  and draw one card. If you defeat the **Raid Boss** on your turn, you will draw two cards, every other player draws one card. The party chooses one player to gain back one AP between **Instances**.
6. **Market:** After defeating a **Raid Boss** you may Visit the *Market* to spend Gold Marks on bonuses to buff your **Duelers**!
7. Roll next **Instance**. You cannot replay an **Instance**.
8. Specials Conditions:
  - *Iceshape* can **only** block **Phase I**, **Phase II** cannot be blocked.
  - **Civ. Bonuses** are active across Players but do not stack. **Duel Partner** bonuses apply across the whole Party, but cannot stack. *Moonfruit* heals all Player's active **Duelers** and *Creatures*.
  - Roll to see if  Melee Damage hits *Lyra* before removing an attached *Seluna's Tear*. If *Lyra* has a *Shade Arcane Weave* card attached to her, the *Shade Arcane Weave* will activate immediately.
  - If you have an ability that causes a **Raid Boss** to **discard** a card, it will instead deal the **Raid Boss** 1d4  Melee damage.

# RAID BOSSES

## Captain Barnett's *Water Spear*

$$30 \heartsuit + xd6 \heartsuit = \text{HP}$$

(x= number of Active Duelers)

## Get the Map back!

12 + x = yards away (map distance)

1. Each time you attack for 2 damage or above, reduce map distance by 1 yard.
2. Each time you attack for 5 damage or above, reduce map distance by 3 yards.
3. Each time you force the Raid Boss to discard a card, the map distance is reduced by 3 yards.
4. Reduce map distance to 0 to claim victory.



### PHASE I

#### If 1 or 2:

Lower the Sails! -

Raid boss gains 2  $\heartsuit$  and Players cannot draw a card this round.

#### If 3:

Boarding Party - Each player chooses one of their

**Duelers** to take 1d4  $\clubsuit$  Melee Damage.

#### If 4:

Canonfire - Choose one *Civ.* to be discarded and one

**Dueler** to take 1d6 -1  $\clubsuit$  Melee Damage. If there is no *Civ.* to discard, remove the -1 damage penalty.

### PHASE I

#### If 1 or 2:

Gain Ground - The map gets 1d4 -1 yards further away.

With parties of 3 or more players the map gets 2d4 yards further away.

#### If 3:

Dangerous Jungle - All **Duelers** except *Dueler Class*:

(*Hyena's Crew*) take 1d4  $\clubsuit$  Melee Damage and the map gets 1 yard further away.

#### If 4:

Snatch - Every attached *Creature*, *Relic* and *Arcane Weave* is discarded. In parties of 3 or more players the map moves 1d4 yards further away.

### PHASE II

#### If 1:

Ram the Ship - Every active **Dueler** and *Creature*

takes 1d4  $\clubsuit$  Melee Damage and players must choose

### PHASE II

#### If 1:

Lost in the Jungle- The map gets 1d4 yards further

away and every active **Dueler** takes 1  $\clubsuit$  Melee

one player to lose their *Support Phase* action next turn.

**If 2:**

Board the Ship! - Every active **Dueler** and *Creature*

takes 1d4 -x  Melee Damage.

(x= amount of upgrade buffs you have purchased)

**If 3:**

Barnett's Rage! - Each player must choose one **Dueler** in their hand to be discarded or every active

**Dueler** takes 2  Melee Damage.

**If 4:**

Canon! - Every player cannot play a **Dueler** next turn and must also choose one of their active **Duelers** each

to take 1  Melee Damage.

Damage.

**If 2:**

Jungle Path- The map gets 1d4 yards further away and

every active **Dueler** takes 1d4 -x  Melee Damage.

(x= the amount of  Gold Marks you have)

**If 3:**

The Stranger - Party chooses one active **Dueler** to take

 Melee Damage equal to half the amount of yards the map is from the party.

**If 4:**

Come back!- Players must discard a *Civ.* card or one active **Dueler** with the highest health  is reduced to half

half  .

### The Stranger, Witch-Dentist

$$42 \heartsuit + xd6 = \text{HP}$$

(x= number of Active Duelers)

### Void-Corrupted Elennai Army

$$46 \heartsuit + xd4 \heartsuit = \text{HP}$$

(x= number of Active Duelers)



#### PHASE I

##### If 1:

Collector - All active *Creatures* are discarded and the Raid Boss heals 2  $\heartsuit$ .

##### If 2:

Mr. Dentist! - Every player reveals their hand. Deal  $\clubsuit$  Melee Damage to one **Dueler** for each player equal to the number of *Relics* and *Creatures* in their hand.

##### If 3:

Tooth Pull - Party must choose 2 active **Duelers** to take 1d4  $\clubsuit$  Melee Damage. If there are not 2 active **Duelers** one must take 1d4 +4.

##### If 4:

Pale Scales - *Dueler Class: (Pirate)* and *Dueler Class: (Hyena's Crew)* active **Duelers** take 1d4  $\spadesuit$  Arcana Damage.

#### PHASE I

##### If 1 or 2:

Harpoon- Decide one player who may not use a *Combat Phase* action next turn and another to discard a card from their hand. If there is no card to discard, lose an Arcane Point.

##### If 3:

Tidal Wave- *Dueler Class: (Pirate), (Gnomes)* and *(Hyena's Crew)* take 1d4 +1  $\spadesuit$  Arcana Damage.

##### If 4:

Windwalk Strike- Choose one active **Dueler** to be discarded without losing an Arcane Point and another to be reduced to half health  $\heartsuit$  (round up).

#### PHASE II

##### If 1 or 2:

#### PHASE II

##### If 1 or 2:

<p><u>Saltwater Barrage</u> - Deal <math>y</math> ⚔ Melee Damage to each active <b>Dueler</b> and <i>Creature</i>. (<math>y</math> = Total number of Arcana Weaves in party's discard piles)</p> <p><b>If 3:</b> <u>Tooth Pull</u> - Party must choose 2 active <b>Duelers</b> to take 1d4 ⚔ Melee Damage. If there are not 2 active <b>Duelers</b> one must take 1d4 +4.</p> <p><b>If 4:</b> <u>Void-Madness</u> - Players must choose a <i>Creature</i> to be instantly defeated. If there is no active <i>Creature</i> a <b>Dueler</b> must be defeated instead. Lose an Arcane Point.</p>	<p><u>Starlight Lagoon</u> - Each <b>Dueler</b> takes 🔥 Arcana Damage equal to the number of total <i>Civ.</i> and <i>Relics</i> in play.</p> <p><b>If 3:</b> <u>Void-Touched</u> - Every <b>Dueler</b> takes 2 🔥 Arcana Damage or you may lose 1 🟡 Gold Mark instead of taking Damage.</p> <p><b>If 4:</b> <u>Spear Strike</u> - Deal 3 ⚔ Melee Damage to every active <b>Dueler</b>.</p>
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<p style="text-align: center;"><b>Ealno, and the Usurper</b></p> <p style="text-align: center;">50+ xd6 ❤ HP</p> <p>(<math>x</math> = number of Active <i>Duelers</i>)</p>	<p style="text-align: center;"><b>General Fallion, and the Goldfyre Legion</b></p> <p style="text-align: center;">60 ❤ + xd6 = HP</p> <p>(<math>x</math> = number of Active <i>Duelers</i>) Raid Boss starts with 2 Flamedancer Token.</p> <p>C s6** A 5* P f 2^ S9 B Azir 4\$* ti 3(1)</p>
	
<p style="text-align: center;"><b>PHASE I</b></p> <p><b>If 1 or 2:</b> <u>Void Lightning</u>- All <b>Duelers</b> receive 1d6 -<math>y</math> 🔥 Arcana Damage. (<math>y</math> = the amount of <i>Dueler Class: Moonfolk</i> active, max reduction is 4).</p>	<p style="text-align: center;"><b>PHASE I</b></p> <p><b>If 1:</b> <u>Golden Ranks</u>- Raid Boss recruits 2 Flamedancer Tokens.</p> <p><b>If 2:</b> <u>Shields up!</u> - Choose a player to discard one card and</p>

<p><b>If 3:</b> <u>Mindbreaker</u> - Choose a Player who cannot use a <i>Combat Phase</i> action next turn.</p> <p><b>If 4:</b> <u>Assault on Elennost</u> - All players take 2d8 - x unblockable damage. (X = the amount of party's active <i>Duelers</i>.)</p>	<p>one to receive 1d6  Melee Damage. If a player has the  <i>Crew Quarters</i> upgrade, this attack misses.</p> <p><b>If 3:</b> <u>Spears at the Ready</u> - Any Dueler who deals damage to the Raid Boss next round will take 2  Melee Damage.</p> <p><b>If 4:</b> <u>Battle of Lunathal</u> - All active <i>Dueler Class: Moonfolk</i> take 3  Arcana Damage. Other <b>Duelers</b> take 2  Arcana Damage.</p>
<p style="text-align: center;"><b>PHASE II</b></p> <p><b>If 1 or 2:</b> <u>Usurper</u> - Players choose one <b>Dueler</b> to receive 1d4 +1  Melee Damage.</p> <p><b>If 3:</b> <u>Stunning Strike</u> - No players may play an <i>Arcane Weave</i> card or draw a card next turn.</p> <p><b>If 4:</b> <u>Death of a King</u>- Each player rolls 1d6. On 5 or 6, one of their <b>Duelers</b> is instantly defeated and they lose an Arcane Point. If any player has the  <i>Lightbringer Scroll</i> upgrade this attack does nothing.</p>	<p style="text-align: center;"><b>PHASE II</b></p> <p><b>If 1:</b> <u>Flamedance!</u> - Every active <b>Dueler</b> takes  Arcana Damage equal to the amount of active Flamedancer Tokens.</p> <p><b>If 2:</b> <u>Golden Fires</u> - Recruit 1 Flamedancer Token. Then, one Dueler must take yd4  Arcana Damage . (y= amount of Flamedancer tokens)</p> <p><b>If 3:</b> <u>Control</u>- Discard one active <i>Civ.</i> and <i>Creature</i>. All Duelers take 1  Melee Damage.</p> <p><b>If 4:</b> <u>Prisoners</u> - Any <b>Dueler</b> with 4  or less takes 1d4 unblockable damage and cannot use their <i>Combat Phase</i> action next turn.</p>

# Market

- In order to purchase *Market* upgrades you must be...
  - In between Raid Boss Instances.
  - Have the corresponding *Civ.* active.
  - Spend the proper Gold Marks.
    - *Market Upgrades last for the rest of the session.*
    - *Market Upgrades only apply to your own Duelers.*
    - *Market Upgrades may stack. If it has this  symbol, you may buy it multiple times and the buffs stack.*

Lunathal	Southmore Port or The Hyena	Castle Evaria or Oar's Rest
3  <b>Willow's Blessing:</b> Granted <b>Dueler</b> heals 1  everytime you draw a card	2  <b>Crew Quarters:</b> Three <b>Dueler Zones</b> become open for this player.	2  <b>Sharpened Blade:</b>  Chosen <b>Dueler</b> does +1 base Damage on all attacks and  .
3  <b>Lightbringer Scroll:</b> Each time you play any <i>Sparkwielding Arcane Weave</i> card, deal 1d6 +2 Arcana Damage to the <b>Raid Boss</b> and heal both your <b>Duelers</b>  back equal to half the damage dealt.	3  <b>Arcana Training:</b> Increase your <b>Dueler's</b> max health by 2  and heal 1d4.	2  <b>Lucky Trinket:</b> Each time you cause a <b>Raid Boss</b> to discard a card, deal 1d6 damage per card discarded instead of the base 3.
5  <b>Storm Quartz:</b> Grant all the following buffs to your <b>Duelers</b> ...  - <i>Tarvin's Eagle</i> may use  as a <i>Support Phase</i> Action. - <i>Fyladreus</i> , All <i>Helpi</i> cards, and <i>Lyra, Sailing</i> deal triple base damage. -Any <i>Stringbean</i> card reduces all incoming damage by 1. - All <b>Pimbo</b> (including <i>Duos</i> ) cards deal +2 damage.	5  <b>Magic Scale:</b> Your selected <b>Dueler</b> now has doubled max  health and heals 1d6 +1  .	5  <b>King's Favor:</b> Chosen <b>Dueler</b> now deals Double base Damage and <b>Oar's Rest</b> no longer needs to be rolled to gain the buff for this player.

How to gain  Gold Marks:

- Players may choose to collect a  Gold Mark instead of drawing a card each turn.
- The player who defeated the **Raid Boss** gains 1  Gold Mark.
- Each time you play a *Civ.* card, collect 1  Gold Mark.
- You may use your *Support Phase* action to sell a *Creature* in your hand for 1  Gold Mark. That *Creature* is placed in the discard pile.