



TALES FROM TELLIS TCG — LUNATHAL BASE SET

DUEL QUICKSTART RULES.



Welcome, Divine Duelists!

This booster pack contains cards from the *Lunathal Base Set*. These rules will guide you through setup, gameplay, and victory. You are one of the Five Gods of Tellis, wielding *Arcana*, **Duelers**, *Creatures*, *Relics*, and *Civ.* cards to outmatch your opponent and disrupt their Arcane Weave.



How to Win


- Reduce your opponent's **Arcane Points** (starts at 3-5 depending on desired length of gameplay) to **zero**, **OR**
- Force your opponent to draw from an **empty deck**. If there are no cards to draw they lose one Arcane Point.

Use a pencil and paper to track Arcane Points. Draw four small circles (or more for longer games) next to your opponent's name. When you defeat one of their **Duelers**, reduce the opponent's Arcane Points by one. If you defeat a **Duo**, reduce the opponent's Arcane Points by two. Defeated *Creatures* do not count towards Arcane Points. When all your Arcane Points are lost **you lose**.





Setup



1. Each player builds a deck of **18-20 cards**.
 - Each deck must contain **8-10 Dueler cards** and **8-10 total Support cards** (*Creatures*, *Arcana*, *Relics* and *Civ.* cards).
 - You may include **no more than 2 copies** of any card.
 - If a card has the (★ *Unique*) tag you may only have one in your deck.
2. Shuffle and draw **5 cards**.
 - If you do not draw a **Dueler**, reveal your hand, reshuffle, and draw again until you have at least one.

3. Roll a **1d6**. The player with the highest roll goes first. Make sure to track characters' health with a pencil and scratch paper.
 4. **First Turn Rules:** There is no *Combat Phase* on the first turn for either player. No attacks or  *Combat Abilities* may be made by either player until the second turn.
 - Play a **Dueler**.
 - Play one support card if you have one. Usually players choose to play a *Civ.* card if available during the first turn. You may use *Passive* abilities.
 - Draw a card to end your turn. You may not use that card until your next turn.
 - The player who goes second will do the same.
 - No damage can be delivered or taken during each player's first turn.
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Turn Order

Each turn, complete the following four phases:







1. **Recruit Phase: Play a Dueler** into one of your two available Dueler Zones, if you wish (you may only have two **Duelers** active at a time or one *Duo*). If you have no active **Dueler** and your opponent attacks, you lose an Arcane Point.
2. **Support Phase: Play one Support card** of your choice, if you wish:
 - A Support card (*Civ.*, *Relic*, *Creature*, or *Arcana*) may be played each turn — but **only one total**.
 - **Civ.** card rules: Each player may have one *Civ.* card active. Your *Civ.* bonus only affects your active **Duelers**. If a *Civ.* card is played during your *Support Phase*, the **P** *Passive Ability* will count towards your *Combat Phase* action immediately. You may replace your *Civ.* card using your *Support Phase* action if you wish.
 - Each **Dueler** may only have one Support card (not counting *Civ.* cards) attached at one time. If your **Dueler** has an attached *Creature* card, they may not have a *Relic* or *Arcana* card attached to them.
 -  Playing a *Creature* on a Soulbridge **Dueler** is a *Support Phase* action. *Creatures* may only attach to **Duelers** who have Soulbridge.
 - You may not replace an active **Dueler** or *Creature* unless it is defeated or you have an ability that allows you to do so.
3. **Combat Phase:** If it is your **second turn or later**, you may **choose one of your active Duelers to attack or use a**  **Combat Ability:**

- Announce which of your **Duelers** is attacking and which opposing card is being targeted (**Dueler** or *Creature*). Always do this **before** rolling attack.
- Resolve the attack by rolling the appropriate die, calculating damage and subtracting the damage from the target's  Health. You can keep track of this on a piece of paper or using dice as damage counters.
- **Passive Abilities** are always applied automatically and denoted with this symbol: **P**
- **Combat Abilities** can be played instead of attacking and are denoted with this symbol: 

4. **Draw one card** from your deck to end your turn. Drawing a card is the last thing you should do.

Note: If you miss a **P** Passive Ability, for example, blocking  Melee Damage or dispelling an *Arcane Weave* card, you do not get to go back and apply it. It is the player's responsibility to keep track and apply these buffs when necessary.

Combat and Card Types

Duelers: are your main combatants. Each has  Health and either a  Melee Attack and/or  Arcana Attack. They may also have  *Combat* or **P** *Passive Abilities*. Dueler's may be partnered or bonded to other cards for bonuses. Only when a **Dueler** is defeated do you lose an Arcane Point. If a **Dueler** has both  Melee Attack and  Arcana Attack, choose one to use.

- Some **Duelers** have abilities that allow them to receive half damage. Always round damage up. If your **Dueler** receives 3 damage total and a half damage modifier is active that **Dueler** would receive 2 damage.






Creatures: Can only be played through a Dueler's **Soulbridge** ability. Defeating a *Creature* does **not** count towards Victory. When a *Creature* is defeated, they are discarded and no Arcane Points are taken from the player. You cannot attach a creature to a **Dueler** without the **Soulbridge** ability.

Civ. Cards: These grant passive bonuses while in play. Each player may only have **one Civ. card active each at a time**. You may use your *Support Phase* to replace your current *Civ.* Some players have an ability that destroys your opponent's *Civ.* card. Your *Civ.* bonus is not applied to the other team.

Relics and Arcane Weaves: Powerful one-use cards. Use them wisely! Unless stated otherwise, **discard them after playing**. If you must attach one of these Support Cards in order to play it your **Dueler** may not have anything else attached. This includes *Creatures*.


Defeated cards (**Duelers**, *Creatures*, *Civ.*, *Arcana*, *Relics*) go to the discard pile.

Key Glossary

-  **Combat Ability:** A symbol that denotes a *Combat Phase* ability. If you want to use a *Combat Ability* on an active **Dueler** it takes up your *Combat Phase* action.
 - **P Passive Ability:** This is always active and does not need a turn to come into play. Read your **Dueler's** Passive Abilities carefully and remember to use them when necessary.
 - An example of a **P Passive Ability**: **Duel Partner:** If the listed card is active in play, a **Dueler** gains a specific bonus (example, +1 damage).
 - **Soulbridge:** A keyword that allows a **Dueler** to attach a *Creature* card. Unless an ability states otherwise, attaching a *Creature* to a **Dueler** will take the *Support Phase* Action.
 - If you miss the application of a **Passive ability**, there is no backtracking.
 -  **An Arcana attack or Ability:** Using an Arcana attack consumes the *Combat Phase* action of your turn.
 -  **A Melee attack:** Using a Melee attack consumes the *Combat Phase* action of your turn.
 -  **Health:** When this is reduced to zero or lower your **Dueler** or *Creature* is discarded. If you heal with an ability you may not exceed your **Dueler's** maximum health.
 -  **Soulbridge:** Use your *Support Phase* action to attach a *Creature* to a **Dueler** with this symbol or if an ability allows you to do so. You cannot replace the *Creature* once it is attached.
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Good Luck, God of Tellis.

Protect your Arcane Points. Choose your champions wisely. Let the light of Seluna guide your rolls.

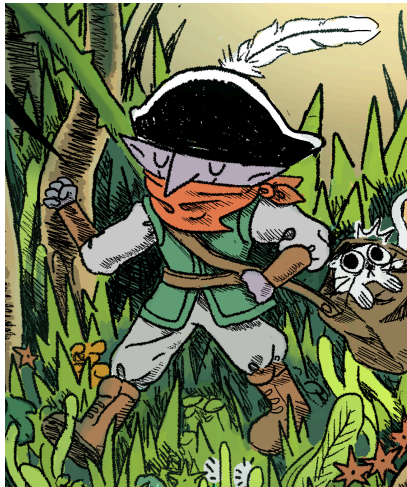
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The Lunathal Base Set Dueler Classes are...

- Moonfolk
- Pirate
- Gnome
- Sun Elf
- *Creature*

Lunathal Base Set Pack Distribution

- **Card 1:** 100% common
- **Card 2:** 90% common / 10% uncommon
- **Card 3:** 75% common / 25% uncommon
- **Card 4:** 75% uncommon / 25% rare
- **Card 5:** 75% rare / 25% uncommon
- **Card 6:** 96% rare / 4% secret rare



Set #2 - Slippery Skirmish!

Will be released early 2026...