



TALES FROM TELLIS TCG — LUNATHAL BASE SET

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 4-5 depending on desired length of gameplay) to **zero**, **OR**
- Force your opponent to draw from an **empty deck**.

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 your **Dueler** has the (⚔) 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.
 - 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 the 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 Dueling Zones (you may only have two Duelers active at a time or one *Duo*). If there is no active and your opponent attacks, you lose an Arcane Point.
2. **Support Phase: Play one support card** of your choice:
 - 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 **Duelers** and *Creatures*. If a *Civ.* card is played during your *Support Phase*, the bonus will count towards your *Combat Phase* action immediately.
 - 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. However, the **Dueler** will still receive their current *Civ.* Bonus.
 -  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 **Dueler** card is being targeted (**Dueler** or *Creature*). Always do this **before** rolling attack.

- Resolve the attack by rolling the appropriate die 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 attacks 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 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: Your main combatants. Each has  Health and either a Melee attack and/or Arcana attack. They may also have Combat or Passive Abilities. They 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 only 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: 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.

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 an 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 *Passive Ability*: **Duel Partner:** If the listed card is active in play, a Dueler gains a specific bonus (usually +1 attack).
 - **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 one *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 Points:** 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.

Limit Rules (For Game Balance)

- A deck must contain **18-20 cards**. **8-10 Duelers**. **8-10 Support cards**.
- No more than **2 copies of any single card** may be included in a deck.
- Only **1 Civ Card may be active** per player at any time. Replacing it discards the previous one.
 - Your *Civ.* bonus does not affect your allies **Dueler**. For example, if you are playing the **Lunathal** card and your opponent has a *Dueler Class: (Moonfolk)* active, they would not get your bonus.
 - You may replace your *Civ.* card by using your *Support Phase* action.
- Only **1 Creature/Relic/Arcane Weave may be attached** to a **Dueler** at a time.
 - For example, if your active **Dueler** is **Theryn** and he has an attached **Slip** as a *Creature*, he may not use the *Arcane Weave* card **Shade**, because it attaches. However, the *Iceshape*

card, which blocks your opponent from attacking, does not attach to a **Dueler**, so it can be used.

- Only **1 Support** card may be played a turn unless an ability says otherwise.

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:** 95% common / 5% uncommon
- **Card 3:** 75% common / 25% uncommon
- **Card 4:** 75% uncommon / 25% rare
- **Card 5:** 80% rare / 20% uncommon
- **Card 6:** 96% rare / 4% secret rare