

Tales from Tellis TCG

SHADOW UNDER LUNATHAL

1. The Duke's Stronghold	Soulbridger Acolyte, Acolyte Orlo, Theryn, <i>Sailing</i> and Tarvin deal +1  Arcana Damage.
2. Battle for Elennost	When an <i>Arcane Weave</i> card is played. Roll 1d6. On even, the card is played, on odd, it is discarded.

Special Conditions.

- In between rounds the party chooses one player to gain back a life. Each Player may swap a **Dueler** and heal one **Dueler** 1d6. Swapped **Dueler** is discarded.
- Instance 1: When the first Raid Boss Phase is defeated the next Raid Boss will resume using Phases III and IV.
- Instance 2: When Azir hits 50  He will perform Phase III and Phase IV instead of I and II. Phase III and IV cannot be Iceshaped or skipped.

Raid the Duke's Stronghold!

Walls: 35 ❤️ + xd4 ❤️ = HP

The Duke: 30 ❤️ + xd4 ❤️ = HP

(x= number of Active Duelers)



Battle for Elenost

Azir, Void-Corrupted: 100 ❤️

(x= number of Active Duelers)



PHASE I

If 1:

Fire from the Walls -

Each player rolls 1d6, or even dodge. On odd, your Dueler's take 1d4+1 ⚔️ Melee Damage.

If 2:

Fortify - Wall gains 1d4 ❤️ back.

If 3:

Boiling Oil - Every **Dueler** and *Creature* takes 2 unblockable damage.

If 4:

Tall Walls - One player must miss a *Support Phase* action next turn.

PHASE I

If 1:

Ice Arrow - Deal 1d4 ⚔️ Melee Damage to all active Dueler.

If 2:

Barrage - Deal 1d4 ⚡ Arcana Damage to all active Duelers for each player.

If 3:

Deep Freeze - *Dueler Class: (Moonfolk)* and *Dueler Class: (Pirate)* cannot attack next turn. Everyone discards one card.

If 4:

Mindshatter - All active **Duelers** with ⚡ Arcana Attack do ½ damage next turn.

PHASE II

If 1 or 2:

Fire at Will! - One **Dueler** must take y ⚔️ Melee Damage. (y = amount of active **Duelers** and *Creatures*).

If 3:

PHASE II

If 1:

Weave Away - Each player rolls 1d6. If even, nothing happens. If odd, deal 1d4 ⚡ Arcana Damage to one of their active **Duelers**. The Raid Boss gains ❤️ equal to damage dealt.

<p><u>Drop the Ladders</u> - Each player chooses one of their Duelers to take 1  Melee Damage for every card in their hand.</p> <p>If 4: <u>Stronghold!</u> - An active <i>Civ.</i> card is discarded. If there is no active <i>Civ.</i> card to discard, a Dueler must take 1d6  Melee Damage.</p>	<p>If 2: <u>Seluna is Gone!</u> - All attached cards are discarded. (Relics, Arcane Weaves, and <i>Creatures</i>)</p> <p>If 3: <u>Gauntlet-</u> If the party has a <i>Creature</i> active, nothing happens. If there is no <i>Creature</i>, every player loses their <i>Support Phase</i> action next turn.</p> <p>If 4: <u>Barrage</u> - Deal 1d4  Arcana Damage to every Player's Duelers without an active <i>Civ.</i> Another player must discard a card.</p>
<p style="text-align: center;">PHASE III</p> <p>If 1 or 2: <u>Protect the Duke!</u> The Duke cannot take  Melee Damage next turn.</p> <p>If 3: <u>Acolyte Banish</u> - If your Dueler has a <i>Creature</i> attached, they take 1d6  Melee Damage.</p> <p>If 4: <u>Evarian Pride</u> - Raid Boss deals +2  Melee Damage next <i>Phase</i>.</p>	<p style="text-align: center;">PHASE III</p> <p>If 1: <u>Summon Wyvern!</u> - Deal 2d4 -1  Melee Damage to an active Dueler.</p> <p>If 2: <u>Smash Elennost</u> - An active <i>Civ.</i> is discarded and a Dueler is reduced to half  health.</p> <p>If 3: <u>Shade-</u> Raid Boss gains  equal to the amount of Arcane Points lost by the party. One player must discard a card.</p> <p>If 4: <u>Mindshatter-</u> All active Duelers do ½ damage next turn.</p>
<p style="text-align: center;">PHASE IV</p> <p>If 1 or 2: <u>Swordplay!</u> - The Raid Boss rolls 1d6  Melee Damage. Choose one Dueler who deals Melee Damage and try to beat the Raid Boss' Roll. Loser receives the Damage of the higher roll. Tie means reroll.</p> <p>If 3: <u>Acolyte Banish</u> - If your Dueler has a <i>Creature</i> attached, they take 1d6  Melee Damage.</p> <p>If 4:</p>	<p style="text-align: center;">PHASE IV</p> <p>If 1: <u>Retribution!</u> - One Dueler must take damage equal to the amount of cards in their discard pile.</p> <p>If 2: <u>Kingslayer-</u> The two Duelers with the highest current  take 1d4  Arcana Damage.</p> <p>If 3: <u>Shade-</u> Raid Boss gains 1d4  and all active Duelers take 1d4  Arcana Damage.</p>

<p><u>Evarian Pride</u> - Raid Boss deals 1d6  Melee Damage to two active Duelers or <i>Creatures</i>.</p>	<p>If 4: <u>Ice Blade</u>- Every Dueler except Lyra and Theryn (or Iceshaper) take 1d6  Arcana Damage.</p>
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<p>3. Inside the Rift</p>	<p>Any Dueler with any bonded Winter Wyvern reduces their own incoming damage by 1.</p>
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The Goddess of the Void

Rift: 60  + xd4  = HP

lanysis: 150  = HP

(x= number of Active Duelers)



PHASE I

If 1:
The Blight -
Each active **Dueler** receives 1d4  Arcana Damage unless they have an attached *Creature*.

If 2:

Expand - Rift grows 1d4 +1  and each player must discard a card.

If 3:

Darkness Emerges - A *Creature* must be discarded. If not, every player cannot draw a card next turn and all active **Duelers** take 2  Arcana Damage.

If 4:

Consume - One player must miss a *Support Phase* action next turn and the rest must discard a card.

PHASE II

If 1 or 2:

A God's Wrath - One **Dueler** from each player must take 1d6  Arcana Damage. A player must skip their *Support Phase* action next turn.

If 3:

Tellis Shakes - Every card, including *Civ.* cards that are attached to **Duelers** are discarded without rolls. Only the *Winter Wyvern* and *Slip* may remain.

If 4:

Azir Consumed! - Every active **Dueler** takes 1d4 +1  Arcana Damage, while active *Azir* take 1d6 +1 .

PHASE III

If 1:

Void Recharge! - *Ianysis* takes half damage next turn. One player discards one card. *Dueler Class: Pirates* take 1  Melee Damage each.

If 2:

Tendrill! - All **Duelers** take 1d6  Melee Damage. If your **Dueler** has an attached *Creatures* they may take the 1d6 damage.

If 3:

Onyx Fury - Every player must discard one active card from the field. (*Civ.*, *Creature*, *Relic*, *Arcane Weave* or **Dueler**). One player must skip their *Support Phase* action next turn.

If 4:

A God's Pride - *Raid Boss* deals 1d4  Melee Damage to every **Dueler** except *Lyra*. *Theryn*, *Iceshaper* also deals double damage next turn.

PHASE IV

If 1:

Arcane Destruction! - Every player rolls  Arcana Damage and  Melee Damage and adds it together. If

the total is less than xd10, each **Dueler or the Raid Boss** takes the difference in damage. If players win the roll, they draw one card.

If 2:

Banish! - Any **Duelers** with 5  or over must take 2d4  Arcana Damage. If you did not take damage, discard one card.

If 3:

Pulse Strike- If your **Dueler** has a *Creature* attached, they take 1d6  Melee Damage. If your Dueler does not have a Creature attached they take 3  Melee Damage.

If 4:

Dark against Light - **Night falls on Tellis**. One *Civ.* must be discarded. Every Player must roll 1d6. On even, all your active **Duelers** and *Creatures* take 3  Arcana Damage. On odd, one of their **Duelers** must take 1d6 +1  Arcana Damage.