TALES FROM TELLIS: Trading Card Game

DUEL RULES

Welcome, Divine Duelists!

These rules will guide you through setup, game play, and victory. You are one of the Five Gods of Tellis, wielding **Arcane Weaves, Duelers, *Creatures*, *Relics*, and *Civ*.** cards to outmatch your opponent and deplete their Arcane Points.

How to Win

- Reduce your opponent's Arcane Points (starts at 3-5 depending on desired length of Game play) to zero, by....
    - Defeating an opponent's **Dueler**. *(1 Arcane Point depleted)*
    - Defeating an opponent's **Duo**. *(2 Arcane Points depleted)*
    - Forcing your opponent to discard more cards than they have. *(1 Arcane Point depleted)*
    - Other in game conditions.

Deck Building

1. Each player must have a deck of **30 cards.**
    - Each deck must contain **12 Dueler** cards and **18 SUPPORT** cards (*Creatures, Arcane Weaves & Events, Relics* and *Civ*. cards).
    - You may include no more than 2 copies of any card, unless otherwise stated in the card's text.
    - If a card has the ***(✪ Unique)*** tag you may only have one in your deck. This includes alternate art cards.

Quick Tips:

-Keep extra dice around or scratch paper and a pencil to track Health and Arcane Points.

-Always round damage up.

-Follow the 4-phase order exactly as explained in the rules.

Set-up & First Round Turn Order

Setup:

- 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.

First Round Turn Order:

1. 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.
2. Roll a 1d6. The player with the highest roll goes first.
    - Make sure to track all card's health with a pencil and scratch paper or spare dice.
3. 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.
    - Phase 1: *Recruit Phase:* Play a **Dueler**.
    - Phase 2: *Support Phase* action: Play one SUPPORT card if you wish. Usually players choose to play a *Civ*. card if available during the first turn. *Passive Abilities* are active on the first turn.
    - Skip Phase 3 and go to Phase 4: 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 for their first turn.
    - No damage can be delivered or taken during each player's first turn.

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***, (unless otherwise stated)*. If you have no active **Dueler** and your opponent attacks, you lose an Arcane Point.

2. *Support Phase* action: Play one **SUPPORT** card of your choice, if you wish:
    - A **SUPPORT** card *(Civ., Relic, Creature, or Arcane Weave & Event)* 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* action, the *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 *Arcane Weaves* card attached to them unless otherwise stated in the card's text.
    - Playing a *Creature* on a **Dueler** with *Soulbridge* is a *Support Phase* action. *Creatures* may only attach to Duelers who have *Soulbridge* or other text indicating they do so.
    - You may not replace an active **Dueler** or their attached *Creature or* SUPPORT unless it is defeated or you have an ability that allows you to do so.

3. *Combat Phase* action: If it is your second turn or later, you may choose one of your active **Duelers**, **Duos** or *Creatures* 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 your 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.
    - *Combat Abilities* can be played instead of attacking.

4. *Draw Phase:* 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.

And that is it! Play until a player has no Arcane Weaves left!

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 🅿 *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, 🅿 *Passive Ability*, or another card allowing them to do so. 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. Make sure your **Dueler** can have the specified *Creature* attached before trying to play it.

Civ.: These grant a 🅿 *Passive Bonus* or 👊 *Combat Ability* while in play. Each player may only have one *Civ*. card active each at a time. You may use your *Support Phase* action 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 unless a Rift card is played. Civ. cards do not attach, therefore do not take the **SUPPORT** slot for your **Duelers/Duos**.

Relics and Arcane Weaves & Events: Powerful one-use cards. Use them wisely! Unless stated otherwise, discard these cards after playing or their effects expire. Sometimes you must attach one of these **SUPPORT** Cards in order to play it on your **Dueler** or **Duo** or an opponent. Only one **SUPPORT** may be attached to a card at once unless otherwise stated. This includes *Creatures*.

Defeated cards (Duelers, Duos, *Creatures, Civ., Arcane Weaves & Events and Relics*) go to the discard pile.

Key Glossary

- ***Combat Ability:*** A  fist symbol that denotes a *Combat Phase Ability*. If you want to use a *Combat Ability* it takes up your *Combat Phase* action.
- ***Passive Ability*****:** A **P.** symbol: This is always active and does need any action 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 (example, +1 damage).
    - Soulbridge: A keyword that allows a **Dueler** or **Duo** to attach a *Creature* card. Unless an ability states otherwise, attaching a *Creature* to a **Dueler** will take the *Support Phase* Action. The Soulbridge Bond card allows almost any **Dueler** or **Duo** to have a *Creature*. You may not replace a *Creature* once it is attached.
    - If you miss the application of a *Passive Ability*, there is no backtracking.
- **A Melee/Arcana attack :** Using a  Melee or  Arcana 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.
- **IMMEDIATE ACTION:** Some cards have an ability allowing them to be used as an Immediate Action. These do not take a *Phase* to use and happen as soon as the player uses them.

🌙 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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