

Tales from Tellis TCG

LUNATHAL

RAID

A fun Co-Op experience featuring up to 4 players where the party works together to take down powerful Raid Bosses.

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**.
- At the end of each Instance one player may gain back **1 Arcane Point**.

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**.

Turn Structure

Player turns remain **identical** to standard rules.

The **Boss takes a 2-Phase turn** after all players have acted.

Boss Turn (PvE System)

After all players take their turns, roll a **1d4** to determine the Boss's action:

Losing the Raid

The players lose if:

- Every player hits 0 Arcane Points

Winning the Raid

Win Conditions:

- 1 Player defeats 2 Raid Bosses.
- 2 Players defeat 4 Raid Bosses
- 3+ Players defeat all 6 Raid Bosses.

You defeat a Raid Boss if:

- The Boss's HP reaches 0 in the **final round**
- At least one player remains alive.

Setup

-Each player will set up a deck of (20-24) cards consisting of 10 (Duelers) 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.

- The first round of conflict with each boss is a set up phase. The Raid Boss will initiate combat by attacking first.

Locations:

Instance	Location Condition	Raid Boss
1. Astral Palace	(+1 card draw after each turn)	The Lunathal Council
2. The Rift	(Lyra cards deal +2  Arcana Damage)	Void Rift, <i>Close the Rift!</i>
3. Castle Evaria	(All  only cost a <i>Support Phase Action</i>)	The King of Evaria
4. Isle of Twilight	(When playing a <i>Creature</i> , roll 1d6. On Even, the <i>Creature</i> is played. On Odd, the <i>Creature</i> must be discarded)	The Night Singer, <i>Elennai Queen</i>
5. Elennost	(Slip grants +1 damage to bonded Dueler)	Ealno, <i>The Void Wyvern</i>
6. Citadel Astrani	(When playing a <i>Relic</i> , roll 1d6. On Even, the <i>Relic</i> is played. On Odd, the <i>Relic</i> must be discarded)	Ianysis, <i>Physical Manifestation</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. If a Player is defeated they must wait until the Raid Boss is defeated. Once a new Instance is rolled, defeated players draw 5 cards and come back with one Arcane Point.
4. **Upon Win:** Keep your hand. After the Raid boss is defeated, you may swap one **Dueler** out if you wish without penalty, heal another **Dueler** 1d6  and draw one card.
5. If Raid Boss is defeated, roll the next Instance. You cannot replay an Instance.
6. *Specials Conditions:*
 - **Iceshape can only block Phase I, Phase II cannot be blocked.**
 - **In between Instances roll 1d6 and heal a Dueler, you may discard and swap one Dueler. Every player gains one Arcane Point back if they lost one during the Instance.**
 - **Civ. Bonuses are active** across Players but do not stack. **Duel Partner** bonuses apply across Players 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 force the Raid Boss to discard a card, the Raid Boss will take **3** unblockable damage per card discarded.

The Lunathal Council

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

(x= number of Active Duelers)



Void Rift, Close the Rift!

$$32 \heartsuit + xd6 \heartsuit = \text{HP}$$

(x= number of Active Duelers)



PHASE I

If 1 or 2:

Ice Storm - Deal 1d4 ⚡ Arcana Damage to all active **Duelers**.

If 3:

Deep Freeze - *Dueler Class: (Moonfolk)* cannot attack next turn.

If 4:

Summerborn - Raid Boss takes half damage until next turn. Any active *Dueler Class: (Moonfolk)* must take 1 ⚡ Arcana damage.

PHASE I

If 1 or 2:

Infinite Void -

Raid Boss gains 1d4 \heartsuit .

If 3:

Darkness Spreads - Each player chooses one of their **Duelers** to take 1d4 ⚔ Melee Damage.

If 4:

All-Consuming - Every player takes 1 ⚡ Arcana Damage and must shuffle their hand back into their deck and draw 2 cards.

PHASE II

If 1 or 2:

Ice Storm - Deal 1d4 ⚡ Arcana Damage to all active **Duelers**.

If 3:

Seluna's Will - Party chooses two active **Duelers** to take 1d6 ⚡ Arcana Damage.

If 4:

Seniority - Every player discards 1 card from their hand or one of their **Duelers** takes 1d6 damage.

PHASE II

If 1 or 2:

Expand - Party chooses one **Dueler** to take 1d4 +1 ⚡ Arcane Damage and one **Dueler** to take 3 ⚡ Arcana Damage.

If 3 or 4:

Void Monster Strikes! - Each player chooses one of their **Duelers** to take 1 ⚔ Melee Damage for every card in their hand.

The King of Evaria

36 ♥ + xd6 HP

Raid Boss starts with 1 Evarian Soldier Tokens. (Tokens are 1 HP creatures)



The Nightsinger, Elennai Queen

40 ♥ + xd6 ♥ = HP

(x= number of Active Duelers)



PHASE I

If 1 or 2:

For the King! - 2 Evarian Soldier Tokens are recruited.

If 3:

Evarian Pride - Party must choose 2 **Duelers** to take 1d4 ⚔ Melee Damage.

If 4:

Arrow Barrage - Deal x damage to each active **Dueler** and *Creature*.
(x = Active Evarian Soldier Tokens)

PHASE I

If 1 or 2:

Sweet Song- Party decides one player who may not use a *Combat Phase* action next turn.

If 3:

Deluge - Discard all *Arcane Weave* cards in hand and attached to active **Duelers**.

If 4:

Twilight Comes - Each **Dueler** takes 🔥 Arcana Damage equal to the number of total *Civ*, *Relics* and *Creatures* in play.

PHASE II

If 1 or 2:

Arrow Barrage - Deal x ⚔ Melee Damage to each active **Dueler** and *Creature*.
(x = Active Evarian Soldier Tokens)

If 3:

Human of the West - 2 Evarian Soldier Tokens are generated and each active **Dueler** takes 3 ⚔ Melee damage.

If 4:

PHASE II

If 1 or 2:

Mindmelt- Choose one active **Dueler** to attack a Party member's **Dueler** or themselves.

If 3:

Void-Touched - Every **Dueler** takes 2 🔥 Arcana Damage.

If 4:

Void-Controlled Brigands - Players must choose to discard one active *Civ*. and deal 2 ⚔ Melee Damage to

Iron Fist - Players must choose a *Creature* to be discarded. If there is no *Creature* to discard, each active **Dueler** takes 1d6  Melee Damage.

an active **Dueler**.

Ealno, The Void Wyvern

44+ xd6  HP

(x= number of Active Duelers)

Ianysis, Physical Manifestation

48  + xd6 = HP

(x= number of Active Duelers)

Raid Boss starts with 1 Void Monster Token.

Summon Creature:

Void Monster = 3 

Attack: 1d4  Melee Damage



PHASE I

If 1 or 2:

Pale Lightning- All **Duelers** receive 1d6 -1  Arcana Damage.

If 3:

Sharp Talons - Every **Dueler** with 3  or less takes 1d4  Melee Damage.

If 4:

Destruction - Every active *Civ.* is discarded and all active *Creatures* take 1d6  Arcana Damage. If there are no active *Creatures* a **Dueler** must take the damage instead.

PHASE I

If 1:

Dark Summon- Summons a Void Monster Token and deals 1  Melee Damage to one **Dueler** for each active Void Monster Token.

If 2:

Bolster - Raid Boss gains 1d4  and destroys one active *Civ.*

If 3:

Life Zap - Choose one **Dueler** to take 2  Arcana Damage. The Raid Boss gains 1 .

If 4:

Black Rain - Every active **Dueler** receives 3 .

	Arcana Damage.
<p style="text-align: center;">PHASE II</p> <p>If 1 or 2: <u>Fallen Beast</u> - Players choose a Dueler to receive  Melee Damage equal to the number of Duelers active.</p> <p>If 3: <u>Abomination</u> - Decide one player's Dueler to take  Arcana Damage equal to the number of cards in their Discard pile.</p> <p>If 4: <u>Fly</u>- Each player must roll 1d6. If Even, discard an active Dueler. You do not lose an Arcane Point.</p>	<p style="text-align: center;">PHASE II</p> <p>If 1: <u>Void Monster Strikes!</u> - Players choose a Dueler(s) for each Void Monster to target for an attack.</p> <p>If 2: <u>Onyx Hatred</u> - Summons a Void Monster and deals 1  Arcana Damage to all active Duelers and <i>Creatures</i>.</p> <p>If 3: <u>Tendril</u>- Players choose a Dueler to receive  Melee Damage equal to the number of active Duelers.</p> <p>If 4: <u>Ruin</u> - Every active Dueler receives 1d4  Arcana Damage. All active <i>Civ.</i> cards must be discarded.</p>