

Bloodrite Magicka Rulebook

Version 1.1
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OBJECTIVE & SETUP

Objective The last player with Blood above 0 wins the game. You begin the game with 40 Blood. If your Blood drops to 0 or less, you lose immediately, your cards are returned to the game box, and you forfeit all future turns.

Quick Draft (4 Players) Before playing, players must draft their decks.

1. Separate all cards by Cost and shuffle each pile thoroughly
2. Each player draws 50 cards total:
 - 20x 1-Cost cards
 - 12x 2-Cost cards
 - 8x 3-Cost cards
 - 4x 4-Cost cards
 - 6x Item cards
3. Remove 10 cards of your choice to build a deck of exactly 40 cards. Return any unused cards to the box
4. The first player to finish drafting their 40-card deck is the starting player

Starting the Game

- Shuffle your completed deck
- Draw 5 cards to form your starting hand
- **Redraw:** If you do not want certain cards in your starting hand, you may place any number of them on the bottom of your deck, in any order, and draw that many replacement cards from the top

ZONES & THE TURN SEQUENCE

Play Zones

- **The Circle:** The shared play area where Cast cards are placed and remain in play
- **The Abyss:** A shared discard pile for Cast Spells, Banished Summons, Broken Glyphs, and Dispelled Curses. Destroyed Items are removed from the game (returned to the box), not placed in the Abyss

The Turn Sequence Play proceeds clockwise. On your turn, complete the following phases:

1. Start Phase

- **Disengage** (turn upright) any of your rotated cards currently in the Circle
- **Redeploy**: You may rearrange your Summons between the Lead and Rear lines in any order before taking any actions

2. Action Phase You may perform any action in any order at any time, repeating the same action multiple times, if possible. Your actions are:

- **Cast** 1 card from your hand (Reduce your Blood by the card's Cost)
- **Consume** 1 card from your hand (Recover Blood equal to half of its Cost*)
- **Attack** with any eligible Summon or Summons

* Rounded up. Consumed Item cards Recover 1 Blood

3. End Phase

- When you choose to not perform any further actions, your turn ends
- **Replenish** by Drawing up to 3 cards from the top of your deck into your hand
- **Hand Limit**: If you have more than 5 cards in your hand, you must choose and discard cards into the Abyss until you reach the maximum hand size of 5. You cannot Draw to more than 5 cards during this phase

CASTING CARDS & GAME ACTIONS

Casting Cards To Cast a card, reduce your Blood by the Cost shown in the upper left corner and place the card into the Circle.

- **Summons**: Cards that attack on behalf of the player. They can Attack or become Triggered the turn they were Cast. Summon types include Demons, Undead, Imps, and Goats
- **Spells**: Cards that impact players and other card types. When a Spell is Cast, resolve its effect, then immediately place it into the Abyss
- **Curses**: Cards that negatively affect a specific player. Whenever a Curse is Cast, choose a player and place the Curse in the Circle in front of them. Its effects are immediately active and the cursed player must abide by the card effect at all times until the Curse is Dispelled. Players can curse themselves
- **Glyphs**: Reaction cards that react to a certain game condition being met. They are placed in front of the player in the Circle, and they can become Triggered the turn they were Cast. Once the condition is met, immediately resolve the effect of the Glyph, then it is considered broken and placed into the Abyss
- **Items**: Cards that grant situational benefits to a player. They count as an Action to Cast but require no Blood or additional cost to Cast. You have 4 Item slots available (Head, Torso, Hand, Feet) and only 1 Item can be equipped in the Circle for each Item slot per player. An existing Item of the same slot can be replaced by discarding the currently

equipped Item to the Abyss. When an Item is destroyed, it is removed from the game and not placed into the Abyss

Summon Deployment When Cast, Summons enter the Circle into one of two Deployment Lines in front of the casting player:

- **The Lead:** Summon is eligible to Attack, and can be Attacked by rivals. You must always have at least one Summon in the Lead line if you control any Summons
- **The Rear:** Summon cannot Attack, and cannot be Attacked. If a Lead Summon is Banished, the Rear Summon behind it immediately moves forward to take its place
- **Note:** Summons with the **Protector** keyword must always be deployed to the Lead line. If a Summon gains Protector and is in the Rear, it must be immediately moved to the Lead

Triggering Some Summons and Items have a Trigger symbol. You may Trigger them as a free Action at any time during any turn by **Engaging** them (turning them 90 degrees clockwise).

COMBAT

Attacking can be performed at any time during a player's turn. A player can commit any number of attacks during their turn, but they are resolved one target at a time.

Step 1: Declare Target & Attackers

- Choose a rival or a rival's Lead Summon to target. *Important: If a rival controls a Lead Summon with **Protector**, that Summon must be Banished before you can target the rival directly, otherwise you must attack the Summon with Protector.*
- Declare which of your eligible Summons are attacking that target, and **Engage** them (turn 90 degrees)
- **Single Combat Rule:** A specific rival or Summon can only be targeted by one Attack per turn. If you want multiple Summons to strike the same target, they must all be committed together in this step as a single Attack. Summons can only attack once per turn

Step 2: Declare Defense

- The defending player may announce they are rolling the Defense die
- The Defense die can only be rolled to protect the player directly, or to protect a Summon that is currently Disengaged (upright)

Step 3: Roll Dice Both players roll their dice simultaneously.

- **Defense Die (8-Sided):** Only the Evade symbol matters. If rolled, the Attack is negated and Inflicts 0 damage.
- **Attack Die (10-Sided):** Modifies the total damage Inflicted (ranging from -2 to +2).

- **Criticals:** If the Attack die lands on Critical Failure, the Attack Inflicts 0 damage. If it lands on Critical Success, the Attack connects even if the defender rolled an Evade, and the attacker Recovers equal to the amount of damage Inflicted

Step 4: Resolve Damage Add the base Attack values of all attacking Summons together, then apply the Attack die modifier.

- **If targeting a Rival:** Reduce their Blood by the final damage total
- **If targeting a Summon:** If the total damage equals or exceeds its Vigor, it is Banished to the Abyss. Damage does not carry over between turns
- **Note:** Summons being attacked do not Inflict their Attack value back to the Attacking Summons; damage Inflicted is one-way from the Attacking Summon(s) to the Defending Summon

KEYWORD & ICON REFERENCE

Zones & General Terms

- **The Circle:** The shared play space where active cards (Summons, Glyphs, Items, Curses) exist
- **The Abyss:** The shared discard pile. Cleanse effects permanently remove the Abyss from the game (returned to box)
- **Recover:** Increase your Blood total by the specified amount
- **Inflict:** Deal the specified amount of damage to a target
- **Effect:** Remains active in the Circle until the start of the casting player's next turn

Combat & Summon Keywords

- **Banish:** The Summon is defeated and sent to the Abyss
- **Protector:** Rivals must target this Summon before they can attack other targets or the player directly
- **Weakling:** This Summon cannot declare an Attack
- **Dash:** This Summon ignores Protector and is able to attack any Summon or rival, even when a defending player controls a Summon with Protector. Can also attack Summons in the Rear Line
- **Influx:** A one-time ability that triggers immediately when the Summon enters the Circle
- **Outcry:** A one-time ability that triggers immediately when the Summon is Banished

Additional Costs & Tokens

- **Blood Sacrifice:** You must Banish a Summon you control as an additional cost to Cast or Trigger. Summons cannot Blood Sacrifice themselves; they must target another Summon that player controls
- **Channel:** You must discard a card from your hand into the Abyss as an additional cost to Cast or Trigger

- **Tokens (Goat, Undead, Demon):** Act as normal Summons. If Banished, they return to their token piles instead of the Abyss

Gameplay Scenarios

- Reactions supersede an active game effect and are resolved first. Reactions include Summons, Glyphs, and Items becoming triggered. After the reaction is resolved, then the active game effect becomes resolved.
- If multiple reactions occur simultaneously, they are resolved in clockwise turn order beginning with the active player's turn.
- When a player loses the game, only their controlled cards are removed from the game. For example, if a player cursed a rival and that player loses, the Curse is not removed – only the losing player's cards within the Circle are removed.
- Additional costs must be met or the card cannot be Cast or Triggered.
- If there is a legal target for a card's effect, it must occur. For example, if a Glyph becomes triggered and states to destroy an Item, and you are the only player with an Item, you must destroy your own Item; you cannot choose to not resolve the trigger of the card.
- If there are no legal targets for a card's effect, then the effect does not occur. Cards can be Cast or Triggered when no legal targets exist.
- If the conditional effect of a card is not met, then the card effect does not occur. For example, if a Summon enters with an Influx effect that only occurs when the player is cursed, and the casting player is not cursed, then the Influx effect is ignored.
- Summon abilities are only active when the card exists within the Circle. The ability text of a card does not occur when a Summon is being cast. Additionally, if a Summon is being banished, its card ability is no longer active. Outcry is the only ability of a Summon that can be triggered when that Summon is banished.

THE MAGICKA CRUSADES – LORE

The year was 1313, and *Ad abolendam* was in full-swing within the Rhineland and Austria, driven by callous and zealous papal inquisitors. Thirty-nine “heretics” were investigated and tortured in the cruelest of means, their blood soaking the floors of cellars above which good people prayed in their holy church. And thus, these God-fearing bishops opened the first portal into the Abyss, inadvertently performing blood rituals that awakened the presence of the Blood God. Shocked and frightened by what they saw as Hell, these bishops reported the incident to the Pope. Rumors of the torture and portal spread amongst the persecuted heretics, who were able to perform the sacred blood rituals through reenactment, earning an audience with the Blood God.

An ambitious but otherwise nondescript man saw an opportunity for power against the Church. He earned the favour of the Blood God and learned to master the rituals of Bloodrite Magicka, becoming the first Bloodlord and calling himself Azron. Resolute power overcame Azron in his hatred for the persecution by the Church, and he gathered many sympathetic allies that would lead to the formation of the Bloodcult of Azron. This cult summoned many fearsome demons and minions of the Abyss, which swiftly overran vast swaths of Church territory.

Fearing extinction, the Pope begrudgingly ordered an investigation with the might and fortune of the Church into the blood rituals to determine its source. Deep within papal monasteries, dedicated bishops unraveled Bloodrite Magicka and opened a new portal to a different plane – the Upperworld, which they named the Sonhaven. This boundless plane was that of the sky; eternal morning peered through puffy clouds, overwhich Angel-like creatures with wings domained in strict servitude to the Sun God. Interpreting this breakthrough as a closer communion with God, the Pope organized thousands of priests to ascertain the knowledge of the Upperworld, resulting in the practice of Sonhaven Magicka. Under martial law, Church-owned territories conscripted hundreds of thousands of religious warriors in a New Crusade against the Bloodcult of Azron, armed with priests bearing the radiance of Sonhaven Magicka.

Fierce battles overtook Europe, Eurasia, and northern Africa. Towns and countryside succumbed to devastation and violence as each side sought absolute destruction and righteousness over the other. This war, known as The Magicka Crusades, persists to 1413, the present setting Bloodrite Magicka. Enthusiastic disciples of each cause practice their magicka to enhance their own power, hoping to lead valiant armies across battlefields in ultimate victory.