
ARKHTIDE



Ieros Roseborn

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BASICS

What is Arkhtide TCG?

Arkhtide is a **post-apocalyptic, dark fantasy universe**, where the once-thriving civilization of Réa has been abandoned and left to decay by its Creator. Centuries have passed since this calamity, yet humanity endures, barely clinging to existence. The key to a better life now lies in **the Arkhtides** - mystical phenomena that are fiercely contested by the world's remaining powers. Players step into the shoes of a **Seeker**, leading a devoted party on a quest to claim these Arkhtides and extract the invaluable **Quintessence**.

Gameplay Overview

Arkhtide is a **tactical skirmish card game** built around positioning, timing, and planning. Each match represents a focused conflict between Seekers, fought across unstable battlefields that shift over the course of play.

Players must constantly evaluate risk and opportunity. Every decision - when to commit forces, when to defend, and when to withdraw - has lasting consequences.

Your Role as a Seeker

Each player takes on the role of a **Seeker**, the central figure of their force.

As a Seeker, you command:

- a group of **elite characters**
- **summonable entities** that support or disrupt the battlefield
- **equipment and abilities** that enhance your strategy

The Seeker is both a commander and a powerful character. But if your Seeker falls, the conflict ends.

The Battlefield: Realms

Battles in Arkhtide take place across **Realms** - distorted fragments of the world that function as both battlefield and victory condition.

Units are deployed and maneuvered between Realms, competing for control. Holding a Realm allows you to extract **Quintessence**, a vital resource required to maintain momentum and pressure your opponent.

Victory Conditions

A match of Arkhtide can end in one of two ways:

- **Quintessence Victory:**
  You secure control of Realms and harvest enough Quintessence to overwhelm your opponent.
- **Seeker Defeat:**
  You reduce the opposing Seeker's **Willpower** to zero, breaking their ability to continue the conflict.

Both paths are equally viable and demand different strategic approaches.

Match Structure

A game of Arkhtide usually unfolds over **two to five Rounds**.

Each Round is composed of **six distinct Phases**, which together define the flow of play.

At the beginning of each new Round, the battlefield resets completely:

- All Units from the previous Round leave play
- All resources are refilled. Each player begins the Round with:
- **9 Arkhé** to spend
  (Arkhé is the primary resource, equivalent to mana)
  - **6 cards** in hand

This structure ensures that **every Round begins on equal footing**.

While every Arkhtide match has a clear sense of progress and rewards good decisions, its Round reset system prevents early advantages from snowballing into inevitable victories.

Matches typically last **20–50 minutes**, offering a focused tactical experience with minimal downtime.

Real Combat

Combat in Arkhtide is **brutal**.

Our goal was to create an experience closer to **role-playing games** and t**abletop wargames** than to traditional card games - one where battles are not resolved by abstract score comparisons, but through **real confrontation**. Attacks are declared, damage is amplified or blocked, and Units are **Wounded** as the conflict unfolds.

Units in Arkhtide are not merely illustrations with statistics. They are the **central actors** of the battlefield. During a single Round, a Unit may reposition, strike, or assist - then still contribute through abilities, reactions, and synergies as the situation evolves. Decisions compound, momentum shifts, and the battlefield never feels static.

Because of this, even a short **Combat Phase** becomes dense with meaningful interaction. Units are used repeatedly, purposefully, and in response to one another, creating a sense of continuous engagement rather than isolated turns.

All of this is achieved using **cards alone**, without boards or miniatures, while maintaining a fluid pace of play. Aside from minimal tracking tools for Health, the game remains focused on tactical choices and player interaction.

Arkhtide is designed so that every battle feels **earned**, every exchange **deliberate**, and every victory the result of hard decisions.



Shard of Wrath

What do you need to play the game right now?

To play the **beta version of Arkhtide**, you will need one of the following setups:

- **Tabletop Simulator** on Steam and the Arkhtide workshop module, or
- The **Print-and-Play** version of the Arkhtide cards

Both options are available on the official Arkhtide website: www.arkhtide-tcg.com

Recommended Tools

The following items are **optional**, but recommended to improve clarity and ease of play:

- 10-**sided dice** or a **mobile app** to track Seeker Willpower
- 10-sided dice to track **Unit Health**
- **Markers or tokens** to indicate used **Abilities**

These tools are not required to play, but they help maintain clear game states and reduce errors during play.

How do you win the game?

A match of Arkhtide can be won in **two different ways**. The winner is the player who achieves **one of these conditions first**.

Victory by Quintessence

You win the game if you:

- Harvest **at least 13 Quintessence**, and
- Have **more Quintessence than your opponent**

If **both players** reach at least 13 Quintessence at the same time:

1. The player with **more** Quintessence wins.
2. If Quintessence totals are equal, the player with **higher remaining Willpower** wins.
3. If both Quintessence and Willpower are equal, the game ends in a **True Tie**.

Quintessence is gained by **controlling Realms**. These contested areas are the primary source of progress and represent the main strategic objective of the game.

Victory by Willpower

You win the game by reducing your opponent's **Willpower** to **0**.

- Each Seeker begins the game with **13 Willpower**.
- When a Seeker's Willpower reaches 0, that player **immediately loses** the game.

1. If a Player reaches 13 or more Quintessence, but at the same time has 0 or less Willpower, that player **immediately loses** the game.



Lord Korovin

Losing Willpower

Willpower represents a Seeker's ability to endure the strain of the Arkhtide and maintain control over their forces. Throughout a match, Willpower can be lost in several ways.

A Seeker loses Willpower when any of the following occur:

- **REALM ABILITIES**
  Some Realm abilities require you to spend Willpower to activate them.
- **ABILITY COSTS**
  Certain Seeker abilities, Unit abilities, as well as Bindings or Feats, require Willpower to be spent as part of their cost.
- **NON-INNATE CARDS**
  Invoking a card that is not Innate to your faction (a card originating from another faction) costs 1 Willpower.
- **WILLPOWER DAMAGE OR THEFT**
  Some effects directly damage or steal enemy Willpower.
- **SEEKER DAMAGE**
  Seekers can be damaged. Whenever a Seeker would suffer **one or more Wounds**, those Wounds are not tracked individually. Instead, the Seeker suffers **exactly 1 point of Willpower loss**, regardless of the number of Wounds that would have been dealt. (It still counts as Wounding)

If a Seeker's Willpower is reduced to 0, that player immediately loses the game.

There are effects that allow a Seeker to **regain** Willpower, but they are far less common than effects that cause Willpower loss. Managing Willpower carefully is therefore critical.

How do you build a deck?

Before a match of Arkhtide begins, each player must **choose a** Seeker and construct **two separate decks:**

- **A MAIN DECK**
- **A REALM DECK**

Together, these define your strategy, resources, and tactical options during play.

Choosing a Seeker

Each player selects **one Seeker** to lead their forces.

- A Seeker is represented by **a single card**
- **No copies** are allowed
- The Seeker remains **in play at all times**
- The chosen Seeker determines your **main faction identity**

Your Seeker acts as the central figure of your deck and influences your strategy.

INNATE
A card is considered Innate if it belongs to your main faction, as determined by your Seeker.

- Invoking a **non-Innate** card costs **1 Willpower**.
- The following **do not** cost Willpower, even if the card is non-Innate:
  - Discarding the card
  - Using the card for Amplification
  - Using the card for Shielding

Some effects allow non-Innate cards to be treated as Innate. These effects require specific setup and are described on the relevant cards.

The Main Deck

- Must contain **33–42 cards**
- A maximum of **3 copies** of any single card is allowed
- Cards may be added from **up to 3 different factions**
  - Your **main faction** is determined by your Seeker
  - You may freely choose **up to 2 additional factions**

Whenever you play a card that does not belong to your main faction (a non-Innate card), you lose 1 Willpower.

Important!: If a player **runs out of cards** during the game, their Chronicle is **not** reshuffled. The game continues, and that player must proceed with no cards remaining.

The Main Deck contains three types of cards:

- **UNIT**
  A unique character or summonable being that enters play and acts on the battlefield. **Seekers are not considered Units.**
- **BINDING**
  Weapons, equipment, curses, traps, etc that are Bound to a Unit.
- **FEAT**
  Powerful, one-time effects that resolve immediately when played.

The Realm Deck

The **Realm Deck** represents how a Seeker perceives and shapes the Arkhtide. These cards define the environments in which battles take place.

- Must contain **exactly 7 cards**
- No copies are allowed

Realm cards are not part of the Main Deck and cannot be played as other cards. Instead, they are selected during the **Realm Phase**, where they determine the battlefields for the current Round

Each **Realm** influences the game in three key ways:

- It defines **where** Units and Seekers can act
- It provides **Initiative**, affecting turn order
- It grants **Quintessence** when successfully harvested

When a Realm is Invoked, its abilities apply to all players present on it. Because Realm abilities can be **asymmetrical**, each player chooses which side of the Realm card applies to them when it enters play.

Control over Realms - and the timing of when to contest or abandon them - is the central strategic tension of Arkhtide.


The Maw

GAME MODES

Arkhtide supports multiple game modes. Unless stated otherwise, all game modes use the standard rules described in the **Gameplay** chapter.

Seeker's Duel - 1 v 1

Seeker's Duel is the **primary game mode** of Arkhtide and the foundation on which the game is balanced.

- Designed for **two players**
- Used for **tournament and competitive play**
- All cards, factions, and core mechanics are balanced primarily around this mode
- No additional rules are required

Other game modes build upon these rules and introduce their own adjustments as needed. Because of this, balance changes and clarifications are always defined with Seeker's Duel as the baseline.

To play, proceed directly to the **Gameplay** chapter.


Epitaph

Desperate Measures - Free for all

Desperate Measures is a multiplayer game mode designed for **three to five players.**

- The core mechanics, Round structure, and Turn order remain the same as in Seeker's Duel
- Additional rules and modifications apply to support multiplayer play

These modifications are explained in the **Desperate Measures** section.

Shared Burden - 2v2

Shared Burden is a team-based mode where two Seekers fight side by side, sharing victory and defeat.

Shared Burden will be available at release and is not playable during the Open Beta.

Scavenged Fate - Sealed Draft

Scavenged Fate is a limited game mode where players acquire booster packs and construct decks from the cards they uncover.

Scavenged Fate will be available at release and is not playable during the Open Beta.

CARD TYPES

In Arkhtide, cards are divided into several categories based on **where they come** from and **how they are used**.

Cards Not Included in Decks

These cards are not part of any deck and enter play through specific rules or effects.

- **SEEKER**
  Your leader. Each player has exactly one Seeker, which is always in play.
- **TOKEN**
  Units, Feats, or Bindings that are not included in decks.
  Token cards are created or brought into play by other effects.
- **ARKHÉ**
  Represents your primary resource.
  At the start of each Round, each player has 9 Arkhé available to spend.
- **STATUS**
  Ongoing effects that are attached to cards when applied.
  Status cards remain attached until removed by rules or effects.



Bastion's Banner

Main Deck Cards

These cards form your Main Deck and represent your active tools and forces.

- **UNIT**
  Your primary forces for contesting and harvesting Realms, engaging enemy forces, and gathering resources.
- **FEAT**
  Powerful, single-use cards that represent decisive actions or effects.
- **BINDING**
  Conjured items, curses, or traps that must be Bound to allied or enemy Units or Seekers.

Realm Deck Cards

- **REALM**
  The locations where Units and Seekers clash.
  The primary objective of the game is to Harvest Realms at the end of each Round.

Damage numbers

Melee and Ranged Attack values determine whether a Unit or Seeker can perform an Attack of that type.

- If a Unit or Seeker has a **Melee or Ranged Attack with a numeric value** (0, 1, 2, etc.), it may make a Strike using that type of Attack.
- A Unit or Seeker with an Attack marked as "·" instead of any number (including 0) may only make that type of Attack if an **ability or Feat explicitly allows it**.

Amplify Damage

Whenever Damage is dealt, players may Amplify it.

- To Amplify Damage, discard **one Main Deck Card** from your hand
- Amplifying Damage increases that instance of damage by **+1**
- Each instance of Damage may be amplified **only once**
- It is always the active player who has to decide first, whether to amplify the Damage or not. If they decide not to, the next player (clockwise direction) has the opportunity to decide. Nevertheless, the same Damage instance still can be amplified only once in total. *(There are occasions, where you might want to amplify Damage that is dealt by another player.)*

If an effect deals Damage to multiple Units (for example, an attack with **Reaping**), each affected Unit is considered a **separate Damage instance** and may be amplified separately.

Shielding

Shielding allows players to give **Block** to Units and Seekers, thus protecting them.

- Cards can be played for Shielding, when Damage is dealt and its final amount is already determined.
- Usually **Feat** and **Binding** cards may be used for Shielding, since they have Block values in their upper right corner.
- When used this way:
  - Pay the card's Arkhé cost
  - Do not resolve the card's ability, since it is not being invoked and do not bring the card into play as you would normally
  - The incoming damage will only inflict as many Wound as many Damage is not blocked. (If a unit is dealt 4 Damage and has 3 Block, it will only suffer 1 Wound.)
  - The Block provided by Shielding always lasts until the end of the current player Turn.
    - To show this, leave the cards used for blocking near the protected Seeker or Unit and remove it only when the Turn ends.
    - If they would receive another instance of Damage during the same Turn (which might be rare, but not impossible), they will still have that Block they received earlier this Turn.
  - Using non-Innate Cards will not cost you Willpower

Multiple cards may be used for Shielding against the same damage instance.

How to use Cards

INVOKE: To Invoke a card is to play it from your hand by paying its Arkhé cost.

MANIFEST: To Manifest a card is to play it without paying its cost.

- A Card that is manifested never comes from any of your decks, nor from the game area.
- It brings in cards from outside the game: It brings TOKEN cards into play.

Seeker

The **Seeker** is the leader of your forces and is always present during the game. While its card layout is similar to that of a Unit, Seekers follow unique rules.

Each Seeker card contains the following elements:

ARKHÉ COST
Seekers have **no cost.** A Seeker is always in play and starts each Round in the Safe Zone.

NAME & TRAITS
The Seeker's name is shown at the top center of the card. Any Traits are listed directly below the name.



ABILITY BOX
Located in the lower portion of the card, overlapping the artwork. This area contains the Seeker's abilities.

CARD TYPE ORB
Located below the cost. The Seeker card type is identified by the **Crown symbol**.

STATS
The bottom plate displays the Seeker's core statistics:

SOUL
Used to contest and harvest Realms.

MELEE AND RANGED ATTACK
Used to damage enemy Units and Seekers.

HEALTH
Seekers do not have Health. They are considered immortal within the Arkhtide. Whenever a Seeker would suffer one or more **Wounds**, its controller instead loses **1 Willpower**. (It still counts as Wounding)

Unit

Units are your primary forces for contesting and harvesting Realms, engaging enemy forces, and gathering resources. Unlike a Seeker, Units are **not always in play** and must be **Invoked** to enter the battlefield.

Each Unit card contains the following elements:

ARKHÉ COST
The Arkhé cost required to **Invoke** the Unit into play.

NAME & TRAITS
The Unit's name is shown at the top center of the card. Any Traits are listed directly below the name.



ABILITY BOX
Located in the lower portion of the card, overlapping the artwork. This area contains the Unit's abilities.

CARD TYPE ORB
Located below the cost. The Unit card type is identified by the **Helm symbol**.

STATS
The bottom plate displays the Unit's core statistics:

SOUL
Used to contest and harvest Realms.

MELEE AND RANGED ATTACK
Used to damage enemy Units and Seekers.

HEALTH
When a Unit's Health is reduced to 0, it dies and is placed into its owner's Chronicle (discard pile), along with all cards attached to it.

Playing Units

Units may only be invoked during the Preparation Phase or the Regroup Phase, unless an effect states otherwise.

Unique Units

In Arkhtide, most Units are **unique**. They represent specific characters with their own lives, histories, and roles within the world. If you encounter an identical Unit on your opponent's side, it is not a contradiction, only another distortion born from the Arkhtide.

- A Unique Unit is identified by a Dot after its Name and the Unique Trait displayed beneath it.
  - You may **not** have more than **one copy** of the same unique Unit in play on your side at any time, whether Invoked or Manifested.
  - If a unique Unit is extracted or is in your Chronicle and is not in your Safe Zone or on Realms, then you are allowed to invoke or manifest it.
- Some Units aren't Unique. They do not have the Dot after their name or the Unique Trait.
  - You may have **multiple** copies of them on your side of the battlefield at the same time
  - Deck-building restrictions still apply: you may include no more than 3 copies of the same card in your Main Deck
- Drawing **multiple copies** of a Unique Unit into your hand is **not a disadvantage**. You have several ways to use them effectively:
  - **Mulligan** up to 3 cards during the Resource Phase
  - **Discard** them during Combat to fuel certain effects
  - Use them to **Amplify** Damage
  - Keep them in hand and, if you have spare Arkhé, Invoke them during the **Regroup Phase**

Feat

Feats are powerful, single-use cards that represent powerful actions or effects. In addition to their primary effect, Feats may also be used for **Shielding**.

Playing Feats

Feats may only be Invoked during the **Combat Phase**, unless an effect states otherwise.

A Feat is invoked by a Player but its Abilities are always performed by a Seeker or a Unit. Therefore if there are no Seeker or Unit who could perform that Ability, then the Player cannot invoke the Feat.

A Feat may be played in one of two ways:

- **FOR EFFECT**
  - Invoke the card
  - Pay its Arkhé cost
  - Resolve the ability printed in the Ability Box
  - After resolution, place the card into its owner's **Chronicle**
- **FOR SHIELDING**
  - Alternatively, Feat Cards can be used for Shielding during the Combat Phase, as described earlier.

Each Feat card contains the following elements:

- **NAME & TRAITS**
  The Feat's name is shown at the top center of the card. Any Traits are listed directly below the name.
- **ARKHÉ COST**
  The Arkhé cost required to Invoke the Feat.
- **CARD TYPE ORB**
  Located below the cost. The Feat card type is identified by the **Flame** symbol.
- **SHIELDING VALUE**
  Indicates the amount of Block the card provides if used for Shielding.
- **ABILITY BOX**
  Located in the lower portion of the card, overlapping the artwork. This area contains the Feat's abilities.



- **TALENT ABILITY & ABILITY COST**
  Talent Ability & Ability Cost
- Some Feats have a Talent Ability, which can only be activated if the Unit using the Ability possesses the matching Trait listed beneath their Name.
- Some Abilities also carry an additional Cost that must be paid upfront before the Ability can be used.
- Both the required Trait and Cost are displayed within brackets. For example: [Assassin, 1 Arkhé].
- If a Card has such a Talent Ability - whether it requires a Trait, a Cost, or both - you may choose whether or not to activate it.

Binding

Bindings are conjured items, curses, or traps that must be **Bound** to a target.

- Bindings are normally Bound to **Units**
- Bindings **cannot** be Bound to Seekers unless explicitly stated on the card
- If not stated otherwise, Bindings can be bound to any Unit, whether friendly or enemy.
- If you bind a Binding to an enemy Unit, you remain the controlling player of that Binding. Any reference to "you" within the Binding's text refers to the controlling Player.

Each Binding card contains the following elements:

- **NAME & TRAITS**
  The Binding's name is shown at the top center of the card. Any Traits are listed directly below the name.

- **ARKHÉ COST**
  The Arkhé cost required to **Invoke** the Binding.

- **CARD TYPE ORB**
  Located below the cost. The Binding card type is identified by the **Linked Rings** symbol.



- **SHIELDING VALUE**
  Indicates the amount of **Block** the card provides if used for Shielding.

- **ABILITY BOX**
  Located in the lower portion of the card, overlapping the artwork. This area contains the Binding's abilities.

- **STATS**
  Bindings display the same stat layout as Units.
  - Bindings may modify a Unit's stats
  - These modifications:
    - Do not affect attacks with a preset value
    - (e.g. "*Perform a Melee Attack 5*")
    - Do affect attacks without a preset value
    - (e.g. "*Perform a Melee Attack*")

Playing Bindings

Bindings may only be Invoked during the **Preparation Phase** or the **Regroup Phase**, unless an effect states otherwise.

A Binding may be played in one of two ways:

- **FOR EFFECT**
  - Invoke the card
  - Pay its Arkhé cost
  - Bind it to a valid target
  - The Binding remains Bound to its target unless stated otherwise
- **FOR SHIELDING**
  - Alternatively, Binding Cards can be used for Shielding during the Combat Phase, as described earlier.

Removal: When a Unit dies or is Extracted, all Bindings attached to it are placed into their owner's Chronicle.

Realm

Realms are the locations where Units and Seekers clash.

The primary objective of the game is to **Harvest Realms** at the end of each Round to gain **Quintessence**.

Realm cards are oriented so that **both players can read them easily**.

- Text and artwork are rotated accordingly
- The artwork faces the player who played the Realm
- A small Quintessence icon appears to the left of the Quintessence value, also facing the player who played the Realm

Each Realm card contains the following elements:

- **Initiative** (Yellow Orb, Left Middle)
  Indicates the Initiative value of the Realm.
  - During the **Preparation Phase**, the player who Invoked the Realm with the **highest Initiative** chooses which player goes first
  - If multiple Realms share the highest Initiative, follow the Initiative tie-breaker rules (see Initiative section)



- **Realm Points** (White Orbs, Right Top and Bottom)
  Indicates the amount of **Quintessence** harvested from this Realm during the **Harvest Phase**.
  - The value is displayed symmetrically on both sides of the card
- **Ability Boxes** (Middle Bottom and Top)
  Realm abilities are printed in **two separate Ability Boxes**, one on each side of the card.
  - Each Ability Box affects one player
  - Abilities may be asymmetrical

- Realm Abilities are always performed by a Seeker or Unit. If no friendly Seeker or Unit is present on a Realm, its Ability cannot be used. When a Seeker or Unit activates a Realm Ability, that Seeker or Unit is treated as the source of any resulting effects - meaning any bonuses or penalties that apply to it will affect the Damage dealt, Units Moved, and so on.
- If a Realm Ability kills a Unit, the Seeker or Unit performed that ability is considered to be its killer.

Neutral Realm

In **Seeker's Duel**, a Neutral Realm is placed in the center of the battlefield.

- The Neutral Realm may be harvested for the indicated **Quintessence**
  - *It is useful to put multiple copies of it stacked on each other, so there is enough for multiple Rounds. (5 copies should be enough.)*
- It has **no Initiative valu**e, as it belongs to no player
- It contains an ability and provides additional tactical space for resource management
- The Neutral Realm and the two player-controlled Realms are positioned at **equal distance** from one another. (like a triangle, every Realm is the neighbor of every other Realm)

Safe Zone

The Safe Zone is **not a Realm**, therefore functions differently.

- Each player has a personal Safe Zone within their play area.
- The Safe Zone is where the Seeker and any Units invoked during the Regroup Phase are stationed between Rounds.
- Some game effects may move Units into the Safe Zone during the Combat Phase as well. Units in the Safe Zone are not taking part in the events of the Combat Phase and Harvest Phase, unless specifically stated.

During the **Preparation Phas**e:

- Players may Move Units and their Seeker from the Safe Zone to any Realm
- Players are not required to move all Units out of the Safe Zone
- A Player cannot finish the Preparation Phase while their Seeker is in the Safe Zone.

Units in the **Safe Zon**e:

- Cannot perform Main Actions
- Cannot use their Activated Abilities, unless stated otherwise
- Cannot be targeted by Abilities or Feats, unless stated otherwise

Arkhé

Arkhé is the primary resource used to **Invoke** cards.

SPENDING

When Arkhé is spent to pay a cost, it becomes Exhausted and cannot be used again until it is Refreshed.

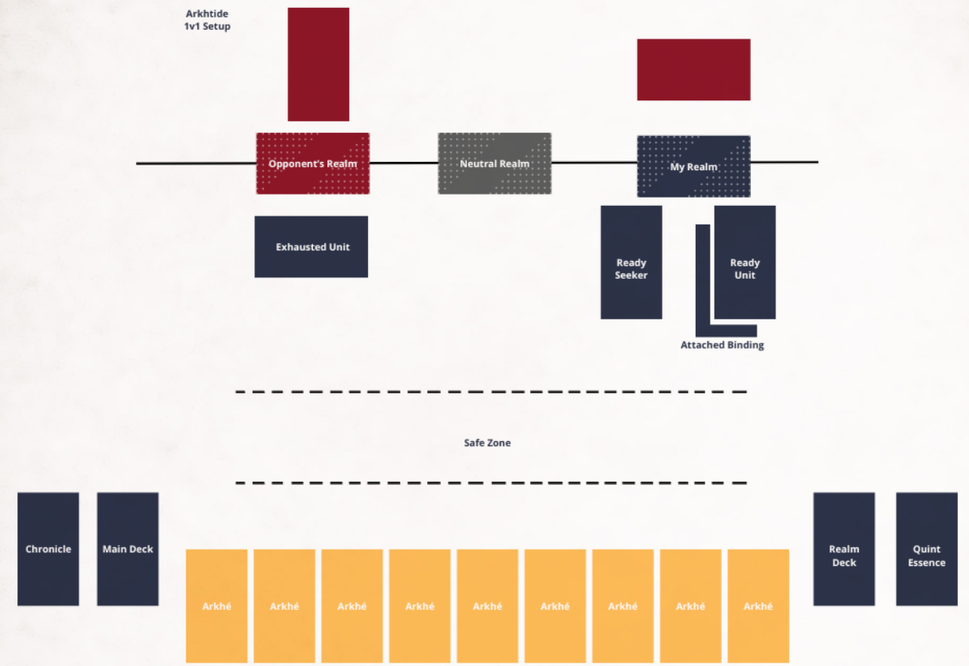
REFRESH

- At the **beginning of each Roun**d, all Arkhé are Refreshed. Some effects in the game can also Refresh your Arkhé.
- Some **card effects** may also Refresh Arkhé during a Round
- **Assist Action** performed by Seekers and Units can Refresh one Arkhé

STARTING AMOUNT

Each player begins the game with 9 Arkhé.

GAMEPLAY - Seeker's Duel



Setup

Follow these steps before the first Round begins:

4. **SET WILLPOWER**
   Each player sets their starting Willpower **to 13**.
5. **PREPARE ARKHÉ**
   Each player places **9 Arkhé** in front of them.
   These represent the Arkhé available at the start of the first Round.
6. **ESTABLISH THE SAFE ZONE**
   Above the Arkhé, each player designates a Safe Zone.
7. **PLACE THE SEEKER**
   Each player places their Seeker into their **Safe Zon**e.
8. **PREPARE DECKS**
   Each player places their **Main Deck** and **Realm Deck** to the side of their play area.
9. **NEUTRAL REALM** (Seeker's Duel Only)
   In Seeker's Duel, place the Neutral Realm of the current season in the center of the battlefield. (*A stack of 5 should be enough in most cases.)*

Phase References on Cards

On cards, Phases are sometimes referenced using their names alone, such as: Preparation, Combat, Harvest, or Regroup.

When a card references a Phase in this way, it refers to that specific Phase of the current Round

Resource Phase

The Resource Phase represents preparation and recovery before actions are taken.

During this Phase, resolve the following steps in order:

10. REFRESH ARKHÉ
Each player **Refreshes** all of their **Arkhé.**

11. READY CARDS
Each player **Readies** all **Seekers** and **Units** in their Safe Zone.

12. DRAW CARDS
Before drawing, players may **Discard** any number of cards remaining in their hand from the previous Round.
Each player then draws cards from their **Main Deck** until they have **6 cards** in hand.

13. MULLIGAN
Each player may place **up to 3 cards** from their hand on the **bottom of their Main Deck**, then draw the same number of cards.

Restrictions

- **No card abilities** may be used during this Phase.
- **No cards** may be **Invoked** during this phase.

Realm Phase

The **Realm Phase** determines which Realms will be contested during the Round and who has Initiative.

Resolve the following steps **simultaneously**, unless stated otherwise:

14. REVEAL REALMS
Each Player:

a. Looks at the **top 3 cards** of their Realm Deck

b. Chooses **1 Realm** card

c. Places it **face down** on their side of the battlefield, toward the center

15. RETURN REMAINING CARDS
The remaining **2 Realm cards** are returned to the Realm Deck.
For each returned card, its owner may choose to place it:

a. on the **top** of the Realm Deck, or

b. on the **bottom** of the Realm Deck

16. DETERMINE INITIATIVE
All chosen Realm cards are revealed.

a. The player whose revealed Realm has the **highest Initiative value** chooses which player will act **first during the Preparation Phase**

b. If the revealed Realms have **equal Initiative values**, determine the first player by a **random method** agreed upon by the players. (dice roll, rock-paper-scissor, etc.)

17. Neutral Realm (Seeker's Duel Only)
If it is not already in play, place the Neutral Realm between the revealed player Realms.



Echo of Creation



Emery Kreuz

Preparation Phase

Starting with the player determined during the **Realm Phase**, players **alternate taking Turns**.

On **your Turn**, you must choose **one** of the following actions:

- **PLAY A UNIT**
  - Invoke a Unit from your hand
  - Place it onto a **Realm** in play
    Alternatively, you may place the Unit into your **Safe Zone**.
    Units placed into the Safe Zone during this Phase **must begin the Combat Phase there** and cannot move onto Realms during this Phase.
- **MOVE FROM THE SAFE ZONE**
  Move one **Unit** or your **Seeker** from your Safe Zone onto a Realm.
  - The Unit or Seeker must have **started this Phase** in the Safe Zone
  - Each Unit or Seeker may be moved **only once per Round** using this action
- **PLAY A BINDING**
  Invoke a Binding card from your hand and attach it to a valid **Unit**
  (Bindings may only be attached to Seekers if explicitly stated on the card)
- **I am Prepared!**
  End your participation in the Preparation Phase.
  - The **first player** who is Prepared becomes the first player in the **Combat Phase**
  - Once a player is Prepared, they may take **no further actions** during this Phase
  - A player may be Prepared only if their **Seeker is on a Realm**.

Restrictions

During the Preparation Phase:

- No card abilities may be used
- Abilities explicitly labeled as Omni are exempt from this restriction

Combat Phase

The **Combat Phase** is where most actions take place.

Starting with the player determined during the **Preparation Phase**, players **alternate taking Turns**.

Turn

On your Turn, you may:

- take one Major Action
- take any number of Minor Actions
- or Pass if you did not do any of the above



Omen of Devotion

Major Action

Major Actions are the followings:

1. Invoking a Unit or a Binding
2. Acting an Act with a Seeker or Unit
3. Performing a Slow Ability (Might be an invoked Feat, Unit Ability, Realm Ability, etc)

Minor Action

Anything that is not considered as a Major Action is a Minor Action.

For example: performing a Fast Ability of a Feat, performing a Reaction Ability of a Unit, etc.

RESTRICTION

Units in the **Safe Zone** cannot perform Abilities, act Acts and make Attacks.

Act

An Act requires a Seeker or Unit to act.

To Act:

- The card must be **Ready**
- Acting **Exhausts** the card as the cost

TYPES OF ACTS

- **Strike**
  A Seeker or Unit makes a **Melee or Ranged Attack** it has.
- **Reposition**
  Move the acting Seeker or Unit:
  - to a **Nearby Realm**, or
  - into your own **Safe Zone**
- **Assist**
  Refresh 1 Arkhé.

Attacks

Attacks may be generated by:

- the **Strike Act**, or
- **Abilities** on cards

MELEE ATTACKS

- May only target **Close** Units or Seekers
- Melee attacks generated by abilities **do not** count as a Strike Act

RANGED ATTACKS

- May only target **Nearby** Units or Seekers
- Ranged attacks generated by abilities **do not** count as a Strike Act

Distance & Positioning

- **CLOSE**
  A Seeker or Unit is **Close** if it is located in the same Realm as the acting **Seeker or Unit**.
- **NEARBY**
  A Seeker or Unit or Seeker is **Nearby** if it is located in an **adjacent Realm**, not in the same Realm as the acting card.
  - Each player's **Safe Zone** is considered **adjacent to all Realms**
  - In **Seeker's Duel (1v1)**, when a **Neutral Realm** is present, all player-controlled Realms and the Neutral Realm are considered **Nearby** to each other
- **FARAWAY**
  A Realm is considered Faraway if it is neither the same / Close Realm nor an adjacent / Nearby Realm.
  Seekers and Units in Faraway Realms:
  - Cannot be targeted by **Ranged Attacks**
  - Cannot be targeted by **Abilities**
  - Cannot be **Moved to or from**, unless an effect explicitly allows it

Dealing Damage

When Damage is dealt, resolve it using the following sequence.

Each instance of Damage is resolved independently, in full, before moving to the next.

18. ATTACK DECLARED
The source of the Damage is declared. (Strike, Ability, or Card-generated effect)

19. DETERMINE BASE DAMAGE
Calculate the base Damage using:

20. The Attack value,

- **a.** Relevant **Binding** stat modifiers, and
- **b.** Any printed abilities that modify damage.

21. AMPLIFY DAMAGE
Players may Amplify the Damage as described in the Amplifying Damage rules. (see above).

22. DAMAGE DEALT REACTIONS
If the player dealing the Damage, or any other player, has a **Reaction** that triggers when Damage is dealt, those Reactions may be used now.

- **a.** Reactions are resolved starting with the p**layer who dealt the Damage**
- **b.** Continue in **Turn order**

23. Shielding and Calculating Block
Use Shielding and calculate Block. (see above)

- **a.** Subtract the total Shielding value from the Damage
- **b.** Damage may be reduced to a **minimum of 0**

24. APPLY WOUNDS
Place Wound markers equal to the final Damage.

- **a.** When a **Seeker** would suffer **one or more Wound**, it instead causes its controller to lose **exactly 1 Willpower**
- **b.** The Seeker is still considered to have **suffered Wound** for the purpose of triggering effects
- **c.** For Units, we recommend you place a dice that shows how many Wounds the Unit suffered (in total).

25. WOUND DEALT REACTIONS

If the player dealing the Wound, or any other player, has a Reaction that triggers when Wound are dealt, those Reactions may be used now.

- **a.** Resolve starting with the **player who dealt the Wound**
- **b.** Continue in **Turn order**

26. DEATH OF UNITS

Units die when they have suffered **equal or more Wounds** than they have Health. Put the dead Units into their owner's Chronicle (discard pile).

- **a.** If a Unit has one or more **Bindings** that modify its Health, those modifiers must always be taken into account.
- **b.** When a Binding that modifies Health is **removed**, immediately recheck the Unit's Wounds. If the Unit now has more Wounds than its current Health, it dies and is placed into the Chronicle.

Important

If an effect deals **multiple instances of Damage** (for example, Reaping):

- The **active player** chooses the order in which Damage instances are resolved
- Resolve each Damage instance **separately**, following Steps 1–8 in full before proceeding

Abilities

Abilities are special effects printed on cards. They are divided into **two categories:**

- **Activated Abilities**
- **Constant Abilities**

Abilities on cards work only during the Combat Phase and only when that card is on a Realm.

Activated Abilities

Activated Abilities must be deliberately used by a player, and performed by a Seeker or Unit.

They are identified by an icon and follow specific timing rules.

Activated Abilities are divided into three types:

SLOW ABILITIES (⏳ HOURGLASS)

- May only be used during **your Turn**
- When used, Slow Abilities become Locked for the Round.
- **Consume your Major Action** for the Turn

FAST ABILITIES (⚡ LIGHTNING)

- May only be used during your Turn
- Does **not** consume your Major Action as it is a Minor Action
- Any number of Fast abilities may be used during a single Turn
- When used, Fast Abilities become **Locked** for the Round.

REACTION ABILITIES (↩ BACKWARD ARROW)

- May only be used when their **trigger condition** occurs
  (the trigger is described before the colon ":" on the card)
- May be used during **any player's Turn**
- Does **not** consume your Major Action as it is a Minor Action
- When used, Reaction Abilities become **Locked** for the Round.

Constant Abilities

CONSTANT ABILITIES (No Icon)

- Always active
- Apply during **all Turns and Phases**
- Do not need to be activated



- May apply **multiple times per Round**, if relevant
- If a Constant ability directly **contradicts a Core Rule,** the ability takes **precedence**

Talent Ability & Ability Cost

Some Feats have a Talent Ability, which can only be activated if the Unit using the Ability possesses the matching Trait listed beneath their Name.

Some Abilities also carry an additional Cost that must be paid upfront before the Ability can be used.

Both the required Trait and Cost are displayed within brackets. For example: [Assassin, 1 Arkhé].

If a Card has such a Talent Ability - whether it requires a Trait, a Cost, or both - you may choose whether or not to activate it.

Passing

If a player chooses not to perform any Major or Minor Action on their Turn, they must **Pass**.

- The Combat Phase ends when:
  - one player Passes, and
  - **all other players Pass consecutively**
- If Player X passes, but any other player takes any Major or Minor Action before Player X's next Turn, Player X may resume taking Actions normally on their next Turn.

Harvest Phase

The **Harvest Phase** determines control of Realms and the fate of Units remaining on the battlefield.

Resolve the following steps **in order**:

Evaluate Realms

For each Realm in play, determine which player has the **highest total Soul** on that Realm.

- Total Soul includes all modifiers currently affecting Units and Seekers on the Realm
- The Realm is harvested by the player with the highest Soul total
- If Players have equal Soul totals - even if it is 0 - the Player with more Units present will win the Realm.

TIEBREAKER OR TRUE TIE

If two or more players are tied for highest Soul, and Unit numbers:

- - If only one Player has a Seeker present, that Player wins the Realm.
- - Otherwise it is a True Tie and the Realm is **not harvested** and is **removed from play**.

EVALUATION ORDER

The player who **started the Combat Phase** chooses the order in which Realms are evaluated.

HARVESTING A REALM

The player with the highest total Soul harvests the Realm, gains its Quintessence value, and places the Realm card into their Quintessence Pool.

Extract Units

After all Realms have been evaluated:

- Each player must **Extract** all of their Units that are not Critically Wounded and were on any Realm.
- Units in the **Safe Zone** are not affected.

EXTRACTED UNITS:

- Are placed among the player's **harvested Realms** into their Quintessence Pool.
- Are worth **1 Quintessence each**
- All **Bindings** attached to an extracted Unit are placed into their owner's **Chronicle**, unless stated otherwise on the Binding card

CRITICALLY WOUNDED UNITS:

- Units that are Critically Wounded are **not** Extracted
- They **die** and are placed into their owner's Chronicle, along with all attached cards
- Units in the Safe Zone are not affected

CRITICALLY WOUNDED

A Unit is Critically Wounded if it has fewer than half its maximum Health remaining. Critically Wounded Units cannot be Extracted and will Die at the end of the Harvest Phase.

When determining this threshold, any Bindings attached to the Unit are considered part of it. If a Binding grants bonus Health, that Health is included in the calculation. (Bindings won't be extracted)

Regroup Phase

The **Regroup Phase** represents consolidation and preparation for the next Round.

- This phase gives you the opportunity to make use of unspent resources and to save more strength for the next Round.
- You may decide to go a bit weaker during a Round so you can push the next one more. *(Keep in mind you can gather resources during Combat as well.)*

Starting with the player who **started the Combat Phase**, players **alternate taking Turns**.

On your Turn, choose **one** of the following actions:

- **PLAY A UNIT**
  - **Invoke** a Unit from your hand into your **Safe Zone**
- **PLAY A BINDING**
  - **Invoke** a Binding from your hand to a valid **Unit in your Safe Zone**.
- **PASS**
  - Pass functions identically to the Combat Phase
  - Passing does not prevent later actions unless all players Pass in succession

Restrictions

During the Regroup Phase:

- **No card abilities** may be used

New Round

After **all players have passed** during the **Regroup Phase**, the current Round ends.

A **new Round** then begins, starting again with the **Resource Phase**.



End of the Game and the Winner

The game ends immediately when any of the following conditions are met.

Exception

If the game-ending condition is reached during the **Harvest Phase**, fully resolve the Harvest Phase before determining the winner.

Quintessence Victory

A player wins the game if they have harvested **13 or more Quintessence**.

If **both players** reach 13 or more **Quintessence** at the same time:

- The player with **more Quintessence** wins.
- If Quintessence are equal, the player with **more remaining Willpower** wins.
- If both Quintessence and Willpower are equal, the game ends in a **True Tie**.

Willpower Defeat

A player immediately loses the game if their **Willpower is reduced to 0** or below.

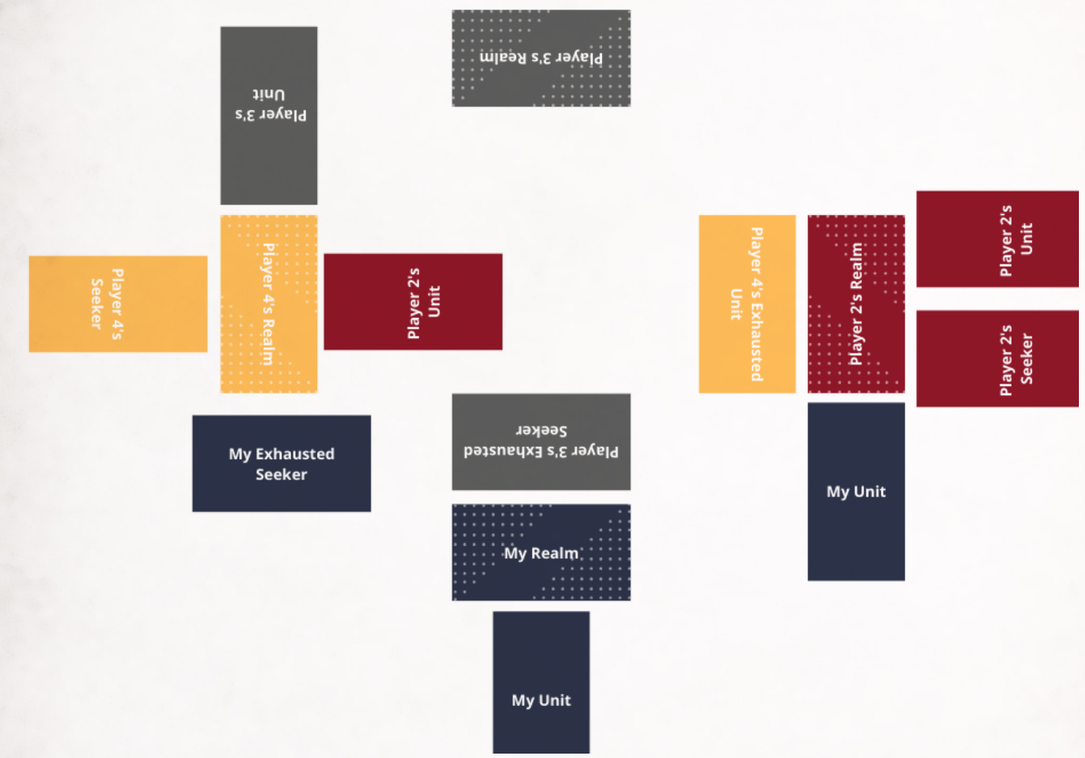
If **both players' Willpower** is reduced to 0 or below simultaneously:

- The player with **more Quintessence** wins.
- If Quintessence totals are equal, the game ends in a **True Tie**.

Desperate Measures - Free for all

Desperate Measures is a multiplayer game mode for **three or five players**.

All core rules apply unless modified below.



Setup & Positioning

Each player places their cards in front of them as in Seeker's Duel.

When a player Moves a Unit or Seeker to a Realm that is not their own, they position that card around the Realm **in the same orientation** used for their own Realm.

This ensures that card ownership and facing remain clear at all times.

There is **no Neutral Realm** in Desperate Measures.

Turn Order & Initiative

Determining the First Player

After all players reveal their chosen Realms during the **Realm Phase**:

- Compare **Initiative values**
- The player with the **highest Initiative** chooses who will act first
- Players then take Turns in **clockwise order**

TIE

If two or more players are tied for highest Initiative, resolve the tie using a **random method** agreed upon by the players.

Combat Phase Start

- The **first player who is Prepared** during the Preparation Phase starts the **Combat Phase**
- Players then take Turns in **clockwise order**

Movement Restrictions

In Desperate Measures:

- Units and Seekers may **only Move to Nearby Realms**
- For example in a **four-player game**, this means:
  - Each player has one **Faraway Realm** that cannot be reached by just one Movement.

Ranged Attacks

- Ranged Attacks may **only target Units or Seekers in Nearby Realms**
- In a **four-player game**, each player will have:
  - One **Faraway Realm** that cannot be targeted by Ranged Attacks

Elimination

When a player's **Willpower is reduced to 0**, that player is **immediately eliminated** from the game.

- Their **Seeker, Units, and Bindings** are placed into their Chronicle
- Their claimed Realms remain among their claimed Quintessence pool, untouched.

Winning in Free-for-All

Victory conditions are determined in **the same way as Seeker's Duel.**

Tournament Scoring for FFA

In FFA Tournament play, players score points as follows:

1st Place - 100 Points +
(1 point per Quintessence collected) +
(1 point per remaining Willpower) +

2nd Place - 60 Points +
(1 point per Quintessence collected) +
(1 point per remaining Willpower) +

3rd Place - 20 Points
(1 point per Quintessence collected) +
(1 point per remaining Willpower) +



Arvelys of Glade's Peace

Icon Definitions

- Arkhé
- Willpower
- Seeker
- Unit
- Feat
- Binding
- Quintessence
- Slow
- Fast
- Reaction
- Soul
- Melee
- Ranged
- Health
- Shield
- Card

Trait Definitions

Most of the Traits do not have any effective meaning, only if other cards mention them for restrictions or bonuses.

Traits with extra meaning:

UNIQUE

You can field only 1 copy of this Unit at the same time.

TOKEN

These cards are not included into your Main Deck.

STATUS

These cards are not included into your Main Deck and represent a status which if a Unit gets, you need to attach it to them, like Premonition or Fading.

Keyword Ability Definitions

ABILITY ACCUMULATION

If a Unit already has a numbered Keyword Ability and gains another instance of the same Ability, the two combine and the number increases accordingly.

For example, a Unit with Reaping 1 that gains another Reaping 1 will have Reaping 2.

AMBUSH

A Unit with Ambush can be Invoked during Combat.

CASK

When a bound Unit is extracted, the Binding with Cask can be extracted with it providing +1 Quintessence.



CHEAT DEATH

When a Unit with Cheat Death would die: It may be exhausted to remain alive on 1 Health.

COLLECTOR [X]

While extracted, a Unit with Collector provides +X Quintessence.

EVASION

Shielding with Cards against Melee Attacks gives the Unit with Evasion double Block.

LETHAL

When an Attack has Lethal, every Wound inflicted by that Attack is doubled.

METAMORPHOSIS

When invoking a Unit with Metamorphosis in Preparation or in Regroup Phase, you need to pay its Arkhé cost and suffer -Willpower equal to its Arkhé cost.

Alternatively you may invoke a Unit with Metamorphosis during the Combat Phase. To do this, you need to pay its Arkhé cost and then kill one of your own Units in play and replace it on the same Realm with the invoked Unit with Metamorphosis.

OATH

When another allied Seeker / Unit is dealt Damage on the Realm of a Unit with Oath, redirect that Damage to the Unit with Oath. An Oath can trigger only once per Turn, but when available it must trigger.

PENITENT [X]

Shielding a Unit with Penitent [X] with Cards, it will cost an extra -X Willpower per Card used.

PARAGON

When a Unit with Paragon would be killed by Metamorphosis, it is extracted instead.

SEVERED

A Unit with Severed can't Assist.

STEALTH

Shielding with Cards against Ranged Attacks gives the Unit with Stealth double Block.

REAPING [X]

When an Attack has Reaping[X], it deals [X] Damage to all enemy Units on the Defender's Realm, other than the Defender itself.

Any bonus or penalty to the Attack Value of the Unit performing this Attack does not apply to the Reaping Damage.

Each individual Damage instance dealt by Reaping can be Amplified separately.

Gameplay Definitions

ABILITY (SLOW ⧗ HOURGLASS)

- Count as a Main Action
- Can be performed only in the Player's Turn.
- A player may perform only one Main Action per Turn
- Slow Abilities become Locked for the Round after performed.

ABILITY (FAST ↯ LIGHTNING)

- Count as a Minor Action
- Can be performed only in the Player's Turn.
- A player may perform any number of Minor Actions per Turn
- The same Minor Action cannot be performed more than once per Turn
- Fast Abilities become Locked for the Round after performed.

ABILITY (REACTION ↩ BACKWARD ARROW)

- Count as a Minor Action
- Can be performed only in the Player's Turn.
- A player may perform any number of Minor Actions per Turn
- The same Minor Action cannot be performed more than once per Turn
- Reaction Abilities become Locked for the Round after performed.

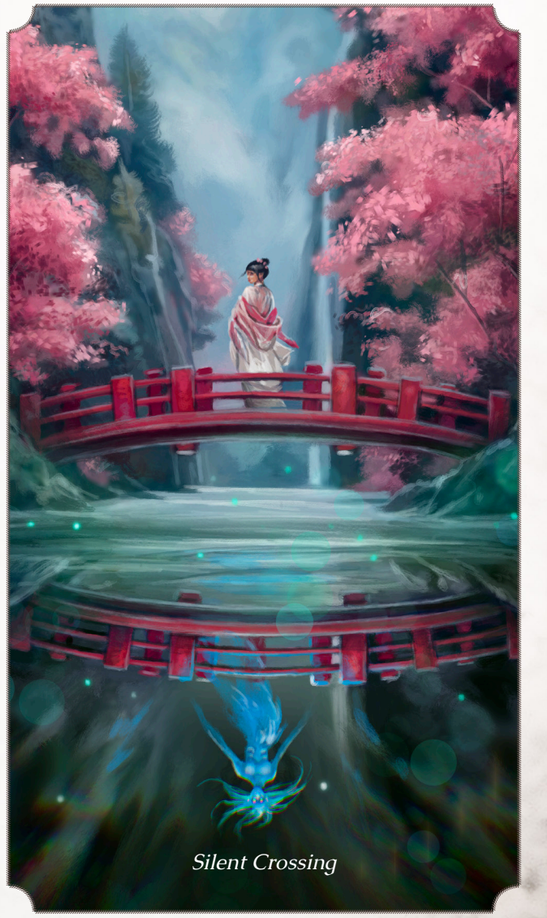
BLOCK

- The Block value is shown in the top-right orb on Feat and Binding cards.
- Block is generated through Shielding
- All Block values used for the same damage instance are added together
- Block reduces incoming Damage
- Damage may be reduced to a minimum of 0
- The Block provided by Shielding always lasts until the end of the current player Turn.

BOUND

A card is Bound when it is attached to another card.

- Bindings remain attached until removed by rules or effects
- When a Unit dies, all Bindings attached to it are placed into their owner's Chronicle, unless stated otherwise.
- Seekers retain all attached Bindings between Rounds.



Silent Crossing

CHRONICLE

A player's discard pile.

- All dead Units
- All used, played, discarded, destroyed, or otherwise removed Feats
- All removed Bindings and other cards, unless stated otherwise

CRITICALLY WOUNDED

A Unit is Critically Wounded if it has fewer than half its maximum Health remaining. Critically Wounded Units cannot be Extracted and will Die at the end of the Harvest Phase.

When determining this threshold, any Bindings attached to the Unit are considered part of it. If a Binding grants bonus Health, that Health is included in the calculation.

DAMAGE

Damage represents potential harm and is blockable.

- Damage is reduced by Block
- After Shielding, remaining Damage is converted into Wounds
- For example, if an effect halves a Damage value of 5, the resulting Damage is 3.

DISCARD [X]

Put X cards from your hand into your Chronicle.

DRAW [X]

Draw X cards from your Main Deck.

EXHAUST

To Exhaust a card, turn it sideways to indicate it has been used.

- Cards are Exhausted when they Act
- Cards may also be Exhausted by other effects

HALVING

When a value is halved, divide it by two and round the result up.

INNATE:

A card is considered Innate if it belongs to your main faction, as determined by your Seeker.

- Playing a non-Innate card costs 1 Willpower.
- The following actions do not cost Willpower, even if the card is non-Innate:
  - Discarding the card
  - Using the card for Amplification
  - Using the card for Shielding

Some effects allow non-Innate cards to be treated as Innate. These effects require specific setup and are described on the relevant cards.

IN GROUP

A Unit is In Group if there are other friendly Unit on its Realm.

INVOKE

To Invoke a card is to play it from your hand by paying its Arkhé cost.

LOCK

When a Slow, Fast, or Reaction Ability is used, it becomes Locked for the remainder of that Round.

MANIFEST

To Manifest a card is to play it without paying its cost.

- This is most commonly used for Token cards

PASS (Combat & Regroup Phase)

A player may Pass during the Combat & Regroup Phase if they choose not to perform an Action on their Turn.

- Passing does not prevent acting on later Turns
- The Combat Phase ends when:
  - one player Passes, and
  - all other players Pass consecutively

PREPARED (Preparation Phase)

A player is Prepared during the Preparation Phase if they choose not to perform an Action.

- Once a player is Prepared, they may take no further actions during this Phase
- The first player to become Prepared becomes the starting player for the Combat Phase
- A player may only become Prepared if their Seeker is on a Realm

READY

To ready a Unit or Seeker, turn it upright to indicate it can Act again this Round.

REFRESH

To refresh an Arkhé, turn it upright to indicate it can be used again.

REVERSE

Return a Unit to its owner's hand, then refresh Arkhé equal to that Unit's cost.

ROUND

A Round consists of all Phases resolved in the following order:

Resource — Realm — Preparation — Combat — Harvest — Regroup

SEEK [X] FOR Y CARD(S)

Look at the top X cards of your Main Deck.

- Choose Y of them and draw those cards
- Place the remaining cards on the bottom of your Main Deck in any order
- *(They are not placed into the Chronicle.)*



Shard of Jealousy

SEPARATED

A Unit is Separated if there are no other friendly Unit on its Realm.

SHIELDING

Shielding allows players to give Block to Units and Seekers, thus protecting them.

- Pay the Arkhé cost of Feat and/or Binding cards
- Use their Block value instead of resolving their primary effect
- Any number of cards may be used for Shielding
- Block values are added together
- The Block provided by Shielding always lasts until the end of the current player Turn.

UNLOCK

When an Ability is Unlocked, it can be used once more that Round before becoming Locked again. Unlocking is not automatic, it is triggered by specific Feats, Units, or other Abilities.

TURN

A Turn is a player's opportunity to act during a Phase that allows Turns.

A player may perform:

1. 1 Slow Action
2. Any number of Fast Actions
3. Any number of Reaction Actions, when triggered

Actions may be taken in any order, unless restricted by rules

WOUND

A Wound represents actual harm.

- Wounds are not blockable
- Wounds are applied after Damage is resolved
- When a Seeker would suffer any number of Wounds, its controller instead loses exactly 1 Willpower, but the Seeker still counts as having suffered Wounds for effect purpose.

A NOTE TO REVIEWERS

This beta version is meant to show the core experience of Arkhtide: its tactical combat, faction identity, world atmosphere, and long-term vision.

We especially welcome feedback on clarity, rule flow, game pacing, visual readability, faction feel, and the emotional impact of the world.

REVIEWER BETA COPY

This book is part of the Arkhtide Beta Box created for preview, review, feedback, and playtesting purposes.

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Arkhtide

Reviewer Beta Edition, 2026

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