



Chronicles of Arcane™

Trading Card Game

RULEBOOK

February 2024

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WELCOME

Welcome to Chronicles of Arcane, a thrilling trading card game set in a mystical world of arcane magic and ancient powers! In Chronicles of Arcane, players can unleash their inner sorcerer and invoke powerful creatures, cast spells, and harness the Essences to outsmart their opponents and become the ultimate arcane master.

This rulebook covers the basics of playing Chronicles of Arcane TCG as well as advanced rules. Capitalized words are defined/explained further in the Glossary at the end of the rulebook. Now, embrace the Essences and let the Chronicles of Arcane unfold!

HOW TO WIN

To win the game of Chronicles of Arcane, reduce the Life of your opponent Player(s) to 0 before they reduce your Life to 0.



THE ESSENCES

There are 5 Essence types in Chronicles of Arcane. Each type has its own play style, so find the ones that fit you best!

Earth - Earth Essence cards use their slow and consistent style to overwhelm opponents. Powerful beasts, Druids, Wood Elves, Rock Golems.

Fire - Fire Essence cards wield the fast and dangerous force of flame. Fire Dragons, Pyromancers, Fire Elementals.

Water - Water Essence cards like the tide, are methodical, planning for the right time to strike. Sea Creatures, Merfolk, Ice Mages, Frost Dragons.

Air - Air Essence cards harness the versatility of the wind. Sky Beasts, Cloudwalkers, Djinn.

Void - Void Essence cards manipulate themselves and their foes with dark energy, willing to self-sacrifice to ensure victory. Necromancers, Revenants, Vampires, Void Beasts.

EARTH



FIRE



WATER



AIR

Cloudwalker Mage  2



TRIBE - CLOUDWALKERS 6 PER DECK

Windweave - Once per turn, you may pay 1 Air Essence to give a creature that you control with Aerial +1/+1 until end of turn.

1 She dances on the wind, weaving spells and inspiring her people to greatness. 2

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VOID

Shadowcaster  4



TRIBE - NECROMANCERS 2 PER DECK

Shadowball - When Shadowcaster attacks a creature, flip a coin. If heads, exhaust that creature until the end of its owner's next turn.

Shadow Shield - Exhaust Shadowcaster and pay 3 Void Essence. Target creature cannot be targeted by attacks until the end of your next turn.

3 The Shadowcaster draws upon the very fabric of the Void, bending it to their will to achieve their dark desires. 3

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NEUTRAL

There are also Neutral Essence cards that don't belong to a specific Essence type. These cards work in any kind of deck and offer a variety of different uses.



CARD TYPES

There are 7 different types of cards in Chronicles of Arcane TCG:

ESSENCES:

Essences are cards that can be Exhausted to generate 1 Essence of its Essence type. Essences are used to pay the cost of Invoking (playing) other cards (Creatures, Spells, etc.) or certain Abilities. Only 1 Essence card may be played per turn. When an Essence is Destroyed, it goes into its owner's Sanctum (unless stated otherwise).

CREATURES:

The foundation of a Chronicles of Arcane deck, Creatures are the beasts, warriors, mages, dragons, etc. that you can play to the Battlefield to battle your opponents. All creatures have a given starting Attack Power (AP) and Hit Points (HP), and they may have Traits and Abilities. Creatures are able to declare Attacks on their owner's turn and declare as Blockers when friendly cards or their controller is attacked. When a creature is destroyed, it goes into its owner's Sanctum (unless stated otherwise).

SPELLS:

Spells are (generally) one-time use cards that perform an Action/Ability and then are sent to their owner's Sanctum after being Resolved.

ARTIFACTS:

Artifact cards give their owner a benefit when placed in the Battlefield. Artifacts can provide various utilities or alter the conditions of the Battlefield in some way. Artifacts have HP and can be targeted by attacks, but they have 0 Attack Power and cannot declare attacks or defend themselves. When an Artifact is destroyed, it goes into its owner's Sanctum (unless stated otherwise).

ANCIENTS:

Ancients are powerful, legendary beings or entities that exist in Chronicles of Arcane. Ancient cards possess unique abilities that support your deck. They operate similarly to creature cards, but they cannot be declared as a blocker and cannot attack (unless otherwise stated). Each player may only control and have ONE (1) Ancient in play. Ancients start in the Battlefield and remain active throughout the course of the game. Your Ancient is considered +1 to your deck, and you may only have 1.

DOMAINS:

Domains are influential locations or realms within the Chronicles of Arcane. Domain cards give specific Battlefield advantages and/or conditions that affect all players in the game. When a Domain card becomes the target of an attack, ability, or spell that would deal damage, 1 Banish Counter is added to it. When a Domain has 5 or more Banish Counters, it is destroyed, and its owner must send it to the Abyss. When another Domain enters the Battlefield place it beneath the current, active one. When the current Domain leaves the Battlefield, the one directly below it becomes active. Any player may target Domains with attacks, abilities, or spells.

TOKENS:

Tokens are temporary cards within the Chronicles of Arcane that may represent creatures or artifacts. Tokens are removed from the game when they would be sent to the Sanctum or Abyss. Tokens may have abilities or effect text and enter the Battlefield exhausted. Tokens may be represented by proxies as long as all players understand their representation (playing cards, dice, coins, art cards, upside-down Chronicles of Arcane cards, etc.)

PARTS OF A CARD



THE BATTLEFIELD

In Chronicles of Arcane TCG, each player has their own set of Zones, mirroring each other. The Battlefield is divided into the following zones:

The Battlefield - The Battlefield is the primary zone where players place their creatures, artifacts, and other cards that remain in the Battlefield (Perpetual cards) until specific conditions or effects remove them from play. Creatures in the Battlefield can attack, block, move, and/or use their abilities to interact with the game state. When a perpetual card is invoked, it must be played to your Front or Back Row (see Battlefield Positioning section for more details about sub-zones).

The Deck - The Deck is where players keep their deck of Chronicles of Arcane cards. Decks have a minimum of 40 cards and no maximum, in addition to one (1) Ancient.

The Sanctum - The Sanctum is the resting place of souls before their eternal resting place in the Abyss. It is the discard pile for when cards leave the Battlefield.

The Abyss - The Abyss is where cards are placed when permanently removed from the game. Cards here are typically out of play and cannot be accessed or retrieved.

BATTLEFIELD POSITIONING

The Battlefield Zone is split into six sub-zones: Front Row, Back Row, Ancients, Essences, Domains, and the Resolution Zone.

Front Row - The Front Row sub-zone is located at the top of your Battlefield. Perpetuals placed in the Front Row provide cover or protection to the perpetual positioned *immediately behind them* in the Back Row. When an opposing player wishes to target a perpetual in the Back Row with an attack or ability, they must first target and deal with the perpetual immediately in front of it in the Front Row. The Front Row has six (6) positions for perpetual cards.

Back Row - The Back Row sub-zone is located under the Front Row sub-zone. Only perpetuals may be played to the Back Row. Perpetuals in the Back Row have certain limitations on their actions. Typically, they cannot attack unless there is no perpetual directly in front of them or unless they possess a specific trait like Reach that allows them to attack from the Back Row. Likewise, Back Row perpetuals may be targeted by creatures with the Reach trait and by spells. The Back Row has six (6) positions for perpetual cards.

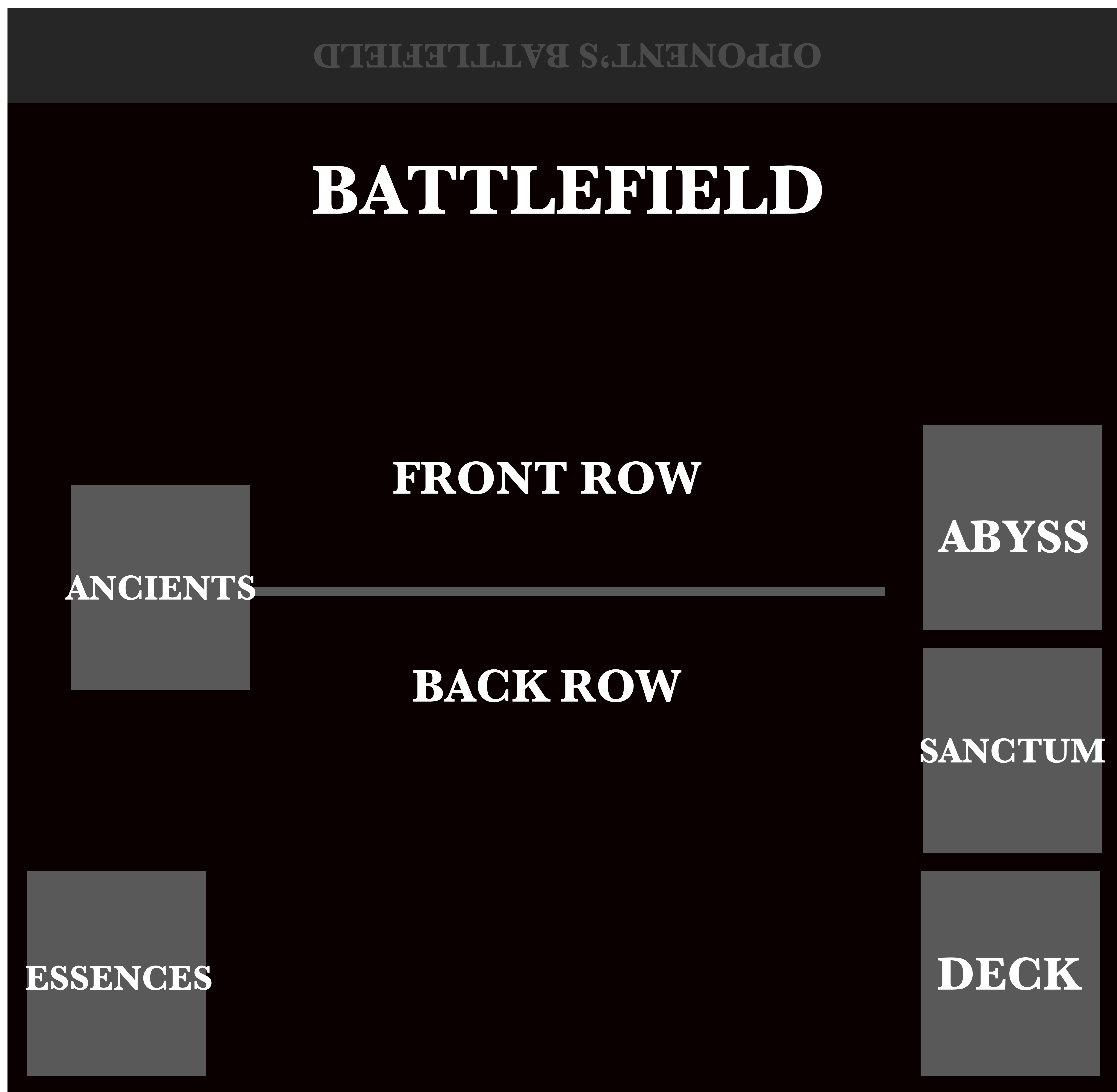
Ancients - The Ancients sub-zone is located at the left of your Battlefield. It sits next to your Front and Back Row. Ancients cards are placed here at the start of the game and remain in the Battlefield through the game. Each player may only have one Ancient card in their deck.

Essences - The Essences sub-zone is located at the bottom left of your Battlefield. Essence cards are played here and may be stacked to conserve space in the Battlefield. Essence cards have no assigned HP and are therefore not targetable. Only in certain circumstances (ie. Abilities) may Essence cards be removed from the Battlefield.

Domains - The Domains sub-zone is located in the center of all players and is where Domain cards are placed when invoked. If there is already a Domain card in the sub-zone, place new Domains underneath it in first in, first out priority.

Resolution Zone - The Resolution Zone is between all players' Front Rows and is where cards go when they have effects that last longer than their immediate invocation. Once a card in the Resolution Zone is resolved, it goes to the Sanctum (unless stated otherwise).

THE BATTLEFIELD



SET-UP

1. All players set their starting Life. In a 1v1 game, players start with 25 Life. In 3+ player games, players start with 30 Life.
2. All players roll a dice. The player that rolls the highest number goes first. Play progresses in clockwise order from the first player's position.
3. Each player shuffles their deck and draws 7 cards from the top.
4. Players may optionally Mulligan (as explained below)
5. The first player starts the game. They do not draw on their first turn.

MULLIGANS

A player can Mulligan as many times as they want in this fashion:

1. Return your hand to your deck. Shuffle it.
2. Draw 7 cards.
3. Return X cards to your deck, where X is your number of Mulligans.

PARTS OF A TURN

Each player's turn consists of 4 main phases. Phases must be completed in order:

1. Start of Turn (in order):

- A) Draw a card. (The player that starts the game does not draw on their first turn.)
- B) Unexhaust cards you control in the Battlefield (unless stated otherwise).

2. Action Phase - Do any of the following actions (in any order):

- A) Place an Essence card from your hand onto the Battlefield (only once per turn).
- B) Place creatures, artifacts, or other perpetual cards from your hand onto the Battlefield. You can do this as many times as you like given that you have enough generated Essence to pay the costs of each card. They enter exhausted.
- C) Invoke spells from your hand. You can do this as many times as you like given that you have enough generated Essence to pay the costs of each spell.
- D) Activate abilities on your creature, artifacts, or other perpetual cards. If there is an associated cost for an ability, you must be able to pay it.

- E) Exhaust a creature you control to move it directly Adjacent or In-line.

3. Combat (optional, in order):

- A) Declare attackers: choose which creatures/perpetuals you control that will be attacking, exhaust them, and choose targets of their attack.
- B) Opponent declares blockers: The defending player may choose which creatures, if any, they want to use to block your attacking creatures.
- C) Combat damage: damage is assigned and dealt between attacking and blocking creatures/perpetuals at the same time.
- D) When a player is targeted for an attack, and they defend with a creature(s) they control, any extra damage the creature(s) cannot block will roll over to the player.
- E) All combat must take place during the combat phase, however attacks should be declared individually. After each attack, the opponent(s) have an opportunity to respond with defenders, traps, or other card effects.

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4. End of Turn / End Phase (in order):

- A) Any affects/conditions that state “end of turn” occur now, whether they begin or end.
- B) Unexhausted Essence remains available during your opponent’s turn(s). Generated Essence is lost.
- C) Active player announces the end of their turn, play passes clockwise to the next player.

SPELL/ABILITY RESOLUTION

In the event that multiple spells or abilities are played in response to each other, spells/abilities resolve in first in, last out order.

For example, if player 1 targets an opponent’s creature with “Storm Surge” (“Deal 3 damage to target creature or player”) player 2 might play the “Dispel Magic” spell card (“Counter target spell”). In this case, since “Dispel Magic” was the last spell played, “Storm Surge” is successfully countered and does not resolve.

Now, consider the same scenario, but player 1 then counters the “Dispel Magic” spell with a “Dispel Magic” spell of their own. In this case, the order played

(cont.)

was player1 - Storm Surge → player2 - Dispel Magic → player1 - Dispel Magic. Since resolution order is first in, last out, player 1’s “Dispel Magic” counters player 2’s “Dispel Magic”, and player 1’s “Storm Surge” successfully deals 3 damage to its target.

COMBAT EXAMPLES

Example 1, How Damage is Applied (Figure 1):

Player A chooses to use Stormwing Falcon to attack Player B’s Skeletal Pummeler. Stormwing Falcon reduces Skeletal Pummeler’s HP by 1 (Stormwing Falcon’s Attack Power). Simultaneously, Skeletal Pummeler reduces Stormwing Falcon’s HP by 3 (Skeletal Pummeler’s Attack Power). After the combat, Stormwing Falcon is sent to the Sanctum due to its HP being reduced to zero. Skeletal Pummeler remains on the Battlefield with 3/2 (Attack power and HP respectively).

(Figure 1, page 23/24)

Figure 1



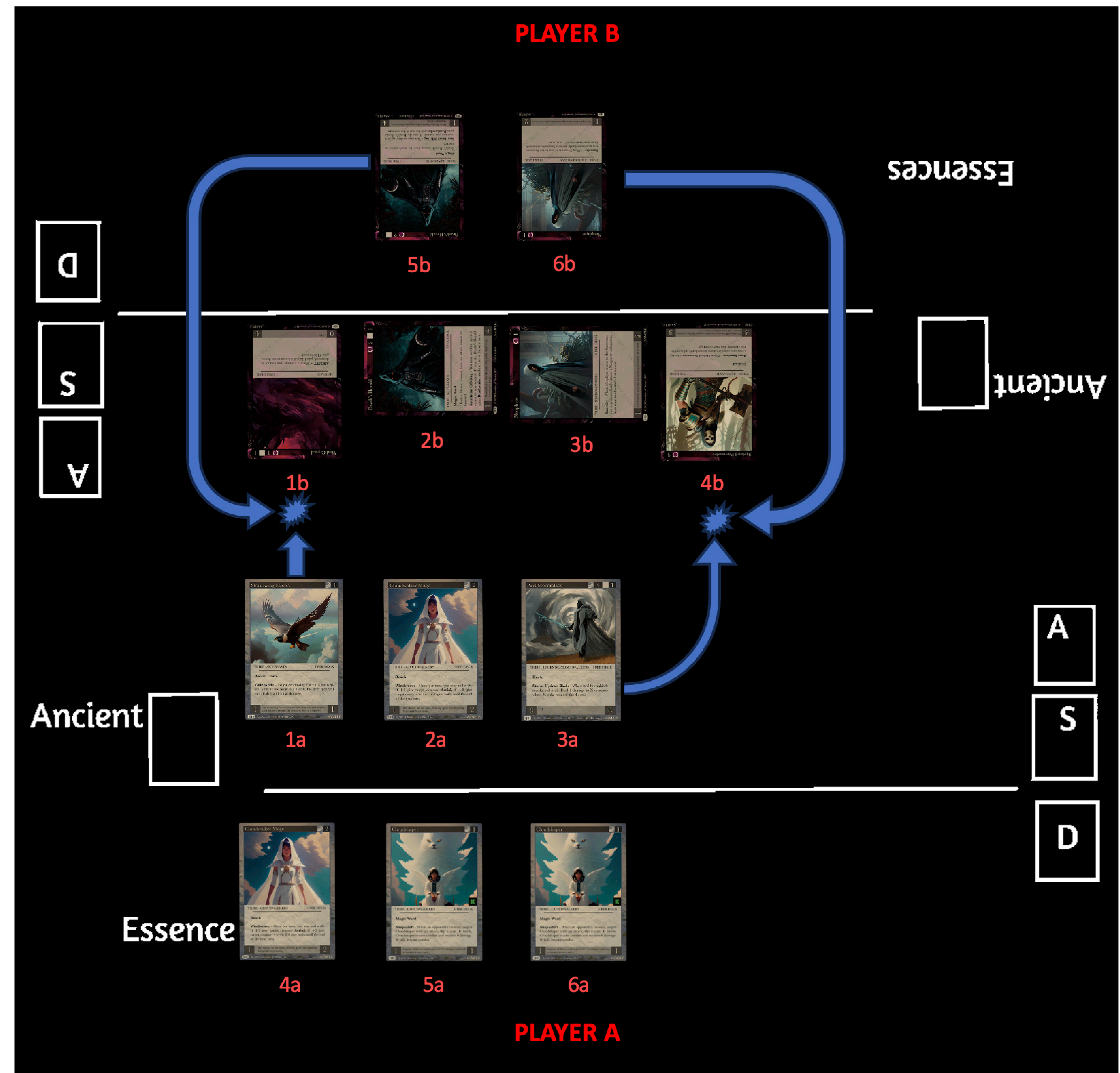
Example 2, Blockers (Figure 2): Player A chooses to use Stormwing Falcon (1a) to attack Player B's Void Crystal (1b). This time Player B decides to choose a blocker (must be a creature). Player B can block with any awakened creature on the Battlefield regardless of position. In this case he can either choose to block with either Card 4b, 5b, 6b or a combination of them. Card 2b and 3b cannot block because they are exhausted. Lets say Death's Herald (5b) is chosen as the blocker. Combat between Stormwing Falcon and Death's Herald takes place as in the above example and Stormwing Falcon is sent to the Sanctum. Death's Herald's new stats become 1/3.

More powerful attacker: Next, Player A chooses to use Avel Stormblade (3a) to attack Skeletal Pummeler (4b). Player B chooses to defend with Neophyte (6b). Neophyte will absorb all damage from Avel Stormblade and no damage will be applied to Skeletal Pummeler, despite Neophyte having only 2 HP to Avel Stormblade's 3 Attack Power. Neophyte is sent to the Sanctum and Avel Stormblade's new stats become 3/5.

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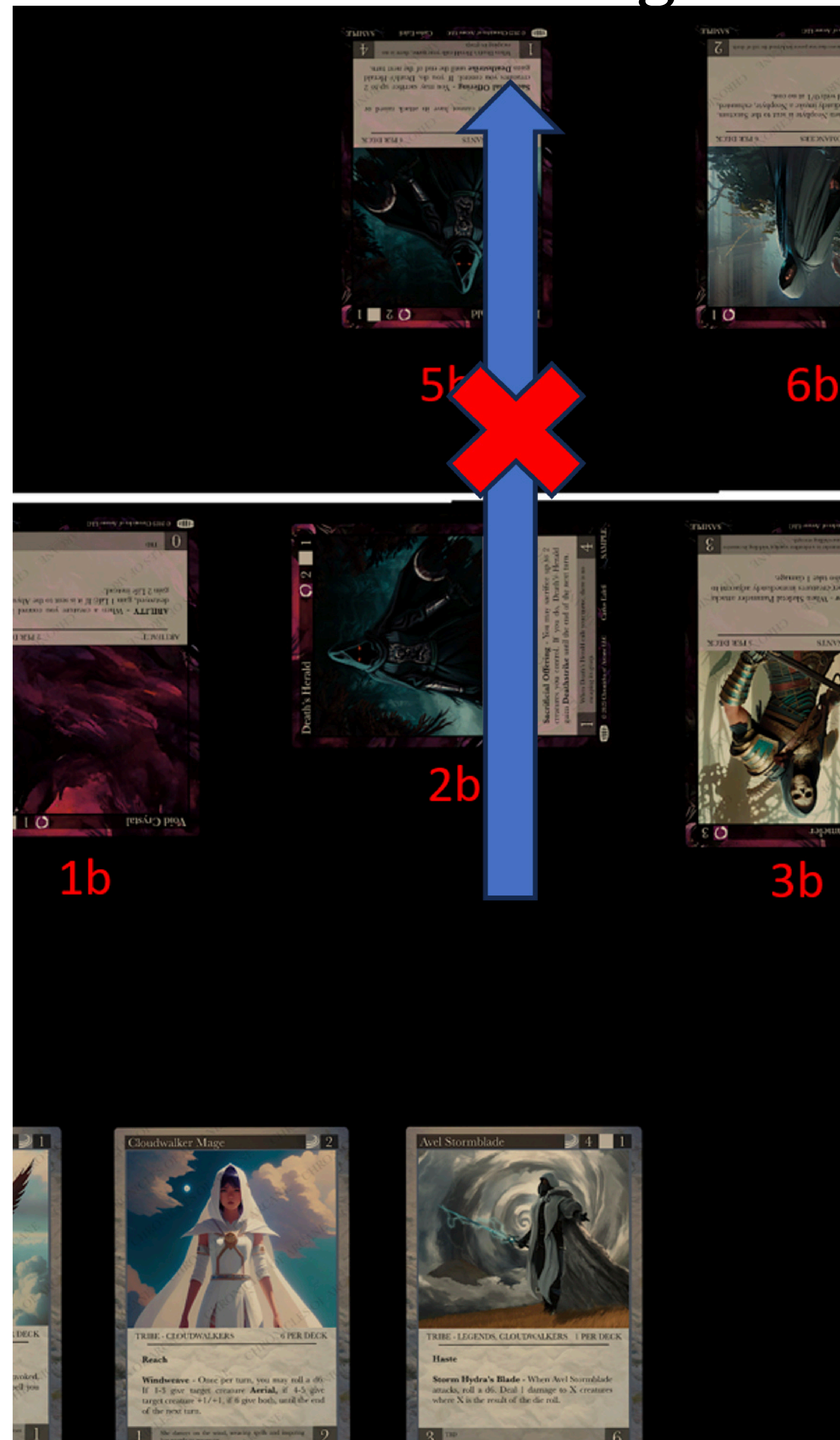
Blocking a player: Next Turn, Player A chooses Avel Stormblade (3a) to target Player B. Player B chooses Neophyte (6b) to block with. Combat takes place. Avel Stormblade's new stats are 3/5. Neophyte is sent to the Sanctum and Player B loses 1 Life.

Figure 2



Example 3, Invalid Attack (Figure 3): Player A wants to use Avel Stormblade (3a) to attack Death's Herald (5b). This is an invalid attack because another Death's Herald (2b) is in-line with 5b obstructing the path (even though it is exhausted). The 2b Death's Herald must be moved or destroyed before the 5b Death's Herald may be attacked (unless otherwise stated, see example 4).

Figure 3



Example 4, Aerial and Pass through (Figure 4): Player B chooses Skeletal Pummeler (4b) to attack Player A's Cloudwalker Mage (4a). Because Stormwing Falcon (1a) has the **Aerial** Trait, he can be "Passed Through" and this is a valid attack. However, Player A may still choose Stormwing Falcon (or any other awakened creature) as a blocker if they would like.

Figure 4

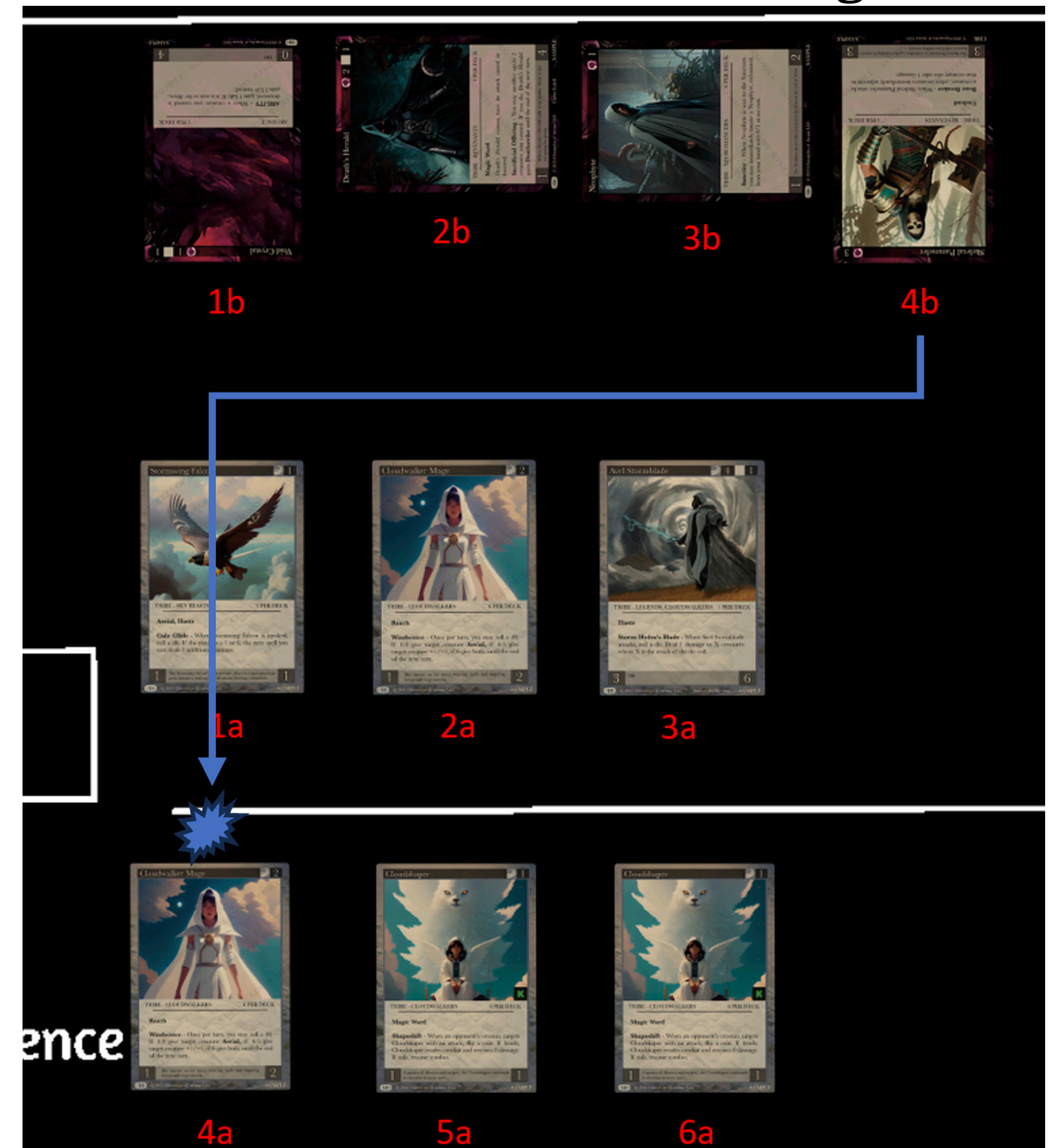


Figure 5

Example 5, Resolution of Abilities (Figure 5):

Player A attacks Player B with Darkeyed Dreadmaw (1a). Player B defends with Earthscale Iguana (2b). Earthscale Iguana’s ability **Earthscale Defense**, takes into effect immediately (before any damage is applied). Earthscale Iguana’s stats are now 1/3. Now the attack is resolved. Darkeyed Dreadmaw’s new stats at 2/1 and Earthscale Iguana’s at 1/1.

Important: At the end of Player B’s next turn (when the Earthscale Defense is removed) Earthscale Iguana *will not* lose his last HP. Any additional counters on a Perpetual go on top of the original stats and get affected first.

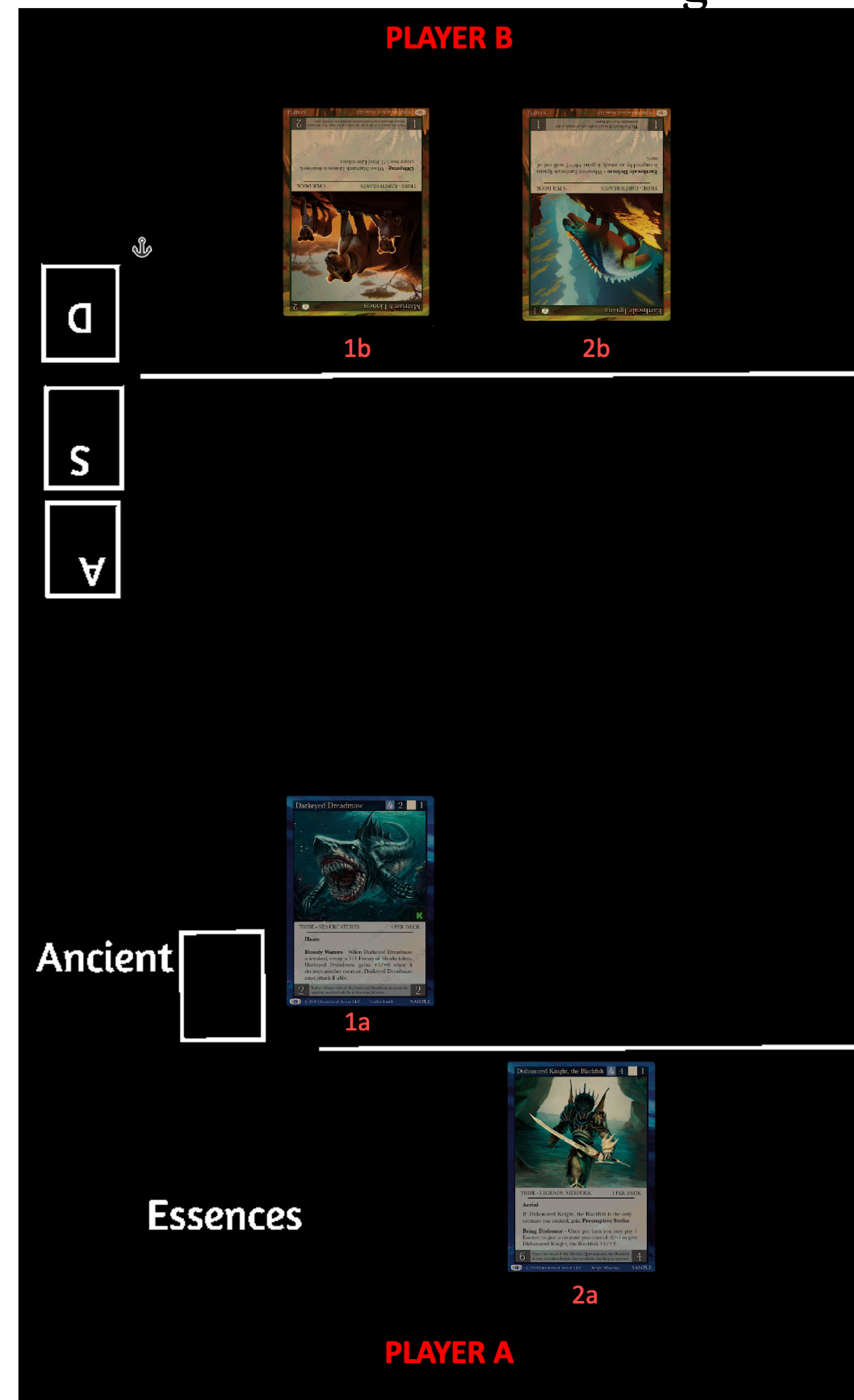


Figure 5

Example 6 (Figure 5): Player A attacks Player B with Dishonored Knight, the Blackfish (2a). Player B defends with both Matriarch Lioness (1b) and Earthscale Iguana (2b). Player B must decide which creature they want to defend with first. They chose Matriarch Lioness. Matriarch Lioness is destroyed and sent to the Sanctum. *Before* combat between the Blackfish and Earthscale Iguana is resolved, the Offspring ability is activated and two 1/1 Feral Lion tokens are created. The Blackfish also loses 1 HP and becomes 6/3 but only has 4 Attack power left to use on Earthscale Iguana. The end result of this combat would be: Matriarch Lioness goes to the Sanctum; two 1/1 Feral Lion tokens are created; Earthscale Iguana goes to the Sanctum; 1 Life is lost by player B; and the Blackfish stats become 6/2.



TRAITS

A Trait is a characteristic or special quality that a creature can possess. Traits can provide unique abilities, interactions, or restrictions that shape gameplay.

Aerial - Creatures with Aerial can only be targeted for attack by other Aerial creatures or creatures with the Reach trait. Additionally, creatures without Reach or Aerial cannot block an attack on an Aerial creature. Creatures with Aerial can be blocked by any creature if a player is the target. Creatures with Aerial can be passed through if they occupy the Front Row of the Battlefield. A creature with Aerial that is exhausted does not automatically block or prohibit an attacker from targeting the Back Row.

Deathstrike - When a creature with Deathstrike deals combat damage to another creature, whether through attacking or blocking, the damaged creature is destroyed and sent to its owner's Sanctum. The controlling player of Deathstrike loses Life equal to the difference in HP between your creature and the target. Deathstrike does not affect non-creature perpetuals.

Formidable - Creatures with Formidable can only be blocked by two or more creatures.

Generator - A creature with Generator creates one 'floating' Essence of its card type at the beginning of its controller's turn. This 'floating' Essence is lost at the end of the turn.

Haste - A creature with Haste is able to attack and/or use abilities on the turn it enters the Battlefield. It is not affected by exhaustion when invoked.

Lifedrain - When a creature with Life Drain deals combat damage to another creature, whether through attacking or blocking, its owner gains Life equal to the damage dealt.

Magic Ward - Creatures with Magic Ward cannot be *directly* targeted by spells. For example, if you invoke a spell that deals 3 damage to a creature, you cannot directly target a creature with Magic Ward, but if you invoke a spell that deals 5 damage to ALL creatures on the Battlefield, the creature with Magic Ward will take the 5 damage.

Persistence - A creature with Persistence does not become exhausted when it attacks. (It can only attack once per turn).

Preemptive Strike - A creature with Preemptive Strike always deals damage first, whether it is attacking or blocking. If both creatures in combat have Preemptive Strike, both controllers roll a D6 to see who attacks first (highest roll).

Reach - A creature with Reach is able to target creatures with Aerial and creatures in the Back Row of the Battlefield.

Stealth - A creature with Stealth cannot be targeted by attacks, abilities, or spells. Stealth is lost after the first time that creature attacks, blocks, or uses an ability. A creature with Stealth active does not automatically block or prohibit an attacker from targeting a perpetual in the Back Row directly behind it.

Taunt - Creatures with Taunt must be the target of attacks. Creatures with Taunt must be played to the Front Row and cannot be moved to the Back Row.

Trap - Cards with Trap can be played at any time. When they are played, their cost in Essence must be paid immediately before any effects resolve. Creatures invoked as Trap cards during an opposing player's turn may immediately block.

Unblockable - Creatures with Unblockable cannot be blocked when they declare an attack.

Undead - Creatures with Undead take damage from healing effects instead of healing from them. Additionally, they are not affected by Deathstrike.

GLOSSARY

Ability: A special attribute or action that a card possesses, allowing it to have unique effects or abilities beyond its basic characteristics.

The Abyss: A specific zone in the game where cards are placed after being permanently removed from play. Cards in the Abyss are typically inaccessible for the remainder of the game.

Adjacent: A card that is “Adjacent” to another card is physically next to it in the same row. For example, if you have three creatures in the Front Row, the creature positioned in the middle is considered Adjacent to both of the other creatures. Similar to In-Line (page 40), but horizontally instead of vertically.

Ancient: A card type representing powerful and legendary entities in the game. Ancients often have significant effects or abilities that can greatly impact the course of the game. They start the game in play.

Artifact: A type of card that represents magical objects, relics, or artifacts. Artifacts often provide additional abilities or effects when they are on the Battlefield.

Attack/Attacker: The action of a creature engaging in combat with another creature or a player, attempting to deal damage.

Attack Power (AP): The numerical value representing the strength of a creature's attack. It determines the amount of damage a creature can potentially deal during combat.

Banish Counter: A marker or token used to indicate that a card is set for banishment to the Abyss. Cards with 5 banish counters are sent to the Abyss (see Domains, page 12).

Battlefield: The area of the game where cards are played and interact with each other. It is where creatures, artifacts, and other permanents are placed and where battles take place.

Block/Blocker: The action of a creature intercepting an attacking creature's attack, engaging in combat and

(cont.)

potentially preventing or mitigating damage.

Card: A playing card that represents a specific element, such as creatures, spells, artifacts, or other permanents. Cards are the primary units of gameplay in Chronicles of Arcane.

Creature: A type of card representing living beings, monsters, or entities that engage in combat and possess various abilities and characteristics.

Damage: The reduction of a creature's (or other perpetual's) Health Points (HP) due to attacks or other effects. Accumulated damage can lead to a creature being destroyed.

Deck: The collection of cards that a player assembles before the game starts. The deck serves as the player's resource and contains the cards they draw from during the game. A standard deck contains 40 or more cards in addition to one (1) Ancient. If a player runs out of cards in their deck, they must play until they surrender or no longer have any actions to take.

Destroyed: The state of a card being removed from the game due to damage, destruction, or other effects. Destroyed cards are typically placed in the Sanctum unless stated otherwise. Typically used for creatures, artifacts, ancients, and other permanents.

Domain: A card type representing specific locations or realms within the game. Domains provide unique abilities or effects to the entire Battlefield.

Draw: The action of a player drawing one or more cards from their deck to add to their hand.

Effect: The outcome or result of a card's ability, spell, or action. Effects can range from dealing damage, altering game state, or providing various benefits or hindrances.

Essence: The fundamental elemental forces in the game, such as Fire, Water, Earth, Air, and Void. Essences are often associated with specific cards, abilities, and strategies. Essence cards are used to pay the cost of playing other card types.

Exhaust/Exhausted: The state of a card being used or activated, represented by rotating or turning the card sideways. An exhausted card is unable to perform certain actions until it becomes unexhausted.

Hand: The set of cards that a player holds and keeps secret from their opponent. Cards in the hand are potential resources and options for the player to use during their turn.

Health Points (HP): A numerical value assigned to creatures or other perpetuials that represents their current state of health or vitality. HP indicates how much damage a creature can withstand before being destroyed and removed from the Battlefield.

In-line: A card that is “In-Line” with another card is in the same position vertically but in a different row. For example, a creature in the Back Row that is directly behind a creature in the Front Row is considered to be In-Line with it (and vice versa). Similar to Adjacent (page 36), but vertically instead of horizontally.

Invoke/Invoked: The action of playing a card from your hand to the Battlefield. For example, when you play a creature from your hand and it enters the Battlefield, that creature has been “invoked”.

Life: The overall measure of a player's vitality or well-being. It represents the total amount of damage a player can sustain before being defeated and losing the game. Life can be healed above the starting value.

Mulligan: A gameplay mechanic where a player, before the game begins, has the option to shuffle their starting hand back into their deck and draw a new hand of cards. (See Mulligans, page 18.)

Neutral: A term used to describe cards that are not aligned with any specific Essence. Neutral cards can be used by players regardless of their chosen Essence.

Pass/Passed Through: A gameplay mechanic that allows a creature to bypass an opposing creature in the Front Row and directly target a creature in the Back Row with an attack or ability as if it were in the Front Row. This mechanic applies to creatures with the Aerial trait that occupy the Front Row, as they are able to be “Passed Through”.

Perpetual: A card that remains on the Battlefield until specific conditions or effects remove it from play. Perpetuals include creatures, artifacts, and other long-lasting elements.

Player: An individual participating in the game, controlling their deck, cards, and making decisions to compete against their opponent.

Resolved/Resolution: The completion or execution of a spell, ability, or effect. When an effect is resolved, its designated outcome or impact takes place.

The Sanctum: A specific zone in the game where cards are placed after being destroyed or utilized and discarded.

Spell: A type of card representing magical actions. Spells are generally one-time use and have immediate effects.

Target: A specific card, player, or object selected by a spell, ability, or effect to be the recipient or subject of its actions or influence.

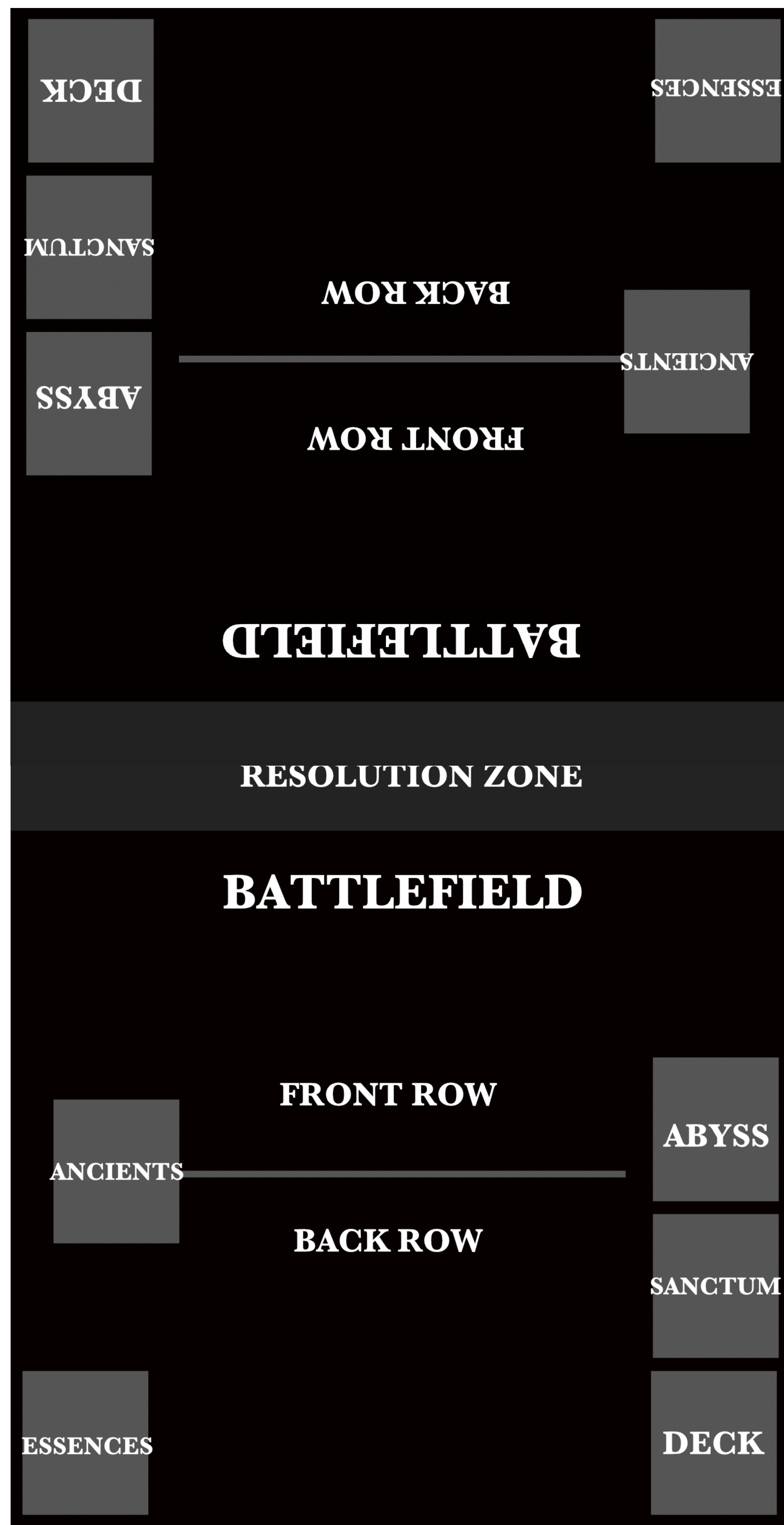
Token: A temporary card that may represent creatures or artifacts in the Battlefield. (See page 12 for more info).

Trait: A characteristic or attribute possessed by a card, often providing additional abilities, limitations, or synergies. (See page 33 for a list of Traits.)

Tribe: A specific grouping or classification of cards sharing common characteristics, themes, and/or Essences. Tribes often contribute to synergistic gameplay or interactions.

Unexhaust / Unexhausted: The transition of a card from the exhausted state to an active state, enabling it to use its abilities, attack, block, or take other actions during the player’s turn.

Vulnerable: A target is considered vulnerable if it is a legal target. If a target is designated vulnerable by its own or another cards text, then it can be targeted for an attack.



0. Pre-Game:

1. Roll dice / flip coin to determine who goes first.
2. Draw starting hand, mulligans, start game.
 - 2a. Starting player does not draw.

1. Start of Turn:

1. Draw a card.
2. Unexhaust cards you control in the Battlefield.

2. Action Phase - Do any of the following actions (in any order):

- A. Place an Essence card (only once per turn)
- B. Invoke creatures, artifacts, or other perpetual cards from your hand onto the Battlefield.
- C. Invoke spells from your hand.
- D. Activate abilities on your creatures, artifacts, or other perpetual cards.
- E. Exhaust a creature you control to move it directly adjacent or in-line.

3. Combat (is optional, steps in order):

- A. Declare attackers.
- B. Opponent declares blockers.
- C. Damage is assigned and dealt between attacking and blocking perpetuals at the same time.

4. End of Turn / End Phase (in order):

1. Any affects/conditions that state “end of turn” occur now, whether they begin or end.
2. Unexhausted Essence remains available during your opponent’s turn(s). Generated Essence is lost.
3. Active player announces the end of their turn, play passes clockwise to the next player.

(Detailed Parts of a Turn on page 19)

NOTES

NOTE - In Chronicles of Arcane, card text takes priority over rules stated in this rulebook. For example, if a card says that you may play an extra Essence in a turn, you may play one more Essence in a turn.



CREDITS

This rulebook was written by Ryan Klesmit, Blackfish, Nate Mattox, and Hialar.

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Questions, comments, suggestions can be sent to:
ryan@chroniclesofarcane.com
<https://www.chroniclesofarcane.com>

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