AN ERIK'S CURIOSA GAME

# SORCERY
## CONTESTED REALM

# RULES

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# Credits

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# Introduction

In the unfathomable depths of the infinite void, great beings vie for control of fantastical realms, where powerful magic imbues every living thing, and even the land itself. Take on the role of a powerful Avatar in one of these realms, and tap into the arcane energies of the four elements—Fire, Air, Water, and Earth—to summon mythical beasts, conjure ancient artifacts, and cast an array of powerful spells beyond all imagining. Will you claim dominion over this contested realm?

## Using this Rulebook

The goal of this rulebook is to get you up to speed and ready to play your first games of *Sorcery: Contested Realm*. Experienced players will find it useful for helping to figure out interesting things that come up during their games. For new players, carry on from here or have someone guide you through a few games.

The game uses terms and keywords that are important to know. When these come up, they have been **bolded** to not only help you identify important words and concepts, but to also tell you that you can find more information about that word in the glossary, starting on page 32. Be sure to check out the Sorcery website (www.sorcerytcg.com) for Frequently Asked Questions and other helpful guides.

# Gameplay

In a game of *Sorcery: Contested Realm*, you interact with the **realm** as an Avatar, which will allow you to cast spells that summon minions, conjure artifacts, and more. You will also explore the realm by adding site cards to the play area to expand your domain and empower you to cast even more devastating spells.

## Decks

*Sorcery: Contested Realm* is a trading card game, which means that you will select cards and organize them into decks to accomplish your conquest of the **realm**. You will have a spellbook, which is a deck full of minions, magics, auras, and artifacts to do your bidding. You will also have access to your atlas, which is a deck that contains all of the wonderful sites for you to explore and add to your domain. For your first few games, you might want to use preconstructed decks, which will get you straight into the action. Or you can craft your own decks, balancing and attuning their powers to fit your play style (see page 31). The world of *Sorcery* grants you endless possibilities!

# How to Win

In *Sorcery*, Avatars are summoned to a contested **realm** with one goal: to vanquish their opponents and claim sole dominion. In order to win, they must first defeat all opposing Avatars and place them at **death's door** by reducing their **life** total to zero. Then, they must deliver the final **death blow** to the dying Avatar, severing its controller's connection to the realm and granting you victory!

# The Four Elements

*Sorcery: Contested Realm* is built around the four classical elements: Fire, Air, Water, and Earth. Most spells in a spellbook are tied to these elements, giving Avatars the power to manipulate the magic of the realms. Each element has strengths and weaknesses. Certain abilities can be common in one element yet very rare in another. The four elements and their characteristics are:

### FIRE
*Desire and Destruction.* An attunement with fire grants you fast and deadly minions, and explosive spells that deal damage to multiple minions or even multiple sites.

### AIR
*Knowledge and Power.* An attunement with air grants you small and elusive minions, and single target damage spells and abilities.

### WATER
*Charm and Trickery.* An attunement with water grants you minions that can hide in water, and magic that manipulates, confuses, or controls your opponents' minions.

### EARTH
*Enduring Strength.* An attunement with earth grants you simple and strong minions, and spells that interact with your atlas and sites, as well as anti-magic to hinder your opponents' spells and movement.

# Game Zones

In *Sorcery: Contested Realm*, players share the main and biggest part of the play area—the **realm**. However, each player has their own decks, discard pile, and hand. These are the game's main zones.

## The Realm

The realm (1) is a 5x4 square grid where most cards are played. Each of these twenty **squares** in the realm start as an empty **void** (2), waiting to be explored and claimed by your Avatar (3).
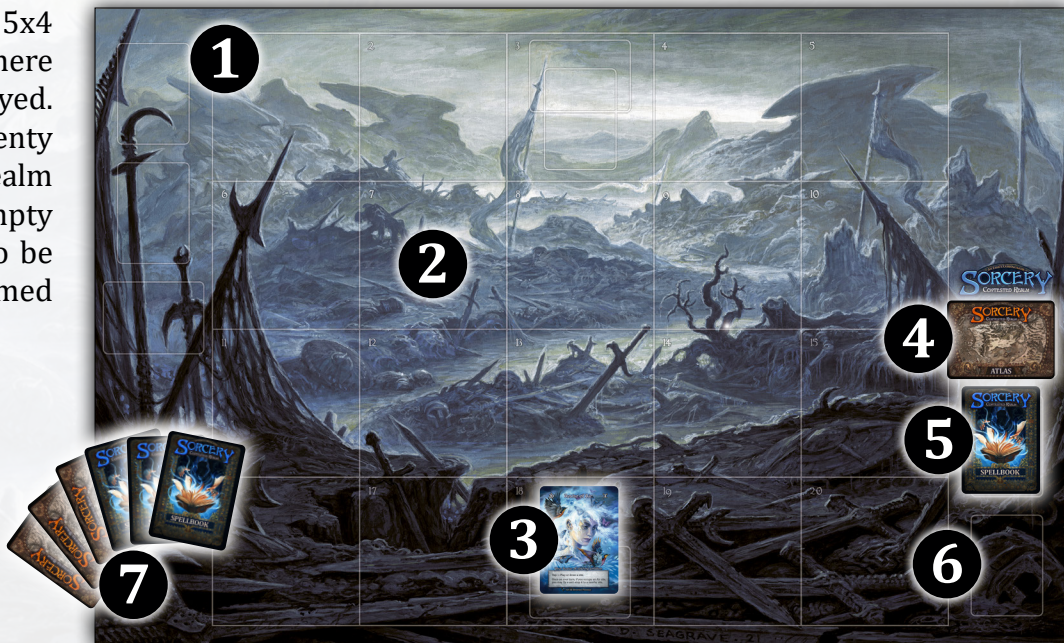
## Atlas and Spellbook Decks

Each player has two decks of cards—an atlas of at least 20 site cards (4), containing maps to domains waiting to be explored, and a spellbook of at least 40 spell cards (5), filled with all of a player's accumulated magical knowledge. Players will draw cards from these decks over the course of a game. When it comes to these decks, keep a few things in mind:

- The exact order of the cards in these decks is unpredictable, thus whenever you **search** your atlas or spellbook for a card, you must shuffle it afterward.
- Some effects allow you to place or reorder known cards on the bottoms or tops of decks. After doing so, you do not shuffle it.
- If you attempt to draw a card from an empty deck, your Avatar immediately loses all **life** and is placed at **death's door**.

## Cemetery

Each player has a cemetery (6) where they pile their own spent or discarded cards. Whenever any of your cards are discarded, destroyed, resolved, or otherwise expired, place them face up in your cemetery. Occasionally cards can be **banished** from the game. Instead of going to the cemetery, these are removed from the game completely and are set aside.

The order of the cards in your cemetery is irrelevant, and you may freely examine the contents of any cemetery at any time.

## Hand

Cards drawn from your spellbook or atlas decks are kept in your hand (7). There is no maximum hand size. Your hand should remain hidden from your opponents, however the number of atlas cards and spellbook cards you hold may be observed and asked, due to the card backs being distinguishable.

# Card Types

In *Sorcery: Contested Realm*, there are three main categories of cards: Avatars, sites, and spells. Spells further break down into four card types: minions, artifacts, auras, and magics. However, before we dig into them in detail, it is important to keep two key rules in mind at all times:

## THE GOLDEN RULE

If the text of a card contradicts the rulebook, the card text takes precedence.

## THE SILVER RULE

Some text is intentionally colloquial or necessarily compact. Use common sense and be cool.

## AVATARS

Your Avatar is your mortal connection to the realm. Though but a pale echo of your true might, everything you do within the realm must be done through your Avatar. Avatars have some key characteristics:

- Each Avatar has a name (1).
- Avatars have **life** (2), which tells you how much they can endure during the game before being placed at **death's door**.
- Avatars also have a power rating (3) that tells you how hard they hit in combat.
- Avatars have a game text box (4) that describes their abilities.

All Avatars are **Spellcasters**, which means they can cast spells, most often from your hand.

Finally, Avatars cannot be **banished**, **burrowed**, **submerged**, disabled, destroyed, or **sacrificed**.

# Sites

A site is a locus of power within the realm that you may explore and exploit. Sites are usually played by activating your Avatar's ability, though they may enter the realm in other ways as well.

Sites can also be attacked by your opponent to cause your Avatar to lose life, so make sure to defend them.

Sites have some key characteristics:



- Sites have a type line that describes aspects of that card, such as its name (1) and rarity (2).

- Most sites have elemental symbols that increase your elemental affinity (3), which you will harness to use spells and abilities.

- Sites will provide you with **mana,** an important resource that you will need to play cards and use abilities during your turn (see page 17).

- Sites have a game text box (4) that describes their abilities.

- Sites have two levels: **surface** and **subsurface** (see page 12).
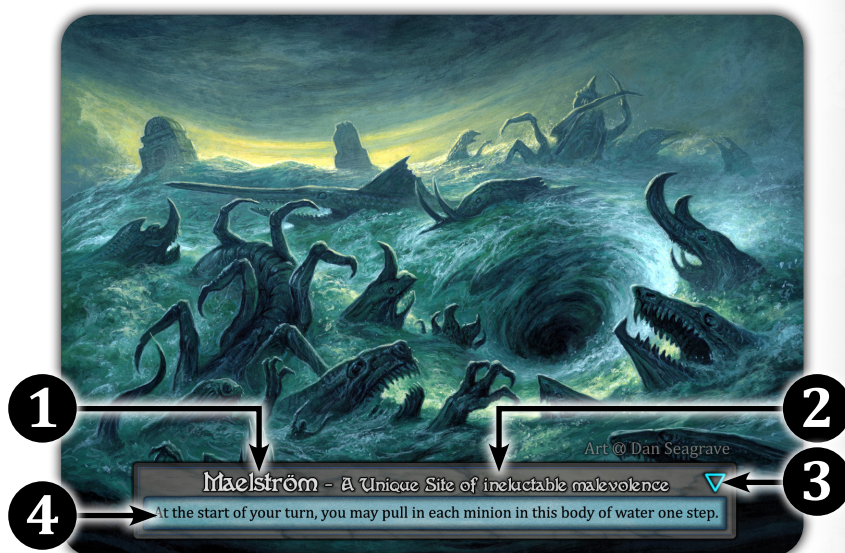
## Water and Land Sites

Sites can be separated into two main types. **Water sites** are identified by the water threshold icon (marked with ▽ ). All other sites are considered **land sites**, including sites with no threshold icons and **rubble**.

# Spells

Spells represent all of the magical might you are able to bring to bear on this realm. These include minions to help you defend your lands and attack the enemy, powerful artifacts that will help you tip the balance of power, magics of channeled energy that will overpower foes, and auras of lasting elemental magic to impose your will on areas of the realm.

## Minions

Minions are your greatest allies, assisting you with myriad unique abilities in offense and defense. Minions have a few key characteristics on their card:

- Each minion has a name (1).

- Each minion has a **mana** cost (2) that you must pay in order to play it.

- Minions have an **elemental threshold** (3) that your elemental affinity must meet in order to be played.

- Minions have a power rating (4) that reflects how hard they hit in combat. It also describes how much **damage** they can take before dying. If the minion receives damage equal to or greater than that value, it **dies.**

- Minions have a type line (5) that describes key things about that card, such as subtypes and rarity.

- Minions have a game text box (6) that describes their abilities.

Plumed Pegasus
An Ordinary Beast of extraordinary extravagance
Airborne
*"Thereupon I could not breathe, but sighs were pardoned unto me. To see the pegasus fly is to feel the spirit soar."*
Art © Melissa A. Benson

# Artifacts

Artifacts are various relics, edifices, tools, gear, gadgets, devices, and baubles, often charged with lasting enchantments by wizards of old. Artifacts have some key characteristics on their card:

- Each artifact has a name (1).
- Each artifact has a **mana** cost (2) that you must pay to play it.
- Artifacts have a type line (3) that describes key things about that card, such as subtypes and rarity.
- Artifacts have a game text box (4) that describes their abilities.

*Note:* Unlike other spells, artifacts do not typically require an elemental threshold to play.

## Artifact Subtypes

Artifacts have a variety of subtypes, including armor, weapons, relics, devices, documents, automatons, or monuments. While most artifacts are standard objects that can be carried into battle, others such as automatons and monuments have some further characteristics and restrictions.

### Automatons

Automatons are artifacts that are minions. As such, they have a power rating (5), can use all of the usual basic abilities, and cannot be carried like other regular artifacts.

### Monuments

Monuments are an artifact subtype that cannot be carried.
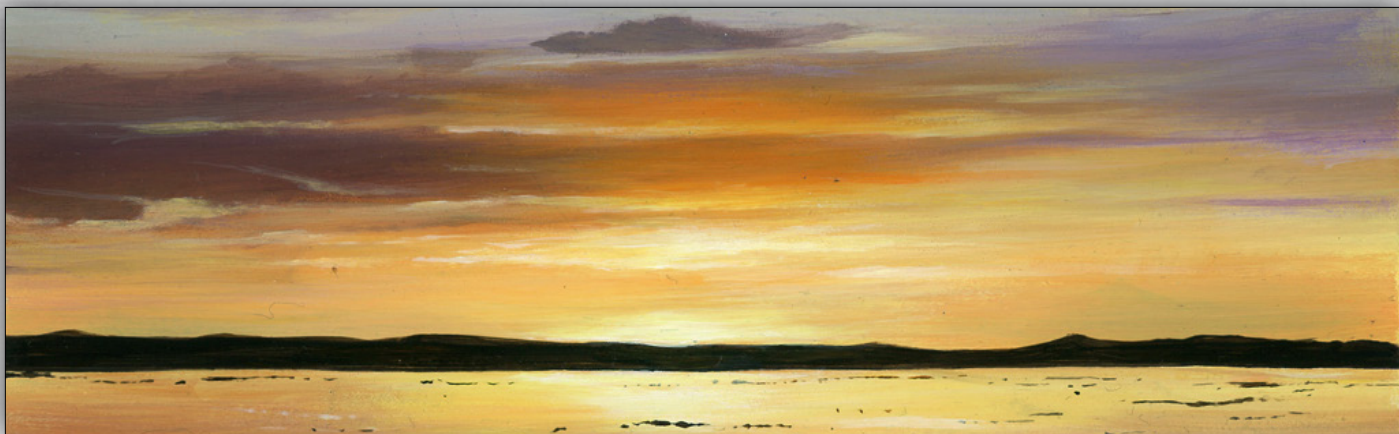
## Auras

Auras are mostly incorporeal, but lasting, manifestations of elemental power. They usually impact a large area within the realm, conferring boons or conditions within their reach.

Auras have some key characteristics on their card:

- Each aura has a name (1).
- Each aura has a **mana** cost (2) that you must pay in order to play it.
- Auras also have an **elemental threshold** (3) that your elemental affinity must meet in order to be played.
- Auras have a type line (4) that describes key things about that card, such as rarity.
- Auras have a game text box (5) that describes their abilities.

**Entangle Terrain**

An Ordinary Aura of trammeling roots

Minions occupying affected sites lose Airborne and are Immobile. Lasts 3 of your turns.

Art @ Drew Tucker

## Magics

Magics are transient spells that have immediate impact and then dissipate as soon as they resolve. Magics have some key characteristics on their card:

- Each magic has a name (1).
- Each magic has a **mana** cost (2) that you must pay in order to play it.
- Magics also have an **elemental threshold** (3) that your elemental affinity must meet in order to be played.
- Magics have a type line (4) that describes key things about that card, such as rarity.
- Magics have a game text box (5) that describes their abilities.

**Heat Ray**

Ordinary Magic of focused fire

Shoot a piercing projectile. Deal 2 damage to one unit at each location along its path.

Art @ Jeff Easley
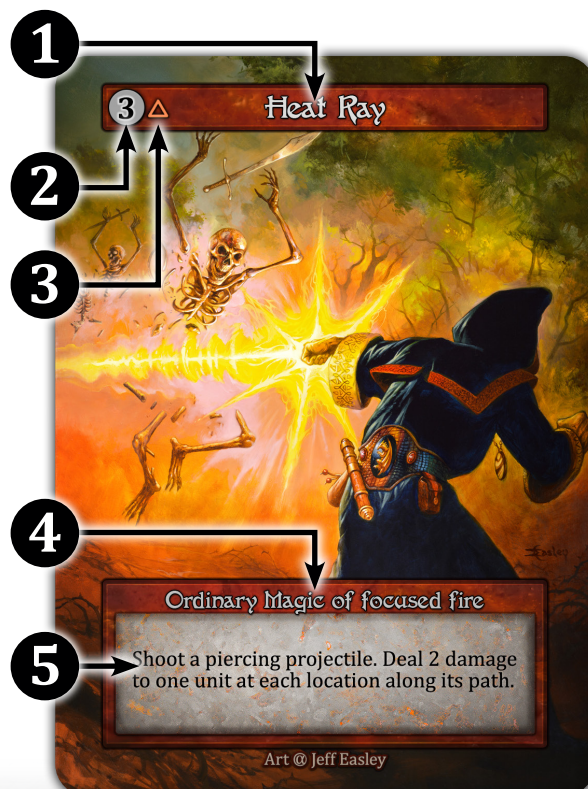
# Key Concepts and Terms

There are a few key concepts that will come up a lot in the following sections, so let's have a quick look at them now.

## UNITS

A unit is a collective term that includes Avatars, minions, and automatons. Some cards might specify one of these types of units, but most affect units in general. Units on the surface can have access to basic abilities that let them move, attack, and interact with artifacts. Some can cast spells, move about under the surface, or activate other abilities

## BASIC ABILITIES

A basic ability is one that all units have available to them by default, such as moving and fighting in combat, or interacting with artifacts. They can also react to an enemy's actions, such as intercepting their movement and helping to defend in combat. These basic abilities are covered in more detail on page 21.

## AREAS OF THE REALM

### Squares

The **realm** is split into twenty squares. These squares begin as pieces of the **void** that you and your opponent will fill in with sites to create your domains. You will then use your units to maneuver and fight epic battles to determine the fate of the realm.

### The Void

The void is a **region** of incorporeal nothingness on top of which you will build your physical domain. Any minion that somehow finds its way into the void (whether in whole or in part) is immediately **banished** (removed from the game) unless it has an ability that specifically allows it to exist there (such as **Voidwalk**).

As you and your opponent explore, you will replace void squares by playing site cards on them. These sites will form up to create bodies of water and land for your units to traverse and conquer.

### Bodies of Water & Land

As sites are played, they will begin to form bodies of water and land. A contiguous cluster of adjacent **water sites** is known as a body of water. Similarly, a contiguous cluster of adjacent **land sites** forms a body of land. It is possible to have more than one body of each, or for the realm to be completely land or water.

*For example, the two Spring Rivers and the Aqueduct form a body of water (1). Even though the Aqueduct has a ▽ icon, it also has a ▽, so it is a water site.*

*The Autumn River is a separate, single-site body of water (2), since only adjacent sites are considered and not those placed diagonally.*

*The Steppe and Dark Tower form a body of land (3), and the Arid Desert is its own single-site body of land (4).*

# Surface & Subsurface of Sites

Each site is made up of two levels. A site's upper level is generally referred to as the **surface** and its lower one is the **subsurface**.

## The Surface

The upper level of all sites form a **region** known as the surface. This is where units will typically move and wage war on the enemy. Units can only survive and operate on the surface level.

## The Subsurface

The subsurface is divided into two **regions**, depending on what type of site it is. The lower level of a **land site** is part of the **underground region**. Similarly, the lower level of a **water site**, is part of the **underwater region**. Existing in the subsurface is extremely hazardous and minions that somehow find their way there immediately **die**, unless otherwise allowed to do so with special abilities (see page 37).

## Atop and Under

When cards enter a site's surface level, place it **atop** the site to show that it is on the surface, or slide it **under** the site to show that it occupies the subsurface.

If a card is referring to something **atop** a site, it applies to something on the surface of the site, but not anything below it. Similarly, if a card is referring to something **under** a site, it applies to something in the subsurface of the site, but not anything above it.

# Regions

Altogether, there are four regions in the game:

- void
- surface
- underground
- underwater

*Note: Most abilities from cards in the realm affect things within the region where the card is located. Similarly, in the case of spells, their affects typically apply to the same region as its Spellcaster. However, some cards can effect specific areas, regions, or even the whole realm, regardless of the card's own region.*

*For example:*

*The Porcupine Pufferfish (1) occupies the **Underwater** region **under** the site in its square.*

*The Headless Haunt (2) occupies a square in the Void region.*

*The Cave Trolls (3) occupy the **Underground** region **under** the site in its square.*

*The Sea Serpent (4) and Diluvian Kraken (5) occupy the **Surface** region **atop** the sites in their squares, as does the King of the Realm (6) **atop** the site in his square.*
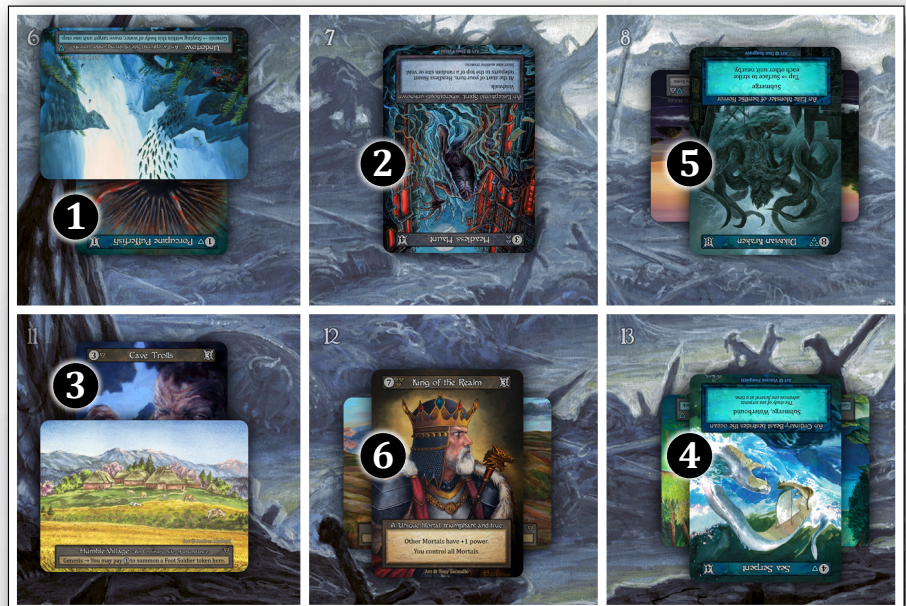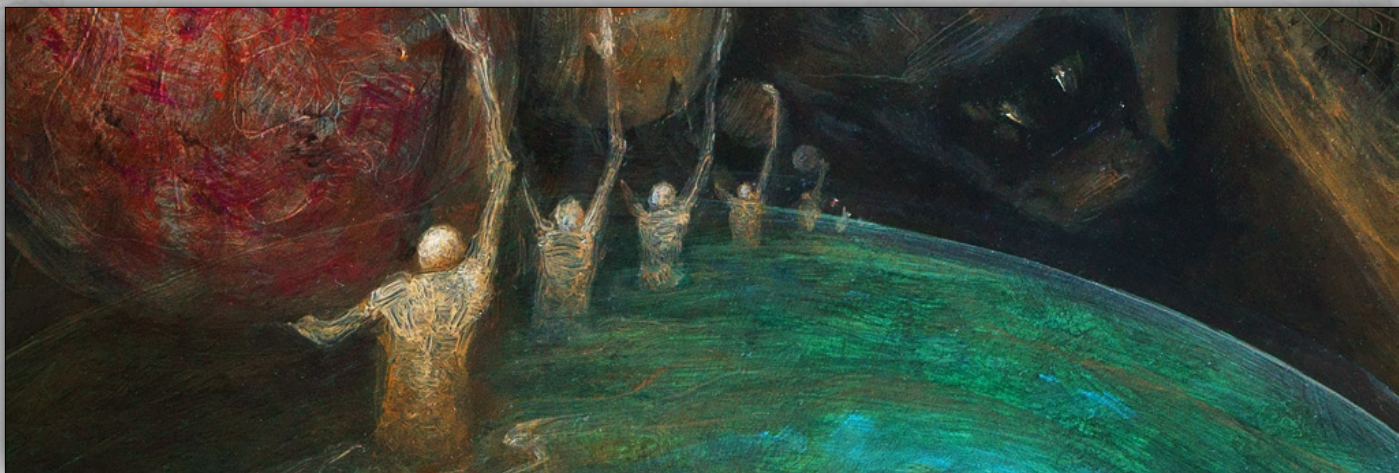
# LOCATING AREAS OF THE REALM

Perhaps the single most important key concept to understand is how to identify areas in the realm relative to your card's position.

## Location

The exact **location** of a card is determined by its **square** and by the **region** that it occupies.

### Here and There

Some cards will talk about something that is here or there contextually. When a site is referenced, here or there means both of a site's locations, surface and subsurface. When anything else is being referenced, it means that thing's same exact location.

### Targeting

Sometimes you will need to target things in the realm. Spells and abilities can only target things within the **Spellcaster's** or referencing card's same region.

## Adjacent and Nearby

Sometimes a card will need to identify something in an **adjacent** or **nearby** square.

- **Adjacent:** Refers to the card's own square, and the squares that it shares a border with.
- **Nearby:** Refers to the card's own square, and all squares that surround it, including those diagonally.



*These five squares are* **adjacent** *to the card*

*These nine squares are* **nearby** *the card*

# Adjacent and Nearby Locations

Only **locations** that are in the same **region** as the referencing card (or its **Spellcaster**) are considered adjacent or nearby **locations**.



*In this example, the King of the Realm (1) is beset by enemies on nearly all sides! Some pose a greater threat than others. Let's take a closer look.*

*The King is **adjacent** to the Sea Serpent (2) because it is next to him on the surface of the site and therefore in the same region. Similarly, the Diluvian Kraken (3) is **nearby** the King.*

*The King is **not** adjacent to the Headless Haunt (4) because the Haunt is in the Void region.*

*The Cave Trolls (5) are **not** adjacent to the King because they are burrowed and are therefore in a different region. Similarly, the Porcupine Pufferfish (6) is **not** nearby the King because it is submerged.*

*The Pufferfish and Cavetrolls are **not** adjacent to each other as they are in different regions, underwater and underground, respectively. Similarly, the Pufferfish is **not** adjacent to the Headless Haunt, nor are the Cave Trolls **nearby** the Headless Haunt.*

# Steps

A step is the minimum unit of distance between two **adjacent locations**. Some card abilities will have an effect that will happen a step away or even several steps away from where the card is or its origin point. In these cases, it will say that it happens X steps away.
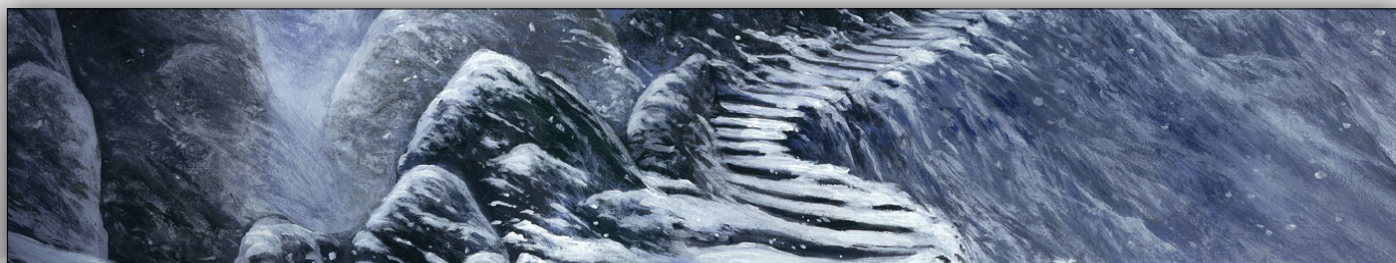
# Ownership and Control

You have ownership of all of the cards you bring to a game of *Sorcery*. You are, therefore, the owner of those cards. The owner of a card does not change during the game. A card is always returned to its owner's hand, shuffled into its owner's deck, or sent to its owner's cemetery regardless of who controls the card when it leaves play.

While the owner of a card is most often its controller, control of cards in play may change over the course of a game. When rules text uses phrases like "your minions" or "your sites," that refers to those things that you control, and not to those things that you own.

# Setup

Follow these steps to set up a two-player game of *Sorcery: Contested Realm*.

## Step 1: Set Up the Realm

Clear some space in the middle of the table for the **realm** (1).

## Step 2: Place Avatars

Players place their Avatars on the **square** in the middle of their bottom row (2).

## Step 3: Prepare Decks

Players shuffle and place their atlas and spellbook decks nearby (3), leaving some space for their cemeteries (4).

## Step 4: Determine First Player

Players may either decide who has the first turn, or otherwise randomly choose who goes first.

## Step 5: Draw Starting Hand

Each player draws three cards from their atlas and three cards from their spellbook (5). If you're not satisfied with your initial hand, you may take one mulligan.

To take a mulligan, return any number of cards from your hand to the bottom of their respective decks in any order. Then redraw the same number of cards you returned from each deck.
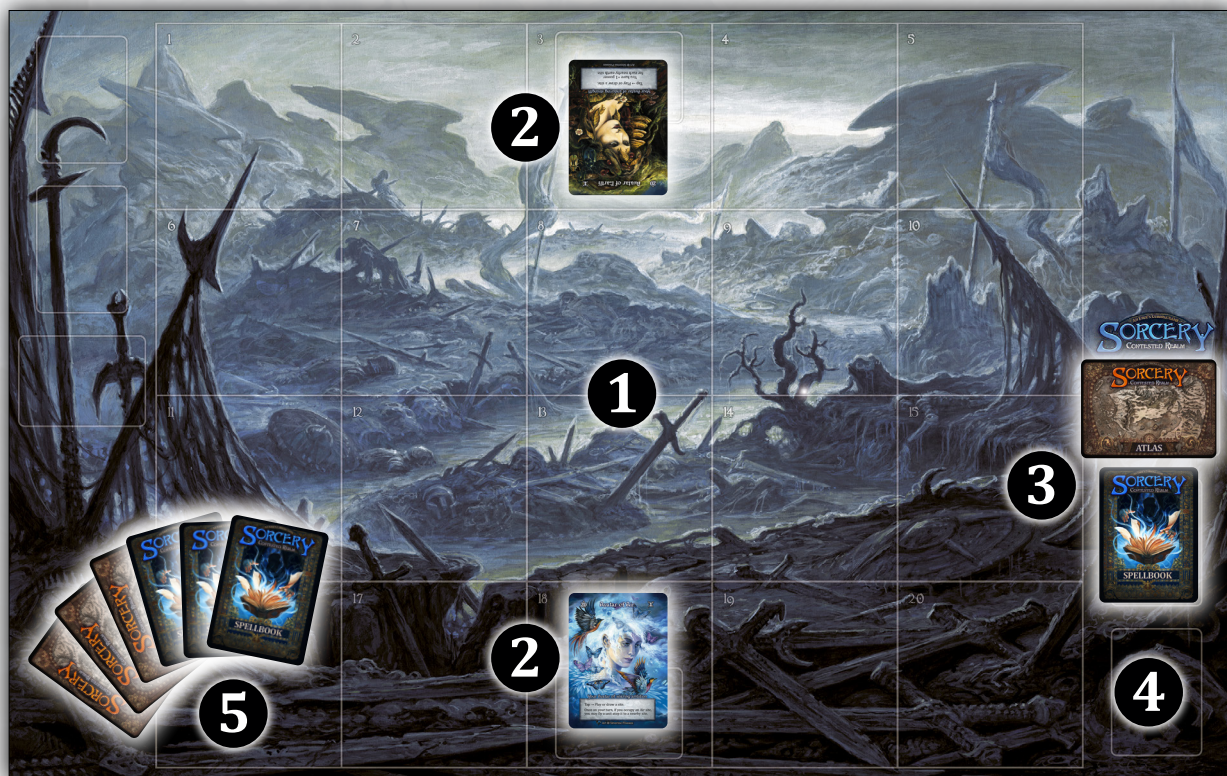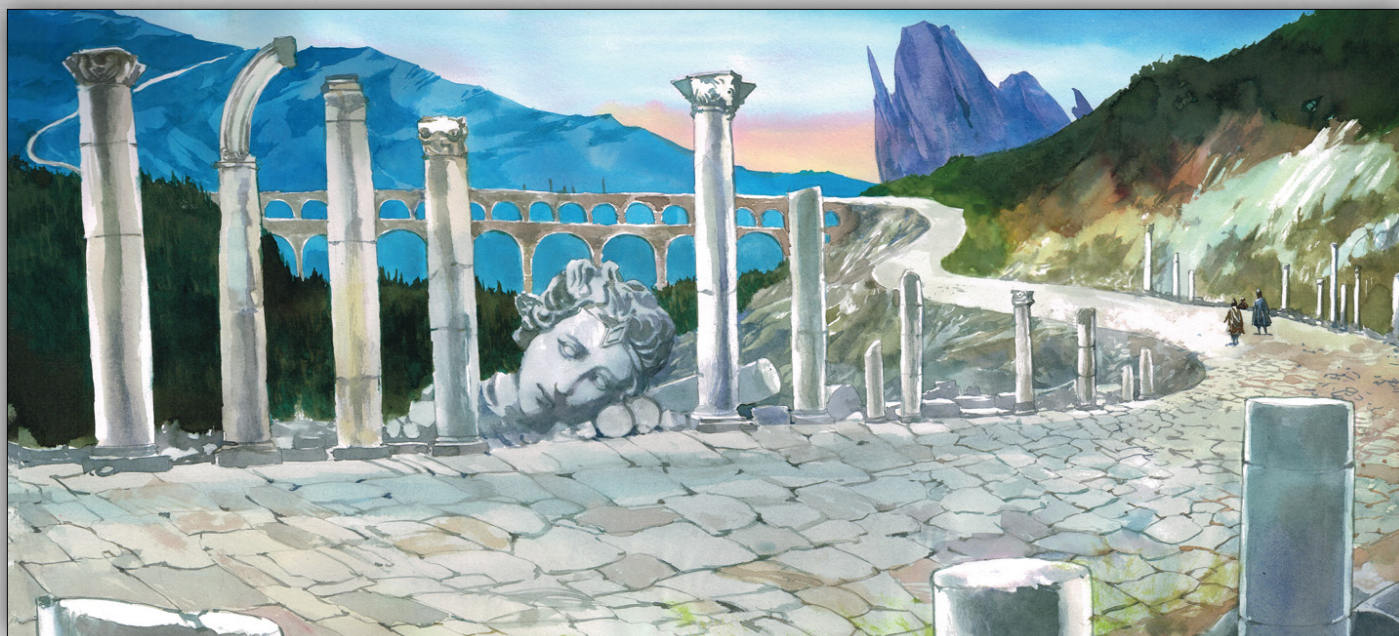
# Turn Summary

*Sorcery: Contested Realm* is played over a series of turns. Players take their turn, one at a time, following this sequence of phases:

## 1. Start Phase

**Step 1:** Trigger abilities that happen at the start of the turn.

**Step 2:** Untap all of your cards in the **realm**. All of your sites generate their **mana**.

**Step 3:** At the end of the Start Phase, draw a card from either your spellbook *or* atlas.

## 2. Main Phase

Units can cast spells and activate basic abilities (e.g. move, attack, or interact with an artifact) or special abilities. You may take these actions as many times as you have resources to do so, and in any order you like.

## 3. End Phase

**Step 1:** Trigger abilities that happen at the end of the turn.

**Step 2:** Players remove all damage from their minions and artifacts in the realm.

**Step 3:** Abilities that last for your turn now end.

**Step 4:** Your turn ends.

# Start Phase

The start phase is the first phase you complete during your turn. All abilities that last "Until next turn" now end. Then:

- Step 1: Trigger abilities that happen at the start of the turn.
- Step 2: All of your cards that are tapped now untap, and all of your sites now provide their **mana** for this turn.
- Step 3: At the end of the phase, draw a card from either your spellbook *or* atlas. ***Important:*** *If you are the first player, skip this card draw on your first turn of the game.*

## Your First Turn

### No Card Draw (First Player)

If you are the first player to take a turn in the game, skip Step 3 of the Start Phase.

### Establishing Your Domain

During your first Main Phase, your Avatar needs to establish their domain within the realm. To do this, you must use your Avatar's ability to play a site to your Avatar's **square**.

# Main Phase

Units can be ordered to do two types of actions at any time during your main phase. They can:

- Cast a spell
- Activate an ability, such as basic abilities (e.g. move, attack, or interact with an artifact)

You may order your units to do these actions as many times as you have resources to do so, and in any order you like. For example, you might move a minion, then cast a spell, and then move another minion.

## Casting Spells

Spells are the main way Avatars and other **Spellcasters** influence the **realm**. Any card in your hand that is not a site is a spell. You cast these spells to summon minions, conjure artifacts or auras, and invoke magics. You can generally only cast spells during your own turn's main phase, and when nothing else is happening.

To cast a spell from your hand, you need to identify a **Spellcaster** under your control to cast it. The **Spellcaster** and its **location** are by whom and where the spell is being cast. Once you have identified the **Spellcaster**, spells often have two requirements to play: a **mana** cost and an **elemental threshold**.

## Mana

All of your **Spellcasters** use mana to cast their spells and some abilities may also draw from this power.

### Gaining Mana

At the start of your turn, all of your sites provide one mana each to form a mana pool for you to draw from. When one of your sites enters the realm during your turn, it immediately provides one mana. Other card effects might also provide or grant you mana, such as those from spells or minions. If you lose any sites during your turn, the mana it provided this turn is not removed from your mana pool. If you gain control of an enemy's site during your turn, it does not provide you with mana until your next turn.

### Using Mana

Spells cost mana to cast. This is identified by the card's mana cost in the upper left hand corner. To cast that card, you must be able to pay the cost from your available mana. You cannot pay a mana cost if the amount required exceeds the mana available. At the end of your turn, any remaining mana is lost, whether or not you used it that turn.

*For example, your sites each generate one mana that you can spend this turn (1). Currently, that number is **three**. Note that your opponent's Aqueduct does not grant you mana (2). In your hand (3), you have some minions and a site.*

*You could play both the Sedge Crabs and Polar Explorers as their total mana cost is **three**.*

*You don't currently have enough mana to play Captain Baldassare with his mana cost of **four**. However, you do have a site, Maelström, that you can play using your Avatar's ability (4). Playing Maelström would bring your total available mana up to **four**, allowing you to play Captain Baldassare, saving the Crabs and Explorers for a later turn.*

*Before playing a card, you need to also check that you meet the card's elemental threshold as well.*

# Elemental Threshold

In addition to **mana**, you will often need to meet an elemental threshold to cast most spells or use some abilities. Spells and some abilities will have one or more triangular symbols (△ for fire, △ for air, ▽ for water, and ▽ for earth) next to the **mana** cost on spells, or to the left of abilities in text boxes. To play that card or use that ability, you must have at least as many matching symbols on the sites you control, plus any others granted by spells or abilities.

Elemental threshold is not spent like **mana**. It is simply a minimum affinity you must have for the specified elements to use some cards. All artifacts and most abilities have no threshold at all, so you need only to ensure that you can pay any associated costs to make use of them.

*For example, your Floodplain, Autumn River, and Maelström sites each grant you **one** ▽ affinity (1), however Boneyard does not (2). So your affinity is currently **three** ▽. Note that your opponent's Aqueduct does not grant you affinity (3).*

*In your hand (4), you have some minions, including Adept Illusionist and Polar Explorers, both of which you want to play this turn.*

*Because elemental affinity is not spent or lost when playing cards, you just need to check each card's elemental threshold and see if your affinity is equal to or greater than the threshold. This means that you can play both the Illusionist and Explorers this turn since they each only require a threshold of **two** ▽, compared to your affinity of **three** ▽.*

# Summoning Sickness

When a unit comes under your control, it suffers summoning sickness as it prepares for action. A unit suffering from summoning sickness cannot tap to pay for costs during the same turn it comes under your control. This includes things such as basic moving and attacking abilities, and activating tap abilities.

***Note:*** *When you summon a unit on your turn, it enters play untapped, so you may use it to defend on your opponent's turn.*

## Casting Minions

When a minion spell has been cast, it summons the minion under your control atop any of your sites, and they remain in the **realm** until something causes them to leave play.

*Reminder: Minions suffer from* **Summoning Sickness** *during the turn that they enter play (see page 18).*

*Note: There is no limit to the number of minions that may occupy the same site, though it's rarely a good idea to concentrate your forces in just one spot!*

## Casting Artifacts

When an artifact spell is cast, it is conjured into the **realm** atop any site you control or directly into the waiting hands of one of your units. A unit can carry any number of artifacts.

## Casting Auras

When an aura spell is cast, it conjures the aura at the intersection of four **squares**, though some specify the border between two, or even just a single **square**. At least one of those **squares** must have a site, and auras are said to occupy the surface all sites at those **squares**, affecting them (or other things also located at those sites) in some way.

## Casting Magics

Magics are the only cards in the game that do not enter play when they are cast, and do not have a lasting presence in the **realm**. A magic spell simply does what it says it does, and then goes to its owner's cemetery.

# ACTIVATING ABILITIES

Avatars, minions, artifacts, and auras may all have abilities that can be activated simply by stating your intention to do so, making any relevant choices (like picking targets), and paying any associated costs. Unlike spells, which use **mana** costs most often, abilities will use a variety of costs including things like tapping, paying **life**, sacrificing a minion, or discarding cards, among other things. Only the controller of a card can use its activated abilities, and only during the main phase of their own turn when nothing else is already happening.

## Tap Abilities

A tap ability is an activated ability with a cost requiring you to tap the card. These are usually marked as, "Tap → Ability text." Basic abilities like moving, attacking, intercepting and defending also require a unit to tap and are therefore tap abilities.

A player may need to tap a card to perform certain actions, such as moving, attacking, or activating a special ability. To tap a card, turn it 90° to the right from its upright position (1). A card that was turned 90° in this way is "tapped," while an upright card is "untapped." Cards can also untap at certain points in the game. To do that, simply turn it 90° to the left back into its upright position (2).

*Note: Players can only tap untapped cards and untap tapped cards.*

*Reminder: Minions that you have summoned this turn have Summoning Sickness and therefore you may not activate their tap abilities, including moving and attacking.*



## Playing Sites

Sites come into play through your Avatar's activated ability: "Tap → Play or draw a site" (1). However, there are some cards that can bring them into play as well.

When you play a site, it must be placed:

- on **void** (2) or **rubble** (3), and
- *adjacent* to another site that you control (4) or under your Avatar.

If you control no sites, you must play your site as close to your avatar as possible (which almost always means in the same square as your Avatar).

There can only be one site per grid **square**, which means sites are generally placed on an adjacent **void**, permanently extending the physical boundaries of your domain within the **realm**. Sites can also be played on **rubble**, replacing it entirely.

# Basic Abilities

All units have three basic activated abilities. Two of these relate to carrying artifacts, and are described on page 26. The third and most important basic activated ability is Move and Attack. All of these Basic Abilities follow the normal restrictions of activated abilities, so only the controller can activate them, and only during the controller's main phase, and only when nothing else is happening.

## Move and Attack Basic Ability

Each unit has the Move and Attack basic activated ability, which allows it to tap to optionally move, then optionally attack. When using this ability, you declare both your intended movement path and eventual attack target up front, then resolve it. Moving and attacking are described in more detail below.

### Moving your Units

When moving a unit, its journey is broken down into individual **steps**. By default, units can move one step. However, some abilities allow units to take additional steps (such as Movement +X) and other abilities allow units to take steps diagonally or even into different **regions** (see page 12).

To move a unit using the Move and Attack basic ability, you first declare each step the unit will take (and any eventual attack target), and then you resolve the steps in order. When you declare movement, the only restriction is that you may not repeat specific steps.

Normally, this means that you will simply declare a single step, from the surface of one site to the surface of an adjacent site.



*For example, your Amazon Warriors tap (1) and you declare a step from the surface of the Rustic Village to the surface of the Holy Ground (2).*

If your units have movement-enhancing abilities, or there are movement modifying effects in play, you might choose to declare a more complex path. As you resolve each step, you confirm that it is a legal step at that moment. If it is not legal, you do not take that step, and continue resolving anything remaining.

If your unit takes at least one step, it has moved; if it takes zero steps, it has not moved.

### "Take a Step" verses "X Steps Away"

If an effect instructs a unit to take a step or move one step, the unit may modify its step via abilities like Airborne, Voidwalk, Burrowing, and Submerge.

If a card instructs you to pick a target up to X steps away, you cannot apply movement abilities; you simply count one adjacent square per step, without changing regions.

# Intercept Ability

Intercept is one of two basic abilities that you can use on your opponent's turn, because it is a triggered ability (the other ability is Defend, described on page 25). If you leave your units untapped, you may be able to use them to react on your opponent's turn, helping to protect your sites and units.

If an enemy uses its Move and Attack basic ability, any of your units may tap to intercept when the enemy enters that unit's location, as long as the enemy is not attacking at that location. If the enemy is attacking at that location, you will have a chance to defend instead; see Defend ability below.

It is important to note that only movement via the Move and Attack basic ability can be intercepted. All other movement cannot be intercepted.

Units can not move when they intercept. They must already be at the location the enemy enters.

When you intercept, the enemy stops moving, and their intended attack (if any) does not happen. No attack occurs, and thus there is no opportunity to further **defend**. Instead, the intercepting unit (or units) and the intercepted enemy simply fight, **striking** each other simultaneously (see page 23).

Any number of units may intercept a single enemy, as long as they all tap and they all occupy the location the enemy entered.
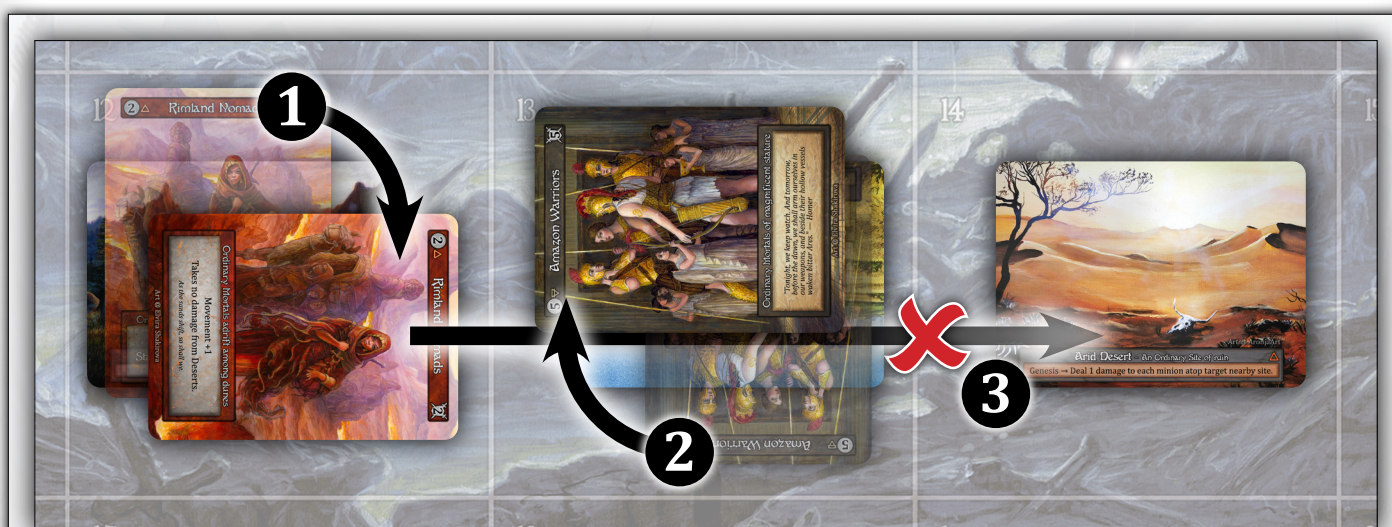


### Intercepting

*For example, your opponent's Rimland Nomads minion has tapped (1) to move to the Arid Desert using its Movement +1 ability. However, your Amazon Warriors are untapped and can Intercept. The Amazon Warriors tap (2), stopping the Rimland Nomads from reaching Arid Desert (3). The Rimland Nomads must now fight the Amazon Warriors at their location.*

## Attacking Enemy Units

The target of an attack must be an enemy unit, or the surface of an enemy site. When using the Move and Attack basic ability, you first declare your intended target (along with any movement), tap (1), resolve any movement (2), and then finally resolve the attack. As you resolve the attack, you confirm it is a legal target at that moment, and if so, your unit has attacked.



## Attacking Enemy Units

If the target of your attack is an enemy, either as your original intent or because your opponent defended (see page 25), the units involved will fight. To fight, units **strike** each other simultaneously. When a unit **strikes**, it deals damage equal to its power.

### Striking

*Carrying on from the example above, the Amazon Warriors and Rimland Nomads now strike each other simultaneously (3).*

*The Amazon Warriors deal five damage to the Rimland Nomads who deal two damage in return.*
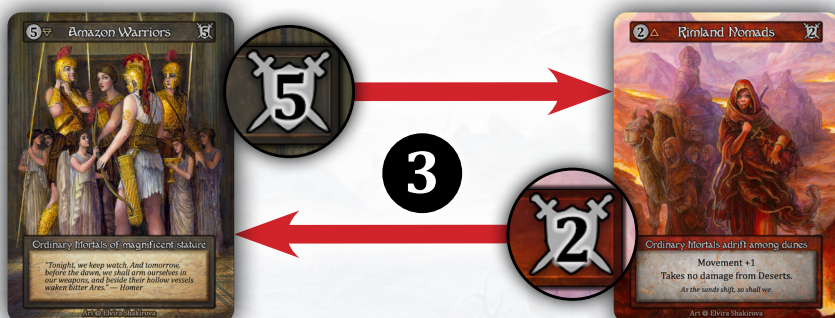


## Multiple Defenders

If more than one enemy unit is involved in the fight (usually as a result of intercepting or defending), the attacker chooses how damage is distributed among the defenders.

## Damage to Minions

Damage dealt to minions persists until the end of the turn. A minion that accumulates damage greater than or equal to its power immediately dies and is placed in its owner's cemetery.

*Note:* Zero damage is not any damage at all, so units with 0 power must take at least 1 damage to die.



*Continuing our attack example, the Amazon Warriors suffer two damage from the Rimland Nomads. While this does not kill them (4), if they take three more damage this turn, they will die. On the other hand, the Nomads suffer five damage, well exceeding its power of two and so it immediately dies (5).*

## Damage to Avatars

Throughout the game, you track your Avatar's life. Damage dealt to an Avatar with one or more life reduces their life by that amount. Damage dealt to an Avatar on **death's door** causes a **death blow** (see page 25) and ends the game.

## Attacking the Surface of an Enemy Site

If the target of your attack is the surface of an enemy site your opponent doesn't intercept (see page 22) or defend (see page 25), then the Avatar that controls the site loses life equal to the attacking unit's power. Importantly, this is not a strike, nor is it damage, so attacking a site does not deliver a **death blow**. You can still attack sites of an Avatar at **death's door**, but it will not usually affect them.
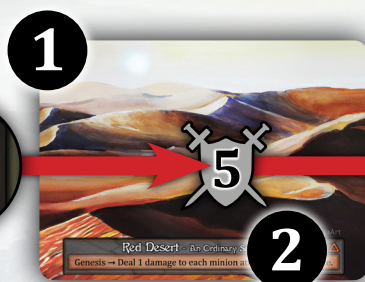


*For example, Amazon Warriors attack your opponent's undefended Red Desert (1) with five power (2). Your opponent's Avatar of Fire then loses five life (3).*

***Remember:*** *Losing life like this is* **not** *damage.*
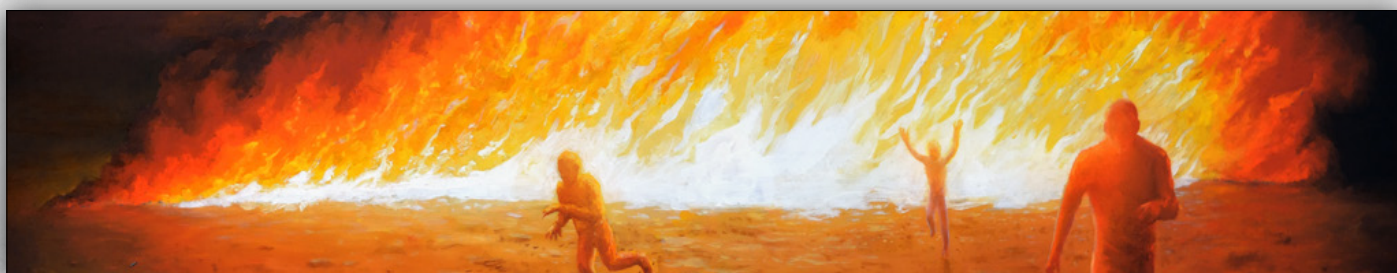
## Defend Ability

Defend is the other basic ability (besides Intercept) that you can use on your opponent's turn. It is also a triggered ability.

If an enemy uses its Move and Attack basic ability, any of your units within one of their steps may tap to defend when the enemy attacks a unit or site.

Only attacks via the Move and Attack basic ability can be defended. Nothing else (including intercepting) will cause an "attack." Card effects might cause fights (both units strike each other) or strikes (only one unit strikes), but not "attacks."

Unlike intercepting, a defending unit may take one step and use its movement abilities, such as **Burrowing, Submerge, Airborne,** or **Voidwalk.** However, **Movement +X** cannot be used, since it only applies to the Move and Attack basic ability, not Defend.

If the original target of the attack was a unit, the defender's controller declares if that unit remains in fight, or is removed. If the original target was a site, it is automatically removed.

The defending unit (or units) move to the enemy's location if needed, and force the enemy to attack them instead. Any number of units may defend against a single enemy.

*Remember:* Only attacks via the Move and Attack basic ability can be defended; nothing else causes an "attack."



*In this example, let's say that your Rimland Nomads are attacked by the Amazon Warriors. However, you have an untapped Sand Worm at an adjacent site. You then tap your Sand Worm (1) and move it to the location of the Rimland Nomads (2).*

*You can then decide to remove the Nomads from the ensuing fight. If they remain, they will be involved in the battle and your opponent will be able to allocate damage to them. However this may be a good idea since together the Sand Worm and Nomads can take down the Warriors. If you choose to remove the Nomads, they cannot be allocated damage, leaving the Sand Worm to take on the Warriors alone.*

## Artifacts

Each unit has the pick up basic activated ability, which allows it, once per turn, to pick up any number of artifacts at locations it occupies. Each unit also has the drop basic activated ability, which allows it, once per turn if it hasn't participated in combat, to drop any number of artifacts it's carrying.

### Carrying Artifacts

A unit can carry any number of artifacts, which will move with the unit throughout the realm. If a unit is carrying any artifacts when it leaves the realm, the artifacts are dropped. If a unit and an artifact it is carrying stop sharing a location due to some effect, the artifact ceases to be carried.

### Controlling Artifacts

Artifacts carried by a unit are controlled by the player who controls that unit. Artifacts that could be carried but are not currently being carried are uncontrolled. Artifacts that cannot be carried normally (e.g. Automatons and Monuments) are controlled by the player who conjured them.

# End Phase

The end phase is the last phase you complete during your turn. All abilities that happen at the end of the turn now do so, all players remove all damage from their minions and artifacts in the **realm,** and then all abilities that last for your turn now end before the turn passes to your opponent.

*Note:* Avatars do not heal automatically at the end of the turn in the same way as damage is removed from minions, so they must recover their health by other means.



# Ending the Game

The game ends when a player has vanquished all opposing Avatars, securing their hold on the realm!

## Death's Door & Death Blow

Your Avatar's starting **life** total is displayed in the upper left-hand corner of the card. As your Avatar loses **life**, its connection with the **realm** weakens. When an Avatar's **life** is reduced to 0, they are now at death's door and can no longer gain **life**. At that moment, your Avatar becomes immune to damage for the rest of the turn. After that brief and desperate window, any **damage** dealt to your Avatar is a **death blow**, ending the game.

When your Avatar is at death's door, any damage dealt to your Avatar is a **death blow**, finally severing your connection to the realm and signaling your defeat.

# Advanced Concepts
## CARD ABILITIES

Most cards in *Sorcery* have one or more special abilities in their game text box that change the default rules of the game or grant new or different interactions other than the usual basic abilities.

### Passive Ability

A passive ability has an ongoing effect that is always active, as long as the card is in the relevant game zone. Typically, this zone will be the **realm**, but some cards have abilities that specify things they do, or enable you to do, while in your hand, or while in the cemetery, etc.

### Activated Ability

An activated ability takes effect by paying the specified cost, such as spending **mana**, paying **life**, tapping, or discarding cards, among others. By default, only the controller of a card can use its activated abilities, and only during the main phase of their own turn, when nothing else is already happening.

### Triggered Ability

A triggered ability requires that a specified condition is met, or a specified event occurs, to automatically take effect. These abilities can often be recognized by their use of words such as "when," "whenever," and "at [a specified moment]," though a few cards have nonstandard wording due to space constraints.

### Keyword Ability

A keyword is a word or phrase that functions as shorthand for a longer piece of rules text. They are used to communicate concepts that require more text than what will fit on a card. You can find the most common of these on the following page, or listed alphabetically in the glossary.
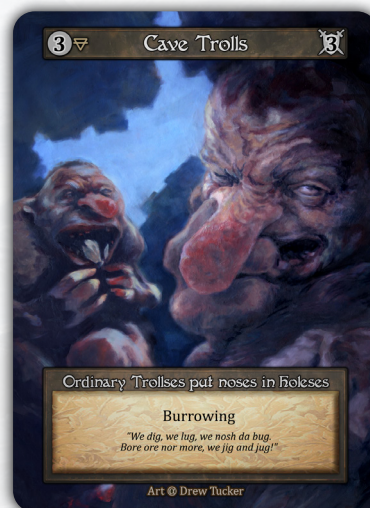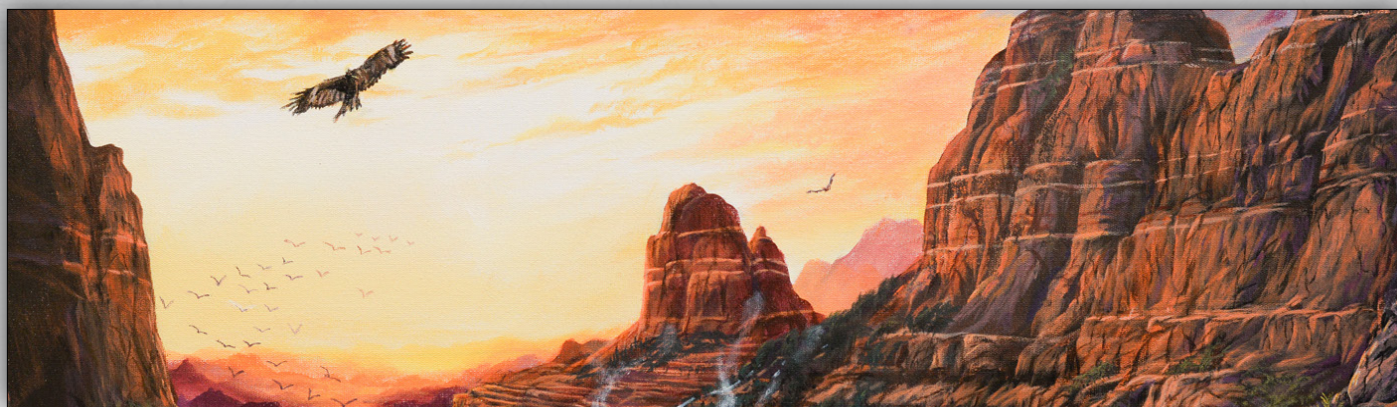
# Advanced Movement Concepts

## Entering a Location, Site, or Void

A unit is said to have entered a location, site, or a void if it was not occupying that particular spot, and now it is (even if just for a moment as a result of Movement +X, for example), or when it was summoned or conjured there.

## Teleporting

Some card effects can change the **location** of a unit, moving them to new **location(s)** not previously occupied. This is still considered movement, even if the unit has not taken a step.

## Moving Freely

Some cards can move freely within the realm or in a defined area. A unit spends no steps when moving freely, as long as the starting and ending location of the step satisfy the moves freely condition.

## Other Ways to Move

Some effects move things, or instruct you to move things, or simply state that something is moved by force. For example, units that cannot move by activating their own abilities, can still be forced to move by external means.

***Note:*** *A unit that is made to move, either by a spell's effect or is otherwise forcibly moved does not tap and cannot be intercepted, as it is not activating its basic ability to move.*

## When Sites Move

If a site moves to another **square**, everything atop and under it moves along with it (however, those cards are not considered to have moved). Generally, a site can only move or be moved to a **square** without another site – a **void**. Any cards in that void are now placed atop the site that was moved in.

## Carrying Minions

Some units can carry minions. A unit that is capable of carrying other units, picks them up or drops them in the same manner and time as it would artifacts (see page 26). Carrying units that have **Airborne, Burrowing, Submerge,** or **Voidwalk** confer those abilities to units they are carrying while they are carried.

A minion being carried may still use their abilities as normal. If the carried minion moves to a location that the carrying unit doesn't occupy, the minion ceases to be carried.



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# Occupying Multiple Sites

Units normally occupy only one site while in the **realm**, however some large units may occupy multiple sites at once due to their enormous size. Such units follow the regular rules for summoning, so you choose a single site you control when you cast the minion spell. As they enter the realm, you choose a 2x2 area that it can legally occupy, which must include the summoning site. To represent the minion's locations, place the card at the intersection of those sites.

A large unit occupies all of its sites. Therefore, if grid damage is dealt to multiple such sites, large units take **damage** equal to the sum of the **damage** dealt on all of the sites they occupy.

A unit is at each of the sites (or void squares) that it occupies, so it can be standing on both land and water sites (or void squares) at the same time.

The same applies in general for any effect that checks whether something is true about a large unit's site.

When a large unit moves, you choose a direction, and all parts of it move that direction. If any part of it can't move in the chosen direction, then it can't move in that direction at all.

When attacking, a large unit still targets only a single enemy unit or site.

## Teleporting Large Units

When a large unit is teleported, it must be to a **location** or set of **locations** that conforms to its size restrictions and is otherwise legal for that unit to occupy.

# Damage Grids

Some cards have abilities that deal damage or otherwise affect units or multiple sites over a wide area. To simplify rules text and illustrate the extent of these spells, some cards contain a damage grid in their rules box.

Damage grids may use a bold square to indicate the center of the card's effect, or a dot to show the **Spellcaster's location** on the grid.

By default, a damage grid indicates that the ability deals damage to each unit at **locations** within the area of effect and within the same **region**, though cards may specify otherwise.

# PROJECTILES

Projectiles move in a **cardinal direction,** to the front, rear, left or right. A projectile's flight begins at the caster's or unit's **location** or at another adjacent **location** in the chosen **cardinal direction**. It travels within the same **region** as the unit or caster that fired it until it either cannot move further or it hits the first unit (**enemy** or **ally**) that it comes into contact with and then does damage as described on the card.

In the event of multiple valid units, the player that fired the projectile chooses which unit the projectile hits.
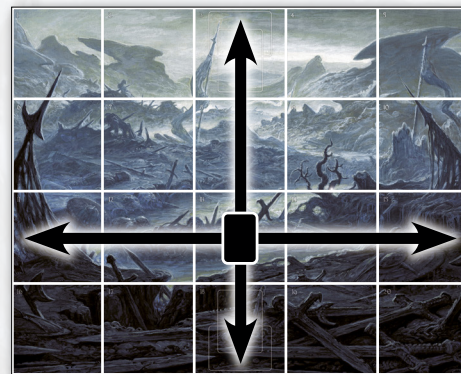


**Cardinal directions** *from the card*



*For example, your Lava Salamander casts a Firebolts spell to the right towards the House Arn Bannerman (1). Each of the three projectiles travel in the chosen cardinal direction over the Arid Desert, avoiding the burrowed Cave Trolls, which are not in the same region as the Salamander (2). The first two projectiles strike the Bannerman, which suffers two damage and dies (3). The third projectile hits your own Seasoned Sellsword (4), since projectiles hit friend and foe alike!*

# TOKENS

Tokens are small-sized cards that work more or less the same as regular cards while in the **realm**. The major difference between cards and tokens is that tokens are never part of a player's deck, and they can never formally exist in any zone except within the **realm**. If a token would be placed anywhere else, it is instead removed from the game entirely.

**Note:** *You are free to use anything you want to represent tokens.*

### Rubble

A site that has been destroyed is placed in its owner's cemetery as normal, but rather than reverting back to the **void**, the site is instead replaced with rubble. Rubble is a neutral **land** site that no player controls, and provides no mana or threshold.

**Note:** *Use rubble tokens or a face down site to represent rubble on a* **square***.*
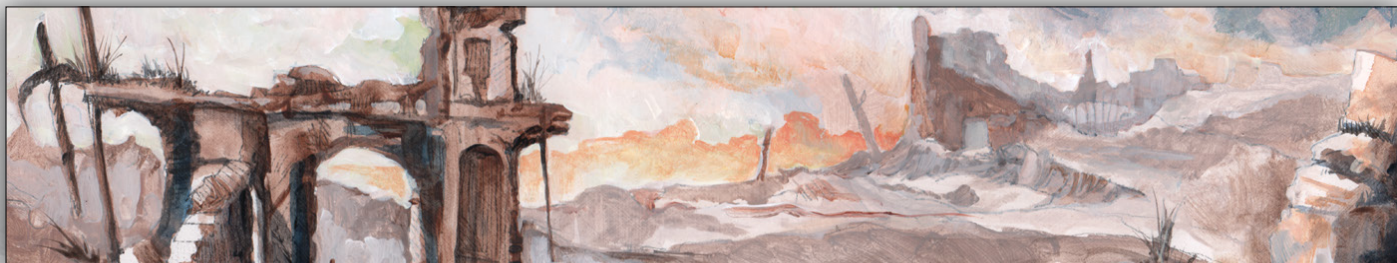
# Building Your Own Decks

*Sorcery: Contested Realm* is a customizable trading card game, which means that you can choose what cards go into your deck. When you're ready to construct your own deck, there are a few rules you must follow to build decks fit for play:

- You need to choose and include exactly one Avatar card.
- Your Atlas must contain at least 20 site cards.
- Your Spellbook must contain at least 40 spell cards.

You may have larger decks as long as you can reasonably shuffle them.

## RARITY

The type line of a Spell or Site describes the card's rarity (1). This tells you how many copies of that card you can have in your deck. Each player may include:

- up to *four* copies of any **ordinary** cards
- up to *three* copies of any **exceptional** cards
- up to *two* copies of any **elite** cards
- only *one* copy of any **unique** cards in a deck

Your Avatar does not count toward any of those totals, and is not in that sense a part of either of your decks.
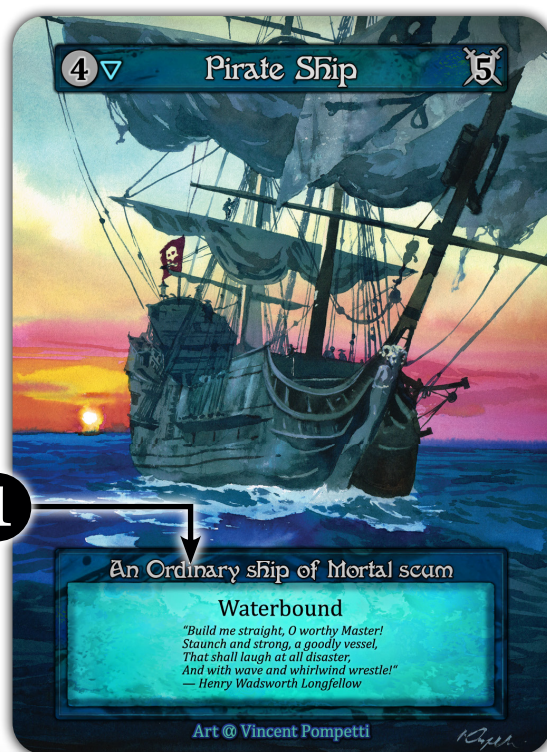
# Glossary of Terms and Keywords

## [X]bound

*Keyword Ability.* This card is **disabled** when not at a **location** that meets the requirements. For example, a Waterbound card is **disabled** when not occupying a **location** with a **water site**, etc.

## [X] Spellcaster

*Keyword Ability.* This Spellcaster may only cast spells that match the required element (X). For example, Fire Spellcasters may only cast spells that have a Fire threshold icon (marked with △).

## Adjacent

Refers to the card's own square, and the squares that it shares a border with.

## Airborne

*Keyword Ability.* This unit may move diagonally when taking a **step** on the surface. In addition, when taking **steps**, this unit is flying over the ground and therefore cannot be intercepted by units on the ground unless they have the Airborne or **Ranged** ability. This minion cannot be targeted by attacks from units on the ground, unless they also have the Airborne ability.

## Ally/Allied

A unit (including your Avatar) that you control.

## At Rest

A unit is at rest when it is not in the process of resolving an action, such as performing move or attack basic abilities, intercepting, activating abilities, etc.

## Banish

Cards that are banished are removed from the game.

## Bodies of Water & Land

- A body of water is a contiguous cluster of adjacent **water sites**.
- A body of land is a contiguous cluster of adjacent **land sites**.

## Broken

Broken cards are artifacts that can be found in any cemetery.

## Burrowing

*Keyword Ability.* This unit can be safely summoned to, exist in, and operate normally **underground**. When taking a **step**, it can move from the surface of a **land site** to the **underground** level there, or vice versa.

## Cardinal Directions

When a card talks about a cardinal direction, it includes all of the squares in the direction indicated on the card to the front, rear, left and right.

## Carrying Things

A unit that is capable of carrying other units, picks them up or drops them in the same manner and time as it would artifacts (see page 26). Carrying units that have **Airborne, Burrowing, Submerge,** or **Voidwalk** may confer those abilities to units they are carrying while they are carried.

A minion being carried may still use their abilities as normal. If the carried minion moves to a location that the carrying unit doesn't occupy, the minion ceases to be carried.

## Charge

This unit can use tap abilities the turn it is summoned, including moving and attacking.

## Conjure

*Keyword Ability.* When a card is conjured, put it directly into play.

## Damage and Life Loss

Generally units lose **life** when they suffer damage, which typically comes from combat and spells. However, sometimes a unit can suffer life loss directly from things like sites being successfully attacked or a card effect. This sort of loss is not considered damage.

*Note: When an Avatar is at **death's door**, only damage will deliver a **death blow**.*

## Dead

Dead cards are minions that can be found in any cemetery.

## Death Blow

When your Avatar is at **death's door**, any damage dealt to your Avatar is a death blow, finally severing your connection to the **realm** and signaling your defeat.

## Death's Door

Your Avatar's starting **life** total is displayed in the upper left-hand corner of the card. As your Avatar loses **life**, its connection with the **realm** weakens. When an Avatar's **life** is reduced to 0, they are now at death's door and can no longer gain **life**. At that moment, your Avatar becomes immune to damage for the rest of the turn. After that brief and desperate window, any **damage** dealt to your Avatar is a **death blow**, ending the game.

## Deathrite

*Keyword Ability.* When this unit **dies**, do what is stated.

## Die/Dies/Dying & Destroyed

When a minion has damage on it equal to or greater than its power (or is destroyed directly by an effect), that card dies. It first resolves any **Deathrite** abilities and is then placed in its owner's cemetery.

## Disabled

A unit that is disabled cannot use its game text box. In addition, it cannot use abilities, such as moving, intercepting, attacking, defending, interacting with artifacts, and casting spells, etc.

Disabled units also can't do things themselves, such as moving or striking. They can be targeted with spells like Spin Attack, they just don't perform the action. They can still be passively or externally moved by things like telekinesis.

## Elemental Threshold

A certain minimum affinity for each element required to cast a given spell, or trigger or activate some abilities.

## Elite

You may include **two** copies of a card that has the keyword "Elite" in its type line.

## Enemy

A unit (including Avatars) that is controlled by an opponent.

## Exceptional

You may include **three** copies of a card that has the keyword "Exceptional" in its type line.

## Flooded

A flooded site becomes a **water site** and thus also increases your water affinity by one ▽, if it was not already a water site. It still provides any other elemental affinity it did before.

## Genesis

*Keyword Ability.* When this card enters the **realm**, do what is stated.

## Here & There

Some cards will talk about something that is here or there contextually. When a site is referenced, here or there means both of a site's locations, surface and subsurface. When anything else is being referenced, it means that thing's same exact location.

## Immobile

*Keyword Ability.* This card cannot use basic abilities other than dropping artifacts, cannot perform reactions, and cannot move itself.

## Land Sites

All sites that are not **water sites** are considered land sites, including sites with no element icons and rubble.

## Lethal

*Keyword Ability.* Any strictly positive amount of damage this card deals to a minion is enough to kill.

## Life

Life represents the amount of damage that your Avatar can absorb before it **dies** and your connection to the **realm** is severed entirely. As your Avatar incurs damage, its overall life will decrease accordingly.

## Location

The exact location of a card is determined by its square and by the region that it occupies.

## Mana

Mana can come from several sources, but sites are the most common. When they first come into play as well as at the start of your turn, sites generate one mana each. Other cards can add to this total, such as a few spells, but also sites as soon as they enter play.

You use this mana to cast spells or activate abilities. At the end of your turn, any remaining mana is lost, whether or not you used it that turn.

## Movement +X

*Keyword Ability.* This unit may move up to X additional steps when using the Move and Attack basic ability. To move multiple **steps** at once, choose a destination and a path to it, tap the unit, then traverse that path one **step** at a time. You

may need to resolve automatic triggers (or apply "always on" passive abilities), some of which may prematurely stop the motion of the unit.

## Nearby
Refers to the card's own square, and all squares that surround it, including those diagonally.

## Ordinary
You may include **four** copies of a card that has the keyword "Ordinary" in its type line.

## Projectiles
A projectile moves in a **cardinal direction**. Its flight begins at the caster's or unit's **location** or at another adjacent **location** in the chosen **cardinal direction**. It travels within the same **region** as the unit or caster that fired it until it either can't move further or it hits the first unit (**enemy** or **ally**) that it comes into contact with and then does damage as described on the card. In the event of multiple valid units, the player that fired the projectile chooses which unit the projectile hits.

## Ranged
*Keyword Ability.* This unit has the **tap ability**: "Tap → Strike target enemy unit at a range of up to one step away in a cardinal direction". This unit may also intercept Airborne units flying over them.

## Range of Motion
Anywhere a card is allowed to move legally is considered within its range of motion.

## Realm
The realm includes all the squares in the game zone.

## Region
There are four distinct regions in the realm: surface, underground, underwater, or in the void.

## Rubble
A site that has been destroyed is placed in its owner's cemetery as normal, but rather than reverting back to the **void**, the site is instead replaced with rubble. Rubble is a neutral **land** site that no player controls, and provides no mana or threshold.

*Note: Use Rubble tokens or a face down site to represent rubble on a **square**.*

## Sacrifice
Sacrificing is removing something you control from the **realm** and placing it directly in its owner's cemetery. A player may be forced to sacrifice something if an effect instructs them to do so. When a minion is sacrificed, it does indeed **die**, and its **Deathrites** trigger, if applicable. A **dying** unit cannot be sacrificed. When a site is sacrificed, it is replaced by rubble. Even **indestructible** things can be sacrificed, if a cost or effect otherwise informs you of the need to sacrifice something.

## Search
Some cards allow you to search through a deck. Whenever you search your atlas or spellbook for a card, you must shuffle it afterward before replacing it.

## Silence/Silenced
A unit that is silenced cannot use its game text box. However, it can still tap to move, fight, or interact with artifacts as normal.

## Sleep/Asleep
See Disabled, page 32.

## Spellcaster
*Keyword Ability.* This card may cast spells.

## Square
One grid square in the **realm**, that includes all cards present there.

## Stealth
*Keyword Ability.* This minion cannot be targeted by opponent's spells and abilities and it cannot be attacked. Enemy units cannot intercept or defend against this minion. Stealth is lost forever after the minion uses a non-basic activated ability, deals damage, or attacks.

## Step
A step is the minimum unit of distance between two adjacent locations.

## Strike
Deals damage equal to its power.

## Stronger, Strongest, Weaker, and Weakest
Some effects compare the power of two units:
- Stronger: Strictly more power than.
- Strongest: Strictly highest power.
- Weaker: Strictly less power than.
- Weakest: Strictly lowest power.

## Submerge

*Keyword Ability.* This unit can be safely summoned to, exist in, and operate normally **underwater**. When taking a **step**, it can move from the surface of a **water site** to the **underwater** level there or vice versa.

## Summon

When a card is summoned, put it directly into play.

## Tap Ability

A tap ability is an activated ability that you activate by turning a card 90° to the right, from an upright position. Only untapped cards and tokens in play can be tapped. All of your cards in play automatically (and necessarily) untap at the start of your turn.

## Target

Sometimes you will need to target things in the realm. Spells and abilities can only target things within the **Spellcaster's** or referencing card's same region.

## Transform

When a card is transformed it is considered the same game object as its previous version and therefore does not suffer from summoning sickness when it comes into play. If one card transforms into another card, the original card is removed from the game after the transformation.

## Underground

The lower level of a **land site** is part of the underground **region**.

## Underwater

The lower level of a **water site** is part of the underwater **region**.

## Unique

You may include **one** copy of a card that has the keyword "Unique" in its type line.

## Units

Units are a collective term that includes Avatars and minions.

## Void

A **square** without a site is a part of the void **region**. Avatars can never enter void **locations**. Minions there are **banished** unless they have **Voidwalk**.

## Voidwalk

*Keyword Ability.* This unit can be summoned to any **void** square and safely exist and operate there. When taking a step it can move into an adjacent void, or out of the **void** and into any level of an adjacent site, and vice versa.

## Water Sites

Water sites are identified by the water icon marked with ▽. All other sites are considered **land sites**, including sites with no threshold icons and rubble.
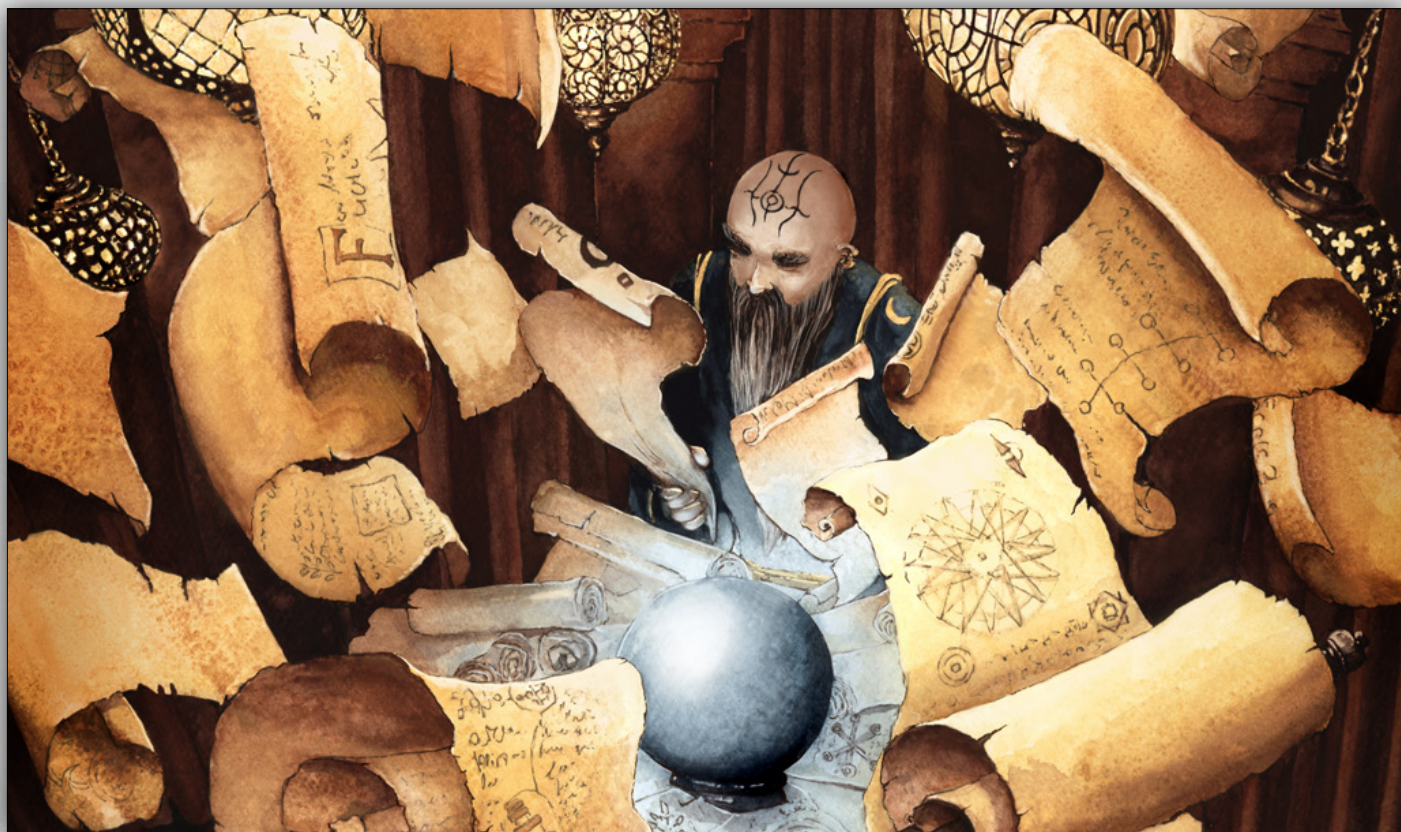
# Sorcery: Contested Realm
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## The Golden Rule

If the text of a card contradicts the rulebook, the card text takes precedence.

## The Silver Rule

Some text is intentionally colloquial or necessarily compact. Use common sense and be cool.

## The Four Elements

*Sorcery: Contested Realm* is built around the four classical elements:

| Fire | Air | Water | Earth |
|------|-----|-------|-------|

## Turn Sequence

### Start Phase

**Step 1:** Trigger abilities that happen at the start of the turn.

**Step 2:** Untap all of your cards in the realm. All of your sites generate their mana.

**Step 3:** At the end of the Start Phase, draw a card from either your spellbook or atlas.

### Main Phase

There are three types of actions units can take at any time during your Main Phase. Units can cast a spell, activate an ability, and use a basic ability (e.g. move, attack, or interact with an artifact). You may take these actions as many times as you have resources to do so, and in any order you like.

### End Phase

**Step 1:** Trigger abilities that happen at the end of the turn.

**Step 2:** Players remove all damage from their minions and artifacts in the realm.

**Step 3:** Abilities that last for your turn now end.

**Step 4:** Your turn ends.

## Navigation Terms

**Regions:** Surface, Underground, Underwater, and the Void are all separate regions in the game.

**Location:** The exact location of a card is determined by its square and by the region that it occupies.

**Here & There:** Some cards will talk about something that is here or there contextually. When a site is referenced, here or there means both of a site's locations, surface and subsurface. When anything else is being referenced, it means that thing's same exact location.

**Target:** Spells and abilities can only target things within the **Spellcaster's** or referencing card's same region.

**Adjacent:** Refers to the card's own square and the squares that it shares a border with.

**Nearby:** Refers to the card's own square and all squares that surround it, including those diagonally.

### ADJACENT          NEARBY

**Adjacent & Nearby Locations:** Only locations that are in the same region as the referencing card (or its spellcaster) are considered adjacent or nearby locations.

**Steps:** A step is the minimum unit of distance between two adjacent locations.

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## COMMON KEYWORD ABILITIES

Many units have keyword abilities printed in their game text. These keywords have rules associated with them, which you can find listed alphabetically below as well as in the glossary (page 31).

### [X]bound

This card is **disabled** when not at a **location** that meets the requirements. For example, a Waterbound card is **disabled** when not occupying a **location** with a **water site**, etc.

### Airborne

This unit may move diagonally when taking a **step** on the surface. In addition, when taking **steps**, this unit is flying over the ground and therefore cannot be intercepted by units on the ground unless they have the Airborne or **Ranged** ability. This minion cannot be targeted by attacks from units on the ground, unless they also have the Airborne ability.

### Burrowing

This unit can be safely summoned to, exist in, and operate normally **underground**. When taking a **step**, it can move from the surface of a **land site** to the **underground** level there, or vice versa.

### Charge

This unit can use tap abilities the turn it is summoned, including moving and attacking.

### Deathrite

When this unit **dies**, do what is stated.

### Genesis

When this card enters the **realm**, do what is stated.

### Immobile

This card cannot use basic abilities other than dropping artifacts, cannot perform reactions, and cannot move itself.

### Lethal

Any strictly positive amount of damage this card deals to a minion is enough to kill.

### Movement +X

*Keyword Ability.* This unit may move up to X additional steps when using the Move and Attack basic ability. To move multiple **steps** at once, choose a destination and a path to it, tap the unit, then traverse that path one **step** at a time. You may need to resolve automatic triggers (or apply "always on" passive abilities), some of which may prematurely stop the motion of the unit.

### Ranged

This unit has the **tap ability**: "Tap → Strike target enemy unit at a range of up to one step away in a cardinal direction". This unit may also intercept Airborne units flying over them.

### Spellcaster

This card may cast spells.

### [X] Spellcaster

This Spellcaster may only cast spells that match the required element (X). For example, Fire Spellcasters may only cast spells that have a Fire threshold icon, marked with △ .

### Stealth

*Keyword Ability.* This minion cannot be targeted by opponent's spells and abilities and it cannot be attacked. Enemy units cannot intercept or defend against this minion. Stealth is lost forever after the minion uses a non-basic activated ability, deals damage, or attacks.

### Submerge

This unit can be safely summoned to, exist in, and operate normally underwater. When taking a **step**, it can move from the surface of a **water site** to the **underwater** level there, or vice versa.

### Voidwalk

This unit can be summoned to any **void** square and safely exist and operate there. When taking a step it can move into an adjacent void, or out of the **void** and into any level of an adjacent site, and vice versa.