

“Cast Binder” <The playmat of the game>

-> It is a folded page in a book. In the story, it is a type of spellbook that keeps all the Cast Cards and the playmat. To summon it or letting the game to begin, the player shouts “Cast Forth!”

“Gem Dice” <The dice themselves>

-> The game’s main dice mechanic.

“Cast Cards” <The main playable cards themselves>

-> The game’s main collectable card mechanic. It always has a deck of 5 cards.

“Strike Points” <Attack points of Cast Card>

-> Each Cast Card has a single number on the bottom right corner of the card, they’re always “0” points unless the player increases it depending on a Cast Card’s special ability OR during the “Cast Phase”. Strike Points means things like +1 additional damage to opponent’s shield points. But it will turn back to 0 again after a turn.

During the “Cast Phase”, if players want to raise the Cast Card’s Strike Points, the mana gem must match the color of the Cast Card. For Stone Cast Cards, you can match whatever color of mana gem you want.

And you can use many strikes but only depending on the Cast Card’s durability crystals allows it. A Cast Card can attack Shield Points by spending 1 durability crystal.

“Gem Storage” <The discard pile and resource system>

-> Where Cast Cards that were defeated go. It is the game’s discard pile but provides mana. There are 3 Gem Storages: Garnet, Emerald, and Topaz.

“Shield Points” <The armor that protects your cards’/a player’s HP>

-> They protect your Layer Points but needed reinforcement from the Gem Dice.

Players are allowed to use any D-dice like a D12 dice and placed on top of the “9” shield points. It’s to see if the shield points increase by buff OR decrease by damage.

“Layer Points” <Your cards’/a player’s HP (Health Points)>

-> They are the life points of your Cast Cards, sometimes recognized as “L(#)”. It also acts as the card level, whenever a Cast Card is defeated, the next card is revealed but with one or two Layer Points less. There are a total of 5 layer points.

“Dice in Hand” <The shelf-like racks on the playmat>

-> After drawing from the Dice Deck, and after the Gem Dice is rolled and locked, they are ready to be used for your Cast Cards on the “Fight Phase”.

A player is allowed to save some unused/left over dice in hand for their next turn but will have to be re-rolled during the “Roll Phase”.

“Dice Bank” <The bowl that stores up your dice for your next turn>

-> The Dice Bank is only accessed through the Emerald/Stone Cast Cards’ special ability.

You get to choose and store away some dice from your hand and save it for your next turn. The dice, along with its current value, is saved for use in your next turn without having to re-roll them.

“Dice Deck” <Your deck>

-> Where you draw 4 dice at a time in each turn.

“(Gem-Type) Mana Gem” <The game’s mana/resource system>

-> They’re the card backs of the Cast Cards, also they provide points for the Gem Storage and for your Diamond Cards. Diamond Cards can only activate by depending on the number of mana gems in the Gem Storage. But once a mana gem is used for an ability of Diamond Card, they are banished from the game and never healed back to the deck.

“Diamond Card” <Your play style of choice>

-> The gem that provides the player a relic. A Diamond is found on every relic which represents its source of power. There are varieties of them but players are only allowed to bring one per game. Depending on your Diamond Card, relic abilities grant advantages that can greatly affect the outcome of the game.

“Seal Slots” <Where you can perform an action>

-> Mini seals on Cast Cards that act as keyholes and the dice are keys. They're white dotted lines with icons and numbers, this is where you place your dice to activate actions of the Cast Card's ability. Doing this makes a durability crystal disappear.

“Durability Crystals” <How many times you can use a card before the end of turn>

-> The 1 to 3 white-ish spheres in the very left, right, and upwards of the card. Shows how many times it can be used again and again until you won't use it until your next turn it recharges.

(In story) The crystal disappears whenever you fill up the dice slots and activate an action.

(In reality) You rotate the card 1 to 3 times depending on the number of white-ish spheres of the card whenever you fill up the dice slots and activate an action.

“Perk Potion” <Support items/accessories that provides a bonus effect>

-> ((Inspired from Hearthstone's Duels about items with quirks in the beginning of battles, and Dicey Dungeon's "current rule changes")) Very optional tokens with both pros and con abilities that provides a balance of advantages and hindrance at the start or during battle.

((Inspired from Kingdom Hearts: Chain of Memories' Card Points (CP), Creature of Aether's level points, and Dicey Dungeon's backpack system)) Each Perk Potion has a size limit with a purple number on it. The Perk Potion area can take only up to 5 points of capacity.

Perk potions are very optional to bring in a game.

“(Ailment-Type) Shard” <A status effect ailment card>

-> When inflicted, a D4 dice appears which represents number of turns on how long they last. Each face of a D4 dice represents 1 turn that's count up/down once that ailment-type is inflicted or already used.

They stack-up 4 times when hit by the same ailment, the more stacked, the worse the effects of these ailments get. The only way to heal yourself from these effects is, depending on the ailment, by placing the required gem dice on the ailment card in order for the ailment to be all completely removed.

If you get inflicted by an ailment, the ailments are only effective/activated once during your turn. If you inflict an opponent with an ailment, the ailments are only effective/activated once during your opponent's turn.

“Trigger Reveal” <Automatic trap activation>

-> These are trigger abilities found in Cast Cards, but only certain kinds, that only activate when the next Cast Card is revealed after the last Cast Card is sent to the Gem Storage. The abilities can be afflicting ailments or providing extra mana energy for gem storage.

“Familiar Dice” <Customizable 6-sided dice that protects Cast Cards from opponent’s Strike Points>

-> A Warlock companion (like Seymour, Hydrie, or Kelpie). ((Inspired from the saying “Your fate is sealed.”, and the theme about chances.)) Familiars in this world are creatures that can change the fate of the outcome of the battle. It’s an optional defense for their Cast Cards against Strike Points during another player’s turn in the “Fight Phase”.

This dice is very customizable, each face of the dice is removable. ((Inspired from “Final Fantasy X-2” about the dress spheres)) You can even play customizable dress-up with your familiar, there’s a category of customizable faces that shares the same theme, like alchemist set, mage set, autumn set, winter set, etc.

Players can only bring 1 Familiar Dice per game. Each face has special shield points of their very own, they are called “Critical Shields”, has only up to 5 to 12 Critical Shields.

Special abilities of the familiar can only activate when its “Critical Shield” takes damage, survives, and/or is completely destroyed. It counters back with magical/physical/ailment/debuff attacks. It can even partially nullify an ability like decrease its damage. When a familiar dice face is completely destroyed, that ability is gone from the game and will have to use the remaining faces.

“Aura Jewels” <Power-Up Stickers for faces of Familiar Dice>

-> ((Inspired from “Railroads and Catacombs” about the “Cardbuilder”)) Even the dice faces can be customizable. Dice faces of Familiar Dice can be made stronger by attaching “Aura Jewels” on them. You can attach only up to 3 Aura Jewels for each dice face, but once you add an Aura Jewel, these are permanent, you can’t remove or exchange them with other Aura Jewels.

An Aura Jewel adds an additional bonus special ability description. The aura jewels’ special abilities activate along with the familiar dice being damaged, destroyed, or survived.

Aura Jewels come in 6 categories:

-> Red Aura, provides Mana Gems.

-> Green Aura, upgrades the Familiar card’s special ability into a “+” something

-> Orange Aura, they strengthen the Strike Points and supports Shield Points.

-> Blue Aura, they heal, revive, and refresh Cast Cards.

-> Purple Aura, they cause ailments to happen.

-> Platinum Aura, they're the rarest for they give any random special abilities of any Cast Cards.