

DEMO



Rulebook

Game Overview and Goal


*There hangs the twin moon
among the skies
When plenty pours from her
Nighttime splendor it is!*


Elementis is a land filled with all kinds of mystical elements. Over the years, **The Great Sorcerer** has kept the balance of all elements and maintained peace in this magical world. Through practicing family magic and worshipping the twin moons, sorcerers in Elementis learn the skills to control various elements in everyday lives.


In every duo luna year, the **Great Sorcerer Tournament** is held in the enchanted forest. Sorcerers from all over the Elementis gather around, exploring the growth of elemental-mushrooms, **GUs**. Through their understanding of sorcery, potion and knowledge over the weirdest landscape in the world, they duel, attain the most **influence** to dominate the forest or pursuing **Moons' Blessing** to become the most powerful sorcerer in the forest.


Elements and GUs


GUs can store a huge amount of **elements** and nourish the surroundings. Via centuries of studying and practicing, sorcerers have learnt how to grow GUs and utilized their elements to power up themselves.

Flame element  : When flame elements are gathered, **flame servants** are born. Flame servants will destroy everything as their masters commanded.

Stone element  : When stone elements are gathered, **stone servants** are born. Stone servants are willing to sacrifice themselves to protect their targets.

Water element  : Water elements create **drops**, an essential substance for **GUs'** growth, bringing the forest prosperity and abundance.

Thunder element  : Thunder elements form **mana**, providing energy for sorcerers to **cast spells**.

Moon element  : Moon element is the source of ancient magic. Sorcerers gain ancient knowledge by studying moon elements. Once a sorcerer controls a **sufficient** amount of **moon GUs** and **moon elements**, they become the most powerful sorcerer and **wins** the game.

How to Gain Influence

1. Grow GU
2. Summon element
3. Win war
4. Control Shrine

Components



1 Main board
(4 borders)



4 Sorcerer boards

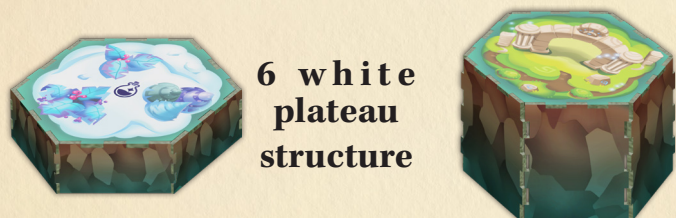
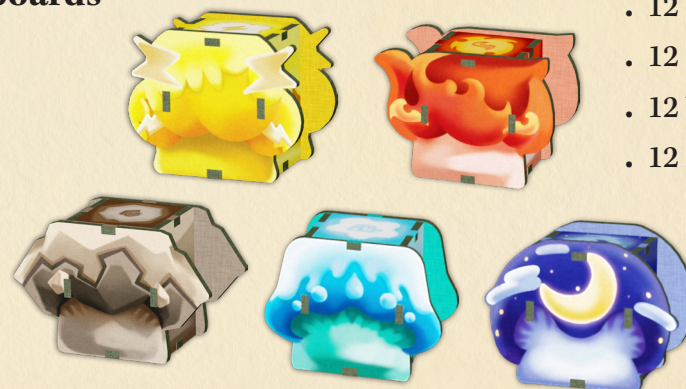


1 GU box:

- 12 Thunder GUs
- 12 Flame GUs
- 12 Stone GUs
- 12 Water GUs
- 12 Moon GUs



12 Ground tiles



6 white plateau structure

2 Shrine structure



30 Flame servants

30 Stone servants

30 Mana

50 Drops

30 Flasks



16 Sorcerer platforms



24 Sorcerer tokens



10 Debris tokens

1 Time indicator

20 War dice

1 First-sorcerer indicator



20 Potion tiles



32 Spell scrolls

Main Board

The Main Board features several key components:

- Potion area:** A vertical track on the left for managing potions.
- Game-flow track:** A vertical track with numbered slots (1-3) for tracking the game's progress.
- Order track:** A vertical track with numbered slots (1st-4th) for player order.
- Elemental track:** A horizontal track at the top for tracking elemental levels.
- Spell scroll supply:** A vertical track on the right for managing spell scrolls.
- Influence track:** A horizontal track at the bottom with numbered slots (0-30) for tracking influence.
- Forest area:** A central map area labeled "MUSHROOM SORCERER" with various terrain features.

Elemental track

Spell scroll supply

Elemental level (I/II/III/IV)

Type of element

This detailed view shows the Elemental Track with four levels (I, II, III, IV) and various elemental icons (Fire, Earth, Air, Water) associated with each level.

There are some **one-off bonus** when the sorcerer advancing the Elemental Track.

Sorcerer Boards

Sorcerer can organise different **resources** in their board.

- Hibernate:** Gain any / / / equal to your highest level at the end of . Repeat it at the end of .
- Fury:** Your always gain 1 this round. : spend 1 to make your opponent roll 2 less .
- Big belly:** Your always gain 1 this round. : spend 1 to make your opponent roll 2 less .
- Forest keeper:** Once per turn, spend 1 to place 1 on the map and gain 1 / / / . : gain any 2 instead.
- Slower learner:** Your always cast twice but cost 1 more . : your always cast twice but cost 1 instead.

Potion storage

The Sorcerer Board for Bahon the Guardian includes:

- Grow GU:** → / / x2
- Wage War (+):** : / / / . : / / / . Grow ONE .
- Summon:** / / /
- Learn spell:** x2
- Each can be cast once at any time of your turn in .**
- Servant reserve:** → at the end of your turn in .
- War dice pool:**
- Sorcerer's name:** Bahon the Guardian
- Storage areas:** Sorcerer plat-, Flask storage, Drops storage, Mana storage.

Servant reserve

War dice pool

Sorcerer's name


Sorcerer plat-

Flask storage


Drops storage

Mana storage


GU's

Sorcerers can grow different GU's  to gain elements and level up their **elemental level**. When their elemental level rise, sorcerers are able to **summon** more resources to help them win the game.




Growing flame GU  raises **flame elemental level**.




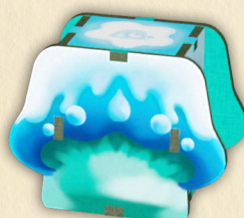
Growing stone GU  raises **stone elemental level**.




Growing moon GU  raises **moon elemental level**.



Growing thunder GU  raises **thunder elemental level**.






Growing water GU  raises **water elemental level**.

Resources

There are 4 types of resources: flame servant , stone servant , mana  and drop .



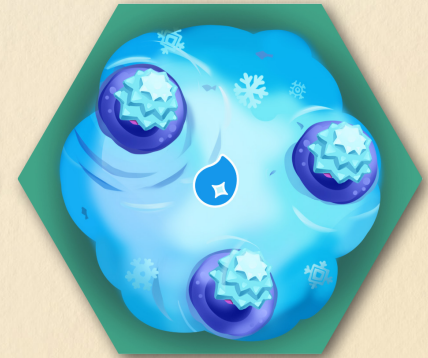
War Dice

War dice  are the **permanent gifts** from flame and stone element. There are 3 **arrows**  and 3 **shields**  on a die. During a war, sorcerer roll war dice to strengthen themselves.



◆ Ground, White Platformau, Shrine and Debris

The forest has different lands, providing different resources to sorcerers. When sorcerers have grown a GU on that land, they can gain that bonus from it.



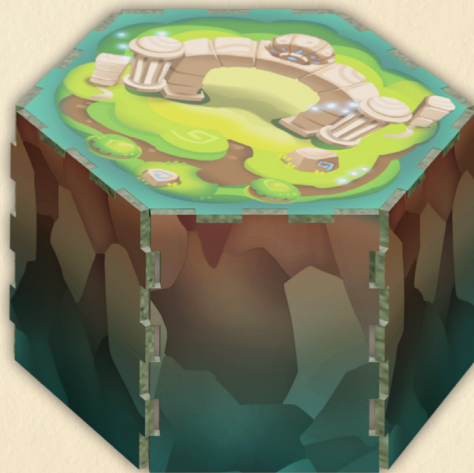
Ground

There are 4 different grounds, providing flame servants, stone servants, mana or drops.



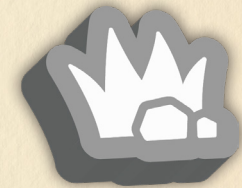
White plateau

Each **white plateau** has 1 debris and provides one flask.



Shrine

Each **shrine** has 1 debris. Sorcerer who controls the shrine gains 1 influence or 1 moon element at the end of **Night** phase.



Debris

Debris **inhibits** the growth of GUs. Sorcerers have to **spend extra servant to remove** such debris before growing GU on that land.

◆ Sorcerer Platforms

Sorcerers put a **sorcerer platform** on top of their **GU towers** so that they can identify each other's towers. If a sorcerer gains a flame servant or stone servant at any time, they have to immediately decide **whether to place it on the servant reserve or on a sorcerer platform**. The capacity of a sorcerer platform follows the height of the GU tower. E.g. only 3 servants are allowed to be placed on top of a GU tower of 3 levels.



Spell Scrolls

There are 4 types of spell scrolls ⚡ - **Summoning** ⚙, **Servant** 👤, **GU** 🍄 and **War** 🏹 spells scattered around the ruins in the forest. Sorcerers may pick up and study those spells. Each spell has its unique timing and cost to be casted. Please refer to the **Spell library** (P.18-19) for detailed effect of each spell.



Summoning spell



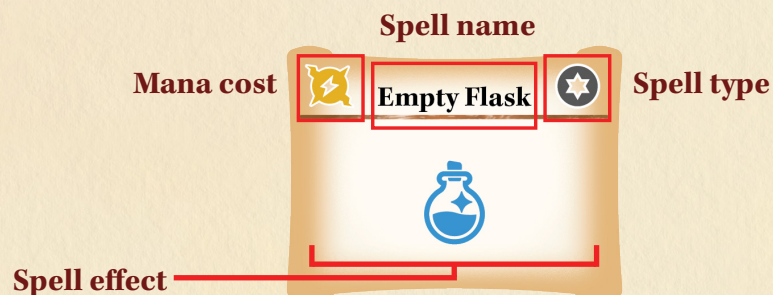
GU spell



Servant spell



War spell



Potions

Sorcerers bring their **unique potion** 🍷 to the forest. Each potion **stimulates sorcerers' sense** toward specific elements, giving them different powers. Starting from round 2, sorcerers play one of their own potion to empower themselves for the rest of the round. When sorcerers **have mastered an element (reaching level III or IV on that elemental track)**, they can maximize the benefit of using that type of potion. Each potion may only be **used once**. Please refer to the **Potion book** (P.20-21) for detailed description of each potion's effect.

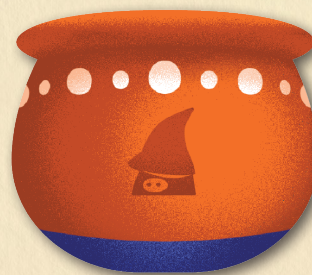
Bahon's potion



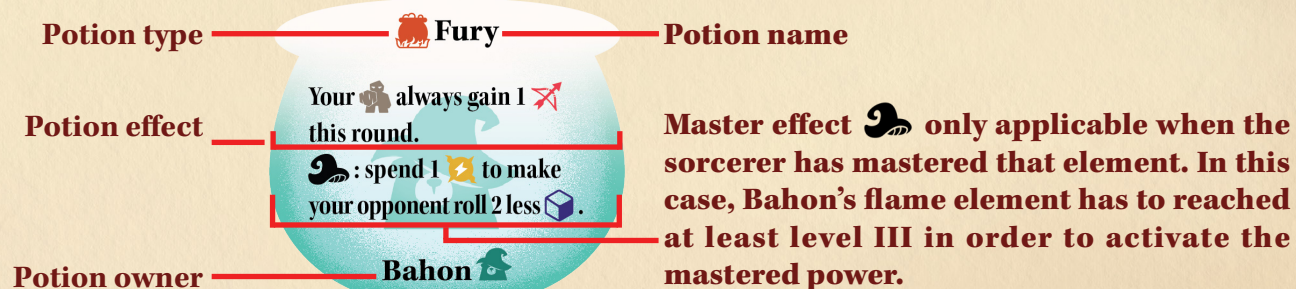
Charles's potion



Eddie's potion



Cassandra's potion

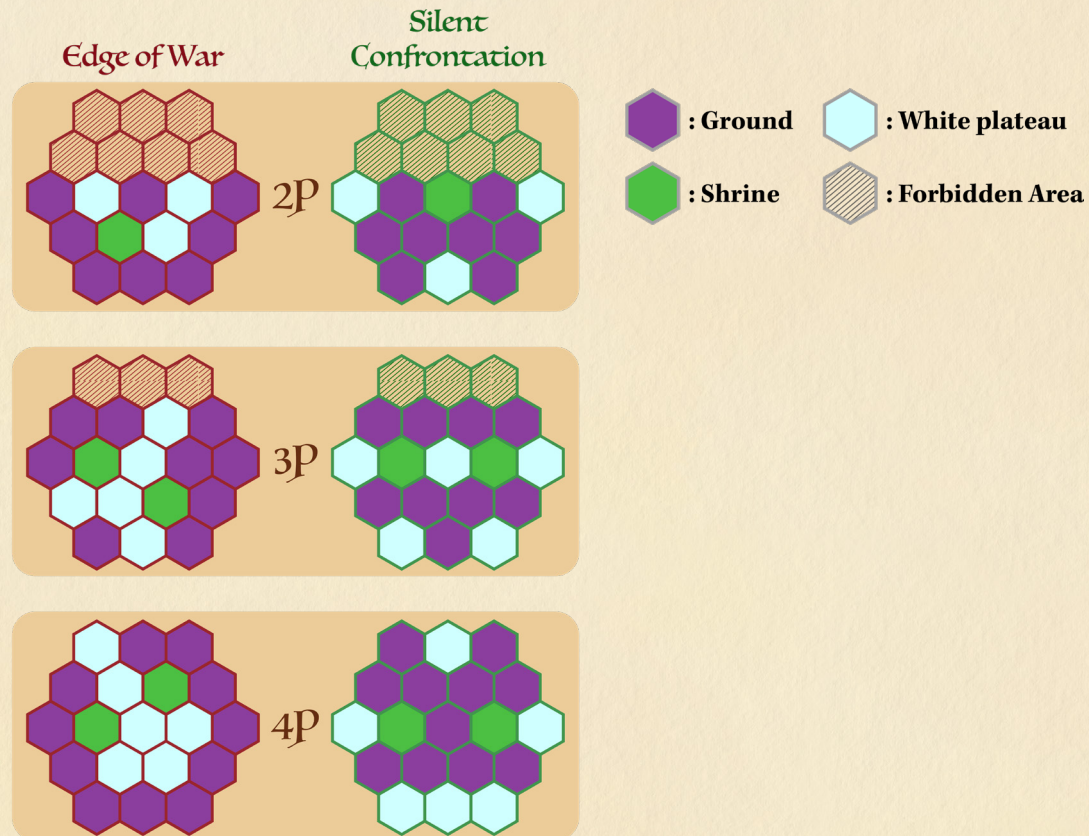




Setup



- 1 Place and assemble the **forest borders** to form the **forest**.
- 2 Based on the **number of sorcerers**, place the white plateau and shrine structures according to the suggested landscape below, or form the forest in any way you like. Then, randomly draw and place the ground tiles to the empty space to complete the landscape. Flip over the unused ground tiles to create the **forbidden area** if needed. Place the indicated resource on each ground tile and white platformau. Place one debris tokens on each white plateau and shrine.



- 3 Separate the spell scrolls into 4 decks according to the 4 types of spells. Shuffle each deck and place them face-up in the supply on the top right area of the forest.
- 4 Place all GUs, servants, drops, flasks and mana next to the forest.
- 5 Each sorcerer selects a character and takes their **sorcerer board**, **6 sorcerer tokens**, **4 sorcerer platforms**, **1 mana**, **2 flasks** and **5 drops**. The game proceeds clockwise.
- 6 The sorcerer who ate mushroom most recently becomes the first player and gets the **first-sorcerer token**. The game proceeds clockwise and each sorcerer place one of their sorcerer token on the **order track**.
- 7 Each sorcerer places their sorcerer tokens on each **elemental track and influence track** on the forest respectively.

Sorcerer 1



Sorcerer 2



6



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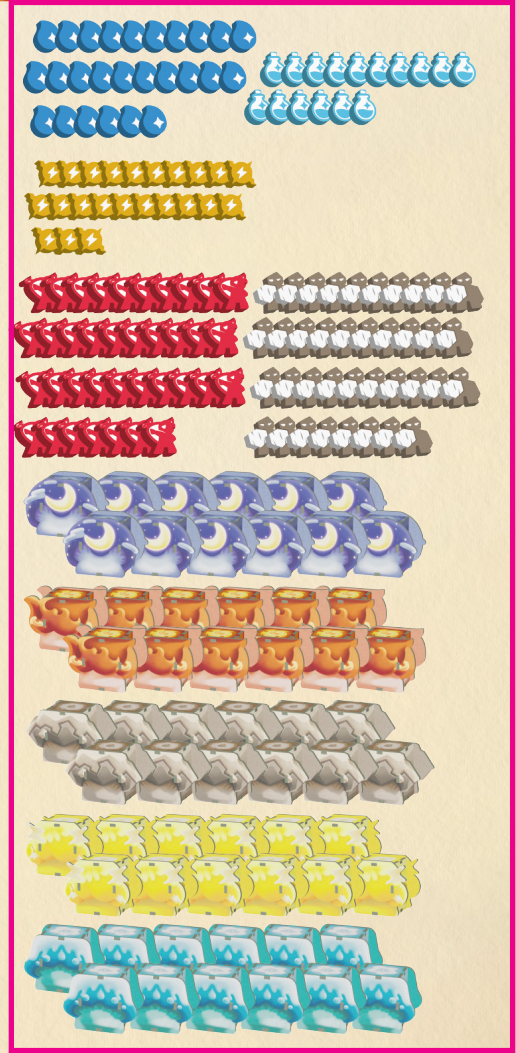


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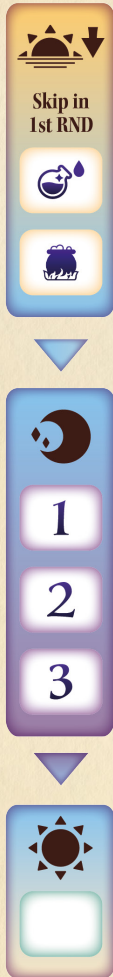
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Sorcerer 3



Sorcerer 4

Game Flow



Sorcerers take turns in clockwise order. The game will run several rounds until any sorcerer has fulfilled:
(a) **Forest Dominance** OR (b) **Moons' Blessing** at the beginning of their turn.

Each round consists of 3 phases:

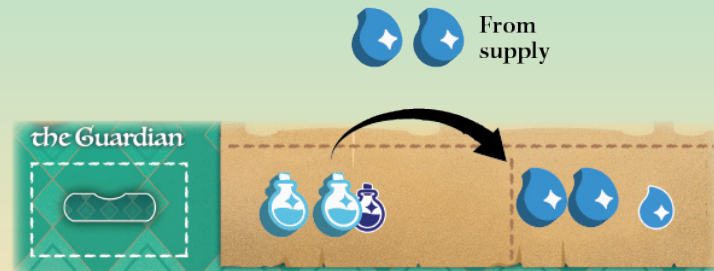
- I. **Twilight**
- II. **Night**
- III. **Daybreak**

I. Twilight phase

This phase will be skipped in round 1. Starting from the first sorcerer, each sorcerer takes the following actions follow the order track.

1. Refilling drops

Each sorcerer **gains a number of drops** from the supply that **equals to the number of flasks** they have in their storage.



Example: Bahon has 2 flasks in his storage so he will gain 2 drops from the supply.

2. Using potion

Each sorcerer uses one of their remaining potions. The potion brings a unique power to the sorcerer for the rest of the day (see Potion book on P.21-22).

Sorcerers put their chosen potion in the space of **potion area** on the top left area of the forest. Each potion can only be used for **ONE** round. Thus, the potion tile for the current round covers the potion for the last round (except for round 1 and round 2).



Example: Bahon places *Fury* to the potion area. As he has reached level III in the flame element, his stone servants always gain 1 arrow, **PLUS** he can spend a mana to make his opponent roll 2 less dice (Master effect).

After that, Charles decides to go with *Invisible hand*. Charles has only reached level II in the thunder element. During Charles's turn, he may spend 1 mana to take any 1 spell from the supply.

✦ II. Night phase

Starting from the first sorcerer, each sorcerer **performs 1 of the following main actions and any side actions** (at any order) follow the order track until all sorcerers have finished three turns.

Main Actions:


1. Spell studying (2 spells)
2. GU growing (2 GUs)
3. Element summoning (1 kind of element)
4. War waging (1 war)

Side actions:

1. Spell casting (Unlimited spells but each spell can only be casted once per turn)
2. Gu sliding (Once per turn)

☞ Main Actions

1. Spell studying

In this action, sorcerers may **study and take at most 2 scrolls** from the supply. Sorcerers have to place those spell in their **spell archive** on the sorcerer board. They can hold 6 spells at most. Pay attention that **Summoning** spells  can only be casted once for the rest of the game and have to be flipped over immediately after casted.

You may refer to the Spell library (P.18-19) for detailed description of spell effects.



Example:

Bahon takes *Spearhead* and *Forced Trade* from the supply and places them to his spell archive.

If Bahon decides to use *Spearhead* this turn, which is a **Summoning** spell, he would need to flip it immediately after use. He can also save it for future turns.

2. GU growing

In this action, sorcerers may spend drops and grow up to **TWO** GUs. Sorcerers gain influence and elements based on the GU they have grown. Each GU can be grown on a new land (**Reclamation**) or on an existing GU tower (**Overgrowth**).

Reclamation

Sorcerers may spend 1 drop and grow a desired GU on **any unoccupied land** to become a new GU tower. Sorcerers have to spend one extra servant to clean up the debris token (if any) first.

Gain the **one-off resource** from the land. Put one of your remaining sorcerer platforms on top of the GU tower. A sorcerer may own at most 4 GU towers.

Overgrowth

Sorcerers may grow a desired GU on top of an existing GU tower they controlled and then spend drops equal to the level it is grown. Sorcerers may temporarily take away the sorcerer platform for convenient execution.

*Moon GU can only be grown once in a turn and each GU tower can only have one moon GU.

After you grow a GU, perform the following based on the type of GU you have grown:

Flame GU: Gain 1 influence and flame element(s) that equals the level it is grown.

Stone GU: Gain 1 influence and stone element(s) that equals the level it is grown.

Water GU: Gain 1 influence and water element(s) that equals the level it is grown.

Thunder GU: Gain 1 influence and thunder element(s) that equals the level it is grown.

***Moon GU:** Gain moon element(s) that equals the level it is grown.

GU growing

GU tower level	Cost and bonus
4	4 drops → 4 elements + 1 influence
3	3 drops → 3 elements + 1 influence
2	2 drops → 2 elements + 1 influence
1	1 drop → 1 element + 1 influence

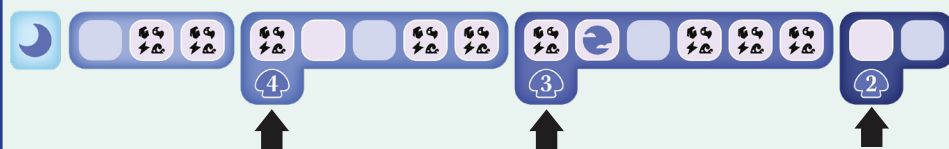


Example: Cassandra spends 4 drops to grow a flame GU on level 4 and gains 4 flame elements. She receives 1 flame servant, 1 war die and 1 influence by passing through specific flame elemental points. She then places the flame servant in another GU tower which has no flame servant at all. Since this is a **level-3 GU tower**, she can only put **at most 3 servants** in this tower's sorcerer platform. Finally, she decides to replace an existing stone servant with the new flame servant.

*Growing Moon GUs, another way to victory

If a sorcerer somehow finds themselves lagging behind, they may try to grow moon GUs and gain victory by **Moons' Blessing**. Each GU tower can only hold ONE moon GU. Once a sorcerer has grown a moon GU or gain a moon element, **move their sorcerer token from the influence track onto the moon element track**.

From now on, this sorcerer **would not gain any influence** and can only win the game by gaining enough moon GU with respect to moon elements at the beginning of their turn. In order to gain **Moons' Blessing**, the sorcerer needs to have a certain number of moon GU according to the checkpoint they have passed through on the moon elemental track.



Sorcerer has to have at least 4, 3 or 2 moon GU on their GU tower in order to gain **Moons' Blessing**.

The diagram shows a horizontal track at the top with a moon icon and several slots containing lightning bolt and flame icons. An arrow points to a slot with a lightning bolt and a flame, which has a '3' in a circle below it. Below the track are four towers labeled Tower 1, Tower 2, Tower 3, and Tower 4. Tower 1 has a moon GU on top. Tower 2 has a moon GU on top. Tower 3 has a moon GU on top. Tower 4 has a moon GU on top. Arrows indicate the movement of the sorcerer token from the influence track to the moon element track.

Example: Eddie decided to achieve the Moons' Blessing and has collected a number of moon elements. He would need to control at least 3 moon GUs at the beginning of his turn for winning. Other sorcerers may obstruct Eddie by initiating war against Eddie in order to destroy some of his moon GUs.

3. Element summoning

In this action, sorcerers may summon ONE kind of element and gain the resource(s) based on their elemental level. If they have mastered that element, they would also gain 1 influence each time when summoning that element.

Flame element: Gain flame servant(s) equal to the flame elemental level.

Stone element: Gain stone servant(s) equal to the stone elemental level.

Water element: Gain drop(s) equal to the water elemental level.

Thunder element: Gain mana(s) equal to the thunder elemental level.



Example: Bahun's flame elemental level is III so he gains 3 flame servants **PLUS** one influence via summoning flame element.

4. War waging

In this action, sorcerers (**attacker**) may initiate a war from a GU tower which **has at least one servant**, against any ONE adjacent opponent's GU tower (**defender**).

GU, servant, arrow and shield

- 1 Every stone servant has **2 shields**; every flame servant has **1 shield and 1 arrow**. Each arrow can deal one damage to a shield. If a servant has no shield left, remove and return it to the supply.
- 2 Attacker will gain **ONE bonus arrow** as attacker's advantage.
- 3 A war die may carry 1 arrow or 1 shield depending on the rolling result.



War

When war begin, both attacker and defender have to declare and spend any mana (if any) for their potion effect. After that, they roll all of their war dice (if any).

Arrows from the defender would **ONLY** deal damage to the attacker's servants, but not the attacker's GU tower. Both sides calculate their arrows and shields.

Total arrows = Number of flame servants + number of arrows from war dice + (1 arrow for attacker's advantage) + (any potion effect)

If a sorcerer rolls any shield icon, 1 shield can **block** 1 arrow. When the shield icons are used up, sorcerers can decide by themselves to let which of their own servants take the remaining damage first, then discard the servant(s). Both sorcerers remove the injured servants and place them back to the supply at the same time. Even if a stone servant has 1 shield left eventually, it will also be **removed** at the end of war.

After removing servants, if the attacker still has **remaining arrows** (not yet offset by defender's shields), they can damage and remove GU(s) from the top of the target tower. 1 arrow destroys 1 GU. **However, the attacker CANNOT remove GUs more than the number of their servants at the beginning of the war.**

War dice are then returned to both sorcerers' dice pool.

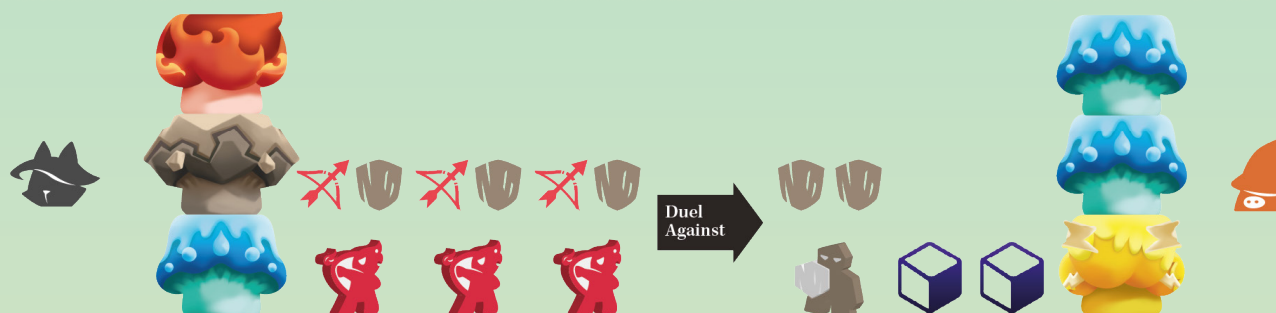
Reward

- 1 For each GU destroyed, the attacker gains 1 influence and 1 drop.
- 2 If the attacker has destroyed at least one GU, they can grow **ONE** GU anywhere following the same rule in **GU growing** when the war is finished. **Even players may remove multiple GUs, they may only grow ONE GU as reward.**



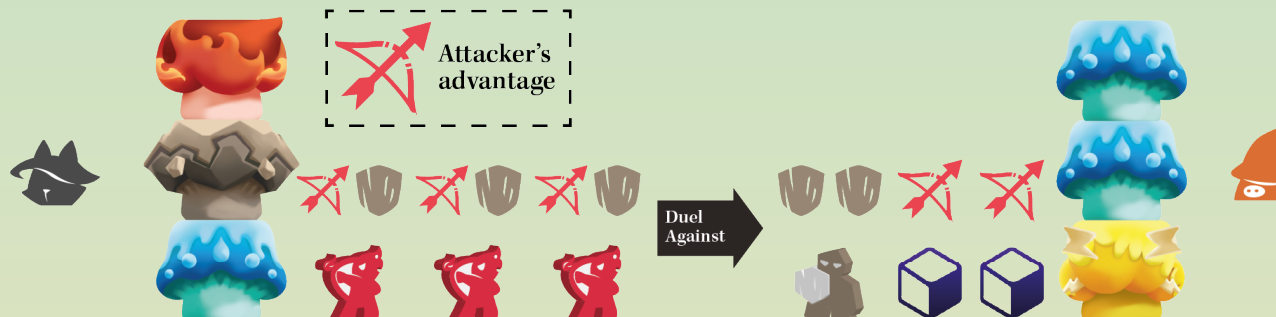
Example

1



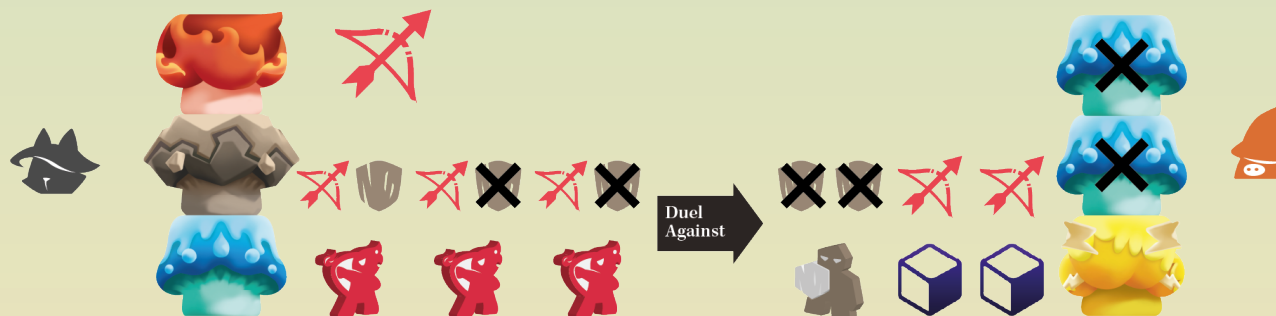
Charles initiates a war against Eddie's tower. Charles has 3 flame servants. Eddie has 1 stone servant and 2 war dice (gained from the elemental track).

2



Since Charles is the initiator of this war, he gains 1 additional arrow bonus. Total arrows from Charles = 3+1 = 4. Eddie rolls his war dice and gets 2 arrows.

3



2 of Charles's flame servants are killed by the war dice from Eddie. All shields from Eddie's stone servant are destroyed. The remaining 2 arrows from Charles destroy 2 of Eddie's GUs.

4



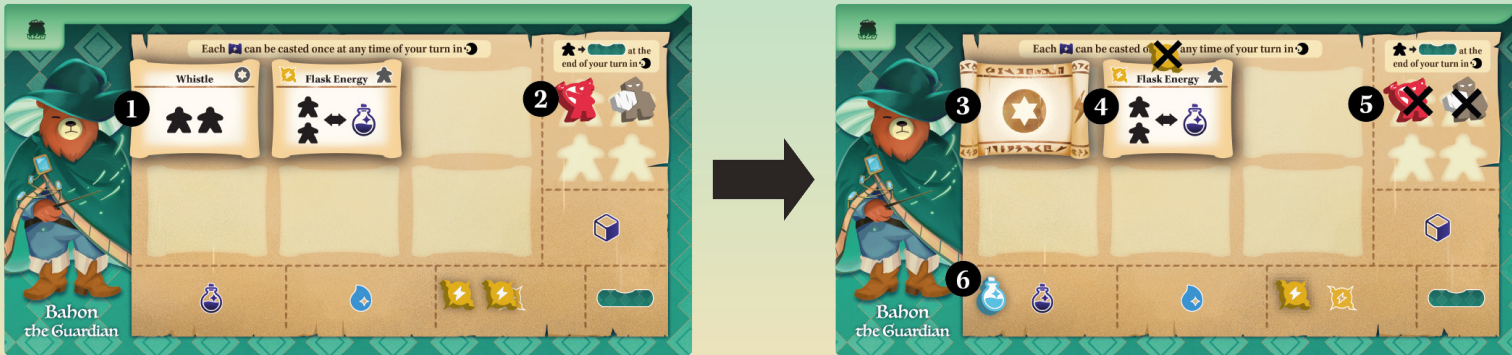
Charles finally wins 2 influence and 2 drops by removing 2 GUs, and he can grow ONE GU anywhere following the rule in **GU growing** action after the war.

Side Actions

Sorcerers may perform side actions in any order within their turn.

1. Spell casting

Sorcerers may spend mana to cast multiple spells **at any time during their turn**. Each spell may only be casted ONCE in a turn.



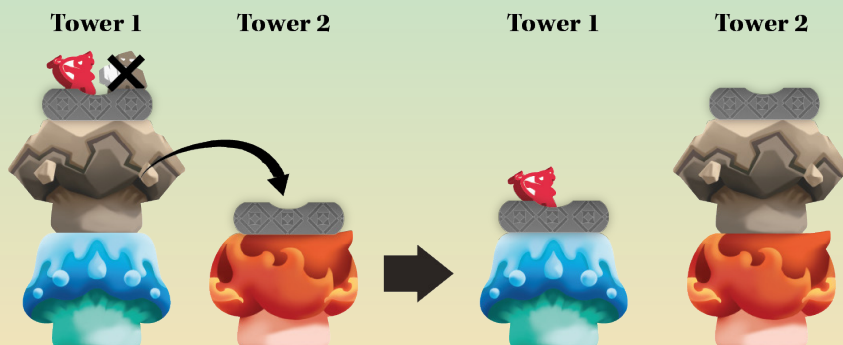
Example: Bahon first casts *Whistle* to gain two servants from the supply. Since *Whistle* is a **Summoning** spell which can only be casted once in a game, he needs to flip the spell after the effect. He then uses the incoming servants as well as 1 mana from his reserve to cast *Flask Energy* which gives him a flask.

2. GU sliding (once per turn)

Sorcerers may **spend 1 servant to move and slide** 1 of their top GU from their GU tower to any connected unoccupied land or another GU tower they controlled. For the later case, sorcerers may only slide a GU from a taller GU tower to a shorter GU tower. For example, sorcerers may slide their top GU from a level-3 GU tower to a level-2 GU tower but not vice versa.

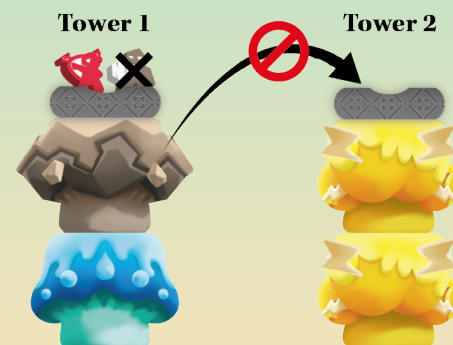
Sorcerer has to spend 1 extra servant if there is any debris token on the land.

Example 1:



Charles decides to slide a top GU from tower 1 to tower 2. He spends the stone servant from tower 1 to do so.

Example 2:



Charles cannot slide their GU from tower 1 to tower 2 because tower 1 is not taller than tower 2.

After finishing the main and side action, sorcerers may allocate their own servants from their servant reserve to their GU tower.

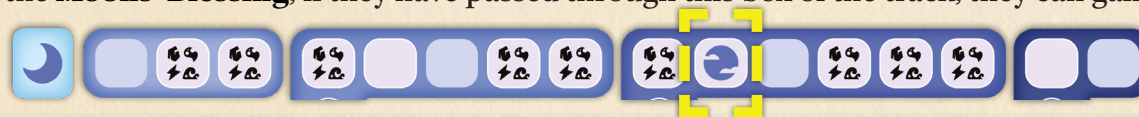
After that, their turn ends. The next sorcerer proceeds their main and side action until all sorcerers have finished 3 turns.

III. Daybreak Phase

Night ends and GU starts to **bloom elements** as the sun rises. Sorcerer gets rest and resources from all elements. All sorcerers gain resources from the supply based on their elemental level of each track. When gaining flame and stone servants, sorcerers have to assign them to their GU towers or servant reserve for later use. (In case of any argument, sorcerer may place all of their servants following the same order as this turn.

For sorcerers who control a shrine, they can gain one influence or one moon element at this time.

For sorcerers who are pursuing the **Moons' Blessing**, if they have passed through this box of the track, they can gain 1 moon element.



Example 2: At Daybreak phase, Eddie gains

- 1 From the **flame element**: 2 flame servants;
- 2 From the stone element: 3 stone servants + 1 influence. However, as Eddie decided to pursue **Moons' Blessing** instead of **Forest Dominance**, he CANNOT gain the 1 influence.
- 3 From the **thunder element**: none;
- 4 From the **water element**: 2 drops.
- 4 From the **moon element**: 1 moon element.



Repeat

Sun falls and another long night begins. Sorcerers with the least moon elements followed by the least influence shall start the new day first. Rearrange sorcerer order from the least moon element to the highest element and then from the least influence to the most influence. If more than one sorcerer has the same moon element and influence, their order follows the previous round.

Discard the top spell scroll of each scroll deck. Repeat from Twilight phase to the Daybreak phase.

Game End

There are two ways to end the game: **Forest Dominance** or **Moons' Blessing**:

Forest Dominance

When a sorcerer has at least 30 influence at the beginning of their turn, the game ends in Forest Dominance when the last sorcerer finishes this turn. Sorcerers with the most influence win the game. If more than one sorcerer has the same influence, sorcerers with more GU on the forest win.

Moons' Blessing

The game will end in Moons' Blessing if any sorcerer has a certain number of moon GUs in the forest with respect to a certain number of moon elements on the moon element track at the beginning of their turn (See P.13). Sorcerers who meet Moon's Blessing win the game. If more than one sorcerer met Moon's Blessing, sorcerers with more moon elements win the game.



Spell Library



Summoning spell

After casting a Summoning Spell, the spell scroll has to be flipped over and never been used again.

Spell	Mana Cost	Effect
Empty Flask	0	Gain 1 flask from the supply.
Hunch	0	Gain any 2 general elements (excluding moon element).
Mana Crystal	0	Gain 2 mana from the supply.
Moon Essence	0	Gain 1 moon element.
Raging Roar	1	Gain 2 influence.
Spearhead	1	At the beginning of war, gain 2 arrows.
Water Pouch	0	Gain 2 drops from the supply.
Whistle	0	Gain any 2 servants form the supply.

Servant spell

Servant Spells are related to conversion of servants into other resources.

Spell	Mana Cost	Effect
Elementalist	1	You may convert any 2 flame servants into 2 stone servants or vice versa.
Flame Portal	1	Taking from the supply, place a flame servant on EACH of your GU tower that has no flame servant.
Flask Energy	1	You may convert any 2 servants into 1 flask or vice veras.
Forced Trade	1	You may give a drop to another sorcerer and take 1 of their servants then place it to your reserve or GU tower.
Glorify	1	You may convert any 1 servant into 1 influence.
Purify	1	You may convert any 2 servants into any 2 elements.
Stone Portal	1	Taking from the supply, place 1 stone servant on your EACH GU tower that has no stone servant.
Water Cycle	1	You may convert any (2) servants into (2) drops or vice vesa.

War spell

War Spells allow sorcerers to gain bonus related to war.

Spell	Mana Cost	Effect
Bounty	1	Gain 2 drops if you have killed any servant this turn.
Champion	1	Gain any 2 servants if you have destroyed any GU this turn.
Interests	1	Gain any 2 elements if you have destroyed any GU this turn.
Invincible	1	At the beginning of war, gain 1 arrow.
Reincarnate	1	Gain any 2 servants if you have killed any servant this turn.
Siphon	1	Gain any 2 elements if you have killed any servant this turn.
Squeeze	1	Gain 2 drops if you have destroyed any GU this turn.
Strike	1	Spend (X) servant to remove a top GU from its tower. (X) equals the tower level. This spell cannot be used to remove a moon GU. You would not gain any bonus by removing GU with this spell.

GU spell

GU Spells allow sorcerers to gain bonus related to GU growing.

Spell	ManaCost	Effect
Extra Hand	1	Gain any (1) servant from the supply if you have grown a GU this turn.
Flame Harmony	0	Gain a flame element if you have grown a flame GU this turn.
Shadow GU	1	Place a GU on a GU tower WITHOUT gaining any element and influence immediately.
Stone Harmony	0	Gain a stone element if you have grown a stone GU this turn.
Supplement	1	Gain any 1 element if you have grown a GU this turn.
Thunder Harmony	0	Gain a thunder element if you have grown a thunder GU this turn.
Toss a GU	1	You may slide one of your GU to another connected land. Like normal GU sliding action, you cannot slide and move a GU from a tower to a same or higher-level GU tower.
Water Harmony	0	Gain a water element if you have grown a water GU this turn.



Potion Book



Bahon's Potion

Potion	Type	Effect
Hibernate	Neutral	Gain resources equal to your highest element level at the end of Twilight phase. Repeat it at the end of the Night phase.
Fury	Flame	Your stone servants always gain 1 more arrow this round. Master: you may spend 1 mana to make your opponent roll 2 less dice in war.
Big Belly	Stone	Your flame servants always gain 1 more shield this round. Master: you may spend 1 mana to make your opponent roll 2 less dice in war.
Forest Keeper	Water	Once per turn, spend 1 mana to place 1 debris on the map and gain 1 resource. Master: gain another 1 more.
Slow Learner	Thunder	Your spell always cast twice but cost one more mana. Master: your spell always cast twice but cost one mana instead.



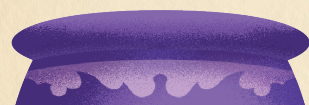
Charles's Potion

Potion	Type	Effect
Overwork	Neutral	You gain an additional turn at the end of the Night phase.
Duel Expert	Flame	You always gain 1 arrow this round. Master: you may spend 1 mana to attack the same tower again if no GU is destroyed this turn.
Nine Lives	Stone	You always gain 1 shield this round. Master: For each GU of yours destroyed, you may spend 1 thunder to revive.
Curiosity	Water	At the end of Twilight phase, you may destroy at most 4 flasks and gain 1 resource for each destroyed. Master: gain any 2 resources for each destroyed instead.
Invisible Hand	Thunder	Once per turn, you may spend 1 mana to take a spell from the supply. Master: this newly taken spell may replace any of your spells.



Eddie's Potion

Potion	Type	Effect
Early Bird	Neutral	When Night phase begins, you take your first turn before the first sorcerer this turn. The 2nd and 3rd turn follow the usual order. Your first GU grown in this round costs 0 drop.
Cheating	Flame	When war begins, you may spend 1 mana to roll 2 more dice. Master: after rolling dice , you may reroll any number of your dice for once as well.
Plan B	Stone	When war begins, you may roll any number of your dice and gain stone servant(s) per shield rolled. These dice cannot be used again in this war. Master: roll all of your war dice one more time.
Lucky Hand	Water	At the end of your turn, you may roll all of your war dice and gain 1 resource per arrow rolled. You cannot gain repeated resources. Master: roll all of your war dice one more time.
Thief	Thunder	Once per turn, you may spend 1 mana to cast any 1 spell in the forest, including both spells in the supply or in any sorcerers' spell archive. Master: you may spend another 1 mana to cast another 1 spell immediately as well.



Cassandra's Potion

Potion	Type	Effect
Total Mastery	Neutral	Gain any 2 resources for each mastered element at the end of Twilight phase.
Flamouflage	Flame	At the beginning of war, you may spend 1 mana to gain 1 flame servant. Master: you may spend 1 mana to gain 2 arrows INSTEAD.
Stonouflage	Stone	At the beginning of war, you may spend 1 mana to gain 1 stone servant. Master: you may spend 1 mana to gain 2 shields INSTEAD.
Germination	Water	When you grow two same GUs in a turn, gain any 1 resource. Master: gain 1 more resource of ANOTHER kind as well.
Thunder Chain	Thunder	Once per turn, after you cast a spell, gain any 1 resource. Master: gain 1 more resource of ANOTHER kind as well.



Rule Summary

Game Flow


The player who ate mushroom most recently becomes the first player. Players take turns clockwise. The game runs several rounds until any player has fulfilled (a) Forest Dominance or (b) Moons' Blessing.

I. Twilight phase (Skip in round 1)

a. Flask Refilling

Each sorcerer gains the number of  from the supply that equals the number of  in their storage.



b. Potion Using

Each sorcerer uses one of their remaining  and puts it on the potion area.



II. Night phase



(There are 3 turns in Night phase. Each turn pick 1 main action plus any number of side actions in any order)

a. Spell Studying (Main action)

Study and take any 2  from the supply. Each player may only study at most 6 .

b. GU Growing (Main action)

Spend drops and grow at most 2  (but only 1  in each turn) in the forest.


Spend extra  for any  on the land.

Take  /  /  /  /  /  from the land.


c. Element Summoning (Main action)

Gain  /  /  /  from the supply equal to your  /  /  /  level.



d. War Waging (Main action)


Initiate a war from one of your GU tower which has at least one  to an adjacent GU tower (War waging details on P.14).

i. GU Sliding (Side action, once per turn)

Spend a  to move one of your GU to another land. A GU can slide from a higher GU tower to a shorter one or an unoccupied land.

ii. Spell Casting (Side action)

Spend  (if required) to cast any  on your sorcerer board.


Each  may only be casted once a turn.

III. Daybreak phase

Element blooming


Gain  +  +  +  from the supply equal to your  /  /  /  level.

Repeat

Rearrange sorcerer order from the least moon element to the highest element and then from the least influence to the most influence. Repeat from twilight to Daybreak Phase. Discard the top  from each deck.


Game End

a. Forest Dominance

When any sorcerer has reached  at the beginning of their turn, the game ends when the last sorcerer finishes action this turn.












































Sorcerers with the most influence win the game. If more than one sorcerer has the same influence, sorcerer with more GU on the forest win.

b. Moons' Blessing

The game also ends when any sorcerer has controlled the required number of  as stated on the moon elemental track at the beginning of their turn.

Sorcerers who meet Moon's Blessing win the game. If more than one sorcerer met Moon's Blessing, sorcerers with more moon elements win the game.



GU Growing

GU tower level	Cost and bonus	Example 1	Example 2
 4	    →    +  	 →  +  	 →  +   
 3	   →    +  		
 2	  →    +  		
 1	 →    +  		

War Waging

Arrow & Shield

-    :  
- Attacker's Advantage + 
- :  / 























1  destroys 1 .
Attacker only destroy GU NO MORE THAN their servants at the beginning of war.

Reward











-   
-  →  x 1

Even players may remove multiple GUs, they may only grow ONE GU as reward.











Spell Library (4 types in alphabetical order)

 Empty Flask Gain a flask from the supply.	 Elementalist Convert any 2 flame servants into 2 stone servants or vice versa.	 Extra Hand Gain any 1 servant if you have grown a GU this turn.	 Bounty Gain 2 drops if you have killed any servant this turn.
Hunch Gain any 2 elements.	 Flame Portal Place a flame servant on your GU tower that has no flame servant.	Flame Harmony Gain a flame element if you have grown a flame GU this turn.	 Champion Gain 2 servants if you have destroyed any GU this turn.
Mana Crystal Gain 2 mana from the supply.	 Flask Energy Convert any 2 servants into 1 flask or vice versa.	 Shadow GU Place a GU without gaining any element and influence.	 Interests Gain 2 elements if you have destroyed any GU this turn.
Moon Essence Gain 1 moon element.	 Forced Trade Give a drop to a sorcerer. Take a servant from this sorcerer and place it to your reserve.	Stone Harmony Gain a stone element if you have grown a stone GU this turn.	 Invincible When war begins, gain 1 arrow.
 Raging Roar Gain 2 influence.	 Glorify Convert any 1 servant into Influence.	 Supplement Gain any 1 element if you have grown a GU this turn.	 Reincarnation Gain 2 servants if you have killed any servant this turn.
 Spearhead When war begins, gain 2 arrows.	 Purify Convert any 2 servants into any 2 Elements.	Thunder Harmony Gain a thunder element if you have grown a thunder GU this turn.	 Siphon Gain 2 elements if you have killed any servant this turn.
Water Pouch Gain 2 drops from the supply.	 Stone Portal Place a stone servant on your GU tower that has no stone servant.	 Toss a GU Slide one of your GU to a connected land.	 Strike Spend X servant(s) to remove a GU from its tower. X equals to its level.
Whistle Gain any 2 servants from the supply.	 Water Cycle Convert any 2 servants into 2 drops or vice versa.	Water Harmony Gain a water element if you have grown a water GU this turn.	 Squeeze Gain 2 drops if you have destroyed any GU this turn.

Potion Book

-  **Hibernate:** Gain resources equal to your highest element level at the end of Twilight phase. Repeat it at the end of Night phase.
 -  **Fury:** Stone servants always gain 1 arrow this round. Master: you may spend 1 mana to make your opponent roll 2 less die in war.
 -  **Big Belly:** Flame servants always gain 1 shield this round. Master: you may spend 1 mana to make your opponent roll 2 less die in war.
 -  **Slow Learner:** Your spell always cast twice but costs 1 more mana this round. Master: your spell always cast twice but costs 1 mana instead.
 -  **Forest Keeper:** Once per turn, you may spend 1 mana to place 1 debris on the map and gain 1 resource. Master: gain another 1 more.
-
-  **Early Bird:** When Night phase begins, you take your 1st turn before the 1st sorcerer this turn. The 2nd and 3rd turn follow the usual order. Your first GU in this round costs 0 drop.
 -  **Cheating:** When war begins, you may spend a mana to roll 2 more dice. Master: you may reroll any number of dice for once as well.
 -  **Plan B:** When war begins, you may roll any number of your dice and gain stone servant(s) per shield rolled. These dice cannot be used again in this war. Master: roll all of your war dice one more time.
 -  **Thief:** Once per turn, you may spend 1 mana to cast any 1 spell in the forest. Master: you may spend a mana to cast another spell.
 -  **Lucky Hand:** At the end of your turn, you may roll all of your war dice and gain 1 resource per arrow rolled. You cannot gain repeated resources. Master: roll all of your war dice one more time.

Bahon
Cassandra
Eddie
Charles

-  **Master of Elements:** Gain any 2 resources for each mastered element at the end of Twilight phase.
 -  **Flamouflage:** When war begins, you may spend 1 mana to gain 1 flame servant. Master: you may spend 1 to gain 2 arrows INSTEAD.
 -  **Stonouflage:** When war begins, you may spend 1 mana to gain 1 stone servant. Master: you may spend 1 to gain 2 shields INSTEAD.
 -  **Thunder Chain:** Once per turn, after you cast a spell, gain any 1 resource. Master: gain 1 more resource of ANOTHER kind.
 -  **Germination:** When you grow two same GUs in a turn, gain any 1 resource. Master: gain 1 more resource of ANOTHER kind.
-
-  **Overwork:** You gain an additional turn at the end of Night phase.
 -  **Duel Expert:** You always gain 1 arrow this round. Master: you may spend 1 mana to attack the same tower again if no GU is destroyed this turn.
 -  **Nine Lives:** You always gain 1 shield this round. Master: For each GU of yours destroyed, you may spend 1 thunder to revive.
 -  **Invisible Hand:** Once per turn, you may spend 1 mana to take a spell from the supply. Master: this spell may replace any of your spells.
 -  **Curiosity:** At the end of Twilight phase, you may destroy at most 4 flasks and gain 1 resource for each destroyed. Master: gain any 2 resources for each destroyed instead.



Icon Reference





Sorcerers •

 Cassandra  Eddie  Bahon  Charles

Elements •

 **General element**
(not include moon element)
 **Flame element**  **Stone element**  **Thunder element**  **Water element**  **Moon element**





GUs •

 **General GU**
(not include moon GU)
 **Flame GU**  **Stone GU**  **Thunder GU**  **Water GU**  **Moon GU**

Resources •

 **Flame servant**  **Stone servant**  **General servant**  **Mana**  **Drop**

Others •

 **War die**  **Spell scroll**  **Flask**  **Potion**

Values •

 **Shield**  **Arrow**  **Influence**

Phase •

 **Twilight**  **Night**  **Daybreak**



Credits



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