

SEQUENCE OF EVENTS

INITIATIVE PHASE

- Roll Resonance
- Determine Initiative
- Harmony and Discord events

MAINTENANCE PHASE

- Zone Maintenance
Resolve each zone for all players before moving to the next zone. Resolve Global Area first, then Area, then individual spells.
- Attack Zone (I)
- Defense Zone (I)
- Curse Zone (I)
- Enhancement Zone (I)
- Check Victory Conditions

SPELL PREPARATION PHASE

- Prepare new spells
- Re-attune discarded spells
- Optionally invoke 30 second timer

ACTION PHASE

Perform actions, meditate, or pass (I)
(I) - PERFORM IN INITIATIVE ORDER

RESONANCE ROLL

- 1-3 = 1 Resonance
- 4-6 = 2 Resonance
- 7-9 = 3 Resonance
- 10 = 5 Resonance, -1 Harmony

INITIATIVE ORDER

Harmony > Resonance > Will > Essence
Ties are resolved by random die roll.

CAST ORDER

Intone (optional) → Place Spell →
Pay → Response → Validate Target
→ Activate → Place Tokens

CAST PHRASES

- Success: **Alum**
- Miscast: **Kotukh**
- Response: **Fasul**

INNATE ABILITIES

Effects that limit actions do not restrict these abilities:

Meditation, Spec Upgrades, Energy Exchanges, Dismissing Spells, Swaping Focus, Clearing Interrupt Stones

MISCASTS

- Caster loses 1 Harmony.
- All other players gain 1 Resonance.
- Miscast spell returns to the codex unprepared.
- Caster does not lose an action, but play continues to the next player.
- Miscast Responses may not be cast again this turn.

DISMISSING SPELLS

- Player may dismiss an active spell as a Free Action unless it is Vowed.
- Player may choose to not sustain a spell during the Maintenance Phase even if is Vowed.

RE-ATTUNEMENT

- Only one unbonded spell per round for 1 + Fluency worth of Resonance.
- Unlimited bonded spells per round for 1 Resonance each.
- Focus counts as bonded for re-attunement.

RITUAL PATHS

- Investing in a Ritual Path is part of the spell cast.
- Ritual Paths must be declared and paid for prior to activating a spell.
- Pay 1 Harmony per tier, or 1 Will for 3 tiers.

WILLPOWER

Spend Will for Energy Exchanges and Ritual Paths upgrades.

HARMONY

Spend Harmony to upgrade Ritual Paths.

HARMONY/DISCORD EVENTS

When a player has 7 or more Harmony or Discord during the Initiative Phase roll two 10 sided dice.

HARMONY EVENTS

If the result is less than your Harmony score then gain 1 Willpower immediately.

DISCORD EVENTS

If the result is less than your Discord score then suffer 3 Essence damage immediately.

Note: At 20 Discord a Magi is immediately incapacitated.

INTERRUPT STONES

- Magi may gain no more than one Interrupt Stone from all offensive sources per round.
- Magi and his allies may generate multiple Interrupt stones in a round.
- May have no more than two Interrupt Stones, and may not take actions that would generate more.
- Must spend a Full Action to remove an Interrupt Stone.
- May still perform Free Actions before removing an Interrupt Stone.
- You may respond with Free Action Responses only.

VOICE

Gain Voice equivalent to a spell's Fluency after a successful Intonation.

Use Voice for Energy Exchanges and Specialization Upgrades.

ENERGY EXCHANGE

10 Voice or 1 Will may be exchanged once per round, at any time, for one of the following:

- 3 Resonance
- 2 Harmony
- 1 Essence
- 1 Will

FOCUS

- Focus may be removed as a Free Action Response.
- Allies may Swap Focus as a Free Action. The owner of the Focus controls the spell.
- Focus is not discarded when removed, even when disrupted.
- Focus is discarded when Burned.
- Any discarded Focus may be Re-Attuned for 1 Resonance each during the Spell Preparation phase.

SPECIALIZATIONS

- You may upgrade Specializations as a Free Action.
- You may only unlock one tier per round.
- Magi are not restricted to one tree. Both trees may be unlocked.
- To upgrade, pay the tier's cost with any combination of Resonance and Voice.

ALLIES

Team members:

- may upgrade Ritual Paths for other team members.
- may use Focus to sustain other team member spells.
- may cast spells into other team members' zones.
- may not pay for any other costs for other team members.
- Team member spells may bypass the defense of other team members.

OPPOSING ASPECTS

Left trumped by Right

- Subtle ↔ Refined
- Durability ↔ Shatter
- Shatter ↔ Resilient
- Shatter ↔ Invulnerable
- Adamant ↔ Inexorable
- Impenetrable ↔ Pierce
- Invulnerable ↔ Unblockable
- Cloaked ↔ Area
- Disrupt ↔ Sealed

ETHERIC SPHERES



PHYSICAL SPHERES



Serpent's Tongue

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ENCOUNTER POTENCY & RESISTANCE

- The Potency of a spell is Fluency + unlocked Ritual Tiers + # of Transmutes
- Fluency 1 spells may increase Potency by paying the equivalent Ritual Tier costs.
- Spell Potency must be equal to or greater than the Resistance for both attacking and defending against the encounter.

KOISHAKA

Summoned allies:

- enter play to your left or right, your choice.
- enter play with the lowest initiative.
- have two actions each round.
- cannot meditate.
- are controlled by the summoner, but otherwise work like another player.



SOUL



BIO



MIND



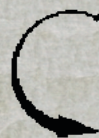
FORCES



QUANTUM



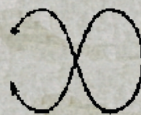
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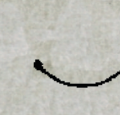
ATTACK



TRANSMUTE



DEFENSE



ABJURATION



ENHANCE



ALLY

Fan Codex Crucible Rules

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