RISE

A Trading Card Game by François von Orelli

Rise is a TCG which takes place within a fantastical multiverse, infused with power and magic.
You can play Rise alone (Dungeon mode), head-to-head, or in a multiplayer match with 3 or more players.
Players will attempt to attack their opponents in order to be the last to have at least one
Summoner alive. Level Up your Summoners and unleash their powers!

Card Placement:

1. Stock
2. Ether
3. Summoner
4. Summoner
5. Level Ups
6. Deck (Library)
7. Cemetery
8. Exclusion Zone
9. Battlefield

- Firstly, you'll need a Deck! There are 10 pre-built decks to choose from. Once you become more familiar with the game, create your own deck to better suit your playstyle!
You can print-to-play from the card list at Download Content (risecardgame.com) or even play online using TableTopSimulator.

How to build a Deck *(Library)*

- **First, you must choose two Summoners.**
You then compose a library with the different types of cards available, while respecting their indicated ranks.
- **The rank** (listed on the top of the card) **indicates the maximum number of copies of that card that can exist in a library:** (Ex: You may only have 1 copy of a Rank 1 card, 2 copies of a Rank 2 and so on, whereas a player can use a card of infinite rank as many times as desired up to the deck maximum of 50)

To play Rise, a player must have :
- *50 card deck (AKA the **'Library'**)*
- *2 different **'Summoners'** cards.*
- *-* **'Stock'** *card.*
- *-* **'Ether'** *card.*
- *Some dice.*
- *A coin.*
- ** 'Stock' & 'Ether' may be played using tokens or proxies in their stead **

How To Play

- **Before a game begins, players must toss a coin or roll a die in order to decide who will play first.**
- **Highest roll determines who plays first.** *In the case of a tie, the players in question must reroll to determine a winner.*

- **The starting player does not draw any cards during the 'Restoration' phase on their first turn. Instead, they start the game by drawing 6 cards and gain 2 coins to their 'Stock'. All other players start the game by drawing 4 cards and gain 1 coin, but have a normal 'Restoration' phase.**

- **If any players don't like their hand, they may choose to mulligan** (reshuffle all cards and draw a new hand) **up to 3 times without penalty. After the 3rd mulligan, a player must begin the game or concede victory.**

Turn Phases

- 1 *Awakening*
- 2 *Restoration*
- 3 *Invocation*
- 4 *Attack*
- 5 *Damage Resolution*
- 6 *End of Turn*
- 7 *Opponent's Turn*

1 Awakening:

- **Here** (If not prohibited by an effect) *a player's* **'Summoners'** *regain their* **'Capacity Points'** *and the player untilts their* **'Summoner(s)'** *and card(s) on their battlefield.*

2 Restoration:

- *Players either Draw one card and gain 2 Coins or Draw two cards and gain 1 Coin. There is no limit to the number of cards a player may have in their hand.*

- *All cards at the beginning of the player's turn that require a 'Stock', 'Coin Toss' Or have an automatic effect, trigger their 'Action/Base Effect' at this time.* (Unless otherwise specified)

- *From this moment until the end of turn, the player may increase the level of their 'Summoner(s)' by playing a level up card. If a 'Summoner' is tilted prior to being Leveled Up, the 'Capacity Point' is not available until the affected 'Summoner' has been untilted.*

3 Invocation:

- Players may tilt a **'Summoner'** to invoke (Play) a card or to use one of their **'Summoner Skills'** by spending a **'Capacity Point'.**

- Players who have not yet played their first turn cannot use their **'Summoner Skills'.**

- Each time a player uses a **'Summoner Skill'** or invokes a card from their hand, it costs one **'Capacity Point'** (Unless otherwise specified).

- Once a **'Summoner'** is tilted, players should aim to use all of their **'Capacity Points'** before the end of turn; for a tilted **'Summoner's'** unspent **'Capacity Point(s)'** are reduced to 0 after the turn has ended.

4 Attack:

- All creatures come into play with invocation sickness, which means they cannot attack the turn they come into play (Unless otherwise specified).
- The player determines if they wish to attack, or not.
- If the player decides to attack (Attacks may also be forced), they must announce and tilt all planned attacking creatures.
- The player may target several opponents and the defending opponent(s) may choose which target(s) to block (Unless otherwise specified).
- Blocking targets must be on the same plane as the attacker (ie: a ground creature may not block a creature with Flight unless it also has Flight, the 'Ability' Reach, or a 'Base Effect' that allows it).
- If no defender is present, damage gets dealt to the opponent's **'Summoner'.** Before the damage is resolved, players may respond by performing a **'Summoner Skill'**, **'Action'** or by invoking **'Imminent'** card(s). **'Actions'** and **'Summoner Skills'** are performed at **'Imminent'** speed.

5 Damage Resolution:

- If the attack points are superior or equal to the points of defense, the **'Creature/Door'** dies. If both have an attack power superior or equal to the points of defense, both **'Creature(s)/ Door(s)'** die (Defender dies first).
- If the attack power is less than the defense, nothing happens.
- A single attack cannot be divided between defenders or **'Summoners'**, but if the attacker has the pierce **'Ability'** and its attack power is greater than the defense value of the defender, the residual damage is dealt to one of the opponent's Summoners (Chosen by the defender, unless stated otherwise by an 'Base Effect' or 'Action').
- In the case of the *Advantage* **'Ability'**, the attacker chooses among the defenders (if on the same plane) and/or the opposing **'Summoner(s)'** who will take the damage.

6 End of turn:

- After the '**Attack**' phase has resolved, a player may still invoke card(s) from their hand.

- If a player does not wish to, or cannot play anything more, they may now pass turn to the next player.
- After a player has announced their passing of turn, but before the turn effectively passes to the next player, opponents can still perform a '**Summoner skill**', '**Action**', and/or invoke '**Imminent**' card(s).

7 Opponent's Turn:

- During an opponent's turn, players can use their '**Summoner Skills**' or '**Capacity Points**'; perform '**Actions**' and/or invoke card(s) solely of '**Imminent**' type.

- '**Level Up**' cards can only be played once per turn and cannot be played on an opponent's turn (Even if stolen).

- '**Action**' on '**Constant**' cards can only be used **once** per turn (Unless otherwise specified), **are** performed at '**Imminent**' speed and do not require the card to tilt.

- Players cannot invoke any card(s) during an opponent's turn until their opponent has drawn their card(s).

- The second time a player has no cards left in their '**Library**' during the '**Draw**' phase of their turn or if a '**Summoner Skill**', '**Base Effect**' or an '**Action**' forces them to draw a card(s), the player must sacrifice one of their '**Summoners**'.

* A game ends when all but one player loses both of their '**Summoners**'. *

Card information

The card shown is labeled with the following elements:

- **Card type (s) & Rank** — *Creature - Angel - Rank 2 -*
- **Card Name** — VEHUIAH
- **Illustration**
- **Abilities**
- **Action or Effect** — *There may also be summoner skills.*

  ~ 1: Success = Vehuiah can cancel an Imminent summons.

  - **Fail** = Put a -1/-1 charge on another allied creature. If you don't control another creature, deal 1 damage point to your Summoners.

- **Lore** — *~ I am the last light of truth before limbo. ~*
- **Attack / Defense points** — *Or summoner HP.* — 2 / 3
- **Copyright** — © Dark Screen Games
- **Rarity logo**
- **Edition logo** — EN-2021
- **Credit Illustrator** — François von Orelli
- **Numbering** — 047/306

Card Type Information

- Icons located in the top corners will help you to quickly identify the type of card.

Stock

- **'Stock'** allows you to accumulate and use **'Coins'** in order to perform **'Actions'** and/or interact with cards used on the battlefield.
- These coins are part of the game and can be used, modified, reset, stolen or destroyed.

- **'Stock'** has a maximum capacity of 30.
- **'Stock'** cannot be negative and cannot be destroyed.
- **'Stock'** is not considered a **'Constant'** card, nor part of your library.

Ether

- **'Ether'** allows you to accumulate and use **'Ether'** charges in order to perform **'Actions'** and/or interact with cards used on the battlefield.
- When a card of infinite rank is destroyed, it is instead removed from the game and adds 1 charge of Ether to its owner.
- These charges are part of the game and can be used, modified, reset, stolen or destroyed.

- **'Ether'** has a maximum capacity of 30.
- **'Ether'** cannot be negative and cannot be destroyed.
- **'Ether'** is not considered a **'Constant'** card, nor part of your library.

Level Up

- *Level Up cards are placed on 'Summoners' in order to unlock higher level skill(s) and do not require a 'Capacity point' or 'Summoner' to be tilted when invoked (played).*
- *Level Up cards are not considered 'Constant' cards but can still become the target of an 'Effect' or 'Action'. (A 'Summoner(s)' Level can be regressed and restored)*

- *Level Up cards may be played on a 'Summoner' even if they are already at their maximum level, however they cannot gain more 'Capacity Points' than the maximum skill level of said 'Summoner'.*

- *Level Up cards are fundamental to Rise but can be played only once during a player's turn and cannot be played during an opponent's turn.*

Summoner

- *Players must choose two different Summoners to start a game.(Your opponents may have the same Summoners as you)*
- *A Summoner may only perform their skill(s) if they have the corresponding level. (Unless otherwise specified)*
- *To invoke (Play) a card from your hand a player must tilt one of their Summoners and spend one Summoner Capacity Point. It costs one Capacity Point each time you perform a Summoner's Skill or play a card from your hand. (Unless otherwise specified)*
- *In the case of cards that require the 'Together' 'Ability', a player must use both Summoners simultaneously and spend a Capacity Point from each. (Unless otherwise specified)*

- Once a summoner is tilted, players should aim to use all of their **'Capacity Points'** before the end of turn; for a tilted **'Summoner's'** unspent **'Capacity Point(s)'** are reduced to 0 after the turn has ended.
- A player may perform their Summoner(s) skill(s) and/or invoke **'Imminent'** cards during an opponent's turn, provided their Summoner has the required Level and Capacity Points.
- Summoners are not considered a **'Constant'** card or part of your library but can still be the target of **'Base Effects', 'Actions'** and/or **'Summoner Skills'** and are destroyed if their **'Health Points'** reach 0.

- If a player loses both Summoners, they lose the game.

Health Points (HP)

- Summoners have a maximum of 30 HP.
- All Summoners start with a specific number of HP *(Listed on the bottom right of the card)*. If a Summoner reaches 0 HP they die, however some cards can be used to bring a Summoner back to life.

Capacity Points

- **'Capacity Points'** are essential to the game of Rise and are accumulated by placing **'Level Up'** cards onto a player's Summoner. A Summoner's maximum Capacity Points are determined by the amount of **'Summoner Skills'** they have.
- Capacity Points are used to invoke cards from your hand and perform **'Summoner Skills'.**

Summoner Skills

- Players who have not yet played their first turn cannot use their **'Summoner Skills'.**
- Summoner skills are performed at **'Imminent'** speed.
- All Summoners at your disposal can perform several skills. Your Summoners start at level one, and therefore have access to their first skill and one **'Capacity Point'.** To unlock their other skills, players must level up their Summoners by invoking **'Level Up'** cards onto them.
- Each of a tilted **'Summoner's Skills'** may only be used once until the **'Summoner'** has been untilted *(Unless otherwise specified).*
- **'Leveling up'** a Summoner also provides them with one additional **'Capacity Point',** but never more than their maximum skill level.

Level up your Summoners and unleash some powerful combos!

Creature - Angel - Rank 1
ANGEL OF TRUTH

~ **2**:⌀: **Success** = The targeted opponent reveals his hand to you. Choose a card from this hand which will be excluded from the game. ~

~ *This truth is mine. Accept it.* ~

⚔ **2** ⛨ **1**

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- **'Creature'** cards are considered **'Constant'** cards, and can have other card types as well as its own. **'Imminent'** type can be played at any time and remain on the battlefield after being invoked.
- **'Creature'** cards require a player to tilt a **'Summoner'** and spend one or more **'Capacity point(s)'** in order to invoke it to the **'Battlefield'.**
- **'Creature'** cards have attack points / defense points and can have **'Base Effects', 'Abilities'** and/or **'Actions'.**
- A **'Creature'** can attack once per turn during the attack phase. If it does, it remains tilted until its owner's next **'Awakening Phase'.** *(Unless otherwise specified)*

Attack / Defense Points

- The Attack *(sword icon)* **and Defense** *(shield icon)* **points are located in the bottom right-hand corner of the card.**
- If the defense points of a **'Creature/Door'** are dropped to zero from an attack or **'Effect'** then the **'Creature/Door'** dies and is sent to the graveyard *(Unless specified otherwise).*
- Infinite ranks are instead removed from the game and their owner gains 1 charge of **'Ether'.**
- If the **'Creature'** or **'Door'** has an attack or defense value of (*), then their **'Attack'** and **'Defense'** values are defined by the text on the card.
- If a **'Creature'** or **'Door'** receives damage, their defense points are restored at the end of each turn.

- Door - Rank 2 -
EASE DOOR

~ *This door can only block ground creatures.* ~
~ *Opening this door definitely gives* ⬛ *to one of your creatures.* ~

~ **1**:⌀: **Success** = One of your summoners gains 2 Hp ~

~ **2**:⌀: **Success** = Select a creature or a door, it definitely gets a +1/+1 charge. ~

⚔ **1** ⛨ **3**

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- **'Door'** cards are considered **'Constant'** cards, and can have other card types as well as its own. **'Imminent'** type can be played at any time and remain on the battlefield after being invoked.
- **'Door'** cards have attack points / defense points and can have **'Base Effects', 'Abilities'** and/or **'Actions'.**
- Doors can not attack normally but are able to defend *(Certain abilities and effects can enable a door to attack).* **If a Door attacks, it's considered a creature until the end of turn.**
- **'Doors'** can block Creatures with Distance, and Block as if they have the Horde **'Ability'.**

- **'Doors'** enter the **'Battlefield'** closed. **'Summoner Skills', 'Abilities'** and/or **'Effects'** may trigger a **'Door'** to open. If a **'Door'** is opened, it remains open until a **'Summoner Skill', 'Ability'** and/or **'Effect'** closes it.

Incantation

Incantation - Rank 1
OVERLOAD

~ Choose an effect among :
- Give a +1/+1 charge to all your creatures.
- All opposing creatures gain a -1/-1 charge.
(The effect disappears if the Overload is destroyed)

~ 1 : ⚙ : **Success** = Destroy a targeted constant card.
~ **Fail** = Destroy Overload.

~ It burns like a young sun and irradiates the land to the edge of the worlds. ~

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—Jon Lankry

- 'Incantation' cards are considered 'Constant' cards and can have other card types as well as its own. **'Imminent'** type can be played at any time and remain on the battlefield after being invoked.
- 'Incantation' cards can have **'Base Effects'**, **'Abilities'** and/or **'Actions'**.
- If destroyed, an incantation goes to the graveyard. If the **'Incantation'** was of infinite rank, it is instead removed from the game and gives one charge of **'Ether'** to its owner.

Imminent

Imminent - Rank 2
HEALING POTION

~ As you drink this scarlet potion, a sweet beverage with red fruit accents, a wave of power comes over you. ~

~ One of your summoners gains 5 healing points.

~ I heard that this potion goes very well with an imp stew.~

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- **'Imminent'** cards can be played at any time during a Rise match. *(Even during an opponent's turn)*

- **'Imminent'** cards are sent to the Cemetery after they've been invoked and used; unless it is of infinite rank, in which case it is removed from the game and its owner gains one Ether.
- **'Constant'** cards (Such as **'Creatures' or 'Incantations' or Doors'**) that also have **'Imminent'** Type can be played at any time during a RIse match, and remain on the **'Battlefield'** after being invoked' *(See 'Constant' below)*.

- **'Constant'** cards with **'Imminent'** type can be played at any time during a Rise match and remain on the battlefield after being invoked.
- Players may invoke as many **'Imminent'** cards in a row as they choose.
- An **'Imminent'** chain occurs when multiple **'Skills'**, **'Actions'** and/or **'Imminents'** are invoked at the same time.
- Players can counter their opponents by invoking **'Skills'**, **'Actions'** and/or **'Imminents'** of their own; until a victor of an 'Imminent' chain is determined.
(Once determined, 'Skills', 'Actions' and/or 'Imminents' resolve in the order of the last played to the first.)

Ability

- Easily identifiable, 'Abilities' provide cards in Rise with effects and are each displayed with their own Icon.
- View 'Ability' below for a detailed list.

Base Effect

- The basic effect of a card appears in fine print and applies the moment the card comes into play and/or is triggered by a condition.
- If there is more than one effect, they are applied in the order of reading, from top to bottom.

Action

- It is possible to perform an action as soon as the card is played

- A 'Direct Purchase', 'Coin Toss' or 'Dice Roll' is considered an 'Action'.
- A 'Direct Purchase' is an 'Action' that does not require a coin toss or die to be rolled but requires payment of gold or Ether. ('Summoner Skills' are not considered an 'Action')

To perform an 'Action' a player must follow several rules:
- Payment of the action must be made before it can be performed. If the card does not survive, the 'Action' cannot be performed.
- Identify whether the targeted 'Action' is a 'Direct Purchase','-Coin Toss' or 'Dice Roll'.

(If there is no value listed before the 'Action', the 'Action' is free)

- If it's a 'Coin Toss' or 'Dice Roll', a player must identify the success/failure results of the 'Action' and respond accordingly.

(If there is no 'Fail' text listed, a Failure yields no result)

- 'Actions' are performed at 'Imminent' speed.
- An action is limited to once per turn (Unless otherwise specified).
- If an invoked card has the Multi-Target 'Ability', a player can repeat a 'Direct Purchase' as long as they can pay for it.

Card 1 (Second Breath):

Imminent - Rank 2
SECOND BREATH

~ If your summoners have 5 Hp or less, they gain 4 Hp.

~ 2 : 👁 : **Success** = All opposing creatures are ineffective for 1 cycle.(they can neither attack, nor defend, nor activate their actions).
- **Fail** = Your summoners lose 2 Hp each.

~ Even at the bottom of the darkest dungeons, you can find a little room for a good drink and a little nap ~

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Card 2 (Wanted):

Imminent - Rank ∞
WANTED
~WANTED~

REWA 3

~ 1 = Put a 3 Bounty Counter on target Creature.
(When this Creature dies, add to your Stock for each Bounty Counter)

~ This is what happens to bad boys! Naughty! Bad boy! ~

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Constant

- A **'Constant'** is a card that remains on the **'Battlefield'** after it has been invoked or summoned.
- **'Creature', 'Door'** and **'Incantation'** cards are considered **'Constant'** cards.
- **'Actions'** from **'Constant'** cards are performed at **'Imminent'** speed.
- A **'Constant'** card can't be invoked on an opponent's turn; unless it is also of **'Imminent'** type.
- **'Constant'** cards can be multiple types at the same time but will always be considered a **'Constant'** card as well as the others.

Rarity

- As in all TCGs or CCGs, some cards are more rare than others. At the bottom of the card and centered around the set icon you will find the rarity of each card. Starting from an encircled icon, all the way up to a triple set of wings. The larger the wings, the rarer the card is.

199/306 — François von Orelli — 🅐 — EN-2021 © Dark Screen Games	**- Common**
028/306 — François von Orelli — 🅐 — EN-2021 © Dark Screen Games	**- Uncommon**
up to 3 cards. 018/306 — François von Orelli ~Jon Lankry — 🅐 — EN-2021 © Dark Screen Games * Tower of Samsara *	**- Rare**
038/306 — François von Orelli — 🅐 — EN-2021 © Dark Screen Games	**- Legendary**

Here's a non-definitive list of abilities available on Rise cards:

- Flight:
Flying Creatures can only be Blocked by Creatures or Doors which also have Flight or Reach and are present on the same Plane. They may also block ground Creatures. *Passive Ability for Creatures.*

- Reach:
Creatures with Reach may Block all Blockable Creatures.
Passive Ability for Creatures.

- Pierce:
Creatures with Pierce deal any additional Damage greater than a Blocker's Defense to that opponent's Summoners. *Passive Ability for Creatures.*

- Fightback:
A Creature with Fightback doubles its Attack Value when Blocking during a Combat Phase. *Passive ability for Creatures.*

- Advantage:
When a Creature with Advantage Attacks, that Creature chooses a legal Blocker. If Damage would be dealt to a Summoner, the Attacking Creature chooses which Summoner takes the Damage. *Passive Ability for Creatures.*

- Distance:
Creatures with Distance may only be Blocked by Creatures or Doors with Distance or Reach. *Passive Ability for Creatures.*
(Doors naturally have Distance Ability)

- Constancy:
The Creature with Constancy cannot gain -X/-X Charge Counter.
Passive ability for Creatures.

- Bleed:
When this Creature is Blocked, the Blocking Creature gains a -1/-1 Charge Counter after the Combat Phase. *Passive Ability for Creatures.*

- Drain:
After the Attack Phase, if your Creature with Drain was Blocked and survived, it gains a +1/+1 Charge Counter. *Passive Ability for Creatures.*

- Horde:
A Horde Creature can Block multiple Creatures when it Blocks. You choose the order in which they face each other *(Doors can Block this way).* *Passive Ability for Creatures.*

- Immunity:
A Creature with Immunity cannot be affected by Diseases. *Passive Ability for Creatures.*

- Morpher:
When a Creature with the Morpher subtype comes into play it must choose another Creature to Copy. If this ability is removed or if there is nothing to Copy, the Creature Dies. *Passive Ability for Creatures.*

- Multi-Target:
You can select other targets for the same cost *(or the same target multiple times),* **when you perform this Action.** *Passive Ability.*

- Food:
This is a Food type card. *Passive Ability.*

- Disease:
This card is a Disease and can be Transmitted under certain conditions. *Passive Ability.*

- Together
To Invoke a Card with Together, tilt two Summoners and spend 1 Capacity Point from each Summoner unless a Skill, a Basic Effect or an Action allows otherwise. *Passive Ability.*

- Return:
Return sends the target card to its controller's Hand. *Passive Ability.*

- Lock:
You may Open a Lock with a Key, a Basic Effect or an Action.
This will trigger an Effect described on the card. *Passive Ability.*

- Symbiosis:
A Creature with Symbiosis needs another Creature(s) to fully benefit from its effects. *Passive Ability for Creatures.*

- Copycat:
Once per turn, this card may Relaunch an Action from one of your Creature, Door, Incantation, or Imminent cards in play. *Passive Ablility.*

- Equipment:
Equipment cards attach to the target Constant card or Summoner.
Equipment card is Destroyed if the card it is attached to is Destroyed.
Equipment is returned to hand if the card it is attached to is returned to hand. *Passive Ability.*

- Fixed Price:
The cost of Actions cannot be reduced in any way. *Passive Ability.*

- Bomb:
This is an explosive. *Passive ability.*

- Explosive:
(During your Attack Phase) **If a Bomb is attached to this Creature, it may Sacrifice itself to Destroy a target opposing Creature on the same Plane.** *Passive Ability.*

- Reanimation:
When a Creature with Reanimation Dies Toss a Coin, if it's a Success, the Creature returns after its death to your battlefield with a +1/+1 Charge Counter. A Creature can be reanimated only once. If the reanimated Creature Dies again, it is Excluded. *Active Ability for Creatures.*

- Inhume:
When the Creature with Inhume Dies, toss a Coin, if it's a Success when this Creature goes to the Cemetery, it gives a +1/+1 Charge Counter to a targeted Creature under your Control. If the targeted Creature is also a Zombie Type it gains +2/+2 instead. *Active Ability for Creatures.*

- Cloning:
During your turn toss a Coin, if it's a Success Summon a Copy of this Clone (it generates a Clone of the same Type on your battlefield)**.**
If it's a Failure the Clone is Destroyed (Cloning only works with clone Type Creatures and the Duplication rule does not affect Cloning). *Active Ability for Creatures.*

- Diversion:
Once per turn, before the combat phase: toss a Coin, if it's a Success you can target an opposing creature. Target creature can't defend this turn. *Active ability for Creatures.*

- Dodge:
When a Creature Defends, toss a Coin, if it's a Success the Creature with Dodge takes no combat Damage. Select a Disease you Control.
The Disease is passed to the Creature that Attacked the Creature with Dodge during the Combat Phase. *Active Ability for Creatures.*

- Splash:
If Blocked, Attack Damage copies onto another Creature or Door of your choice from the same battlefield. If there are no other Creatures or Doors, copy Damage to that opponent's target Summoner. *Passive Ability for Creatures.*

- Chained:
A Chained Creature can be freed from its restraints with a Key, a Basic effect, or an Action that Opens Locks. Freeing this Creature can cause the creation of bonuses or penalties. *Passive Ability for Creatures.*

- Assimilation:
(Before the Attack Phase) **This Creature may stack with others that have Assimilation and become a single Creature, with the total Attack and Defense Values of the component Creatures. The Creature on top of the stack determines its Type, Abilities, Actions and effects.** *Passive Ability for Creatures.*

- Wall Pass:
A creature with Wall Pass cannot be Blocked by Doors or their Effects or Actions. *Passive Ability for Creatures.*

- Possession:
When a Creature with Possession Attacks or Defends toss a Coin, if it's a Success, upon Blocking or being Blocked you take control of the opponent's Creature which was touched at the end of the Attack Phase. The Creature is put on your battlefield under your Control until its owner's next Turn. *Active Ability for Creatures.*

- Rage:
Once per Turn, toss a Coin. If it's a Success, Rage gives a +1/+1 Charge Counter to the Creature until the end of turn. You may toss a Coin again for free as long as you have a Success. Rage gives additionnal +1/+1 Charge Counters for each Success until you Fail a toss. These Counters last until the end of turn. *Active Ability for Creatures.*

- Iron Skin:
(After the Combat Phase) **When this Creature Blocks it gains a +1/+1 Charge Counter** (stackable)**.** *Passive Ability for Creatures.*

- Water Element:
This ability gives the water element . *Passive Ability.*

- Fire Element:
This ability gives the fire element . *Passive Ability.*

- Ice Element:
This ability gives the ice element . *Passive Ability.*

- Lightning Element:
This ability gives the lightning element . *Passive Ability.*

- Cold:
Cold is a Disease. Target opponent must pay 1 Coin at the beginning of their Turn. Cold must be paid before Restoration Phase, it disappears if the opponent can no longer pay at the beginning of their Turn. *Passive Ability.*

- Madness:
Madness is a Disease. Take Control of target Creature as long as it remains infected with Madness. *Passive Ability.*

- Dementia:
Dementia is a Disease. At the beginning of the controller of the Creature's Turn, toss a Coin, if it's a Success the targeted Creature deals its Damage to itself, and can make no other Actions this Turn. *Active ability.*

- Amok:
Amok is a Disease. At the beginning of the controller of the Creature's Turn, toss a Coin, if it's a Success the Creature randomly hits an allied Creature and can make no other Actions this Turn. *Active Ability.*

- Allergy:
Allergy is a Disease. Targeted Creature has a -1/-1 Charge Counter as long as it remains Diseased (Cumulative effect). *Passive Ability.*

- Trauma:
Trauma is a Disease. At the beginning of the controller of the Creature's Turn, toss a Coin, if it's a Success the Creature Dies and deals 2 pts Damage to the caster of the Disease. *Active Ability.*

- Paralysis:
Paralysis is a Disease. At the beginning of the controller of the Creature's Turn, toss a Coin, if it's a Success the Creature is paralyzed and can't Attack or perform its Actions during this Turn. *Active Ability.*

- **Schizophrenia:**
Schizophrenia is a Disease. At the beginning of the controller of the Creature's Turn, Toss a Coin, if it's a Success the player who infected the Creature takes Control of its Actions this Turn, any costs are at the expense of its owner. *Active Ability.*

- **Parasite:**
Parasite is a Disease. Toss a Coin, if it's a Success the target Creature gains a -1/-1 cumulative Charge Counter at the beginning of each Turn for 3 Turns. If the Creature with Parasite Dies because of Parasite, one Summoner of the Diseased Creature's owner takes 3 Damages. If it's a Failure Parasite infects your weakest Creature. *Active Ability.*

- **Paranoia:**
Paranoia is a Disease. At the beginning of the controller of the Creature's Turn, toss a Coin, if it's a Success the Creature takes double Damage the next time it's hit. *Active Ability*