



Night Feast

Vampire - Utility

Heal 2 Life Points.

Then, Draw 1 Card From
Your Player Deck.

Tactical Edition



Marked Prey

Vampire - Utility

The Next Time You Deal
Damage This Turn, That
Damage Is Increased By
2 Points.

Tactical Edition



Ritual of Thirst

Vampire - Utility

Heal 1 Life Point.

Drain 1 Life Point If
Target Opponent Has More
Life Points Than You.

Tactical Edition



Vitae Pact

Vampire - Utility

Heal 2 Life Points.

Tactical Edition



Blood Shield

Vampire - Reaction

Prevent 2 Damage.

Tactical Edition



Crimson Mirror

Vampire - Reaction

When Targeted, Prevent
The Effect.

Then Drain 1 Life Point
Instead Of Taking It.

Tactical Edition



Harness Your Health

Vampire - Reaction

The Next Time You Heal,
Deal 1 Damage To
Any Target.

Tactical Edition



Dark Reprisal

Vampire - Reaction

When You Are Dealt
Damage, Deal 1 Point
Back.

Tactical Edition



Blood Nibble

◀ Vampire - Attack ▶

Deal 1 Damage.

If You Healed Earlier This Turn, Heal 1 More.

Tactical Edition



Crimson Bite

◀ Vampire - Attack ▶

Deal 1 Damage.

**Heal 1 Life Point.
If That Target
Has Less Than 10 Life Points,
Heal 2 Life Points Instead.**

Tactical Edition



Hunger Pulse

◀ Vampire - Attack ▶

Drain 2 Life.

**(You Deal 2 Damage And
Heal 2 Life).**

Tactical Edition



Night Emissary

◀ Vampire - Attack ▶

Drain 3 Life.

**(You Deal 3 Damage And
Heal 3 Life). Draw a Chaos
Card If This Damage Was Not
Prevented.**

Tactical Edition



Vampiric Rite

◀ Vampire - Attack ▶

**Deal 2 Damage Split
Between 1 Or 2 Players.**

Then, Heal 1 Life Point.

Tactical Edition



Shred The Spirit

◀ Vampire - Attack ▶

Drain 3 Life.

**(You Deal 3 Damage And
Heal 3 Life).**

Tactical Edition



Blood Reaver

◀ Vampire - Attack ▶

Deal 2 Damage.

**If The Target Healed Since
Your Last Turn, Also Drain
1 Life.**

Tactical Edition

Vampire Tribal Totem

**Sacrifice This Card: Once Per Game,
You May Play An Attack Or A Utility
Card As If It Were A Reaction Card.
Then Remove This Card From The
Game.**

Vampire Chaos Trigger

**Once Until Your Next Turn, If You
Deal Or Heal A Total Of 3 Or More
Life Points During A Single Turn,
You Draw A Chaos Card.**

Radiant Surge

Mystic - Attack

Deal 2 Damage.

If That Target Has More
Cards Than You, They
Discard 1 Card.

Tactical Edition

Mystic Lance

Mystic - Attack

Deal 2 Damage.

If This Is The First Action
Card You Play This Turn,
This Does 3 Damage
Instead.

Tactical Edition

Distortion Pulse

Mystic - Attack

Deal 1 Damage.

If This Targets A Player
They Discard 1 Card.

Tactical Edition

Rift Shock

Mystic - Attack

Deal 2 Damage.

If A Chaos Card Resolved
Since Your Last Turn,
Target Opponent Discards
1 Card.

Tactical Edition

Contain The Rupture

Mystic - Attack

Deal 2 Damage.

Deal 3 Damage Instead
If This Targets A Player
And They Have More
Cards Than You.

Tactical Edition

Aether Flare

Mystic - Attack

Deal 1 Damage.

Deal 2 Damage Instead
If A Chaos Card Was Drawn
Since Your Last Turn.

Tactical Edition

Future Glimpse

Mystic - Utility

Look At The Top Card Of
Your Deck And The Chaos
Deck.

You May Put Either On
The Bottom. If You Do,
Draw A Card From Your
Player Deck.

Tactical Edition

Chaos Alignment

Mystic - Utility

You May Draw A Chaos
Card.

If You Do, You Cannot
Draw Another Chaos Card
Again Until Your Next Turn.

Tactical Edition

Channel Your Arcana

Mystic - Utility

If You Drew A Chaos Card Since Your Last Turn, Draw Another Chaos Card Now. Then Draw A Card From Your Player Deck.

Tactical Edition

Shimmer Spiral

Mystic - Utility

Until The Start Of Your Next Turn, The First Time A Player Plays a Reaction Card, They Discard a Card.

Tactical Edition

Reorder The Mind

Mystic - Utility

Draw 2 Cards, Then Put 1 Back On Your Deck

Tactical Edition

Reality Shear

Mystic - Reaction

Prevent 1 Damage.

You May Discard a Card To Prevent 2 Damage Instead.

Tactical Edition

Combat Resources

Mystic - Reaction

After An Opponent's Attack Resolves, Draw 1 Card.

If 3 or more Damage Was Dealt, They Discard a Card.

Tactical Edition

Warp Shift

Mystic - Reaction

When You Are Attacked, Reflect It Back To The Source.

Then, Draw a Card.

Tactical Edition

Ravage The Ripple

Mystic - Reaction

Duplicate A Chaos Effect That Was Just Played
Or
Deal 2 Damage To Target Player Instead.

Tactical Edition

Mystic Tribal Totem

Sacrifice This Card: Once Per Game, If An Opponent Has More Cards In Hand Than You, They Discard Down To Your Hand Size. They Must Keep At Least One In Their Hand. Play This At Any Time Then Remove It From The Game.

Mystic Chaos Trigger

Once Until Your Next Turn, If You Force An Opponent To Discard A Card Or They Play A Reaction Card, You Draw A Chaos Card.

MONSTER

Storm Imp

Art By Noel Daniels

Damage: 2 - Life Total: 7
Treasure: Imp Idol
 Once Per Turn, When You
 Would Take Damage,
 Reduce That Damage By 1.

MONSTER

Azul Witch

Damage: 2 - Life Total: 8
Treasure: Hag Stone
 Once Per Turn, When You Deal 2
 Or More Damage With a Single
 Card, Draw 1 Card
 Art By Teagan Moore

MONSTER

Water Elemental Art By David Nemeroff

Damage: 1 - Life Total: 5
Treasure: Water Idol
 Once Per Turn, The First
 Time You Deal Damage,
 You May Heal 1 Life.

CHAOS

Chain Detonation

Deal 1 Damage
 to Every Player
 And Monster.

Art By David Hilbert

CHAOS

Ruin

Deal 3 Damage to the Player
 Who Currently Has The
 Highest Life Points. If There Is
 A Tie, They Both Take 3 Damage

CHAOS

Chaos Lance

Deal 3 Damage To A Player,
 and Then That Player Draws
 1 Card From Their Deck

Art By Olushoro Ifeoluwa

Cracked Barrier

CHAOS

Deal 2 Damage to Target Player.
 If They Have 10 or More Life
 Points After This is Applied,
 They Must Discard A Card
 From Their Hand.
 Art By Olushoro Ifeoluwa

Mind Fray

CHAOS

Choose A Player.
 That Player Discards
 A Card From Their Hand.
 Art By Olushoro Ifeoluwa

CHAOS



Blood Siphon

**Choose a Player.
They Discard 1 Card
At Random.**

CHAOS



Paralysis

**Choose a Player. That
Player Cannot Play
Reaction Cards Until The
End Of This Turn.**

CHAOS



Chaotic Insight

Draw 2 Cards

Art By Mary Moyer

CHAOS



Shamanic Gift

**Every Player Draws
a Card**

Art By Anya Lin

CHAOS



Hand Bloom

**Draw 3 Cards, Then
Discard One Of Them**

Art By Makayla Bailey

CHAOS



Swap The Souls

**Choose 2 Players,
Swap Their Current
Life Point Totals**

CHAOS



Inversion Field

**Until The End of This Turn,
When Any Player Would Take
Damage, They Discard 1
Card Instead of Losing
Life Points.**

Art By Olushoro Ifeoluwa

Back Of the Chaos Cards



Back of the Player tribe cards



Instructions are found at <https://www.conjurethechaos.com/rules>

Follow us on Facebook and Discord!

This is just the trial version featuring the vampires and the mystic decks. The full version has upgraded art, the option to also play the Dwarven warriors and the Shaman tribes, plus tons of different cards not found in the trial version!

Quick Reference Card

🔥 CHAOS

- Draw Chaos only from triggers
- *Max **1 Chaos** draw until your next turn

- Chaos Triggers When:

- 🩸 Vampires: Deal + Heal 3+
- 🛡️ Dwarves: Prevent/Reflect 2+
- 🌿 Shaman: Deal 3+ **damage**
- 🧙 Mystics: Opponent discards
- OR plays Reaction

👹 **MONSTERS** Damage each player at start of their turn. First to kill **3 Monsters** wins. If You Kill one, You Take it's treasure.

Quick Reference Card

🎯 OBJECTIVE

Be the last player alive OR defeat 3 Monsters.

🔄 YOUR TURN

1. Draw 1 card
2. Play:
Up To 1 Attack and/or
Up To 1 Utility
3. Play Any Number Of
Reactions anytime
4. End turn
(discard hand Down to 7)

⚡ REACTION CARDS

- ☐ May be played on **any turn**
- ☐ Any number, if conditions are met

◆ CHAOS CLASH ◆

FINAL CORE RULEBOOK (VERSION 1.0)

1. OBJECTIVE

You win the game by achieving **either** of the following:

- Reduce all opponents to **0 Life Points**, or
 - Be the **first player to defeat three Monsters** during the game.
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-

2. GAME SETUP

1. Each player chooses a Tribe Deck and shuffles it.
 2. Each player starts at **20 Life Points**.
 3. Shuffle the Chaos Deck and place it face down in the center.
 4. Place your tribal power card in front of you
 5. Each player draws **5 cards** from their Tribe Deck.
 6. Choose a starting player at random.
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3. TURN STRUCTURE

Players take turns clockwise.

START OF TURN

- Draw **1 card** from your Tribe Deck.

MAIN PHASE

- You may play **up to one Attack card** and **up to one Utility card** during your turn, in any order.
- You may play **any number of Reaction cards** whenever their conditions are met, on **any player's turn**.
- Resolve effects immediately and fully.
- If you decide not to play a card on your turn, you can draw an extra card from your player deck at the end of your turn.

END OF TURN

- If you have more than **7 cards** in hand, discard down to 7.
 - Check for player elimination.
 - The next player begins their turn.
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4. CHAOS CARDS

- Chaos cards are **not drawn automatically**.
 - Chaos cards are drawn **only when a card or tribe ability instructs you to draw one**.
 - Chaos cards **resolve immediately** when drawn.
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5. CHAOS DRAW LIMIT

Each player may draw **at most one Chaos card between the end of their last turn and the start of their next turn from a tribe trigger**, unless a card explicitly allows an additional Chaos draw.

This limit applies regardless of whose turn it is.

6. TRIBE CHAOS TRIGGERS

Each Tribe has a unique Chaos trigger.

VAMPIRES — Drain & Pressure

If you **deal and heal a combined total of 3 or more Life Points** during a single turn, you may draw **1 Chaos card**.

- Drain counts as both damage dealt and Life healed. (For example, Drain 2 is equal to deal to and heal 2, which is a net of 4 points)
-

DWARVES — Prevent & Retaliate

If you **prevent or reflect a total of 2 or more damage** during a single turn, you may draw **1 Chaos card**.

- Reflecting damage counts as prevention.
 - This trigger may occur on **any player's turn**.
-

SHAMANS — Feral Damage

If you **deal 3 or more total damage** during a single turn, you may draw **1 Chaos card**.

- Damage may be dealt to players or Monsters.
-

MYSTICS — Control & Punishment

The first time each round that:

- You cause an opponent to discard a card, **or**
- An opponent plays a Reaction card,

You may draw **1 Chaos card**.

- This trigger may occur on **any player's turn**.
 - You cannot trigger this again until your next turn begins.
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7. SIMULTANEOUS CHAOS TRIGGERS

If multiple players would draw Chaos at the same time:

1. The **active player** draws and resolves their Chaos card first.
2. Then resolve Chaos draws **clockwise to the left** of the active player.
3. Each Chaos card fully resolves before the next Chaos card is drawn.

8. CHAOS INTERRUPTION RULE

When a Chaos card resolves:

- It **immediately interrupts** the current turn.
- The effect that caused the Chaos draw finishes resolving first.
- The Chaos card then resolves in full.
- After the Chaos card resolves, players may play valid Reaction cards.
- The interrupted turn then continues normally.

If a Chaos card causes another Chaos trigger, resolve the Chaos card first, then resolve new Chaos draws following Section 8.

9. ONCE PER GAME TRIBAL POWERS

Place your tribal power card in front of you. Each player has access to a unique tribe power that may be used once per game. These abilities may be activated at any time the player could normally play a Reaction card, unless stated otherwise. Tribe powers are not player deck or chaos cards, cannot be canceled, and do not count toward card-play limits.

VAMPIRES — *Immortal Night*

Immortal Night (*Once per Game*)

You may play **one Attack or Utility card from your hand as if it were a Reaction card**.

DWARVES — *Hold the Line*

Hold the Line (*Once per Game*)

Deal damage split any way you choose equal to the amount of total damage you took since your last turn

SHAMANS — *Hunt the Weak*

Hunt the Weak (*Once per Game*)

Choose a player with **more Life Points than you**.

Until the start of your next turn, your cards deal **+1 damage** to that player.

MYSTICS — *Collapse Probability*

Collapse Probability (*Once per Game*)

If an opponent has **more cards in hand than you**, the discard down to your hand size. They must keep at least 1

10. DAMAGE TYPES: PREVENT & REFLECT

PREVENT

- Prevented damage is reduced or negated.
- The target takes less or no damage.

REFLECT

- Reflected damage is **not taken** by the original target.
 - The player who played the reflect effect chooses a **legal target** for the reflected damage.
 - Reflecting damage counts as prevention for Chaos triggers.
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11. MONSTER CARDS

WHEN A MONSTER IS DRAWN

- The Monster enters play immediately. Place it the middle of the battle field next to the chaos deck.
- It remains in play until defeated.

MONSTER DAMAGE

- At the **start of each player's turn**, that player takes damage equal to the Monster's listed damage.

ATTACKING MONSTERS

- Monsters can be damaged by **Attack cards**.
- Damage may be **reflected** to Monsters.
- Monsters **cannot be healed**.
- Monsters **cannot be protected by prevent effects**.

DEFEATING MONSTERS

- The player who deals the **final damage** defeats the Monster.
- That player gains the Monster's **Treasure effect**.
- If You kill a monster, place the monster in front of you on the board to represent the treasure until the game ends or the treasure is destroyed.

MONSTER WIN CONDITION

If a player defeats **three Monsters**, they immediately win the game.

12. TARGETING RULES

If a card says “**target a player**”, it may instead target a **Monster**, unless the card explicitly states otherwise.

13. PLAYER ELIMINATION

When a player reaches **0 Life Points**:

- They are eliminated immediately.
 - All cards they control are removed from the game.
 - Any Monsters they damaged remain in play.
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14. LAST PLAYER STANDING

If only one player remains, that player wins immediately unless another player has already achieved the **three-Monster victory condition**.

ILLEGAL CARDS

- You may **not** include cards from other Tribes.
- You may **not** include cards that are neither your Tribe nor Neutral.

◆ MULTIPLAYER RULES (3–4 PLAYERS) ◆

These rules apply whenever **three or four players** are in the game.

1. TURN ORDER

- Players take turns in **clockwise order**.
 - The starting player is chosen randomly.
-

2. TARGETING IN MULTIPLAYER

Unless a card says otherwise:

- “Target player” may be **any opponent**.
- “Each opponent” affects **all other players**.
- “Another player” means **any player other than you**.

If a card allows you to choose multiple targets, you may not choose the same player twice unless the card explicitly allows it.

3. CHAOS TRIGGERS IN MULTIPLAYER

A. Timing

- Chaos cards may be triggered **on any player’s turn**, depending on your tribe’s trigger.
- Each player may trigger Chaos **once per round**, unless a card specifically allows more.

B. Simultaneous Chaos Triggers

If multiple players trigger Chaos at the same time:

1. The **active player** resolves their Chaos card first.
 2. Then, Chaos cards resolve **clockwise to the left** of the active player.
 3. Each Chaos card fully resolves before the next Chaos card is drawn.
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4. REACTIONS IN MULTIPLAYER

- Any number of players may play Reaction cards when their conditions are met.
 - Reaction cards resolve **in clockwise order**, starting with the player to the left of the active player.
 - Once all Reactions resolve, the game proceeds.
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5. MONSTERS IN MULTIPLAYER

A. Monster Presence

- When a Monster is in play, it remains until defeated.
- Monsters affect **all players** unless stated otherwise.

B. Monster Damage

- At the start of each player's turn, the Monster deals its listed damage.
- This damage may be **prevented or reflected**.

C. Attacking Monsters

- Any player may attack a Monster on their turn.
- Damage dealt to a Monster is tracked publicly.

D. Kill Credit

- The player who deals the **final point of damage** to a Monster:
 - Gains its Treasure
 - Counts it toward the **3-Monster Victory condition**
-

6. INTERACTION WHILE MONSTERS ARE IN PLAY

- Players may still attack other players while a Monster is active.
 - Reaction cards may:
 - Prevent damage to players
 - Reflect damage to Monsters
 - Reflect Monster damage to another player or Monster
-

7. VICTORY CONDITIONS (MULTIPLAYER)

A player wins immediately if **either** of the following occurs:

- All opponents are reduced to **0 Life Points**, OR
- That player defeats **3 Monsters** during the game

If multiple players would win simultaneously, the active player wins.

8. ELIMINATED PLAYERS

- When a player is eliminated, their cards leave the game.
- Monsters continue attacking remaining players.
- Chaos triggers continue as normal.