

WELCOME TO CONJURE THE CHAOS!

For centuries the world of Crystalax was a place of perfect harmony and balance between the natural world and the arcane. Within its realm, the four different lands - Shadowlands, the Volcano plain, Arcane Island, and Wildlands. They housed several tribes including the Vampires, Dwarves, Mystics and Shaman and there was peace. No one tribe dominated over the other. This is because each Tribe protected one of the 4 crystals of power - Fire, Shadow, Nature, and Arcane. By doing so, it maintained order and kept the others in check.

Then, for some unknown reason, the crystals fractured. The now warped arcane energies caused magic to act unpredictably and random portals from unknown worlds began to open. This forced the tribes to consider war inevitable.

Now, you are the Chieftain of one of the tribes of Crystalax. Will you defend your tribe and destroy your opponent or fall to the invaders of the realm and let it fall further into chaos?

HERE'S WHAT IS IN THE BOX:

Two starter decks with 25 cards in each, one Chaos deck of 30 cards, two quick reference cards and the official QR code card to this rule book. (Check the rules page on the website for rule updates)

RULE BOOK

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 two Monsters in a 2-player game
- or defeat three monsters with 3 to 4 player games

2. COMPONENTS (CORE SET)

Each core set game box contains:

- Two 25-card Tribe Deck (one per player)
- One Universal 30-card Chaos Deck (including Monster cards)
- Two Quick Reference Cards
- Card with a QR code to scan for this Rulebook
- The first print has one of two special collectible cards
- they can be swapped for another card in your deck

3. 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. Each player draws 5 cards from their Tribe Deck.
5. Roll the dice to start the game. Winner can choose to play the first card or go second and draw a card. (player who goes first does not draw on turn 1)

4. TURN STRUCTURE

Players take turns clockwise.

START OF TURN

- Draw 1 card from your Tribe Deck.
- If you have 7 or less life points at the start of your turn, you go CHAOTIC! That means you also draw a chaos card at the beginning of each turn as long as you are at 7 or less life. That is in addition to drawing a chaos card from your tribal chaos trigger or other spell effects.

MAIN PHASE

- You may play up to one Attack card and up to one Utility card during your turn, in any order.
- Any Player may play any number of Reaction cards whenever their conditions are met. This must be in response to a card that was just played or a chaos effect.
- Resolve effects immediately and fully.

REFRESH

- Once per turn, before the end of your turn, you May Discard 1 Card (not mandatory) and if you do, you may draw a card. Once you refresh you can only play reaction cards or trigger chaos until your next 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.

5. TURN VS ROUND

- A "turn" refers to a player's immediate turn. A "round" means until your next turn.

6. CHAOS CARDS

- Chaos cards are not drawn automatically.
- Chaos cards are drawn only when a card or tribe trigger ability instructs you to draw one.
- Chaos cards resolve immediately when drawn.

7. 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.

8. TRIBE CHAOS TRIGGERS

Each Tribe has a unique Chaos trigger.

VAMPIRES — Drain & Pressure

- If you deal and / or heal a combined total of 4 or more Life Points during a single turn, you may draw 1 Chaos card until your next turn.
- Drain counts as both damage dealt and Life healed. (For example, Drain 2 is equal to deal 2 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 2 or more total damage during a single turn on your 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.
- Mystics are masters of manipulating the Chaos. When a mystic needs to draw a Chaos card, they can look at the top two and decide which one of those cards will take effect. the other goes on the bottom of the Chaos deck.

9. 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.

10. 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.

11. 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.

12. MONSTER CARDS

WHEN A MONSTER IS DRAWN

- The Monster enters play immediately.
- It remains in play until defeated by reducing their life points to zero.

MONSTER DAMAGE

- At the start of each player's turn, after a player draws a card and after a Chaos card is drawn from being CHAOTIC, 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 to its life points 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 two Monsters in a 2-player game or three monsters in a 3-4 player game, they immediately win the game.

13. TARGETING RULES

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

14. TRIBAL TOTEM

- Each tribe has a special ability that a player can use once per game. They are as follows:
-  **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 card.

15. DECKBUILDING RULES

Players may customize their decks using legal cards.

A legal deck must follow all rules below:

1. A Player deck must contain exactly 25 cards.
2. A Player deck must contain at least 12 cards from its home Tribe.
3. A deck must contain at least:
 - 8 Attack cards
 - 4 Utility cards
 - 4 Reaction cards

4. The remaining cards may be:
 - Additional Tribe cards
 - Neutral cards
 - Expansion cards for your tribe (coming in the future)
5. You may only include cards from *your tribe* and/or *neutral cards* in your Player deck
6. In the first core set there are two special edition collectors' cards. You may swap them for another card but can only have one of each in your deck.

CHAOS DECK BUILDING RULES

As new cards are released, you can customize the Chaos

Deck. You must keep at least 20 cards from the original

core set in your Chaos deck. You may exchange up to 10

cards from current and/or future expansions.

DUPLICATE LIMITS

- No more than 2 copies of the same card may be included in a deck.
- Ultra-Rare cards are limited to 1 copy per deck.
- There can only be one of each card in the Chaos deck

16. 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.
- Any Monsters in front of them are also removed from the game.

17. LAST PLAYER STANDING

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

18. DECKBUILDING RULES

Players may customize their decks using legal cards.

A legal deck must follow all rules below:

1. A deck must contain exactly 25 cards.
2. A deck must contain at least 12 cards from its home Tribe.
3. All cards in a deck must be either:
 - Cards from your chosen Tribe, or
 - Neutral cards.
4. A deck must contain at least:
 - 8 Attack cards
 - 4 Utility cards
 - 4 Reaction cards
5. The remaining cards may be any mix of additional Tribe cards or Neutral cards, as long as all other requirements are met.

DUPLICATE LIMITS

- You may include no more than 2 copies of the same card in your deck.
- Ultra-Rare cards are limited to 1 copy per deck.

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 roll a die to see who goes first. The highest roll goes first.
- 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.

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.

6. 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

7. 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

8. VICTORY CONDITIONS (MULTIPLAYER)

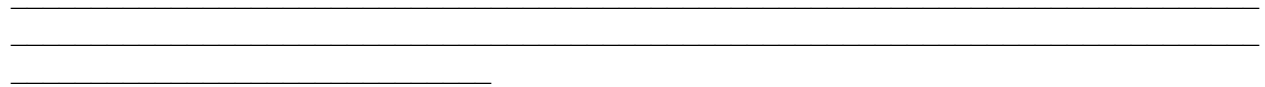
A player wins immediately if either of the following occurs:

- 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.

9. ELIMINATED PLAYERS

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



CARD CORRECTIONS WITH NEW WORDING IN THE UPCOMING EXPANSIONS:

1. Chaos Paralysis - will be changed to Choose a player. That player cannot play reaction cards until the end of their next turn.