



Official User Manual

"Harness the Affinities. Build your Book. Control the Battlefield."

V1.1 Alpha

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1. Welcome to the Archive

The wars are over.

Not because peace was achieved—but because nothing remained undecided.

What survived was not victory, nor empire, nor legend.

What survived was **record**.

Every battle, every failure, every contradiction was gathered and preserved within a single, impossible library. Shelves stretched beyond sight. Volumes recorded events as they occurred, as they were remembered, and as they were denied. No account was discarded. No truth was singular.

This became the **Archive**.

For ages, it endured in silence.

Then the books began to answer back.

As generations passed, patterns emerged among the records—recurring interpretations of history that shaped how events were understood. From these patterns arose seven Conclaves, each devoted to an **Affinity**: a philosophy of remembrance that defined what should endure, what should fade, and what must never return.

Their disagreements were inevitable.

As the Conclaves contested the meaning of the past, the Archive strained beneath contradiction. The force bound within recorded moments—decisions, endings, turning points—escaped its confines. Those who studied the Archive felt it first. Those who understood it learned to act.

They discovered that at certain moments, history could still be changed.

Not rewritten freely—but **edited**.

Not all who studied the Archive were changed—but all who were changed became **Chroniclers**.

As a Chronicler, you do not command armies—you manipulate records. Your **BOOK** represents the Archive's unrevealed potential, while your **USED, LOST, and EXILE** piles track how events are enacted, remembered, or erased. By spending **ENERGY** drawn from the Archive, you bring records into play as creatures, tools, and effects, each reflecting an Affinity's interpretation of history.

As the game unfolds, you will shift events between states, interrupt outcomes at decisive moments, and contest which version of the past is allowed to stand. Mastery of ARKAIROS^É lies not in overwhelming force, but in knowing **when** a change matters—and what the Archive will demand in return.

ARKAIROS^É is a strategic trading card game of timing, resource mastery, and consequence.

Master your resources.

Seize the moment.

Control the battlefield.

2. Foundations of the Record

2.1 The BOOK: Source of Record

Your BOOK represents your knowledge, vitality, and primary resource pool.

- Cards are drawn from the BOOK into your HAND.
- Cards are spent from the BOOK to pay ENERGY costs.
- Damage to a player permanently moves cards from their USED pile (then BOOK) to LOST.

If you are ever required to draw a card from your BOOK and cannot, you immediately lose the game. Cards moved from the BOOK for any reason permanently reduce a player's ability to survive. ENERGY is not free.

2.2 ENERGY: Extracting Potential

ENERGY is the resource used to play cards and activate abilities.

- ENERGY is primarily paid by moving cards from the top of your BOOK to your USED pile.
- Some cards generate ENERGY directly into an ENERGY pool.
- ENERGY may be combined from both sources to pay a cost.

All unspent ENERGY expires at the end of each phase.

2.3 Affinities of Interpretation

Affinity represents the fundamental forces of the Archive that define a card's identity.

Each card has **one or more Affinities**, as indicated by its Affinity symbols or text. A card is considered to have **each Affinity listed on it** at all times.

If an effect refers to a specific Affinity, that effect applies to a card if the card has that Affinity, regardless of any other Affinities the card may have.

Unless otherwise specified, effects that reference Affinity evaluate **each Affinity independently**. A card with multiple Affinities satisfies the conditions of effects that reference any of its Affinities.

2.3.1 Shared and Different Affinities

Two or more cards **share an Affinity** if they have at least one Affinity in common.

Cards are considered to have **different Affinities** if they do not share any Affinities.

2.3.2 Choosing an Affinity

If an effect instructs a player to choose an Affinity, the player selects one Affinity from the list of Affinities defined by the game.

If the chosen Affinity is one a card has, that card is considered to match the chosen Affinity.

2.3.3 Affinity-Based Restrictions

If a rule or effect restricts actions or interactions based on Affinity, the restriction applies if **any Affinity of the card meets the stated condition**, unless the effect explicitly states otherwise.

2.4 Defined Terms

Capitalized terms in this rulebook have specific meanings defined herein. If a capitalized term is not defined in the section where it appears, its definition may be found in "States of the Archive" or "Standard Annotations."

2.5 Ownership and Control

The owner of a card is the player who included it in their BOOK at the start of the game. A card's owner never changes, regardless of where the card moves or who controls it.

The controller of a card is the player currently directing it. On the BOARD, the controller is the player on whose side the card sits unless an effect explicitly transfers control. In all other zones, a card is controlled by its owner unless an effect states otherwise.

If an effect returns a card "to its owner," it goes to the player who originally included it in their BOOK, regardless of who controlled it most recently.

3. Records of Power

This section defines the anatomy of a card and all card types used in ARKAIROS. Understanding card structure and type behavior is essential before learning advanced interactions.

Unless a card explicitly states otherwise, it follows the rules defined for its card type.

3.1 Structure of a Record

Every card in ARKAIROS^E contains the following elements:

The diagram shows a card titled "VAPOR MANIFEST" with the following elements annotated:

- NAME:** VAPOR MANIFEST
- ENERGY COST:** 7
- CREATURE TYPE:** ELEMENTAL
- AFFINITY:** (represented by a yellow lightning bolt icon)
- COLOR:** (represented by a yellow lightning bolt icon)
- LOGO:** (represented by a yellow lightning bolt icon)
- POWER:** 4
- TEXT BOX:** PHANTOM (Cannot be targeted by spells or abilities controls.)
The first time each turn an opponent targets one of your static cards with a spell or ability, put 1 STUN counter on target creature controls.
The untouchable does not hide. It simply occupies a position the aggressor cannot afford to acknowledge.

At the bottom of the card, it says "ARC C 061/216" and "PERCHANCE AI".

If card text conflicts with the rules in this manual, **the card text takes precedence.**

3.2 Forms of Record

CREATURE, INVOCATION, INSTANT, TRAP, BOON, TOOL, and FIELD cards follow the rules defined in this section. STATIC cards remain in play after being played; NON-STATIC cards resolve and are moved to LOST.

CREATURE, BOON, TOOL, and FIELD cards are STATIC. INSTANT and INVOCATION cards are NON-STATIC. TRAP cards are NON-STATIC. Persistent TRAPs are an exception — see §4.5.

3.2.1 Token Permanents

Some effects create **tokens**. A token is a permanent placed onto the **BOARD** that functions like a card while it remains on the BOARD.

If a token would move to any zone other than the BOARD (USED, LOST, EXILE, HAND, etc.), it **ceases to exist** after it reaches that zone.

A token has the characteristics stated by the effect that created it (name, types, POWER, and any rules text).

3.2.2 CREATURE-TRAP Cards

Some cards have the dual type **CREATURE-TRAP**. These cards may be played in one of two ways:

Played as a CREATURE

Pay the card's ENERGY cost during Primary or Secondary Intervention and place it onto the BOARD as a CREATURE. Summoning Delay applies normally.

Set as a TRAP

Pay the card's ENERGY cost during Primary or Secondary Intervention and place it face-down in your TRAP Area, exactly as you would set a standard TRAP. While face-down, a CREATURE-TRAP card has no Affinity and cannot be identified by opponents.

Activating a CREATURE-TRAP

A CREATURE-TRAP set in the TRAP Area may be activated any time its controller has priority, including during an opponent's turn or in response to a spell or ability.

To activate, flip the card face-up and move it from the TRAP Area to the BOARD. It enters the BOARD as a CREATURE. Summoning Delay applies — it may block on the turn it enters but cannot attack or activate {T} abilities unless it also has QUICK STRIKE.

Unlike a standard TRAP, a CREATURE-TRAP does not move to LOST after activating. It remains on the BOARD as a CREATURE and follows all normal CREATURE rules from that point.

A CREATURE-TRAP still counts toward the five (5) face-down TRAP limit while it is set in the TRAP Area.

3.2.3 Play Timing: Invocation-Speed and Instant-Speed

Every spell and activated ability resolves within one of two timing windows. These windows are referred to throughout card text and the rules as **Invocation-speed** and **Instant-speed**.

Invocation-Speed

A spell or ability is played or activated at Invocation-speed when all of the following conditions are true:

- It is the controller's own turn.
- The current phase is Primary Intervention or Secondary Intervention.
- The Stack is empty (no other spells or abilities are waiting to resolve).

INVOCATION cards are always played at Invocation-speed. Cards or abilities with the instruction "*Activate only as a Invocation*" or "*Play only as a Invocation*" follow these same restrictions even if they would otherwise be available at Instant-speed.

Instant-Speed

A spell or ability is played or activated at Instant-speed when the controller has priority, regardless of whose turn it is, which phase is active, or whether the Stack is empty.

INSTANT cards are always played at Instant-speed. TRAP activations, FOOTNOTE activations, and abilities without an explicit timing restriction are also played at Instant-speed unless the card states otherwise.

Timing Restriction Summary

Timing	Whose turn	Phase	Stack
Invocation-speed	Your own	Primary or Secondary Intervention only	Must be empty
Instant-speed	Either player's	Any phase or step	May have effects waiting

If a card's text specifies a timing restriction that conflicts with its card type (for example, an INSTANT with "*Activate only as a Invocation*"), the card text takes precedence over the default timing for its type.

3.3 Copying Records

When an effect creates a copy of a card or permanent, the copy reproduces the copied object's printed characteristics, including:

- Card name
- Types
- Affinity
- Base POWER
- Printed abilities and text

A copy does **not** copy:

- Counters
- Damage marked
- Temporary effects
- Zone-specific modifications

Unless an effect states otherwise, a copied permanent enters play unturned and is treated as a new object. A copied permanent entering the BOARD is treated as a new object entering play and will trigger any abilities that reference entering play, unless the effect that created the copy explicitly states otherwise.

4. States of the Archive

Zones are distinct areas of play that define where cards exist and how they may be interacted with.

Each player has their own zones unless stated otherwise.

4.1 BOOK — Unrevealed Potential

The BOOK is a player's deck and primary resource pool. Cards in the BOOK are hidden. If a player must draw a card from their BOOK and cannot, they lose the game.

4.2 HAND — Accessible Records

The HAND contains cards a player may play. Cards in HAND are hidden. There is no maximum hand size except during the End Phase.

4.3 BOARD — Active Record

The BOARD is the main public play area for CREATURES, BOONS, TOOLS, and other effects that do not belong to another zone. Cards here are STATIC unless stated otherwise.

Card orientation on the BOARD is a rules-relevant state:

Upright cards are considered unturned.

Sideways cards are considered turned or suppressed as applicable.

Players must maintain consistent orientation at all times.

If a card's orientation is unclear, it is treated as turned.

Card orientation may not be altered except by game rules or card effects.

4.4 FIELD — Persistent Effects

FIELD cards are a unique card type that occupy the BOARD and represent persistent environmental or historical conditions affecting play.

Rules for FIELD cards:

Only one FIELD card may be active on a player's side of the BOARD at a time, unless a card explicitly allows otherwise.

FIELD cards remain in play even if other cards on the BOARD are removed, unless an effect explicitly removes them.

FIELD cards are STATIC and remain in effect continuously unless removed.

FIELD cards do not have orientation and are unaffected by turning, suppression, or other orientation-based rules.

If a FIELD card would be destroyed, it is placed into LOST unless an effect explicitly states otherwise.

If a player plays a new FIELD card while they already control a FIELD card, the existing FIELD card is placed into LOST before the new one enters play. The new FIELD card then enters play normally. This is a rules-based action and cannot be responded to.

4.5 TRAP Area — Latent Edits

TRAP cards are pre-paid effects held in reserve. They may resolve as INSTANTS, persist as ongoing effects, or enter the BOARD as CREATUREs depending on their type. See §3.2.3 for CREATURE-TRAP rules. A player *sets* a TRAP by paying its full ENERGY cost during Primary or Secondary Intervention and placing it face-down in the TRAP Area. A player may control up to five (5) TRAP slots at any time. TRAP identities are hidden, but quantity is public. Face-down TRAP cards have no Affinity.

Setting a TRAP

To set a TRAP, pay its ENERGY cost and place it face-down in your TRAP Area. This may only be done during your Primary or Secondary Intervention. A face-down TRAP cannot be targeted, read, or identified by opponents.

Activating a TRAP

A TRAP may be activated during any step or phase in which its controller has priority — including during an opponent's turn, during combat, or in response to a spell or ability. Activating a TRAP has no additional cost; the cost was paid when it was set.

To activate a TRAP, flip it face-up and apply its effect. A TRAP resolves exactly like an INSTANT card. After it resolves, move it to LOST.

INSTANT-TRAP Cards

Some cards have the type INSTANT-TRAP. These cards may be played directly from the HAND as an INSTANT (paying their cost at the time of play), *or* set face-down as a TRAP (paying their cost in advance). Either way, they follow all INSTANT timing rules when played or activated.

Key Distinction from INSTANTS

Unlike INSTANTS, the cost of a TRAP is always paid during the controller's own turn, in advance. This means TRAPs consume ENERGY during your Primary or Secondary Intervention but leave you free to respond on future turns or during an opponent's turn without needing available ENERGY at that moment.

Persistent TRAPs

Some TRAP cards are designated as **Persistent**. Unlike standard TRAPs, a Persistent TRAP does not move to LOST immediately after resolving. Instead, it remains face-up in the TRAP Area and continues to exert an ongoing effect until its stated deactivation condition is met.

Persistent TRAP rules:

- A Persistent TRAP still occupies one of its controller's five TRAP slots while it remains active.
- A Persistent TRAP's identity is public while it is face-up and active.
- A Persistent TRAP may be targeted and destroyed by effects while active, unless otherwise protected.
- A Persistent TRAP moves to LOST when its stated deactivation condition is met, or if it is destroyed or removed by another effect.
- A Persistent TRAP that has been deactivated or removed cannot be reactivated.

4.6 USED — Recent Memory

The USED pile contains cards spent to pay ENERGY costs. Cards here are face-down and recycled during Reset. Cards in USED are considered unresolved memory.

Cards in USED cannot be targeted, moved, or referenced by effects unless an effect explicitly mentions the USED pile.

Cards in USED are not considered destroyed, discarded, or removed from play.

Moving a card into USED does not trigger effects that reference a card being destroyed or sent to LOST.

No card entering USED triggers abilities unless the ability explicitly references the USED pile.

Cards in the USED pile are face-down and their identities are not public information. Effects that interact with the USED pile do so without revealing card identities to any player unless the effect explicitly states otherwise. Players may not look through their own USED pile except when explicitly instructed to by a card effect.

4.7 LOST — Resolved Records

The LOST pile contains destroyed cards and resolved spells. Cards are face-up and public.

Cards in LOST may be freely referenced by effects unless explicitly restricted.

When a card enters LOST, it loses all counters, annotations, and modifications unless an effect explicitly states otherwise.

A card is considered destroyed when it is moved from the BOARD to the LOST pile, unless a replacement effect causes it to be placed into a different zone instead.

Terms such as “destroyed” and “dies” are synonymous unless a card or effect explicitly defines a different result.

Effects that prevent a creature from being affected by spells or abilities do not prevent that creature from changing zones due to rules-based actions.

4.8 EXILE — Erasure

Cards in EXILE cannot be moved to any other zone unless an effect explicitly references EXILE.

4.9 Zone Replacement and Precedence

If one or more effects would change the zone a card is moved to, the controlling player applies replacement effects in the following order of precedence:

EXILE → LOST → USED → BOOK → HAND → BOARD

Once a card's destination zone has been replaced by an effect, no further zone replacement effects are applied to that movement unless an effect explicitly states otherwise.

Zone replacement effects do not trigger abilities that reference a card entering the zone it would have entered without replacement.

Example: If a creature would be destroyed while both RECORDED and a DEATH lock apply, EXILE takes precedence and the creature is placed into EXILE.

5. Acts of the Chronicler

This section defines the fundamental actions that occur throughout a game of ARKAIROS. These actions are referenced by card effects, turn structure, and zone rules. When a card or rule instructs a player to perform one of these actions, follow the definitions here unless the card explicitly states otherwise.

5.1 Drawing

To **draw** a card, move the top card of your BOOK to your HAND.

- If a player is instructed to draw multiple cards, they draw one at a time in sequence.
- If a player cannot draw a card when required, they immediately lose the game.
- Drawing a card does not count as playing, moving, or discarding that card.

5.2 Discarding

To **discard** a card due to a card effect, move it from your HAND to your LOST pile unless the card explicitly states otherwise.

- If a player is instructed to discard multiple cards, they do so one at a time unless stated otherwise.
- Discarding a card is not the same as destroying it, but the card still enters LOST.
- Some cards redirect discarded cards to a different zone. These are zone replacement effects and follow the precedence rules in Section 4.10.

Hand Size Discard

If a player must discard due to exceeding the hand size limit at the end of their turn, those cards are moved to their USED pile instead of LOST. This is the only discard that defaults to USED rather than LOST.

5.3 Searching

To **search** a zone, look through all cards in that zone for a card matching the stated criteria.

- Searching a zone does not change card order unless an effect instructs you to do so.
- After searching your BOOK, you must shuffle it (see 5.4).
- A player may choose to find nothing when searching, even if a legal card exists.
- Tokens are not cards and cannot be found by a search effect.
- Cards in face-down zones revealed during a search are returned face-down after the search resolves.

5.4 Shuffling

To **shuffle** your BOOK, randomize the order of all cards within it.

- A player shuffles their BOOK whenever they search it, unless an effect explicitly states otherwise.
- Some card effects instruct a player to shuffle their BOOK without searching. Follow the instruction as stated.
- Shuffling does not affect cards in any other zone.
- A player may not look at, reorder, or select cards while shuffling.

5.5 The Unturn Step

The **Unturn Step** is the first step of the Reset Phase at the beginning of each player's turn.

During the Unturn Step:

- All turned cards you control unturn, unless an effect prevents them from doing so.
- All cards in your USED pile are moved as a group to the bottom of your BOOK, maintaining their current order. The card that was on the bottom of your USED pile becomes the bottommost card of your BOOK. If your BOOK is empty, your USED pile becomes your BOOK in its current order.
- All temporary effects that last “until end of turn” or “until end of phase” expire.

No player has priority during the Unturn Step. No abilities may trigger or resolve during the Unturn Step unless they explicitly reference it.

Permanently turned cards and suppressed permanents do not unturn during the Unturn Step. This condition persists until the effect causing it is removed.

5.6 Moving Cards Between Zones

When a card is instructed to move from one zone to another, it follows these rules:

- The card immediately leaves its current zone and enters the destination zone.
- Any counters, attachments, or modifications on the card are removed when it enters LOST or EXILE unless an effect explicitly preserves them.
- If one or more effects would change the destination zone, apply zone replacement effects in the order defined in Section 4.10.
- Moving a card between zones is not the same as drawing, discarding, playing, or destroying that card unless the effect explicitly uses those terms.

Countered Spells

If a spell is countered, it is placed into its controller's LOST pile. A countered spell does not resolve and its effects do not apply. Unless a card effect explicitly redirects a countered spell to a different zone, LOST is always the destination.

5.7 The Stack

When a player plays a spell, activates an ability, or a triggered ability fires, it does not resolve immediately. Instead, it enters **the Stack** — the ordered sequence of pending effects waiting to resolve. The Stack represents the Archive's state of suspension between an action being declared and its consequences taking hold: the moment a proposed edit has been submitted but not yet committed to history.

Stack rules:

- Effects on the Stack resolve one at a time, from the most recently added to the earliest (last in, first out).
- After each spell is played or ability is activated, the active player receives priority before the Stack advances.
- When both players pass priority in succession without adding to the Stack, the top effect resolves.
- When both players pass priority with an empty Stack, the current phase or step ends.
- Triggered abilities are placed on the Stack the next time a player would receive priority after the triggering condition is met.
- A spell or ability on the Stack may be responded to by either player as long as they have priority, unless a card effect (such as SEAL) explicitly prevents this.

5.8 Priority

Priority is a player's right to act — to play a spell, activate an ability, set a TRAP, or pass. Only the player currently holding priority may take these actions. Priority governs the rhythm of each phase, determining who may act and when effects resolve.

Priority rules:

- At the start of each phase or step, the active player receives priority first.

- After a player plays a spell or activates an ability, that player receives priority again before their opponent may respond.
- A player may pass priority to their opponent at any time. When both players pass in succession, either the top Stack effect resolves or the current step ends (see Section 5.7).
- During the Reset Phase and Unturn Step, no player has priority. No spells or abilities may be played or activated during these windows unless a card explicitly states otherwise.
- A player cannot be forced to spend priority; passing is always an available choice.

5.9 Sacrificing

To **sacrifice** a permanent, its controller removes it from the BOARD and places it into their LOST pile. Sacrifice is a deliberate act by the controlling player and is distinct from destruction.

Sacrifice rules:

- A sacrifice always places the card into LOST. Zone replacement effects that apply to destruction (such as a DEATH lock redirecting cards to EXILE) do not apply to sacrifice.
- Sacrificing a permanent is not destruction. Effects that prevent destruction — such as BARRIER or RESTORE — cannot prevent a sacrifice.
- A sacrifice paid as a cost cannot be responded to. Players may only act after the sacrifice cost has been fully paid.
- Sacrificing a permanent does not trigger effects that reference a card being destroyed or dying, unless a card explicitly states otherwise.
- If a token is sacrificed, it ceases to exist after being placed in LOST, following normal token rules (see Section 8.5.4).

6. The Cycle of Revision

A game of ARKAIROS^É is played in alternating turns. Each turn is divided into ordered phases. All phases must be completed in sequence, even if no actions are taken during a phase.

Unless otherwise stated, players may only take actions when they have priority.

6.1 Reset Phase — Rebinding

The Reset Phase prepares both players for a new turn. The first step of the Reset Phase is the Unturn Step, which is fully defined in Section 5.5.

No player has priority during the Reset Phase.

No abilities may trigger or resolve during the Reset Phase unless they explicitly reference the Reset Phase or the Unturn Step.

6.2 Upkeep Phase — Consequence

During the Upkeep Phase, effects resolve in the following order:

1. UPKEEP COST payments resolve. For each permanent with an UPKEEP COST, its controller pays the stated cost or accepts the consequence.
2. TOXIN counter effects resolve. Each player with TOXIN counters moves cards from BOOK to USED equal to the number of TOXIN counters on them.
3. COUNTDOWN counter removal resolves. Remove one TIME counter from each permanent with COUNTDOWN.
4. All other effects that trigger "at the start of your turn" or "during upkeep" resolve in the order they were created.
5. The active player gains priority.

If a mandatory effect instructs a player to move, discard, or pay a quantity of cards or resources and that player cannot fully satisfy the instruction, the effect resolves as completely as possible and then ends.

6.3 Draw Phase — Discovery

During the Draw Phase:

- The active player draws one card from their BOOK into their HAND.

If a player cannot draw a card when required, they immediately lose the game.

After the draw, the active player gains priority.

6.4 Primary Intervention

During Primary Intervention, the active player may develop their board.

Actions allowed:

- Play CREATURE, BOON, TOOL, FIELD, and INVOCATION cards.
- Set TRAP cards by paying their ENERGY cost.
- Activate abilities.
- Play INSTANT cards.

INVOCATION cards, CREATURE cards, BOON cards, TOOL cards, and FIELD cards are all played at Invocation-speed. See Section 3.2.4 for the full definition of Invocation-speed and Instant-speed timing.

ENERGY paid or generated during this phase expires at the end of the phase unless spent.

Players may alternate actions as long as they have priority.

6.5 Battle Phase — Reenactment

The Battle Phase is when combat occurs.

The Battle Phase consists of the following steps:

1. **Attack Step** – The active player declares attacking creatures and turns them.
2. **Defend Step** – The defending player declares blockers.
3. **Resolution Step** – Combat damage is dealt in the appropriate order.
4. **Tally Step** – LAST STRIKE and post-combat effects resolve.

INSTANT cards and TRAPs may be played during any step where a player has priority.

6.6 Secondary Intervention

Secondary Intervention functions identically to Primary Intervention.

Secondary Intervention is skipped if the active player declared no attackers during the Attack Step.

If the active player declared attackers but all were removed before the Resolution Step, Secondary Intervention still occurs.

6.7 End Phase — Closure

The End Phase concludes the turn.

During the End Phase:

- Resolve all effects that trigger “at end of turn”.
- If the active player has more than six cards in HAND, they discard cards to their USED pile until they have six. This hand size discard goes to USED, not LOST. See Section 5.2 for the full discard rules.

After the End Phase, the turn passes to the opposing player.

7. Conflict in the Record

Combat occurs during the Battle Phase and follows a strict sequence of steps. Combat resolves only between the active player (the attacker) and the opposing player (the defender).

Unless stated otherwise, only CREATURE cards participate in combat.

7.1 Structure of Conflict

Combat is divided into four steps, resolved in order:

1. Attack Step
2. Defend Step
3. Resolution Step
4. Tally Step

Players may play INSTANT cards and trigger or respond with TRAPs during any step in which they have priority.

7.2 Declaring Conflict

During the Attack Step:

- The active player declares which of their unturned CREATURES are attacking.
- Declared attackers are turned.
- Each attacking CREATURE must be able to legally attack.

Attack restrictions:

- CREATURES with WALL cannot attack unless an effect allows it.
- CREATURES affected by Summoning Delay cannot attack.

Once attackers are declared, the defending player gains priority.

7.3 Defend Step

During the Defend Step:

- The defending player declares blockers.
- Each defending CREATURE may block one attacking CREATURE.
- Multiple defenders may block the same attacker unless a card restricts it.

Blocking restrictions:

- Only unturned CREATURES may block.
- CREATURES without FLYING cannot block attackers with FLYING unless they have REACH.

Once blockers are declared, both players gain priority.

7.4 Resolution

During the Resolution Step, combat damage is dealt.

Damage is resolved in the following order:

1. QUICK STRIKE damage
2. Normal combat damage

Damage rules:

- Damage dealt equal to or greater than a CREATURE's POWER destroys it.
- Damage dealt to a player causes that many cards to be moved from the top of their USED pile to the LOST pile until the USED pile is empty, then cards are moved from the top of their BOOK to the LOST pile.
- Excess damage does not carry over unless a card effect allows it. This damage resolution process is cumulative and represents permanent degradation of a player's available records.
- A creature with QUICK STRIKE that attacks on the same turn it entered play deals damage during the Normal combat damage step, not the QUICK STRIKE step.

Blocked combat:

- Attacking and defending CREATURES deal damage to each other simultaneously within their damage step.

Unblocked combat:

- An unblocked attacking CREATURE deals damage directly to the defending player.

7.5 Consequence

After all combat damage has been dealt:

- Resolve all LAST STRIKE damage. A creature with LAST STRIKE deals its full POWER to the defending player if it destroyed a creature this combat or was unblocked. See the LAST STRIKE keyword entry in §8.2 for the full definition.
- Resolve triggered abilities that reference combat damage or destruction.
- Remove all CREATURES destroyed during combat from the BOARD and place them in LOST or EXILE as appropriate.
- CREATURES removed from combat before the Tally Step do not deal or receive LAST STRIKE damage.
- All damage marked on creatures is cleared at the end of the Tally Step. Creatures that survived combat begin the next phase with no damage marked on them.
- Creatures moved to EXILE as a result of a card effect at end of turn do not trigger death effects. Moving a permanent to EXILE is not destruction and is not the same as a creature dying. Cards that trigger "when this creature dies" or "when a creature is destroyed" do not trigger from end-of-turn EXILE movement.

7.6 Special Combat Interactions

Permanently Turned Creatures

A permanently turned CREATURE:

- Cannot attack or block.
- Does not unturn during the Unturn Step.

This condition persists until the effect causing it is removed.

Multiple Blockers

When multiple CREATURES block a single attacker:

- All blockers deal their damage to the attacker.
- The attacker deals its damage divided among the blockers according to the attacker's controller's choice.

Removed From Combat

If a CREATURE is removed from combat:

- It deals no combat damage.
- It receives no combat damage.
- Any abilities that require it to deal combat damage do not trigger. A creature removed from combat is not considered destroyed, even if it later leaves the BOARD.

Suppressed Permanents

A suppressed permanent is a card that is permanently turned by an effect and cannot attack/block/activate/be turned or unturned.

- A suppressed permanent remains on the BOARD.
- A suppressed permanent cannot attack, block, activate abilities, or be turned or unturned.
- A suppressed permanent continues to count as a STATIC card for Affinity and effect purposes unless otherwise stated.
- Suppression persists until an effect explicitly removes suppression.

Suppression is not TURN or STUN and is unaffected by effects that remove TURN or STUN.

7.7 Non-Combat Damage

Damage dealt outside the Battle Phase is considered non-combat damage.

Non-combat damage is resolved immediately and does not involve attackers or defenders.

Non-combat damage does not trigger abilities that explicitly require combat damage unless an effect states otherwise.

7.8 Combat Diagram Callouts

8. Standard Annotations

This section defines all standard ability types and keywords used in ARKAIROS. Keywords are shorthand for common rules effects.

If a card's text directly contradicts a keyword definition, the card text takes precedence.

8.1 Forms of Annotation

Activated Abilities

Activated abilities are written in the form:

{Cost}: Effect

- The controller chooses when to activate the ability, provided timing rules are met.
- If the cost includes {T}, the card must be turned to activate the ability.
- Activated abilities that include {T} in their cost cannot be activated if the card is already turned.

Keyword Additivity

All keyword abilities with a numerical value are additive when multiple instances apply to the same permanent simultaneously.

Examples: — WEAKEN(1) + WEAKEN(1) = WEAKEN(2) — RAGE(1) + RAGE(2) = RAGE(3) — DEFENSE(1) + DEFENSE(2) = DEFENSE(3) — REINFORCE(1) + REINFORCE(2) = REINFORCE(3) — CLEANSE(1) + CLEANSE(1) = CLEANSE(2)

This applies to all keywords with numerical values including WEAKEN, RAGE, DEFENSE, REINFORCE, CLEANSE, and LIFE DRAIN. Multiple instances of the same keyword from different sources are always combined into a single total value.

Triggered Abilities

Triggered abilities activate automatically when their triggering condition is met.

- They do not require a cost unless stated.
- Triggered abilities resolve at the next appropriate timing window.

Static Abilities

Static abilities are always active while the card is in play.

- They do not use the Stack.
- Their effects are continuous unless otherwise stated.
- Effects that remove named conditions remove only the condition specified and no others unless explicitly stated.

POWER Counters

Some effects place counters that modify a creature's POWER.

- +POWER counters increase a creature's POWER by 1 per counter.
- -POWER counters reduce a creature's POWER by 1 per counter.

If a creature has both +POWER and -POWER counters, remove one of each until only one type remains.

POWER cannot be reduced below 0 by counters alone.

If a creature's POWER is reduced to 0 or less by any combination of counters and effects, it is destroyed as a rules-based action.

Affinity Changes

When a card effect changes the affinity of a spell or permanent, that change replaces the card's previous affinity unless the card effect explicitly states the new affinity is added in addition to existing affinities. An affinity change is permanent unless the card explicitly states a duration. A card that has had its affinity changed retains that new affinity even if the source of the change leaves play, unless the change was stated as temporary.

8.2 Lexicon of Effects

Keywords are listed alphabetically.

ALERT

When this creature attacks, it turns as normal but unturns at the end of the Battle Phase.

A creature that attacked with ALERT cannot activate abilities requiring {T} during the same turn.

ALERT's unturning at the end of the Battle Phase is a rules-based action and is not affected by effects that restrict the use of turned cards.

(BIND <object>)

BIND is found on BOON cards and defines what the BOON may be attached to. (Card text may specify this as “(BIND CREATURE)”, “(BIND TOOL)”, etc.)

If a BOON card does not list a BIND type, it is considered to have (BIND CREATURE) by default and follows all standard BIND rules for creature attachment.

A BOON with BIND enters play attached to a legal target matching its BIND restriction.

If a BOON with BIND is not attached to a legal object at any time, it is placed into LOST as a rules-based action.

If the bound object leaves play, the BOON is placed into LOST.

Legal BIND targets are: CREATURE, TOOL, FIELD, and PLAYER. The rules for each are as follows:

- (BIND CREATURE) — the BOON attaches to a creature on the BOARD including creatures controlled by opponents, unless the card explicitly restricts the attachment to creatures its controller controls. If that creature leaves the BOARD, the BOON is placed into LOST.
- (BIND TOOL) — the BOON attaches to a TOOL on the BOARD. If that TOOL leaves the BOARD, the BOON is placed into LOST.
- (BIND FIELD) — the BOON attaches to a FIELD card on the BOARD. If that FIELD leaves the BOARD, the BOON is placed into LOST.
- (BIND PLAYER) — the BOON attaches to a player rather than a permanent. It remains in effect regardless of board state and is only removed by card effects or if the BOON itself is destroyed.

CLEAVE

When this creature attacks and is blocked by a creature, you may choose one BOON attached to the blocking creature and move it to the LOST pile. The CLEAVE effect resolves during the Defend Step, after blockers are declared and before the Resolution Step.

CLEANSE

Remove the specified number of TOXIN counters from a target creature or player.

CLEANSE removes only TOXIN counters and no other counters or conditions.

DEATH

A creature with DEATH exerts a suppressive finality over creatures it overcomes.

- If this creature destroys another creature, that creature is sent to EXILE instead of LOST.
- If this creature deals combat damage to a non-WALL creature without destroying it, that creature becomes permanently turned and gains a DEATH lock.

DEATH lock rules:

- A creature under a DEATH lock does not unturn during the Unturn Step.
- A creature under a DEATH lock cannot be targeted, chosen, or modified by spells or abilities.
- This restriction applies to all players, including the creature's controller.
- Static abilities printed on the creature remain active unless otherwise stated.
- Effects that use REVIVE may affect a creature under a DEATH lock despite this restriction.
- The DEATH lock persists until the DEATH effect is explicitly removed.

A creature under a DEATH lock is still considered in play and is affected by rules-based actions and non-targeting effects that apply to all applicable permanents.

Multiple sources of DEATH on the same creature are redundant. DEATH does not stack — a creature cannot have more than one active DEATH effect at a time. If a second DEATH effect is applied to a creature already under DEATH, the second application has no additional effect.

DEATH Lock — Destruction Replacement

If a creature under a DEATH lock would be destroyed, it is placed into EXILE instead of LOST.

This is a zone replacement effect.

This replacement applies regardless of the source of destruction, including global or non-targeting effects.

Global effects that do not target still apply to a creature under a DEATH lock unless explicitly prevented.

A DEATH lock may only be removed by an effect that uses REVIVE unless a card explicitly states otherwise.

DEFENSE (X)

This creature has damage reduction.

- This creature deals X less combat damage.
- This creature can receive X more damage before being destroyed.

For interactions with WEAKEN, see Adjudications.

FLYING

This creature cannot be blocked except by creatures with FLYING or REACH.

LAST STRIKE

A creature with LAST STRIKE deals its full POWER as damage directly to the defending player during the Tally Step if either of the following conditions is true:

- It destroyed at least one creature during the Resolution Step of this combat, or
- It was unblocked while attacking.

LAST STRIKE rules:

- LAST STRIKE damage is dealt during the Tally Step, after all Resolution Step damage has been fully resolved.
- LAST STRIKE deals the creature's full POWER to the player — it does not deal additional damage beyond what it would normally deal. A creature that dealt 3 damage to a blocker and destroyed it then deals 3 damage to the player, not 6.
- LAST STRIKE does not trigger if the creature was removed from combat before the Tally Step.
- LAST STRIKE triggers only once per combat per creature, regardless of how many creatures were destroyed.
- LAST STRIKE does not apply when the creature is defending.

Damage dealt by LAST STRIKE during the Tally Step is considered combat damage for the purposes of triggered abilities. A creature with both LAST STRIKE and LIFE DRAIN will trigger LIFE DRAIN twice in a combat where it both destroys a blocking creature and deals LAST STRIKE damage to the defending player — once for the kill during the Resolution Step, and once for the player damage during the Tally Step.

LIFE DRAIN

Whenever this creature destroys another creature or deals combat damage to an opposing player, place a +1 POWER counter on it. LIFE DRAIN does not trigger from damage or destruction caused by abilities that were themselves triggered by LIFE DRAIN.

PHANTOM

This creature cannot be targeted by spells or abilities controlled by opponents. PHANTOM does not prevent effects that do not target, including global effects, state-based effects, combat damage, or Archive States unless explicitly stated.

Multiple sources of PHANTOM on the same creature are redundant. PHANTOM does not stack — a creature with PHANTOM from one source gains no additional benefit from a second source of PHANTOM.

QUICK STRIKE

A creature with QUICK STRIKE ignores Summoning Delay. It may attack and activate {T} abilities during the turn it enters play.

QUICK STRIKE also allows a creature to deal its combat damage before creatures without QUICK STRIKE during the Resolution Step.

Exception — Entry Turn Attack: If a creature with QUICK STRIKE attacks on the same turn it entered play, it does not receive the faster damage benefit. It deals combat damage at the same time as creatures without QUICK STRIKE during that attack.

On all subsequent turns, and whenever a creature with QUICK STRIKE is defending regardless of when it entered play, it deals its damage before creatures without QUICK STRIKE as normal.

Summary:

- Entry turn, attacking: may attack, but deals damage at normal speed.
- Entry turn, defending: deals damage before creatures without QUICK STRIKE.
- Any later turn, attacking or defending: deals damage before creatures without QUICK STRIKE.

RAGE (X)

When this creature attacks, it gains X POWER until end of turn.

Activated RAGE — {X}: RAGE (N)

Some cards have an activated ability in the form "{X}: RAGE (N)", where X is a variable ENERGY cost and N is the POWER gained per activation.

Rules:

- Pay X ENERGY. This creature gains $X \times N$ POWER until end of turn, but only while attacking.
- The total POWER bonus from all RAGE activations on a single creature cannot cause its attacking POWER to exceed $3 \times$ its printed base POWER.
- This activation may be used any time you have priority, including during combat, unless the card specifies otherwise.
- Multiple activations on the same creature in the same turn are cumulative, subject to the $3 \times$ cap.
- Activated RAGE is still RAGE. Effects that reference RAGE apply to both the innate and activated forms unless explicitly restricted.

Example: A creature with base POWER 2 uses {X}: RAGE (1) three times, paying 3 ENERGY total. Its attacking POWER would be 5 — but the $3 \times$ cap (6) is not exceeded, so all three apply. A fourth activation would bring it to 6, still within cap. A fifth would be capped at 6 regardless.

REACH

This creature can block creatures with FLYING.

REINFORCE (X)

When this creature is defending during combat, it gains X POWER until end of combat.

RESEARCH (X)

When you RESEARCH, look at the top X cards of your BOOK. For each card, choose to place it back on top of your BOOK or on the bottom of your USED pile. Make this choice for each card individually, in any order you choose.

Cards returned to the top of your BOOK are placed in any order you choose. Cards moved to the bottom of your USED pile are placed in any order you choose.

RESEARCH rules:

- Each card looked at via RESEARCH is evaluated and placed individually. Players make one choice per card, not one choice for all cards simultaneously.
- Looking at a card via RESEARCH does not reveal that card to other players.
- Placing a card into USED via RESEARCH does not generate ENERGY.
- Placing a card into USED via RESEARCH is not considered paying a cost.
- Moving a card via RESEARCH does not count as drawing, destroying, discarding, resolving, or playing that card.
- RESEARCH does not shuffle the BOOK or change the order of any cards not moved by this effect.
- Cards moved to USED via RESEARCH are placed face-down.
- If the BOOK is empty, RESEARCH has no effect.

RESTORE

The next time this permanent would be destroyed this turn, instead:

- Negate all damage dealt to it
- Turn it
- Remove it from combat

RESTORE applies only once per instance of the effect that grants it.

RESTORE does not prevent destruction caused by sacrifice or effects that do not destroy.

REVIVE

REVIVE removes DEATH from a creature.

- When a creature is REVIVED, remove DEATH and the DEATH lock from it.
- Removing DEATH via REVIVE removes all restrictions imposed by DEATH.
- A creature REVIVED this way remains in its current orientation.
- REVIVE does not unturn a creature, restore POWER, remove counters, or activate abilities unless explicitly stated.
- REVIVE does not reverse or negate prior consequences of DEATH.

If a creature would be REVIVED but is no longer in play, the effect resolves with no further impact.

- SEAL does not stop abilities that add ENERGY.

<Affinity> SHIELD

(This may appear on cards as ABYSS SHIELD, AETHER SHIELD, etc.)

SHIELD is the keyword for comprehensive protection from a named Affinity. A permanent with <Affinity> SHIELD is protected from all three of the following:

- It cannot be targeted by spells or abilities from sources with that Affinity.
- Prevent all damage that would be dealt to it by sources with that Affinity.
- It cannot be blocked by creatures with that Affinity.

If a source has multiple Affinities, it is considered to be each of its Affinities for <Affinity> SHIELD.

Scoped Protection

Some cards grant protection that covers only specific interactions, such as “protection from <Affinity> spells and abilities.” This is **scoped protection** and covers only what the card explicitly states. It does not prevent combat damage or blocking unless the card specifically includes them.

Scoped protection is not the SHIELD keyword and does not grant the full set of SHIELD protections. When a card uses the word “protection” without the SHIELD keyword, apply only the interactions listed on that card.

STUN

A STUN is a counter-based action lock with timed removal.

While a card has one or more STUN counters:

- It cannot attack or block
- It cannot activate abilities
- A creature with one or more STUN counters cannot attack, block, or activate abilities. This restriction applies fully — a creature with STUN counters cannot be declared as a blocker even if it entered play this turn.

At the end of its controller's turn, remove one STUN counter from it.

If an effect prevents STUN counter removal, the counter persists until that effect ends or is removed. The card remains disabled for as long as it has one or more STUN counters.

If a card is affected by multiple effects that prevent it from acting, STUN has no additional effect beyond the most restrictive condition currently applied.

SUMMONING DELAY

Creatures normally cannot attack or activate abilities requiring {T} during the turn they enter play.

Creatures with QUICK STRIKE ignore Summoning Delay. Note that while a QUICK STRIKE creature may attack on its entry turn, it does not deal damage faster than normal during that first attack. See QUICK STRIKE for the full summary.

TOXIN

A creature with TOXIN does not deal regular damage from battle or abilities. Instead, for each point of damage it would deal, place 1 TOXIN counter on the target.

TOXIN counters have the following effects:

- **Creatures:** Each TOXIN counter reduces that creature's POWER by 1. A creature is destroyed if its POWER is reduced to 0 or less.
- **Players:** During Upkeep, that player must move 1 card from their BOOK to their USED pile for each TOXIN counter on them.

During Upkeep, for each TOXIN counter on a player, that player moves 1 card from their BOOK to their USED pile. If they cannot move the full amount, they move as many as possible. No further effect occurs.

TOXIN counters remain until removed by an effect such as CLEANSE.

Abilities that reference dealing combat damage do not trigger from TOXIN counter placement, as no combat damage is dealt.

TOXIN and Damage Prevention: TOXIN counter placement is not damage. Effects that prevent damage do not prevent TOXIN counter placement. TOXIN replaces the damage entirely — because no damage is being dealt, there is nothing to prevent. Cards such as RESTORE, Divine Intervention, Redemptive Ward, and other damage prevention effects have no interaction with TOXIN sources.

TURN / UNTURN

To **TURN** a card is to rotate it sideways to show it has been used.

To **UNTURN** a card is to return it to its upright position.

UPKEEP COST

UPKEEP COST is a mandatory payment a player must resolve at the start of their Upkeep Phase, before other Upkeep effects trigger.

An UPKEEP COST is written in the form:

Upkeep Cost: [payment] or [consequence]

At the beginning of the controlling player's Upkeep, that player must either pay the stated cost or accept the stated consequence. The choice is mandatory — neither option may be skipped.

UPKEEP COST rules:

- The cost or consequence is resolved before other Upkeep effects trigger, unless an effect explicitly states otherwise.
- If a player cannot pay the cost, the consequence occurs automatically.
- If a player cannot fully resolve the consequence, it resolves as completely as possible with no further effect.
- A permanent with UPKEEP COST that changes controllers still triggers its UPKEEP COST for whoever controls it at the start of their Upkeep.

WALL

A creature with WALL cannot attack unless a card effect explicitly allows it to do so.

WEAKEN (X)

When this creature attacks, the defending creature's POWER is reduced by X for that combat.

POWER reduced by WEAKEN cannot be reduced below 1 unless explicitly stated.

For interactions with DEFENSE, see Adjudications.

8.3 Reserved Annotations

The following terms are defined for future use. They have no rules effect unless referenced by a card or effect.

ARCHIVED
SEALED
PARAGON
AMBUSH
AMPLIFY
ARM
ASSIST
BARRIER
CONSUME

COUNTDOWN
DECIPHER
DEFERRED
DEFLECT
ECHO
EXCAVATE
FOOTNOTE
LETHAL
MENACE

PROPAGATE
REPRISE
SEAL
UNBLOCKABLE
FRACTURE COUNTER
REDACTED
CHARGE CELL
EVIDENCE
INDEX

These terms are part of the ARKAIROS^É rules system and may be referenced by future cards, formats, or official errata.

8.4 Counters

Counters may be placed on cards or on players as the result of effects.

Player counters are tracked independently and are not associated with any zone.

- Player counters persist until removed by an effect.
- Player counters are not removed by shuffling, zone changes, or phase transitions unless explicitly stated.

If a counter's effect instructs an action at a specific time (such as during Upkeep), that effect is mandatory unless otherwise stated.

8.5 TOKENS

8.5.1 What a Token Is

A **token** is a game object created by a card effect. Tokens can be **CREATURES, TOOLS, BOONS**, or any other permanent type specified by the effect that creates them.

Tokens are **not cards**. A token cannot exist in a player's BOOK, HAND, USED, LOST, or EXILE as a lasting object.

8.5.2 Creating a Token

When an effect **creates** a token:

- The token **enters play** on the BOARD under the control of the player specified by the effect (or its controller if not specified).
- Tokens enter play **untuned** unless the effect says otherwise.
- A token's **name, type, POWER, Affinity, and abilities** are defined by the effect that created it.

Creature tokens follow normal creature rules (including Summoning Delay). They may defend the turn they enter play, but cannot attack or use {T}urn abilities that turn they enter play unless they ignore Summoning Delay (for example, via QUICK STRIKE).

8.5.3 Ownership and Control

- See §2.5 for Owner and Controller definitions

8.5.4 Tokens Leaving the BOARD

If a token would move to any zone other than the BOARD (HAND, BOOK, USED, LOST, or EXILE), it moves there **as instructed**, then **ceases to exist** as a rules-based action.

Important notes:

- A token that ceases to exist **is not a card** and cannot be returned to play later.
- A token that leaves the BOARD **still counts** as having left play for effects that check that condition.
- If a token is **destroyed, sacrificed, returned, exiled**, or otherwise moved off the BOARD, it will cease to exist after the move.

Token Death and Triggered Abilities: When a token leaves the BOARD it ceases to exist as a rules-based action. This cessation is not the same as a creature dying or being destroyed. Effects that trigger when "a creature dies" or "a creature is destroyed" do not trigger from tokens ceasing to exist, unless the effect explicitly states it applies to tokens.

Example: The Forest Floor places a Soil token when "any creature dies." Plant tokens ceasing to exist when they leave the BOARD do not trigger this effect, as tokens cease to exist rather than die.

8.5.5 Tokens and Game Text

- Tokens can be **targeted, turned/untuned, damaged, destroyed, sacrificed, attached**, and **gain counters** the same way cards can (as long as they are legal objects for that effect).
- If an effect refers to a **card** (for example, "return target card from LOST"), tokens are not valid targets.
- If an effect instructs a player to **search** for a card, tokens cannot be found because they are not cards.

8.5.6 Tracking Tokens

Any marker may represent a token, but tokens must be represented clearly:

- Each token should have a visible way to track whether it is **turned**.
- Counters on tokens must be tracked the same way as counters on cards.
- If multiple different tokens exist, they must be distinguishable by name/type and abilities.

8.5.7 Standard TOOL Tokens

Some effects create standard TOOL tokens. If a card creates one of these by name, use the following default definitions:

NEUTRALIZER — TOOL token

“{1}, Sacrifice this TOOL: CLEANSE.”

(CLEANSE removes **one** TOXIN counter from the chosen creature or player.)

Card effects may create other tokens with their own printed rules text. If a token’s definition on a card conflicts with a standard token definition above, follow the card’s text.

8.5.8 Named Card Tokens

Some cards create named tokens that exist specifically to support that card's mechanics. These tokens — such as Soil tokens, Energy tokens, Annotation counters, and similar — are governed entirely by the card that creates them.

The following rules apply to all named card tokens:

- Named card tokens exist on or adjacent to the card that creates them and are tracked there.
- Named card tokens are created, removed, and used only as the creating card's text describes.
- Named card tokens are not permanents, do not occupy a zone, and cannot be targeted, moved, or affected by spells or abilities unless a card explicitly references them by name.
- Named card tokens persist between turns and phases unless the creating card specifies otherwise.
- If the card that creates a named card token leaves play, all tokens attached to it are immediately removed.
- Named card tokens from different cards are distinct even if they share the same name. A Soil token from The Forest Floor and a hypothetical Soil token from a different card are tracked separately.

9. Compiling a BOOK

To build a legal ARKAIROS^É deck:

- Your BOOK must contain **exactly 54 cards**.
- You may include no more than **four (4) copies** of any card with the same name.
- You may include no more than **two (2) Game Changer (GC)** cards.

There are no restrictions on mixing Affinities unless a card specifies otherwise.

Card Grades

Every card in ARKAIROS carries a grade indicating its relative power and rarity within a set. A card's grade is shown near its card number and by the color of the bar beneath the card name.

Grade	Abbreviation	Bar Color
Common	C	Copper
Uncommon	U	Silver
Rare	R	Gold
Game Changer	GC	Rainbow

Game Changer cards represent singular, format-defining effects. They are not a card type — a Game Changer may be a CREATURE, INVOCATION, INSTANT, TOOL, FIELD, or any other card type. Their grade simply indicates their rarity and power ceiling within the set.

A player's BOOK may include no more than two (2) Game Changer cards, regardless of card type or Affinity.

10. Failure of Record

You lose the game immediately if:

- You are required to draw a card from your BOOK and cannot.
- A card effect explicitly states that you lose the game.

Some cards may temporarily prevent a player from losing the game for the remainder of a turn.

Being unable to move a card from the BOOK to another zone does not cause loss of the game. Only the inability to draw a card when required to do so triggers a loss.

11. Maintaining the Archive

Players are expected to:

- Clearly announce phases and actions.
- Clearly indicate triggers and responses.
- Maintain a clear and honest game state.

If a rules conflict arises:

1. Follow the card text.
2. Follow this rulebook.

Mutual agreement and good sportsmanship are essential to enjoyable play.

If two cards in play have effects that directly contradict each other, the card that was most recently played or activated takes precedence. If the order cannot be determined, the active player decides which effect applies.

12. Adjudications and Errata

The Adjudications and Errata provides detailed timing clarifications, edge cases, and adjudication guidance.

This section is not required for casual play. This section will be published separately as a Living Rules Reference.

13. Colophon

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