

How to Play Necromagis

Getting Started

Welcome to Necromagis, a past faced multiple player living card game.

Firstly, this game doesn't require anything other than the cards, so put those dice away and forget about pen and paper. You've got everything you need.

Necromagis is a living card game, this means the cards used are shared among all players and further expansions will increase your card pool but this pool is still shared.

How to use these rules

This is the full rulebook and will go into complete detail over all aspects of the game. If you need a more stream lined explanation, you can find this on the website or printed with your decks. This rule book is best used as reference to more in depth scenarios.

If reading isn't your thing then the website also has YouTube videos.



Contents of this Manual

Set up.....	3
How to win.....	3
Different Game areas	4, 5
Combatant cards (red)	6
Spell cards (blue)	7
The turn phase	8
Draw	9
Play	10
Feed.....	11
Gather	12
Declare	13
Hit to deck	14
Blocked attack	15
Flesh and open flesh	16
Spells and sigils	17
FAQS	18
Terminology	19
Quick turn guide	20



Set up

Take all the cards you have including all expansions you may have, shuffle all these cards together and deal them out.

You can deal out as many cards as you like per player with a minimum of 30.

Each player must have the same number of cards **as this is very important.**

Each card is dealt face down to avoid players seeing what they have in their deck.

Other than that, that's the set up.

Remember dealing more cards to each player will mean the game may last longer.

You may also have any number of players, just as long as each player has the same number of cards and this number is 30 or over.

How to win

During game play, your deck of cards will increase and decrease. This will be the result of you harvesting and looting the bodies of the fallen and burying them back into your graveyard (deck).

To win the game you must deliver the crushing blow that reduces the opponent's graveyard size to 0 or lower.

If an opponent draws all their deck, they will remain in play until you strike with that final blow causing them to lose a number of cards they can't draw.

Throughout the game you will be using abilities such as looting, dredging scrying and forcing your opponent to defile which are all actions that results in increasing or decreasing a players deck, more on that later.



Different game areas

This game consists of a few “areas” or “zones”. Different zones suggest what state the cards are in. As Necromagis is all about the dead and bringing them back to life, regardless of where a card may be, you will have the opportunity to use and reuse them again and again.



Different game areas

Deck

This can sometimes be referred to as your graveyard. These cards are face down and represent your dead creatures lying dormant and lifeless, there will also be some spells in here ready to cast. This is where you draw cards from to increase your hand size.

Hand

These cards are kept in your hand secret from other players. These cards represent your learnt spells and what lifeless corpses you've found in your graveyard.

Realm

This term is the word used to describe where your reanimated dead roam, fight and feed. The cards here represent your undead army who are ready to fight at your command.

Shared discard pile

This is where all the used stuff goes, spells and dead creatures. However all good necromancers know death is not the end for these minions so any card here can be pulled back into your graves.



The Combatants cards (red cards)

Necromagis has 2 card types. Combatants; your undead monsters and Spells; your curses, hexes and magical power.



Combatants

Name

Each card has its own individual name.

Flavour text

Each card has a little text to give story and context to the card.

Type

You have 2 types, Combatant and spell, but combatants can also be Ghouls, Insectoid, Monstrous or Phantasm. Red cards are combatants.

Power (*bar*)

Each time you feed your zombie, it will level up. Each creature starts at level 1 at the bottom but as it gets more fed its power increases. This is a very important value.

Card text

This is where you can find individual card abilities. These can be extremely unique so it's a good idea to read these.

Wound text

The writing here is upside down, this information including the Sigil only apply if this card has been used as food and not as a combatant.

Sigil

The image here represents the magical resource this card provides when it's been fed to a combatant and is showing as a wound. More on this later.

The Spell cards (blue cards)

Necromagis has 2 card types. Combatants; your undead monsters and Spells; your curses, hexes and magical power.



Spells

Name

Each card has its own individual name.

Flavour text

Each card has a little text to give story and context to the card.

Type

You have 2 types, Combatant and spell. Blue cards are spells.

Sigil Cost (*bar*)

If you want to cast this spell you must have the correct sigils face up in your realm. This is from wounded combatants. You do not need to tap, discard or move the sigils you're using to cast a spell, it's a simple question of do you have the correct sigils in play yes or no. Also the black sigil with a white number represents any sigil. For example the card above needs 1 blue sigil plus 2 any other sigils.

Card text

This is where you can find individual card abilities. These can be extremely unique so it's a good idea to read these. Spells are used and go to the discard pile immediately after its effect.

Wound text

The writing here is upside down, this information including the Sigil only apply if this card has been used as food and not as a combatant.

Sigil

The image here represents the magical resource this card provides when it's been fed to a combatant and is showing as a wound. More on this later.

The turn phases

Necromagis is broken down into a series of steps that you must follow to play out your turn.

Draw

Draw 1 card from your deck (*graves*) plus 1 card for each combatant you had to untap this turn. No maximum hand size.

Play

Play 1 combatant from your hand face up for free.

Level

feed any number of combatants a max of once each. You may also use **grafting** in this phase.

Gather

You may dredge, loot or scry - if your zombies can tap to perform this action.

Declare

Tap 1 combatant. That combatant is attacking at its current power.

Defending (*opponent*)

You're attacking the opponent's deck by default. Your opponent has 2 choices to make with the oncoming attack.

Block with combatant or Take hit to deck?

➤ **Block with Combatant.**

The weaker combatant takes a wound, if a draw they both do. Attacking and Blocking causes the combatants to tap.

➤ **Hit To Deck.**

Your opponent must defile X number of cards where X is the combatants power at its current level.

Go back to Declare

Repeat until you want to end your turn

*Spells

Can be played in anyone's turn at any point in any phase. You just need the right sigils to do so.



The turn phases

Necromagis is broken down into a series of steps that you must follow to play out your turn.

Draw.

Start your turn by drawing 1 card from your deck (graveyard).

Now you have to draw 1 additional card for each Combatant card you have to untap. For the very first turn this will not be something you will need to do as you won't have any combatants in play to untap at this point.

Tapping is turning the card 90 degrees to suggest the card has been used this turn. You will always get the opportunity to "untap" any combatant at the start of each turn unless a card states otherwise. Untapping is turning the card 90 degrees so its back in the upright position suggesting its ready for another command.

While a card is tapped it cannot be reused for attacking, defending or using its own actions but can still be the target of spells.

There is no maximum hand size for this game but your quickly learn that your hand size can rapidly increase and decrease in size during the game.



Play

Put 1 combatant card from your hand face up in your realm.

This card comes into play untapped and can be used the same turn.

You may only play 1 combatant a turn and this combatant starts at level 1 on the power bar.



As new combatants are animated into the realm they all start at level 1. However you can level your combatants up by feeding them in the next phase.



Feed

You may now feed each combatant once this turn; you don't have to feed them all or any if you don't want to. You chose which get fed.

To feed them you must take any card from your hand and place it face down under the combatant.



So this feeding phase, this combatant has increased its level by 1. So now when it attacks as shown on the power bar; it attacks for 2 instead of 1.

If you fed it again next turn, when it attacked its power would be 4 (at level 3)

Level 3 is the highest any card can go.

Grafting

Some combatants have a skill named "Grafting". If they do this means you can feed them more than once per turn.

To graft a combatant you must defile 3 cards from your graveyard and then you may choose one of these defiled cards to feed to your combatant. This is to represent adding something to your zombie forcefully and literally grafting more flesh onto it.

Defile definition

Defile is the name given to action - when you have to take X cards from the top of your deck, look at them and shuffle them into the discard pile. In the instance of grafting this means taking 3 cards from the top of your deck, looking at them. And choosing 1 to be grafted to your zombie and the other 2 go to the discard pile.

Gather

This is the phase where if you have the combatants to do so, You have the opportunity to raid the discard pile and throw them lifeless bodies back into your graveyard.

If any of your combatants have these abilities then you may tap them to perform the following actions.

Loot

Take X cards at random from the middle discard pile and add them to the bottom of your deck.

Dredge

Take X combatant cards from the middle discard pile. You may look at all the cards and decide which ones you wish to keep and the ones you chose you add them to the bottom of your deck.

Scry

Take X spell cards from the middle discard pile. You may look at all the cards and decide which ones you wish to keep and the ones you chose you add them to the bottom of your deck.

X is the number referred to on the ability itself. For example Scry 3 would mean you can take 3 spell cards.

What if there's none for me to take?

If you've tapped your combatant to perform one of these actions and you can't or don't want to take any cards, the combatant remains tapped and you can end this action.



This is when the attacking starts

Declare

Attacking is 1 combatant at a time. This isn't the way zombie fights would happen but to simplify the process we have slowed down the action and gave the fight a little more order.

- If you don't want to do any attacking and keep your hordes back to protect yourself then you can end your turn here.
- If you want some bloodshed then tap the combatant you want to attack with.

Defending player's choice

Once you have tapped your zombie it's time for your opponent to respond.

Your opponent has 2 choices. As standard your combatant is attacking the graveyard of your opponent and now they have to decide what they do with that attack.

- Accept the attack and let the combatant raid their graveyard
- Block the attack with a combatant they have in their realm.

Repeat this Phase until you wish to end your turn.

Once you've finished the attack, you may then repeat this phase until you wish to end your turn, tapping your zombies for each attacker.



Accept the attack to the Graveyard

So the attack hits the opponent's graveyard. You have a tapped combatant, now what?

The opponent must defile X cards, where X is the attacking combatants power.



Example

If the zombie to the left was to go unblocked, as its level 2 (level 1 plus its 1 flesh from the feeding) this would result in the opponent defiling 2 cards.



Example 2

If the zombie to the right was to go unblocked, as its level 3 (level 1 plus its 2 flesh from the feeding) this would result in the opponent defiling 4 cards.

Defile definition

Defile is the name given to action - when you have to take X cards from the top of your deck, look at them and shuffle them into the discard pile. The examples above would result in the defending player having to defile 2 cards in example 1, 4 cards in example 2.

Block the combatant

So the attack hits the opponent's combatant instead of the graveyard.

Compare the power of the attacking and defending creatures.

The one with the lower power takes a wound. If they tie they both take a wound.

If one of the zombies doesn't wound then the damage dealt this turn stays on this combatant until the end of that turn or is wounded, so if you can deal out some extra damage to wound, then this might be a good idea.

Whenever a combatant takes a wound, all damage goes with that wound so if you want to injure it further you have to start at the beginning.



Example

This combatant is wounded and the wound flips (*more on this on the next page*)

He is still level 3 but this time he has open flesh (wound) instead of normal face down flesh. If you want to wound him again you will need to do 4 damage to him again.

No more wounds

If a combatant takes a wound but has no card to flip. All the cards go to the shared discard pile and then it's shuffled.

Flesh and open flesh.

When your combatant is wounded, you must take 1 card underneath the combatant and flip it over to show its “wound/react” ability. This is the white writing upside down on the bottom of the card. When showing as a wound it sits at the top of the card as shown below.



React

If it's a react card, this means the effect takes place after the damage has been assigned. Then at the end of the turn it is removed and shuffled into the discard pile. As this card is discarded the combatant loses the +1 level it had from having it.

Wound

If it's a wound card, then this stays on the combatant giving the written bonus on the card to the combatant. This combatant will still have the +1 level from having this wound.

You cannot have any more than 2 cards on any combatant at any one time.

Spells - Open flesh and Sigils

To play spells you need the Sigils in play.

The only sigils that count towards your sigil pool are the ones showing as **wounds**, not the ones showing on the active combatant card.

You do not need to tap, discard or change the sigil card to use it.

You just need to ask yourself do you have the correct number of sigils in play, remembering that the black sigil with the white font means any sigil.



You don't have to use sigils all from the same combatant either.



My combatant died, what happens to all the wounds? All cards attached to the combatant go to the discard pile - altogether.

Can my combatant block multiple times a turn? No, it taps to block and can only block 1 combatant.

Does damage stack? Yes, if you are able to deal battle (damage) points to a combatant that damage stays till end of turn so if you have a spell to cause more damage and wound it - you can.

Blocked, wounded does the new wound count? Any bonuses the wound gives are applied immediately. So if it gives you extra sigils to play that crafty spell, you can. However the wound has already been done so if it shows a +1 to power this doesn't mean you can undo the wounding. Once a wound always a wound.

Using tapped sigils? You only need the correct sigils in play. You do not discard, tap or remove them from game. You can use the same sigil for multiple spells. This is a simple question of do you have the right sigils in front of you.

Can I use the sigils on the face up combatant? No, the only sigils that contribute to your sigils are the ones provided by face up wounds.

Can a combatant have more than 2 flesh/wounds? No, its maximum level is 3 for all cards. 1



Attack

The act of turning a card 90 degrees (exerted) to show this combatant is attacking at its current power.

Battle Points

The wording to describe damage. If a combatant has a power of 3 and the attack is blocked the defending combatant takes 3 battle points. If you cannot exceed the combatant's power with battle points (damage) this turn, the combatant doesn't take a wound.

Defeated/Killed or dies.

This refers to the action of taking a combatant card from the field and putting it into the graveyard as it has been killed. This will only happen as a result of not being able to reveal any wounds from the wounded attacked combatant. Any combatant that cannot flip/reveal a wound after taking battle damage (*that exceeds its power*) – is killed/defeated. All wounds, reactions with that combatant also go to the graveyard.

Defile/Defiled

The name given to the act of taking X number cards from the top of your deck and putting them directly into the graveyard. You may look at these and shuffle the discard pile afterwards.

Discard

This refers to the action of taking a card in your hand, or from the field and putting it in the graveyard in the middle of the game.

Exerted

The name given to the stat of a card when it has been "used" and exerted. Cannot be reused until made "ready" at the start of your turn.

Feeding

Taking any card from your hand and placing it under your combatant card as "flesh"

Field

This is the name given to the general playing area. Combatants are played into the "field" When they are defeated then they go to the graveyard.

Flesh

The name given to a face down card underneath a combatant. If this combatant blocks or is blocked by a combatant with a higher or equal power, the combatant takes a wound. To show a wound you must flip and reveal a flesh card. This flesh card becomes a wound. If unable to flip a flesh card as only wounds left the combatant is "defeated". Both wounds (*revealed*) and flesh (*non-revealed*) cards underneath the combatant contribute to its level.

Graveyard / Discard pile

This sits in the middle of the game; both players discard all their cards here and take from here. All cards that are "defiled" also go here.

Level Bar

The side bar found on the combatant cards that indicate its power as it "levels up" from feeding. Both wounds (*revealed*) and flesh (*non-revealed*) cards underneath the combatant contribute to its level.

Power

The level of the combatant determines its power on the "level bar"

Reaction

The name given to a card - face up under a combatant. This contributes to its level bar and by extension its power. However these reactions have an immediate effect that must take place on revealing. These cards although contribute a sigil and to the combatant's level bar – these cards will be moved to the graveyard at the end of turn, as a sign of the reaction taking place and ending.

Return

This is the name given to the action of taking a card from the field and putting it back into your hand.

Reveal

This refers to the action of turning a card over to reveal its effect, reaction or bonuses. This may be referring to - from your hand, or from flipping it to create a wound/reaction.

Target

You chose (*as the person playing the card*) which directly the spell or effects goes.

Wound/wounded

The name given to a card - face up under a combatant. This contributes to its level bar and by extension its power. Some wounds are in fact reactions which work differently. Wounds also offer additional abilities and bonuses written on the card.

Draw

Draw 1 card from your deck (*graves*) plus 1 card for each combatant you had to untap this turn. No maximum hand size.

Play

Play 1 combatant from your hand face up for free.

Level

Feed any number of combatants a max of once each. You may also use **grafting** in this phase.

Gather

You may dredge, loot or scry - if your zombies can tap to perform this action.

Declare

Tap 1 combatant. That combatant is attacking at its current power.

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You're attacking the opponent's deck by default. Your opponent has 2 choices to make with the oncoming attack.

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Go back to Declare

Repeat until you want to end your turn

*Spells

Can be played in anyone's turn at any point in any phase. You just need the right sigils to do so.