

TRIAS OF THE ELDAR

Rules Companion and Gameplay Guide



Two legendary Heroes stand together at the gates to a glorious afterlife . . .

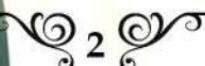
. . . swords drawn and arrows nocked as a rival pair meets their gaze. To claim an eternal seat in the great halls of the *Eldar*, these Heroes must prove their mettle in one final Trial of unity and might.

In an epic contest of Power, Wisdom, and Skill, use legendary equipment and diverse actions to outmaneuver your opponent. Stronger together, your Heroes must defend and support each other as you overwhelm your adversaries with coordinated tactics. Forge an unbreakable bond and vanquish your enemies to claim immortal victory in the eyes of the Old Gods. The ancient gates yield only to the worthy. Will they yield to you?



*Step forth, great
Heroes, and become
legend in the*

**TRIALS
OF THE
ELDAR**





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Part 1: The Basics

Trials of the Eldar is a strategic card game played between two players, each of whom controls a team of two unique Heroes and a customized deck of *Trials* cards. Over the course of a seven-round match, you will lead your Heroes as they take actions and wield equipment to best their enemies. Each Hero has Hit Points, and a Hero is defeated when their hit points are reduced to zero. You score **1 Glory** each time you defeat an enemy Hero. Win the match by scoring **3 Glory** or by having the **most Glory** at the end of the seventh and final round.

The Six Hero Classes

The ancient land of Siris is a realm of Heroes, its history a rich tapestry of glorious feats and legendary battles. Each Hero, with their own epic tale and unique talents, belongs to one of six **Classes**: the mighty **Warrior**, the hardy **Ranger**, the cunning **Thief**, the ingenious **Artificer**, the enlightened **Mage**, or the righteous **Paladin**. A Hero's class determines which cards and abilities they are able to bring to the table.

Each class specializes in different styles, and has its own strengths and weaknesses. When you build your first deck, you'll combine two different Heroes and create a complementary team that is greater than the sum of its parts. Do you favor a particular class, or will you master them all?

Warrior

"Power cannot be learned from a scroll or stolen from a vault. True power lies within. Let's see if my blade can find yours." -Sosha of the Old Way

As a **Warrior**, you thrive in the heat of battle and bellow in the face of adversity. The taste of iron, be it from blood or from blade, ignites your passions and invigorates your senses. Your body and mind are sharpened by combat, tirelessly honed into the tip of a spear. An undying fury burns behind your eyes. You are indomitable.



Ranger

"Every struggle, every bruise, every hungry night has prepared me for this moment. I do not intend to waste it." -Elena of the Ashlands

As a **Ranger**, you stride in time with the heartbeat of the trees. You breathe in conversation with the wind. You lie in wait, as still as midwinter, biding time in silent fellowship with the patient gaze of the moon. Your plan is sound, your traps are laid, and your jaw is set. When opportunity crosses your path, you will not falter. You will be ready.



Thief

"It seems you've lost sight of whose game we're playing . . . You see, I don't break the rules, I rewrite them." -Giana, Night's Whisper

As a **Thief**, you know well that there is no shame in a questionable victory, nor any honor in an honest defeat. Virtue and valor are best left in children's tales; on the battlefield, there is no evil or good, no scoundrels or saints. There are only those clever enough to do what it takes to survive, and those foolish enough to let them.



Artificer

"My art can pierce the sturdiest shield, ensnare the quickest quarry, and deflect the heaviest blow. Enjoy the demonstration." -Elric, Arcane Artisan

As an **Artificer**, your imagination is the only limit to your wondrous creations. Your mind is the brush, and reality itself the canvas. Bend, deconstruct, and recreate the world according to your desires, crafting marvels of alchemical wonder and implements of terrible destruction. With the right tools at your disposal, greatness is never out of reach.

Mage

"You fancy yourself the hero of some great tale. Remember, each story has an ending, and yours is closer than you think." -Daron, Mythmaker

As a **Mage**, you seek the truth behind truths, the ancient knowledge of worlds past, the raw potential that lies beyond the reach of the mundane. Such mysteries, so tightly wound, are not easily unraveled. Through deliberate study and carefully-woven spells, you elevate yourself and any who would follow you in the pursuit of true enlightenment.



Paladin

"Stand strong, friends, and heed no shadow! By the Light of my blade, may we face the darkness without fear!" -Isra, Light of the Lost

As a **Paladin**, you are the bulwark between honor and villainy, harmony and chaos, prosperity and ruin. Where others would cower, grovel, or abandon their creed, you remain as a steadfast beacon of righteousness. Your blade is sharp and your cause is just, and by your oath, your will shall never be broken.



Card Types

All cards in *Trials of the Eldar* fit into exactly one of five types: Hero, Command, Support, Affliction, or Equipment. **Hero** cards, the central components of a match, are always present on the playing field. **Command** cards are played from hand to produce a one-time effect. **Support**, **Affliction**, and **Equipment** cards can remain in play for several rounds, modifying gameplay by granting new abilities to your Heroes.

Hero Cards

A **Hero Card** is the flagship card type of *Trials of the Eldar*. Hero cards depict the iconic characters who fight for eternal glory before the Old Gods, and all game behaviors are explicitly tied to the Heroes themselves. A player begins the match with two Hero cards in play, and those two Heroes remain in play for the entire match. Hero cards never go into your hand or deck.

Heroes use actions, wield equipment, and deal damage to each other as the match progresses. Whenever a player plays any card, that card is “used” by a Hero. In this sense, you are the *director* of the play, and your Heroes are the *actors* on the stage.

Each Hero possesses one or more **Attributes**. These are indicated by the colored symbols at the top of the card. Whenever you see the symbol for **Power** , **Skill** , or **Wisdom**  in a card’s text, use the attribute value of the Hero who is using the card, unless the effect states otherwise. If an attribute is grayed-out, treat that attribute as zero. Each of your Heroes is able to use every card in your deck, regardless of class, but their attributes will determine how effectively they do so.



A Hero’s starting **Hit Points (HP)** value is shown in the silver shield at the top-right corner of the Hero card. A Hero’s HP can never exceed their starting HP value. When a Hero is reduced to 0 HP, that Hero is **Defeated**. They lose all of their associated cards and objects and are removed from the round. But don’t fret! In the arena of the *Eldar*, defeat is only temporary, and defeated Heroes will quickly revive and return to the fight. You’ll read more about this in [Part 3: Playing a Match](#).

Command Cards

A **Command Card** produces a one-time effect when played from hand and used by a single Hero. After a command card produces its effect, it goes straight to its owner's graveyard. Command cards never remain on the playing field.

A command card is one example of an **Action Card**. Action cards are used by a Hero, who must pay the cost of the action card in order to produce its effect. Most action cards can only be played during the **Main Phase** of a round. You'll learn more about the details and timing of using actions in [Part 2: Using Your Heroes](#).



Support Cards

A **Support Card** is a type of **Action Card** that enters the playing field and becomes attached to the Hero that played it, providing an ongoing benefit to that Hero. Support cards belong to a category of cards called **Permanent Cards**. Unlike commands, a permanent card remains in play attached to a Hero until something explicitly causes the permanent card to go somewhere else.

In addition to ongoing benefits, some support cards cause a one-time effect when they enter play, while others produce a one-time effect when they leave play. **Boons** are a particular subtype of support cards which can be sacrificed to produce a special one-time effect.

Only one support card can be attached to a Hero at a time. If a second support card becomes attached to a Hero, the existing support card is put into its owner's graveyard. When a Hero is defeated, each permanent card attached to that Hero is put into its owner's graveyard. These rules apply to all types of permanent cards, the rest of which are introduced on the following page.





Affliction Cards

An **Affliction Card** is a type of **Action Card** that enters the playing field and becomes attached to an enemy Hero, subjecting that Hero to an ongoing detrimental effect.

Affliction cards are the negative equivalent of support cards. They are **Permanent Cards**, which means that they remain in play until something causes them to leave play. However, while support cards can persist indefinitely, each affliction card has a built-in effect which determines how and when that card will be destroyed. **Injuries** are affliction cards which remain in play for a finite number of rounds (tracked by *blood counters*) before naturally destroying themselves. **Curses** are affliction cards which remain in play until a specific self-contained ability causes the curse to be destroyed.

As with all other types of permanent cards, only one affliction card can be attached to a Hero at a time. If a new affliction card becomes attached to a Hero, it will always replace their existing affliction card, sending it to its owner's graveyard.

Equipment Cards

An **Equipment Card** grants new abilities to the equipped Hero. Unlike all other types of non-Hero cards, equipment cards are **not** action cards, and they are not played during the Action Phase. Equipment cards have no cost to play; instead, each player may play one equipment card per round during the **Equip Phase**, if they choose to do so.

Just like support and affliction cards, equipment cards are **Permanent Cards**, and all of the same rules for permanent cards apply.





Game Zones

Trials of the Eldar does not use a game board, which means that all of your cards will be played directly on the table. Each player controls two Heroes, and every Hero may possess up to one permanent card of each permanent type (Support, Affliction, and Equipment). A single Hero's play area is shown below. The collective zone comprised of all four Heroes and their attached permanents is called the **Playing Field**.



Playing Field

The **Playing Field** consists of all Heroes and their associated cards and objects. In the example shown above, *Asad, Raptor's Claw* is equipped with *Extortionist's Dagger*, which has been tucked partially beneath the Hero card. They are supported by *Pack Tactics*, and afflicted by *Withering Touch*.

Non-card objects on the Playing Field include HP dice, two-faced Stamina Tokens, and various counters. In the example above, *Asad* currently has 4 HP, 3 Focus, and a refreshed Stamina Token. Their affliction card, *Withering Touch*, has 2 blood counters. You can use any objects as counters, such as glass gems, dice, little candies, or anything else!

Other Zones

In addition to the playing field, there are other game zones where cards can exist separately from your Heroes. This includes your **Hand**, which you hold, and your **Deck** and **Graveyard**, which are kept off to one side of the playing field. Cards in your deck are face-down. Cards in your graveyard should be kept visible for both players to see. When a card is **Banished**, it is permanently removed from the match and placed away from all game zones.



Part 2: Using Your Heroes

Everything that happens in a match of *Trials of the Eldar* is done not by the player, but by the Heroes that they control. When you make a decision, you are deciding for your Hero. When a cost must be paid, a Hero pays it. You can guide and coordinate your Heroes from afar, but this is their fight for Glory, and they must win it for themselves.

Focus and Stamina

Your Heroes will need to pay costs in order to use action cards and abilities. The two primary costs in *Trials of the Eldar* are **Focus** and **Stamina**.

Focus

Focus is an accumulating resource that functions as the primary currency in *Trials of the Eldar*. In order to pay the Focus Cost for any effect, indicated by a number and the **Focus Icon** , a Hero must expend an appropriate amount of Focus from their personal Focus reserves. Your Heroes do not share their Focus, and they can't help each other pay Focus costs. Throughout the match, your Heroes must decide to either spend their Focus now, or save it up for a big play in a later round.

Each round, your Heroes will gain and store Focus. There is no upper limit to a Hero's Focus reserves, and a Hero's Focus can never go below zero. When a Hero is defeated, they lose all Focus.

Stamina and Exhausting

Some actions have a **Stamina** cost, indicated by the **Exhaust Icon** . This type of cost requires a Hero to **Exhaust** in order to use the action. When a Hero is exhausted, they cannot exhaust again until they become **Refreshed**. To represent a Hero's stamina, you can use a two-faced **Stamina Token**: face-up for refreshed, and face-down for exhausted. Each Hero can usually expend stamina only once per round. Your Heroes naturally refresh at the beginning of each round, regaining their stamina.

The Focus and Stamina costs of an **Action Card** are located at the top-left corner of the card, to the left of the card name. The cost of an **Action Ability** is located below the action name, separated from the action effect by a colon. For example, the action card *Fixate* requires a Hero to pay 1 Focus and Exhaust, while the action ability *Borrowed Talent* requires 2 Focus, but does not have a stamina cost.





Actions

The most common way that your Heroes will influence the match and interact with their enemies is by using **Actions**. Some actions come in the form of **Action Cards** played from your hand. Other actions are **Action Abilities**, either granted to your Heroes by other cards or printed on your Hero cards themselves. Regardless of their point of origin, all actions follow the same basic rules.

Slow Actions

Slow Actions are proactive, impactful actions that advance your primary game plan and form the core of your deck's identity and strategy. Your Heroes can only use slow actions during the **Main Phase** of a round, and only when you have **Initiative**.



Once-Per-Round Rule:

Each unique action ability can be used only once per Hero per round. The only way for a Hero to use the same action twice in one round is by using two separate cards with that ability. There are multiple ways to accomplish this, but you'll have to get creative!

To use an action, announce the name of the action and the Hero who will be using it. If you are playing an action card, place the card on the table in front of the acting Hero. Make any decisions that the action requires, such as choosing a target or a variable number (X). Determine the cost of the action after making these decisions, and then the acting Hero pays all of the action's costs. What happens next depends on what kind of action you played:

- A **Command** card produces its effect and then goes directly to its owner's graveyard.
- A **Support** card is placed onto the playing field directly behind the Hero who played it. The card is now attached to that Hero.
- An **Affliction** card is placed onto the playing field directly behind the enemy Hero that you chose to afflict. The card is now attached to that enemy.
- When you use an **Action Ability** of a Hero or a permanent card, the card that created the effect stays right where it is!

What is Initiative?

Initiative is how you and your opponent will organize your turns and actions during shared rounds of play. Initiative is described in detail in the "Main Phase" section of **Page 17**.



Fast Actions

Trials of the Eldar is built on interaction, and you always have a chance to react to your opponent's effects. **Fast Actions** are actions that your Heroes can use as a response to an enemy card or ability. As their name suggests, Fast Actions are quick enough that they can be used at any time, during any phase, and regardless of which player has initiative. Fast Action cards such as *Uncanny Dodge* can be easily identified by their dark, lightning-filled name plate.

Whenever your opponent's Hero uses an action, the effect does not happen right away. Instead, the effect waits to resolve, giving you an opportunity to respond with a Fast Action. While an effect is **pending**, it waits in a shared, temporary game zone called **The Stack**. The Stack is a staging area for pending effects.

When an opponent's pending effect is at the top of the Stack, you may react with a Fast Action. Each time a player reacts to their opponent's pending effect with a Fast Action, the new Fast Action is placed at the top of the Stack, above every prior pending effect. There is no limit to the total number of pending effects that can be on the Stack at one time. You can't react to your own pending effects, only to your opponent's.

The Stack sounds tricky...

It can certainly feel that way at first! Fortunately, The Stack is called a stack for a reason: it can be easily understood by building a stack of cards on the table! Each time a new effect is added to the Stack, you can visualize it by physically placing the new card on top of the old card on the board. Just like a stack of books or flapjacks, only the top object is accessible. The Stack must always resolve in order from top to bottom, and you can never place a new effect in the middle. Try building a physical stack during a match yourself!

Eventually, you or your opponent will place an action on the Stack, and the other player will choose not to respond. Whenever there is no response to a pending effect at the top of the Stack, that effect **resolves**, producing an outcome as described on the previous page. When a pending effect resolves, a new pending effect may be revealed from underneath it, creating a new opportunity for a player to react.

Due to the way that the Stack is organized, the most-recently added pending effect will always be the first to resolve. For this reason, the Stack is described as resolving in **Last-In-First-Out (LIFO)** order. The earliest pending effect, at the very bottom of the Stack, will be the final effect to resolve.

Fast Actions can be used reactively, but that doesn't mean they need to be! You may also use a Fast Action at any time that you could use a Slow Action. If you do, simply follow all of the rules for Slow Actions on the previous page, treating the Fast Action as if it were Slow.





Non-Action Abilities

Some Abilities do not have the Fast Action or Slow Action labels. These are **Non-Action Abilities**, which produce their effects under a variety of different circumstances. A **Passive Ability** produces an ongoing effect that is always true. A **Conditional Ability** produces an ongoing effect only as long as its condition is met. A **Triggered Ability** activates to produce a one-time effect as a result of some other triggering event.



Passive Abilities

A **Passive Ability** is an ongoing effect that is always true when a card is in play, regardless of whatever else is going on in your match. A passive ability simply does what it says at all times. If your Hero is supported by *Astral Ward*, they can never be targeted by enemy commands or equipment abilities, no matter what.

A **Status** is a specific type of passive ability that modifies the way a Hero interacts with damage or Focus costs. The four beneficial statuses, called **Buffs**, are Alert, Elusive, Invigorated, and Resilient. The four harmful statuses, called **Debuffs**, are Dazed, Marked, Weakened, and Vulnerable.



Most statuses are temporarily granted to a Hero by some other effect. For example, when you play *Reckless Charge*, you grant the **Vulnerable** debuff to all Heroes for one round. Until the end of that round, each Hero has the Vulnerable status as if it were written directly on the Hero card itself.

Multiple statuses at once?

A Hero can have any number of different statuses at once, but they can't have the same status twice. Think of each status as an on-off switch: once a Hero is Vulnerable, they can't be made Vulnerable again. You can use tokens to track the current status(es) of your Heroes. Statuses are often defined in italicized reminder text, as well as in the **Glossary on Page 22**.



Alert



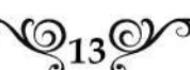
Elusive



Invigorated



Resilient



Dazed



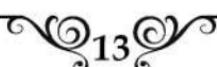
Marked



Weakened



Vulnerable





Conditional Abilities

A **Conditional Ability** specifies a condition, and the ability's effect is only true as long as that condition is true. For example, *Cloak of the Nightstalker* grants the Elusive buff if and only if the equipped Hero hasn't targeted an enemy this round. Conditional abilities start by stating their condition, using the language "As long as...".

In some situations, a conditional ability might "turn on" and "turn off" multiple times throughout a match, or even a single round. When a condition changes from true to false or from false to true, the conditional ability automatically and simultaneously changes as well. Conditional abilities do not use the stack. When a conditional ability's condition is false, simply treat its effect as if it doesn't exist.

Triggered Abilities

Triggered Abilities are abilities that activate at a specific moment, often at the start of a phase, or as a direct result of another event. The moment or event that causes a triggered ability to activate is called a **Trigger**. *Phase-based* triggered abilities always begin by stating the triggering phase using wording such as "At end of round...". *Event-based* triggered abilities usually begin with timing-related words such as "When...". Unless otherwise stated, an event-based triggered ability can trigger multiple times in the same round.

When the trigger for one of your triggered abilities occurs, you put that triggered ability on the stack. If the triggered ability requires you to make any choices, such as choosing a target or paying an optional cost, do so now. Just as with actions, your opponent may choose to react to this pending effect. The stack can contain multiple actions and triggered abilities at the same time. If multiple triggered abilities activate simultaneously, the player with initiative chooses the order in which to put their own abilities on the stack first. Then, the player without initiative chooses the order for their own abilities and places those on top.

Quick Review: Actions and Non-Action Abilities

Slow Actions are used by Heroes during the main phase, and only when you have initiative. **Fast Actions** can be used like slow actions, or they can be used to react to your opponent's pending effects. All actions, as well as **Triggered Abilities**, use the stack and can be reacted to by your opponent. **Passive** and **Conditional Abilities** are ongoing effects that don't use the stack.



Part 3: Playing a Match

You now know the core elements and features of the game, and you've learned how to use your Heroes and play the cards in your deck. This section will walk you through a single round of *Trials of the Eldar*, covering all of the important aspects of each phase. As you play a match, some rounds will make full use of all of the phases and involve lots of back-and-forth action. Other rounds will be brief, with relatively little activity from one or both players. *Trials* is a game of ebb and flow, with periods of careful setup and moments of explosive excitement.

Deck Building

Trials of the Eldar is played with two Heroes and a customized deck of cards, which you will build independently before sitting down to play with your opponent. There are only **three rules** for deck construction: your deck must contain **exactly 30 cards**, your deck may only contain cards from the **same classes as your Heroes**, and your deck can't have more than **two copies** of any single card. Besides these three rules, deck construction is totally up to you! Here are some guidelines for building your first deck:

- Choose Heroes from two different classes! Some Heroes and classes pair more naturally than others, but don't feel forced into a particular duo. Any pair of Heroes has the potential to form a unique and powerful team.
- Attributes have a big impact on how effectively your Heroes can use certain cards. Your deck should contain cards that play to your Heroes' strengths. If your two Heroes have very different attributes, make sure that there are enough cards to ensure that both Heroes have something to do.
- Be aware of the costs that your Heroes will pay to use the cards that you choose! Try to avoid playing too many cards with high Focus costs, and include a mix of actions with and without a stamina cost.
- As a starting point, consider adding about 10 equipment cards and about 20 action cards. Certain Hero pairs may prefer a different distribution!
- Every class has ways to attack your enemies and protect your allies. Make sure you have access to both offensive and defensive effects.

Not ready to build a deck quite yet?

You can start by playing with the sample decklists on **Page 18**. Then, try building your own decks once you're familiar with a few different classes and styles.





Starting the Match

When you sit down for a match, you and your opponent will have already chosen your Heroes and built your decks. Reveal your Heroes to each other and set each Hero's HP to the starting value at the top-right corner of the Hero card. Decide who will have the first initiative with a die roll, a coin toss, or another random method of your choice.

Shuffle your deck, then draw an opening hand of five cards. One time only, you may take a **Mulligan**: Choose any number of unwanted cards from your hand and set them aside face-down, then draw that many new cards. If you decide to take a mulligan, shuffle the set-aside cards back into your deck afterwards. When you and your opponent have both settled on your opening hands, it's time for the match to begin!

Phases of a Round

The phases of a round of *Trials of the Eldar* are described in detail on the following page. Each round proceeds through the same four phases in the same order, with no exceptions: **Start Phase**, **Equip Phase**, **Main Phase**, **End Phase**. Both players share all of the phases of every round, and initiative determines the order in which players are allowed to act.

Order Matters!

The Start Phase and the End Phase each contain steps which occur in a specific order. It's okay if you and your opponent choose to skip through some of the irrelevant steps during your match, but make sure that you never accidentally change the order of any steps in any phase!





I. Start Phase

The Start Phase consists of three steps which occur in the following order:

- The player who ended the previous round with initiative starts this round with initiative. *During the first round only, a randomly chosen player starts with initiative instead.*
- Each Hero becomes refreshed, and each Hero gains 1●.
- Activate each triggered ability that says "At start of round." The player with initiative places their abilities on the stack first, then the other player does the same with their own abilities.

II. Equip Phase

Starting with the player who has initiative, each player may play up to one equipment card from their hand.

III. Main Phase

Whenever you have initiative, you may either *Use an Action* (as described in [Part 2: Using Your Heroes](#)) or pass initiative to your opponent. After using a Fast Action, you may choose to act again, or you may pass. After using a Slow Action, you *must* pass.

When you decide to pass to your opponent, they gain initiative. They may either use an action or pass, as described above. You and your opponent will take turns in this manner, using actions and passing initiative back-and-forth until one of you chooses to pass *without* using an action first.

Continuing the Match

After the draw step, a new round begins, and the match continues. When you defeat an enemy Hero, they lose all Focus and permanents, and you score 1 **Glory**. The match concludes when one player wins by obtaining 3 **Glory**. If neither player has won after seven rounds, the player with the most Glory wins. If the score is tied, the match continues into **Sudden Death** rounds: The first player to score 1 Glory wins the match.

When you choose to pass without first using an action, you **Yield Initiative** for the rest of the phase. Once you have yielded, your opponent may now use any number of fast or slow actions, all without passing back to you in between.

The Main Phase continues for as long as any player continues to use actions. When one player has yielded, and their opponent is finished using actions, the Main Phase ends.

IV. End Phase

The End Phase consists of five steps which occur in the following order:

- The player who yielded first this round gains initiative.
- Activate each triggered ability that says "At end of round." The player with initiative puts their abilities on the stack first.
- **Revive** each defeated Hero. To revive a Hero, refresh them and return their HP to its starting value.
- Each refreshed Hero gains 1●.
- **Draw Step:** Each player draws a card.

Why would I ever want to yield?

Yielding can be a strategic decision! If you yield first, you will begin the next round with initiative. Further, your refreshed Heroes will gain extra Focus during the End Phase. And remember, you can *always* use fast actions to react to your opponent's pending effects, even if you've already yielded.

Part 4: Different Ways to Play

There are many different ways to enjoy *Trials of the Eldar*. Some players love to endlessly customize and refine their favorite deck. Others would rather pick up a new pre-constructed deck every so often, taking opportunities to play with lots of different Hero teams. Still others would rather keep the game as fresh as possible, playing with brand new and unpredictable decks using the ever-changing draft format. Whatever your style, there is certainly a way to play *Trials of the Eldar* that is perfect for you!

Sample Decks

Below and on the following page, you'll find six sample decks that will familiarize you with all six classes, as well as the twelve iconic Heroes of *Trials of the Eldar Set 1: The Fight Begins*. These decks are an introduction to the core identities of each class; they will serve as examples of *some* of the many ways in which different classes and Heroes can work together. (The class of each non-Hero card is given by a letter in parentheses.)

These sample decks are just a starting point, your first step on an endless journey of creativity and customization. Once you are comfortable with a few different sample decks, consider adding a personal touch by replacing a few cards at a time, or by swapping out one Hero for another of the same class. Remember to stick to the deck-building rules and guidelines discussed on [Page 15](#), and you'll be building your own unique and powerful decks in no time!

Yuri-Isra "Bloodied Aggro"



Equipment Cards:

- 2x Akhir Greataxe (W)
- 2x Broadsword of the Abyss (W)
- 2x Ironshell Plate (P)
- 2x Pendant of Rising Fury (W)
- 2x Radiant Greathammer (P)

Action Cards:

- 2x Disarming Strike (W)
- 2x Dragonlord's Wrath (W)
- 2x Great Cleave (W)
- 2x Impatient Assault (W)
- 2x Involuntary Repose (P)
- 2x Prize Fighting (W)
- 2x Second Wind (W)
- 2x Shockwave (P)
- 2x Spirit Guardian (P)
- 2x Sundering Blow (P)

Elena-Sosha "Debuff Blitz"



Equipment Cards:

- 2x Club of Enlightenment (W)
- 2x Quicksilver Crossbow (R)
- 2x Redcliff Assegai (R)
- 2x Throwing Axe (R)
- 2x Trapper's Snare (R)

Action Cards:

- 2x Bloodlust (W)
- 2x Carve an Opening (R)
- 2x Crushed Ribs (R)
- 2x Hunter's Mark (R)
- 2x Pack Tactics (R)
- 2x Reckless Charge (W)
- 2x Reconnaissance (R)
- 2x Seeing Stars (W)
- 2x Undaunted Pursuit (R)
- 2x Wallop (W)

Kiran-Giana "Evasive Maneuvers"



Equipment Cards:

- 2x Cloak of the Nightstalker (T)
- 2x Mask of the Raven (R)
- 2x Quickshot Crossbow (R)
- 2x Scimitar of Speed (T)
- 2x Thieves' Gloves (T)

Action Cards:

- 2x Disorient (R)
- 2x Eavesdrop (T)
- 2x Fade Into Shadow (T)
- 2x Mislead (R)
- 2x Second-Story Work (T)
- 2x Shot to the Eye (T)
- 2x Stolen Secrets (T)
- 2x Umbral Veil (T)
- 2x Uncanny Dodge (T)
- 2x Watch Your Back (R)

Mei-Asad "Affliction Attrition"



Equipment Cards:

- 2x Alchemist's Tools (A)
- 2x Arm of the Deep (A)
- 2x Caltrops (A)
- 2x Clockwork Familiar (A)
- 2x Thieves' Gloves (T)

Action Cards:

- 2x Festering Wound (T)
- 2x Flash (A)
- 2x Grease Trap (A)
- 2x Heat Metal (A)
- 2x Improvised Ammunition (A)
- 2x Surgical Strike (T)
- 2x Tinker's Apprentice (A)
- 2x Uncanny Dodge (T)
- 2x Unravel (A)
- 2x Vampiric Bond (T)

Elric-Daron "Refresh Control"



Equipment Cards:

- 2x Acolyte's Robes (M)
- 2x Dreamfast Amulet (A)
- 2x Orb of Acuity (M)
- 2x Rod of Lightning (M)
- 2x Tablet of the Star-Scribe (M)

Action Cards:

- 2x Ethereal Guide (M)
- 2x Fixate (M)
- 2x Grease Trap (A)
- 2x Inspire (M)
- 2x Psychic Stupor (M)
- 2x Reevaluate (A)
- 2x Specialized Serum (A)
- 2x Sudden Clarity (M)
- 2x Tainted Remedy (A)
- 2x Unravel (A)

Zakir-Pavani "Turbo Focus"



Equipment Cards:

- 2x Bramble Staff (M)
- 2x Orb of Acuity (M)
- 2x Radiant Greathammer (P)
- 2x Shield of Primordials (P)
- 2x Traveler's Lantern (M)

Action Cards:

- 2x Astral Ward (M)
- 2x Burst of Radiance (M)
- 2x Chain Lightning (M)
- 2x Delve the Past (M)
- 2x Fixate (M)
- 2x Inspire (M)
- 2x Intercept (P)
- 2x Step Through Time (M)
- 2x Searing Pulse (P)
- 2x Sudden Clarity (M)



Two-Player Draft

Two-Player Draft is a format where you and your opponent build brand-new decks before each match. With limited options, you will need to think on your toes as you construct your deck. The draft format produces unconventional Hero combinations, reveals new synergies, and allows you to play a deck with *cards from every class*.

To prepare for a draft, you'll need to create a **Draft Pool**: a curated selection of at least 90 non-Hero cards from which you and your opponent will build your draft decks. If you are new to the draft format, try out the Full Set Singleton draft pool: a stack which contains one single copy of each non-Hero card in *Set 1: The Fight Begins*. As you become more experienced with drafting, you may choose to curate your own unique draft pool. Remove some cards, add extra copies of others, change the distribution of classes, and endlessly customize to your own preferences. Just make sure it has at least 90 cards!

Hero cards are drafted separately from the non-Hero cards in the draft pool. If you are using the Full Set Singleton draft pool, set aside all twelve Heroes from *Set 1: The Fight Begins*. As above, you may choose to curate the list of Heroes in your draft pool.

When your draft pool is assembled and shuffled, and your cast of available Heroes is selected and set aside, you and your opponent are ready to draft. Flip a coin to determine which player will choose a card first (Player A), then follow the steps below:

1. Draft your first Hero.

Reveal three random Heroes for each player. Player A selects one Hero from their three options and adds that Hero to their **Draft Deck**. Then, Player B does the same. Remove the leftover Heroes from the draft.

2. Draft two non-Hero cards.

Reveal the top six cards of the draft pool to both players. Player B takes one card and adds it to their draft deck. Then, Player A takes two cards. Finally, Player B takes a second card. Remove the two leftover cards from the draft.

3. Repeat Step 2 four additional times.

Alternate the pick order each time new cards are dealt. After Step 3, each player should have one Hero and ten non-Hero cards in their incomplete draft deck.

4. Draft your second Hero.

Repeat Step 1 using the remaining six Heroes. This time, Player B chooses their Hero first.

5. Draft twenty more non-Hero cards.

Following the process described in Steps 2 and 3, each player picks twenty more cards, bringing the draft decks to the standard size of two Heroes plus thirty non-Hero cards.

6. Shuffle up and play!

Your draft deck is now complete! With a healthy mix of luck and skill, you've built a quirky, creative, and never-before-seen *Trials* deck, featuring cards from up to all six Hero classes. It's time to put it to the test!

Draft the way you want to!

There are many ways to customize the Two-Player Draft experience. You can build a custom draft pool, modify the cast of Heroes, and even use variant drafting rules such as *Hero Packs*. Head to trials of the eldar.com to check out other players' custom draft pools and different ways to play.



Mini-Match

Want to play a quick pick-up game of *Trials*, or looking for a simplified format for introducing a new player? **Mini-Match** is a fun, low-stakes format that takes just fifteen minutes to play.

In a Mini-Match, you'll use only a **single Hero**, and you'll battle your opponent in a race to score **1 Glory**. That's right, in this fast-paced format, it's Sudden-Death from the very first round! To get used to the Mini-Match format, it is recommended that each player chooses one of the following sample decks from the previous section: "Bloodied Aggro" (page 18) helmed by the tough and hard-hitting *Yuri, Fist of the Brine*, or "Affliction Attrition" (page 19) led by the crafty and inventive *Mei, the Golden Eel*.

Want more Mini-Match action?

You can build your own Mini-Match decks as well! Choose any one Hero and build a 30-card deck using cards from that Hero's class plus any one other class of your choice. Note that the effectiveness of some cards will change when played in a match with only one Hero. Mini-Match is a fun way to see your familiar cards used in creative and unusual ways!

Freestyle

Some players thrive when faced with the restrictions of deck-building rules, but that is certainly not the only way to play. The deck construction parameters discussed on page 15 only apply to official *Trials of the Eldar* matches. You and your friends may prefer to build decks using your own rules. Perhaps, the only rule is that there are no rules at all!

Trials of the Eldar is a game about exploration, creativity, and self-expression. As long as you and your opponent are having fun, there is no correct way to play the game. Want to build a deck with cards from all six classes? Feel like expanding the game and playing with three Heroes each? Extra Focus for every Hero every round? Go for it! All alternative, unofficial methods of gameplay are loosely grouped within the **Freestyle Format**, and Freestyle is just as valid as any other way to play.

New Freestyle game modes are being created all the time by players just like you. Check out the online community at trials of the eldar.com to see what kinds of games other players have invented, and share your own creations as well!



Part 5: Glossary

Ability

Any rules text on a Hero or permanent card. The four ability types are: action, passive, conditional, and triggered. A card can have multiple abilities. Unless a card states otherwise, its abilities are only active when the card is in play.

Action Ability

An action ability is an ability on a card that grants a Hero an available action. All action abilities are labeled as slow actions or fast actions by a textual graphic. See "Actions" on Page 11.

Action Card

Affliction, Command, and Support cards are action cards. Action cards are played from hand. Just like action abilities, action cards are used by Heroes. See "Actions" on Page 11.

Afflicted Hero

The Hero to whom an affliction card is attached.

Affliction Card

A type of action card which targets an enemy and becomes attached to that enemy as a permanent. All affliction cards grant at least one detrimental non-action ability. The two most common subtypes of affliction cards are curse cards and injury cards. See "Affliction Cards" on Page 8.



Alert

A status which means "this Hero's actions cost 1 Focus less to use." An action's cost cannot be reduced to less than zero. Optional costs of non-actions are unaffected. Multiple instances of alert are not additive. Counts as a buff. See "Passive Abilities" on Page 13.

Ally

An ally is any Hero that you control. A Hero you control is considered their own ally for the sake of evaluating effects.

Artificer

One of the six Hero classes. Artificer cards have a green frame. Artificer Heroes have moderate skill and wisdom values and lack the power attribute.

Attach/Attached

Permanent cards are attached to Heroes while in play. Permanent cards cannot exist on the playing field except while attached to a Hero. When you place a permanent card on the playing field, that permanent card becomes attached to a Hero. For a visual example of attached cards, see "The Playing Field" on Page 9.

Attribute

A value possessed by a Hero which determines that Hero's aptitude for using various effects. The three attributes are power, skill, and wisdom. See "Hero Cards" on Page 6.

Banish

Remove a card from the game entirely. A card can be banished from anywhere. If a card is banished from the playing field, it does not count as being destroyed. If a card is banished from your hand, it does not count as being discarded. Banished cards return to your deck after the match has concluded.

Bloodied

A Hero that is missing at least half of their starting HP is bloodied. For example, a Hero with 14 starting HP is bloodied when they are missing at least 7 HP. A Hero with 17 starting HP is bloodied when they are missing at least 9 HP.

Boon

A support card subtype. All boon cards possess an action or triggered ability which allows the supported Hero to sacrifice the boon for a one-time effect. See "Support Cards" on Page 7.

Buff

One of the four beneficial statuses: alert, elusive, invigorated, and resilient. A Hero that possesses one or more buffs is "buffed." See "Passive Abilities" on Page 13.

Card Type

The card types are Hero, affliction, command, equipment, and support. Card supertypes include permanent (affliction, equipment, support) and action (affliction, command, support). A card can have multiple supertypes, but only one type.

Class

Every card has exactly one class. The three primary classes are warrior, thief, and mage. The three secondary classes are ranger, artificer, and paladin. The class(es) of your chosen Heroes determine which cards you can put into your deck. See "The Six Hero Classes" on Page 4 and "Deck Building" on Page 15.

Command Card

A type of action card which is played from hand, produces a one-shot effect, and then goes to its owner's graveyard. Command cards are action cards and non-permanent cards. See "Command Cards" on Page 7.



Conditional Ability

An ongoing ability which is only true if a specified condition is met. Conditional abilities do not use the stack and cannot be reacted to. See "Conditional Abilities" on Page 14.

Counter

An object which indicates a variable numerical value on a card. Each card can only ever have one type of counter. Many counters have different names, such as Focus counters, blood counters, oath counters, and lore counters. The thematic name of a counter has no mechanical effect; it is merely a memory tool for you as a player. See "Game Zones" on Page 9.

Curse

An affliction card subtype. All curse cards possess an action ability or triggered ability—informally called a "curse break" ability—which causes the curse card to be destroyed. Unless otherwise stated, any action abilities of a curse card can only be used by the Hero to whom the curse card is attached. See "Affliction Cards" on Page 8.

Damage

Damage is a common outcome of many actions and other abilities. When a Hero is dealt damage, their current HP is reduced by the amount of damage dealt. A Hero's HP can be reduced in many ways; an effect only deals damage if it explicitly says "damage."



Dazed

A status which means "this Hero's actions cost 1 Focus more to use." Optional costs of non-actions are unaffected. Multiple instances of dazed are not additive. Counts as a debuff. See "Passive Abilities" on Page 13.

Debuff

One of the four harmful statuses: dazed, marked, weakened, and vulnerable. A Hero that possesses one or more debuffs is "debuffed." See "Passive Abilities" on Page 13.

Defeat

A Hero is defeated when their HP is reduced to zero by any effect. When a Hero is defeated, each permanent card attached to them goes to the graveyard. A defeated Hero loses all abilities, including their own Hero abilities and any ongoing abilities that have been granted to them (such as statuses). To indicate that a Hero is defeated, flip the Hero card face-down. When an enemy Hero is defeated, you score 1 Glory, regardless of who defeated them or how.

Destroy

Send a permanent card from the playing field to its owner's graveyard. A card cannot be destroyed if it is not in play. A permanent card is only destroyed if an effect explicitly says "destroy." Cards can be sent from the playing field to the graveyard in other ways, such as by being sacrificed, or as a result of a Hero being defeated.

Discard

Place a card from your hand directly into your graveyard. Cards placed into the graveyard from anywhere else do not count as being discarded.



Elusive

A status that means "enemy actions that target this Hero cost 1 Focus more to use." Optional costs of non-actions are unaffected. Multiple instances of elusive are not additive. Counts as a buff. See "Passive Abilities" on Page 13.

End Phase

The fourth and final phase of a round. Many triggered abilities activate during the end phase. You may react to enemy actions and triggered abilities during this phase. See "Phases of a Round" on Pages 16 and 17.

Enemy

A Hero that is controlled by your opponent.

Equip Phase

The second phase of a round. Each player may play an equipment card during this phase. You may react to enemy actions and triggered abilities during this phase. See "Phases of a Round" on Pages 16 and 17.

Equipment

A type of permanent card which is played during the equip phase and attached to a Hero. Equipment cards are not action cards. Equipment cards do not have a cost to play, and playing an equipment card does not use the stack. Every equipment card grants at least one new action ability to the equipped Hero. See "Equipment Cards" on Page 8.

Equipped Hero

The Hero to whom an equipment card is attached.

Exhaust

Change a Hero's stamina from refreshed to exhausted. To represent this change, flip a face-up stamina token face-down. Exhausting a Hero is commonly seen as a cost for using slow actions. An exhausted Hero can't pay a stamina cost. If an effect would cause an already-exhausted Hero to become exhausted, nothing happens.



Exhausted

The opposite of refreshed. An exhausted Hero's stamina token is flipped face-down. An exhausted Hero is unable to pay the stamina cost of actions which require one. During the end phase, exhausted Heroes do not gain one additional Focus.

Fast Action

An action that can be used whenever an opponent's pending effect is at the top of the stack. A fast action can come from an action card played from hand or from an action ability of a permanent card in play. Fast actions may also be used during the main phase, whenever a slow action could be used. When used during the main phase in this way, fast actions do not require you to pass initiative afterwards, though you may choose to do so. See "Fast Actions" on Page 12.



Focus

An accumulating currency which is spent by Heroes to pay the costs of cards or abilities. All Heroes gain Focus at the start of each round. Refreshed Heroes also gain Focus at the end of each round. Many effects cause Heroes to gain or lose Focus. Focus is physically represented by counters placed on each Hero card. See "Focus" on Page 10.

Focus Cost

The total amount of Focus required to pay for an action. For action cards, the Focus cost is the number printed at the top-left corner of the card. For action abilities, the Focus cost is the number printed at the beginning of the ability text, below the action nameplate. If an action has a variable cost (X), its Focus cost is equal the chosen value while on the stack as a pending effect and zero elsewhere. An action's Focus cost does not include any other costs, such as HP or stamina.

Foresee N

Look at the top N cards of your deck. You may put a card from among them on top of your deck, then put the rest on the bottom in a random order.



Glory

Glory is the victory condition of *Trials of the Eldar*. When an enemy Hero is defeated by any means, you score 1 Glory. When you have 3 Glory, you win the match. Glory is physically represented using Glory tokens possessed by each player.

Graveyard

The game zone where cards are placed after they have been used, destroyed, or otherwise removed from play. Cards can enter the graveyard from your deck, your hand, the playing field, or the stack. See "Game Zones" on Page 9.

Hero Card

The primary and most important card type in *Trials of the Eldar*. Heroes are the agents of game behaviors; all actions and abilities are used through the Heroes. Defeating enemy Heroes will score you Glory and move you closer to winning the match. Heroes are always in play, and are never in your hand, deck, or graveyard. See "Hero Cards" on Page 6.

Hit Points (HP)

A numerical representation of a Hero's vitality. Whenever a Hero has 0 HP, they are immediately defeated. See "Hero Cards" on Page 6.

Initiative

A property for determining player agency. Initiative is possessed by exactly one player at any time. During the main phase, only the player with initiative may use a slow action. Whenever multiple players must make a decision (such as during the Equip Phase), the player with initiative chooses first. Whenever multiple triggered abilities activate simultaneously, the abilities controlled by the player with initiative are placed on the stack first. See "Phases of a Round" on Pages 16 and 17.

Injury

An affliction card subtype. All injury cards possess the "Injury N" ability, which causes the injury card to be destroyed after a specified number of rounds. See "Affliction Cards" on Page 8.

Injury N

An abbreviated ability present on all injury cards which contains a passive ability and two triggered abilities: "This card enters play with N blood counters on it. At start of round, remove one blood counter from this card. When there are no blood counters on this card, sacrifice it."



Invigorated

A status which means "if this Hero would deal damage to a Hero, they deal 1 additional damage." If an invigorated Hero deals damage to multiple Heroes simultaneously, each instance of damage is increased by 1. If a single effect deals multiple, sequential instances of damage by using the word "then," each sequential instance of damage is increased separately. Multiple instances of invigorated are not additive. Counts as a buff. See "Passive Abilities" on Page 13.

Last-In-First-Out (LIFO)

Describes the order in which cards and abilities resolve on the stack. The most recently-added card or ability on the stack always resolves first. See "Fast Actions" on Page 12.



Lose HP

A Hero's HP is reduced by a specific amount. Does not count as damage, and is not affected by any effects that modify damage, such as certain statuses.

Mage

One of the six Hero classes. Mage cards have a yellow frame. Mage Heroes possess a high wisdom value and lack the power and skill attributes.

Main Phase

The third and most significant phase of a round. Most gameplay occurs during the Main Phase. During this phase, Heroes may use fast and slow actions, and players take turns passing initiative back and forth. See "Phases of a Round" on Pages 16 and 17.



Marked

A status that means "enemy actions that target this Hero cost 1 Focus less to use." An action's cost cannot be reduced to less than zero. Optional costs of non-actions are unaffected. Multiple instances of marked are not additive. Counts as a debuff. See "Passive Abilities" on Page 13.

Negate

Cancel the unresolved outcome of a pending effect on the stack. If an action card is negated, it is removed from the stack and placed in its owner's graveyard. If an ability of a permanent is negated, the ability is removed from the stack, but the permanent card which created the pending effect is unaffected. An effect cannot be negated if it is not on the stack.

Paladin

One of the six Hero classes. Paladin cards have an orange frame. Paladin Heroes have moderate power and wisdom values and lack the skill attribute.

Passive Ability

An ongoing ability which is always true as long as it is in play. Passive abilities do not use the stack and cannot be reacted to. All statuses are passive abilities. See "Passive Abilities" on Page 14.

Pay (a cost)

Expend resources in order to cause an effect to happen. Whenever an action or triggered ability has a cost, the cost is paid as a part of placing the pending effect on the stack. The act of paying a cost does not itself use the stack. Commonly-paid resources include, but are not limited to: Focus, Stamina, and HP.

Permanent (Card)

A non-Hero card that persists on the playing field. The three permanent card types are affliction, equipment, and support. All permanent cards must be attached to a Hero as long as that permanent card is in play. No more than one card of each permanent type can be attached to a Hero at a time. See "Card Types" on Pages 7 and 8.

Playing Field

The main play area, defined by the position of each players' Heroes. The playing field contains every Hero, as well as each permanent card attached to a Hero. Other objects, such as stamina tokens, counters, and HP dice, are placed on the playing field nearby or on top of their associated card. See "Game Zones" on Page 9.



Power

One of the three attributes. Power is possessed by paladin, warrior, and ranger Heroes.

Ranger

One of the six Hero classes. Ranger cards have a violet frame. Ranger Heroes have moderate power and skill values and lack the wisdom attribute.

Refresh

Change a Hero's stamina from exhausted to refreshed. To represent this change, flip a face-down stamina token face-up. Each Hero gets refreshed automatically during the Start Phase. If an effect would cause an already-refreshed Hero to become refreshed, nothing happens.

Refreshed

The opposite of exhausted. A refreshed Hero's stamina token is face-up. A refreshed Hero is able to pay the stamina cost of actions which require one. During the End Phase, each refreshed Hero gains 1 Focus (in addition to the Focus gained naturally during the Start Phase).

Recall

Move a card from its current zone to its owner's hand. Cards can be recalled from the playing field, the graveyard, or the stack. Recalling a card can be a cost or an effect.

Recover HP

A Hero's current HP is increased by a specified amount. A Hero's HP can't exceed their starting HP value. If an effect would cause a Hero's HP to exceed its maximum value, their HP is set to its maximum value instead. If a Hero would recover HP when they are already at max HP, nothing happens. If an effect would cause a Hero to recover a negative amount of HP, nothing happens.



Resilient

A status which means "if this Hero would be dealt damage, reduce that damage by 1." If a single effect would deal multiple, sequential instances of damage to a resilient Hero by using the word "then," each sequential instance of damage is reduced separately. Damage cannot be reduced to less than 0. Multiple instances of resilient are not additive. Counts as a buff. See "Passive Abilities" on Page 13.



Round

A match is divided into seven rounds. At the start of each round, all Heroes are refreshed and granted Focus. A round has four phases: start phase, equip phase, main phase, and end phase. A Hero may not use the same action ability twice in a single round. Rounds may be indicated by using two-sided tokens which are flipped over as rounds progress.

Sacrifice

Move a permanent card from the playing field to its owner's graveyard. A Hero may only sacrifice a permanent card that is attached to them. Sacrificing a permanent card can be a cost or an effect. Sacrificing does not count as destroying and is not prevented by effects which would prevent a card from being destroyed.

Scrap N

Take the top N cards of your deck and put them directly into your graveyard. Scrapped cards never enter your hand or the playing field. Scrapping a card does not count as discarding, sacrificing, or destroying that card.



Skill

One of the three attributes. Skill is possessed by ranger, thief, and artificer Heroes.

Slow Action

An action that can be used only when you have initiative during the main phase, and only when there are no pending effects on the stack. A slow action can come from an action card played from hand or from an action ability of a permanent card in play. When you use a slow action, you must pass initiative to your opponent afterwards unless they have yielded. See "Slow Actions" on Page 11.

(The) Stack

The temporary area where pending effects wait for opposing reactions before they resolve. All slow actions, fast actions, and triggered abilities use the stack. The stack can be represented physically using a stack of cards and abilities, or it can be kept as an abstract organizational tool. See "Fast Actions" on Page 12.



Stamina

Describes whether a Hero is refreshed or exhausted. Stamina is represented by a two-sided stamina token. When a refreshed Hero becomes exhausted, flip their stamina token face-down. When an exhausted Hero becomes refreshed, flip their stamina token face-up.

Start Phase

The first phase of a round. Many triggered abilities activate during the Start Phase. You may react to enemy actions and triggered abilities during this phase. See "Phases of a Round" on Pages 16 and 17.

Status

A status is any one of the eight buffs and debuffs: alert, dazed, elusive, invigorated, marked, resilient, vulnerable, and weakened. A Hero can possess multiple different statuses, but they can't have the same status multiple times. See "Passive Abilities" on Page 13.

Sudden-Death

If the match is tied at the end of the seventh round, the match continues indefinitely until one player scores 1 Glory and wins the match. Because a single defeat instantly causes the match to end, the extra rounds are considered to have sudden death rules.

Support Card

A type of card which is used by a Hero and becomes attached to the Hero that used it. A Hero cannot attach a support card to another Hero, only to themselves. Support cards are action cards and permanent cards. Every support card grants at least one beneficial non-action ability. See "Support Cards" on Page 7.

Supported Hero

The Hero to whom a support card is attached.

Target

Language used by actions and triggered abilities. If an effect requires one or more targets, you must choose valid targets as you put the effect on the stack. If a chosen target is not a valid target as a pending effect attempts to resolve, the invalid target is unaffected by the effect.

Thief

One of the six Hero classes. Thief cards have a blue frame. Thief Heroes possess a high skill value and lack the power and wisdom attributes.

"This Hero"

Whenever any card or ability refers to "this Hero," it refers to the Hero who played the card, used the action, or possesses the ability.



Triggered Ability

A non-action ability which activates when a specific event occurs. When a triggered ability activates, it is placed on the stack, where it can be reacted to by an enemy fast action. If a triggered ability asks you to make any decisions, such as paying an optional cost, choosing a target, or anything else, you must make those decisions as you place the triggered ability on the stack. See "Triggered Abilities" on Page 14.



Vulnerable

A status which means "if this Hero would be dealt damage, increase that damage by 1." If a single effect would deal multiple, sequential instances of damage to a vulnerable Hero by using the word "then," each sequential instance of damage is increased separately. Multiple instances of vulnerable are not additive. Counts as a debuff. See "Passive Abilities" on Page 13.

Warrior

One of the six Hero classes. Warrior cards have a red frame. Warrior Heroes possess a high power value and lack the skill and wisdom attributes.



Weakened

A status which means "if this Hero would deal damage to a Hero, they deal 1 less damage." If a weakened Hero deals damage to multiple Heroes simultaneously, each instance of damage is decreased by 1. If a single effect deals multiple, sequential instances of damage by using the word "then," each sequential instance of damage is decreased separately. Damage cannot be reduced to less than 0. Multiple instances of weakened are not additive. Counts as a debuff. See "Passive Abilities" on Page 13.

Win the Match

There are three standard ways to win a match of *Trials of the Eldar*. You immediately win the match when you have 3 Glory, obtained by defeating 3 enemy Heroes. You win the match at the end of the seventh round if you have the most Glory. You immediately win the match if you score 1 Glory during a "sudden death" round.



Wisdom

One of the three attributes. Wisdom is possessed by artificer, mage, and paladin Heroes.

X (in the text of a cost or effect)

A variable value. Whenever X is given as a cost, you choose a value for X before you pay the cost, and then you pay the chosen cost as you put the action or triggered ability on the stack. You cannot choose a value for X that you are unable to pay. Whenever X is given as a part of an effect, the value of X is evaluated as the effect resolves, not when it is put on the stack. See "Actions" on Page 11.

Yield

Pass initiative during the Main Phase without using an action first. When you yield, you can't regain initiative for the rest of the phase, and your opponent can use multiple slow actions without passing initiative back to you. See "Slow Actions" on Page 11 and "Phases of a Round" on Pages 16 and 17.

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Quick Reference

Object of the Game

In *Trials of the Eldar*, you control two Heroes as they fight together in an ancient contest before the Old Gods. Use actions and equipment to defeat enemy Heroes, scoring 1 Glory each time an enemy is defeated. You win the match if you have the most Glory after seven rounds. Or, claim instant victory by being the first player to reach 3 Glory!

Match Setup

To play a match of *Trials*, each player needs two Hero cards and a 30-card deck of non-Hero cards. Rules and guidelines for deck construction are on Page 15, and sample decks are given on Pages 18 and 19.

You'll also need some counters to track HP and Focus, as well as a way to note the current round and each player's Glory. If you have a physical copy of the game, these components are included. If you don't, any dice or tokens will work just fine!



Round Summary

Below is a brief description of the four phases of a round. This covers only the basics, and it will serve as a helpful reminder during a match. For a thorough overview of "initiative" and the details of each phase, see Pages 16 and 17.

Start Phase: Each Hero gets refreshed and gains 1 (1 Focus). Then, each "at start of round" triggered ability activates.

Equip Phase: Each player may choose to play an equipment card from hand and attach it to one of their Heroes.

Main Phase: Players take turns using actions and passing initiative. This is the only phase in which you may use slow actions. When a player passes their turn without first using an action, they yield initiative for the rest of the main phase. The other player may keep using actions until they choose to yield back. When they do, the main phase ends.

End Phase: If you yielded first in the main phase, you gain initiative. Each "at end of round" triggered ability activates. After resolving all triggered abilities, revive each defeated Hero and grant 1 to each refreshed Hero. Each player draws a card, and a new round begins.

Want more information?

There's a lot more to *Trials of the Eldar* than can be fit into a single booklet. To learn more about the game, be sure to check out the online community at trials of the eldar.com. There, you can keep up to date with new releases, meet other players, and even become an early-access beta tester. Can't wait to see you there!