



# BLOODSTONE

## RULEBOOK

v4.16 10May2026 - For Prototype Use Only

In the heart of Stormwrath City, within the rounded walls of the great Cytherian Amphitheatre, a deafening roar arose from the crowd. It pealed like thunder: rising and expanding, shaking the clouds and earth below. With a mixture of excitement and terror, each attendee competed to be the loudest and the most enthusiastic.

No less was expected of them. No less would be tolerated.

They filled the stands of the massive colosseum, tens of thousands strong. Most were peasants and crafters, clothed in their dull woolen garb and seated on splintered boards. Up in the private booths, ornately dressed aristocrats flaunt their wealth with clothes of bright colors and golden knotwork. The atmosphere grew thick with dust, sweat, and desperation.

All in attendance did their best not to show their fear, how they dearly wished to be anywhere else in the world. Only the occasional laugh that was too forced, or a gaze too wild, could possibly give them away.

At the northern end, a partly enclosed booth provided a clear view of the arena floor as it jutted from the stands. Mounted on either side were two iron sconces that produced unsettling greenish flames without benefit of torch or fuel. Although nearly invisible in the light of day, those unnatural flames ensured that all present could clearly see that the balcony was occupied, and by whom.

Only a single chair sat within, a thickly cushioned iron monstrosity, not quite a throne but very much akin. Seated upon that chair, eagerly leaning forward to observe the spectacle beneath her, was Vanira Godborn. Once Crown Hierophant and priestly advisor to the royal family, she had been beloved by all the Stormwrathi people. Now, she is the Queen and supreme ruler of Stormwrath, dreaded and terrifying.

A being of contrasts, Vanira was so pallid that she appeared as white as ice. This complexion was broken by her strikingly deep blue eyes and stunning platinum hair. She dressed herself entirely in black, in a formal gown with a bodice reinforced by light armor. A crown of iron, equally black, sat above her brow, and a staff of the same leaned against the back of the chair.

A faint grin played around the corner of her lips as the iron gates of the arena rumbled open. She leaned forward, her grin growing into a wide smile that her lieutenants and servants had learned to fear. Into the arena strode those who were foolish enough to oppose her, along with most powerful and horrifying creatures in the land. Each was now her playthings, who would fight whom? The decision was hers alone, and she loved to play with her toys.



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## General Use Components



21 Attack Dice (d6)



15 Blood Energy Dice (d6)



15 Temporary Attack Dice (d6)



5 d20



1 Arena Board



6 Environmental Action Cards



2 Turn Summary Guides



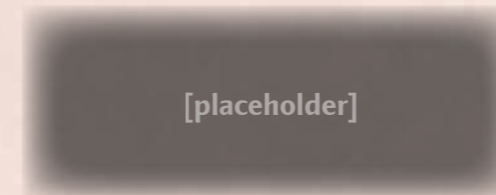
1 Boss HP Tracker



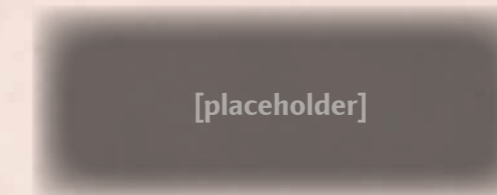
10 Energy Trackers



12 Speed Cards



6 Champion Storage Trays



1 Boss Storage Tray



6 Rival Cards  
18 Skirmish Cards

## Environmentals

### THE ARM



1 Guide Card  
1 "The Arm" Tile

### ICE SLICKS



1 Guide Card  
3 "Ice Slick" Tiles

### SPRINGBOARDS



1 Guide Card  
2 "Springboard" Tiles

### SPIKE TRAPS



1 Guide Card  
3 "Spike Trap" Tiles

# COMPONENTS:

## Champions

### VHRĀK

- 1 Vhrak Miniature
- 1 Storage Tray
- 1 Player Board
- 3 Bleed Dice
- 2 Dazed Dice
- 1 HP Tracker
- 6 Initiative Cards
- 1 Guide Card

### ULWAZI

- 1 Ulwazi Miniature
- 1 Storage Tray
- 1 Player Board
- 3 Ignite Dice
- 3 Pyroblast Dice
- 1 HP Tracker
- 6 Initiative Cards
- 1 Guide Card

### LIENNE

- 1 Lienne Miniature
- 1 Storage Tray
- 1 Player Board
- 3 Poison Dice
- 1 Whip Die
- 1 HP Tracker
- 12 Initiative Cards
- 1 Guide Card

### CYNWRIG

- 1 Cynwrig Miniature
- 1 Storage Tray
- 1 Player Board
- 3 Archery Dice
- 4 Trap Tiles
- 1 HP Tracker
- 6 Initiative Cards
- 2 Guide Cards

### CAEVIO

- 1 Calvio Miniature
- 1 Storage Tray
- 1 Player Board
- 3 Arcane Orb Miniatures
- 3 Reflect Dice
- 1 Haste/Slow Token
- 1 HP Tracker
- 6 Initiative Cards
- 1 Guide Card

### MAERE

- 1 Maere Miniature
- 1 Samalira Miniature
- 1 Storage Tray
- 1 Player Board
- 3 Spectral Thorns Tiles
- 1 HP Tracker
- 6 Initiative Cards
- 1 Guide Card

# COMPONENTS:

## Bosses

### MAL'VARRA

- 1 Mal'varra Miniature
- 1 Boss Board
- 1 Guide Card
- 1 Hook Dice

### TERROR OF EVERWOOD

- 6 Boss Action Cards
- 1 Hellfire Spray Panel
- 1 Hellfire Spray Guide
- 1 Hellfury Tracker

### GREVVAR

- 1 Grevvar Miniature
- 6 Risen Miniatures
- 1 Boss Board
- 1 Risen Guide
- 6 Boss Action Cards
- 3 Spawn Tiles
- 15 Rot Cards

### FERROR OF EVERWOOD

- 1 Terror Miniature
- 1 Boss Board
- 6 Bloodshard Column Tiles
- 1 Bloodshard Column Guide
- 6 Boss Action Cards
- 1 Prey Token

## Arena Setup

- 1) Place the Arena Board centralized on the table where all players can access it.
- 2) Place the Attack Dice, Blood Energy Dice, Temporary Attack Dice, and d20 near the Arena Board.

## Champion Setup

Each player will perform the following setup:

- 3) Select a Champion you want to play and collect that Champion's components (as listed on the back of their board).
- 4) Collect 3 Attack Dice and 1 Blood Energy Die to form your starting dice pool.
- 5) Follow any additional setup steps as indicated on the back of your Champion board, then place your board face up in your personal play area.
- 6) Place your HP tracker with its "+100" side face up on the Arena board's "75" space to indicate that you start the match with 175 HP.
- 7) Place your Blood Energy tracker at the 0 space on your player board.
- 8) Take your set of Initiative Cards into hand.

**Note** - You do not place your Champion's figure on the Arena board until after you play your first Initiative card (see: page 10)



## Boss Setup

- 1) Choose your Boss and lay out their board near the Arena.
- 2) Shuffle a set of Speed cards (uniquely numbered 1 through 6) and place this deck face down beside the Boss board.
- 3) Establish the Boss's starting dice pool with 3 red attack dice and 1 Blood Energy die.
- 4) Follow all additional setup instructions as indicated on the back of the Boss's board.

### When to Include a Boss?

Bosses are non-player combatants that add an element of chaos. We recommend you use a boss in each free-for-all match, but not in Team matches.

## Environmental Setup

- 1) Choose an Environmental and lay out its Guide card near the Arena.
- 2) Look at both sides of the Environmental Guide card. If it features Environmental action icons (like **A**, **B**, and/or **C**), shuffle a set of Speed cards (uniquely numbered 1 through 6) and place this deck face down beside the Guide card.
- 3) If you laid out a Speed deck in step 2, also shuffle all Environmental Action cards together and place this deck face down beside the Environmental's Speed deck.
- 4) Follow all additional setup instructions as indicated on the Environmental Guide card.

### When to Include an Environmental?

We recommend you play every match with exactly one Environmental. Each Boss brings their own signature Environmental into the match, but it is possible to play with a Boss's Environmental even if that Boss is not in the match.

## Determine Game Mode

Bloodstone supports several different ways to play the game, some of which have their own special rules and setup. Decide your mode of play before you start. *Free-For-All mode is recommended for your first play experience.*

### Free-For-All

When playing a Free-For-All match, the last surviving combatant wins. In other words, you win if you defeat all of your enemies (by reducing their respective HP to 0).

When playing with a Boss, **it is possible for a Boss to win** a Free-For-All match if they are the last surviving combatant!

Throughout this rule book, the terms **Enemy** and **Ally** are used and they pertain to different game modes:

An **Enemy** is a unit—or one of that unit's minions—who does not share your win condition.

An **Ally** is a unit—or one of that unit's minions—that *does* share your win condition.

### Team Match

During a Team match, your Team wins if one or more of their members are the last surviving combatants. In other words, your Team wins if you defeat all of your Team's enemies.

During setup, divide all combatants into Teams as you like. If you are playing with an uneven number of players, consider having a Rival join in the fray to even things out. *For more on Rivals, see pages 17-19.*

### [Placeholder]

[Placeholder]

## How to Win

For all modes of play, you win the game if all of your **enemies** have been **defeated**. In Free-For-All mode, this means *you* are the last one standing. When playing with teams, you win if you and/or your teammates are the last ones standing.

A Champion or a Boss is defeated when their HP is reduced to 0 (or less).



### Key Concept: Damage and HP

Each combatant begins a match with their starting value in **hit points** (HP). When you take **damage**, move your HP tracker down that many spaces on the Arena board's HP track. If your HP ever falls to 0 or less, you are eliminated!

## How to Play

Each fight in the Arena is broken into a series of **rounds**. There is no specified *number* of rounds—instead, play continues until there is a clear winner. Each round has 3 **phases**:

- 1) **Determine Initiative Order.**
- 2) **Resolve "Immediate" Initiative Abilities.**
- 3) **Resolve each character's turn in Initiative Order.**

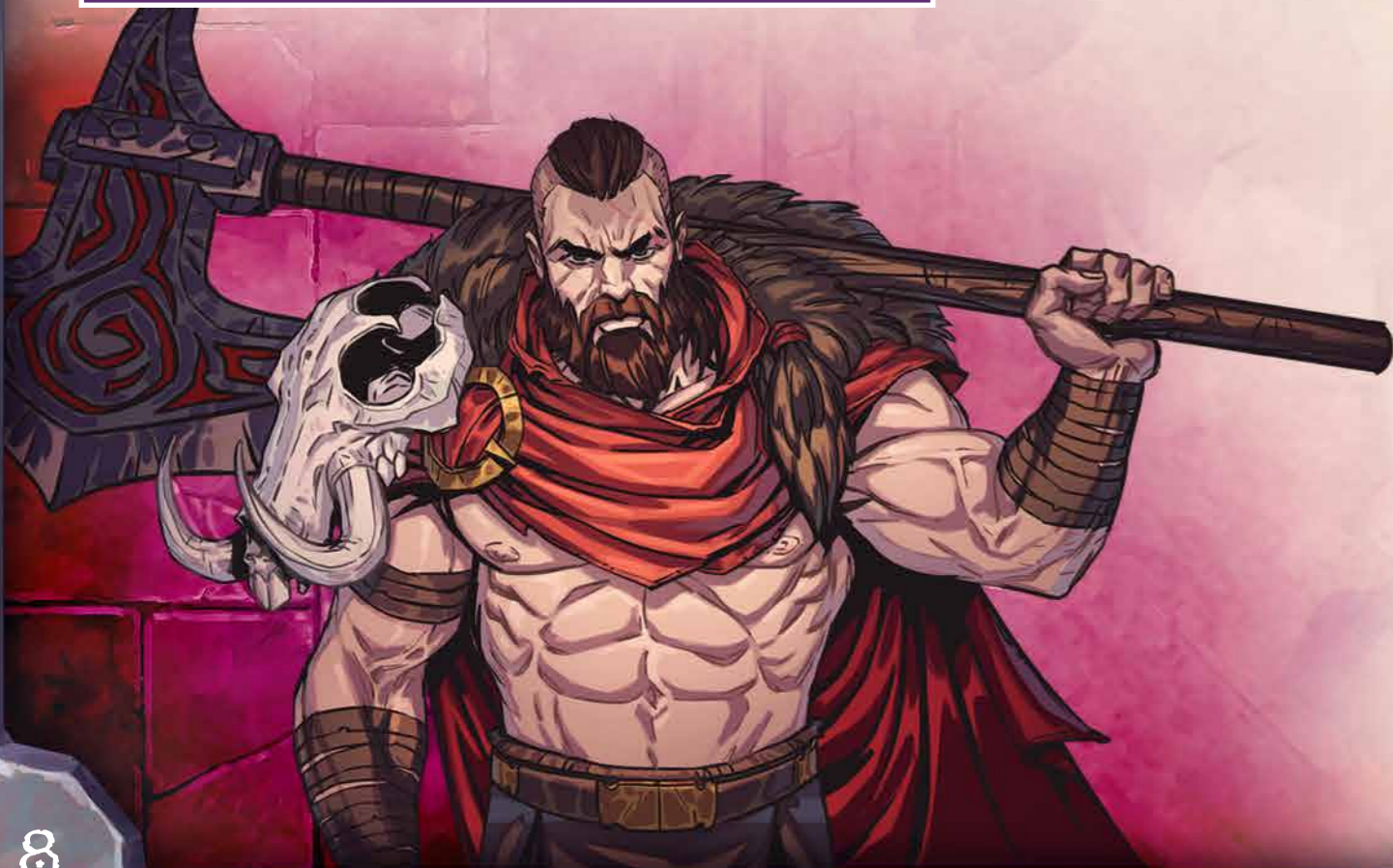
### Determine Initiative Order

Each player selects an **Initiative Card** from their hand that they want to use for the round. Once you have chosen your card, place it face down in front of you and then simultaneously reveal the chosen cards once all players have made their selections. Initiative Cards have the following features:

- 1 **Speed Value:** this is the Speed your Champion will act on this Round. When determining Initiative Order, lower speeds are faster, while higher speeds are slower.
- 2 **"Immediate" Ability:** this is an ability that resolves in the next phase—*before* players start taking their turns.
- 3 **"Bonus Action" Ability:** this is an ability that you can use later on in the round, during your turn. (See: *Bonus Actions, page 16.*)

Place the Initiative Card you played face up in your play area on top of your publicly-visible **discard pile**. Your most-recently played Initiative Card is considered your "current" Initiative Card, and is not actually counted as part of your discard pile until the end of your turn. *Note that in the first round, you will not have a discard pile yet!*

Stack the Initiative Cards in your discard pile in order so that the previously used Speed values are visible to all players.



## Determine Initiative Order (continued)

The card with **lowest** Speed value is first in Initiative Order. The card with the second lowest number is second in Initiative Order, and so forth.

When a **tie** occurs, players break the tie by comparing the Speed values of their prior rounds' Initiative cards. If the prior round is also tied, or if one or more of the tied characters do not have an Initiative card in their discard pile, use six-sided dice (d6) to randomly determine Initiative Order among tied players. Ties on the first round of the game are always resolved with a roll-off!

When playing with Teams, allies with the same Speed may choose their order.

Once determined, the Initiative Order will be used for the rest of the round to dictate the order that characters resolve their abilities and turns.

### Initiative for Bosses, Rivals, and Environmentals

If you are playing with a non-player element (like a Boss, Rival, or certain Environmentals), that element does not choose an Initiative Card in the same way a player does. Instead, that combatant reveals a random **Speed Card** from their deck to determine their place in Initiative Order.

Speed Cards do not feature special abilities. However, Bosses and Environmentals have their own special action cards, while Rivals utilize Skirmish cards. (See: pages 17-20 for more).



An example Speed card, which is used to determine Initiative order for Bosses and Environmentals.

### Running out of Initiative/Speed Cards

During play, Initiative and Speed cards will slowly flow to their discard piles—usually after they are played, but sometimes from special effects discard them.

If you would ever need to play or discard an Initiative card but you have none remaining in your hand, first return the cards from your discard pile to your hand and then continue as normal.

If a Boss or Environmental would ever need to draw a Speed card but none remain in its respective deck, reshuffle its discard pile to reform the Speed deck and then continue as normal.

## Resolve “Immediate” Initiative Abilities

Starting with the fastest character and proceeding in Initiative Order, each player resolves any Immediate ⚡ abilities showing on their Initiative Cards.

Some Initiative Cards have Bonus Action ⬢ abilities. These effects are not resolved until your turn. If an Initiative Card has both an Immediate and a Bonus Action effect, resolve the Immediate effect now and then resolve the Bonus Action effect later.

Many Initiative Abilities use the terms faster, next fastest, slower, or next slowest. These terms may refer to an Enemy or an Ally.

- ⚡ **Faster:** a character that has a lower Speed and is therefore ahead of the current character in Initiative Order. The character first in Initiative Order will not find a faster character.
- ⚡ **Next Fastest:** the character directly in front of the acting character in Initiative Order.
- ⚡ **Slower:** a character that has a higher Speed and is therefore behind the current character in Initiative Order. The character last in Initiative Order will not find a slower character.
- ⚡ **Next Slowest:** the character directly behind the acting character in Initiative Order.

It is possible for your Initiative Card's effects to miss! For example, if your Initiative Card would affect the next slowest enemy, but none of your enemies are slower than you, then that specific effect will not resolve.



Any text accompanied by this “Immediate” icon represents an effect that resolves right away.



For example, a team of Vhrak and Lienne are competing against a team of Calvio and Ulwazi in a 2v2 PvP match. During the “Resolve Initiative Abilities” step, the players reveal the cards shown in the figure above.

Since Lienne has the lowest speed value (2), she resolves her card first. Her Gemini Daggers allow her to gain 1 Temporary Attack die.

Next, Ulwazi and Calvio have the same speed value (3). Since they are both on the same team, they choose to resolve Calvio's turn first. (If they were not allies, the tie would be broken by the previous initiative cards they played).

Calvio's Initiative card allows him to place his unique Slow or Haste token over any player's Speed value, changing their Speed to a 7 or a 1 respectively! He gives the Slow token to Lienne, which forces her to the end of the Initiative Order.

Ulwazi's card grants him a bonus action—a special extra effect that he can use once his turn begins, but it has no effect right away.

Finally, Vhrak's card (5) allows him to choose a faster enemy and steal one of their attack dice or drain them of their Blood Energy. Since both Ulwazi and Calvio are faster this round, Vhrak can choose either of them as the target.

[placeholder]

### FIRST ROUND ONLY

As players determine Initiative Order in the first round, they also place their figures in order from fastest to slowest.

Unless your game mode or special effect says otherwise, place your Champion in any unoccupied space in the Arena's central zone (see below).

Non-player controlled combatants (like Bosses and Rivals) will have their starting spaces noted on their special setup instructions.



## Resolve Character Turns

Starting with the *fastest* character and proceeding in Initiative Order, each character will resolve their **turn**. Resolve an individual turn by taking these steps in order (as seen on the turn reference guide):

- 1) Roll your dice
- 2) Resolve Immediate (d8) Special Dice
- 3) Take Actions
- 4) Cleanup

### 1) ROLL YOUR DICE

Gather all the dice in your dice pool and roll them!



In the example above, Cynwrig began the game with 3 core attack dice (red) and 1 blood energy die (fuchsia) in their pool. Later on, a temporary attack die (black) and the two spell dice at the bottom were added by effects.

## Understanding Dice Pools and Dice Types

At the start of the game a combatant's dice pool includes 3 Attack Dice (red d6) and 1 Blood Energy die (pink d6). Various effects throughout the fight will alter the contents of dice pools. The different types of dice you will add to dice pools include:

- Core dice** are always in your dice pool and can never be removed. Typically Core dice only include the 3 starting Attack Dice. However, some characters have special abilities that add new Core dice to their pools.
- Special dice** are custom dice added to a pool during play as the result of a specific effect. An eight-sided Special die (d8) is resolved immediately when it is rolled. A six-sided Spell die (d6) is resolved as a Bonus Action during the "Take Actions" step of your turn. The effects of each Special die are printed on its guide card, and the Special die remains in your pool until a specific effect removes it.

**Bonus dice:** Temporary Attack dice (black d6) and Blood Energy dice are the 2 types of Bonus dice. These dice stay in the dice pool until a specific trigger removes them:



**Temporary Attack dice** may be removed from your dice pool after you roll a Doubles or Triples result on your turn. See page 15 for more on *Doubles, Triples, and the Attack* action.



**Blood Energy dice** remain in your dice pool until they are removed by a specific game effect (like when you Invoke your Ultimate—see page 16).

If an effect allows you to **"gain a bonus die,"** you may choose either a Temporary Attack die or a Blood Energy die.

## Gaining Dice After You Have Rolled Your Dice Pool

Some abilities let you add new dice to your pool after you have performed the "Roll Your Dice" step on your turn. In these instances the new dice are not rolled until the next time you roll your dice (unless the ability specifically says otherwise).

## 2) RESOLVE IMMEDIATE (D8) SPECIAL DICE

If you have no eight-sided (d8) Special dice in your pool, skip this step. If you do, resolve each die according to the rules on its guide card. If you have multiple Special dice in your pool, you choose the order in which they resolve.

In the example on page 12, Cynwrig has two Special dice in his pool: a "Bleed" die (red) that was added by Cynwrig's opponent, and an "Archery" die (blue) that was added by one of Cynwrig's abilities from a previous round.

The Archery die is a d6, so it does not resolve during this step. However, the d8 Bleed die resolves and causes Cynwrig to take 2 damage!

**Remember**—Special dice remain in your pool until a specific effect (like a "recall" icon) causes them to be removed.

## 3) TAKE ACTIONS

You've rolled your dice and resolved the effects of your d8 Special dice. Now it's time to act!

Possible actions you can take include:

- Gain Energy** from Blood Energy dice in your pool.
- Move** to maneuver your character around the Arena.
- Attack** to use your attack dice and deal damage to your enemies.
- Bonus Actions** from among the options provided to you by various sources—like the d6 Special dice in your pool, your current Initiative card, the Blood Pacts on your player board, and more!

You may sequence your actions in any order you wish, and there is no total limit to the number of actions you may take on your turn. That said, certain specific actions have limitations of their own. For example, you can only take one Move and one Attack action each round.

## Gain Energy

**Blood Energy** is the dangerous power that emanates from the Bloodstone itself, and is used in the Arena to enhance and sustain Champions.

To take this action, choose one Blood Energy die in your dice pool and gain **Blood Energy** equal to its result by advancing your Blood Energy tracker that many spaces.

You may take this action any number of times in a turn, each action drawing the energy from a single Blood Energy die in your pool. However, once you have gained Energy from a die, you cannot gain Energy from that same die again until your next turn.

You gain Blood Energy mainly from your dice, but it can come from a variety of other abilities as well. Once gained, it can be spent on special abilities called Blood Pacts—which can even include Invoking your Ultimate attack (see: "Blood Pacts" on page 16).



In this example, Ulwazi has 9 Blood Energy and takes a "Gain Energy" action. The Blood Energy die in his pool is showing a 5, so taking this action allows him to advance his Blood Energy tracker to 14.

## "Recalling" a Component

To Recall a component is to move it from its current zone to its appropriate supply—effectively removing it from play. For dice, recalling is often represented by the recall icon (a downward arrow in a circle), and it causes you to remove the die from its current pool.

## Attributes—Movement, Range, and Targets

The attributes on your player board help to establish the parameters for many of your character's actions. These attributes include your Movement, Range, and Targets values.



- 1 Movement:** How many hex spaces your character can move in the Arena during a move action.
- 2 Range:** How many hex spaces your attack can reach. You cannot target an enemy outside of your range!
- 3 Targets:** the number of different enemies within range you are allowed to target with an attack action.

## Move

You may take a Move action no more than once each round. However, additional movement is possible through other movement effects (like a Bonus Action that says "Move 1 space").

To move, first check your character's Movement attribute (see: left). This is the maximum number of spaces you are allowed to move your figure in the Arena when performing a Move action.

For each point of Movement you have, you may move to an adjacent space in the Arena so long as that movement obeys the following movement rules:

- You cannot move through occupied spaces or end your move in an occupied space. A space is typically considered occupied if another figure is already in that space. Notably, flat tiles (like Maere's Spectral Thorns) do not occupy spaces.
- When playing on a team, you may move through spaces occupied by your allies. However, you cannot end your movement on a space occupied by an ally.
- You cannot move through the Arena's walls.
- Note that many Environmental tiles have special rules on their Guide Cards that may affect movement! (See: "Environmentals" on page 20.)
- Each instance of movement is spent all at once, and any excess is lost. In other words, you cannot spend part of a movement, attack, and then spend the rest of your movement!



In the example above, Vhrak (1) and Ulwazi (2) are on a team fighting against Maere (3) and Lienne (4). With Vhrak's 3 movement value this round, he can safely move to any of the spaces marked with green dots in the image.

The large Spectral Thorns environmental (5) was created by Vhrak's enemy, Maere. According to the Spectral Thorns special rules on Maere's Guide Card, Vhrak will take 1d20 hazard damage the first time he enters a thorny space each turn. However, by moving through the Spectral Thorns, Vhrak can reach any of the spaces marked with yellow dots in the example image. He can, of course, reach and end his movement on any of the Spectral Thorns tile's spaces as well if he wishes.

Although the space marked with the red dot in the example image is within 3 spaces of Vhrak, he cannot reach this space with only 3 movement this Round. Maere occupies her space, therefore making it impassable for Vhrak. If Maere were instead Vhrak's Ally, he would be able to move through that space to reach the red dot.

## Attack

You may take the Attack action no more than once each round.

To resolve an Attack action, take the following steps in order:

- 1) Determine your Attack Category and Choose your Attack
- 2) Choose your Target(s)
- 3) Resolve Attack Effects and Damage

## DETERMINING ATTACK CATEGORY AND CHOOSING YOUR ATTACK

Your Player Board shows five different Attack options that your Champion can perform. These are split into three categories: Singles, Doubles, and Ultimate (Triples) attacks. Matching sets among attack dice in your pool—including your core attack (red) dice and temporary attack (black) dice—will determine your Attack Category, and within that category you choose your one Attack for the turn. For example, if 3+ of the same number are showing among your attack dice, you may choose your Ultimate (Triples) category; if only 2 matching numbers are showing, you may choose your Doubles. If all your attack dice are showing different numbers, your attack category is Singles for the turn.

You may also always choose a lower category of Attack. For example, if you roll a Doubles result you may still choose a Singles Attack.

If you Invoked your Ultimate (see: Blood Pacts, page 16), you may choose your Triples/Ultimate attack during this step—even if you did not roll triples on your attack dice!



- Singles Attacks
- Doubles Attacks
- Triples Attack (Ultimate)

## CHOOSING YOUR TARGET(S)

Once you have determined your attack, the next step is to pick your target (or targets). By default, most characters have a base Targets attribute of 1, meaning you can affect only one enemy with your attack. If your Targets attribute is greater than 1, you may select that many different targets for your attack. Each target takes the attack's full damage and all of its effects.

However, you cannot attack a target unless it is in range! Your Range attribute is the maximum reach of your attack.

If there are no targets in range when you take your Attack action, then no part of your attack resolves! You do not deal its damage and you do not gain any of the attack's effects—even if those effects don't seem like they would rely on the attack connecting. Instead, you gain 1 bonus die as you take the moment to prepare for your next attack.

Notably, you can acquire a target in range even if a space between you and your target is occupied. In other words, you'll never need to check for "line of sight" when playing Bloodstone!

## Modifying Targets and Range

Some special effects (like Initiative cards) and even attack text can change the rules surrounding Range and determining your Targets. In these cases, the rules on the components supercede the rules in this manual, but the modifications only last for the turn in which they are used.

**Note:** Some unique circumstances occasionally allow a d20 to be included in your Attack. In those situations the d20 contributes to your damage, not your Attack Category.



For example, Vhrak rolls the dice in his dice pool—which includes his three core attack dice and one temporary attack die. Among the results are a set of 3 fives and 1 six.

Since Vhrak rolled triples, he could choose to use his ultimate Triples attack, or he could choose to instead use his Doubles or Singles attack instead if he preferred. Triples attacks are typically much more powerful and interesting, so Vhrak chooses to take the opportunity and resolve the "Unleashed Fury" attack on his player board.

## RESOLVING YOUR ATTACK'S EFFECTS AND DAMAGE

Apply the effect text of your attack once (regardless of number of targets), and each target of your attack suffers your attack's full damage. The damage you deal is determined by the following:

- The base damage equals the sum of your Core Attack Dice (red) and Temporary Attack Dice (black).
- The attack's text may add additional damage.
- All other effects that apply **Damage +** or **Damage -** to the attack.



Ulwazi's dice show 6, 4, and 3. There are no duplicate values, so he can only choose a Singles Attack Category. His Attack value is currently 13.

He also rolled a "Pyroblast" Special die. According to the Pyroblast die's Guide card, this die adds its rolled value to Ulwazi's attack damage, and in this case it increases Ulwazi's damage by 6.

In total, Ulwazi's attack deals 19 damage.

## Take a Bonus Action

**You may take any number of different Bonus Actions each round, but each specific Bonus Action can be taken no more than once each round.**

Bonus Actions are special actions made available by specific game components, and can be identified by the Bonus Action icon seen below. These actions can typically be found on your Initiative Cards, Guide Cards, and on your Player Board's **Blood Pacts**.



Any text accompanied by this Bonus Action icon represents an effect that can be taken as a Bonus Action during your turn.

## BLOOD PACTS AND INVOKING YOUR ULTIMATE

Each Champion's Player Board features a section for Blood Pacts—powerful abilities that the Champion can call upon using their Blood Energy to give them an edge in battle.



To take a Blood Pact Bonus Action, you must pay its indicated cost in Blood Energy. When you pay or lose Blood Energy, move your tracker backwards that many spaces. If this would cause your tracker to move below the "0" space on your Blood Energy track, you cannot afford to pay the cost.

Note that Blood Pacts are Bonus Actions—you can take any number of *different* Blood Pact actions each round, but you may only take each *specific* Blood Pact action once each round.

Every Champion has two unique Blood Pact actions, but every Player Board features the option to **Invoke your Ultimate**. To Invoke your Ultimate, pay its cost as normal and then take the following steps:

**1) Burn your Blood Energy Dice** - Return all but one of the Blood Energy dice from your pool to the supply. *Importantly, you pick and choose which Blood Energy die you keep, meaning that it is possible to keep a Blood Energy die that you have not yet used this turn (and then gain its Blood Energy after you Invoke your Ultimate).*

**2) Prepare your Ultimate Attack!** - During your attack action this turn, you may select your Triples/Ultimate attack this round as though you had rolled a set of Triples on your attack dice, regardless of your actual dice results. Note that **this is not an extra attack**—it only affects your options during the "Determine Attack Category and Choose your Attack" step of your Attack action (see: page 15). *In other words, you should not Invoke your Ultimate if you've already attacked this turn!*

## Bosses and Rivals

Bosses and Rivals can be included in any game mode as **non-player combatants** to keep things interesting in the Arena. These combatants' actions are controlled by special rules as outlined on the following pages.

### WHEN TO PLAY WITH BOSSES AND RIVALS

Each **Boss** represents an epic threat composed of multiple moving parts, with each bringing their signature Environmental to the match. Meanwhile, a **Rival** is a non-player Champion whose decisions are automated using their Skirmish cards.

We recommend you **include exactly one Boss in every Free-For-All match with 4 or fewer players**. Playing with more than one Boss at a time is possible, but the Environmentals can often conflict with one another and the level of chaos may be too much for some players. For a full table of 5 human players, Bosses can feel like they crowd the Arena—but don't let us stop you if you want to try it out!

**We also recommend a minimum of 3 combatants** in the Arena for all game modes. Rivals can be introduced to meet this minimum, and you must use at least one Rival when playing **solo**.

You can also **use Rivals in Team Matches to fill out teams** when playing with an odd number of players. While it is possible to have a Boss on your team, we do not generally recommend it unless one team needs a *serious* advantage.

### WINNING AND LOSING

Each Boss and Rival generally behaves as a player would and wins and loses the match under the same conditions.

In Free-For-All mode, it is possible for a Boss to be the last character standing in the Arena! In this case, the Boss wins the match and the players lose.

If all human players have been defeated, there is no reason to continue the match—but you are of course welcome to continue automating the non-player combatants to see what happens.

## 4) CLEANUP

The last step you perform on your turn is simply housekeeping:

**A)** Recall all Temporary Attack dice from your pool that contributed to your attack's damage this turn, but **skip this step if you did not roll Doubles or Triples** among your attack dice this turn. *In other words, you keep the Temporary Attack dice in your pool if you rolled Singles only, or if you did not deal damage with an attack this turn.*

**Reminder** - When you gain a bonus die (like a Temporary Attack die), you do not roll it immediately unless an effect specifically tells you to. Freshly-gained Temporary Attack dice that did not contribute to your attack are not lost during this step.

**B)** Check for any miscellaneous effects that are designated to resolve during Cleanup (like a Special die's "Recall" icon effect).

After you finish the Cleanup step, your turn ends and play passes to the next slowest character in Initiative Order. If all characters have already taken their turns this Round, play continues with a new Round.

## Keywords

Any bolded word you find in effect text is a keyword. These keywords represent special game concepts which may come with rules attached.

For example, the word "Flying" in the image on the left is a keyword. While you are Flying, you can move through occupied spaces and take no hazard damage from Environmentals.

When you encounter an unfamiliar keyword, refer to the keyword index on the back cover for its details.

[placeholder]

## Boss and Rival Behavior

Bosses and Rivals follow the base round and turn structures as outlined on pages 9 and 12 respectively. However, each step requires some special considerations to automate the Boss's or Rival's behavior.



Each Boss Board features its name **1**, its Attacks **2**, and its Attributes **3** (including Movement, Targets, and Range).

### DETERMINING INITIATIVE ORDER

During the "Determine Initiative Order" phase, Bosses and Rivals of course do not secretly select their Initiative cards to play. Instead, after all players' Initiative cards have been revealed, draw and reveal a random card to determine the Boss's or Rival's Speed.

Bosses (and Environmentals) use a deck of **Speed cards** which are uniquely numbered 1 through 6 (like most Champions' Initiative cards). These Speed cards contain no other effects text and serve no other purpose. Each Boss (and Environmental) should have their own designated deck of Speed cards.

Meanwhile, Rivals reveal one of their Initiative cards at random. However, **all effect text on Rivals' Initiative cards is ignored.**

### BOSS ACTION AND SKIRMISH CARDS

Each Boss and Rival reveals a Boss Action or Skirmish card at the start of their turn just before rolling the dice in their pool. Note that these cards are only revealed at the start of their turn, and remain hidden until then!

• **For Bosses**, reveal the top card of their Boss Action deck and immediately resolve its effects.

• **For Rivals**, reveal the top card of their Skirmish deck and immediately resolve its effects. If you reveal a [SPECIAL] icon, refer to the Rival's Guide Card to determine its effects.

### AUTOMATING TARGETING AND MOVEMENT DECISIONS

This section outlines a multi-step algorithm to determine which targets that a Boss or Rival will pursue when resolving their movement and attack. The procedure may look complicated, but it can be easily summarized: **non-player combatants don't want to do stupid things, and they want to take down the enemy that has the most HP remaining.** Understanding that should answer almost any question you could have about Boss and Rival behavior, and you should only need to use the following section as a reference.

When determining a Boss's or Rival's target, note the following:

- Bosses and Rivals only care about enemies that they can **access**—meaning that if they *cannot* possibly move to a space that puts the enemy in range of their attack, that target is ignored.
- Among the potential enemies that the Boss or Rival can access, they will choose to target the enemy that has more HP.
- If two or more enemies are  **tied**  for the most HP, the Boss or Rival chooses to target the  *slower*  tied enemy.
- Bosses and Rivals never use their movement action unless they must do so to put a target in range of their attack.
- If a Boss or Rival must move to put their target in range, they move along the **shortest safe path**—meaning that they will avoid Environmental hazards in the Arena, and they will move the fewest number of spaces possible to reach their destination. If multiple safe paths of the same length exist to put the target in range, the fastest human player chooses that path/destination.
- If the Boss or Rival cannot access their target via a safe path, they will (begrudgingly) travel along an  *unsafe*  path to reach their target—meaning that they will forgo avoiding Environmentals on their path to their destination.
- If a Boss or Rival can attack multiple targets, it will only look for additional targets  *after*  completing its movement. Additional targets are selected from enemies in range using the same preferences—most HP, ties broken by the slowest target.
- Some Boss Action and Skirmish cards can change Boss and Rival behavior! Check these cards first—their effects take priority.

If a Boss or Rival cannot access any targets, they do not attack. Instead, they spend their movement to move towards the enemy with the most HP and gain 1 Temporary Attack die.



In the example above,  *The Terror of Everwood*  **1** is taking its turn.  *The Terror's*  Movement attribute is 4 and its Range attribute is 1.

If  *the Terror*  were targeting  *Maere*  **2**, it would normally need to move only one space to be in range for its attack. However,  *Maere's*  Spectral Thorns environmental **3** deals 1d20 Hazard Damage. Because of the threat of this Hazard Damage,  *the Terror*  considers those spaces unsafe.

Since a safe path to target  *Maere*  is available,  *the Terror*  follows the green path and ends its move on the green dot, then resolves its attack against  *Maere* .

If  *the Terror*  were instead targeting  *Vhrak*  **4**, there is no safe path that  *Vhrak*  can be reached with only 4 Movement and 1 Range. Since no safe path exists,  *the Terror*  takes the shortest unsafe path (along the yellow lines in the image above) to reach his target and ends on either of the spaces marked with a yellow dot. Since both of the yellow paths are equally viable, the fastest human player would choose one of the yellow-dotted spaces as  *the Terror's*  destination.

### Rivals, Bosses, and Blood Energy

Rivals and Bosses gain Blood Energy from the dice in their pool immediately before moving or attacking, and they will Invoke their Ultimates whenever they are able.

Rivals and Bosses do not use Blood Energy for any other reason, and do not take Bonus Actions or Blood Pacts.



In the example to the left,  *Mal'varra*  **1** is taking his turn.  *Cynwrig*  **2** has the most HP.

Luckily,  *Cynwrig*  is too far away for  *Mal'varra*  to attack given  *Mal'varra's*  Movement + Range values. Since  *Cynwrig*  is not accessible,  *Mal'varra*  looks at the Champion that he can access, and finds  *Vhrak*  **3** nearby.

### SKIRMISH CARDS

Skirmish cards are used to automate Rivals' behavior in ways that are not required by Bosses.

Before your match, build the Skirmish deck by removing cards until exactly 12 remain. The later the Skirmish card's letter (see below), the more powerful the card's effect. We recommend A through L for beginners, and cards G through R for experts. Use any range of cards between to dial in your desired challenge level.

**1 Letter Designation:** The card's letter used when building the Skirmish deck (see above).

**2 Skirmish Bonus:** A bonus that the rival gains immediately when the card is revealed.

**3 Bonus Die Preference:** Determines the type of bonus die the rival adds to their dice roll (if any are added).

**4 Attack Preference:** If the rival would use a Singles or Doubles attack on their turn, they use the ability on the indicated side (right or left) of their Player Board's ability section.



## Environmentals and Hazards

Environmentals—like giant spike arms, ice slicks, and massive rotating cones of flame—are neutral elements added to the Arena that add novel challenges and opportunities to the match.

Each Boss comes with their own (mandatory) signature Environmental, but you *can* use their Environmental even when the Boss is not in the match.

This section will outline some general Environmental rules, but always remember that **the rules on an Environmental's Guide Card supercede the rules in this manual.**

### COMBINING ENVIRONMENTALS

Most Environmentals are flat tiles that lay in the Arena, while other move around. In general, we recommend discretion when combining Environmentals, since certain combinations may “clash” with one another.

If you would ever move an Environmental on top of another of the same component type—for example, a flat tile on top of another flat tile—the bottom-most tile is removed from the Arena.

### HAZARDS, AND MOVING ONTO ENVIRONMENTALS

By default, Environmentals are not considered to occupy their spaces—meaning that you can move onto and through those spaces.

Many Environmentals are **hazards**, which will be noted on the Environmental's Guide card. **The first time you move onto one of a hazard tile's spaces each turn**—or the hazard moves onto you—you suffer the Environmental's hazard effect (which is described on its Guide card).

This means that **if you start your turn in a hazard**, you do not take that hazard damage—but if your movement takes you through another one of that hazard's spaces, you would suffer the hazard's effects.

Note that the limit is once each turn, not once per round! *You could take hazard damage on your turn, then again on another player's turn if you get pushed around!*

### ENVIRONMENTAL ACTIONS

Some Environmentals—like Mal'varra's Hellfire Spray—are dynamic and do more than just lay about. These elements take turns almost like a player would, and each turn they resolve one or more of their **Environmental Actions** (as outlined on their Guide Cards).

When setting up an Environmental with Actions, remember to lay out a Speed deck and the Environmental Action deck beside it.

**During the “Determine Initiative Order” phase**, draw and reveal a Speed card from the active Environmental's deck exactly as you would if the Environmental were a Boss. This Speed card tells you when the Environmental will take its turn during the round.

**On the Environmental's turn**, draw and reveal a random Environmental Action card. This card will always feature a **A** icon, and it may feature a **B** and/or **C** icon as well.

For each icon on the Environmental Action card, resolve the corresponding effect line on its Guide card in order from top to bottom.

If the Guide card shows multiple icons attached to one effect line, that effect line resolves separately for each icon.



For example, the **A** and **C** on the Environmental Action card below each cause the Hellfire Spray to rotate according to its rules. Since this would be the first time this turn that the Hellfire Spray moved onto any characters in its path, this would trigger the Environmental's hazard damage on all characters that it moved onto or through.

After that, the **B** causes all characters on the Hellfire Spray tile to discard an initiative card!

## Forced Movement and Collisions

Bloodstone has a wide set of effects that allow one character force another to move. Forced movement is not voluntary and does not use normal movement rules (as seen on page 14).

Forced movement effects—like those designated by the **Push** and **Pull** keywords—will cause the subject to move **up to** a number of spaces indicated by the effect. If you are forcing another character to move, you decide their path (as long as that path follows the rules below). Bosses and Rivals using forced movement effects always choose to push their target as far as possible, and the pathing is decided by the subject's fastest human opponent. *If you are playing solo, you can choose your own pathing—but you'd better not be nice to yourself!*

### PUSH

A number will always accompany a Push effect, (i.e. “**Push 2**”.) When you use a Push effect, you force the target to move up to that many spaces **away**. For each space of the Push, choose any space to move the target into as long as it is one space farther away than they were before. Pushing an Enemy into an **occupied** space or an arena wall will cause a **collision** (see: right).

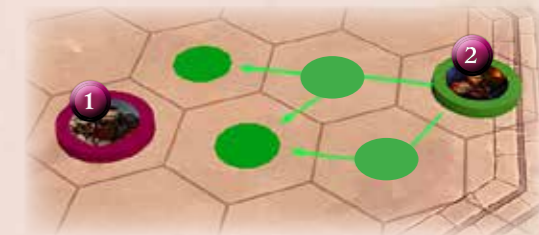


In the example above, Vhrak **1** is attacking Lienne **2** on his turn using “Vaulting Blow.”

Charge Attack allows Vhrak to “Push” his target 1 space for each special die in their pool. Since Lienne has 2 special dice, she will be pushed up to 2 spaces away from Vhrak. This allows Vhrak to force Lienne to move along any of the green paths to any of the spaces marked with green dots in the image above.

### PULL

A number will always accompany a Pull effect as well (i.e. “**Pull 3**”.) When you use a Pull effect, you force the target to move up to that many spaces **towards** you. For each space of the Pull, choose any space to move the target into as long as it is one space closer to you than they were before. Pulling an Enemy into an occupied space, including your own space, will cause a **collision** (see: below).



In the example above, Vhrak **1** is using a “Pull 2” effect on Lienne **2**. This Pull effect will force Lienne to move up to 2 spaces along one of the green paths towards Vhrak and end her movement on either of the spaces marked with a green dot in the image above.

### COLLISIONS

When a character is forced to move into an occupied space or an Arena wall, take the following steps in order:

- 1) All further forced movement is lost. For example, if you Push a target 3 spaces and they collide with the wall after 1 space, you do not continue pushing the target.
- 2) Deal **collision damage** (see below) to the affected character(s).
- 3) Leave the target in the last space they moved to prior to the collision.

**The default damage for Collisions is 1d6.** However, some Environmental cards and other effects may alter this collision damage value.

[placeholder]

## SPECIAL RULES

### COLLISIONS (CONTINUED)

Note the following when resolving a collision:

- When you force one enemy to collide with another enemy, both enemies suffer the collision damage.
- When you force an enemy to collide with yourself or an ally, only the Enemy suffers collision damage. The collision is assumed to be a coordinated tactic!
- When you force an enemy to move into an Environmental, note the Environmental's component type. By default, you do *not* collide with flat tile Environmentals and you *do* collide with three-dimensional Environmentals. Special rules on the Environmental's Guide card may apply, and you may take hazard damage from certain Environmentals!

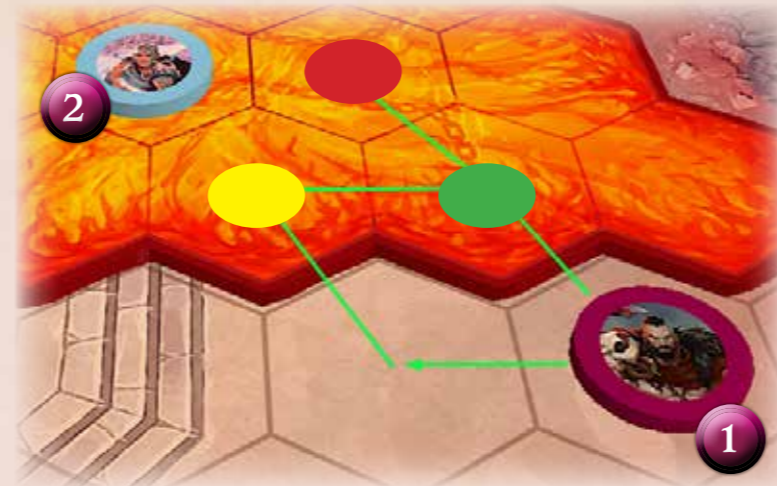


In the example above, Vhrak 1 and Lienne 2 are teamed up and fighting against a team of Cynwrig 5 and Ulwazi 4.

Vhrak is able to Push Cynwrig up to 2 spaces. This could force Cynwrig to move to any of the spaces marked green in the image above, but those outcomes would not cause any collisions. These options would do little to satisfy Vhrak's murderous urges.

If Vhrak pushes Cynwrig straight ahead into Lienne, Cynwrig would take the default 1d6 Collision Damage. Lienne would take no damage from this collision since she is Vhrak's ally.

However, if Vhrak pushes Cynwrig into Ulwazi, then both Cynwrig and Ulwazi would take the 1d6 Collision Damage (since they are both Vhrak's enemies). Vhrak chooses this option because it is both hilarious and mean.



In the example above, an effect from a Special die has caused Vhrak 1 to be Pulled 3 spaces towards the space occupied by Cynwrig 2.

This causes Vhrak to be Pulled along the green paths in the image. As soon as Vhrak moves onto the Hellfire Spray tile for the first time in the turn, he takes its hazard damage immediately. If he were pathed onto the green space, he takes that damage... but does not take it again if he were then pathed onto the red or yellow space.

The hazard damage is not a collision, and therefore does not stop Vhrak's forced movement. The Pull effect continues to force Vhrak to move toward Cynwrig, ultimately causing them each to take 1d6 collision damage when they are forced into each other.

After the collision, Vhrak lands on the last unoccupied space along his movement path. Depending on the path taken, this could leave Vhrak in one of the spaces marked with the yellow or red dot. Remember—when a Boss's movement or forced movement rules can be satisfied by more than one possible path, the fastest human player chooses the path. Since Vhrak was fastest, Vhrak chooses to end his movement on the yellow dot.

[placeholder]

## SPECIAL RULES

### Minions

Minions—like Grevvar's Risen and Calvio's Arcane Orbs—are special characters summoned by Champions and Bosses. They exist entirely under the control of the character that summoned them, and are removed from the Arena immediately if their summoner is defeated.

The rules for each individual Minion can be found on their Guide cards. Champions make all decisions on behalf of the Minions they summon, while Boss's Minions act according to their Environmental Action cards.

Minions' Guide cards always display their **attributes**—including their Movement, Targets, and Range values. These attributes function the same as a Champion's.

### MINIONS IN ACTION

Minions do not act or move by default—they only act according to the rules outlined on their Guide cards!

Minions summoned by Environmentals (or bosses) have their actions dictated by Environmental Action cards.

Meanwhile, Minions summoned by Champions can be a little trickier. If your Minion has a Movement value printed on its Guide card, you may move it up to that many spaces on your turn **as a bonus action**.



For example, Maere's Minion (Samalira) has a Movement value of 3 printed on its Guide card. On Maere's turn, she can take a bonus action to move Samalira up to 3 spaces.

### DAMAGING AND DESTROYING MINIONS

If a Minion's Guide card shows an HP value, you can destroy that Minion by dealing damage equal to or greater than its HP within a single turn. Minions do not have HP trackers, so this damage does not persist between turns.

Minions that have no HP values—like Samalira and Calvio's Arcane Orbs—do not take damage and cannot be destroyed.

### MINIONS, HAZARDS, AND COLLISION

By default, **Minions are immune to Hazard effects**. However, Minions *can* collide with objects (like other characters and Arena walls). If the Minion has an HP value, this collision damages (and even possibly destroys) the Minion!

### OTHER MINION RULES

Bosses never choose to target Minions unless they can access no other targets.

Minions cannot gain or receive dice from any enemy effects.

Minions do not have Initiative values of their own.

[placeholder]






### The Golden Rules

- The text on game components supercedes the rules in this manual.

- If two or more effects would appear to resolve at the exact same time, the active player chooses the order in which they resolve.

- If a Boss or Rival would need to make a decision to resolve one of its abilities, but it is unclear exactly how that decision would be made, the fastest human player makes that decision on behalf of the Boss/Rival.

## Keywords

-  **Flying** - A character with Flying can move through occupied spaces—but cannot end their move on an occupied space. Flying characters are also immune to hazard damage—but they are still affected by collisions as normal.
  
-  **Originate** - An attack that originates from a character is relative to that character's position in the Arena and uses that character's range value to acquire its target. Attacks on a Champion board originate from that Champion by default, but certain Champions (like Calvio and Maere) have attacks that originate from their minions.
  
-  **Push** - Framed as "Push X." Force the affected character to move up to X spaces. Each space you force the target to move must be farther away from you than it was before.
  
-  **Pull** - Framed as "Pull X." Force the affected character to move up to X spaces. Each space you force the target to move must be closer to you than it was before.
  
-  **Recall** - Return a component to its supply.
  
-  **Reroll** - Pick up an indicated die and roll it again. Dice in your pool that you have already used this turn cannot be rerolled. You cannot reroll dice that you have not already rolled this turn (for example, Temporary Attack dice that you gained during your turn).
  
-  **Throw** - Force the affected character to move up to X spaces (with "X" being indicated in the effect). Each space you force the target to move must be farther away from you than it was before. Throw is identical to Push, but the affected character has **Flying** during this forced movement and does not collide with anything along its path (other than the Arena Wall) until it reaches its destination.

