


VLAADA CHVÁTIL & DÁVID TURCZI

TASH-KALAR

ARENA OF LEGENDS

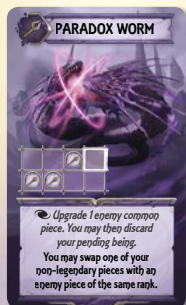
Arcane beings transform the arena, intertwining space and time, bringing visions of things yet to come. You play with the threads of causality itself when you embrace the tactics of Etherweave!


Etherweave is a player deck that can be used like any of the player decks in the base game. This expansion contains 18 being cards, 17 non-legendary pieces, 3 legendary pieces, and a score board for Deathmatch Melee.

Many of the Etherweave beings have warp  effects that travel backwards through time. They can be played even before you have established the being's pattern, which makes them very powerful. The price for such power is that you must then find some way to summon the being or else pay the penalty for leaving loose threads in the tapestry of space and time.



Warp Effects



A warp effect is written in italics and preceded by the  symbol. Some Etherweave cards have only a normal effect. Some have only a warp effect. Some have both.

PLAYING A WARP EFFECT

A being's warp effect can be played freely on your turn, except for your first turn of the game. It does not count as an action, and it does not require any pattern on the game board.

A being's warp effect can be played before or after any action on your turn, but not during the evaluation of another effect. Take the card from your hand and play it face up on top of your deck. Perform the warp effect as written.

PENDING BEING

When you play a warp effect from your hand, that card becomes your pending being. You cannot play another warp effect from your hand while you have a pending being.

Your pending being can be summoned in the usual way: Build the pattern, announce the summoning, resolve the normal effect (if any), and discard the card. Summoning a pending being counts as an action. Once it has been summoned, you no longer have a pending being and you are free to play another warp effect.

Your pending being is almost like a card in your hand. You can summon it like any other being. When you draw cards from your deck at the end of turn, count it as one of the 3 you are supposed to have in your hand. (So you will end up with only 2 Etherweave cards physically in your hand.)

Your pending being is kept atop your deck to remind you of this rule, but it is not in your deck. The top card of your deck is underneath it. When checking if your deck is out of cards, do not count the pending being.

The major differences between your pending being and a card in your hand are that your pending being prevents you from playing warp effects and you cannot use the discard action to get rid of your pending being.

CAUSALITY PENALTY

Bending causality has its price: **While you have a pending being, it counts as a -2 penalty to your score.** In the High Form, for example, if you have 9 points and a pending being at the end of your turn, you count your score as only 7 points and it does not trigger the end of the game.

When playing Deathmatch Melee, the -2 penalty is applied to all colors, but do not move the markers on your scoreboard. Instead, just remember that you need two extra points to trigger the end of the game. Please note the Etherweave score board has two extra spaces for this purpose.

(If you still have a pending being at the end of the game, you can move your scoreboard markers at that time, so that your board shows your final score.)

New Keywords

Warp effect: An effect preceded by the  symbol.

Pending being: When you play a warp effect from your hand, that card becomes your pending being. It remains your pending being until it is summoned, or until an effect causes it to be discarded or returned to hand.

Copy a warp effect: Perform the effect that is copied. When a normal effect copies a warp effect, the copy is not a warp effect. So you can copy a warp effect even if you have a pending being.

Swap: The two pieces trade places. Neither is considered destroyed.

Colorless square: A square that is neither red nor green.

Opposite direction: The direction 180 degrees from the first direction.

Linked effect: If it is possible to do all parts of the effect, you must make your choices in such a way as to perform all parts of the effect. If this is not possible, then no part of the effect is performed.

Example: The Polarity Queen says you must move two pieces in opposite directions. Because the effect is linked, you must choose two pieces that can be moved in opposite directions and you are not allowed to move the first piece in a direction that makes the second piece's move impossible.

Additional Notes on Certain Cards

Merchant of Time's warp effect cannot be copied. If it is your pending being, an attempt to discard it or return it to hand will have no effect. The piece on Merchant of Time does not count as destroyed. It does not count as a piece on the board – in particular, do not count it when checking flare conditions, and in the High Form, do not count a legendary piece on Merchant of Time as 1 point. Furthermore, the piece is not available for a summoning or “place” action, not even if there is a piece shortage.

Paradox Worm gives you the chance to discard it when you use its warp effect. If you copy the effect, you may discard your pending being, which may or may not be Paradox Worm.

Gate of Oblivion normally lets you count one destroyed piece as two destroyed pieces. However if you use the warp effect twice (or three times) on the same turn, each destroyed piece counts three times (or four times).

A GAME BY VLAADA CHVÁTIL & DÁVID TURCZI

ILLUSTRATION: DAVID COCHARD,
JAKUB POLITZER

GRAPHIC DESIGN: MICHAELA ZAORALOVÁ

TRANSLATION: JASON HOLT

Testers: Nate Dorward, Stephen Scothern, Alison Mandible, Juraj Butek, Riccardo Fabris, Marcela Chvátilová, Simon Castle, Erin Lee Escobedo, Nick Larsen, Vitek Vodička, Lisa Bjornseth, Brian Modreski, Richard Cisse, Lior Kiperman, Petr Gašparik, Jan Beran, Jose Gallardo, Vojtěch Klan, David Jablonovsky, Vodka, Roneth, Mirek, Elwen, Petr Hryk, Tomáš Dvořák, and others.

Special thanks to: Adam Turczi for getting the deck started, to Riccardo Fabris for the countless games, and to Wai-ye for coming up with the Etherweave name!

For more details about the game, visit www.tash-kalar.com.

© Czech Games Edition, October 2017.

www.CzechGames.com