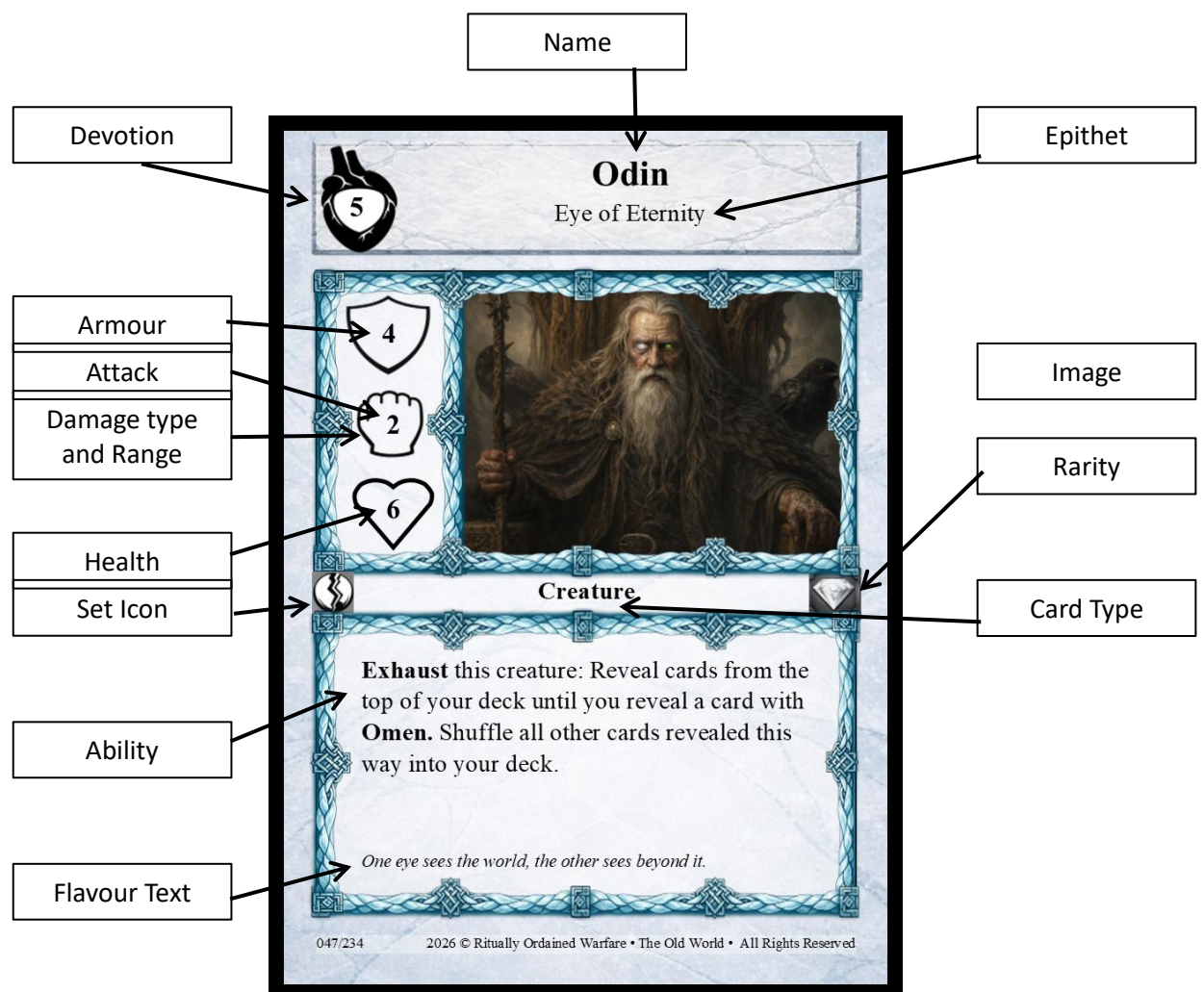


Ritually Ordained Warfare: ROW TCG

The figures that appear in this game are drawn from historical, mythological, and theological traditions. They are presented here as characters within a constructed narrative system, altered by symbolism, interpretation, and game mechanics. They are not intended as faithful reconstructions of the beliefs, practices, or cosmologies of the cultures from which their names are drawn.

This is a high skill trading card game where it is not as simple as attack and win. Every card played, every decision made, every turn is a step along the path to victory or defeat. ROW TCG does not **and never will** support Turn 0 or Turn 1 wins.

Parts of a Card



Damage Type – Black = Mundane, Gold = Magical
Damage Range – Fist = Melee, Bow = Ranged

Loss Conditions

- **Submit** - When a player would draw or discard from an empty deck, they lose.
 - **Annihilate** - When a player has 20 or more cards in their graveyard, they lose.
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Turn Structure

Turn Phases

1. Ready Phase

- All of the active player's exhausted cards ready
- All unspent devotion is lost.
- "Start of turn" triggers occur
- Trigger order is chosen by the active player

2. Main Phase

This is the core of the game.

During your Main Phase, you may:

- Play creatures
- Play rituals
- Play locations
- Declare attacks
- Activate abilities

Restrictions:

- **Creatures and Rituals**
 - Can only be played **when the stack is empty**
 - Can only be played **during your own turn**
 - **Interventions**
 - Can be played **during any player's turn**
 - Can be played **while the stack is not empty**
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Combat Structure (Inside Main Phase)

- Combat is **declared against a target**
 - Players do not "block".
 - Combat is **targeted**, not positional
- Attacks:
 - Declared **one at a time**
 - Each attack **enters the stack**

- Attacking is **Ritual speed**, not Intervention speed
- Unless otherwise specified, creatures can exhaust to attack as soon as they enter the battlefield, other than on each player's first turn.
- Targeting rules:
 - Creatures are always targetable.
 - Exhausted vs Ready does **not** affect targetability of Melee creatures.
 - Ranged creatures cannot be attacked if a Melee creature is on their controller's battlefield that is not Invisible or Exhausted.
 - Only explicit effects (Invisible, Terrifying, etc.) prevent targeting
 - If there are no creatures on the opponent's battlefield the opposing player's deck can be targeted directly. The opposing player must discard cards from the top of their deck equal to the attack of the attacking creatures.

There is **no choice to “decline blocking”** — the target is engaged once attacked.

3. Resolve Phase

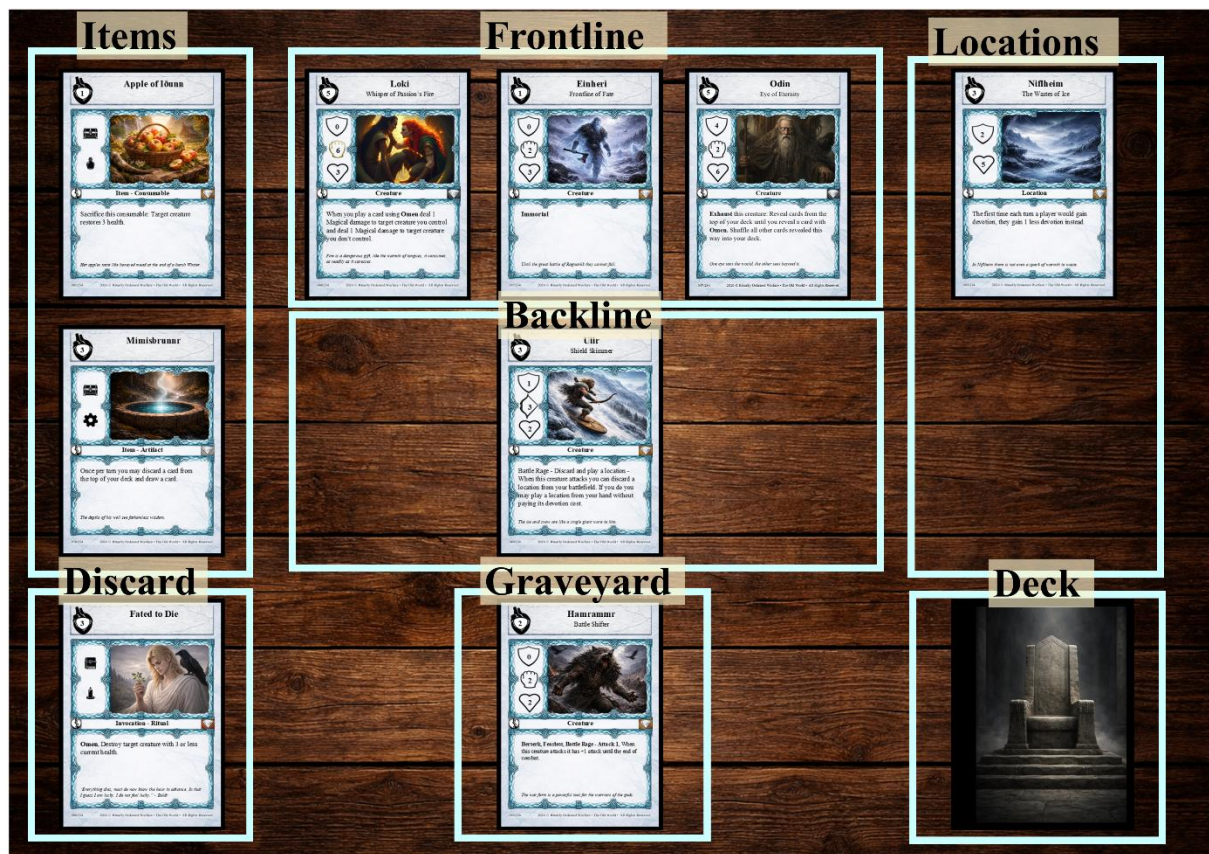
- “End of turn” effects resolve
 - Damage is not removed from creatures or locations
 - Trigger order is chosen by the active player
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4. Normalise Phase

- If the Active player has exactly 7 cards in their hand, they discard 1 card and then draw 1 card.
 - Active player normalises hand size to **7 cards**
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First Turn Rule

During each player's first turn of the game, creatures they control cannot exhaust to attack unless an effect explicitly states otherwise.



Zones

Battlefield

- Creatures, Locations, Items exist here.
- Creatures with Melee are placed in the “Frontline” (closer to your opponent).
- Creatures with Ranged are placed in the “Backline” (closer to you).
- Creatures in the “Backline” cannot be attacked (but can still be targeted by effects) while there is a Ready creature in their controller’s “Frontline”.
- Equipped relics are attached to creatures.

Hand

- Cards available for play.
- Hand size is normalised at end of turn.
- Normal hand size is 7 cards.

Deck

- Face-down stack of remaining cards to be drawn.
- The minimum size of a deck is 60 cards. The maximum size is 100 cards.
- Maximum of 4 copies of any specific card in your deck.

Discard

- Where cards go when discarded.
- When locations and items are destroyed on the battlefield they go here.

- When invocations have been played they go here.

Graveyard

- Zone only for creatures that have been killed on the battlefield (unless a card explicitly puts it into the Graveyard from another zone).
- Only creatures can be in the Graveyard. If a card that is not a creature would enter the Graveyard for any reason it is put into its owner's discard.
- If a player's Graveyard has 20 cards in it they immediately lose the game.

Devotion & Colour Commitment

Devotion is the fundamental resource used to play cards and pay costs.

Devotion Has a Colour

- Each card has a **devotion colour** matching its faction
- Devotion is **never colourless** and **cannot be converted** unless a card's ability explicitly allows it

Paying Devotion Costs

- All devotion costs must be paid entirely using devotion of the card's colour
- Applies to:
 - Playing a card
 - Activating a card's abilities, even if they reference the devotion cost of another card
 - Paying optional, replacement, or triggered devotion costs of cards you control

Example: A Green card copying a White card still pays its ability cost using Green devotion.

- If you have to pay devotion because you or your deck has been targeted you may choose one colour of devotion to pay

Example: If a Black card targets a player who must pay 3 devotion or sacrifice a card, the targeted player chooses the colour of devotion to pay. If they choose White devotion all 3 of the devotion must be White.

- If you have to pay devotion because a card you control has been targeted in any zone, you must pay devotion in the colour of the targeted card.

Example: A Blue intervention targets a White card on the stack. The Blue intervention's effect counters the White card unless its owner pays devotion equal to its cost. Because the card targeted is White the targeted card's controller must pay the cost using White devotion.

Generating Devotion

- Offering: Discard a card → gain 1 devotion of that card's colour
- Worship: Exhaust a creature → gain 1 devotion of that creature's colour
- Free cards still have a colour identity; they generate devotion when offered or

worshipped

Devotion Conversion

Unless a card explicitly allows it, devotion cannot be:

- Converted between colours
- Substituted for another colour
- Paid partially using multiple colours

Cross-Faction Decks

- Each faction generates its own devotion. There is no limit to the number of factions in a deck but the more you have in a deck the less reliably you can play them.

Keywords & Core Definitions

Exhaust

- A cost indicating the card cannot be used again until readied (Indicated by turning the card sideways)
- All creatures can Worship (exhaust to generate 1 devotion of their colour)
- Attacking requires that creatures exhaust.

Berserk

Definition:

This creature cannot be Exhausted by its owner for any purpose other than to attack. This creature must attack each turn if it is able to.

On each player's first turn creatures cannot attack, as such that creature is not considered "able to".

Tribute

Definition:

When this creature would enter the discard, put it into its owner's graveyard instead and its controller gains devotion equal to its devotion cost instead of the regular Offering value.

Ephemeral

Definition:

If, after all other end of turn effects have resolved, this creature is on the battlefield put it into its owner's hand.

Regenerate (X)

Definition:

When your turn ends this creature restores X health.

Battle Rage (X)

Definition:

When attack this creature gains (X)

Fearless

Definition:

This creature can attack creatures with Terrifying.

Terrifying

Definition:

Cannot be targeted by attacks by creatures without Fearless, opponents cannot attack the owner's deck if a Terrifying creature is on the field and is not Invisible.

Petrifying

Definition:

When this creature successfully deals damage to another creature put that creature in its owner's discard pile.

Omen

Definition:

When this card is revealed from any location it must be played immediately. A card played in this way does not cost devotion.

*A card is "revealed" when a card states "reveal cards from X". The following are **not** "revealing" a card:*

- *"You may look at the top X cards of your deck."*
 - *Playing a card from your hand.*
 - *Discarding a card from any location.*
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Longshot

Definition:

This creature can target creatures in the Backline even if there are Ready Melee creatures in the opponent's Frontline.

Invisible

Definition:

Cannot be targeted, including by attacks, however opponents can attack the owner's deck or Backline even if an Invisible character is on the field. Invisible creatures can attack the

opponent's Backline even if there are Melee characters on their Frontline.

Profane

Definition:

When this creature attacks its damage is not reduced by armour

Sovereignty - X

Definition:

When this card enters play you may Bind a location from your battlefield to it. Whilst this creature has a location Bound to it this creature gains X.

Important Notes: The Sovereignty effect is granted by the creature with reference to the fact that a location is Bound to it. The effect is not granted by the location.

The location's effect is inert while it is Bound, as normal – “A Bound card is treated as removed from the battlefield.”.

Bind

Definition:

- *A Bound card is treated as **removed from the battlefield***
 - *Physically placed under the binding card*
 - *Cannot be targeted except by cards that explicitly target “Bound” cards.*
 - *When the binding card leaves play:*
 - *Bound cards return to their original zone*
 - *Usually exhausted unless otherwise stated*
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Invulnerable

Definition:

- *This creature cannot be killed by taking damage. It still takes damage as normal. If an ‘Invulnerable’ creature would be dealt damage while at 0 health, it takes the damage as normal and then its health is set to 0.*
 - *Destroy effects still work including the ‘Poisoned’ condition.*
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Immortal

Definition:

When this creature would die:

- *Shuffle it into its owner's deck*
 - *Then its owner discards the top card of their deck*
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Poison

- When this creature **successfully** deals damage the damaged creature gains the ‘Poisoned’ Keyword.
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Poisoned

- Destroy this creature at the end of the turn.
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Damage Types

- **Mundane**
- **Magical**

These interact differently with armour and prevention effects. Unless affected by other abilities:

- **Mundane – is reduced by armour before damage is dealt.**
 - **Magical – is not reduced by armour before damage is dealt.**
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Armour

- Reduces incoming damage from Mundane sources.
 - Does not reduce damage from Magical or Profane sources.
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Card Types

Creatures

- Can have attack, health, armour, abilities.
- Can exhaust to generate devotion in their colour.

Item - Artifacts

- Cannot attack or be attacked.
- Usually act independently.

Item - Consumables

- Are activated from the board
- Are discarded once used

Item - Relics

- Equippable items
- Require creatures to function
- Cannot regularly be unequipped – they are moved by equipping them to new creatures.

Invocation - Ritual

- Rituals are played directly from the hand, take effect, and are discarded.
- Can only be used during your turn when the stack is empty

Invocation - Intervention

- Reactive cards
- Interventions are played directly from the hand, take effect, and are discarded.
- Can be played at any time unless specified.

Locations

- Have health and can be attacked as though they were on their controller's "Frontline" but cannot prohibit attacks to their controller's "Backline".

Attack Ranges

- **Melee**
- **Ranged**
 - A Melee creature attacks a Melee creature **both take damage** equal to the other's attack.
 - A Melee creature attacks a Ranged creature **the Ranged creature takes damage**. The Melee creature does not.
 - A Ranged creature attacks a Ranged creature **the attacked Ranged creature takes damage**. The attacking Ranged creature does not.
 - A Ranged creature attacks a Melee creature **the Melee creature takes damage**. The Ranged creature does not.