TABLETOP BATTLE CARD GAME



VERIDIAN

RULEBOOK

PLAYTEST EDITION · NOVEMBER 2026 · 2 PLAYERS

WELCOME

Call the Legionnaires

> *Between the realms lies a fog that hides what has not yet chosen to arrive. Out of it, Legionnaires answer the call of the Summoning Stones — crystals buried in the hearts of six dungeons. Four powers send their armies after them. You command one.*

Veridian is a two-player tabletop battle that blends cards and dice. You summon Legionnaires with a D20 roll, set traps and cast spells, and settle every fight by rolling and comparing handfuls of dice. Big swings are part of the design: preparation, positioning and your Wards are what keep the dice honest.

FLAGSHIP

Dungeon Rush

Up to about 1 hour

Open dungeons, contest them with your Legionnaires and claim the stones they guard. First to hold 4 of the 6 dungeon stones wins.

QUICK

Skirmish

About 15 minutes

Race to unlock stones, then wear your opponent down. Everyone starts at 50 HP; reduce your opponent to 0 to win.

Both modes use the same cards and the same core rules. Each mode is a complete game on its own — pick one for the evening.

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WHAT YOU NEED

Components & Factions

COMPONENT	WHAT IT DOES
Legionnaire cards	Your army. They fight, hold the board and carry skills.
Rune cards	Spells you cast on your turn — attacks, buffs and debuffs.
Sigil cards	Traps, set face-down. They spring when an enemy attacks.
Ward cards	Protection, healing and negation, used as each card intends.
Summoning Stones	Double-faced tokens (Active / Depleted) that pay for summons. A separate pool — never part of your deck.
Dungeon cards	Six dungeons plus the Painite dungeon. Dungeon Rush only. Shared by both players.
Dice	A D20, plus D4, D6, D8, D10 and D12. Ancestral Legionnaires roll up to six dice at once.
Playmat	A two-player mat. Each player has six Legionnaire slots, six spell slots and six stone slots, plus zones for deck, Graveyard, Void and stone pile.

DECKS

- **Starter decks.** Four pre-built, single-faction decks. No deckbuilding needed. Each includes 5 Runes, 6 Wards and 5 Sigils, plus its Legionnaires.
- **Build your own.** 40 to 60 cards, your choice. No more than 2 copies of any card.
- **Faction-locked spells.** Runes, Sigils and Wards belong to one faction and can only be played in that faction's deck.
- **Deck-out is a loss.** If you can't draw because your deck is empty, you have no army left and you lose.

THE FOUR FACTIONS



Solar Hegemony **Crucible Union** **Primal Weave** **Abyssal Pact**

Every card is marked with its faction's colour.

FOUNDATIONS

Core Concepts

ROLLING TO MEET A NUMBER

Summon Scores (SS), dungeon entry numbers (DS) and skill checks (SC) are all D20 targets. **Roll the number or higher and you succeed.** "Roll 15+" means 15 through 20.

ROLLING DICE TO FIGHT

Combat compares dice totals. Cards list dice as **count × die**: 3 × ◇ means roll three eight-sided dice and add them up. The dice you can use are:

△ D4 □ D6 ◇ D8 ◇ D10 ⬠ D12 ⬡ D20 (summons, entries, checks)

TIERS, STONES AND THE DICE CAP

Every Legionnaire has a tier. The tier fixes its Summon Score and caps how strong its dice can be: the **highest possible total of its ATK dice, and of its DEF dice, may not exceed the tier's cap**. The cap is a ceiling only; each card's own mix of dice is set by its design.

TIER	RARITY	STONE	SS	DICE CAP
I	Common	Smoky Quartz	2	1 × D12 (12)
II	Uncommon	Obsidian	5	2 × D12 (24)
III	Rare	Labradorite	8	3 × D12 (36)
IV	Epic	Lapis Lazuli	10	4 × D12 (48)
V	Legendary	Alexandrite	13	5 × D12 (60)
VI	Ancestral	Verdite	15	6 × D12 (72)

LEGIONNAIRES HAVE NO HEALTH

A Legionnaire has no HP: it wins its fight or goes to the Graveyard. In **Skirmish** the player has HP (50). **Dungeon Rush** has no HP at all.

ROLES

- **Vanguard** — strong DEF dice or ability.
- **Warden** — strong ATK dice or ability.
- **Support** — equal ATK and DEF dice; its ability helps allies (extra ally dice, restoration).

RULE OF 20 AND 1

On a **summon roll**, a **dungeon entry roll** or a Skirmish **stone-unlock roll**, a natural 20 lets you **draw a card**; a natural 1 makes you **discard the top card of your deck** (random, unseen). It does not apply to skill checks or the opening turn-order roll.

CARD ANATOMY

Reading a Legionnaire



1. **Name.**
2. **Summon Score.** The D20 roll needed to summon this Legionnaire (here 8).
3. **Faction crest.**
4. **Type tag.** The kind of creature (here Undead). Cards may refer to it.
5. **Tier.** Sets the Summon Score and the dice cap.
6. **Role badge.** Vanguard, Warden or Support. Here: Warden.
7. **Illustration.**
8. **Text box.** Skills and effects. A summon skill only triggers if the Summon Score was met.
9. **ATK dice** (crossed swords). Rolled in Attack position.
10. **DEF dice** (shield). Rolled in Defense position.

Worked example: High Necromancer

ATK: 3 × D8 + 3 × D4 = best possible total 24 + 12 = **36**. **DEF:** 3 × D6 + 2 × D4 = best possible total 18 + 8 = **26**.
It is a Rare (tier III), whose cap is 36 on each side, so both lines fit under the cap. Its heavy ATK line matches its Warden badge.

When it fights from Attack position you roll **all** of its ATK dice and add them. From Defense position you roll its DEF dice.

CARD ANATOMY

Reading a Spell Card



1. **Name.**
2. **Emblem.**
3. **Graveyard cost** (Playtest Rule, page 14). How many Legionnaires from your Graveyard you prime to play it. 0× means free.
4. **Card type.** Rune, Sigil or Ward.
5. **Category.** What the card does (Summon, Strategic, Banish…).
6. **Duration.** *Instant* resolves, then the card leaves. *On-going* stays in your spell row until destroyed or its text ends it.
7. **Timing.** When you can use it: your turn, your opponent's turn or either.
8. **Effect.**
9. **Flavour & play note.** The note reminds you where the card may be played from.



WARD

Elegant Dancers. Instant, either turn. After an enemy Legionnaire attack is resolved, halve the total damage value. Cost 0×.



SIGIL

Kage's Pit. Instant, opponent's turn. Set face-down. When an enemy attacks, that Legionnaire must roll 15+ or be destroyed. Cost 2×.

CARD ANATOMY

Summoning Stones



Active — glowing, ready to pay.



Depleted — dark, already spent.

Each stone is double-faced. Its name and tier sit at the top, its state under the name, and its **Summon Score** at the foot. **One stone pays for one summon.** Stones live in their own pool, not your deck.

ACTIVE AND DEPLETED

- Paying a stone flips it to **Depleted**. A Depleted stone cannot pay for anything.
- Stones you paid flip back to **Active** at the start of your next turn.
- Stones won from dungeons (tiers IV–VI) enter Depleted and stay Depleted for 2 turns in total — one round, one turn for each player [1].

DUPLICATE PASSIVES (DUNGEON RUSH ONLY)

Hold **two copies** of the same stone and it gains a passive. One copy only counts as an acquisition. Passives do not combine across stones — Alexandrite and Verdite do not stack.

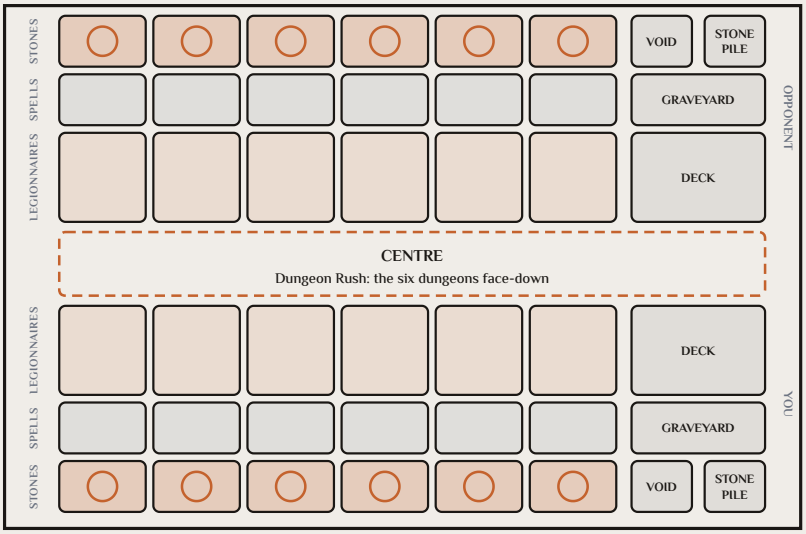
STONE (2 COPIES)	PASSIVE
Lapis Lazuli	+1 DEF die [2]
Alexandrite	+1 ATK die [2]
Verdite	Turn one of a chosen Legionnaire's existing dice (ATK or DEF) into an automatic maximum. Once per turn. Does not Deplete the stone.

A player can hold at most 3 starter stones plus 2 each of Lapis Lazuli, Alexandrite and Verdite.

Painite is a seventh stone with its own dungeon, the Dungeon Rush tiebreaker (page 16). It has no Summon Score.

BEFORE YOU PLAY

Board & Setup



Schematic of the mat. Each player has three rows: Legionnaires (deck beside them), spells shared by Runes, Sigils and Wards (Graveyard beside them) and stones (Void and stone pile beside them). The centre is for dungeons in Dungeon Rush.

SETUP

1. **Choose a mode** — Dungeon Rush or Skirmish.
2. **Shuffle your deck** (a starter deck, or your own 40–60 cards).
3. **Roll for first turn.** Each player rolls a D20; the higher roll goes first (re-roll ties). That player is the **Invoker**. The name carries no other rule.
4. **Draw an opening hand of 6.**
5. **Prepare your mode** as below.

DUNGEON RUSH

- Shuffle the six dungeons face-down in the centre.
- Each player starts with Smoky Quartz, Obsidian and Labradorite, all **Active**.
- Stones of tiers IV–VI are only won from dungeons.

SKIRMISH

- Each player starts at **50 HP**.
- Each player starts with a **Smoky Quartz** stone, **Active from the first turn**.
- The other five stones wait in your stone pile, in tier order.[5]

HOW A TURN WORKS

Turn Structure

1 · REFRESH & DRAW
Flip your paid stones to Active. Draw 1 card (from your 2nd turn).

2 · SETUP
Summon, rotate positions, set spells.

3 · ATTACK
Fight. In Dungeon Rush, open and contest dungeons.

4 · END
Discard down to a hand of 8.

YOUR FIRST TURN

On each player's **first turn** you only do the **Setup Phase**: summon Legionnaires and place Sigils, Runes and Wards. **You do not draw, you cannot attack and no dungeon can be opened.** Drawing starts on your second turn. The Invoker's second turn comes before the opponent's second turn.

SETUP PHASE

- **Summon** Legionnaires — there is no limit on how many you summon in a turn (see page 10).
- **Set position.** A Legionnaire is set to Attack or Defense when summoned, and may be rotated to the other position during its owner's Setup Phase.
- **Set spells.** Place Sigils, Runes and Wards in your spell row, face-down if you want to hold them.
- **Skirmish only:** roll once to unlock the next stone. If you miss, you may Deplete your Smoky Quartz or Obsidian (if you have it) to reroll, up to 2 rerolls, one at a time (page 17).

ATTACK PHASE

- From your second turn on, a Legionnaire summoned successfully can attack **the turn it arrives**.
- Each Active Legionnaire can attack once per turn. [4]
- **Skirmish:** attack the opponent's Legionnaires (pages 11–12), or the player directly if they have none.
- **Dungeon Rush:** open a dungeon, roll to enter, and contest it (pages 15–16).

END OF TURN

Your hand limit is **8**. Effects may push you over it during your turn, but at the end of your turn you discard down to 8; discards go to the Graveyard.

BRINGING LEGIONNAIRES IN

Summoning

STONE SUMMON

1. **Declare** the Legionnaire from your hand.
2. **Pay** an Active stone of its tier[5]. Flip the stone to Depleted.
3. **Roll a D20.** Meet or beat the Summon Score to succeed.

SUCCESS

The Legionnaire enters the field **Active**, in the position you choose. It may attack this turn (from your second turn) and **activates its effect as the card says.**

MISS: EXHAUSTED

The Legionnaire is placed **face-down**, hidden in the fog between the realms. While Exhausted it cannot attack, defend or be targeted. At the start of your next turn it must flip face up, Active.[6]

A face-down Exhausted Legionnaire that is destroyed by a Rune or Sigil goes silently to the Graveyard; nothing triggers.

REINFORCE SUMMON

Some cards call Legionnaires straight to the field (“Reinforce Summon”). This is **not** a Stone Summon: **no roll, no stone**. The Legionnaire arrives **Active**, and its on-summon effect does **not** trigger.

STONE LINK SUMMON

To bring in a higher-tier Legionnaire you can sacrifice Legionnaires already on your field. A Stone Link Summon **counts as a Stone Summon**: pay the listed Active stones, add their Summon Scores together and roll a D20 against the total. Only existing field Legionnaires can be sacrificed.

SUMMON	PAY STONES	ROLL	SACRIFICE
Epic	Labradorite + Smoky Quartz	10+	1
Legendary	Labradorite + Obsidian	13+	1
Ancestral	Labradorite + Smoky Quartz + Obsidian	15+	2

The only time one summon uses more than one stone is a Stone Link Summon. Sacrificed Legionnaires go to the Graveyard[7].

REMEMBER

A natural 20 on a summon roll draws you a card. A natural 1 discards the top card of your deck.

FIGHTING

Combat

ATTACKER AND DEFENDER

The **attacker** is the player in their Attack Phase. The **defender** is the player being attacked. Legionnaires fight one on one: the attacker chooses which of their Legionnaires attacks and which enemy Legionnaire it targets. That Legionnaire defends.

ATTACK AND DEFENSE POSITION

Every Legionnaire is in **Attack** or **Defense** position, shown by card rotation (upright = Attack, sideways = Defense [8]). A Legionnaire defends from **whichever position it is in when attacked**, and rolls the dice for the side facing the other player. Every card shows both lines in its footer:



Attack position
Roll the **ATK dice** (crossed swords). Dyrerth: 3 × D10 + 3 × D8, best total 54.



Defense position
Roll the **DEF dice** (shield). Dyrerth: 3 × D8 + 2 × D10, best total 44.

RESOLVING AN ATTACK

1. **Declare** the attacker and its target.
2. **Sigils.** Sigils triggered by the attack may be resolved **before the defender rolls the dice**.
3. **Roll.** Both Legionnaires roll the dice of their facing side and add them up.
4. **Compare** and apply the result table on page 12. Wards may be used as their timing allows.

> DESIGN NOTE
>
> There is no armor and no damage floor. Large swings are intentional. **Wards are your main protection**.

LOSING DICE

In **Dungeon Rush**, an attacker that loses to a defender in Defense position loses **1 ATK die permanently** and stays on the field. In **Skirmish** a losing attacker only takes HP damage; it never loses dice.

A Legionnaire with 0 ATK dice stays on the board. [9] It cannot attack, but it can switch to Defense position, and it can still be used as summoning material in a Stone Link Summon if it survived.

A Legionnaire revived from the **Graveyard** (page 14) returns in its **original state**, dice restored.

RESULT TABLES

Combat Results

DUNGEON RUSH

MATCHUP	ATTACKER WINS	DEFENDER WINS	TIE
Attack vs Attack	Defender to Graveyard	Attacker to Graveyard	Both to Graveyard
Attack vs Defense	Defender to Graveyard	Attacker loses 1 ATK die permanently and stays on the field	Nothing happens

SKIRMISH

"Difference" means the gap between the two rolled totals. It is dealt as **piercing damage straight to a player's HP**. Legionnaires have no HP.

MATCHUP	ATTACKER WINS	DEFENDER WINS	TIE
Attack vs Attack	Defender to Graveyard. **Defender's player** takes the difference.	Attacker to Graveyard. **Attacker's player** takes the difference.	Both to Graveyard. No HP loss.
Attack vs Defense	Defender to Graveyard. No HP loss.	**Attacker's player** takes the difference. No dice are lost.	Nothing happens.

Direct attack (Skirmish)

You can attack a player directly **only if they have no Legionnaires** on the field. Damage is the **full ATK roll**.

WORKED EXAMPLES

Skirmish, Attack vs Attack. Your Legionnaire rolls **31**; the defender rolls **22**. You win. The defender goes to the Graveyard and your opponent loses **9 HP** (31 − 22).

Skirmish, Attack vs Defense. You roll **18**; the defender, in Defense, rolls **24** on its DEF dice. The defender wins. **You** lose **6 HP** (24 − 18). Your attacker keeps all its dice.

Dungeon Rush, Attack vs Defense. Same rolls (18 vs 24): your attacker loses 1 ATK die and stays on the field. No HP is involved.

RUNES, SIGILS AND WARDS

Spells & Effects

TYPE	HOW IT WORKS
Rune	A spell: attack, buff or debuff. Played on **your turn**; its effect is **immediate**. Some Runes are duration effects (“On-going”).
Sigil	A trap. Set during Setup. It **triggers when an enemy attack is declared** and may be resolved **before the defender rolls their dice**.
Ward	Protection, healing or negation. It **does what its card says**, for as long as the card says.

Runes and Wards can be played from hand or set face-down on your turn, then flipped to use. Each card’s own text says when it triggers and how often; there is no global rule for that.

THE STACK

When several things trigger at once, resolve the **most recent first** (last in, first out). *Example: a Sigil triggers on your attack. In response your opponent plays an instant Ward that negates it. The Ward resolves first, so the Sigil does nothing.*

HOW DO LEGIONNAIRE EFFECTS WORK?

- **Common to Rare:** the controller rolls for the effect; a miss means it fails.
- **Epic to Ancestral:** the effect **auto-attempts** unless the card says otherwise. The target rolls to resist (a skill check).

Some Rune and Sigil effects can be dodged: the opponent makes a skill check to resist. The most powerful resolve automatically. Wards do what their card effect says.

STATUSES

STATUS	EFFECT
Acid (Melt)	Lose 1 DEF die.
Burn	Stacks. Each stack subtracts 1D4 from the Legionnaire’s total roll value. [10] Lasts while it is on the field, or as the card says.
Bleed	Works like Burn.
Mana Drain	Subtract attack dice from the enemy and add that value to your own total roll value. [10]
Paralyze	The enemy Legionnaire cannot attack or defend.
Purify	Massive damage against Undead and Specters. [10]
Freeze / Petrify	ATK and DEF dice drop to 0.

Ruling: “on dungeon entry, roll to escape Freeze” resolves immediately on entry.

WHERE CARDS GO

Graveyard, Void & Priming

GRAVEYARD

Destroyed cards go to the Graveyard. Specific Runes and Sigils can revive Legionnaires from it. Hand-limit discards and contest losses go here too. Spent spell cards also go here.[7]

THE VOID

Cards that were **primed** to pay a spell cost (see the Playtest Rule below) go to the Void when the spell resolves. The Void is **permanent**: nothing returns from it.

PLAYTEST RULE

Priming — paying with the Graveyard

Playtests showed that unchecked spells can wipe a board for nothing. Under this rule, Runes, Sigils and Wards **cost Legionnaires from your Graveyard**. The cost is printed in the coloured badge on the card (page 6).

1. **Prime on the spot.** When you play a spell, or when a Sigil or Ward triggers, tuck the required number of Legionnaires from **your Graveyard** face-down under it. There is no prime pile and no multi-turn priming.
2. **Resolve.** When the effect resolves, the primed Legionnaires go to the **Void**.
3. **If it is negated** (a Sigil or Ward), the primed Legionnaires return to your Graveyard unused.
4. **Can't pay, can't play.** If you do not have enough Legionnaires in your Graveyard, you cannot play the card.[11] 0× cards are free.

Revival only comes from the Graveyard, so every spell you pay for also costs you a future revival.

The costs on the sample cards (Rune 5×, Sigil 2×, Ward 0×) are playtest values and may change.

DECK-OUT

If you must draw a card and your deck is empty, you lose.

MODE · FLAGSHIP · UP TO ABOUT 1 HOUR

Dungeon Rush

Dungeons hold the strongest stones. Take the stone from whoever you beat.

STONES IN DUNGEON RUSH

- Each player starts with **Smoky Quartz, Obsidian and Labradorite**, all Active.
- Tier IV–VI stones (Lapis Lazuli, Alexandrite, Verdite) come only from **winning dungeons**, and enter Depleted (page 7).

OPENING A DUNGEON

- On the **starting player's second turn** they reveal the first dungeon.
- Afterwards the **loser of the last contest picks** the next dungeon to reveal. One dungeon is open at a time.[12]
- Once a dungeon is open, **both players must contest it**.

ENTERING THE GATE

Each dungeon shows its **DS** (the number to roll). Each player rolls one D20 for each face-up Legionnaire they send in, up to 3.[13] A roll of the DS or higher opens the gate for that Legionnaire.

WHO GETS IN	RESULT
Neither player	The dungeon stays open. Try again next turn.
Only one player	The other player has 2 **rounds** to get in. If they still can't, it is an **uncontested win** and the player inside claims the stone.
Both players	**Contest.** Fight it out below.

THE CONTEST

Fights inside a dungeon are one-on-one, using the Dungeon Rush column on page 12. The attacker is the player in their Attack Phase: they choose which entered Legionnaire attacks and which enemy entered Legionnaire it targets.[14] Losses go to the Graveyard. The contest ends when one side has no entered Legionnaires left; **the last player standing claims the stone**.

AFTER EACH CONTEST

- **Winner**: claims the stone, which enters Depleted. Their **personal DS rises by 2** in the next dungeon they enter. This is a deliberate anti-snowball penalty.
- **Loser — Reinforcement Draw**: draws as many cards as the opponent has **Legionnaires on the field**.

WINNING THE GAME

Winning Dungeon Rush

COMPETITIVE

First to hold 4 of the 6 dungeon stones wins. Your three starting stones do not count.

3–3 split: open the **Painite dungeon** (entry 17+, same entry rules). Its winner takes the match.

CASUAL

Before you start, agree how many dungeons to play (**1 to 4**). Shuffle the six, use the agreed number and set the rest aside. [15]

Whoever wins the **majority of the contested dungeons** wins. On a tie, open the Painite dungeon.

THE SIX DUNGEONS

DUNGEON	TIER	DS	STONE	PLACE
Jutin's Peak	Epic	10	Lapis Lazuli	A giant temple on the Highrocks. The crystal rests on an altar.
Narag's Forge	Epic	10	Lapis Lazuli	A lava-flooded forge. The crystal lies under a huge anvil.
Ikla's Garden	Legendary	13	Alexandrite	A hidden underground forest, powered by a central crystal.
Derb'k Realm	Legendary	13	Alexandrite	A realm-breaker void of gravity creatures and a light-eating crystal.
Vagabond Core	Ancestral	15	Verdite	The volcanic core of a planet. The stone sits in a lava lake.
Vorkak's Trench	Ancestral	15	Verdite	Rivers of greenery flowing to a sea trench, with a crystal at the bottom.



Dungeon card. Read it from your own side: the dungeon's name and entry roll face you. Each player has three slots for the Legionnaires they send in.

MODE · QUICK · ABOUT 15 MINUTES

Skirmish

A fast duel. Unlock stones one by one from your pile, then break your opponent's HP before they break yours.

STARTING POSITION

- Each player has **50 HP**.
- Each player starts with a **Smoky Quartz** stone, **Active from the first turn**.
- The other five stones wait in your stone pile in tier order, Obsidian next.[3]

UNLOCKING STONES

Once per turn, roll a D20 against the Summon Score of the **next stone** in your pile. **You cannot skip a stone.** A natural 20 or 1 on this roll draws or discards a card, as usual.

- **Success:** you claim the stone. It enters **Active**.
- **Miss:** nothing happens. But you may **Deplete** your Smoky Quartz (Common) or your Obsidian (Uncommon), if you have it, to roll again. You can reroll **up to 2 times**, one stone at a time.
- A Depleted stone cannot pay for a summon until it flips back at the start of your next turn.

> CLAIM-TURN FREE SUMMON
>
> When you claim a stone, you may immediately summon a Legionnaire of that stone's value **without a second roll**. This only works on the turn you claim it. Later summons with that stone roll against its Summon Score as normal, and a miss means Exhausted.

FIGHTING

Use the Skirmish table on page 12. The roll difference goes **as piercing damage to the player's HP**; Legionnaires have no HP. You can attack a player directly **only if they have no Legionnaires**, for the full ATK roll.

WINNING

You win when your opponent's **HP reaches 0**, or when your opponent **decks out**.

Duplicate stone passives and the Painite dungeon are not used in Skirmish.

FIRST GAMES

Learn to Play

Do not teach every card type at once. Play in stages, adding one card type at a time. Each player uses a starter deck; either mode works.

STAGE 1

Legionnaires only

Take every Rune, Sigil and Ward out of both decks. Play about 3 **turns each**: stones, summon rolls, Exhausted, positions, combat.

STAGE 2

Add Runes

Shuffle the Runes back in once both players are comfortable with Stage 1. Runes act immediately on your turn, so they are easy to follow.

STAGE 3

Add Sigils

Next, add the Sigils. They are set face-down and spring on an attack, so now the stack comes into play.

STAGE 4

Add Wards

Last come the Wards. Now you have the full game.

Wait and observe between stages. Move on only when neither player needs to check a rule on their own turn.

TIPS FOR FIRST GAMES

- Summon rolls miss. That is part of the game. A miss gives you an Exhausted Legionnaire, not a lost card.
- Position matters: check which side your Legionnaire is rolling before you attack.
- Keep Wards back for the moment they matter — they are your only real damage control.

QUICK LOOKUP

Glossary

Active / Depleted
The two faces of a stone: ready to pay, or spent.

Ancestral
The highest tier (VI). Verdite stone, SS 15, up to 6 dice.

Attack / Defense position
Decides which dice a Legionnaire rolls when it fights.

Attacker / Defender
The player in their Attack Phase, and the player attacked.

DS
The number you must roll on a D20 to enter a dungeon.

Exhausted
Face-down after a missed summon. Cannot attack, defend or be targeted.

Graveyard
Where destroyed and discarded cards go. Revivable.

Invoker
The player who goes first.

Legionnaire
A creature card that fights for you. Has no HP.

On-going
A spell that stays in play until destroyed or ended by its text.

Priming
Playtest Rule: paying a spell cost by tucking Graveyard Legionnaires under it.

Reinforce Summon
Summon with no roll and no stone; on-summon effects do not trigger.

Reinforcement Draw
Cards the loser of a dungeon contest draws.

Rune
A spell cast on your turn.

Setup Phase
The phase for summoning, positioning and placing spells.

Sigil
A face-down trap triggered by an attack.

Skill check (SC)
A D20 roll against a number set by a card, to resist an effect or escape a status.

Stone Link Summon
A Stone Summon that links several stones and sacrifices field Legionnaires.

Stone Summon
Paying an Active stone and rolling against its Summon Score.

Summon Score (SS)
The D20 roll needed to summon.

Tier
One of six power levels; sets the SS and the dice cap.

Vanguard / Warden / Support
Strong DEF, strong ATK, or equal dice with an ally-helping ability.

Void
Permanent removal. Primed cards go here.

Ward
A protective, healing or negating spell that works as its card says.



VERIDIAN

TABLETOP BATTLE CARD GAME

PLAYTEST EDITION

REVIEW COPY

Assumptions to confirm

Yellow highlights in the text mark rules that were not locked in your notes. Each number matches an item below.

1. When a dungeon-won stone becomes Active. Notes say “2 turns total = 1 round”, but paid stones also return the next turn.
2. Lapis +1 DEF die / Alexandrite +1 ATK die: which Legionnaire, how often.
3. Skirmish stone pile: each player has their own set of stones in their own pile.
4. Each Active Legionnaire attacks at most once per turn.
5. The stone paid must match the Legionnaire’s tier.
6. An Exhausted Legionnaire flips Active at the start of your next turn.
7. Spent spells and sacrificed Legionnaires go to the Graveyard.
8. Orientation: upright = Attack, sideways = Defense.
9. A Legionnaire with 0 ATK dice: can it still defend inside a dungeon contest?
10. Burn, Bleed, Mana Drain and Purify wording is my reading of your short notes.
11. You cannot play a spell whose priming cost you cannot pay.
12. Only one dungeon is open at a time.
13. Entry: both players roll each round; the 2 rounds start when one player is inside.
14. Contest: the player in their Attack Phase attacks; it ends when one side has no entered Legionnaires.
15. Casual: shuffle the six, play the agreed number, set the rest aside.