

Walkthrough II

“When you are ready we will begin the next phase of your training in which you will learn about:”

“RESPONSE Empowerment: These incantations do not need to be prepared and can be cast while another spell is still being cast.”

“FOCUS Duration: A persistent Duration that requires your Focus gem to sustain the spell.”

“Specializations: Natural predilections and focused masteries of Magi. They endow the Magi with an inherent ability and allow them to spend Resonance to gain permanent buffs & bonuses.”

WALKTHROUGH TUTORIAL Level 1

This Walkthrough is designed to take brand new players through all the basics of Serpent’s Tongue by re-enacting a one versus one training battle with level 1 spells. To begin your path into magick more easily, we recommend gathering the game materials and having a player read this tutorial out loud.

Setup

Assemble thy Codex

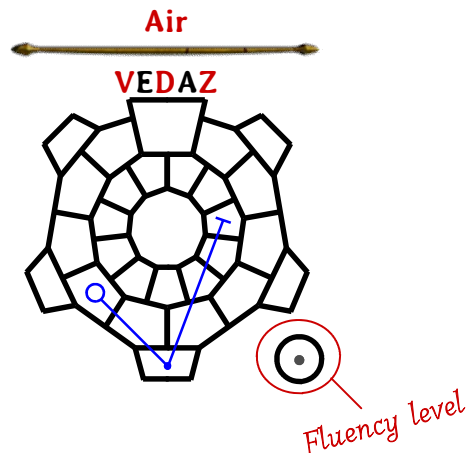
Designate one player to be the Black Magi, and the other player to be the White Magi. The Black Magi will serve as the trainer and read speaking parts of this walkthrough out loud (All the parts separated by “quotes”). You may want to get a glass of water...

Open the two shrink wrapped card decks. Find and collect all the fluency level 1 spells (See below.) Set aside all of the other cards.

Fluency Level

Fluency level is shown by the number of pips on the lower right of the spell.

This level represents the degree of sophistication the spell was originally inscribed with. Higher fluency levels are more difficult to cast but are either more powerful or more efficient.



“It impacts directly upon me doing Dmg equal to each Karmic charge I bear. The Karmic charges are discarded, leaving the Karmic Debt spell active. But it does not matter because I lose my last 2 Essence, and my mortal frame is shattered.”

“Congratulations! Walkthrough 1 is complete!”

“You have begun your journey as a fully fledged Magi. But beware, now that you are awakened you will draw the attention of the many forces that swirl unseen around mundane humans. As you step into your new life you will be sought after by the Prime Consortiums, ancient cabals of Magi seeking to alter the world for their own ends. Horrors that seek our dimension will strive to use you as a gateway, and the Mutes closest to you will begin to sense an unworldly aura about you and fear you. But, these are a small price to pay for Magick.”

“What happens next?”

“If this had been a real battle, then the dweomers in my Codex would have gathered my soul and collected it in the nearest sacred site to be reincarnated by my Cabal. That is the power of this age, the sacred sites have begun radiating with power not seen since before Babel. Despite this advantage, I would lose Avak’shar, which is a Sehimu Thinara word that means Honor or Authority. My soul would become more strained & tattered and my Cabal would have to expend resources and energy to reincarnate me to this timeline.”

Action Phase

"You have initiative so begin by casting Acidic Matter on me."

"ALUM!"

Give them time to Cast, Place, Pay, and Activate. Remind them to place 2 Duration chips if they forget.

"I lose 1 Essence, tying me with you."

"On MY turn I will cast Infernal shot to remove your Shield's last Durability, even though it requires me to pay an Essence."

Cast Infernal Shot now. Then Pay 1 Essence to activate.

"This is blocked by your Shield which loses its last Durability chip, so it is immediately discarded. This will open you up for my Beast Form and Fireball."

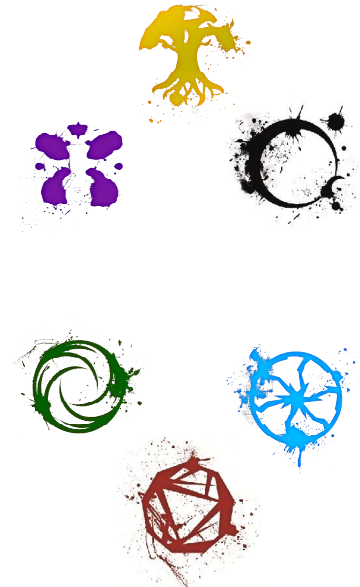
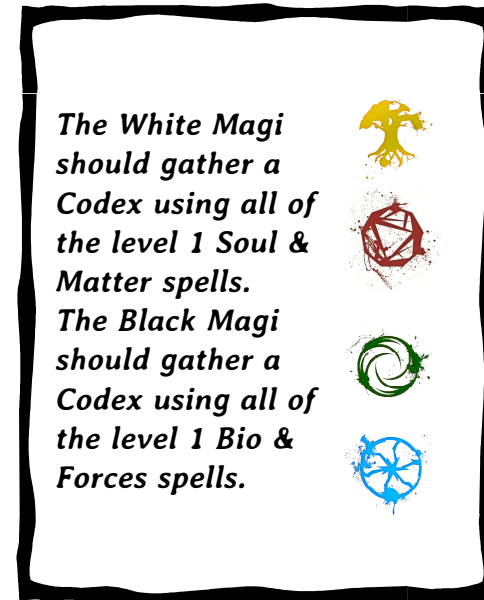
"Unfortunately, because I am beholden to the writer of this walkthrough, I forgot about Karmic Debt for a moment. I must take another Karmic charge because of the offensive spell I cast. I am now in the danger zone because I have 3 Karmic charges and only 2 Essence."

"You, White Magi should cast Judgement. Cast it now. But do not make a mistake! For now the battle could be determined by this one spell, and I will not play by tutorial limitations any longer. If you miscast it, it will be returned to your Codex, you will lose your Action, and I will destroy you."

"ALUM!"

"Place it in my Attack zone, and pay its Resonance cost to Activate it."

Spheres of Reality



Filling the Codex

Place all of the suggested spells into the pockets of your Codex image side up. Magi are never allowed to look at the inscription side of spell cards (back side) once play begins.

You can place more than one spell in each Codex pocket, but leave the front pocket empty; this is where you will place your prepared spells. A Magi's Codex can only bind and contain 27 spell inscriptions. A Codex may only contain up to 3 spells with the same name.

Tutorial Spells

You can speed up the spell preparation phase by finding and shifting the tutorial spells to the first few pages of your codex. Place the spells in your Codex in the following order.

White Magi Tutorial Spells:

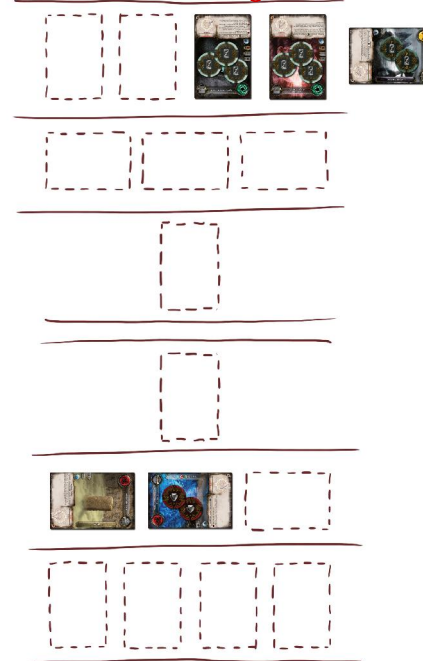
Pillar of Earth
Acidic Matter x2
Air Essence
Materia Binding of Mal-Kuth
Karmic Debt
Purification
Judgement

Black Magi Tutorial Spells:

Fireball x2
Dissolve Tissue x2
Cellular Degeneration
Cellular Augmentation
Beast Form
Infernal Shot

Round 5

WHITE MAGI



BLACK MAGI

Initiative Phase

"Bad luck for you, we roll another 10. That makes it more difficult to leverage your Resonance advantage. We each gain 5 Resonance."

Maintenance Phase

"You conduct your maintenance phase first you have no impending Attacks or Duration based effects."

"I check my Attack zone, then my Defense zone then my Curses, then my Enhancement slots. This order is important to remember because it settles timing conflicts."

"I remove a Duration chip from Cellular Augmentation and Beast Form once I hit my Enhancement zone."

Spell Preparation

"You should prepare Acidic Matter and Judgement."

"I will prepare Infernal Shot & Fireball, hoping to take you out this round."

“We have now both used all of our Full Actions. Beast Form gives me a Free Action attack. I may take as many Free Actions as I have access to.”

“You may take Free Actions before, between or after your Full Actions. When you take a Free Action however, play continues to rotate clockwise, you cannot take a Full Action then immediately a Free Action. Your allies and opponents go next. So, each turn rotation you may take one Full Action or one Free Action. Sometimes you may get lucky — your allies and opponents will be out of Actions, so you get to take yours back-to-back.”

“I will now use Beast Form’s Free Action attack to cause you 1 Dmg. Beast Form deals 1 Physical Dmg. Physical is a generic form of damage that can be blocked by any Shield that blocks any of the Physical spheres: Bio, Matter, & Forces.”

“Materia binding blocks all the Physical spheres, so it definitely blocks Beast Form’s attack. Your Shield loses 1 Durability.”

“This attack is not an offensive spell because no spell was placed into your field, so it does not trigger Karmic Debt’s effect.”

The White Magi has 3 Essence and 3 Resonance.
The Black Magi has 4 Essence and 0 Resonance.

“We are both at about half Essence but the match is drawing to a close now that we are both set up to do quite a bit of damage.”

Chips, Markers, and Die

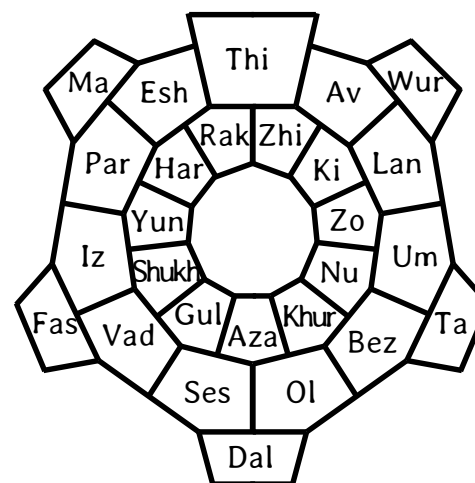
Each player sets their energy tracker to 7 Essence for the first stage of the walkthrough. Normally, each Magi begins with 10 Essence.

Gather a collection of Duration, Durability, and Charge chips and place them within easy reach of both players. Each Magi collects a Focus Gem, or finds a small object to use as a Focus gem, as well as 3 other small objects to use as interrupt stones.

If no suitable objects are available, use the interrupt and Focus chips provided:

(Note: Interrupt Stones are printed on the backside of Focus chips.)

Also, find page 27 of your Codex, it has your level 1 Serpents Key on it. Either place this in easy to find location in your Spell Codex or pull it out and place it on the table. This is the Serpent’s Key with short words in each of the spaces.



Delivered along with your possessions was the following letter folded and sealed.

You are Magi.

It is not something that I have the occasion to tell someone very often as it is rare that I find a timeworn soul before their emergence. Yet, here we are. You are one of the eternal, the reborn who understand the world in ways that most cannot imagine. You see the world for what it is: a fabric of creation that isn't static but is fluid and susceptible to influence and change. You have lived many great lives before this and, though you may think it silly, all you must do to reclaim your power is remember.

Tell me, do you remember yesterday? How about the day before that? What were you doing exactly one week ago? Do you really remember? Or, are you simply guessing based on what your schedule might have been?

What if I am specific about the moment? What if I asked you to close your eyes and think of your happiest birthday? Can you see the picture of it?

Remembering who you were is much like this, it is easier to remember the times that were important, the times that held the most meaning.

Let's start with something simple. Close your eyes...

Christopher Gabrielson

When you successfully Dispel a card it is immediately discarded."

"Pay the costs and requirements. (3 Resonance and discard one of your Matter Components.) Purification activates and Dispels Cellular Degeneration, they are then both discarded."

"I'm glad I did not waste Resonance re-tuning my Bio Attacks: without that Bio Curse, they would just hit up against your Shield."

To Cast & Sustain.

"For my second action I will meditate to gain 2 Resonance. You are out of Actions so you must pass. I, however, will cast Beast Form which has the Free Action Empowerment. This means I do not need a Full Action to cast it."

"This costs 4 Resonance and has a new type of requirement: Active Cell Enhancement on Bearer to cast and sustain."

"This means that in order to cast Beast Form, whoever will be the bearer of it needs to also have an active Enhance spell with the Cellular descriptor. In this case, I am using Cellular Augmentation, since it is a Cellular Enhance spell. You can identify subtypes and other descriptors of cards in the Aspects list. They precede all the other Aspects of the card."

"to sustain' means that if at any time I do not have an active Cellular Enhance spell, Beast Form is immediately discarded. So if you were to dispel my Cellular Enhance spell, I would also have to discard Beast Form."

"I place Beast Form in my Enhancement Zone, and pay 4 Resonance to Activate it, then place Duration chips on it."

“Remember Spell Preparation just means to choose out spells and place them in the front pocket of your Codex. You do not get to study the back of the spell cards at any time during a game. Spell Mastery occurs outside of battle...”

Action Phase- Abjurations & Enhances

“Cast your Air Essence spell. — Alum!”

“I cast Cellular Augmentation. — Alum!”

“This is placed in my Enhancement zone. Enhance spells grant you bonuses, Infuse you with energies, give you new abilities and empower your other spells. Cellular Augmentation is primarily used as a base for more powerful Bio Enhance spells. I activate and place the right amount of Duration chips on this spell.”

“Cast your Purification spell. — Alum!”

“This spell is an Abjuration, which only target OTHER spells rather than Magi.”

“Unlike Transmutes, Abjurations do not form a permanent bond with a spell card; they usually just perform a one-time effect and are discarded. In this case, Purification will Dispel my Bio curse.”



Round 1

“Upon reading the words your mind turns inward. Deeper than you realized it could go. It turns past memory and reaches for something before memory.”

“You see the Tower.”

“From a distance, it was easy to think of the vast spire that stretched ever upward to the clouds as standing alone in the wilderness. Those who lived in the shadow of the great pillar knew that there was much more to it. They lived in a civilization of wisdom and prosperity thriving at the tower’s base. It was said that a man could walk the halls of the tower for a hundred lifetimes and never read the same words twice.”

“It was there that you lived and waited. Where you studied and meditated, waiting for ascension.”

“Do you remember when it came? Do you remember who was there? The master clad in black? He spoke to you then, in that way of his - so familiar even now. He introduced you to their world as he had been introduced before.”

“In the beginning, there was silence. That silence was broken by the words. As the words spoke, the universe listened. At first, the listeners were mute, but there came a day when a child was born who could declare the words. He became the reverberation, the echo, and it is he who taught the chosen to speak.”

“As it was before, so it is now. I stand here as the voice and you as the echo. Through my speech you shall learn the words and through your echoes you shall learn their meanings.”

“From the beginning, there have been many Magicks in this world and few who have mastered them all. When the first echo began to learn, he learned first of the Magicks of conflict. The destruction of his mother’s age brought many dangers into the world.”

“As it was before, so it is now. All Magi must learn the words of war to guard against the many perils of this age.”

“Hear my words, for I am your voice; prepare yourself for you are my echo. Within this time honored union our battles commence not here between us, but in the endless possibilities of our mind. Concentrate and remember this event. For even though these trials occur in the space between thoughts, the lessons in both triumph and defeat are as real as any you will face beyond this circle. Let us begin.”



Round 4



Initiative Phase

“Let’s assume we rolled 5 so we each collect 2 Resonance. Putting you at 5 Resonance and me at 2.”

“You gain initiative again, as usual. Matter Magi often have the advantage with Resonance, since many of their spells require components rather than pure energy.”

Maintenance Phase

“Beginning with your Attack zone, resolve all of your zones in order. There is nothing in your Attack zone, and your Defenses are either Persistent or Durability based, so nothing to resolve or countdown there.”

“Your Curse zone always impacts before your Enhancement zone, so resolve my Cellular Degeneration now, by removing a Duration chip.”

“For my maintenance phase I have nothing to resolve, since your Karmic Debt has a Persistent Duration and only provides a passive effect. Much like the Degeneration spell, it does not have an effect that impacts each turn.”


Spell Preparation



“The White Magi should prepare Purification and Air Essence. And rather than re-attuning another Dissolve Tissue, I will prepare Cellular Augmentation and Beast Form.”


to activate it. Normally your *Materia Binding of Mal-kuth* would block this effect, but my *Cellular Degeneration* curse upgrades the *Dissolve Tissue* to *Subtle*, so once again my attack cuts through your *Shield*. You take an *Essence Dmg*, but I must place another charge on the *Karmic Debt* for casting an offensive spell.”

The White Magi has 3 Essence and 3 Resonance.
The Black Magi has 4 Essence and 0 Resonance.

WHITE MAGI





BLACK MAGI

Resonance Roll

“Each Round always begins with a resonance roll. To make a Resonance roll either of us rolls the 10-sided die and then both of us gain Resonance according to this chart:”

1-3 = 1 Resonance
4-6 = 2 Resonance
7-9 = 3 Resonance
10 = 5 Resonance

“Lets assume you rolled a 7 on this 10 sided die. Both of us set our energy tracker to 3 Resonance. Do so now.”

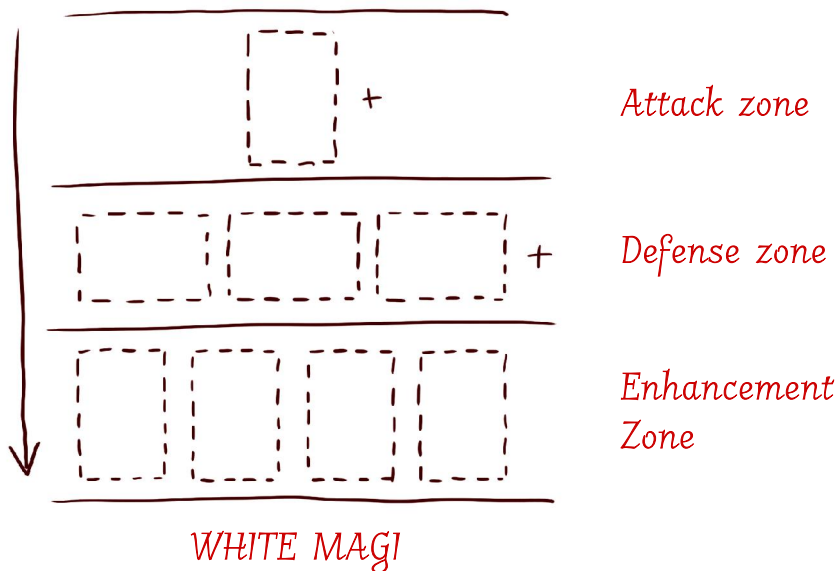
“Determine Initiative - The player with highest amount of Harmony usually goes first, then Resonance, then Will. But at level 1 play we will not use the advanced energies of Harmony or Will so for this walkthrough it will just be determined through Resonance. For the first turn or when all energy is tied, simply roll a die and the player that wins the roll may choose who goes first.”

“Let’s assume the White Magi won the die roll and chose to go second.”

Maintenance Phase

“The 2nd phase, the maintenance phase, is when all Duration effects are resolved and counted down. First the Magi with initiative resolves all of the spells in their zones and then play switches to the next clockwise player.”

“When resolving zones, players start with the zone farthest away from them, then move in closer. Each player has 3 core zones the Attack zone, the Defense zone and the Enhancement zone. More will be explained about this later.”



“Since this is the first turn, there are no spells to resolve or ongoing costs to pay.”

“So, we continue to the 3rd phase: spell preparation.”

“You will be able to use those Karmic Charges to cause me damage, build Shields and cause other effects. I dislike that Karmic Debt on me but for now I will ignore it. I will cast my own curse on you: Cellular Degeneration.”

“I place it in your attack zone and pay the 3 Resonance to activate it. Normally your Shield would block a Bio attack, but this curse has the Subtle empowerment.”

Cellular
Bonded • Curse Duration 3 • Subtle

“Standard Shields cannot block Subtle effects, so this Curse cuts through your Shield like it isn’t even there, but causes no Durability loss. This means it impacts directly upon you and becomes an active Curse.”

“Just to reiterate, once a Curse successfully impacts it is moved next to the bearer’s Enhancement zone and Duration chips are put on it equal to its Curse Duration amount: in this case 3. Never place Curse Duration chips on a spell unless it successfully got past the target’s Defense zone.”



“Because I cast an offensive spell (any spell placed into an opponent’s zone is considered offensive), I must place a charge on the Karmic Debt spell. Keep an eye on this: its easy to forget!”

“Now you should cast your Pillar of Earth Spell. — Alum!”

“Place it in your Defense zone and collect 1 Resonance.”

“I cast Dissolve Tissue. — Alum!”

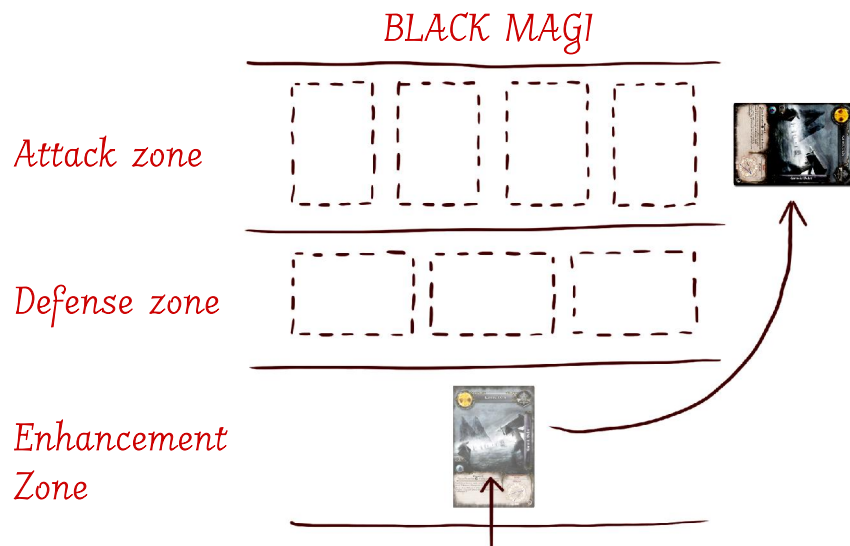
“It is placed in your Attack zone where I pay 1 Resonance

Action Phase - Curse Spells

“Once again, you have initiative. Pull forth your Karmic Debt spell and cast it on me — Alum!”

“Place this spell in my Attack zone then pay 3 Resonance to Activate it. I have no Defenses so it successfully impacts directly on me.”

“When a Curse spell successfully impacts directly on its target, it becomes an active Curse and it is placed sideways next to the target’s Enhancement zone.”



“Curse spells that are moved behind the bearer’s Defense Zone are no longer affected by Defenses. They cause ongoing passive or active effects.”

“Karmic Debt has a Persistent Curse Duration so place the Persistent Duration marker on it. Curse Duration is different from regular Duration: it only activates if the spell successfully impacts on a target (i.e. its not blocked.) Each time I cast a spell on you, I will have to place a charge on Karmic Debt.”



Spell Preparation

“As Magi, we have attuned ALL of our spells currently in our Codex. But it takes several vital moments of mental concentration to begin to unlock the energies encoded into these inscriptions for casting. This is done simultaneously by all Magi during the spell preparation phase by placing spells in the front pocket of their Codex.”

“Magi may prepare up to 3 spells, Magi may only cast prepared spells!”

“Prepared spells placed in the front of the Codex are considered to still be IN the Codex. If they are not cast they can be returned to the rest of the Codex.”

“I, the Black Magi will prepare Fireball & Dissolve Tissue.”

“The White Magi will prepare Pillar of Earth & Acidic Matter.”

“Find these and place them in the front of your Codex. These spells have now been ‘prepared’ for casting.”

Action Phase

“Now the magick begins! We take turns casting our prepared spells and taking other actions.”

“Each Player has 2 Full Actions every round.”

“Casting a spell requires a Full Action unless the spell card designates that it is a Free Action.”

(Note: The Action is spent the moment you successfully speak a spell.)

“This is an important point to understand: Magi may prepare up to 3 spells, but will usually only cast 2 since they only have 2 Full Actions. Unless the 3rd spell has the Free Action empowerment, it just provides an alternative option for your casts.”

“I will go first because I have initiative. For my first Action I will meditate to gain 2 Resonance.”

Any Magi may spend an Action to Meditate rather than casting a spell to receive 2 Resonance (plus 1 Harmony in advanced games).

“Now its your turn. Find and pull forth your Pillar of Earth spell. This is a magickal component used to fuel other spells.”

“Once you have found it, hold it up with the image side towards you and the back side facing me so that I can read it.”

“Open your Codex and find the page with the level 1 Serpent’s Key. This is the key that has short words in each space. These words are the Names of the letters in the language of Serpent’s Tongue.”

“Now, look at the card’s Glyph and starting from the circle, find the matching space on the Serpents Key in your Codex. Speak that letter out loud.”

Confirm they said the word Par (the “A” is always soft like in Taco) and tell them:

“Now follow the line to the next spaces and speak the sounds in the corresponding spaces on your Serpent’s Key.”

“You may only re-attune one spell per round and you must pay 1 + the fluency level of the spell in Resonance to do so.”

“The primary exception to this is the Bonded empowerment. You may re-attune as many Bonded spells as you like without it counting towards your 1 spell re-attunement limit and you only have to pay a maximum of 1 Resonance for each Bonded spell.”

Magi may re-attune 1 spell each Maintenance phase, and unlimited Bonded spells.

“I need some more Dissolve Tissue spells so I will now pay 1 Resonance to re-attune one to my Codex, it only costs 1 Resonance because Dissolve Tissue is Bonded.”

Pay 1 Resonance and take a Dissolve Tissue and place it back into your Codex.

“You on the other hand are going to need some more Matter Components, so you may re-attune both your Air Essence and Pillar of Earth spells because they both have the Bonded empowerment. You must pay 1 Resonance each for these.”

Have the White Magi pay 2 Resonance and place both of their Matter Components back into their Codex.

“You may re-attune any time between YOUR maintenance phase and the end of the spell preparation phase.”

“Let’s move on to the spell preparation phase. You should prepare Karmic Debt and Pillar of Earth.”

“I will prepare Cellular Degeneration and my re-attuned Dissolve Tissue.”

Round 3

Initiative Phase

“Once again, we begin each round by one of us making a Resonance roll. Let’s assume you rolled a 0 this time, so we both gain 5 Resonance. Yes! Feel the power!”

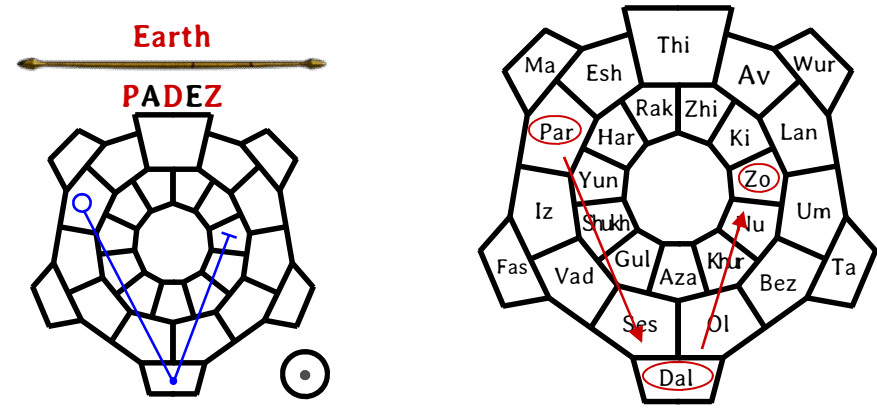
“You have 7 Resonance now and I have 5, so you go first. You have nothing to resolve in your maintenance phase, so we switch over to me.”

“Once again, I must suffer your ongoing Acidic Matter. It impacts directly on me since I have no Shields and I lose 1 Essence. The last Duration chip is removed at the time of impact, so this spell is now discarded because it no longer has any Duration. We are now tied at 4 Essence each.”

In order for a spell to remain in play it must have some sort of empowerment like Durability or Duration. If you see a spell without a chip on it, check to make sure it’s suppose to be in play.

Spell Preparation & Re-attunement.

“At any time from your maintenance phase through the spell preparation phase, players may re-attune spells from their discard pile back into their Codex!”



If they said Par Dal Zo (O is always pronounced hard as in Go) tell them:

“Alum!”

If they were unsuccessful tell them “Kotukh!” (Ko-Took, Miscast) and have them retry the cast.

“As you can see, you are naturally skilled in vocalizing all of the subtle nuances required to activate a spell. A normal mute would not know how to fuse their voice with their Will like you have just done. This knowledge has been grafted onto your very Soul through countless lifetimes. I see it is coming back quickly for you.”

“Fortunately, these are just your initiate level spells and they only require speaking a few letters of the casting word to activate the inscription’s energies. These single letters unlock the massive energies inscribed into your incantations. Initiate inscriptions are not as powerful, and often take more energy to cast, but they are simpler than Adept or Magi level spells.”

Pronouncing Spells

“Initiate Magi do not need to perfectly pronounce everything correctly when beginning their journey into Magick. But, you do need to learn how vowels are pronounced. These sounds are the most significant of the great language and will form the base of your successful practice.”

“Vowels are pronounced very similar to the modern language of Spanish.”

A	like a in father, taco, ibekana — never as in mate
E	like e in bet
I	like i in machine, Akiko, macaroni — never as in mite
O	like o in hotel, taco, piano — not as in hot
U	like u in haiku, tiramisu — not as in mutt

“Practice with me for a moment, speak the sounds of the five vowels.”

“Ah, Eh, Eye, Oh, Oo”

“During your journey from Initiate to Master, remember to be lenient while judging other newly awoken Magi’s pronunciation of Sehimu Thinara.”

“Back to your cast.”

“Saying Alum or Kotukh immediately is important so the Magi knows whether their spell was successful or not.”

“This spell goes to your Attack zone as usual and I pay 1 Resonance to activate it as usual. But this time, instead of impacting directly on you, your shield will block this effect because it’s a Bio spell.”

“Rather than doing any damage to you, it simply removes 1 Durability from your Materia Binding of Mal-kuth. Since Dissolve Tissue has no Duration it’s immediately discarded after impacting.”

“Even if Dissolve Tissue did 5 points of damage, it would still only remove 1 Durability chip. Durability counts down by the effect blocked, not the damage.”

“Why? Well, dmg spells are designed to damage flesh, thus regardless of how devastating it would have been to YOU, it’s only able to remove a single Durability from your Magickal Shield.”

“There exists several empowerments that affect Shields differently like Subtle, Pierce and Shatter. These will be explained later.”

“As soon as your Shield spell no longer has Durability, it too will be immediately discarded.”

“This was my last Action so Round 2 Ends!”

The White Magi has 4 Essence and 2 Resonance.
The Black Magi has 5 Essence and 0 Resonance.

"For my turn, I will cast my first Dissolve Tissue spell. If I am correct say 'Alum.'"

Attempt this cast now.

"This is an Attack spell so its placed in your Attack zone and I must pay 1 Resonance to activate it. Then, it immediately impacts causing you to lose 1 Essence. It has no Duration so its immediately discarded."

"It's time for you to do something about my relentless assault..."

"You should now pull forth your Materia Binding of Mal-kuth and cast it. — Alum!"

"This spell is a Defense spell, so it should be placed sideways in your Defense zone with the Shield bar facing outwards so I can read which spheres this Shield blocks."

"This spell requires you to pay 2 Resonance, and to discard a Gas component. Do so now. This Shield now activates and you place 3 Durability chips on it."

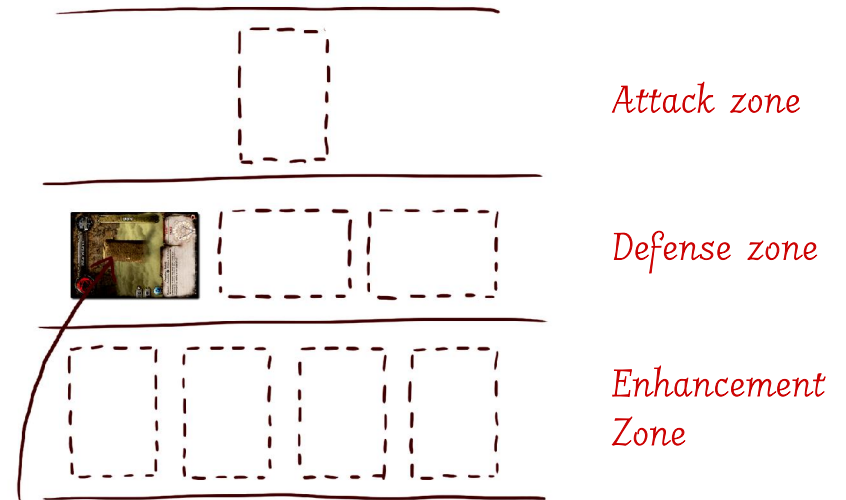


"Spells with Durability stay active forever, as long as they have Durability. Shields attempt to block any spell 'sourced' from the spheres specified. In this case, this is a physical shield which blocks Bio, Matter and Forces spells. Each time it blocks an effect, remove ONE Durability chip."

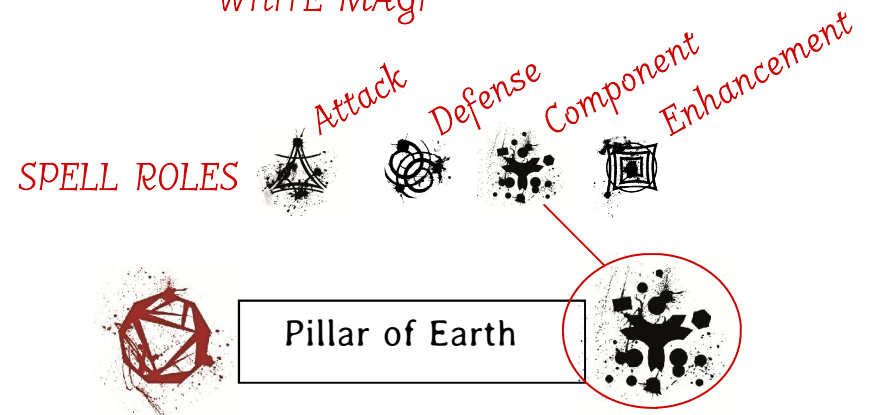
"I will now cast my remaining Dissolve Tissue spell, if I pronounce it correctly, say Alum."

Cast it Now.

"Pillar of Earth has been successfully 'spoken'. Now we must place it in the correct zone. Pillar of Earth is a Component spell, which is one of the 4 primary spell roles. Component spells do not often accomplish much by themselves but rather are reagents and ingredients to other more powerful spells like I said. Components are always placed in the Defense zone, turned sideways so opponents can read the type of component it is on its Broadcast bar."



WHITE MAGI



Note: There are other spell roles you will learn later.

Placing Spells

“Place, then pay!”

“Now that you have the Pillar of Earth in front of you in your Defense zone, turned sideways, you must activate it. Before it becomes active, however, you must pay for any costs or requirements associated with the card.”

“This card generates POSITIVE Resonance, indicated by the positive number in the blue Resonance holder here.”



“If this had been a red, negative number instead, then you would have to pay this amount upon activation. If you were unable to pay this amount, then the spell would not activate and it would be discarded (placed in the caster’s discard pile).”

“So, you earn 1 Resonance, which you gain now.”

“Well done! The turn now shifts to me, the Black Magi.”

“I have enough Resonance to cast Fireball on you. I will speak the words of my spell. Judge my pronunciation by looking at the back of the Fireball spell. If I succeed, say “Alum!” If I fail, say, Kotukh!”

Attempt to Cast Fireball on the White Magi now. If you fail, KOTUKH! its okay, just try again.

“If I fail at casting a spell I would normally lose 1 Harmony and everyone else would gain 1 Resonance, but this is the walkthrough and we will take it easy with such things for now.”

“You have no active spells in your zones, so you have nothing to resolve in your maintenance phase. Now, I perform my maintenance.”

“In this case, I begin my maintenance phase by resolving your Acidic Matter. It applies its core effect on me, a 1 Dmg Matter Attack, which impacts on me directly causing me to lose 1 Essence. I then remove a Duration Chip from it. This spell has been resolved. I move on to my Defense zone, then Enhancement zone, which contain nothing.”

“The Aspects list describes everything the card does by default. Thus “Dmg 1” by default causes 1 Essence Dmg each time the spell impacts. Sometimes the rules Section will elaborate or modify these default effects.”

“If Acidic Matter had required an on-going cost to sustain it, it would have to be paid BEFORE Acidic Matter would impact.”

“We can move on to spell preparation. For demonstration purposes, this round you should prepare the Matter Spells: Air Essence and Materia Binding of Mal-kuth.”

“I will prepare both of my Dissolve Tissue spells. We need to find these spells and place them in the front pocket of our Codex.”

Action Phase

“You have initiative, so first cast Air Essence.”
(Allow them time to cast.)

“Alum! The correct pronunciation of Air Essence is Vad Par Zo which rhymes with God Far Row. This is a Component spell so its placed sideways in your Defense zone, then activated. Then you gain 1 Resonance.”

Round 2

Initiative Phase

"For round 2, let's assume you rolled a 4, so each of us gains 2 Resonance. So, now you have 3 Resonance and I have just 2."

"Since you have more Resonance you gain initiative. Thus you perform your Maintenance phase first."

Maintenance Phase

"As a reminder, this is the phase where all Duration effects are resolved and counted down. First, the Magi with initiative resolves all of the spells in their zones and then play switches to the other player."

"Spells always impact in order of zone, beginning with the Attack zone, then moving to the next closest zone."

As a reminder, each Round always begins with a Resonance roll and then identifying initiative. To make a Resonance roll either player rolls the 10-sided die and then all players collect Resonance chips according to this chart:

- 1-3 = 1 Resonance
- 4-6 = 2 Resonance
- 7-9 = 3 Resonance
- 10 = 5 Resonance

Determine initiative - The player with highest amount of Harmony usually goes first, then Resonance, Will then Essence, but for level 1 play we will just go by Resonance and Essence."

"I place the Fireball in YOUR attack zone."

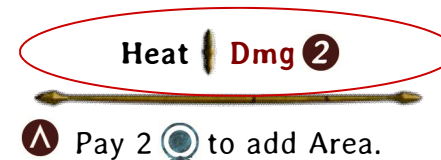


Pay All Costs & Requirements to Activate.

"Fireball has a red -5 in its Resonance holder, so I must pay 5 resonance to activate it."

Set your Resonance back to 0 on the tracker.

"Once it activates it immediately 'impacts' or 'hits'. You have no Defenses that will block this Forces spell so it impacts on you directly. A spell's impact effect and other descriptors are listed out in what is called its 'Aspects List.'"



"Fireball says it deals 2 Heat Dmg, so you must move your Essence spinner down by 2 on your tracker. Because Fireball does not have any Duration, it is now discarded."


“Now let’s see an example of a more complex spell. Attack me with your Acidic Matter spell. Pull it forth and cast it now.”

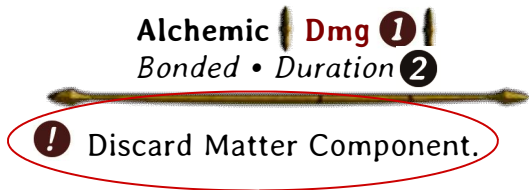
Once the White Magi successfully speaks the spell (give them multiple tries to do this), announce:

“Alum! Now place it in MY attack zone pointed towards me.”

“Now you must pay everything it requires to activate it. Acidic Matter has a -3 Resonance cost, so you must pay this now in order to activate the spell.”

The Requires Field


“Acidic Matter has another requirement in addition to the Resonance cost. This will always be outlined in red in the requirements field. The requirements field is always the line of text that follows a  symbol on a card. It will describe other energies, cards or conditions required to cast the spell.”



Note: You may want to keep an eye on the requirements field of your opponents’ spells. It can be easy to miss or skip some vital requirements. If they have forgotten a requirement accidentally, casual or friendly games would allow them to try a different prepared spell at no penalty, but this will not be the case in tournaments.

“Acidic Matter requires: ‘Discard Matter Component.’ The caster must choose a Component from the sphere of Matter that he or she controls and discard it. ‘Control’ means the caster must have either originally cast the Component, or have taken it over from another Magi somehow during combat.”

“Discard your Pillar of Earth spell. Now that all Requirements have been met, Acidic Matter activates. Acidic Matter immediately impacts upon me. Since I have no defenses your spell impacts upon me directly and causes 1 Essence Dmg. (Unless otherwise specified all Dmg is Essence.) So I now move my Essence wheel down by 1.”

“Acidic Matter has a second difference from Fireball: it has a Duration. Duration is identified in the Aspects list as well as with an hourglass icon along the left side of the card.” 

“When a spell has Duration place that many Duration chips on top of it. These will be removed once per round during its maintenance phase. Attack spells like this will impact each time you remove a Duration chip.”

“Thus, Acidic Matter will continue to damage me for TWO more maintenance phases. Play now shifts back to me. We have no more Actions left, and we have not prepared any Free Actions, so that is the end of Round 1.”

Round Complete!

“Congratulations! You have successfully concluded your first round of Serpents Tongue. You now know more than half of everything you need to play on your own.”

“Serpents Tongue, like the study of Magick itself, is a deep game. But, after a single playthrough all of these details should become much more intuitive and natural.”

Round Summary:

The White Magi has 5 Essence and 1 Resonance.
The Black Magi has 6 Essence and 0 Resonance.