

TOME OF LEARNING Rulebook

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MIN



GLYPH

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Once More to War!

"It is hard to image Tundrus as anything other than the war-torn battleground it is today. Even the tribe elders cannot recall a time when Tundrus was a peaceful nation. The ancient histories have long been destroyed in the chaos, and there is little hope that we will see anything but death and destruction in our day. Ask anyone in the street about the glyphs and their countenance drops ever so slightly. Too well do they know the awesome power a wielder of the glyphs holds. These champions spend their lives perfecting their skill in order to become harbingers of death. What they don't know, however, is the glyphs were meant to be our salvation, not our destruction..."

-Journal of High Orator Froor

The tribes of Tundrus have exerted their dominance over the region for generations. At some point, lost to even the tribal elders, the discovery of strange runes changed the way war was waged. These glyphs bestowed on their users strength and power only spoken of in the annals of their most respected champions of old. It quickly became clear that these glyphs were the key to crushing the tribe's adversaries and establishing peace and order in Tundrus. Safeguards were taken to ensure the glyphs remained a secret and could be studied further.

However, a power like the glyphs could not remain hidden for long. The tribal elders were betrayed and the secrets of the glyphs spread across the land. Years pass, and new champions rise to fight for their tribes. Just as quickly, however, these champions fall to the sword. Despite these victories, little ground is ever gained. Many wonder if the war will ever end...

Once again, the war drums sound and you must select from a group of champions who have dedicated their lives to harnessing the power of these mystical glyphs. The time has come for these champions to battle against one another and prove who is the most cunning, the most heroic, the most vicious of all and bring glory to their tribe. You are the last hope for your tribe. Are you the one who will bring lasting peace to Tundrus?

Game Overview

Glyph pits two Tribes against each other as the players take command of a small band of Champions fighting for control of Tundrus. These Champions have their own strengths and weaknesses and form three distinct Classes: Strikers, Adherents, and Guardians. Each Champion has unique Abilities that can only be activated via rolling specific Glyph Dice.

As the battle progresses, your Champions will gain additional dice by Equipping Items. Some of these Items may even provide new Abilities. To win, you must defeat all of the opposing Champions.

This Rulebook

This rulebook gives you the information you need to enjoy Glyph in two sections. The first uses many examples to guide you through the basic steps of a two player game, while the Reference section provides more details, topic by topic. You may wish to glance at the Reference section if you need more information while reading Game Play.

The Golden Rule – Champion Abilities, Items, tokens, etc, may modify the base rules stated in this book. When you play, you will need to be aware of all ongoing effects and how they interact with the core rules.



Components

Examples of the components here are to help you identify them in the game. Review the Gameplay and Reference sections for more specific details regarding components.



65 Glyph Dice



40 Health Cubes



20 Armor Cubes



40 Energy Cubes



Player Reference Cards



35 Ability Effect Tokens



Player Initiative Token



46 Item Cards



9 Champion Boards



SETUP

Glyph setup is quick and simple. You will need space for three Champion Boards each, easy access to unused Stock components and Item cards, and plenty of space to roll dice.

Player's Area

The players begin by deciding who will pick the first Champion, either by mutual agreement or at random. Players create their Tribe by alternately taking one Champion Board, until both have three. Players must select Champions that have different Classes.

Now, players complete their unique Champion Board setup by adding critical resources. Cubes matching the colors of the three Tracks are placed on all solid squares. Starting dice of the indicated number and type are placed on each Champion Board.

Each player takes a Reference Guide.

Finally, each Tribe creates their Tribal Pool, consisting of: 2 white, 1 gold, and 1 blue dice.

The Tribal Pool represents the collective power of the player's Tribe. These dice are shared by all of the Tribe's Champions. As Spoils of War, the Champions may Equip some Items that will bolster the Tribal Pool, such as Tomes.

Game Area

The remaining game components need to be in reach of both players. Separate the unused dice, cubes and tokens into convenient piles, called the Stock.

Form the Spoils of War: shuffle the Item cards thoroughly and flip three cards where both players can read them. Champions may Acquire these Spoils during their Turn. Keep the Item draw deck nearby, with space for a discard pile.

The Tribe that recruited the last Champion takes the Initiative Token and begins the first round of play.

A GAME PLAY ROUND

The round begins with the Tribe holding the Initiative Token activating one of their Champions, who performs all of the steps in the Champion's Turn. Once the Champion has completed its Turn, play passes to the other Tribe, who activates one of their Champions. Alternate activation continues until all Champions have had a Turn, then perform end of round actions, including passing the Initiative Token to the other Tribe. This Tribe will activate a Champion to start the next round.

Stephen's Tribe has the Initiative Token and will start the round. He decides to activate his Fire Guard Champion. Stephen then proceeds to perform the active Champion actions.

A Champion's Turn

The active Champion performs the following steps, in this order:

1. REPLENISH the Active Dice Pool
2. ROLL the Active Dice
3. REROLL any dice
4. Perform one PRIMARY ACTION
5. Perform any eligible SECONDARY ACTIONS
6. RELEASE any stored dice
7. RESET the play area
8. Place ACTIVATED token.

These steps are explained in more detail, with examples.

1. REPLENISH. The Champion chooses dice from their Dice Supply, which is the Tribal Pool and its own Champion's Pool. Select any four dice for free, and then add additional dice, at a cost of one Energy Cube for two dice. The Active Dice Pool is limited to 10 dice.



Stephen's Fire Guard has seven dice in her Dice Supply: 2 white, 1 gold, and 1 blue from the Tribal Pool, 1 green Starting Dice and 2 red dice from an Item. Stephen starts the REPLENISH step by choosing a red die, a gold die, and 2 white dice. The Fire Guard currently has 2 stored Energy Cubes, so Stephen decides to spend one cube to take the remaining blue and green dice.



2. ROLL. Simply roll the Active Dice Pool.

Stephen ROLLS the Fire Guard's Active Dice Pool. The results are: 2 War Glyphs (red, white), 1 Defense Glyph (green), 1 Power Glyph (blue), and 2 Wealth Glyphs (gold, white).



3. REROLL. Reroll any or all of these dice, as desired. However, the dice must be rerolled together, and the new result must be accepted.

Stephen decides to REROLL the two white dice, in hopes of getting another Defense Glyph. The final results are: 3 War Glyphs, 1 Defense Glyph, 1 Power Glyph, and 1 Wealth Glyph.

4. PRIMARY ACTION. The Champion may use the Active Dice Pool and other resources to perform at most one of the following Primary Actions, although this step is optional. To use an Ability, the Champion must be able to match the Glyph Combo using the results of the Active Dice Pool and pay the Resource Cost. Set all these used dice, cubes, etc, aside, for example beside the definition of the Ability, as they cannot be reused this Turn.

4a. **Champion Ability** – If the rolled dice match a Glyph Combo on the active Champion's Board, and the Champion can pay the necessary Resource Cost, the player may perform this Ability. Refer to the Ability text for specific rules, including target selection, damage, and other effects.

The Fire Guard needs 2 Defense Glyphs, 1 War Glyph and 2 energy to activate the Shield Bash Ability. The Champion only has one Energy Cube at the moment, but the Power Glyph rolled in the Active Dice Pool may be used as an Energy Cube as well. However, without a second Defense Glyph the Glyph Combo cannot be Matched and Shield Bash cannot be used this Turn.

See the Glyph section in the Reference for other ways Glyphs can be used.



4b. **Item Ability** – Items that are Equipped on the Champion's Board may have Item Abilities. Match the Glyph Combo and pay the Resource Cost to perform an Item Ability, in exactly the same way as the Champion Abilities. Stashed Items cannot be accessed.

The Fire Guard does not currently have any items with abilities equipped, so Stephen cannot perform this main action.

4c. **Basic Attack** – This Primary Action is available to all Champions, although it is not shown on the Champion Board. One by one, use War Glyphs to remove Armor Cubes from the target, until all Armor is removed or all War Glyphs are used. Then, if the Champion still has at least one unused War Glyph, the target loses one Health, regardless of the number of War Glyphs that remain.

Note – Unless modified by another Ability, the Basic Attack only ever does a maximum of one damage.

Stephen rolled 3 War Glyphs, so the Fire Guard can perform the only remaining Primary Action. The Fire Guard launches a Basic Attack against the opposing Priestess, who has 1 Armor from a stored Defense Glyph. One War Glyph removes that one Armor, leaving two unused War Glyphs. Because The Fire Guard still has at least one War Glyph remaining, the Priestess loses one Health Cube.



5. SECONDARY ACTIONS. Unlike Primary Actions, Champions may now perform any number of Secondary Actions, so long as all costs and other requirements can be met. These costs cannot be paid using dice, cubes or tokens that were used to activate the Primary Action. All Secondary Actions are optional and each one can be performed many times. These Actions only affect the active Champion.

5a. **Acquire** – Champions may spend a Wealth Glyph to Acquire a face-up Item from the Spoils of War. These can be Stashed immediately or, if the Equip Cost can be paid, Equipped or Consumed. When cards are Equipped or Consumed, they may provide an immediate benefit and/or an Ability that can be used later. See the Reference section for more details.

The Fire Guard uses a Wealth Glyph to Acquire the Tome of Might card. There is no Equip Cost to pay, so it is an easy choice to Consume the card immediately, which adds a red die to the Tribal Pool.

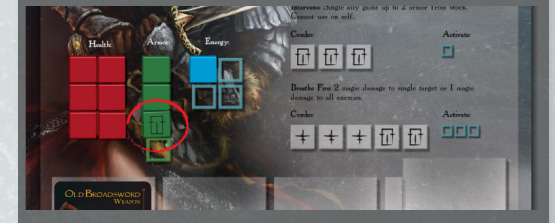
5b. Store Power Glyphs – Champions may Store dice showing unused Power Glyphs on unoccupied squares on the Energy Track. In the future, this die can be used as an Energy Cube, but while Stored, it removes a die from the Supply.

One Power Glyph has not been used and there is space to Store it on the Fire Guard's Energy Track. But Stephen decides against doing so as it would prevent the Tribe's other Champions using this blue Tribal Pool die on future activations.



5c. Store Defense Glyphs – Champions may Store dice showing Defense Glyphs on their Armor Track, just like Storing Power Glyphs above.

The Fire Guard already has decent armor, but the Priestess may retaliate, so the Fire Guard moves the die with the unused Defense Glyph to the Armor Track, just in case.



6. RELEASE. The active Champion may Release any Stored dice currently on the Energy and/or Armor Track at this time. These dice are removed from the Track and placed with the dice from the Active Dice Pool, although it is too late to use them this Turn.

7. RESET the play area.

7a. Although some dice may have been Discarded this Turn, the rest of the Active Dice Pool can be used on future Turns. Return all the dice, used and unused, to their original locations: to the Champion's Starting Dice, to the Champion's Item cards, and to the Tribal Pool.

You'll need to remember where the dice in the Active Dice Pool came from, and you may find this easier if you Reset in the order given above: Champion Starting dice first, then Item dice, finally put the remaining dice in the Tribal Pool. Try to Reset dice to their original locations and, above all, try not to mistakenly move dice from the Champion Pool to the Tribal Pool.

7b. Discard all cubes that were used to pay for Resource Costs to the Stock.

7c. Flip new Item cards, refilling the Spoils of War to its current maximum.



8. End your Turn by placing an Activated Token on the Champion Board.

Stephen places an activated token on the Fire Guard portrait to designate the champion has been activated this round.

NOTE: Some abilities happen between these steps. Refer to Ability text for exact Ability timing.

End of Round Actions

1. Remove the Activated Tokens from all the Champion Boards.
2. All Champions gain one Energy Cube, if possible. It must be placed in an unoccupied square or it can replace a die that is Stored on the Track. If so, Reset the die immediately, as in step 7a above.
3. Discard all Item cards from the Spoils of War and draw replacements, flipping one more Item than you discarded, up to five maximum, i.e. Setup: flip 3, End of Round 1: flip 4, End of Round 2+: flip 5. If the draw deck is empty, shuffle the discard deck to form a new draw deck.
4. Pass the Initiative Token to the opposing Tribe.

Defeated Champion

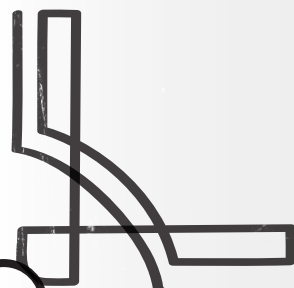
When a Champion loses its final Health Cube, it is immediately defeated. Return all of the Champion's Items to the discard pile. All dice, tokens and cubes are returned to the stock.

Winning the Game

A Tribe wins immediately when they defeat all of their opponent's Champions.



— ♦ REFERENCE



Dice

There are five unique dice with corresponding colors to indicate their specialization — not all dice provide the same benefits. An important skill in Glyph is knowing which dice to use at which time, as this will increase your chances of matching a Glyph Combo.

Glyphs

The mysterious glyphs of Tundrus provide untold power to those who can control them. Champions devote their lives to harnessing the power of the glyphs, with few ever truly mastering their skills. These Glyphs are:



Glyph of War

Primary Use: Offensive skills



Glyph of Defense

Primary Use: Defensive skills



Glyph of Power

Primary Use: Bolster energy



Glyph of Wealth

Primary Use: Draft item cards



Glyph of Arcana

Primary Use: Wild. Can mimic any Glyph



Glyph of Destruction

Primary Use: UNKNOWN.

In addition to matching Glyph Combos, some Glyphs have alternative uses:

Power Glyph – As a Secondary Action, you may Store an unused dice showing a Power Glyph on an unoccupied square in the Energy Track. Power Glyphs may also be used as Energy Cubes directly from the Active Dice Pool, when paying the Resource Cost for Abilities.

Defense Glyph – As a Secondary Action, you may Store an unused dice showing a Defense Glyph on an unoccupied square in the Armor Track.

Wealth Glyph – As a Secondary Action, you may spend an unused dice showing a Wealth Glyph to Acquire an Item from the Spoils of War.

Double Glyphs – Double Glyphs are extremely powerful. If you use a Double Glyph die to Match a Glyph Combo, the single die matches two Glyphs in the Combo. If you Store it in a Track, place both this die and an appropriate cube from the Stock on the Track. However, the second Glyph must be used with the first: you cannot Match a single Glyph in a Combo and then Store one Glyph on the Track. If you cannot use both Glyphs, the second is lost.

Note – All Glyphs can only be used once during a Champion's Turn.

Dice Pools

Dice Supply – When a Champion activates, they initially have no dice in the Active Dice Pool. The Player must REPLENISH the Active Dice Pool, but they can only draw from a limited set of dice known as the Dice Supply. The Dice Supply is:

- The Tribal Pool
- The Champion's Pool - Starting Dice and Item Dice

As the game progresses, the dice in these pools may change. Managing the Dice Supply is an important aspect of the game.

Champion's Pool – These are the Champion's Starting Dice and any dice on Item cards that the Champion has Equipped. Normally, a Champion will not be able to access dice in another Champion's Pool.

Note – The Champion's Pool is not simply all the dice on the Champion's Board. Dice that are Stored on Tracks are not in the Champion's Pool and therefore not in the Dice Supply.

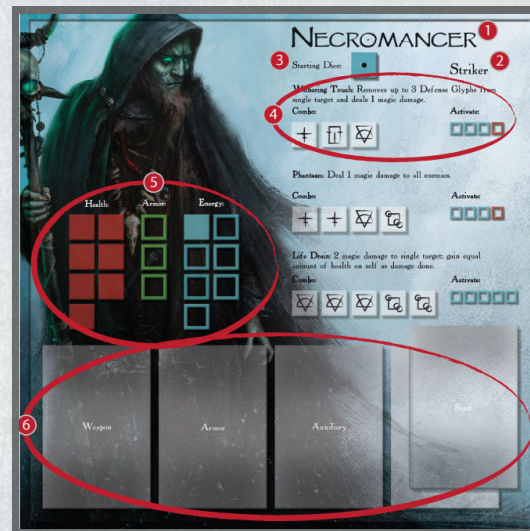
Tribal Pool – The Tribal Pool is a collective set of dice for each Tribe. These dice are available for use by any Champion in the Tribe, so managing this pool is important. You can increase it by Equipping certain cards, but other useful actions such as Discarding dice to pay Equip Costs or Storing dice on Champion Tracks will reduce it.

Look out for Tomes in the Spoils of War. They provide a simple and effective way to increase the Tribal Pool for all your Champions.

Active Pool – The first step in playing a Champion's Turn is to assemble the Active Dice Pool from the Dice Supply. Start by selecting four dice from the Supply. You can add more dice by spending Energy Cubes. Each Energy Cube spent allows you to select two more dice. You are limited by the dice in the Supply, Energy Cubes you can spend, and an upper limit of 10 dice in the Active Dice Pool. Once you roll the dice, it is too late to add more dice to this pool.

Champion Boards

A Champion Board both describes a Champion's Abilities and organizes their resources.



1. Name – The name of the Champion.
2. Class – A general indication of the Champion's nature. There are three Classes in Glyph: Strikers, Adherents and Guardians.
3. Starting Dice – The Champion's Starting Dice are placed here during Setup and then Reset to this location near the end of the Champion's Turn.
4. A Champion Ability – The Ability Name is followed by the

Ability's Effect. Below this is the Glyph Combo that must be Matched using dice in the Active Dice Pool and the Resource Cost that must be paid.

5. Tracks – A Champion has three tracks for vital statistics: Health, Armor and Energy. The solid squares are filled with cubes during Setup. As the game progresses, cubes may be removed and/or added. Champions start at full Health, but if this Track is empty, the Champion is Defeated. These Tracks cannot hold more cubes than there are squares. Some Actions allow dice to be placed here instead of cubes.

6. Inventory Slots – An Item can be Equipped in each of the first three slots, if the Item type matches the slot name. Up to two Items that have been Acquired can be added to a Champion's Stash, regardless of their type.

Item Cards

Champions cannot rely solely on their own strength and Tribe's experience to defeat their opponents. Weapons, armor, and more are needed to aid the battle. These Items can provide additional dice and even new Abilities for your Champions.

This diagram shows the various components of the Item cards:



1. Name – The name of the Item.
2. Type – There are four types of Items in Glyph: Weapon, Armor, Auxiliary, and Consumable. Items can only be

Equipped in the appropriate slot on the Champion Board. Consumables are kept in the Stash slots until used. Only one Item can be Equipped in each active slot, although two cards can be Stashed.

3. Equip **Cost** – An Item may have an Equip Cost, shown at the top left of the card. These icons indicate the dice the player must Discard from his or her supply in order to use the Item.

4. **Gain** – Many Items will grant the player additional dice or other tokens to use, shown at the bottom right of the card.

5. **Item Ability** – Some Items may have their own Abilities which can be performed by the Champion Equipping the Item. The bottom of the card gives the Ability name, Glyph Combo, and Resource Costs. Please see the Ability Index for complete definitions and effects.

Note – A Champion only receives the benefits from cards, for example both Gained dice and the Card Abilities, while the card is Equipped in a slot on a Champion Board. If the card is Stashed or after it has been Discarded, the benefits are lost. If Items are Discarded, all game components Gained from the card must be returned to the Stock, including any dice that are currently Stored on Tracks.

Some Abilities can only be performed Once Per Turn, regardless of how many Items have the Ability.

Icons on Boards and Cards

1 Pip Dice – This is a Glyph dice of the matching color. This can be a resource you Gain from an Item, the Champion's Starting Dice, or something you Discard, for example an Item's Equip Cost.

Hollow Square – This is a cube of the matching color. This can be where you place a cube, for example on a Track; a resource you Gain, say from an Item Card; or something to Discard, a Resource Cost for an Ability.

Solid Square – This is always a location to hold a cube, but the exact meaning is dependent on where you see the icon:

- Health and Energy Tracks: These are filled during Setup and are then simply locations for Cubes.
- Armor Tracks: These are filled during Setup and refilled if they are unoccupied after Attacks.
- Cards: Solid squares on cards act as additional solid

squares on the related Track. For example, the solid green square on the Tower Shield is a permanent Armor square. Add a cube from the Stock when you Equip the Item, remove the cube during Attacks and replace it immediately after the Attack.

Spoils of War

The face-up Items in the Spoils of War represent the Items that Players can obtain for their Champions during the game. New Items are constantly available and, as the battle progresses, the selection will increase.

It consists of the Item draw deck, Item discard pile, and the available cards. During Setup, three Items are made available and this increases by one at the end of each subsequent round, to a maximum of five. Only the face-up cards can be Acquired by the active Champion.



Gaining Items

Gaining an Item is a two step process. The Champion first Acquires the Item from the Spoils of War, then Equips the Item. The Champion does not have to perform these two steps together and has the option to Stash an Acquired Card.

Acquire – To Acquire an Item, a player must spend a Wealth Glyph rolled with the Active Dice Pool, which has not yet been used for another purpose. This dice is now used and will be Reset in a later step; it cannot be reused this Turn. The Champion now has the card, but it is not active.

The player now has two choices: Stash or Equip the Item.

Stash – The player adds the Item card face down to the Stash slot on the Champion Board. This can hold up to two Items. Items in the Stash are not active and do not give any card benefits to the Champion. The player can examine their Stash at any time.

You may Stash Items that you cannot pay to Equip, in the hope you can pay for them later, or you may simply be trying to stop an opponent from Acquiring the card.

Equip – To gain the benefit from a card, it must be Equipped. Items can be Equipped immediately after they are Acquired, or they can be Equipped from the Stash later.

If the Item has an Equip Cost, shown in the top left corner, it must be paid now and this is a little different from Matching Combos or other Resource Costs. Equip Costs are paid by permanently Discarding all the dice of the specific colors shown as the Equip Cost. When paying the Equip Cost, any dice that started the Turn in this Champion's Supply may be used, including dice from the Active Dice Pool that have already been used.

Note – Dice in other Champion's Pools or dice Stored on Tracks are not in the Dice Supply and therefore cannot be used.

Once the Equip Cost is paid, place the Item in the appropriate slot on the Champion Board. If the Item has a benefit such as Gaining dice, take them from the stock and add them to the card now. Consumables are a special case, as they are one-time-use Items. Gain the card benefit as if you were Equipping the Item. Unless otherwise stated, discard Consumable Items after resolving their Ability. Do not Discard the dice you Gained from Consumables.

You may add an Item to a slot that is already occupied, including the Stash. Discard the existing Item to the Spoils of War discard deck and Discard any dice or tokens, etc, to the Stock. You have completely lost that Item and its benefits.

You can Acquire and Equip any number of available Items on your Turn, so long as you pay all the costs and have, or can make, space on your Champion Board. However, you do not refill the face-up Items in the Spoils of War until the Reset step.

Attack and Defense

Basic Attack – This Primary Action is not written on the

Champion Board, but it is available to all Champions. It is both a Primary Action and the basis for many Abilities. There is no Glyph Combo to Match or other Resource Cost, instead the Basic Attack is simply powered by War Glyphs. This Attack may reduce the target's Armor and Health.

First declare your target, one of your opponent's Champions. Your Attack must bypass the target's Armor, so remove one cube from the Armor Track for every War Glyph rolled. Once the Armor Track is empty, if you still have one or more unused War Glyphs, the target loses one cube from the Health Track. If their Health Track is empty, the target is Defeated.

Note – The Basic Attack does a maximum of one damage, regardless of the number of War Glyphs that remain after depleting Armor.

If the target is not Defeated, they immediately regain their permanent Armor. Refill the solid squares on the target's Armor Track with Armor Cubes. If the Active Champion has an Ability that allows more Attacks this Turn, the target refills their Armor Track before subsequent Attacks are resolved. The dice or cubes removed from the Temporary Armor squares are returned to their original Location – dice to the target's Champion Board or Tribal Pool and cubes to the general Stock.

Once you have played a few Rounds of Glyph, you will be able to resolve the effects of a Basic Attack quickly, without removing and replacing the permanent Armor Cubes.

Champions do not have to roll enough War Glyphs to damage their target. The Basic Attack can be used solely to reduce the target's Armor.

Attack Abilities – Some Champions have Abilities that include performing a Basic Attack, perhaps with some bonuses, and like most Abilities, these may be activated by Matching a Glyph Combo. There is an important exception to the normal rule that Glyphs may only be used once in a Turn: if the Glyph Combo includes War Glyphs, the Champion can use their War Glyphs to both Match the Combo and to power the Basic Attack. Resolve the Basic Attack using the rules above, including any modifications described for the Ability.

Armor – As described in Basic Attack, a Champion may have two types of Armor: Permanent and Temporary Armor. Permanent

Armor is marked by the solid squares on the Armor Track; the Champion will fill these with Armor Cubes during Setup. Space for Temporary Armor is shown by the hollow squares on the Armor Track and may be filled during the game, for example by Equipped Items or dice showing Defense Glyphs. Both types of Armor block damage when a target is Attacked, the difference being that the Temporary Armor does not regenerate after an Attack.

Magic Damage – Some Attack Abilities deal Magic Damage. This damage completely ignores all Armor on the target. The Armor does not block Magic Damage and it is not removed by Magic Damage. Each Point of Magic Damage removes one Health Cube directly.

Note – Some Abilities deal Magic Damage and also remove Temporary Armor (for example, the Necromancer's Withering Touch Ability). Removing Temporary Armor will be clearly described in the Ability and is a secondary effect unrelated to Magic Damage.

Other Game Terms

Discard – Like many games, cards are Discarded during play, specifically to the discard pile in the Spoils of War. In Glyph, dice and cubes are part of the Champion's resources and they can also be Discarded, this time to the common Stock. Make sure you understand the difference between using dice, for example to Match a Combo and Discarding dice, perhaps to Equip an Item. Dice that are used are Reset to their location in your Dice Supply, but dice that are Discarded are lost to you.

Further, when you Discard Items that have been Equipped, you must Discard their Gains. Do not forget to Discard dice that have been moved off the Item Card, for example dice Stored on Tracks.

Complete Set Bonus – The definition of an Item Ability may include a Complete Set Bonus. When a Champion Equips all three Items that have this Item Ability, the Champion gains the Complete Set Bonus in addition to the normal Item Ability.

FREE ACTION – is an additional step in the Champion's Turn, with the timing stated in the Ability.

GAME VARIANTS

Team Games

While Glyph has been described as a two-player game, it is easily adaptable for up to six players. The players will split into two teams (or two Tribes!) and cooperate to defeat the opposing team. The simplest example is a six player game, where there are 3 players in each Tribe and each player controls one Champion. However, feel free to divide the players in any manner, for example 3 against 1, and then assign the Champions, in this case one player will control three Champions and on the other Tribe, the players will have one Champion each. As in a two player game, player may control more than one Champion. Regardless, there should be two Tribes of three Champions and all Champions in a Tribe must have different Classes.

Note – The Tribal Pool is still shared among all Champions in a Tribe.

Fast Play

Players can opt to play a quicker 2v2 Champion game, by selecting two Champions during Setup. No other rules change. This is particularly appropriate for 4 player games.

Random Draft

Flip all Champion Boards upside-down and choose your Champions at random. This allows for unique combinations of Champions you may not have considered and provides a fun and exciting change of play. There is no restriction on the Champion's Classes during Random Draft games.

Credits

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A big thanks to our supporters and backers for making Glyph possible. Also, thank you to our playtesters and anyone else who contributed to the production of Glyph.

We are grateful for your support and hope you enjoy playing!



ABILITIES



Alchemy – Roll 2 white dice and Gain the matching specialty dice for the Glyph you rolled on this Item. **COMPLETE SET BONUS** – Roll 2 additional white dice and Gain the matching specialty dice in the Tribal Pool permanently. You do not lose these Tribal Pool dice if you Discard an Item with Alchemy.

Blood Feud – When this Item is Equipped for the first time, mark a single enemy with a Blood Feud Token. Whenever this Champion performs an action against the marked enemy, act as though the enemy is unarmored. Remove the Token when the Item is discarded.

Cleave – Deal 1 Magic Damage to all enemies.

Connoisseur – [FREE ACTION] When you Consume this Item, place it beside the Champion's Board and place 5 dice of your choice from the Stock on the Item. They are normal Item dice, except you RESET them to the Stock. When no dice remain, Discard this Item.

Empower – [FREE ACTION] Before ROLLING, you may replace any dice in the Active Dice Pool with red dice from the Stock. RESET the replaced dice to their original locations immediately. RESET the red dice to the Stock in step 7.

Foresight – [FREE ACTION] Once per Turn for each Equipped Item, you may spend 1 Energy to repeat the REROLL step.

Fortify – When you Consume this Item, place it beside this Champion's Board. Completely fill this Champion's Armor Track now and after every Attack received until the start of the Champion's next Turn, then Discard the Item.

Garrison – [FREE ACTION] Any time after ROLLING, you may spend 1 Energy to convert 3 non-Defense Glyphs into 2 Defense Glyphs.

Gash – [FREE ACTION] If your Primary Action caused damage, you may spend 1 Energy to perform a Basic Attack on the same enemy, rolling 1 red die from the Stock (no reroll). RESET the die to the Stock.

Grievous Wound – Deal 1 Magic Damage to a single enemy.

Havoc – Deal 2 Magic Damage to a single enemy.

Mind Over Matter – Adding these Item dice to the Active Dice Pool does not contribute to the REPLENISH count. The limit of 10 dice still applies.

Power Up – Equip to Gain 1 Energy Cube. In addition, at the start of the Champion's Turn, if this Item does not hold an Energy Cube, Gain 1 Energy Cube to this Item.

Reflection – [FREE ACTION] Mark this Champion with a Reflection Token. The next Ability used against this Champion is resolved normally and then the same result is also applied to the active Champion. Discard the Token. Basic Attacks do not trigger Reflection.

Refresh – [FREE ACTION] Gain 1 Energy Cube at the start of each Round

Sacrificial Lamb – [FREE ACTION] Before ROLLING you may spend 1 Energy and move up to 3 dice from your Active Dice Pool to a non-activated Champion for them to use this Round. These dice do not count toward the other Champion's REPLENISH count or maximum. Once used, the dice RESET to their original locations on this Champion.

Sacrificial Offering – The Blood Mage may perform this Attack on himself with automatic success. The Blood Mage still takes 1 damage.

Shadow Armor – The Shadow Armor token represents 2 armor, in addition to the Armor Track.

Shiny Red Button – [FREE ACTION] You may spend 3 Energy to roll a single black die. If you roll an Arcana Glyph, deal 2 Magic Damage to a single enemy. If you roll a Destruction Glyph, deal 2 Magic Damage to yourself

Soul Rip – Deal 2 Magic Damage to all Champions (including your own).

Summon Imp – [FREE ACTION] Once per Turn, activate this Ability to deal 1 Magic Damage to a single enemy. **COMPLETE SET BONUS** – Instead, deal 1 Magic Damage to all enemies.

Sword Dance – [FREE ACTION] After ROLLING, you may spend 1 Energy to Gain 1 War or Defense Glyph to use during this activation.

Tribal Wisdom – [FREE ACTION] Dice Gained are added to Tribal Pool instead of stored on the card.

Twisted Fate – [FREE ACTION] Any time after ROLLING, you may spend 1 Energy to change a single die to the face of your choice.

Usury – When you Consume this Item, place it beside the Champion's Board. At the start of this Champion's next Turn, Gain the indicated dice to the Tribal Pool and Discard the Item.

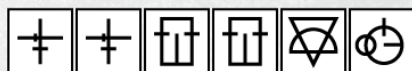
Wall of Mirrors – [FREE ACTION] Once per Turn, any time after ROLLING, you may activate this Ability to fill a single ally's Armor Track. You may target yourself. **COMPLETE SET BONUS** – Reduce the Energy cost to 0.

Quick Reference Guide

Ability Icons

						
Bear Form	Dazing Shot	Entangling Roots	Rallying Cry	Shadow Armor	Unarmored	War Glyph +/-1
						
Blood Feud	Disarm	Gambit	Reflection	Shield Bash	Vertigo Powder	Activated
						
Blood Moon	Enchantment	Guardian Angel	Rancid Bile	Sleep	Viper Bite	Initiative Token

Dice Face Layout



Specialty: None (basic)



Specialty: War glyph



Specialty: Power glyph



Specialty: Arcana glyph



Specialty: Defense glyph



Specialty: Wealth glyph

GLYPH