Ethereal Set Rules

Version 0.5 (5 May 2020) · created by Moddi

General idea

This set and its new card types are an extension to basic Spellfire. The goal is to create a new and fun way to extend the existing system.

If you choose to play with this extension as a variant, I highly recommend that **all** players build a deck with the Ethereal cards. Since Heaven and Hell are battling it out across the realms and the new cards are very powerful, you might not stand a chance using legacy cards only.

New card types

Archangel

- Limit one per pool.
- Flyer (all Archangels are considered to be flyers, even if not stated on the card).
- Can cast cleric spells.
- **Archangel Bonus Power** (usable once per game): may be sent to the Void in phase 5 to resurrect one non-avatar, non-angelic, non-demonic champion to this player's pool.

Demonlord

- Limit one per pool.
- Flyer (all Demonlords are considered to be flyers, even if not stated on the card).
- Can cast wizard spells.
- **Demonlord Bonus Power** (usable once per game): may be sent to the Void in phase 5 to discard all holdings in one player's pool.

Support cards

Archangels are supported by

- **Blessings** (ability cards) and
- **Holy Artifacts** (artifact cards).

Demonlords are supported by

- **Curses** (ability cards) and
- **Cursed Artifacts** (artifact cards).

Miracles are the Ethereal events.

General rules

- Avatars, Archangels and Demonlords may **never** reside together in one player's pool. Only one of these types may be in a pool at any time. If card play (e.g. Curse of the Azure Bonds) causes these types to be in one pool at the same time, they are **all** discarded immediately.
- Archangels and Demonlords may attack any realm in a player's formation regardless of any restriction (movement, champion type, etc.).
- Whenever a card affects angels or demons, it affects Archangels and Demonlords too (they are angels and demons nonetheless), unless otherwise stated.
- Archangels and Demonlords are considered worldless. They come from the heavens and hells of any world and show the set logo instead. They can use artifacts from a Spellfire world nonetheless, but this has to be stated in the card text.

Deck building

- Archangels and Demonlords are treated as avatars for deck building purposes (1 free, all others count toward the level limit).
- Deck limit: 2 (two) or 1 (one) of each.
- Deck limit ability cards: 3 (three).
- Deck limit artifact cards: 3 (three).
- Miracles count as events for the purposes of deck building.

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