



Ambyria

SHROUD OF THE SHADOW DEMON

A STRATEGIC TABLE-TOP CARD GAME OF REVENGE & LUCK
WHERE PLAYERS BATTLE IT OUT TO COLLECT THE MOST EMBER STONES



EMBER

SHROUD OF THE SHADOW DEMON

Presented by Paw-Warrior Games
Game design by Ben Krieger and Josh Paugh
Illustrated by Joseph DeDalto

Complete Index of Cards

Ember: Shroud of the Shadow Demon

Website:

www.paw-warriorgames.com/ember.html

Twitter:

twitter.com/emberthegame

Paw-Warrior Games

website:

www.paw-warriorgames.com

Facebook:

www.facebook.com/pawwarriorgames

Twitter:

twitter.com/pawwarriorgames



The Ancient Sage: Put a card from your emberscape into your hand. The Ancient Sage stays in the emberscape when played.

- You may play this card even if your emberscape has 5 cards in it, since one of the cards will be removed in exchange for The Ancient Sage.
- You may play this card even if your emberscape is empty.

The Banshee's Shriek: Collect all cards worth 5 or fewer ember stones in one opponent's emberscape.

- This includes cards worth negative ember stones.



Dark Magic: All players shuffle the



cards in their hands when this card is played. As long as Dark Magic remains in the emberscape, no one is permitted to look at the cards in their hands, or any cards added to their hands.

- When Dark Magic is in effect, you must play a card from your hand without looking at it during your play phase. If the card is a card that wouldn't normally count as your one allotted card to play during the play phase (eg: The Martyr), play it as you normally would. Then, play another card from your hand.
- If you play a card in your emberscape face-down due to the effects of a Magician's Tactic, you may look at the card you have chosen once it is in your emberscape, and may activate it at any time, as you would with any face-down card.
- You cannot play cards from your hand as a response to another player's move while Dark Magic is in effect.
- If for whatever reason the card you attempt to play on your play phase cannot be played it gets discarded and counts as your play for that turn.



The Deceptive trader: Swap mode cards with an opponent. That opponent skips the mode phase on his/her next turn.

- If a Deceptive Trader is played and one of the player's mode piles is empty, the mode card of the other player's mode pile goes into the empty one.

Devious Serpent: On your next turn, play an extra card during the play phase.

- If you miss your play phase next turn, due to the effects of Sleeping Potion, the effects of Devious Serpent are lost, and you may only play one card on your following turn.
- If you are allowed to play two cards in one turn due to the effects of Devious Serpent, and the first card you play fills your emberscape, you may not play another card into your emberscape that turn. You may however, play a second card that doesn't require you to put a card into your emberscape. If you are in attack mode when the first card you play fills your emberscape, collect the cards from your emberscape once it is full, activate your arcane card, and then play your second card.



The Dragon's Wager: Discard one card from your hand, then capture the top card of an opponent's deck.

- If you play the Dragon's Wager and have no remaining cards in your hand, you still capture a card, even though you didn't discard one.

Elf Forman: Draw three cards.



Elf Laborer: Draw two cards.



Field Nymph: Destroy each opponent's mode card that is (this card's) mode. Destroy the cards in opponents' emberscapes that are (this card's) mode.

- A Field Nymph card destroys opponents' mode cards and emberscape cards with the same mode as the Field Nymph that was played.
- The Field Nymph can only destroy one mode card for each opponent. Even if the new mode card underneath the one that was destroyed has the same mode, it is not destroyed.
- If an opponent is in protection mode after the mode card(s) have been destroyed, the cards in the emberscape are safe, even if that opponent wasn't in protection mode when the Field Nymph was played.



Horn of Gelduland: As long as this card remains in your emberscape, the mode phase is no longer optional for opponents.

- If more than one Horn of Gelduland is in effect at the same time, players are not forced to play more than one mode card per turn.



The Hypnotist: Take any mode card, and play it as though you were playing it from your hand. If you cannot play the chosen card, do nothing.

- This effect can be resolved on your own mode card
 - The affected card is played into your emberscape, or its designated play area.
- If there is no mode card that can be played then the effects of The Hypnotist cannot be resolved.

Ingduhl's Wraith: Place this card into an opponent's emberscape.

- If you flip over an arcane card or face-down card and it is a Wraith, and if all of your opponents' emberscapes are full, discard it.



Jewel of Greed:

Collect a card from your hand.

Kaldoren: Once per turn, during your play phase, you may play an extra card from the top of your deck.

- If the card you play with this effect is a Martyr, it still counts as the one allotted use of Kaldoren's effect per turn.
- If there are 5 cards in your emberscape, you may still activate Kaldoren's effects. Flip over the top card of the deck. If it is a card that would need to be played into the emberscape, discard the card without activating any effects. If it is a card that gets played into an alternative area, play the card into its designated area, and activate its effects as usual.



The King of Storms: All cards in every player's emberscape return to that player's hand.

- Protection mode does NOT protect you from this effect.





Lethal Assassin: Destroy one card from one opponent's emberscape.



The Magician's Tactic: Place a card from your hand face down in your emberscape. Flip it over and play it at any time.

- Face-down cards may not be stolen, captured, collected or destroyed by opponents.
- Face-down cards act as response cards when activated in response to another card's effect or an event during game-play.
- Any card may be placed face down using the magician's tactic. If the card goes into an area other than the emberscape when played, move it to the designated area after you flip it over and activate its effects.
- Face down cards are transferred to the collection pile when the emberscape is full just as face up cards are. You do not have to flip over the card and activate its effects before doing so.



Mark of the Warrior: Switch hands with an opponent. If the opponent is in protection mode, do nothing.

The Martyr: Play as a mode card on any mode pile at any time. Playing this card does not count as your one allotted card to play during the mode phase or play phase.

- Martyrs act as response cards when played in response to another card's effect or an event during game-play.





Mirror of Lost Souls: Choose one card in any emberscape and emulate its effects. This card cannot emulate wraiths, martyrs, or cards that have lasting effects.

- This card cannot emulate the effects of face down cards.

Mysterious Elixir: Play one of your arcane cards.

- The arcane card is played into your emberscape, or its designated play area
- If you play Mysterious Elixir as the 5th card into the emberscape, flip over the arcane card. If it is a card that would need to be played into the emberscape, discard the card without activating any effects. If it is a card that gets played into an alternative area, play the card into its designated area, and activate its effects as usual.



The Phoenix: All players shuffle the cards in their hands into their decks and draw five new cards.

- Protection mode does not protect you from the effects of The Phoenix.

The Poltergeist: Choose an opponent to shuffle his/her mode pile. Collect the new mode card.

- A player may play a Martyr card after the shuffle, in order to change which card is taken from the mode pile.





Rowl: Once per turn, during your play phase, collect any player's mode card.



Seductress: Capture a card from an opponent's emberscape.

- If the Seductress is the 5th card into your emberscape, you will not be able to capture a card from an opponent.



Seraphene: Once per turn, during your play phase, destroy a card from an opponent's emberscape. Protection mode does not prevent this effect.



Sleeping Potion: Choose an opponent. On that opponent's next turn, he/she skips directly to the end phase.

- If you use a Sleeping Potion card on an opponent, other players may not add the effects of an additional Sleeping Potion onto that opponent until he/she has gone through the effects of the first one.
- Protection mode does not protect you from the effects of Sleeping Potion.



The Spell Book: Steal any mode card.

- This effect can be resolved on your own mode card



Spotted Mushroom: As long as this card remains in your emberscape, opponents must discard a card from their hands at the start of their play phase.

- If more than one spotted mushroom is in effect at the same time, players are not forced to discard more than one card per turn.

The Styrla's Gift: Choose a card from your discard pile and put it in your hand.



Thief in the Night: Steal a random card from an opponent's hand.

Traveler's Inn: Discard five cards from your hand (or your whole hand, if you have less than five cards). Draw five cards.





The Uncivilized Wretch:

Choose one opponent to shuffle the cards from his/her emberscape into his/her deck. Then lay down one less card face up in the emberscape from the top of the deck, not activating any effects.

- Protection mode does not protect a player from this card.
- If there is only one card in your opponent's emberscape when you play the Uncivilized Wretch, that opponent shuffles the card into the deck, and the emberscape becomes empty.

Way of the Wanderer:

All players discard down to four cards when this card is played. As long as this card remains in your emberscape, The hand limit is decreased to four cards.

- After resolving the immediate effect of the card, which forces all players to discard down to four cards when this card is played, treat the new hand limit of four cards the same way the general hand limit of nine cards is treated. Players may have as many cards in their hands as they want, but must discard down to four during the end phase.





The Witch: Put one card from your hand into an opponent's collection pile. Steal one card from his/her emberscape. Capture one card from his/her emberscape.

Yvera: Once per turn, during your play phase, draw two cards from the top of an opponent's deck.

