



ASHENBORNE
ARCHIVE

RITUAL FRAGMENT DUELING
GRIMOIRE



Ritual Fragment Duelling Grimoire



These relics were never meant to leave The Archive.
Each fragment remembers the wars of AshenReach —
a wounded world where black Hollowlight bleeds
through broken stone and forgotten kings stir beneath the ash.
The Archive has preserved these fragments— now that task falls to you.
Through this Codex ancient battles may be reenacted in ritual duel.
Proceed carefully, Archive-Seeker.

I. Objective

Win the duel by either:

Reducing your opponent's Hero to 0 Health (HP)

or

Destroying a Sovereign they summon

- **Example: Victory**

Player (A) defeats Player (B)'s Combatants and attacks their
Hero

The Hero reaches 0 Health

Player (A) wins

II. Necessary Items

- 2 Players
- Ashenborne Archive cards (5 cards per player minimum)
- D6 Six-sided dice (1 dice per player)
- Red Tokens (Health)
- Black Tokens (Hollowlight)
- Green Tokens (Stamina)

Average Duel length: 10–20 minutes

Card Types Quick Reference

CHR – Character

Chosen as Hero or played from deck as Combatant. Behaves like an Adversary (ADV) if played from the Archive Pile

ADV – Adversary

Combatants that fight for you. Attack, defend, and generate Hollowlight when destroyed

REL – Relic

Attach to a Combatant. Grants a blessing based on rarity. Remains until Combatant dies or is destroyed

CON – Consumable

Single-use items. Heal Health (HP) or gain Hollowlight (HL). Costs 1 stamina. Armor is generated if healing exceeds max health

ARC – Arcane

Spells powered by Hollowlight. Requires 2 stamina and 2 Hollowlight to cast. Effect depends on Spell Power roll

LND – Location

One can exist at a time. Effect depends on rarity

FRG – Fragment

Gain Hollowlight when played; spend Stamina to harvest more. Required for Sovereign summoning

COS – Cosmic

Effects depend on rarity. Can be creatures, events, or other cosmic phenomena. Summoned with Stamina + Hollowlight. Maximum 1 per player on the field

SOV – Sovereign

Ancient rulers. Cost 7 Hollowlight (HL) + 3 Stamina (S). Can attack twice per turn. Destroying a Sovereign wins the duel

III. Setup

Choose Heroes:

Each player selects one Character (CHR) as their Hero

If a player does not own a CHR card, they may use a Default Archive Seeker or any token in place of a missing CHR card

Default Archive Seeker or token counts as a Common (C) Hero

Hero Health (HP):

Rarity increases starting health

<u>Rarity:</u>	<u>Health (HP):</u>
Common (C)	10
Uncommon (U)	11
Rare (R)	12

Build Archive Piles:

Each player shuffles their own cards

Cards are never mixed between players

Both players must use equal-size draw piles

Duplicate cards are allowed

- Example — Deck Size

Player (A) owns 18 cards

Player (B) owns 25 cards

They agree to play with 18-card decks

Player (B) selects 18 cards and shuffles them

III. Setup (Continued)

Draw Starting Hands:

Each player draws 3 cards

Determine First Player:

Each player rolls 1 dice (6D)

Highest roll goes first

- **Example — First Player**

Player (A) rolls 5

Player (B) rolls 2

Player (A) takes the first turn



IV. Player Resources

Stamina (S):

Each turn players gain 3 Stamina (S)

Stamina pays for actions

Unused Stamina disappears at the end of the turn

- **Example — Stamina (S)**

Player begins with 3 Stamina:

Play a Combatant (2 Stamina) and

Attack (1 Stamina)

Their Stamina reaches 0

IV. Player Resources (Continued)

Hollowlight (HL):

Black energy spilled from dying Combatants

Players earn and collect Hollowlight from one another and from an unending Well according to play

Hollowlight Conversion (HL):

2 Hollowlight may be converted to 1 Stamina at during turn

Usage:

Arcane Spells

Cosmic Summons

Sovereign Summons

A player who destroys a Combatant (CHR or ADV) extracts 1 Hollowlight (HL) from the other player; if the opponent has no HL, collect from the Well

- **Example — Hollowlight Gain**

Player (A) destroys an enemy Combatant (CHR or ADV)

Player (A) extracts 1 Hollowlight (HL) from Player (B)



V. Turn Structure

Start → Draw → Play → Combat → End

1. Start of Turn

- Refresh Stamina (S) → 3
- Refresh Combatants → remove Exhausted status
- Refresh Hero → remove Exhausted (if attacked last turn)

2. Draw Phase

- Draw 1 card from your Archive Pile

V. Turn Structure (Continued)

3. Play Phase (Spend Stamina)

- Play Combatants (ADV/CHR from deck) → 2 Stamina
- Play Relics (REL) → 1 Stamina
- Play Locations (LND) → 2 Stamina
- Play Consumables (CON) → 1 Stamina
- Cast Arcane (ARC) → 2 Stamina

4. Combat Phase

- Select Combatant/Hero to attack with
- Roll D6 dice (attacker vs defender)
- Apply damage (Health/Armor)
- Trigger Hollowlight (HL) gain
- Combatants that attack → Exhausted

5. End of Turn

- Remaining Stamina disappears
- Resolve any end-of-turn effects (Locations, Fragments, Hero abilities)



VI. Combatant Strength

Combatant Stats depend on rarity

<u>Rarity:</u>	<u>Health:</u>	<u>Damage:</u>
Common (C)	2	1
Uncommon (U)	3	2
Rare (R)	4	3
Sovereign (S)	8	4

- Example — Rare (R) Combatant

A Rare Combatant enters play

Health = 4

Damage = 3

VII. Character Cards (CHR)

Character cards may appear in two ways:

Chosen as a Hero or

Drawn and played as Combatant

If played from the deck as a Combatant, they behave exactly like Adversaries (ADV)

- Example — Character (CHR) Combatant
Player draws The Hollowed (C) (CHR)
It is played as a Combatant
Health = 2
Damage = 1



VIII. Adversaries (ADV)

Adversaries are Combatants that fight for you

They may:

Attack enemy Combatants and/or

Defend against attacks

When destroyed they spill 1 Hollowlight (HL) which is extracted by the victor from the fallen opponent, or from the Well if unavailable

- Example — Adversary Death
A Combatant (ADV) with 2 Health takes 3 damage
It is destroyed
The opponent extracts or gains 1 Hollowlight

IX. Summoning Fatigue

Combatants cannot attack on the same turn they enter play
They may attack beginning on their next turn

- **Example — Summoning Fatigue**
Player plays Carrion Basilisk (C) (ADV)
It enters play but cannot attack this turn



X. Combat

Combat is not simultaneous

Both players roll 1 dice (D6)

Higher roll wins

The winner deals damage

If tied, the defender wins combat roll

In the event of a tie, defender deals no damage back to attacker

- **Example — Combat Roll**
Attacker rolls 5
Defender rolls 3
Attacker wins and deals damage

The winner of the combat dice roll deals damage to the opposing Combatant; if the attacker loses the roll, the attack fails and no damage is dealt

XI. Exhaustion

A Combatant may attack once per turn

After attacking the combatant becomes Exhausted

Exhausted Combatants cannot:

Attack again and/or Intercept

- **Example — Exhaustion**

Carrion Basilisk attacks and wins combat

It becomes Exhausted

It cannot attack again this turn



XII. Hero Combat

Heroes may attack and defend like Combatants

Hero attack:

Costs 1 Stamina (S)

Rolls 1 dice (D6)

Deals damage based on Hero card rarity as with all Combatants

Heroes may equip relics and follow all Combatant mechanics

- **Example — Hero Attack**

Uncommon Hero (U) rolls 4

Enemy Combatant rolls 2

Hero wins and deals 2 damage

XIII. Hero Protection

A Hero cannot be targeted while that player controls Combatants
(has Combatants on the field)

Enemy Combatants must be destroyed first

- **Example — Hero Protection**

Player (B) controls Gravelight Bearers

Player (A) cannot attack Player (B)'s Hero

They must destroy the Bearers first



XIV. Relics (REL)

Relics attach to Combatants

Each Combatant may carry one (1) relic

Relics remain attached until:

The Combatant dies , destroying the relic or

The Relic is destroyed by an ARC card

RELIC BLESSINGS

Relics grant blessings based on rarity

Rarity:

Common (C)

Uncommon (U)

Rare (R)

Blessing:

Lantern (Re-roll one dice)

Guard (+2 Combat roll)

Cleave (Excess damage hits Hero)

XIV. Relics (Continued)

- **Example — Guard**

Player (A) attacks with Mycelith Sentinel

Combat roll: 5

Defender (B) rolls: 4

Normally, the defending combatant would lose combat but Player (B) has an Uncommon (U) Relic granting one use of guard

Guard (+2 to a combat roll)

Add +2 to (B)'s roll: $4 + 2 = 6$

Player (B) now wins the combat roll and avoids damage



XV. Consumables (CON)

Consumables cost 1 Stamina (S)

Choose one effect (Gain HP or HL):

<u>Rarity:</u>	<u>Heal Health:</u>	<u>Gain Hollowlight:</u>
Common (C)	2	1 from Well
Uncommon (U)	3	2 from Well
Rare (R)	4	3 from Well

Consumables may target any Combatant (CHR/ADV) or Hero

- **Example — Consumable Choice by Rarity**

Uncommon CON: Player chooses Heal 3 Health →

One combatant of choice gains 3 HP

Rare CON: Player chooses Gain 3 HL from Well →

Hollowlight pool increases accordingly

XV. Consumables (Continued)

Armor Mechanic:

Healing above maximum health becomes Armor

Armor absorbs damage before Health

- Example — Armor
Hero at 10 / 10 Health (HP)
Player heals 2 (Common CON)
Hero becomes:
10 Health
+2 Armor

If Hero takes 3 damage:

Armor absorbs 2

Hero loses 1 Health

Resulting Hero Health: 9



XVI. Arcane (ARC)

To cast a spell:

Spend 2 Stamina (S) and

Spend 2 Hollowlight (HL)

Choose from one of four spells below

Roll Spell Power:

Spell Power = 1 (D6) dice roll + rarity bonus

Combat roll cannot defend against spell casting and is not utilized

Rarity:

Common (C)

Uncommon (U)

Rare (R)

Bonus:

+0

+1

+2

XVI. Arcane (Continued)

Spell and Effect:

Rupture

Spell Power:

1-2

3-4

5-6

7+

Effect:

1 damage

2 damage

2 damage + Exhaust for upcoming turn

3 damage

Wither

Spell Power:

1-3

4-6

7+

Effect:

Target suffers -2 to next combat roll

Target suffers -3 to next combat roll

Target suffers -4 to next combat roll

Extraction

Spell Power:

1-3

4-6.

7+

Hollowlight Gain:

1 from Well

2 from Well

3 from Well

Shatter

Spell Power:

1-4

5-6

7+

Effect:

destroy attached Relic

destroy Relic or Location

destroy Relic, Location, or Fragment; +1 damage to the Combatant carrying relic

XVII. Locations (LND)

Only one Location may exist at a time

Playing a new Location destroys the previous one

Location effects depend on rarity and persist while active

Rarity:

Common (C)

Uncommon (U)

Rare (R)

Effect:

When a Combatant dies here, its controller gains 1 extra Hollowlight from Well in addition to +1 extracted Hollowlight harvesting is reversed.

When a Combatant dies, normally the attacker extracts 1 HL; Here the defending player extracts 1 Hollowlight Heal any combatant Health (HP) +1 at the start of turn; healing only applied to whomever played the LND card

Locations may be targeted and destroyed by ARC Shatter



XVIII. Fragments (FRG)

Fragments are condensed Hollowlight Myth (HL)

Stamina Cost: 3

One-time Effect:

Rarity:

Common (C)

Uncommon (U)

Rare (R)

Effect:

+1 Hollowlight from Well

+2 Hollowlight from Well

+3 Hollowlight from Well

XVIII. Fragments (FRG) (Continued)

Once per turn you may spend 1 Stamina (S) to gain 1 HL from the Hollowlight Well

(Each turn after initial HL gain from the card being played)

Persistence on Field:

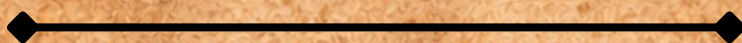
Fragments remain on the field after being played

They continue to grant Hollowlight as described unless removed

Ritual Sealing:

Fragments may be ritually sealed (destroyed) during any turn at a cost of 3 Hollowlight and 3 Stamina

Fragments can also be sealed by casting Shatter using an Arcane (ARC) card that targets them



XIX. Cosmic (COS)

Cosmic cards represent powerful, otherworldly forces

They may be creatures, events, or abstract phenomena

All effects apply only to the player who played the COS card

Stamina Cost:

3 for all COS cards

Player with an active COS card gains +1 HL from Well every turn; each rarity also causes an immediately resolved effect

COS cards remain on the Battlefield and Hollowlight gain persists until destroyed by Shatter Spell (ARC)

XIX. Cosmic (COS) (Continued)

One-Time Effects

Rarity:

Common (C)

Uncommon (U)

Rare (R)

Effect:

Destroy one common Combatant

Draw an extra card at start of turn

Fully Heal 1 Combatant or Hero

- **Example — Play Cosmic Rare (R)**
Player plays Starfall Leviathan (COS) (R)
Cost: 3 Stamina (S)
Gains:
+1 Hollowlight per turn from lingering effect
Fully heal Combatant or Hero of choice once



XX. Sovereign (SOV)

Ancient rulers of ruin

To summon:

SOV must be held in hand

1 Fragment in play when Summoning

Spend 7 Hollowlight (HL)

Spend 3 Stamina (S)

XX. Sovereign (SOV) (Continued)

- **Example — Fragment & Sovereign**

Player (A) has Black Impact (FRG) (R) in play

Player has 7 Hollowlight (HL) and 3 Stamina (S)

Player summons Ashenborne Knight (SOV)

- **Result:**

Black Impact remains on the battlefield

Player can still spend 1 Stamina to gain 1

Hollowlight on future turns



XXI. Ashen Reclamation

If no Sovereign has been Summoned and a Hero reaches 0 Health, its controller may attempt an Ashen Reclamation roll once per duel

Roll:

1–4

5

6

Effect:

The Hero dies; the duel ends

The Hero rises with 1 Health

The Hero rises with 3 Health, gains 1 Hollowlight, and may immediately attack

Epilogue

Your battles waged are echoes of AshenReach's endless struggles.
Every fragment, relic, and drop of Hollowlight tells a story.
This Grimoire will grow as new expansions unfold, revealing
fresh powers and challenges.

The Codex is not immutable: Duelists may adapt, experiment,
or correct inconsistencies to suit their duels.

Proceed, Archive Seeker,
and honor the fragments you command.



Stamina (S)

Enemy
COS



Enemy Hero
CHR



Enemy FRG



Hollowlight
(HL)

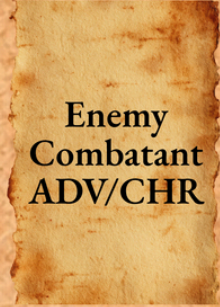
Combatant
Health (HP)



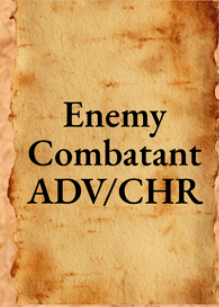
Enemy ARC



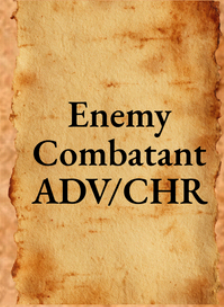
Enemy Combatant
ADV/CHR



Enemy
Combatant
ADV/CHR



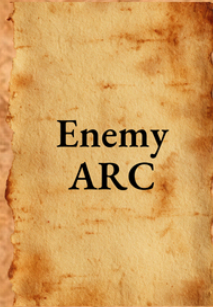
Enemy
Combatant
ADV/CHR



Enemy
Combatant
ADV/CHR



Attached REL



Enemy
ARC

Location LND



Player
ARC



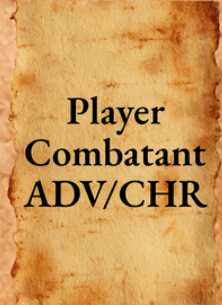
Player ARC

Player Combatants
ADV/CHR

Attached REL



Combatant
Health (HP)



Player
Combatant
ADV/CHR

Player COS



Hollowlight
(HL)



Player
FRG

Player Hero
CHR



Stamina (S)

