

Elementalis

Guardians and Luminaries

The world lies in ruin. Chaotica reigns and all the other Elemental sects fight over scraps of power like ravenous beasts over a bit of rotten meat. Once great cities have been razed and people of good measure have been reduced to all sorts of foul activities. Hope has left, and the Flux is in tatters.

Yet like the phoenix from the ashes comes a new order. As all Elements have their opposite, so has the Sun. Awoken from her long slumber by the past events, the Moon has summoned her most loyal subjects, the Lunar Knights. These knights have the power to stop Chaotica and help the people of the world rebuild.

The only question now is that are they too late? Has the world fallen so far that it is unable to be saved?

Players:

2 to 5 players when added to the base set. 2 to 6 players when added to the base set with Creationists and Elitists or Chaotica and Cultists. 2 to 7 when combined with both previous expansions.

New Components:

1 Major Moon Arcana
2 Minor Moon Arcana

New Mages:

Guardians choose the Moon as their Major Arcana and any other Minor Arcana. They live by structure, pattern, and order.

Luminaries use a Major Arcana and a Moon Minor Arcana. Ether is twice as potent to them, but being less experienced, can only use level 1 Lunar Techniques.

Arcana Combinations:

Guardians	Luminaries
Moon / Water	Water / Moon
Moon / Earth	Earth / Moon
Moon / Fire	Fire / Moon
Moon / Air	Air / Moon

Scoring:

Guardians do not score on any particular Element. They thrive off order and pattern, and score on any 2, 3, or 4 of a kind rolled. Ether rolls are considered wild and add 1 Elemental symbol of choice to a roll.

Luminaries score the exact same way as **Guardians** do, except Ether rolls add 2 to a single die instead of 1.

Lunar Knights Spells:

The Guardians and Luminaries do not have the same type of Magic as the rest of the ElementalS sects. Instead they focus their Mana in their bodies to perform extra ordinary feats of strength, speed, and fortitude. These new skills are listed below:

Moon:

1.Insight

Choose a first level spell of the active player and cast it.

2.Strength

Re-roll the Sun die (this is the only spell that may target the Sun die)

3.Fortitude

Negate any spell cast on you. This spell also destroys an Earth Link.