

Gauntlet v0.6.3 Mystics Faction Guide

1. Mystics overview

How it works

Mystics sacrifice, bind, exchange, and recover cards while completing three public **Rites**. The first completed Rite unlocks **Invocation**, the second unlocks **Transmutation**, and the third unlocks **Convergence** and the ability to begin the **Ritual of Ascendancy**.

To win through Ritual, bind three cards from three different zones, initiate a battle while they remain bound, and win that battle.

Complete rules

Element	Mystics rule
Victory	Run the Gauntlet or complete the Ritual of Ascendancy.
Resource	None.
Trait	All thirteen Mystics cards have the Arcane trait.
Progression	First Rite: Invocation; second: Transmutation; third: Convergence and Ritual.
Faction Actions	Begin a Rite or, after all three Rites are complete, begin the Ritual of Ascendancy; both are normally Denouement Actions.
Leaders	Alchemist and Spirit Walker.
Faction pool	13 Mystics card titles.
Unique card	Necromancy, cost 5; maximum one copy per Deck.

Faction Actions

Mystics have the following Faction Actions. Each costs one Action and is normally legal only during Denouement:

- **Begin a Rite:** Choose one incomplete Rite you may legally begin and pay its beginning cost.
- **Begin the Ritual of Ascendancy:** After completing all three Rites, bind the required Arcane cards from Hand, Discard Pile, and Graveyard.

Completing a Rite is not a Faction Action; it occurs when that Rite's completion condition and timing are satisfied. Invocation, Transmutation, Convergence, and the Leader abilities are Faction Abilities, not Faction Actions.

2. Components and setup

A Mystics Deck includes:

- one Mystics Leader Card: **Alchemist** or **Spirit Walker**;
- one Mystics Reference Card;
- three double-sided Rite cards: **Rite of Echoes**, **Rite of Blood**, and **Rite of Crossing**; and
- any Mystics cards included in the Deck.

Place all three Rite cards incomplete side up. Mystics use no resource tracker.

3. Rites and progression

How it works

During Denouement, take an Action and pay a Rite's beginning cost to begin it. You may have only one begun but incomplete Rite at a time, and a Rite cannot complete on the turn it begins.

Once its condition is met on a later turn, complete it and unlock the next faction ability. Completed Rites remain complete.

Complete rules

Beginning a Rite

During Denouement, take an Action to begin one incomplete Rite by paying its beginning cost.

- You may have only one begun but incomplete Rite.
- You may begin any uncompleted Rite; there is no required order.
- A Rite cannot complete during the turn it begins.
- Only one Rite may be completed per turn.
- If interrupted, it resets and paid costs are not returned unless stated.

Progression

- Complete the first Rite to unlock **Invocation**.
- Complete the second Rite to unlock **Transmutation**.
- Complete the third Rite to unlock **Convergence** and permission to begin the **Ritual of Ascendance**.

Bound cards

Bound cards follow the shared rules. If a Rite or Ritual binding ends without another instruction, put its bound cards in their owners' Graveyards.

Invocation

Once per turn, after applying the Action, Gambit, Tactic, or Gambit or Tactic effect of an Arcane card you played, set, or chose, you may move one card from your Graveyard to your Discard Pile.

A copied effect does not trigger Invocation unless the Arcane card is itself played, set, or chosen again and its printed effect is applied.

Transmutation

Once per turn, before dice are rolled in a battle involving you, you may put one card from your Hand in your Graveyard. Add its value to your battle total.

The card is not played and none of its printed effects apply. Supplemental components cannot be used.

4. The three Rites

Rite of Echoes

Beginning cost: Bind one chosen card from your Graveyard face up beneath this Rite. Then bind one card from your Hand face down beneath it whose title matches at least one other card in your Deck.

Completion: On a later turn, complete this Rite after the Gambit, Tactic, or Gambit or Tactic effect of another card with the bound Hand card's title is applied during a battle.

On completion:

- move the selected Graveyard card to your Discard Pile;
- put the bound Hand card in your Graveyard;
- apply the completing card normally; and
- flip Rite of Echoes to its completed side.

If you lose a battle before completion, put both bound cards in your Graveyard and reset the Rite.

Rite of Blood

Beginning cost: Put one card from your Hand in your Graveyard.

Completion: On a later turn, complete this Rite when you win a battle without setting a Gambit or choosing a Tactic.

Using Transmutation, an Asset, Overlay, Territory, Leader ability, or card from another source does not by itself prevent completion.

If you lose a battle before completion, reset the Rite.

Rite of Crossing

You may take the Begin a Rite Faction Action for Rite of Crossing during Denouement only after winning a battle that turn that made you the occupier of a Territory the opponent controlled immediately before that battle.

Beginning cost: Put one Arcane card from your Hand in your Graveyard. If you have none, reveal your Hand and move one Arcane card from your Discard Pile to your Graveyard instead.

Completion: At the start of your next turn, after the Capture step, complete this Rite if you are still the occupier or now control that Territory. Otherwise, the Rite is interrupted and resets.

5. Ritual of Ascendance and Convergence

How it works

After completing all three Rites, spend 1 Action during an Denouement to bind one Arcane card from your Hand, one from your Discard Pile, and one from your Graveyard. This begins the Ritual.

Initiate a battle while all three remain bound. Convergence adds +1 for each Ritual card. Win that battle to win the game. Lose any battle before completion and the Ritual is interrupted.

Complete rules

Beginning the Ritual

After completing all three Rites, during an Denouement, spend 1 Action to bind:

- one Arcane card from your Hand;
- one Arcane card from your Discard Pile; and
- one Arcane card from your Graveyard.

This begins the Ritual of Ascendance.

Convergence

While the Ritual is underway, during a battle you initiated, add +1 to your battle total for each card bound to the Ritual.

With all three cards bound, Convergence normally gives +3.

Completion

Initiate a battle while all three Ritual cards remain bound. If you win that battle, complete the Ritual and immediately win the game.

The Mystic must initiate the final battle.

Interruption

If you lose any battle before Ritual completion, the Ritual is interrupted. Put all three Ritual-bound cards in your Graveyard.

Completed Rites remain complete. You may begin the Ritual again later.

Withdrawal neither completes nor interrupts the Ritual because it has no winner or loser.

6. Leaders

Alchemist

Archetype: Sacrifice sequencing and card conversion

Motto: *Nothing is fixed. Everything can be transformed.*

Materia Prima: The first time on your turn that you put a card from your Hand in your Graveyard as part of a Rite, Transmutation, or an Arcane card effect, draw one card. If this occurs during a battle, draw after the Aftermath of the battle.

A Gambit does not trigger Materia Prima merely because it moves from battle to your Graveyard during the Aftermath.

Spirit Walker

Archetype: Rite endurance and protective sacrifice

Motto: *The spirits remember what the living abandon.*

Guardians of the Circle: The first time on your turn that you lose a battle and that loss would interrupt a begun Rite or your Ritual of Ascendance, you may put one Arcane card from your Hand in your Graveyard whose value is at least 1 plus the number of Rites you have completed. If you do, prevent that interruption.

Guardians of the Circle cannot preserve a continuing position requirement.

7. Mystics-specific rules

Arcane trait

Arcane is a trait, not faction allegiance. Mystics cards are Arcane, and cards from other pools may also have the trait.

Entering the Graveyard

A card enters the Graveyard before an effect such as Grave Ward moves it elsewhere. An entry trigger still applies even if the card immediately leaves.

Exchange

To exchange two cards, move each simultaneously to the other's previous zone. Both must remain eligible and present. If either cannot move, no exchange occurs.

Repeating Gambit or Tactic effects

Witchcraft and similar effects follow the shared copied-effect rules. A repeat effect cannot choose another repeat or card-adding effect unless it expressly permits one additional layer.

8. Canonical Mystics card pool

Card-text boundary. The card identities and ordering below are inherited from certified clean v0.6.2 faction authority. The printed v0.6.3 effect text is the exact pinned finalized canonical-data evidence produced by the approved v0.6.3 card-language pipeline (PRs #540, #549, #550, #551, and #560). This adoption does not authorize any withdrawn or downstream v0.6.3 release surface.

Dark Omens

Cost: 1

Trait: Arcane

Action: +2 Cards, then put one of them in your Graveyard. **Gambit/Tactic:** +1 Card. You may put it in your Graveyard to gain Advantage.

Accursed Wager

Cost: 2

Trait: Arcane

Action: After the next battle you initiate this turn, the losing player puts one card from their Hand in their Graveyard, if able. **Gambit/Tactic:** In the Aftermath, the losing player puts one card from their Hand in their Graveyard, if able.

Fate's Toll

Cost: 2

Trait: Arcane

Action: Put one other card from your Hand in your Graveyard. Move one additional Position this turn. **Gambit/Tactic:** After you roll, you may put one other card from your Hand in your Graveyard to reroll.

Grave Ward

Cost: 2

Trait: Arcane

Card form: Asset

Asset: When a card enters your Graveyard, you may discard this card to move that card from your Graveyard to your Discard Pile. **Gambit/Tactic:** In the Aftermath, after Gambits enter your Graveyard, choose one other Gambit you set during this battle. Move it from your Graveyard to your Discard Pile.

Spirit Hollow

Cost: 3

Trait: Arcane

Card form: Territory Overlay

Action: Place this Overlay on your current Territory or an adjacent Territory. **Gambit/Tactic:** In the Aftermath, place this Overlay on the contested Territory. **Overlay:** After battle cards are cleared in the Aftermath following a battle here, each player may put one card from their Hand in their Graveyard. A player who does may move one other card from their Graveyard to their Discard Pile. When this Territory is captured, put this card in its owner's Graveyard.

Soul for Soul

Cost: 3

Trait: Arcane

Action: Choose one card in your Hand and one card in your Graveyard. Exchange them. **Gambit/Tactic:** In the Aftermath, after Gambits enter your Graveyard, you may exchange one card in your Hand with one other Gambit you set during this battle that is in your Graveyard.

Rend the Veil

Cost: 3

Trait: Arcane

Card form: Asset

Asset: After Tactics are revealed, you may discard this card to apply the Tactic effect of one card in your Graveyard that can apply now. **Gambit/Tactic:** After Tactics are revealed, you may apply the Tactic effect of one card in your Graveyard that can apply now. In the Aftermath, move that card from your Graveyard to your Discard Pile.

Paths of Shadow

Cost: 3

Trait: Arcane

Action: Move to any Territory you control. This movement cannot start a battle. **Gambit/Tactic:** In the Aftermath, if you lose, you may move to any Territory you control instead of retreating normally.

Witchcraft

Cost: 4

Trait: Arcane

Card form: Asset

Asset: Once per turn, after Tactics are revealed, you may put 1 card from your Hand in your Graveyard to repeat one other Gambit or Tactic effect you control in this battle that can apply now. **Gambit/Tactic:** After Tactics are revealed, repeat one other Gambit or Tactic effect you control in this battle that can apply now. If none can apply, gain Advantage. In the Aftermath, put this card in your Graveyard.

Black Covenant

Cost: 4

Trait: Arcane

Tactic: Gain Advantage. +1 Tactic from Hand. In the Aftermath, put this card and that card in your Graveyard.

Circle of Bones

Cost: 4

Trait: Arcane

Card form: Territory Overlay

Action: Place this Overlay on your current Territory or an adjacent Territory. **Gambit/Tactic:** In the Aftermath, place this Overlay on the contested Territory. **Overlay:** Once during each battle here, after dice are rolled, you may put one card from your Hand in your Graveyard to make either player reroll. When this Territory is captured, put this card in its owner's Graveyard.

Necromancy

Cost: 5

Trait: Arcane

Unique: Maximum one copy per Deck

Action: Choose one:

- Place this card face down beneath your Draw Pile; +1 Card, +1 Action.
- Apply the effect below, then put this card in your Graveyard.

Gambit/Tactic: In the Aftermath, after Gambits enter your Graveyard, apply the effect below.

Choose up to three non-Necromancy cards in your Graveyard. Put all cards in your Hand in your Graveyard, then return the chosen cards to your Hand.

Nature's Altar

Cost: 4

Trait: Arcane

Card form: Territory Overlay

Action: Place this Overlay on your current Territory or an adjacent Territory. **Gambit/Tactic:** In the Aftermath, if you win, you may place this Overlay on the contested Territory. **Overlay:** During your Opening, while you are here, you may take the Begin a Rite Faction Action. A Rite begun this way may complete this turn if you control this Territory when its completion condition and timing are satisfied.

9. Quick reference

- A Rite cannot complete on the turn it begins.
- First Rite unlocks Invocation.
- Second Rite unlocks Transmutation.
- Third Rite unlocks Convergence and Ritual of Ascendance.
- Ritual binds one Arcane card from Hand, Discard Pile, and Graveyard.
- The Mystic must initiate and win the final Ritual battle.
- Losing a battle interrupts Ritual; withdrawal does not.