

Run the Gauntlet

Build. Advance. Contend.
Capture.

The operating guide for Rites, Rituals, Mystic Leaders, and Arcane play in the Gauntlet.

GAUNTLET.RUN



Gauntlet v0.7.2 · Mystics Guide

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A field guide to institutional power

Gauntlet

Mystics Guide

Modular Rules Publication

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TACTICAL CARD-AND-TERRITORY GAME

GAUNTLET.RUN

Begin here

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Rules and Reference

Keep the **Mystics Reference Card**, your three selected Rite cards, and the Ritual of Ascension component together with your Leader. The Reference Card summarizes Rite progression, Invocation, Transmutation, the Ritual, Convergence, and normal interruption.

Use the **Player's Guide** for the shared turn, Actions, movement, battle, card zones, Assets, Overlays, Occupation, Capture, and victory rules. When an unusual binding, copied Arcane effect, Rite interruption, impossible completion state, or timing interaction comes up, ask the **Rules Arbiter**. Use the **Comprehensive Gauntlet Rules** when you want the exact technical procedure behind the ruling.

You do not need to memorize all six Rites after the game begins. Know the three you selected, protect the one you have active, and remember what each completed Rite has unlocked.

Reading guide. Start with the opening sections, then use chapter headings to find the procedure you need. Exact edge cases belong in the Complete Rules.

8 Your First Game

For your first Mystics game, keep four ideas in mind:

1. **You bring only three Rites.** Choose exactly three from the six-Rite pool before play. You may complete those three in any order, but you cannot begin an unselected Rite.
2. **Only one Rite can be active at a time.** Begin it with an Action during Denouement, then protect its completion condition across later turns.
3. **Rites unlock powers; they are not spent.** First Rite = Invocation, second = Transmutation, third = Convergence and Ritual permission. Completed Rites remain complete.
4. **The Ritual is a final battle plan, not an automatic win.** You must bind three Arcane cards from three zones, keep them bound, initiate a battle, and win it.

Choosing your first Leader

Choose the **Alchemist** if you want sacrifice costs to feed card flow. Materia Prima is especially intuitive with Rite of Blood and Transmutation because both can deliberately move a card from Hand to Graveyard.

Choose the **Spirit Walker** if you want more protection for long-term Rite and Ritual attempts. Guardians of the Circle can turn the right Arcane card in Hand into insurance against a battle loss that would otherwise reset your progress.

Common mistakes

Do not reveal or begin all six Rites. Your game package contains exactly three selected Rites, and only those three are available that game.

Do not complete a Rite on the same turn you begin it. Every Rite becomes eligible to complete only on a later turn.

Do not unlock Transmutation after your first Rite. **Invocation is first; Transmutation is second; Convergence and Ritual permission are third.**

Do not treat Invocation as returning a card directly to Hand. It moves one card from Graveyard to **Discard Pile**.

Do not use Convergence in every battle after three Rites. It applies automatically only during a battle **you initiated while the Ritual is underway**.

Do not forget that losing any battle while the Ritual is underway normally interrupts it, even if that was not the battle you intended to use to complete the Ritual.

Mystics

Transform the hidden world.

The Mystics turn sacrifice, recovery, and long-term ritual work into power. Before the game, you choose **three Rites** from a pool of six. During play, you begin and complete those Rites one at a time, unlocking new Faction Features as you progress.

Your first completed Rite unlocks **Invocation**. Your second unlocks **Transmutation**. Your third unlocks **Convergence** and permission to begin the **Ritual of Ascension**.

The basic Mystic rhythm is:

Choose three Rites → complete them one at a time → unlock new powers → begin the Ritual → initiate and win the final battle.

The Mystics still play the normal territorial game. Rites ask you to fight, occupy, use cards, sacrifice resources, and manipulate ordinary zones, so progress toward Ascension happens through the same battlefield everyone else is contesting.

1 How the Mystics Change Gauntlet

The Mystics add a progression system rather than a spendable faction resource:

- every Mystics card is **Arcane**;
- before play, you choose exactly **three different Rites** from six;
- you may have only one begun but incomplete Rite at a time;
- completing Rites permanently unlocks **Invocation**, then **Transmutation**, then **Convergence** and the Ritual of Ascension;
- several Mystic effects deliberately move cards into or out of the Graveyard; and
- after all three selected Rites are complete, you can begin a final Ritual that can win the game.

The Mystics have **no faction resource tracker**. Their progress is visible in which Rites have been completed and which Faction Features those completions have unlocked.

You do not have to reveal which three Rites you selected until you begin them. Once a Rite is begun, reveal it and follow its printed procedure.

7 Putting It Together

Suppose your three selected Rites are **Rite of Blood**, **Rite of Crossing**, and **Rite of Consecration**.

During Denouement, spend your Action to begin **Rite of Blood** and put one card from Hand in your Graveyard. On a later turn, you win a battle without setting a Gambit or choosing a Tactic. Rite of Blood completes.

That is your **first completed Rite**, so you unlock **Invocation**. Later, after applying the Action, Gambit, or Tactic effect of an Arcane card you played, set, or chose, you may use Invocation to move one card from your Graveyard to your Discard Pile.

Eventually you complete a second selected Rite. You now unlock **Transmutation**, letting you put a card from Hand in the Graveyard before dice once per turn and add its value to your battle total.

After completing your third selected Rite, you unlock **Convergence** and permission to begin the **Ritual of Ascension**.

During Denouement, spend your Action and bind one Arcane card from Hand, one from the Discard Pile, and one from the Graveyard. On a later turn, you initiate a battle while all three remain bound. Convergence gives you **+3 battle total**. You may also use Transmutation before dice if you wish.

Win that initiated battle and the Ritual of Ascension completes immediately: **you win the game**.

If instead you lose a battle while the Ritual is underway, it is normally interrupted and all three bound cards go to your Graveyard. The three completed Rites stay complete, so the Ritual can be attempted again.

Spirit Walker

The spirits remember what the living abandon.



Playstyle: Rite endurance and protective sacrifice.

- **Guardians of the Circle —**
No Action · Once per turn ·
Battle loss would interrupt a
Rite or Ritual. Put one
Arcane card from Hand in
your Graveyard whose value
is at least **1 + your**
completed Rites. If you do,
prevent that interruption.

The required value rises as your ritual progress grows. With no completed Rites, a value-1 Arcane card is enough; with two completed Rites, the sacrificed card must be value 3 or higher; during the Ritual, after all three Rites are complete, it must be value 4 or higher.

Guardians of the Circle protects specifically against an interruption caused by **losing a battle**. It cannot preserve a Rite when a continuing position or component requirement has ceased to be true.

The Spirit Walker rewards keeping an appropriate Arcane card in Hand as insurance while pursuing a Rite or the final Ritual.

2 Your Faction Components

You need:

- one Mystics Leader: the **Alchemist** or the **Spirit Walker**;
- one **Mystics Reference Card**;
- exactly **three different Rite cards** chosen from the six-Rite pool;
- the **Ritual of Ascension** component; and
- the Mystics cards included in your Deck.

The six available Rites are:

- **Rite of Echoes**;
- **Rite of Blood**;
- **Rite of Crossing**;
- **Rite of Shattering**;
- **Rite of Consecration**; and
- **Rite of Equivalence**.

Choose exactly three during game-package construction. Only those three may be begun during that game. There is no required order in which to complete them.

Keep your Leader and Mystics Reference Card visible. Keep completed Rites visible so both players can see your current progression. An active Rite is the one Rite you have begun but not yet completed or reset.

Arcane cards

The Arcane sigil marks the **Arcane** trait. All fifteen Mystics cards are Arcane, and any other card bearing the Arcane sigil is also Arcane for effects that care about the trait.

The Ritual of Ascension specifically requires Arcane cards from three different zones, so the trait matters independently of a card's faction or printed effect.

3 Arcane Cards and Rite Progress

The Mystics do not gain points or counters for Rite progress. Instead, the number of **completed selected Rites** determines which Faction Features are unlocked.

COMPLETED RITES	WHAT YOU UNLOCK
0	Rites only
1	Invocation
2	Transmutation
3	Convergence and permission to begin the Ritual of Ascension

Completed Rites remain complete. Interrupting a later Rite or the Ritual of Ascension does not erase Rites you already completed.

Invocation

After your **first** completed Rite, unlock Invocation.

Invocation — **No Action** · **Once per turn** · **After applying an Arcane card effect.** After applying the Action, Gambit, or Tactic effect of an Arcane card you played, set, or chose, move one card from your Graveyard to your Discard Pile.

Invocation turns the Graveyard from a purely lost-card zone into a source of eventual recovery. Moving a card to the Discard Pile does not put it directly in Hand, but it returns that card to normal circulation when the Discard Pile is later recycled.

Transmutation

After your **second** completed Rite, unlock Transmutation.

Transmutation — **No Action** · **Once per turn** · **Before dice.** Put one card from your Hand in your Graveyard and add that card's value to your battle total.

Only the card's value applies through Transmutation. You are not playing its printed Action, Gambit, or Tactic effect.

Convergence

After your **third** completed Rite, unlock Convergence and permission to begin the Ritual of Ascension.

Convergence — **Automatic** · **During a Ritual battle you initiated.** Add **+1 to your battle total for each card currently bound to the Ritual.**

A normally intact Ritual has three bound cards, so Convergence normally gives **+3** in the battle you initiate to complete it.

ALCHEMIST · CONTINUED

The Alchemist rewards careful sequencing: once Materia Prima has triggered for the turn, later qualifying sacrifices that turn do not draw another card.

Alchemist

Nothing is fixed. Everything can be transformed.



Playstyle: sacrifice sequencing and card conversion.

- **Materia Prima — No Action · Once per turn · First qualifying sacrifice from Hand.** Draw one card the first time on your turn that a card from Hand enters your Graveyard for a Rite, Transmutation, or Arcane card effect. During battle, draw after the Aftermath.

Materia Prima makes deliberate sacrifice less costly. For example, beginning Rite of Blood by putting a card from Hand in your Graveyard can trigger the draw, as can using Transmutation later in the game.

A Gambit does not trigger Materia Prima merely because it eventually moves from battle to your Graveyard. The card must enter the Graveyard from **Hand** for one of the listed qualifying reasons.

4 Rites and Mystic Features

Beginning and completing Rites

Begin a Rite — 1 Action · Denouement. Choose one incomplete Rite among the three you selected, reveal it, and follow its printed **Begin** instruction.

General Rite rules:

- you may have only **one begun but incomplete Rite** at a time;
- you may begin your selected Rites in any order;
- a Rite cannot complete during the turn it begins;
- only one Rite may be completed per turn;
- completion happens when the Rite's printed completion condition occurs; and
- if a Rite is interrupted, it resets and costs already paid are not returned unless the Rite says otherwise.

If an active Rite can no longer be completed because a required card, component, position, or game state is lost or changes, it is immediately interrupted and resets.

The six Rites

RITE OF ECHOES

Begin: Bind one card from your Graveyard face up beneath the Rite. Then bind one card from your Hand face up beneath it that shares its title with at least one card in your Draw Pile. Search your Draw Pile for that title, reveal that card, shuffle, then place the revealed card on top of the Draw Pile.

Complete on a later turn: Win a battle in which the Gambit or Tactic effect of a card with the bound Hand card's title was applied. Move the card bound from your Graveyard to your Discard Pile and put the card bound from Hand in your Graveyard.

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

RITE OF BLOOD

Begin: Put one card from your Hand in your Graveyard.

Complete on a later turn: Win a battle without setting a Gambit or choosing a Tactic.

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

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

RITES AND MYSTIC FEATURES • CONTINUED

RITE OF CROSSING

Begin: During Denouement, only after winning a battle that turn that made you the occupier of a Territory the opponent controlled immediately before that battle.

Complete: At the start of your next turn, after Capture, if you are still the occupier or now control that Territory.

Interrupted: If you cease to occupy that Territory before completion, reset the Rite.

RITE OF SHATTERING

Begin: Put one banked Asset in your Graveyard.

Complete on a later turn: In the first battle that reaches dice, gain a number of instances of Advantage equal to that Asset's value. If you win that battle, complete the Rite.

Interrupted: If you lose that battle, Retreat +1 and reset the Rite.

RITE OF CONSECRATION

Begin: Place one Overlay from your Hand on a Territory without using another Action. That Territory is consecrated while the Rite is active.

Complete on a later turn: Win a battle on the consecrated Territory.

Interrupted: If you lose a battle on the consecrated Territory before completion, or if that Overlay is removed before completion, reset the Rite.

RITE OF EQUIVALENCE

Begin: Choose one card in your Hand and one card in your Graveyard with the same value. Exchange them. Keep the card moved to your Hand revealed while the Rite is active.

Complete: Play that exchanged card for one of its printed effects.

Interrupted: If the exchanged card leaves your Hand in any other way, or if you lose a battle before completion, reset the Rite.

Bound cards

A card bound to a Rite or Ritual is outside normal card zones. It cannot normally be played, moved, or affected except as the binding effect instructs.

When a Rite or Ritual binding ends without another destination instruction, its bound cards go to their owners' Graveyards. If a Rite gives a more specific completion or interruption destination, follow that Rite instead.

5 Your Path to Victory

The Mystics can win in either of two ways.

Run the Gauntlet

You can always win through the shared battlefield victory: control the entire Gauntlet, or force the opponent to make a Last Stand and win the resulting battle.

Rite requirements often reward winning battles, occupying enemy Territory, preserving board position, or using cards in unusual ways, so a territorial push can advance your ritual plan at the same time.

Ritual of Ascension

After all **three selected Rites** are complete, you may begin the Ritual of Ascension.

Begin the Ritual — 1 Action • Denouement. Bind:

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

All three cards must remain bound for the normal completion route.

To complete the Ritual, **you must initiate a battle while all three Ritual cards remain bound and win that battle**. During that initiated battle, Convergence adds +1 to your battle total for each card still bound to the Ritual—normally +3.

If you win, complete the Ritual and **win the game immediately**.

If you lose any battle before Ritual completion, the Ritual is interrupted. Put all three Ritual-bound cards in your Graveyard. Your completed Rites remain complete, so you may begin the Ritual again later.

A **Withdrawal** neither completes nor interrupts the Ritual because there is no winner or loser.