VLAADA CHVÁTIL

TASH-KALAR

ARENA OF LEGENDS

The Gateway opens, revealing a land of shadow and fire. Demonic forms wielding strange powers arise within the arena. Tash-Kalar is now open to the extra-dimensional realm of Nethervoid.

Nethervoid is a player deck that can be used like any of the player decks in the base game. This expansion contains 18 being cards, a set of pieces, and a score board for deathmatch melee.

Nethervoid also includes a special glass token for marking the Gateway. The Gateway is a trans-dimensional portal through which Nethervoid mages draw their energy. Most of the cards relate to it in some way. You will realize the full power of the deck once you have mastered this extra dimension.

NETHERVOID

Expansion Deck

The Gateway

The glass token is for marking the Gateway. **At the beginning of the game, you will have no Gateway, so you keep the glass token among your pieces.**

During the game, one of your common or heroic pieces may become the Gateway. Mark it with the glass token. You will never have more than one Gateway.

When a card refers to "the Gateway", it refers to the marked piece. But otherwise, the piece is just like any other of that rank. All the usual rules still apply to it. If the piece is moved, the glass token is moved with it.

WHEN DOES A PIECE BECOME THE GATEWAY?

If you have no Gateway, then the next Nethervoid being you summon becomes the Gateway. Mark the piece with the glass token. Then resolve the card's effects.

If you summon a Nethervoid being over top of the Gateway, that being immediately becomes the new Gateway. Then resolve its effects.

If you summon a Nethervoid being with a higher rank than the Gateway, the newly-summoned being becomes the Gateway. Transfer the glass token to the new piece. Then resolve the card's effects.

Legendary beings are not part of the Nethervoid school. They will not become the Gateway when you summon them.

A piece may also become the Gateway as one of a card's effects.

DESTRUCTION OF THE GATEWAY

If the Gateway is destroyed or converted to a different color, remove the glass token. For the moment, you have no Gateway.

UPGRADING THE GATEWAY

If an effect upgrades the Gateway from common to heroic, it remains the Gateway. If an effect upgrades the Gateway to legendary, remove the glass token. You can never have a legendary Gateway.

SUMMARY

- If you have no Gateway, the next Nethervoid being you summon becomes the Gateway.

- If the Gateway is a common piece, the next heroic Nethervoid being you summon becomes the Gateway.

- If the Gateway is a heroic piece, it will remain the Gateway when you summon a new being.

- A legendary piece will never be the Gateway.

New Keywords

The Gateway: the piece marked by the glass token.

Becomes the Gateway: If a piece becomes the Gateway, put the glass token on top of it.

Non-gateway piece: any piece that is not the Gateway.

Toward the Gateway: If a piece's move is required to be toward the Gateway, that means the distance between the piece and the Gateway must decrease. It is possible to move onto the Gateway and destroy it unless the card says otherwise.

EXAMPLES OF MOVING TOWARD THE GATEWAY

Each piece is at distance 3 from the Gateway. To move toward the Gateway, it must move to a square at distance 2. All possible moves toward the Gateway are illustrated. Note that a piece on a diagonal with the Gateway can move only on that diagonal.

Tactical Notes

It may take a few games before you are used to playing with the Gateway. In other schools, a being's effectiveness often depends on where it is summoned. In the Nethervoid school, the summoning square has a more variable meaning because many effects depend on the position of the Gateway instead.

Pay close attention to whether an effect applies to the Gateway or to the being you plan to summon. And if you plan to summon a being that will become the Gateway, think about where you want it. Its position will be important not only for its own effect, but also for the effects of cards you might play later.

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