

azti — the whole game on one sheet

Two readers, twenty light each, and a Tome that reads a page an hour. Keep this beside the cards.

1 · What you are doing

- Each reader carries 20 light. Take your opponent to nothing and they fall silent.
- You spend HOURS to read leaves. Figures stand and march; readings change the table.
- Every leaf leaves a RUNE behind. Spell one of the eighteen words and say it for nothing.

2 · Setting the rite

- Each reader takes one suit's deck: 114 cards — about a third of them shrines, the rest leaves, and no leaf printed twice.
- Shuffle, draw seven. There is no mulligan.
- Raise ONE shrine an hour. A shrine pays for leaves of its own suit; plain hours pay for anything.
- South speaks first, and draws nothing for it.

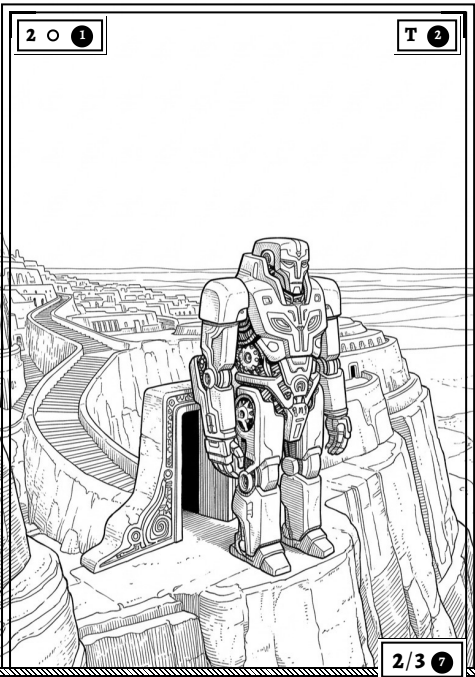
3 · The hour, in order

- WAX — your figures wake and stand up. Your shrines wake with them, and you may raise one more.
- SPEAK I — read anything you can pay for. Say any word your verse spells.
- MARCH — choose which figures march. A marcher wanes unless it is vigilant.
- WARD — your opponent puts figures in front of marchers. Warding does not wane them.
- TOLL — warded marchers trade harm with their warders. Unwarded ones take that much light.
- SPEAK II — read again with whatever hours are left.
- END — harm is forgotten, tidal figures go home, rooted figures keep their growth.

4 · The verse, and the eighteen words

- Reading a leaf leaves its rune in your verse. The newest eight stay; the oldest fades.
- Spell a word from those letters and say it for NO hours. Saying it spends those letters.
- Both verses are face up. If they are one letter from a word, read that letter first.
- A word is re-spelled, never translated: the tongue is fixed when the rite opens.

Anatomy of a leaf



The Warden of the Threshold 3

FIGURE — OF THE SUN XLVII 4

- 5 Bars the way, first strike.
- FIRST STRIKE strikes first, so it can kill before it is struck.
- BARS THE WAY at the toll it steps in front of the strongest marcher it can ward.
- ♦ It does not hold the door. It holds the strip of floor the door is about, and it strikes before anyone crosses it.

- 1 The hours it costs. A round pip is one hour of that suit; a numeral is that many plain hours.
- 2 The rune it leaves in your verse when you read it.
- 3 Its name. A ♦ beside it means a legend: one copy to a deck.
- 4 What kind of leaf it is, its suit, and its numeral within that suit.
- 5 What it does. This is the only part that changes the table.
- 6 The small print: what each printed word above it means.
- 7 Its strength and what it can take, if it is a figure.

One pip is one hour of that suit, paid by a shrine of it. A numeral is plain hours, paid by any shrine.

○ ☀ The Sun ☾ ☾ The Moon ● 🏛 The Tomb 🗼 🗼 The Tower 🌀 🌀 The Wheel

The words the cards are written in

- LIGHT your life. You start with 20; at nothing you fall silent.
- AN HOUR one unit of cost, and also one turn.
- A LEAF a card. You READ a leaf; you SAY a word.
- A FIGURE a card that stands on the table and can march.
- WANED turned side-on: it has acted, and cannot ward. It wakes next hour.

- THE MARGIN where dead leaves lie. Nothing comes back from it unasked.
- THE SEAL you, as a target. Harm that reaches it takes light.
- YOUR OPPONENT the other reader across the table. In the codex they are called the other voice.
- YOUR VERSE the last eight runes you have read. Words are spelled from it.
- THE TOME what you draw from — your own deck, or the shared Page.

azti — the reference

Every word printed on a leaf

FLYING only a warder that flies or has reach can stop it	REACH may ward something that flies	HALO the first harm it takes is refused, and the halo goes out
FIRST STRIKE strikes first, so it can kill before it is struck	MENACE two figures must ward it, or none	EAGER may march at once, but its harm never reaches the seal
DOUBLE STRIKE strikes in both passes	DEFENDER guards, and never marches	RADIANT every light that comes to you swells it +1/+1 until end of the hour
DEATHTOUCH any harm it deals a figure is lethal	HEXPROOF your opponent cannot name it	TIDAL as your hour ends it goes back to your hand
TRAMPLE harm past its warders goes on to the seal	UNWARDABLE no ward may stand in front of it	RISEN the first time it dies it stands again, waned
LIFELINK the light it takes, you gain	FLASH read it at any hour, even your opponent's	RECKLESS it marches every hour it can — you do not choose
HASTE may march the hour it is read	BARS THE WAY at the toll it steps in front of the strongest marcher it can ward	ROOTED as your hour ends it KEEPS +1/+1
VIGILANCE does not wane when it marches		

The five marks — one to a suit

 RADIANT every light that comes to you swells it +1/+1 until end of the hour	 RECKLESS it marches every hour it can — you do not choose
 TIDAL as your hour ends it goes back to your hand	 ROOTED as your hour ends it KEEPS +1/+1
 RISEN the first time it dies it stands again, waned	

The eighteen words

FIRE <i>FUEGO · SUA</i> 4 damage to any target.	IRON <i>METAL · BURDIN</i> Your figures keep +0/+1.	WOLF <i>LOBOS · OTSOAK</i> Two 2/2 Grey Wolves arrive.
DOOM <i>MUERTE · GALDU</i> Destroy target figure.	GROW <i>SAVIA · LORA</i> A figure keeps +2/+2.	KING <i>REINA · NAGUSI</i> A 3/3 Monarch arrives, vigilant.
LIFE <i>VIDA · ARGIA</i> You gain 6 light.	VOID <i>NADA · KENDU</i> A figure returns to the hand that read it.	SLEEP <i>REPOSO · LOA</i> Each enemy figure wanes.
MOON <i>LUNA · ILARGI</i> Draw two leaves.	DUST <i>POLVO · LURRA</i> Destroy target waned figure.	STAR <i>ASTRO · DIRDAI</i> Draw a leaf; gain 3 light.
SUN <i>SOL · EGUNA</i> Gain 2 light; two 1/1 Acolytes arrive.	WIND <i>AIRE · AIREA</i> Your figures have flying until end of the hour.	STORM <i>TRUENO · TRUMOI</i> 3 damage to each figure.
WAR <i>GUERRA · GERRA</i> Your figures gain +2/+0 until end of the hour.	BONE <i>RESTOS · DEITU</i> Target figure returns from your margin.	BLOOD <i>SANGRE · ODOLA</i> Your opponent loses 4 light.

Eight things the table remembers

• A RANK HOLDS SEVEN. An eighth figure has nowhere to stand and never arrives.	
• A figure read this hour cannot march unless it is hasty or eager.	
• AN OFFERING holds three leaves out of the Tome. Keep one; the rest go back underneath.	
• STILLNESS wanes a figure and costs it its next waking too.	
• THE UNNAMING leaves a figure its body and takes its text, its keywords and all it kept.	
• Harm is forgotten when the hour ends. The dead are not: they lie in the margin.	
• A VIGIL is set on your own hour and fires by itself, with no response from anyone.	
• The voice whose light runs out falls silent — and in the sealed rite, so does one whose tome is spent.	

The five suits, and what each one is for

 The Sun — Halos · radiant, and grows on light	36 × The Sun Shrine · 114 = 36 + 78
 The Moon — Tides · tidal, and comes back	36 × The Moon Well · 114 = 36 + 78
 The Tomb — Bones · risen, and does not stay down	38 × The Tomb Gate · 114 = 38 + 76
 The Tower — Embers · reckless, and will not be held	37 × The Tower Forge · 114 = 37 + 77
 The Wheel — Roots · rooted, and keeps what it grows	36 × The Wheel Grove · 114 = 36 + 78