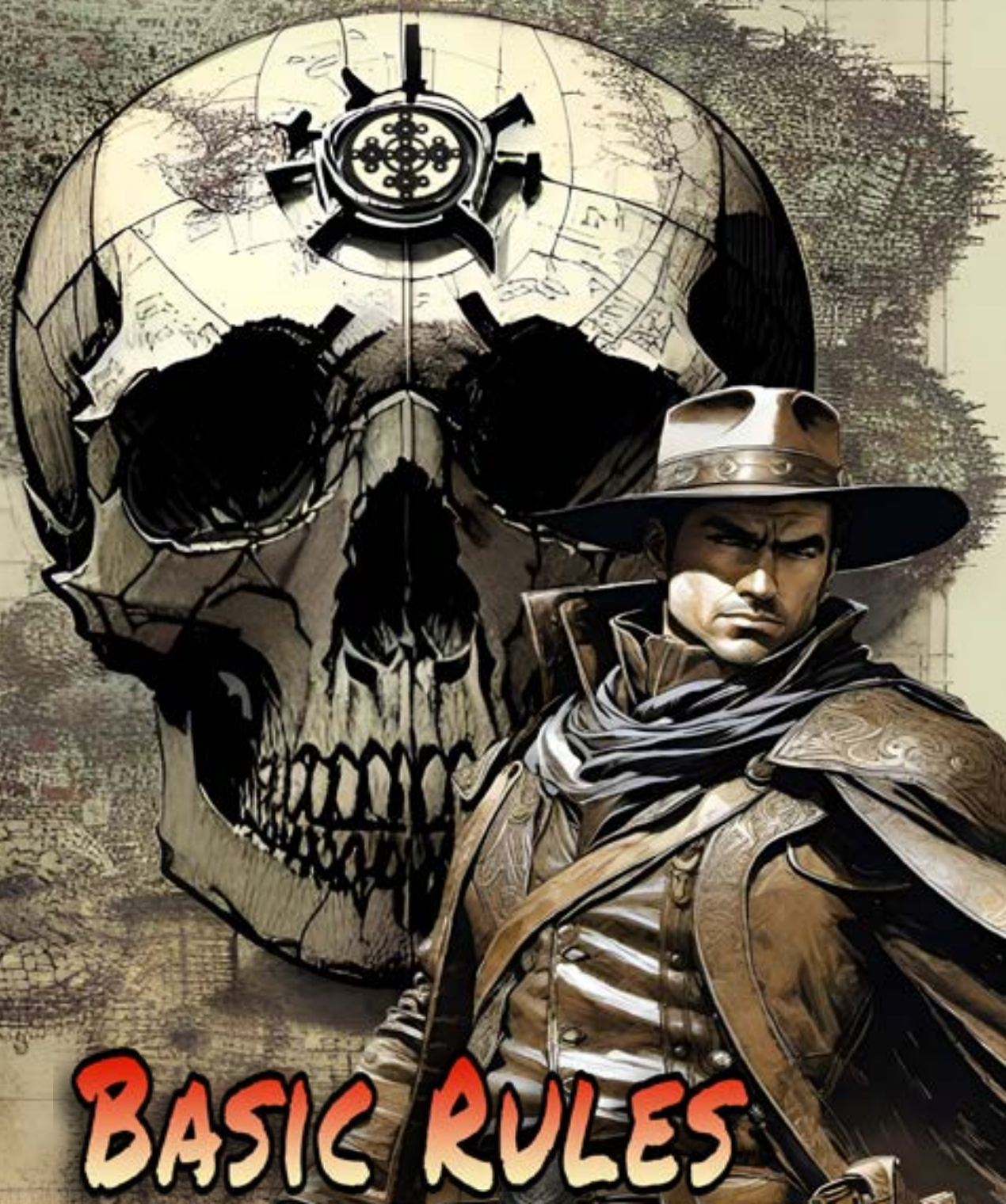
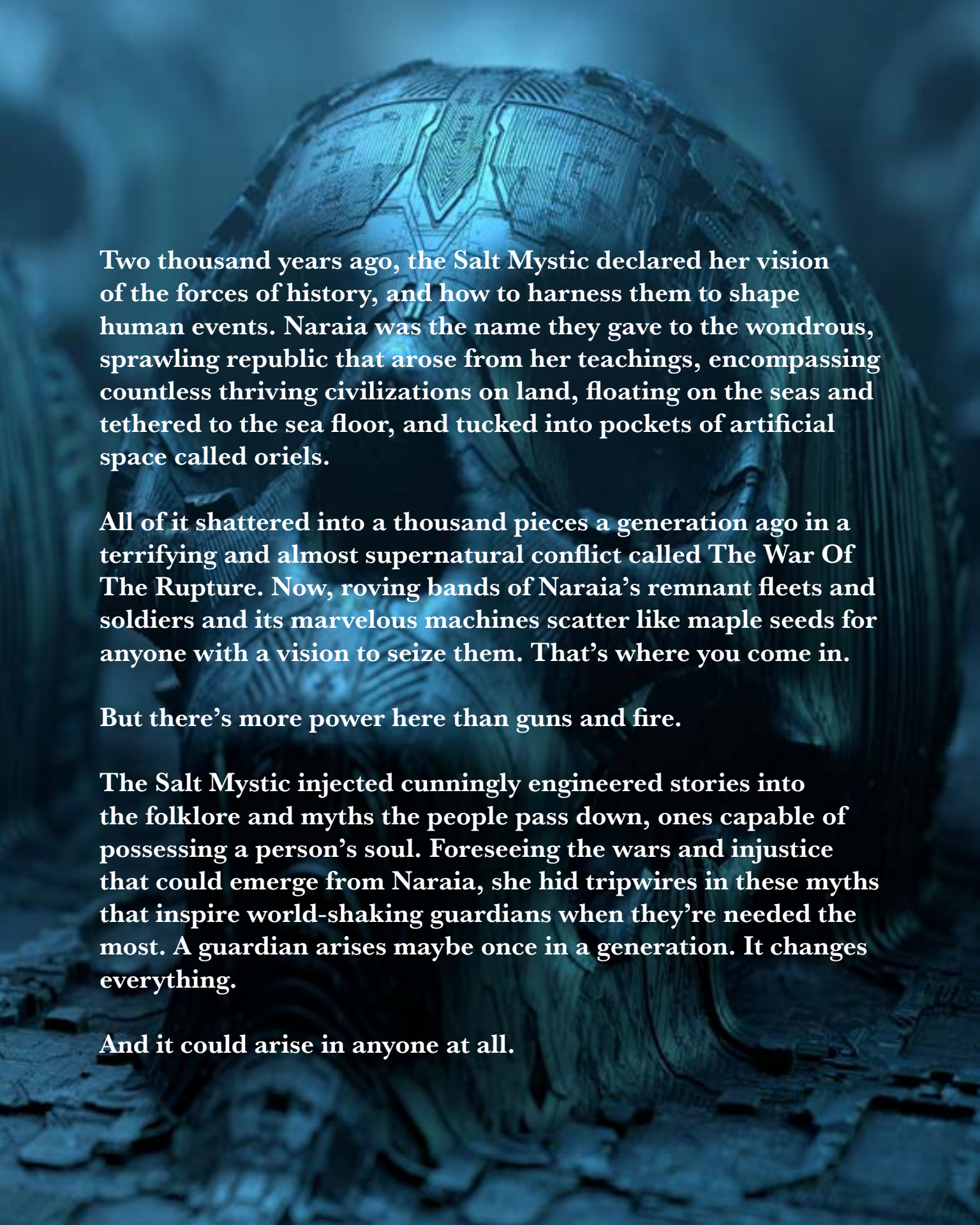


Salt Mystic

The bleeding edge of narrative gaming



BASIC RULES



Two thousand years ago, the Salt Mystic declared her vision of the forces of history, and how to harness them to shape human events. Naraia was the name they gave to the wondrous, sprawling republic that arose from her teachings, encompassing countless thriving civilizations on land, floating on the seas and tethered to the sea floor, and tucked into pockets of artificial space called oriels.

All of it shattered into a thousand pieces a generation ago in a terrifying and almost supernatural conflict called The War Of The Rupture. Now, roving bands of Naraia's remnant fleets and soldiers and its marvelous machines scatter like maple seeds for anyone with a vision to seize them. That's where you come in.

But there's more power here than guns and fire.

The Salt Mystic injected cunningly engineered stories into the folklore and myths the people pass down, ones capable of possessing a person's soul. Foreseeing the wars and injustice that could emerge from Naraia, she hid tripwires in these myths that inspire world-shaking guardians when they're needed the most. A guardian arises maybe once in a generation. It changes everything.

And it could arise in anyone at all.



At the height of The Infinite Republic, inflation engineers generated artificial pockets of space they furnished with impossibly huge simulations: glorified terrariums, complete with skies, lakes and cities, farms or warehouses. Those artificial pockets are called oriels, and no one at all knows how many there are still out there now that the Republic is long gone. It takes a mad and volatile dreamer to step into one of these lost worlds in search of adventure or treasure!



Welcome!

It means everything to us that you're checking us out. Thank you!

The Salt Mystic world is a labor of love, decades in the making, and ever-evolving. At its heart, this is all just a different way to tell a story...an interactive story that bends to whoever is telling it. This is a place where low-tech dirigibles hover over wastelands of deadly AI-haunted ruins, where wild-eyed gunslingers looking for adventure step with abandon through gateways into other worlds, and where just hearing a specific kind of fable in a tavern can literally transform a person.

So take a look at the website, go read the Lore Cards linked there, or follow our Facebook page, You don't want to miss anything, as important future elements of the game are developed over time in the flash fiction you'll find there. Buy a shirt or a mug to show your support if you like - that would be awesome.

But mostly, I'm just grateful you're here. The rules are simply laid out here, to give you the most basic feel of what the core game is about. You'll want the Sourcebook And Core Rules if you decide to immerse yourself in the lore and really join the movement.

Good luck!

Brian



Salt Mystic

The bleeding edge of narrative gaming



Salt Mystic is a thrilling science fiction-themed tabletop game played with dice, trading cards, and elements representing battlefield terrain where the placement and orientation of the cards drive gameplay.

Climb into a world whose armies clash in monstrous battles of shrieking guided tornadoes, tanks the size of cities, vehicles that climb up vertical walls, and men made of poisonous fog! Gunslingers duel with ball lightning in battles fought not only on the battlefield, but in the very stories they tell!

This set of Basic Rules clearly explains the objectives, setup and gameplay for both the classic two-player game as well as for solo play. Two Salt Mystic War Marshal decks are required in order to play either format, as described herein. Purchasing options for these decks and other branded merchandise, as well as the richly illustrated expansion and lore introduction book, **Salt Mystic Core Rules And Sourcebook** can be found at www.grailrunner.com/SaltMystic.



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Dreams are engines. Be fuel.

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www.grailrunner.com
Grailrunner Publishing

INTRODUCTION

Welcome to **SALT MYSTIC**, a science fiction setting with a cowboy flair, engineered from the ground-up to form an immersive storytelling engine.

The people, machines, history, places, and core concepts that comprise the **SALT MYSTIC** world were developed to form an expansive storytelling framework. You'll learn about oriel gateways leading to every conceivable type of place, and of a long history going back thousands of years peopled with rogues, lunatics, and demagogues. They've had incredible technology here for a very long time, and they've forgotten much of it. With this integrated set of principles and material at hand, there is essentially no limit to the types of stories that can happen here. And that's very much the point.

The game itself is a narrative-driven skirmish game played on a 4ft by 4ft section of tabletop with custom trading cards, terrain elements, and six-sided dice. The placement and orientation of the cards determine important mechanics in gameplay, modifying attacks, movements, and damage. In fact, terrain is a key element of the game, and victory is impossible without mastering it.

The cards represent the **CHARACTERS**, their **VEHICLES** and powerful **VEHICLE ATTACHMENTS** which are deployed on the tabletop battlefield. Special cards called **BREAKERS** represent critical momentum-changing conditions which you can think of as story elements. Like many trading card games though, you draw these in hands and turns, representing the fog of war and surprising setbacks or opportunities.



The final remaining card type is called GUARDIAN ARISES, of which there are three. Although you have wide liberty to structure your battle deck as you see fit, and deckbuilding is a key strategic factor in the game, all three GUARDIAN ARISES cards must appear in your deck. Playing all three of these cards triggers a minor Guardian within your faction which substantially swings the tide of battle in your favor. It doesn't guarantee victory, but it really... really...helps.

VICTORY CONDITIONS

Each faction is led by their respective War Marshal, and you will command one of them. You win a game of SALT MYSTIC by defeating your opponent's War Marshal, which is not nearly as straightforward as you might think.

It will require more of you than mad, screaming charges into combat. You'll learn quickly that clever positioning of your forces, timely triggering of your special ability, and leveraging terrain together forge the path to victory.

THE FACTIONS

Following the War Of The Rupture, remnants of the old society split into hundreds of powerful factions. One of the two largest is Alson, called The Mountain City. Karak is a War Marshal for the mountains. The other spans the twin cities of Mevin and Tobin, deep in the dry Salt Flats and built on top of the very place where the Salt Mystic had her visions. Segmond is a War Marshal for the Salt Flats.

The Mountains



The Salt Flats



Karak: Hammer Of The Red Witch



The Red Witch are a race of incredibly violent people, whose very language pictures the world and everything in it in terms of the pain or destruction those things can cause. Karak is a War Marshal for the mountain city of Alson, but has a long and complicated history with the fearsome Red Witch people.

Segmond: The Loreblade



Segmond is one of the last living veterans of the outbreak of the War Of The Rupture. He understands the power of stories, and collects myth and folklore to dissect for the almost supernatural enchantments the Salt Mystic buried in them. Because of this, he steers mighty armies like sailing ships.

News on future factions, technology,
and War Marshals at
www.grailrunner.com/SaltMystic

Game Rules



GAME RULES

1 - 2 players

Time



Ages 12+



30 minutes

Salt Mystic is a competitive tabletop game played with special cards, six-sided dice, and a measuring device such as a ruler or measuring tape. It can be played solo or with two players, and a typical game lasts about a half hour, though it's possible for games to last as long as an hour should the players be particularly nasty to each other.

You command your chosen faction's War Marshal, and your objective is to defeat your opponent's War Marshal.

1. What you will need:

1.1. Two opposing War Marshal card decks

Full War Marshal decks are available for sale at www.grailrunner.com/SaltMystic, and two Volume One starter decks are included in the full **Core Rules And Sourcebook**. A game of Salt Mystic requires two opposing 30-card selections from War Marshal decks, each referred to herein as a "battle deck".

1.2. Something to represent your chosen terrain elements

Anything at all will do as long as both players agree up front on what is represented. Some options are included in this rulebook for printout or copying and can also be downloaded at the website above. Refer to the terrain rules for options and impact on gameplay.

1.3. A handful of six-sided dice and a ruler or measuring tape marked in inches

The amount of dice needed will vary from game to game, but a typical game will use less than ten dice. They're used for markers on the table as well as determining outcomes, so a dice app on your phone or computer can be used if you also plan to use pen & paper for tracking purposes. Dice cards and a ruler are also included in this rulebook for printout or copying.

1.4. A flat surface, about 4 feet by 4 feet square

A tabletop or floor are fine. The important point is that both players agree on the borders.

1.5 (Optional) A story hook for the game

While you're welcome to play a straightforward game of Salt Mystic just to bash each other, the whole point here is to tell immersive, engaging stories that matter. Example story hooks are included in this book, but feel free to explore the richer experience of Salt Mystic by agreeing up front on what is happening and what's at stake. Refer to the **What Now** section of this book for more avenues to immerse yourself in the world of the Salt Mystic!



2. Setting up for a game:



Each player assembles a 30-card battle deck from their chosen faction's available cards for game play. Recommended starter decks are included in this book.

Only Characters can attack, but Vehicles and Vehicle Attachments move them faster and arm them with terrible might. Breakers can disrupt and escalate, though every Breaker in your deck is one less fighter in play.

Your battle deck must include the faction's War Marshal and a single copy of each of the three Guardian Arises cards. After that, it's raw strategy.



War Marshals are identified by firebirds



Guardian Arises cards one, two and three

2.1.1 Character cards

Any card with a faction's sigil may not be used in an opposing faction's battle deck. That means unless a Character card has no sigil, it may NOT be used with the opposing War Marshal.

Sigil examples:
The Mountains



OR

The Salt Flats



Character Cards represent the people under your command.

This is a character known as Bloodmonkey, who is a Watchman under the Salt Flats faction led by Segmond.

Important stats for each Character are shown on the parchment, as well as flavor text and any gameplay mechanics unique to the Character.

Bloodmonkey has Speed 6, so he can move up to 6 inches per turn. His Defense stat is 6, which will determine outcomes when he's attacked.

His weapon is a carbine, which has a range of 2 inches, and his Expertise stat of +4 will be used when he makes attacks.

The gameplay mechanics described on the card only apply while he's deployed.

The circular gun sight shape around Character images is called its "arc", and represents the Character physically on the tabletop. Arcs determine ranges, facing directions, and line of sight.

2.1.2 Vehicle cards

Characters can man Vehicles to move faster, to move in unique ways, and to allow for Vehicle Attachments (which enable more powerful attacks).



Vehicles are identified as such below the title of the card.

This is a Mog Corvette, a type of Vehicle able to scale up vertical walls.

Important stats for the Vehicle are listed at the bottom of the respective cards, and these stats override any stats listed on cards of Characters manning the Vehicles.

Any character manning this Mog Corvette may move up to 9 inches per turn no matter what their own Speed stat may say. Outcomes of attacks made on a Character manning this Vehicle will be determined using a Defense of 1, ignoring the Character's Defense stat. Attacks and outcomes will be explained later in the **Gameplay** section of the rules.

2.1.3 Vehicle Attachment cards

A manned Vehicle can be upgraded with a single Vehicle Attachment unless otherwise specified.



Vehicle Attachments are identified as such below the title of the card.

This is a Black Fire Cannon, which can be attached to any manned Vehicle unless otherwise specified.

Any stats or stat modifiers listed at the bottom of Vehicle Attachment cards override any stats listed on the respective Vehicle or its manning Character.

This Black Fire Cannon has a range of 4 inches when it's used to make attacks. Special rules apply after an unsuccessful attack, which is explained in the rules text on the card's parchment.

2.1.4 Breaker cards

Breaker cards represent major developments or intelligence, like story elements you are able to play each turn to affect gameplay.



Breakers are identified as such below the title of the card.

This is a Breaker called "Artifacts Of The Lore", which requires your opponent to draw a deployed Character back into their deck and off the battlefield when played.

Read the rules text carefully on Breaker cards, as they can dramatically swing the battle in your favor, or utterly destroy your strategy.

In the case of this particular example Breaker card, it's terribly helpful to handicap your opponent by forcing them to remove one of their Characters from the field and thus lose that position. Although they may deploy it again, they'll first have to draw it from the shuffled deck and start in the Deployment Zone again. Your opponent won't thank you for that!

2

Agree on the perimeter of the battlefield and place at least two pieces of terrain elements somewhere within.

Terrain is crucial to gameplay and impacts movement as well as combat outcomes. It isn't possible to win the game without taking advantage of modifiers such as those resulting from elevation, rough ground, or obstructions. Refer to page 61 for terrain modifiers.

Players sit on opposite sides of the battlefield, and their respective edges are called the player's Deployment Zone. Terrain can be placed anywhere, but generally Deployment Zones are best kept clear for at least 5 inches from edge.

Terrain elements must be classified as either Elevation, Rough Ground, or Obstruction in order to impact gameplay. Both players must agree on the classifications and gameplay impact before the game begins. If an element is included which is to be considered non-traversable, this should be agreed by both players up front. While papercraft terrain options are included in this book, feel free to get creative and 3-dimensional!

2.2.1 Elevation

Attack bonuses are granted when you attack from elevation, meaning it's easier to hit your target.

Towers, large hills or ruins or tall statues, or buildings are considered elevation. Consider aquarium pieces, little statues lying around your house, or papercraft options widely available on the internet. Anything representing a steep hill is the simplest option, because no special Vehicle is required to ascend them. Worry less about matching scale, and focus on representing your story.



2.2.2 Rough Ground

The amount by which a card can move in a given turn is reduced by half through rough ground

Rough ground includes rocky or rubble-strewn areas, wetlands or swampy ground. Consider printouts of aerial views of such places as an easy representation.



2.2.3 Obstruction

Obstructions provide critical shields against attacks by blocking line of sight, breaking up the battlefield

Walls, smaller ruins, piles of rubble or rocks, trees or other foliage, or even fog can be classified as obstructions. There are some very deadly and long range weapons in this game, against which you will need convenient places to gain cover.



Optional scenarios for story hooks

Some sample scenarios for your games are included in the table below. Roll a die to decide which you will use for a given game, or just pick one. These are entirely optional, and any scenario at all (or no scenario) is okay. These are designed to encourage particular play styles.

Scenario 1: Risen

With rumors of a risen Guardian in the city nearby, armies form in the fields to either repel invaders or contain whatever forces gather here in case it's true.

Roll for or choose the defending player, who will select and place the hills and towers (at least 6 inches away from either Deployment Zone). The invading player selects and places rocky ground anywhere.

Terrain:

- 2 - 3 hills (elevation)
- 1 - 2 towers (elevation, obstruction)
- 1 - 3 rocky ground (rough ground)

Scenario 2: Burning Fountains

The Fountain City is burning, with priceless knowledge going up in flames. Each side believes the other is responsible. There is an invaluable War Recorder in the Central Library who is trapped.

Evenly distribute buildings, towers, and walls across battlefield. Identify one building as the Central Library. A player may draw an extra 2 cards (max 9 in hand) as long as ONLY their Characters are within 4 inches of the Central Library.

Terrain:

- 3 - 5 buildings (elevation, obstruction)
- 1 - 3 towers (elevation, obstruction)
- 1 - 3 walls (obstruction)

Scenario 3: Swamp Road

A madman anarchist who claims to be able to sabotage oriel gateways is hiding in the swamp. Each side needs to get to him first, just in case he isn't crazy.

Place the wetlands in columns parallel to the sides of the battlefield to form a clear roadway between the two Deployment Zones, with optional tower(s) overlooking the road for sniping. Each player places an equal number of walls as desired.

Terrain:

- 4 or 6 wetlands (rough ground)
- 2 or 4 walls (obstruction)
- optional:
1 - 2 towers (elevation, obstruction)

If you're intimidated by all this and just want to learn the game and smash stuff, then place a hill and a wall somewhere in the center of the table and have at it!

Scenario 4: Black Labyrinth

Someone's running a Questforged nursery in the abandoned Trapmaster school labyrinth. Both factions intend to stop it, but the victor wins the grown beasts.

Terrain:

- 6 - 8 walls (obstruction)
- 2 or 4 high walls (obstruction and elevation)

Form a simple maze from the walls, with corridors at least card-width. Roll and place a die for each wall. Any manned ramship may remove a wall by ramming from a distance in inches equal to or greater than twice the die amount.

Scenario 5: Fog And Tombs

A previously unknown oriel has been discovered, locked and chained in the Great Valley Cemetery, and it's being opened. Everyone wants whatever secrets lie inside.

Terrain:

- 5 - 8 mausoleums (obstructions)
- 2 - 4 hills (elevation)
- 1 - 2 statues (elevation, obstruction)
- 0 - 2 fog (obstruction)

Evenly distribute the tombs, hills, and fog across the battlefield, keeping 6 inches of each Deployment Zone clear. Place statues near center of battlefield.

Scenario 6: Wraithdiver

It's raining in the Stonewisp Wastelands, and rumors tell of an awakening Psycholith with secrets about the Salt Mystic's Guardian myth.

Terrain:

- 2 or 4 rocky ground (rough ground)
- 3 - 6 cliffs (elevation, obstruction)
- 4 - 6 dice (representing stonewisps)

Evenly distribute the rocky ground and cliffs. Place dice equidistant from each other across the center of the battlefield. For each Character approaching within 2 inches of a die, opponent rolls die and covers with their hand, trapping Character until controlling player correctly guesses.

3. Key concept: Deployment

Deployment is a formal keyword in Salt Mystic, and it means to put a card into play on the battlefield, which is done in a precise way depending on the type of card.



A Character card is **deployed** by placing it on the battlefield with its bottom edge flush with the controlling player's table edge (unless a card specifies otherwise).

3.1 Attachment

When deploying, place Vehicle or applicable Breaker cards beneath Character cards to attach them, with names from the bottoms of those cards visible. Vehicles may receive Attachments. Attachments from your hand may only occur in the Deployment Zone.

3.2 Detachment

You may detach Vehicles & Attachments on the battlefield, converting them into obstructions. You may not reattach outside of the Deployment Zone. If you detach a Breaker card, it is discarded from the game.

In the examples above:

Bloodmonkey is deployed here on foot, so his Speed is 6 as the card states (meaning he can move up to 6 inches per turn).

Fargo is deployed here manning a Mog (notice the card beneath him). His Speed and Defense are overridden by the stats visible on the lower card while he remains onboard.

Segmond is shown manning a Dirt Wraith, to which he has attached a Rail Cannon. His Speed is overridden by the Vehicle, but modified by the Attachment ($7 - 2 = 5$).



4. Key concept: Activation

Activation in Salt Mystic entails both the movement and combat action available to each Character once per turn. This is how the battle will play out.

4.1 Movement

Rotate the card in place, with its top edge facing the direction you wish to move and slide the card up to a maximum of its current **SPEED** (accounting for any Vehicle or Vehicle Attachment modifiers, as well as terrain effects). At the end of movement, you may rotate the card to any orientation you prefer based on conditions. For all purposes, Character card top edges represent the Character's front-facing direction.

Movement modifier: Movement reduced by half (rounded down) through Rough Ground



4.2 Combat action:

1. Requires unobstructed line of sight from upper half of attacker's arc to anywhere on target's visible arc.
2. Both arcs must be within the attacking weapon's **RANGE**.
3. Roll a single die as your Attack Roll

Combat action modifiers:

- * Attack roll +1 if hit from behind (lower half of victim's arc)
- * Attack roll +2 if attacking from elevation
- * Attack roll -3 if target within 1 inch of wall or obstruction (as measured from anywhere on its arc.

Combat action resolution:

A Character or Vehicle is removed from play if
 $\text{ATTACK ROLL} + \text{MODIFIERS} + \text{EXPERTISE}$ equals or exceeds
 $\text{TARGET'S DEFENSE} + \text{MODIFIERS}$



5. Gameplay

5.1. Deploy War Marshals

Each player deploys their War Marshal anywhere along Deployment Zones, then shuffles their battle decks. Think about the terrain and where your opponent can move.

5.2. Draw 7-card hands

Each player draws 7 cards, concealing the faces from their opponent. Roll to see who goes first.

5.3. Attack!

Each turn consists of three steps:

1. Draw

Draw a card from your face-down battle deck (except for your first turn).

2. Play

Play all the cards you choose from your hand, including deployments, attachments, and Breaker Cards

3. Activation

Perform movement and combat actions, in turn, for each deployed Character

Players alternate turns until a War Marshal is defeated or left with no available moves. Generally, these people are wily enough to escape to fight another day. Don't ever think that's the last you've seen of any of them!

6. Considerations

6.1. Guardian Arises

Once per turn, if available, a player may play a **Guardian Arises** card by placing the card face-up and announcing so. The cost of doing this is to forfeit all combat actions that turn.

As described on the cards, when all three **Guardian Arises** cards are played (in a stack), that player may activate the card rules and raise a minor Guardian. Locate the next Character in the battle deck and place it atop the stack (shuffling afterwards), then advance from the Deployment Zone as normal. All opposing Characters are re-shuffled into the opponent's deck, discarding



Characters man Vehicles and arm their Attachments as they become available, representing the fog of war. Breaker cards are the surprise events and game-changing pieces of information you can release as they become available.

any Vehicles or Vehicle Attachments which they'd been manning.

Subsequently, all attack rolls by the controlling player are +1 until their minor Guardian is defeated.



6.2. Character arcs

A Character's arc represents that person physically on the table, so no arcs may overlap unless card text specifies otherwise.

Arcs bear markings to indicate the direction the person is facing (the top card edge) and the lateral sides (left and right edges). The lower half of arcs represents the direction behind the Character. This makes it important to stay aware of orientation at the end of movement. Attacks are made only within the upper half of arcs.

Front



Allowable
combat
actions and
direction of
movement

Attack From
Behind bonus if
targeted along
red arc

Rear

6.3. Combat action outcomes

Attack roll and modifier results simulate probabilities and not actual physical damage, and so are not cumulative. At the end of a turn, any attack roll results which did not result in a defeat disappear. Neither may any residual attack roll amounts from a given attack be applied to a second target unless card text specifies otherwise.

6.4. Vehicle damage

When targeting a Character manning a Vehicle, determine range, line of sight, and whether it's an attack from behind using the target Character's arc as described in the **Activation** section of these rules. However, for a successful attack roll, the Vehicle will receive damage first before the Character (and will be removed from the game if destroyed along with any Attachments).

Example:

Haplong of the Salt Flats faction is manning a Ramship, so its Defense stat overrides his personal stats and is therefore 6.

Karak has moved to within range of his carbine and rolls a 6 with no modifiers.

Attack Roll (6) + Expertise (3) = 9

Since the attack is greater than the Defense of 6, the Vehicle is destroyed and removed from the game. However, there are still 3 points of the roll left ($9 - 6 = 3$). This remainder is compared to Haplong's personal Defense stat now that he's no longer manning the Ramship.

Since his personal Defense of 4 is greater than 3, he escapes this time.



7. Salt Mystic solo play

One obvious way to play Salt Mystic solo is to rotate the battlefield ninety degrees and play both sides as aggressively as possible. That mode is called **The Schizoid Beast**, and it can produce exciting “there I was!” type stories and be a fantastic way to learn the rules and improve your game.

But there are algorithms and thumbrules in the rules of this section engineered to bring unpredictability, urgency and the fog of war to your tabletop to fulfill and enrich your narrative wargaming experience.

We call this set of rules **Wolfpack Mode**.

7.1 Wolfpack Mode overview

In Wolfpack Mode, you’re playing against an imaginary player who controls the opposing faction, and whose moves are determined by

algorithms. The simple rules of these algorithms are driven by a single roll of two six-sided dice at the beginning of each turn, and the results of each die are referenced according to the circumstances of each successive card for the duration of the phantom player’s turn.

Generally, it’s an aptly named ruleset due to the increasing deadliness of a pack of enemy combatants ruthlessly charging across the battlefield!

7.2 The Line Rule

When to use the Line Rule:

When you need a specific point along a line, such as deploying the opposing faction’s cards.

How:

Imagine a number line with the numbers 1 through 12 equally spaced running across the table. The total roll amount tells you the point on that line.



In this example, the phantom player’s total roll at the beginning of the turn was 9, so Karak has been deployed centered at that value on the number line.



7.3 The Binary Rule

When to use the Binary Rule:

When you need binary decisions such as left/right, yes/no or up/down.

How:

Read only the die furthest to your left and consult the table below. If you cannot determine which die is furthest to your left, re-roll both dice until you can.

1, 2 or 3 means NO, LEFT or DOWN

4, 5 or 6 means YES, RIGHT, or UP

An example for the Binary Rule is to resolve the conflict should the Line Rule deploy two Characters on top of each other, and a direction along the Deployment Zone must be selected.

7.4 The Direction Rule

When to use the Direction Rule:

For 360 degree direction-finding, such as determining a random direction for a Character to move per the Wolfpack rules, locate the dice roll result on an imaginary clock face.

How:

Envision a clock face centered around the card for which you're determining actions, oriented with your table edge. The total dice roll provides the direction. In the example shown, Rielle will rotate to the 5 o'clock position.



7.5 The Number Rule

When to use the Number Rule:

At times in applying the Wolfpack algorithms, you will need a randomly generated number.

How:

Consult the total dice roll to determine your needed number for the turn, which will range from 2 to 12. In cases where the roll exceeds some maximum amount listed on the respective cards, then limit the value to that maximum.

7.6 The List Rule

When to use the List Rule:

To select actions for Characters from a pre-determined list of possibilities, read only the furthest die to your right. This option isn't used in the regular Wolfpack mode game, but can be eerily challenging if you choose to develop custom action lists for particular Characters.

How:

Select key Character types for whom you will develop a list of six possible actions, such as "vanish and reappear on battlefield in accordance with the Direction and Number Rules" or "switch loyalty for one turn". Get creative. Then consult the right-hand die to determine the action taken for that Character on that turn.

7.7 Considerations

The cardinal, overarching rule in solo play is that the phantom player's Characters relentlessly move in the direction of your War Marshal subject to, and including, the following considerations for each turn:



- a.. Characters always end their turns facing the closest opposing Character of highest Expertise (or opposing War Marshal if in range).
- b. Characters always seek to optimize attack values, and will deviate their moves to terrain elements or positions where they can attack from behind if available, should an opposing Character be within 12 inches.
- c. Characters will always attack the target of highest Expertise as soon as they are able to do so, unless a Guardian Arises card is drawn. The phantom player always deploys Guardian Arises cards as soon as able to do so and, per the card text, combat actions are sacrificed that turn.
- d. When Characters are blocked from moving in a direct line to your War Marshal, or should a move place the Character directly in harm's way, rotate the card a quarter turn in the direction that will move it closest to your War Marshal, then exhaust available SPEED attempting to regain a clear path (using the Binary Rule if that direction isn't obvious)
- e. The phantom player's War Marshal will move per the Binary and Number Rules in the Deployment Zone except for two conditions:
 - i. If the move would place the War Marshal in harm's way, then leave in place (or apply the Direction Rule at max Speed to remove from harm's way if that's also already the case)
 - ii. If the War Marshal is the only remaining Character available to the phantom player, in which case the War Marshal proceeds as described above (and with +2 Expertise to reflect desperation and raw fury). Place a die on the card with the '2' face-up to indicate this case.
- f. All phantom player Characters within targeting range of your War Marshal receive an additional +1 to their attack rolls for EVERY phantom player Character also within range.



In this example, Karak is in the targeting range of three individual Characters from the opposing faction. He's been backed into a corner and is outnumbered.

Each Character, in turn, will receive +2 to their attack rolls because there are two additional Characters also within range.

7.8 Wolfpack Mode game play

How to play:

1. Deploy phantom player's War Marshal using the Line Rule, then deploy yours
2. Shuffle both battle decks and draw 7-card hands
3. Each turn for the phantom player:
 - a. Roll two dice to set the outcomes for the turn as described above
 - b. Draw a card (except on phantom player's first turn) and spread phantom player's hand out face-up
 - c. Working from left to right, match the first available Vehicle to the War Marshal, and first available Vehicle Attachment. Proceed in the same manner for other Characters until out of Vehicles. Any remaining Characters will deploy on foot.
 - d. Deploy all Characters per the Line Rule unless doing so would deploy on top of another card (as it will in the first move of the game). In that event, displace the deployment point in a direction determined by the Binary Rule by the number of inches determined by the Number Rule, wrapping to the other side of the Deployment Zone if necessary.
 - e. When the Binary Rule determines a YES, play the first Breaker Card available from left to right and immediately resolve its effects.
 - f. Gather hand back into a pile and place face-down till next turn
 - g. Perform each deployed Character's Movement and Combat Action per the above guidelines in turn.
4. Proceed in alternating turns as in the regular game.
5. Special Case: Any effects described on phantom player's deployed cards which are described as 'Once Per Game' are immediately resolved when the phantom player's dice roll is snake-eyes (two one's).
6. Should these guidelines determine moves or actions which are impossible, then take no action in that case.

A helpful general rule to avoid confusion or breaking immersion in the game is to intervene on the phantom player's behalf if necessary and decide for it an action you would take in those circumstances.

That's all you need to know to get started!

Your terrain choices, the battlefield dynamics and interplay of Characters - so many of them with histories together, and unpredictable momentum shifts all combine to form a fascinating arena of powerhouse strategy and tactics. There are thousands of combinations of choices that unfold for any scenario.

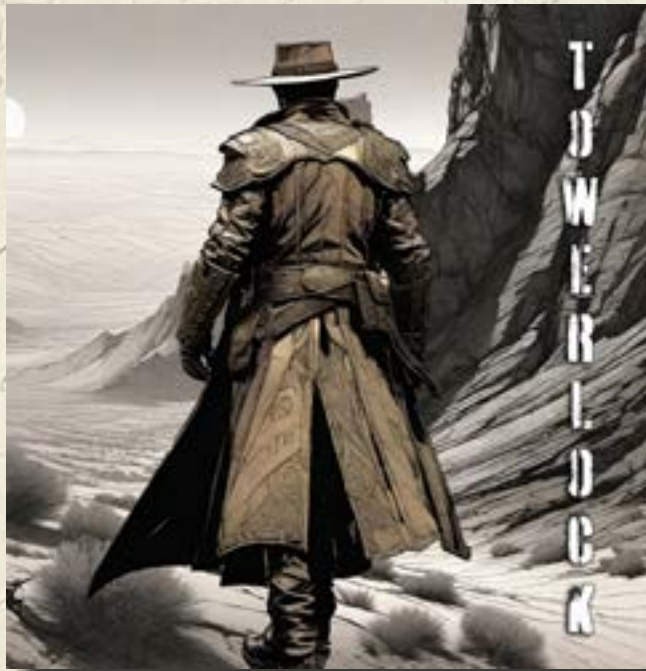
Don't linger in any one place. Control your Deployment Zone as a critical supply line for your forces. Exploit the terrain features, and position your people with an eye towards your killer turn. Have contingencies for Breaker cards and special actions by War Marshals. And perhaps above all, read the card text closely for your own forces and your opponent's. That's where the magic happens.

For it isn't just the battlefield miracle machines or half-insane, grinning nightmare warriors that are waiting for you out there. The Salt Mystic herself saw all of this coming, and if it frightened her enough to bury weapons made of stories, then we need heroes. Now!

Be brave. They will remember.



8.1 Example narrative and setup



The rich lore of Salt Mystic, as found in the Sourcebook & Core Rules Volume One, is intended to provide a bucket of materials for you to establish an immersive narrative of what's happening in the game.

This scenario is provided to illustrate how the terrain and context for a game of Salt Mystic affect game play in the form of unique mechanics as well as in the narrative of the story being told through the game.

It's called

TOWERLOCK A Salt Mystic adventure scenario

Everything you need to play is included with this ebook, even a starter deck of cards, dice cards if you don't have any, rock outcropping terrain, and a paper ruler for measuring distances. Just print out what you need, and go.

Summary

An abandoned oriel terminus has been discovered on the summit of a towering granite butte in the desert country in Jasphouse Province. A single oriel gateway leads to artificial pockets of space left over from The Infinite Republic, and could contain treasures and technologies beyond belief. Yet a terminus might contain as many as twenty such gates. No one nation can be allowed to control that sort of thing. Who knows what leverage they'll gain from it!

Karak and a vanguard watch from Alson in the Mountains got to the summit first and established an operation financed by an enigmatic partnership known only as Towerlock. He will need to plan his defenses carefully and consider all possible avenues for assaults and sieges.

Segmond and a vanguard watch from Tanith in the Salt Flats has arrived to take the summit back. He'll need to analyze the defenses being set up, consider all intelligence he can gather, and prepare as devious or as bloody an assault as he can muster to have any chance at success.

Wonders beyond imagination could be ripe for the taking. But the fight will take place on a sheer vertical wall.

TOWERLOCK: ENIGMA ON THE ROCK

A desperate clash of forces on a sheer rock wall, with the balance of power of two mighty nations at stake...

Auroch took a cautious sip of steaming white coffee, scanning the granite butte that rose starkly in the distance. The butte's rocky top was high enough to fade into mist, though he could still distinctly make out the mysterious architecture that cluttered its plateau. He tried to gaze on casually, like that wasn't why he was here at all. Strangers in this town though, even ones hiding in crowded cafes, still drew attention.

An oriel terminus. That's what it was. No doubt, now that he was looking for himself.

The locals had all kinds of explanations about that domed stone arcade towering above this little nowhere-town, depending on who was asking. But Auroch had seen this kind of thing before: the long-abandoned remnants of the world-spanning society they used to call "The Infinite Republic". In those days, inflation engineers generated artificial pockets of space they furnished with impossibly huge simulations – glorified terrariums, complete with skies, lakes and cities, farms or warehouses. Land just didn't matter anymore when the great machines were in play in the heyday of Naraia. That all went to flaming soup a generation ago, and here they were with abandoned pockets miraculously left functioning and waiting for somebody enterprising enough to seize them.

Oriels were lightning-soaked gateways into these pockets, typically embedded in the ground and usually large enough for a multi-laned highway plowing straight inside. Sometimes they were pedestrian, sized for a set of stairs, sparkling and bathed in light – step down like a subway station and back up into another world. A terminus was a place of several oriel gateways, and could be as many as ten or twenty.

Twenty gateways. Twenty worlds. And nobody knew what any of them contained. Crazy. How in the world could they abandon such a thing? And how many dreamy-eyed treasure hunters had bankrupted themselves here trying to get inside?



“They’re hiring.” A familiar voice called from behind him. A beautiful voice.

She called herself “The Wake”, probably to sound intimidating or memorable. That worked, of course, though there was more to her than a brand name. He remembered well what her hair smelled like and how they’d said goodbye last time. And he knew her real name.

Pointing a long, gloved finger up at that high terminus in the distance, she smiled at him, “If you’d prefer to join a legally permitted business venture over sitting here scheming how to break in yourself.”

Auroch tried to regain control of his facial expression, not so much from wishing she’d keep that sort of thing quiet, but more so just seeing her again. He couldn’t say if it hurt or felt wonderful, or both.

He awkwardly motioned her over, deciding against a hug, “It’s good to see you again. Despite what you think it’d be like.” She was beautiful, but there was no way you could tell her that. This was a dangerous and broken viper. The slightest trace of hesitation told him she felt the same, though she wasn’t the kind of person to allow a discussion of it. She turned the café seat backwards and sat leaning forward, resting her elbows on the seatback, and a server placed a glass of iced sana on the tabletop. That meant she was a regular here. She’d turned the seat around to allow for her ball lightning carbine, slung low on a leather strap behind her.



She squinted her eyes, “What is that abomination on your chin?”

He pulled at the scrubby goatee gently, “It’s an upgrade, dear heart. That’s what it is. And you love it.”

Tilting her head to one side, “Meh. It’s new. You didn’t have that a couple of weeks ago.”

So casually she told him she’d been checking in on him. Her pause just then, letting it soak in, said she meant to shock, or maybe remind him that she could reach through the immaterial Datastream and see him without anyone knowing. No, that’s the kind of person you hire to guard a claim. She was working for Towerlock. And she was as mysterious and fascinating and dangerous as she’d always been.

Auroch squinted up at the terminus, machines just visible at the top. This woman held a grip on him, and there was an intensity to her looking in his eyes. He looked away from her

because he needed to, though there was one thing he noticed...one electrifying thing that made all the difference to him after all this time away from her. He could hear her fingernail scratching nervously against the zinc tabletop. She'd missed him.

"Towerlock, huh? Three brothers and a mystery partner – that's the word in the pubs. I'm surprised Karak has time for treasure hunt boondoggles." Auroch was fishing with this comment, and kept his glance upwards. Karak was a War Marshal of the mountain city of Alson and often commanded The Wake as part of that mighty city's fighting forces. He was an intimidating, bearded, mountain of a man.

"Stop it. Please tell me you're hiring this out and don't plan to go up there yourself." She wasn't smiling anymore, wasn't playing with him. Her eyes sparkled. He marveled at how complex she was.

"It doesn't look that hard to me, honestly. At least to get up there and clear things out." Auroch examined the sheer rock wall and small scrub brush clusters along its heights, possible avenues to get to its top, and what defenses Karak might have in place already. The butte was roughly cylindrical, with wide expanses along its length essentially free of obstacles or outcroppings. The whole formation was wide enough such that it would seem like a flat wall to anyone clinging to its surface.

The Wake scooted her chair forward urgently, "You're thinking about taking mogs up the rock face. Our Tomb Trapper has snares along the entire wall surface. It's a vertical slaughterhouse. You'll never see them until it's too late."

Auroch pursed his lips, "Who's your guy?"

"Fargo." She said it with emphasis, because Auroch would know how devious and deadly Fargo could be with his traps. It ruled out a wave of mog crawlers blazing up the rock face to trigger



the traps and clear a path, since Fargo was just malicious about things like that. He'd think of it and plan accordingly.

"Oh. That's what Rielle's doing up there." Auroch hadn't meant to communicate anything to her with that, though she reacted at him knowing such a thing. Rielle was a Codeswarm Officer, a sanctioned hacker able to jam weapons among other things. Anyone who'd heard of Fargo knew he was a second father to Rielle, and often used his traps to drive his victims into a dead zone she created. This essentially ruled out a frontal assault up the rock face, apart from maybe a diversion.

"Airships are no good either. There are two freakishly huge rail cannons up there, like they used to have on The Hag." Her fingernail was scratching faster. He was bothering her with his casual nature.



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Auroch took another sip, "I don't have an airship."

"Well good. We'd perforate it."

Watching her curiously, "We." He let it be a statement and a question, maybe a judgement.

The Wake squinted her eyes at him, irritated, "You're being an ass."

He tilted his head thoughtfully, scooting his chair to gain a better vantage, “I’m assuming you have a sniper up there, stationed at the precipice with full view of the rock faces? Plott, I imagine. Creepy hilljack.”

She nodded, “Yeah. Plott. Doesn’t sleep.”

“How does that beast of a man hide himself? He’s up there?” Plott was Karak’s favorite sniper, a huge man from the wild country who only spoke with gunfire. Plott wore a haunting mask that acted as a psychic scope, linking him with his weapon intimately.



Auroch ran his eyes along the high walls, imagining his hired guns and their vehicles dropping like rain to the earth in a storm of railgun fire. He was losing faith in his chances. Just how many people had Karak sent here, and what was in that terminus? The real aim was just to get to the top, as there couldn’t be room for any sort of substantial defenses once you got over the precipice. At least he didn’t think so.

Auroch mulled the challenge in light of what he was learning, what he was validating with her here. It was clear now that a charge up the rock face would be bloody and difficult, even with diversions or subterfuge. He weighed what forces and equipment he might negotiate to bring to the job, what Segmond of the Salt Flats could offer. He side-glanced at her, wondering whether their history was strong enough to keep his secret should he discuss a contingency with her now that the Towerlock people maybe hadn’t considered.



She frowned, rumpling her forehead “Dirt Wraiths, right? A little navy of Dirt Wraiths rising up through the butte itself, popping up into the terminus from the floor?”

He tried hiding his cringe, having long ago accustomed himself to her knowing things she shouldn’t know. She traced practically his every thought. It was unnerving, but dizzying in how attractive it made her to him. These two had always been a mess when they were together, but just kept colliding anyway.

Dirt Wraiths could travel through solid earth and rock, like submarines only traveling through land rather than sea. They did it with a trick of inflation engine technology, the same sort of machinery that once built all those oriel pockets as with whatever was sheltered up on that claim. Dirt Wraith pilots were insanely bold, thinking nothing of driving blind, phasing in and out of any meaningful definition of existence and emerging with precisely timed activations. Segmond could bring Dirt Wraiths to the table if that would do it. And he’d likely be happy to do so, if it would embarrass Karak.



The Wake bit her lip and inhaled deeply as she took another look to the distant tower, “That’s a pretty good thought, actually.” She squinted and pointed, “But right there in the central part of the complex where you can...just see that crane golem, the red one...we’ve parked a Wraithbuster right there. I mean, we had it so we brought it. I’m sure somebody can drive that thing.”

“What if we just launch a freaking tornado right up the wall?! I mean...clear it all out. Then we clean up the mess and just take the terminus. Sounds amazing.”

“You don’t have a tornado launcher. I’d know it.”

“What if I did?”

“Yeah, I mean...a tornado, maybe an ephemeral torpedo or something spooky like that...you could try and set that sort of thing up.” She gestured at the crowded tables to her left and behind her, “That sort of thing’s why we have a Blinkstriker down here. He’s in here somewhere right now. I think he is. I’d have to look.

Auroch’s heart sank. That was a good move, if she was telling the truth. Blinkstrickers could infiltrate and hide among the crowds, and tactically remove anyone trying to set up complicated rigs. Karak really had thought of everything.



“Mogs, then. Lots of mogs. Wallcrawlers. Gonna be nasty.” This wasn’t going to be a cake walk, and the walls of that butte were going to be a madhouse no matter what course Segmond’s forces took.

The Wake frowned, rumpling her forehead, “Or sign up with us.”

Auroch couldn’t react to that, because that’s when Karak himself walked in.

He shot tension into the room that you could feel in the back of your neck. Academics made careers studying him. Here was a man who’d traveled with the people that tore the world apart in the War Of The Rupture, and whose secret pact with the terrifying Red Witch could bring the fearful to a tremble. The Wake stood to her feet and watched the bearded War Marshal scan the room. It was quiet enough to hear stomachs growling.

He nodded at Auroch, as Karak had asked many times for Auroch to join him on one of the mountain city’s vanguard watches. Auroch nodded back, but stayed seated. Karak was a good guy, just intense and powerfully protective of his adopted homeland. His presence here was electric, and the crowd parted for him as he walked to the window overlooking the butte. Not a word. He just stroked his grizzly beard and gazed out over the rock tower.

How could anyone turn their eyes from a warrior who’d shattered nations and commanded fleets a million-strong? He was just standing there, but his myth screamed. Auroch glanced at The Wake as it dawned on him she’d likely been sent by Karak for information. It was all over her face, that’s exactly what she’d been doing. And it was okay – she didn’t owe Auroch any loyalty. Maybe he’d learned a few things too, or maybe she’d been lying all along. It would be hard to know.

When Segmond walked in from the same doorway, Karak didn’t even turn to face him.

People started to clear the café, slipping out the back or shuffling past Segmond to get as far away as possible before any shooting started. These two were mortal enemies, clashing over and again with larger-than-life warriors and machines fit to fill a thousand libraries. Segmond grinned thinly, as he always seemed to do. He enjoyed the attention, and coyly fluffed the coils of his wooly hair.

Segmond breezed past The Wake and looked her in the eyes, gesturing a thumb casually in Auroch’s direction, “I’ll watch out for him.”



Auroch got up from his chair, his eyes wide at The Wake as if to question her what on earth these two thought they were doing in the same room. Her face showed this was a surprise to her as well, and that somehow made this room more explosive. How do you surprise a woman who can see everything in the Datastream?

She stepped backwards, spacing herself to allow for return gunfire should it come to that, to protect her War Marshal. She gestured with her head towards the door, signaling Auroch to get out. But the doubt in her eyes was classic Segmond. With just those few words and a disarming grin, Segmond had compromised her so gently: she'd want Auroch watched over. She'd want him safe should bodies start raining from that rock face in the shooting gallery to come. And Segmond could do that. It was genius, honestly; his words were sweet poison.

Auroch took a place by an oak table, considering whether he could overturn it and how many blasts it might take from a carbine before splintering into ashes. That's when he noticed the sides being taken inside the café...those with carbines and railguns drawn and readied to light this room up should it come to shooting. Gunslingers from both sides were taking positions, inside the café and visible in the windows outside.

Students of war considered Segmond one of the most dangerous men alive. It was said of him that he steered armies like sailing ships, his command of the Salt Mystic's powerful lore verging on supernatural. Whatever was magical about the engineered folklore that old woman embedded in the tales of humanity, Segmond seemed to harness it as a weapon, and the first order given to soldiers facing him in battle was never to listen to him speak.

Segmond nodded dramatically at Karak and waved casually at Karak's towering Red Witch guards leering from outside the glass as he stepped into a position by the window and just about arm's length from where Karak stood. And the two War Marshals stood, side by side, examining the rock faces and high terminus in the distance like it was a summer garden, with the electric hum and rattlesnake sizzle of charged weapons suddenly filling the room.

Auroch leaned into The Wake's ear to whisper to her, "They're up to something."

Her eyes narrowed as she frowned back at Auroch, letting him know with a glare hot enough to burn his eyebrows off that she was growing furious at her War Marshal about this. Karak and Segmond were just standing there, neither speaking nor de-escalating the building tension in the crowded café in the shadows of the vertical granite battlefield where these fellows here would very likely by dawn be gunning for each other. Did they want it to just happen here instead?

She whispered back through gritted teeth, "Yeah. They're comparing balls, and it's pissing me off."

Auroch shook his head slowly, "That isn't it."

Karak at last took a surveying glance at the standoff behind him, then caught the eyes of the café server, holding up two fingers. She'd been crouching under a counter and had to raise her head like a gopher to see what he was signaling to her. In fact, it took her a moment to realize he was

ordering drinks. With wide eyes, she looked around the room at the raised weapons and tense stares, then back to the old warrior. He twirled his fingers and raised his bushy eyebrows at her to trigger some urgency.

Once she finally poured them and placed the drinks in his hands with the kind of tenderness she might had the glasses held explosives and not algae wine, the café server made for the exit mumbling something about insurance. Karak handed one of the drinks to Segmond.



Segmond and Karak both turned to the room again and raised their glasses, saluting everyone inside, and downed the contents in a single draft. The act disarmed them all, causing carbines and railguns to cautiously lower as the crackling hums died off. The gunslingers all hesitantly straightened their chairs and eased off from what was set to be a hailstorm. Isolated voices swelled into a crowd murmur.

Enemies, yes. Always. But nerves and fear drove mistakes. That was their message. There was to be no place for friendly fire or panic runs, pointless screaming dashes into hellfire with no chance of success. This was business. Drink up. Tomorrow, we dance.

The Wake shook her head, caught Auroch's eyes, and grabbed his neck to draw him closer and kiss him soundly on the lips. He caught his breath afterwards, his eyes round as moons.

She gestured towards the table, "Let's talk about what could be in that terminus up there. I'm starving."



Game setup for Towerlock

General comments

- This scenario assumes the Mountains faction, led by War Marshal Karak, has been hired by the mysterious Towerlock Partnership to defend the summit from raiders, likely with the promise of sharing in its presumed riches. Accordingly, Karak's Deployment Zone (extending six inches from the table edge) represents the summit.
- The Salt Flats faction, led by War Marshal Segmond, has elected to try and take the terminus as much to prevent Karak's people from obtaining those riches as to seize them for his own people. Accordingly, Segmond's Deployment Zone (also six inches from table edge) represents the ground at the butte's base.
- The tabletop apart from the two Deployment Zones will represent the vertical wall of the rock butte, assumed to be virtually flat.

Don't worry about matching your battle decks to the story.

Look at the available cards for your faction and decide the best possible strategy to either take or defend that summit.



Game play considerations

- Feel free to swap factions if you like. The important part is one player controls the summit and the other is trying to take it. The battle will mostly occur on the wall.
- Characters traveling the wall without a Vehicle move at reduced speed (half the Speed stat listed on the respective card). This means Mogs will be key if you plan to move quickly along the wall.
- Any defeated Character, whether manning a Vehicle or not, is assumed to fall in the direction from the summit to the ground. This means any Character of either faction that is positioned along the line of their fall to the ground player's table edge must win an attack roll versus their Defense stat (3 for Characters not manning a Vehicle, 5 for Characters manning a Vehicle).
- Only Vehicles capable of flight or clinging to vertical surfaces are allowed beyond Deployment Zones, so Ramships, Wraithbusters, and Inflation Engines (if used at all) must remain within six inches of their respective table edge.
- Place at least three terrain features representing rock outcroppings randomly along the battlefield outside the two Deployment Zones. Standard Elevation attack bonuses apply from these features. An example rock outcropping page is available in this booklet.

Papercraft Terrain Options





Description:

Rocky, rubble-strewn ground

Classification:

Rough ground

Impact on gameplay:

Movement through rough ground reduced by 1/2, rounded down



Papercraft terrain element for Salt Mystic tabletop game

Grailrunner Publishing

www.grailrunner.com/SaltMystic



Description:

Rock outcropping

Classification:

Elevation

Impact on gameplay:

Attack rolls from elevation receive +2 bonus against targets at lower elevations



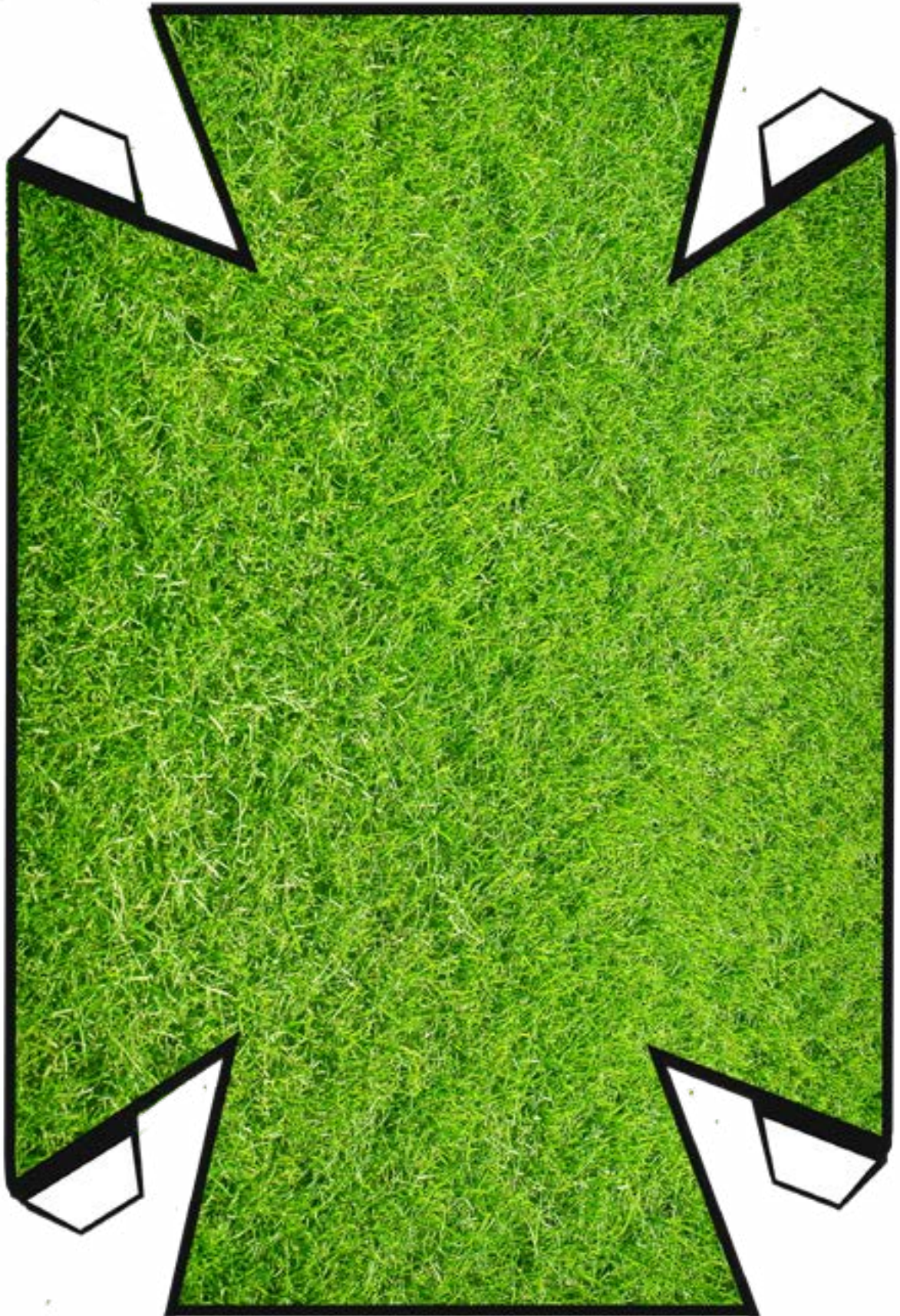
Papercraft terrain element for Salt Mystic tabletop game

Grailrunner Publishing

www.grailrunner.com/SaltMystic

1. Bend white tabs down and apply tape or glue.

2. Bring the edges of each cutout triangle together at the corners and connect with white tabs.



Description:

Grassy hill

Classification:

Elevation

Impact on gameplay:

Attack rolls from elevation receive +2 bonus against targets at lower elevations

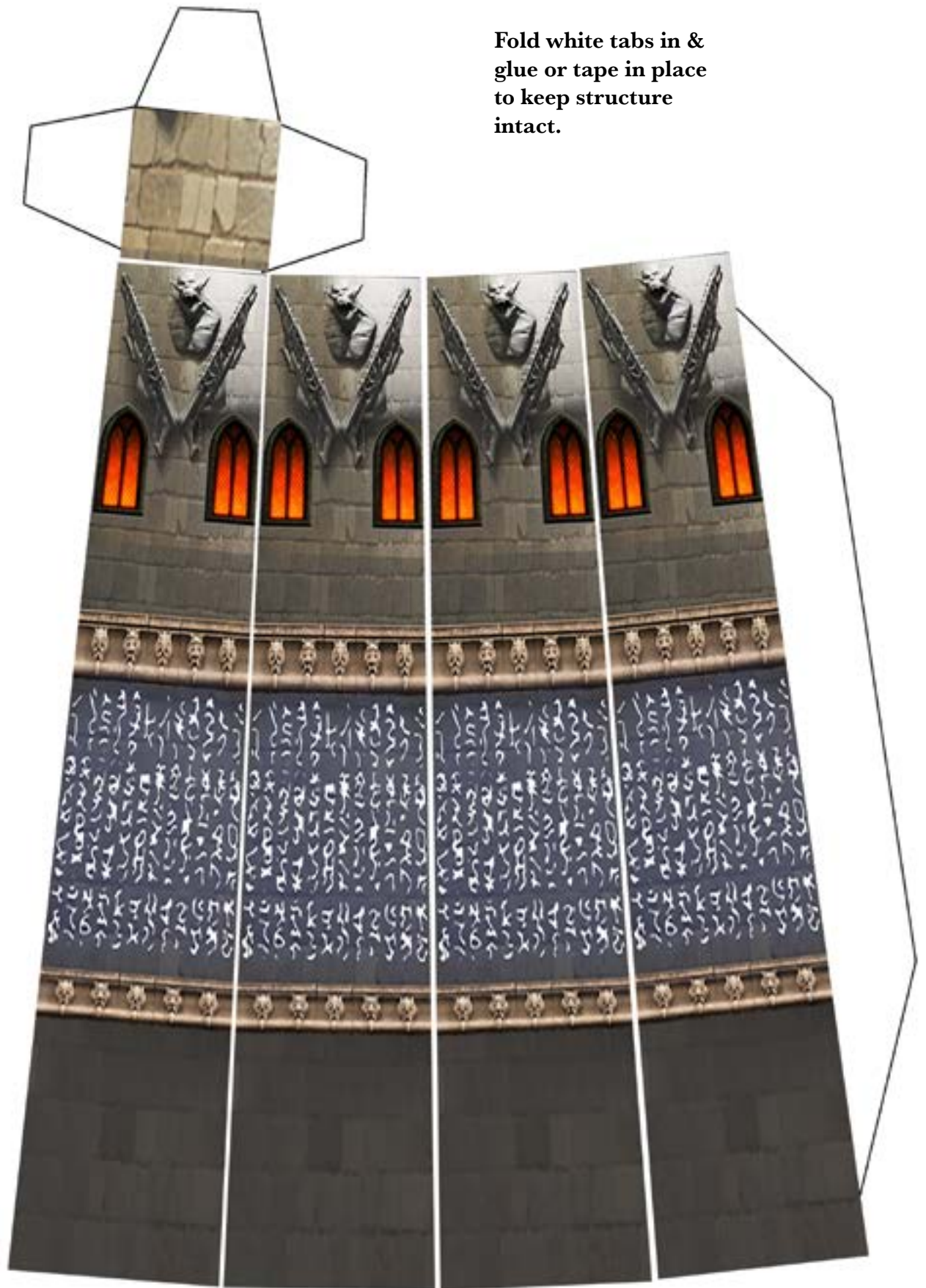


Papercraft terrain element for Salt Mystic tabletop game

Grailrunner Publishing

www.grailrunner.com/SaltMystic

**Fold white tabs in &
glue or tape in place
to keep structure
intact.**



Description:

Ancient Malthus tower

Classification:

Obstruction (also possible as elevation for

Vehicles which can climb walls such as Mogs)

Impact on gameplay:

Attack rolls against targets whose arcs are within 1 inch of obstructions are reduced by 3

Attack rolls from elevation receive +2 bonus against targets at lower elevations



Papercraft terrain element for Salt Mystic tabletop game

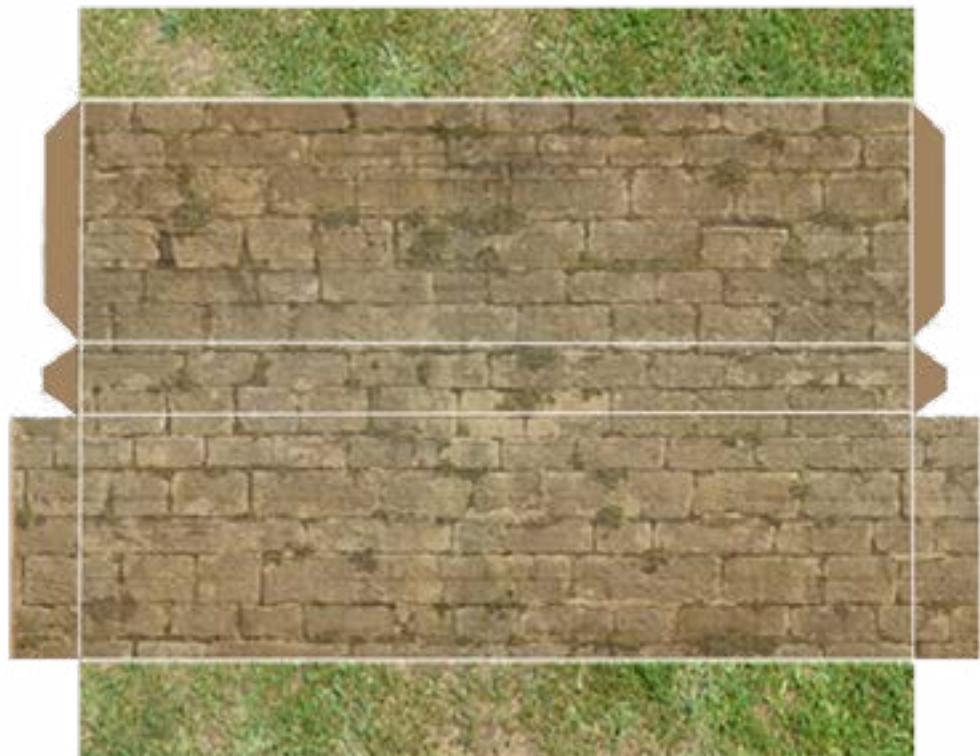
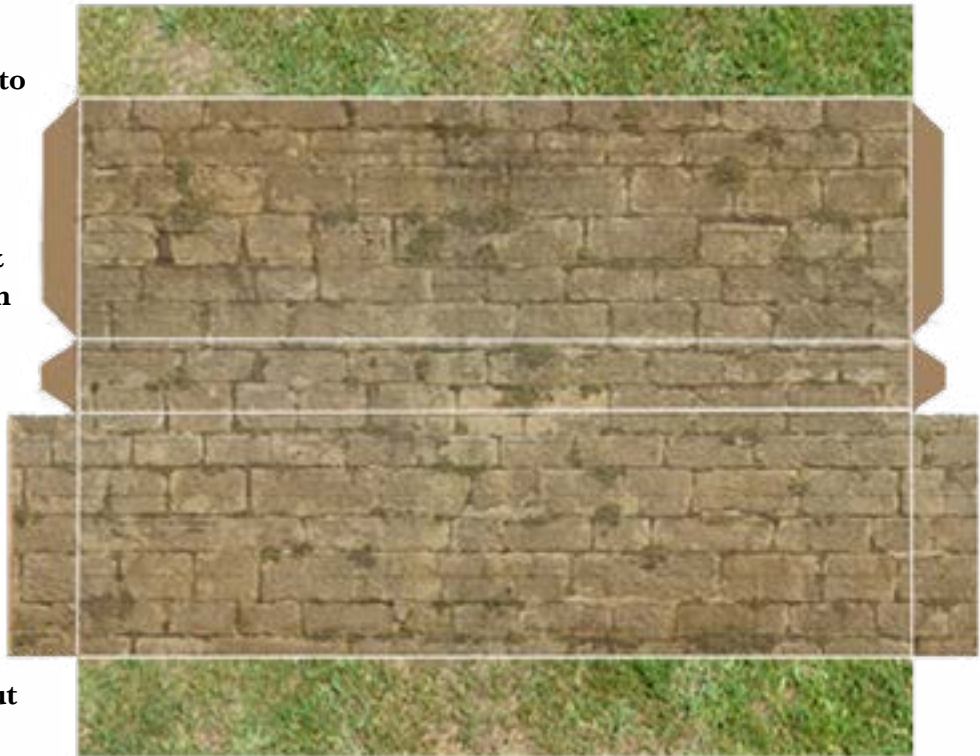
Grailrunner Publishing

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**Bend along
white lines to
form wall**

**Fold tabs in &
glue or tape in
place to keep
structure
intact.**

**Bend grass out
to form base
support**



Description:

Fog

Classification:

Line of sight blocker

Impact on gameplay:

Characters may freely move through fog unimpeded, but no targeting is possible either inside or across the fog



Papercraft terrain element for Salt Mystic tabletop game

Grailrunner Publishing

www.grailrunner.com/SaltMystic

War Marshal Card Decks



CHOOSE YOUR WAR MARSHAL

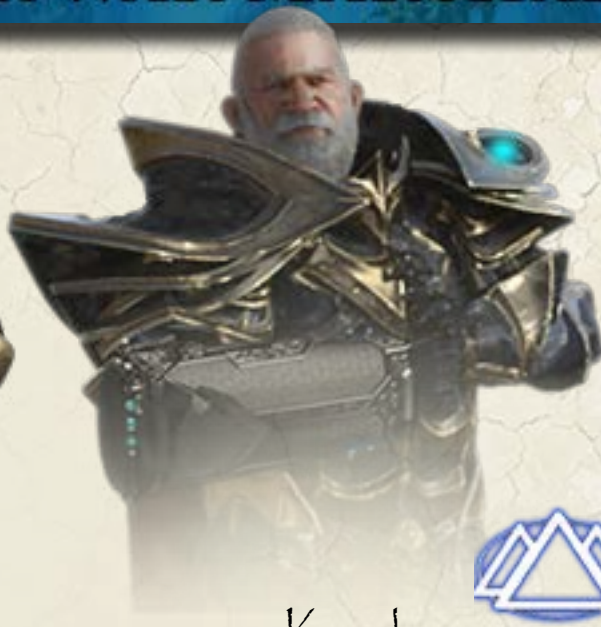


Segmond:
The Loreblade
War Marshal of the Salt Flats

Kidnapped as a young boy into the wartime service of a genius dreamer Questforged in the outbreak of the War Of The Rupture, Segmond has known the power of stories since his earliest days. Tales he engineered then had to be banned from use because even the frenzied Questforged of later generations came to recognize them.

Segmond triggered the riot that freed him, by convincing the people of Mevin in the Salt Flats that any woman who ate a piece of his Questforged master and then became pregnant would give birth to a Guardian. Many of the Salt Mystic relics and sacred sites in Tanith date to the religious war Segmond triggered to free himself from the retaliation of having killed his master.

Segmond's strategy relies on speed, bold and aggressive advances, and turning enemy forces against their War Marshal. It is incredibly dangerous to allow any fighters to get close enough to hear Segmond speak, as they're likely to join him.



Karak:
Hammer Of The Red Witch
War Marshal of the Mountains

Perhaps Karak's earliest memories are of standing on a pedestal in Alson's great market trying to convince someone to adopt him. Thin, pimply, with chronic stomach aches, he was eventually taken in as mascot by a passing army. Their War Marshal was Old Man Talgo himself, ultimately the greatest Warmaster of the Rupture.

Across a thousand battles in as many oriel, Karak became a name to fear. Though a bruised and scarred child, Talgo would at times leave the decision whether to slaughter up to a thumb gesture from Karak. It was only much later as a young man, when he'd been rejected as no longer amusing, that he went to the Red Witch Annex. In fact, he's one of the only people to ever survive passing those borders without joining them.

Karak's greatest strength lies in the shadowy pact he made with the Red Witch. None will attack him personally, and occasionally he can summon dark fiends to snatch away enemies who've strayed too far afield.

9 Salt Mystic Volume One Cards

9.1 Overview of available cards

There are 60 unique cards available in volume one of Salt Mystic:

As described in section 2 of this rulebook, Character cards from one faction may not be used in the battle deck of another faction. Apart from that restriction (and the requirement to include the three ‘Guardian Arises’ cards), you’re welcome to mix and match to composite your optimum battle deck. Although, it’s worth keeping in mind that the two War Marshals bring strategic styles and special abilities that make certain choices work better for you.

Qty	Type
3	A Guardian Arises
9	Breakers
19	Salt Flats Characters
19	Mountains Characters
6	Vehicles
4	Vehicle Attachments
60	

9.2 Guardian Arises cards

There are 3 unique cards designated as “A Guardian Arises”, required in each battle deck:



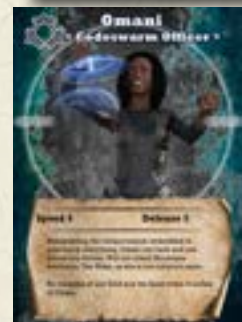
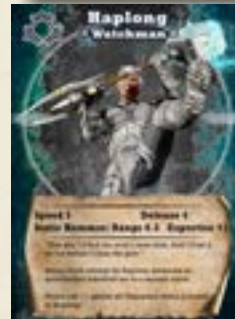
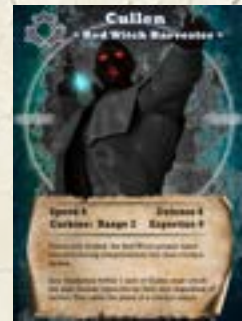
9.3 Breaker cards

There are 9 unique Breaker cards, available for use in any battle deck:



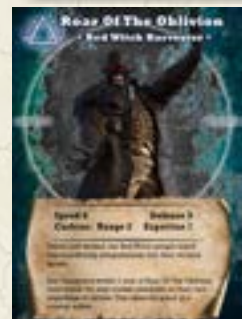
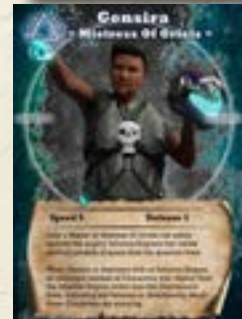
9.4 Salt Flats Character cards

There are 19 unique Character cards available only in the service of the Salt Flats:



9.5 Mountains Character cards

There are 19 unique Character cards available only in the service of the Mountains:



9.6 Vehicle cards

There are 6 unique Vehicle cards available for use in any battle deck:



9.7 Vehicle Attachment cards

There are 4 unique Vehicle Attachment cards available for use in any battle deck:



9.8 War Marshal decks

Volume one War Marshal decks are available individually at www.grailrunner.com/SaltMystic. Every set of a War Marshal's cards are identical, so there's no need to purchase more than one pack once you choose your War Marshal unless playing solo.

The Segmond and Karak decks differ only in the Characters included. A broad sampling of each available card rounds out the rest of the packs. Section 1 of this rulebook describes what else is needed in order to play Salt Mystic.

9.9 Starter decks

On the following pages, you'll find two streamlined starter battle decks which can be copied, printed, or cut out in order to start playing right away. The card backs are included if you prefer to fold in half and place inside card protectors.

It's time to put Salt Mystic's expansive lore and exciting dynamics to work! Choose your War Marshal, gather your supplies, and climb in!



Karak
= War Marshal =



Speed 5 Defense 10
Carbine: Range 6 Expertise +3

"They're right, but collective. And they owe me."

All Witch Characters will not attack Karak. Once per game, Karak may call in Red Witch warriors from the shadows to attack away unsuspecting enemies.

Red two die. All opposing Characters within reaching number of inches from table edge (excluding Deployment Zones) are discarded.



A Guardian Arises

The Core Myth

One of three
Deploy one Guardian Card per turn and sacrifice all combat actions that turn.
When all 3 Guardian Cards are deployed, search deck for next Character Card and deploy immediately with Guardian Arises cards attached. Shuffle deck. All friendly attack rolls +1 all Guardians is killed.
Opponent removes all deployed Characters except their War Marshal from battlefield and shuffles back into their deck.

A Guardian Arises



A Guardian Arises

Salt Mystic's Kiss

Two of three
Deploy one Guardian Card per turn and sacrifice all combat actions that turn.
When all 3 Guardian Cards are deployed, search deck for next Character Card and deploy immediately with Guardian Arises cards attached. Shuffle deck. All friendly attack rolls +1 all Guardians is killed.
Opponent removes all deployed Characters except their War Marshal from battlefield and shuffles back into their deck.

A Guardian Arises



A Guardian Arises

The Awakening

Three of three
Deploy one Guardian Card per turn and sacrifice all combat actions that turn.
When all 3 Guardian Cards are deployed, search deck for next Character Card and deploy immediately with Guardian Arises cards attached. Shuffle deck. All friendly attack rolls +1 all Guardians is killed.
Opponent removes all deployed Characters except their War Marshal from battlefield and shuffles back into their deck.

A Guardian Arises



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Artifacts Of The Lore = Breaker =



Storytellers sometimes tell tales that seem too close to dangerous to perceive the Salt Mystic hid in the fiction. It's quite dangerous for the vulnerable.

Your appraised must return one deployed character to their deck and shuffle.

Artifacts Of The Lore

Lore Possession = Breaker =



Attach to a Friendly Character. A minor Guardian myth has seized control of that person's mind for some unknown purpose.

Damage is attack roll + 3. Odd-numbered attack rolls by that Character must attack closest Friendly Character instead, if any are in range.

Lore Possession

Mystique's Embrace = Breaker =



Attach to a Friendly Character. This person possesses preternaturally with remembering the Salt Mystic buried in folklore and myth. People are drawn to them, and inspired to do great things.

When attached to a Character, add +1 to attack rolls for all Friendly Characters within 6 inches.

Mystique's Embrace

A Warmaster Is Named = Breaker =



Only in the Tower of Caves is a Warmaster named, one figure to whom all available resources are made subject. It's a once-in-a-generation event and inspires all who see it.

Every deployed friendly character may make an additional movement and combat action. A battle deck may contain only one of these cards.

A Warmaster Is Named

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Mog Corvette

= Vehicle =



In addition to traversing the battlefield, can cling to vertical surfaces.

Place Mog at base of wall or tower with dice to track its current height (1 on die is 1 inch). Attack range is determined between two mogs at height by comparing dice. Range to targets on land determined by summing height and distance to base.

Characters wearing mogs destroyed at height: are killed.

Mog Speed 9 Defense 1

Mog Corvette

= Vehicle =



In addition to traversing the battlefield, can cling to vertical surfaces.

Place Mog at base of wall or tower with dice to track its current height (1 on die is 1 inch). Attack range is determined between two mogs at height by comparing dice. Range to targets on land determined by summing height and distance to base.

Characters wearing mogs destroyed at height: are killed.

Mog Speed 9 Defense 1

Ramship

= Vehicle =



In addition to traversing the battlefield, can make damaging ramming maneuvers.

The operator of this vehicle is exposed to impact gel and must leave the vehicle to fire any weapons. No Vehicle Attachments are allowed.

Ramming Characters: attack roll + 1
Ramming Vehicles: attack roll + 3

Ramship Speed 12 Defense 6

Ramship

= Vehicle =



In addition to traversing the battlefield, can make damaging ramming maneuvers.

The operator of this vehicle is exposed to impact gel and must leave the vehicle to fire any weapons. No Vehicle Attachments are allowed.

Ramming Characters: attack roll + 1
Ramming Vehicles: attack roll + 3

Ramship Speed 12 Defense 6

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Ephemeral Torpedo

= Vehicle =



Dodgy and purchasable, the Ephemeral Torpedo lurches and overcooks the very ground of the battlefield, unleashing a physical torpedo... with very real results.

May not advance out of Deployment Zone, only moving instantly at the SPEED of the Character making it. Must wait one turn before firing after deployment and any movement. Even a single step from the meaning Character's are along another's line of sight. Then descend.

Attack roll = 3

Ephemeral Torpedo Range: N/A

Black Fire Cannon

= Vehicle Attachment =



Self-replicating autonomous, that converts anything it touches into more of itself.

Add +2 to attack rolls when using this Attachment.

If target is not destroyed, extract attack roll result from target Defense roll and place a die equal to the number beside target to represent its new Defense roll. Lower by 1 every turn until target is destroyed.

Black Fire Cannon Range 4

Rail Cannon

= Vehicle Attachment =



Electromagnetically launches streams of white-hot projectiles as projectiles, puncturing virtually anything.

Add +3 to attack rolls when using this Attachment. Can fire twice per attack action.

Reduced Speed of Vehicle to which it is attached by 2.

Rail Cannon Range 6 Speed -2

Tornado Launcher

= Vehicle Attachment =



Launcher & Vehicle with steel shrapnel enclosed in an orb.

Attack roll is +4 for all targets within 2-inch band along target line of sight for a line extending 10 inches. Any Top Men within this band are removed from the game. In the event where a Conference Officer is in the target band, the spiraling attack ends at that Character's feet without harming them.

Cancelled after attack.

Tornado Launcher Range 10

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Blackbird

= Red Witch Harvester =



Speed 6 **Defense 5**
Carbine: Range 2 Expertise 0

Fallen and wicked, the Red Witch people reject trauma-inducing cooperation into their victim's equities.

Any characters within 1 inch of Blackbird must attack the next closest character on their next negotiation of location. This takes the place of a combat action.

Bled

= Fog Man =



Speed 4 **Defense N/A**

Slowly advancing, a being made entirely of poisonous fog, some say there are the souls of certain fallen soldiers from the War Of The Regions.

Any Characters whose card edges contact this card's edge receive a die set to their DEFENSE minus 1. Every round of turns, reduce by 1 until the Character is killed. Fog Man can be eliminated by a successful, serrated attack.

Born Of Nothing

= Watchman =



Speed 4 **Defense 4**
Carbine: Range 4 Expertise +1

The grand lady of camouflage, Born Of Nothing avoided death techniques under the great old Tachika masters.

It would 1 inch of any terrain feature apart from Rough Ground, her Defense increases +10.

Coin

= Watchman =



Speed 8 **Defense D6+2**
Carbine: Range 2 Expertise D6+1

On a dark years ago, Coin stole a Malibus probability module. It killed his little sister, but it kept him very alive.

Defense and Expertise are calculated each turn as needed via a dice roll. Coin is also able to force a re-roll of any attack for which he is the target.

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Deadeye
= Watchman =

Speed 6 Defense 3
Carbine: Range 3 Expertise +3
Cablesword: Range 0.5 Expertise +4

"I'd have seen them both out had they not stopped me. I'll burn the Anger for that venon. I'll burn him."

Choose one weapon per combat action. If attacked from the left half of Deadeye's arc, subtract 1 from his Defense.



Helion
= Watchman =

Speed 5 Defense 6
Carbine: Range 3 Expertise N/A

One of two brothers sold by an old hag that only one of them would serve as Guardian.

Helion's attacks always succeed except versus his brother, Stratos and War Marchaka. When both Stratos and Helion are deployed at the same time, both players discard one card from their battle decks every minute until the brothers engage in combat.



Humorless
= Battlefield Golem =

Speed 5 Defense 3

Artificial man composed entirely of programmable matter and computerism. Discovered from being too intelligent. Apparently there were issues once.

Golems may run Vehicles, but never operate Vehicle Attachments or fire weapons of any kind. If within line of sight of braudly Ephemerat Torpedos, may augment line of sight from Humorless's arc to bond around aethericles.



Mudgod
= Watchman =

Speed 6 Defense 6
Gas Lance: Range 1 Expertise +4

"What some Eraken jerky!"

Sledged for an arm to a Eraken in the War Of The Republic and replaced it with a lethal gas lance. The blade injects compressed gas into the wound, instantly freezing internal organs and bones.



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Nampo

= Blinkstriker =



Speed 6 **Defense 3**
Ice Dart: Range 4 **Expertise +3**

"Enormous in brutal displays and in a crowd, Thar's how you see the hood."

Deploys from opponent's Deployment Zone. May not command a vehicle.

Nampo is a Raathkha and will join a Raathkha revolt should one occur.

Plott

= Sniper =



Speed 4 **Defense 2**
Railgun: Range 7 **Expertise +2**

Fires a high powered railgun with a peep-hole scope. Range is extended by an additional 1 inch if Plott foregoes his movement action before firing.

Plott is a Raathkha, and will join a Raathkha revolt should that occur.

Rielle

= Codeswarm Officer =



Speed 3 **Defense 5**

Manipulating the computers embedded in practically everything, Rielle can hack and join almost any device. Automatic from the fiery collapse of her home area.

No weapons of any kind may be fired within 8 inches of Rielle. If Rielle's arc touches the right edge of a Vehicle, she may remove it from the game.

Roar Of The Oblivion

= Red Witch Harvester =



Speed 6 **Defense 5**
Carbine: Range 2 **Expertise 1**

Fierce and wicked, the Red Witch people inject techno-infusing computers into their victim's organs.

Any characters within 1 inch of Roar Of The Oblivion must attack the next closest character on their turn, regardless of faction. This takes the place of a combat action.

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Swampwater

= Interrogator =

Speed 4 **Defense 4**

Cablesword: Range 0.5 Expertise +4

Recruited for aerial killing missions, Interrogators never surrender their prey. They are relentless.

When deployed, name a target opposing Character. When Swampwater moves in the named Character's direction, he may move an additional 2 inches. If the named Character is killed, name another.



The Wake

= Watchman =

Speed 5 **Defense 4**

Carbine: Range 2 Expertise +2

Raised by one of the original architects of the Chasquian, the Watchman knows only as The Wake has necessary insight into the battlefield.

As long as The Wake is deployed on the battlefield, the opposing player must display all cards in their hand, whenever asked.



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Segmond
= War Marshal

Speed 5 Defense 10
Carbine; Range 5 Expertise +3

"Lives at them, selling stories. Every myth they're spreading is a lie I tell them with. Funny, isn't it?"

All humble characters other than Red Witch and War Marshal within 3 inches of Segmond switch loyalties. Segmond controls those characters as long as they remain within 3 inches of him.



A Guardian Arises

The Core Myth

One of three

Deploy one Guardian Card per turn and sacrifice all combat actions that turn.

When all 3 Guardian Cards are deployed, search deck for next Character Card and deploy immediately with Guardian Arises cards attached. Shuffle deck. All friendly attack rolls +1 all Guardians is killed.

Opponent removes all deployed Characters except their War Marshal from battlefield and shuffles back into their deck.

A Guardian Arises



A Guardian Arises

Salt Mystic's Kiss

Two of three

Deploy one Guardian Card per turn and sacrifice all combat actions that turn.

When all 3 Guardian Cards are deployed, search deck for next Character Card and deploy immediately with Guardian Arises cards attached. Shuffle deck. All friendly attack rolls +1 all Guardians is killed.

Opponent removes all deployed Characters except their War Marshal from battlefield and shuffles back into their deck.

A Guardian Arises



A Guardian Arises

The Awakening

Three of three

Deploy one Guardian Card per turn and sacrifice all combat actions that turn.

When all 3 Guardian Cards are deployed, search deck for next Character Card and deploy immediately with Guardian Arises cards attached. Shuffle deck. All friendly attack rolls +1 all Guardians is killed.

Opponent removes all deployed Characters except their War Marshal from battlefield and shuffles back into their deck.

A Guardian Arises



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Artifacts Of The Lore = Breaker =



Storytellers sometimes tell tales that seem too close to dangerous to preserve the Salt Mystic bid in the fiction. It's quite dangerous for the vulnerable.

Your opponent must return one deployed character to their deck and shuffle.

Artifacts Of The Lore

Mystique's Embrace = Breaker =



Attack to a friendly Character. This person possesses pyrotechnicity with something the Salt Mystic burned in folklore and myth. People are drawn to them, and inspired to do great things.

When attached to a Character, add +1 to attack rolls for all friendly Characters within 8 locales.

Mystique's Embrace

Mog Corvette = Vehicle =



In addition to traversing the battlefield, can cling to vertical surfaces.

Place Mog at base of wall or tower with dice to track its current height (1 on die is 1 inch). Attack range is determined between two mogs at height by comparing dice. Range to targets on land determined by summing height and distance to base.

Characters mounting mogs destroyed at height are killed.

Mog Speed 9 Defense 1

Mog Corvette = Vehicle =



In addition to traversing the battlefield, can cling to vertical surfaces.

Place mog at base of wall or tower with dice to track its current height (1 on die is 1 inch). Attack range is determined between two mogs at height by comparing dice. Range to targets on land determined by summing height and distance to base.

Characters mounting mogs destroyed at height are killed.

Mog Speed 9 Defense 1



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Mog Corvette

= Vehicle =



In addition to traversing the battlefield, can cling to vertical surfaces.

Four mogs at base of wall or lower will dive to track its current height (1 on die is 1 inch). Attack range is determined between two mogs at height by comparing dice. Range to targets not land determined by summing heights and distances to base.

Characters wearing mogs destroyed at height are killed.

Mog Speed 9 Defense 1

Ramship

= Vehicle =



In addition to traversing the battlefield, can making damaging ramming maneuvers.

The operator of this vehicle is exposed to impact gel and must leave the vehicle to fire any weapons. No Vehicle Attachments are allowed.

Ramming Characters: attack roll + 1
Ramming Vehicle: attack roll + 3

Ramship Speed 12 Defense 6

Ramship

= Vehicle =



In addition to traversing the battlefield, can making damaging ramming maneuvers.

The operator of this vehicle is exposed to impact gel and must leave the vehicle to fire any weapons. No Vehicle Attachments are allowed.

Ramming Characters: attack roll + 1
Ramming Vehicle: attack roll + 3

Ramship Speed 12 Defense 6

Ramship

= Vehicle =



In addition to traversing the battlefield, can making damaging ramming maneuvers.

The operator of this vehicle is exposed to impact gel and must leave the vehicle to fire any weapons. No Vehicle Attachments are allowed.

Ramming Characters: attack roll + 1
Ramming Vehicle: attack roll + 3

Ramship Speed 12 Defense 6

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Ephemeral Torpedo

= Vehicle =



Deadly and unpredictable, the Ephemeral Torpedo lures and overcomes the very ground of the battlefield, unleashing a physical torpedo, with very real results.

May not advance out of Deployment Zone, only moving instantly at the SPEED of the Character marking it. Must wait one turn before firing after deployment and any movement. Even a single step from the marking Character's air along another's line of sight. Then descend.

Attack roll = 3

Ephemeral Torpedo Range: N/A

Black Fire Cannon

= Vehicle Attachment =



Self-propelling autonomous, that converts anything it touches into pure oil.

Add +2 to attack rolls when using this Attachment.

If target is not destroyed, extract attack roll result from target Defense roll and place a die equal to the number beside target to represent its new Defense stat. Lower by 1 every turn until target is destroyed.

Black Fire Cannon Range 4

Tornado Launcher

= Vehicle Attachment =



Launches a tornado with steel shrapnel embedded in its walls.

Attack roll is +4 for all targets within 3-inch band along target line of sight for a line extending 10 inches. Any Pop Men within this band are removed from the game. In the event where a Countdown Offset is in the target band, the tornado attack ends at that Character's air without harming them.

Directed blast attack.

Tornado Launcher Range 10

Ascensia

= Blinkstriker =



Speed 6

Defense 3

Ice Dart: Range 4 Expertise +2

"Half a million people watched my guy fall when I struck this hood. And I'm still here!"

Deploys from opponent's Deployment Zone. May not remain a vehicle.

Ascensia is a Bardska and will join a Bardska revolt should one occur.

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Bloodmonkey

= Watchman =



Speed 6
Carbine: Range 2 Expertise +4

Studies forgotten weapons of the Muckus. Bears the "Darkness Mask".

All Society character cards within 6 inches of Bloodmonkey may turn face-down on table and advance 1 inch at a time during their activations. Card faces must be visible to do anything but move, and are made visible when attacked.

Cullen

= Red Witch Harvester =



Speed 6
Carbine: Range 2 Expertise 0

Fierce and wicked, the Red Witch people target transcendence into their victim's eyes.

Any character within 1 inch of Cullen must attack the next closest character on their turn regardless of faction. This takes the place of a combat action.

Fled

= Watchman =



Speed 4
Carbine: Range 2 Expertise +1
Sting: Range 0.5

You can't simply run away from the Red Witch after beginning their terrible trials.

Any Red Witch within range, regardless of side, must attack Fled on their turn. Fled can prevent all attacks by any non-Red Witch characters within range of his sting for one turn by attacking them into a terrifying trance.

Haplong

= Watchman =



Speed 5
Static Hammer: Range 0.5 Expertise +1

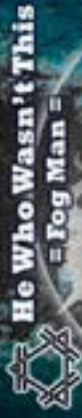
"One day I'll find the intel I came from. And I'll set it as free below I close the gate."

Every attack except by Haplong generates an unmodulated electrical arc as a second attack.

Attack roll +1 against all Characters within 2 inches of Haplong.



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He Who Wasn't This
= Fog Man =

Speed 4 **Defense N/A**

Slowly advancing, a being made entirely of poisonous fog. Since any those say the words of certain holy prayers from the War Of The Rapture.

Any Characters whose card edges contact this card's edge receive a die set to their DEFENSE value 1. Every round of turns, reduce by 1 until the Character is killed. Fog Man can be eliminated by a successful tornado attack.



Murmur
= Watchman =

Speed 6 **Defense 6**
Carbine: Range 2 **Expertise: D6 roll**

Ancient artificial intelligence beings called nanowigs based Murmur's armor, warning him but also driving him mad.

Any attack from behind on Murmur receives NO bonus. Expertise determined each attack by roll of a die.



Naylond
= Red Witch Harvester =

Speed 7 **Defense 6**
Carbine: Range 2 **Expertise 0**

Fierce and wicked, the Red Witch people inject transcendence compassion into their victim's victims.

Any character within 1 inch of Naylond must attack the next closest character on their turn regardless of location. This takes the place of a combat action.



Noob
= Battlefield Golem =

Speed 5 **Defense 3**

Artificial intelligence comprised entirely of programmable matter and holograms. Discovered them being too intelligent. Apparently there were issues with.

Golems may use Vehicles, but never operate Vehicle Attachments or use weapons of any kind. If within line of sight of friendly Espioness Torpedos, may request line of sight from Hemoform's art to be used around obstacles.



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Omani
= Codeswarm Officer =



Speed 6

Defense 5

Manipulating the codeswarm embedded in practically everything, Omani can hack and jam almost any device. Will not attack Monomass watchmen. The Watch, as she is her adopted name.

No weapons of any kind may be fired within 8 inches of Omani.



Stratica
= Watchman =



Speed 5

Defense 6

Carbine: Range 3 Expertise N/A

One of two brothers told by an old hag that only one of them would arise as Guardians.

Stratica's attacks always succeed except versus his brother, Indico, and War Machine. When both Stratica and Indico are deployed at the same time, both players discard one card from their hands before every minute until the brothers engage in combat.



Tiaran
= Watchman =



Speed 6

Defense 5

Carbine: Range 3 Expertise +2

Morphium hands: Range 0.5 Expertise +4

"I'm not planning to get attached to any of you. I just need some hand with a view."

If attached and Tiaran moves, roll die. If 5 or greater, he leaves the battlefield. Chooses only one of Tiaran's attacks on his combat action.



Tooth
= Interrogator =



Speed 4

Defense 4

Cablesword: Range 0.5 Expertise +4

Recruited for aerial killing missions, Interrogators never surrender their prey. They are relentless.

When deployed, name a target opposing Characters. When Tooth moves to the named Character's direction, he may move an additional 2 inches. If the named Character is killed, name another.



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Waymaker
 = Watchman =

Speed 6
Defense 7

Carbinex2: Range 2 Expertise +1

"I've learned with my gun a lot. It usually does twice per shot. Gets hot and smelly. But what doesn't?"

Fire twice per combat action.





Witlock
 = Sniper =

Speed 7
Defense 1

Railgun: Range 7 Expertise +2

Fires a high powered railgun with a psychic scope. Scope can extend by an additional 1 inch if Witlock foregoes his movement action before firing.

Witlock is a Raichika, and will join a Raichika revolt should that occur.





Salt Mystic

Speed 6
Defense 7

Carbinex2: Range 2 Expertise +1

"I've learned with my gun a lot. It usually does twice per shot. Gets hot and smelly. But what doesn't?"

Fire twice per combat action.





Salt Mystic

Speed 6
Defense 7

Carbinex2: Range 2 Expertise +1

"I've learned with my gun a lot. It usually does twice per shot. Gets hot and smelly. But what doesn't?"

Fire twice per combat action.

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Dice card usage:

Shuffle and draw randomly from deck if you do not have six-sided dice. For tracking purposes as needed on certain cards, use coins or other markers.



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Salt Mystic



What now?

The whole point behind the Salt Mystic line is to tell engaging stories...to lay the bricks and mortar for a world of excitement, exploration and dazzling combat. These Characters know each other, and they have history. These places are pregnant with adventure and danger, many having been lost from common knowledge for centuries. Pick up a carbine! Climb into a ramship and get rolling! What's your story?

Read more about the world

The first novel in the Salt Mystic series is called **Tearing Down The Statues**. This is the tale of the rise of the true Guardian. Maybe.

Watch for announcements

Visit www.grailrunner.com to watch out for announcements of upcoming books in the series, future volumes of War Marshal decks, and further adventures for your War Marshal's people.

Submit your own short fiction

We also highlight short fiction & art set in the Salt Mystic world here, and welcome your submissions. Guidelines available online.

Show off your skull & carbines!

Branded merchandise is available with the iconic skull & carbines, including a coffee mug, shirts, hoodies, and a decal sticker perfect for your laptop or tablet.



A mysterious trickster...

Misling is a Recorder, with a perfect memory and expected to help build a seamless record of history. Unfortunately, he's probably the worst Recorder ever. And when he meets a joker with an incredible secret, the two of them are soon on the run from swarming lunatics and towering Red Witch assault troops in the heart of a city under siege.

...a global war

As it has been before, the horrible Talgo family is the spark of this swelling world war. Their wily generals and scheming counselors clash monstrous fleets in battles of shrieking steel-entrained tornados, cannonballs of lightning, and tanks the size of cities. But it's the joker's secret that is the most powerful weapon of all: a trigger set by the Salt Mystic herself in myth, to save the world from itself.



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