

DANTE

GAMES

GDD-HELLMASTER

GDD (GAME DESIGN DOCUMENT)

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GDD (GAME DESIGN DOCUMENT)

1- Vision statement

1.1 Elevator pitch

Legend of Dante: The nine circles is a Poker Texas Hold'em style game mixed with fantasy where the player competes against other players to win the season and also, play tournaments with pool prizes.

1.2 Synopsis

Dante's heroes have come to defeat all the demons around Hell's nine circles. Only one of them will be the season's king. The path to be the best will be full of demons, other heroes, tournaments and events where the hero will compete and do their best to win rewards and be part of Legend of Dante's Divine hell as the champion of the season.

1.3 Target

Target audience: Casual players, crypto gamers and crypto investors.

Platforms: PC, mobile

ESRB: M

Release date: Q3 2024

1.4 Design pillars

Addictive gameplay

Hero level up progression

Gameplay modified by NFTs functionality

1.5 Brand pillars

Tournaments with rewards

Seasons

Competitive environment

2 - Game types

2.1 Regular matches

This is the main free to play match that the user can access.

The user can play for free and without limit. This type of match will add points to the user profile in order to level up the hero selected and also it will count for the current season.

2.2 Regular Fee tournaments

The user can select the fee tournament access that he wants to play.

These are ongoing tournament types. That means that there is no set time to start the tournaments. As soon as other users join the tournament type the system will join the players.

The regular fee tournaments are composed of the following number of players:

2 players tournament

4 players tournament

8 players tournament

10 players tournament

20 players tournament

40 players tournament

2.3 Staking tournaments

To get access to the staking tournaments, the user has to be in stake a defined amount of tokens.

This type of tournament has to be developed according to the tokenomic rules.

The rewards will be provided by the company. Also the tournaments will be announced properly and the idea is to provide these tournaments for the community on a regular timetable basis.

The staking tournaments are defined below.

3 - The nine circles: Season 1

3.1 Season duration

The season has a duration of 4 months.

Each season will be composed of regular free tournaments, fee tournaments and stake tournaments.

Winner and loser points are not defined yet. We need to balance the game to see how many points need to be added when the user wins or loses the match, according to the amount of players in the tournament.

3.2 Season stake tournaments

**** Names and descriptions can be changed ****

CHAMPIONSHIP TOURNAMENT

Access: Heroes between 10 - 29 level

Reward: Tokens or NFTs (to be defined based on tokenomics)

LORD OF THE WAR TOURNAMENT

Access: Heroes between 30 - 59 level

Reward: Tokens or NFTs (to be defined based on tokenomics)

DEMIGODS TOURNAMENT

Access: Heroes between 60 - 79 level

Reward: Tokens or NFTs (to be defined based on tokenomics)

IMMORTALS TOURNAMENT

Access: Heroes between 80 - 100 level

Reward: Tokens or NFTs (to be defined based on tokenomics)

3.3 Season rewards

The first 10 players of the season will have different rewards according to tokenomics (in develop)

4 - Main game elements

4.1 Heroes

- **Selectable** heroes with abilities and different stats
- Different **classes** such as warrior, wizard, bard, paladin and ranger
- Upgrade stats when the hero levels up and gets access to new functionalities.
- Attach NFTs to your hero

4.2 Demons

ABILITIES

Every card is a demon. According to the demon race and element, it has different abilities or powers that can be used when the user is playing a match. This will be detailed in the next points.

NFTs

Every card can be an NFT as well. The user can play with NFTs that are purchased. These NFTs replace the correspondent hand card.

4.3 Gameplay

The main elements are:

- **Tutorial:** Initial tutorial that shows step by step the main functionalities of the UI menus.
- **Tutorial Poker Texas Hold'em:** Basic rules of poker.
- **Main Menu:** Menu that shows different types of tournaments and access to Hero and card selectors.
- **Marketplace:** In game marketplace
- **Poker match:** Head up texas hold'em match

4.4 Souls

Souls are the game chips. Each Match starts with a defined amount of souls per player. The exception for this is the hero Pysche that has an extra soul amount depending on his level.

The user will lose the match if the souls go to 0.

4.5 Mana

Mana is used to cast spells and abilities. This will change according to the hero and other gameplay elements. For example, Virgil will add 5 mana points according to his level.

4.6 Moral

Moral points are the number of actions that the hero can do. The moral is consumed when the player decides to do an action such as fight against a demon that the opponent invokes, or fight against a demon over the table.

4.7 Deities

All the heros can select a deity when they reach level 8.

Deities give the hero a super power that can be used if they pay half of his soul amount. (work in progress)

Deities are:

ZEUS - GUARDIAN OF THE UNIVERSE

Ultimate thunderbolt

If your opponent's life is 1 point, your hero can invoke Zeus Ultimate thunderbolt. This will kill your hero opponent and you will win.

POSEIDON - OCEANS AND SEAQUAKES

Colossal wave

Poseidon will create a seaquake that will remove all the water demons from the table replacing them with other random ones.

ATHENEA - WISDOM

Spell reveal

The opponent spellbook and his spells will be revealed. You could see what spells your opponent has and learn one of the opponent spells at your choice. You could use this spell without pay mana points. The spell will be removed for this match from the opponent spellbook.

HADES - UNDERWORLD

Demonic resurrection

The hero will be able to save one of your demons killed in battle. It will resurrect with 1 life point. (Before the card is turned over to the opponent, the player will be asked if he wants to call upon his underworld deity Hades to resurrect the demon.)

ARTEMIS - HUNT

Lupine protection

Artemis will send three wolves that will protect three demons over the table at your choice. (work in progress wolves stats)

APHRODITE - BEAUTY

Sea foam

Aphrodite will send you the succubus Esther (Water succubus, 3) to your hand. If this demon is in another place, it will disappear from there to join your hand's demons as an additional card. A new random demon will replace Esther in her place.

APOLLO- ARTS

Dream poem

Apollo recites a dream poem that puts all beasts/pets on the table to sleep until the end of the round.

EROS - LOVE

Passion arrow

All your companion abilities will be triggered. You will receive +1 mana, +1 morale and your companion will be ready to help you in the next combat, even against an opponent demon or demon from the table.

HERMES - MESSENGER

Heaven's letter

Hermes will send you a message from heaven. You will know if your hand is better than your opponent's hand. This ability it's only available on flop.

DIONYSUS - PLEASURE

Ecstasys

Dionysus will restore all your morale points.

ARES - WAR

Fire rain

Ares will throw a fire rain against all demons over the table. All of them will receive 1d10 hit points except the fire element demons. If the demon dies he will be replaced randomly with another one.

DEMETER - FARMING

Elemental knowledge

Demeter knows how the four elements influence agriculture. She will let you know the next card element that will appear over the table. This is only activatable on flop and turn.

4.8 Turn time

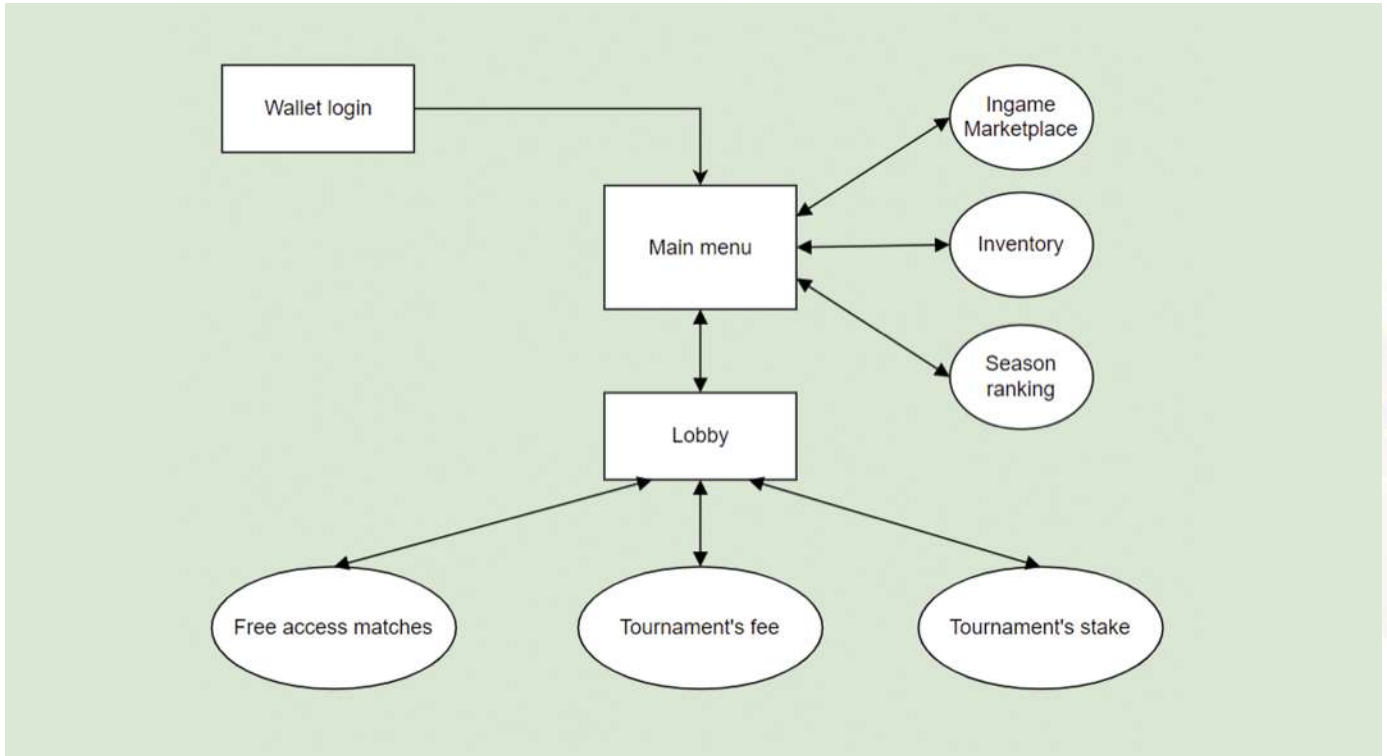
The initial time per user and turn is 40 seconds.

Also, there are some gameplay elements that will change this. If the user selects Orpheus as hero, the turn time will increase depending on the hero level.

When the time is over, the user will fold or call if there is nothing to bet.

4.9 Game loop

When the game is launched, the first step is login via crypto walletst. After the login/signin is done, the user can access to a main menu scene where the user can access to the marketplace, season rankings, inventory and lobby.



4.10 Camera

The camera will be a cenital as shown in the following image



4.11 Controls

Due to the intention to develop the game for platforms PC and mobile, the main game control will be the mouse.

5 - Demons

5.1 Four elements

There are four elements that rule the demons. Each element is composed of 13 demons (cards) that form a domain according to his nature. The elements are:

- **Water:** The water demons dominate mana.
- **Fire:** The fire demons dominate attack.
- **Earth:** The land demons dominate defense.
- **Air:** The air demons dominate chaos.

5.2 Demon descriptions

The demon types that exist in Legend of Dante: The nine circles are the next ones:

- Cursed relics (As)
- Hell's king (Ks)
- Hell's queen (Qs)
- Fallen angels (Js)
- Ancient ones (10s)
- Shinigamis (9s)
- Onis (8s)
- Vampires (7s)
- Nephilims (6s)
- Dantesque beasts (5s)
- Gargoyles (4s)
- Succubus (3s)
- Imps (2s)

Each demon type has four variants based on the four elements. An in-depth design description and references is needed for the art team.

WATER DEMONS

Spear of Longinus (As)
 Astaroth (Ks)
 Persefone (Qs)
 Lucifer (Js)
 Leviatan (10s)
 Seryi (9s)
 Kappa (8s)
 Jiang shi (7s)
 Humbaba (6s)
 Makara (5s)
 Stirga (4s)
 Esther (3s)
 Mogwai (Water imp) (2s)

FIRE DEMONS

Cain's dagger (As)
 Balam (Ks)
 Hecate (Qs)
 Azazel (Js)
 Nyarla (10s)
 Josi (9s)
 Hannya (8s)
 Vlad (7s)
 Tartalo (6s)
 Cerbero (5s)
 Wyvern (4s)
 Lauria (3s)
 Tiyanak (Fire horn) (2s)

EARTH DEMONS

Necronomicon (As)
 Asmodeo (Ks)
 Kali (Qs)
 Belial (Js)
 Seeker (10s)
 Josan (9s)
 Shuten (8s)
 Abby (7s)
 Goliath (6s)
 Minotaur (5s)
 Palantia (4s)
 Medusa (3s)
 Mandragora (2s)

AIR DEMONS

Judas noose (As)
 Pazuzu (Ks)
 Lilith (Qs)
 Mefisto (Js)
 Cthulhu (10s)
 Kasumi (9s)
 Tengu (8s)
 Nosferatum (7s)
 Gerion (6s)
 Esfinge (5s)
 Aguilar (4s)
 Sayona (3s)
 Sniffer (2s)

5.3 Abilities

There are up to 50 abilities that the demons can use. Each demon has 3 abilities. All the abilities can be used one time only in the current turn.

The abilities are: ***** This can be changed before the release of the game *****

1- ARMAGEDDON (3 mana)

Remove and replace randomly all the cards over the table.

2- PARTIAL CLAIRVOYANCE (2 mana)

It gives you a range where the target number card could be. The range are composed by three numbers, ex: Qs, Ks, As

3- HAND SWAPPER (2 mana)

Swap your hand's cards with your rival cards following this rules:

Summoner will play with the opponent cards without seeing them and he won't be able to use his skills either.

The target player will see the cards received.

4- REVELATION (2 mana)

Reveals for 3 seconds one random card of the opponent. This ability will succeed with a probability of 50%. Only one use per round.

5- CHEAT (1 mana)

If the rival succeeds in seeing one card of our hand, the shown card will be a random one and not the original that you have. If your demon dies your demon will be revealed.

5- CHEAT (1 mana)

If the rival succeeds in seeing one card of our hand, the shown card will be a random one and not the original that you have. If your demon dies your demon will be revealed.

6- COUNTER (2 mana)

If the opponent succeeds using one ability, with this one remove the effect of that ability.

7- TIME BACK (2 mana)

Go back one turn but it keeps bets, souls and other abilities used.

Ex: if we are in the turn, using this ability we move to flop.

8- BACK TO THE FUTURE (2 mana)

Go ahead one turn. It is like time back, but inverted.

Ex: if we are in the turn, using this ability we move to the river.

9- PETRIFY (1 mana)

Choose a Gargoyle-type demon (4) that is on the table. This will touch a demon that is next to him, leaving him paralyzed for the entire round, so he will not be able to fight in combat.

10- SPELLBOOK LOCK (1 mana)

Your opponent's spellbook is sealed shut and cannot be used for the entire round.

11- FIRECRACKER (1 mana)

You choose one of the demons from the opponent's hand and hide a firecracker in it. When this demon is going to use one of his abilities it will explode and he will not be able to use it for the whole round.

(Only one use per round).

12- GOLD GOBLIN (3 mana)

If this ability is active and your souls go to 0, you will receive the initial soul amount.

13- DOUBLE BLIND (3 mana)

The rival is forced to do a double blind until the current round ends.

14- COMPULSORY BET (3 mana)

The rival is forced to do call in the next turn. This ability can only be called if your action is call or raise and less than the 50% of the rival stack.

15- HIDDEN CARD (2 mana)

The next card over the table will be hidden for your rival but not for you.

16- RANDOM SINGLE SWAP (2 mana)

Changes on random card from your hand with other from the table.

17- KING OF KINGS (1 mana)

Choose one of the King (K) type cards on the table. This will increase your attack by 2X.

18- GROWTH (2 mana)

All the cards over the table add 1 to his card number.

Ex: 3 go to 4 and As go to 2.

19- BLOODY QUEEN (2 mana)

Choose one of the Queen (Q) type cards on the table. This will attack one of the opponent's demons causing 3 damage. (Only one use per queen).

20- SUCCUMB (2 mana)

Choose one of the Succubus type cards (3) that are on the table. This will decrease -1 to the number of one of the demons next to him.

21- MAGIC COOLDOWN (1 mana)

Freezes the use of the abilities of one of the opponent's demons. This ability will be single use.

22- POWER GIFTING (1 mana)

Send half of the daemon stats in your hand to one selected daemon over the table.

23- POWER THEFT (1 mana)

Steal half of the daemon stats over the table and add it to one daemon selected in your hand.

24- HEALING (2 mana)

Heal all the life points of a selected card. Except for the hero.

25- SLOWDOWN (1 mana)

The rival initiative is 50% reduced from the current round.

26- GIANT STOMP (2 mana)

Choose one of the Nephilim type cards (6) that are on the table. This will step on one of the demons next to him causing 5 damage.

27- STEALTH (2 mana)

Your hero will enter stealth mode. The hero can not be the target of a damage result from any ability, spell or deity power until he is involved in a combat.

28- DRAGON PROTECTION (2 mana)

Choose one of the Oni type cards (8) that are on the table. He will defend one of the demons next to him when he goes into battle. The defended demon will gain +4 defense points.

29- FUN WITH PETS (2 mana)

Select one Imp (2) over the table. This daemon will attack the rival pet with a +3 attack points, following the combat rules established.

30- UNDEFENDED (2 mana)

Deactivate the shield, helmet and armor of the rival hero this turn.

31- DECREASE (2 mana)

All the cards over the table subtracts 1 to his card number.

Ex: 4 go to 3 and 2 go to As.

32- COME ALIVE (2 mana)

The Shinigami (9) on the table transform into Fallen Angel (J) of their same element.

33- DAMNED RELIC HUNTER (3 mana)

Change one card from your hand with one cursed relic (As) of the table.

34- NECRONOMICON POWER (3 mana)

You can use this ability when the Necronomicon card (Earth Ace) appears on the table. Open the Necronomicon book and unleash its full power. You will be able to see one of your opponent's cards.

Note to Devs: There is a very interesting counter called "Cheat" that could have been used by the opponent before.

35- TRANSMUTATION (3 mana)

Change the element of a card on the table for another of your choice.

36.- THIRST FOR BLOOD (1 mana)

Select a vampire (7) card over the table to force him to attack one of the rival daemon cards in his hand or other card over the table. It will absorb 1d4 life points of the daemon adding it to the vampire card. If life goes to 0, it will be 1.

37- PRIMAL DREAD (2 mana)

Choose one of the primal (9) that are on the table. This will terrify the opponent's hero by paralyzing him for the entire round, so the latter will not be able to use his morale points to make any attacks.

38- FURY OF THE BEAST (2 mana)

Select a beast (5) card over the table. This will hit the two demons that are on his sides, first the one on his left and then the one on his right (if they exist in that position), following the basic rules of combat.

39- EXHAUSTION (1 mana)

The rival hero will now have a 6-sided attack die instead of 8 for the entire round.

40- RAY OF SHADOWS (3 mana)

Cast a shadow ray over a selected card on the table. This will disappear along with all the cards of the same number that are in your hand or in the opponent's hand. Other random cards will appear in their place.

41- ELEMENTAL SCREAM (3 mana)

Cast an elemental scream at any card on the table. This will disappear along with all the cards of the same element/suit that are in your hand or in the opponent's. Other random cards will appear in their place.

42- LAVA FINGERS (3 mana)

Choose two cards from the table and they will randomly change their element to a different one.

43- ESSENTIAL EXCHANGE (3 mana)

Fire cards turn into water. Water cards turn into fire. Land cards turn into air. Air cards transform into land.

44- SCABROUS DANCE (3 mana)

The rival highest card will decrease in value by two. The rival lowest card will increase in value by one. If both cards had the same number before being cast, that ability would have no effect.

45- HYPNOSIS (3 mana)

Mesmerize a table demon into attacking your opponent's hero (one use only).

46- FALSE TRIBUTE (2 mana)

The price of souls to pay as tribute to your deity will be halved throughout the round.

47- UNCONDITIONAL LOVE (1 mana)

The chance that your companion will help you is multiplied by 2 during this round.

48- POWER FIELD (1 mana)

Boosts the tabletop demons' defense against any type of non-magical attack this turn. Your defense will improve by 2X its value.

49- RAGE (1 mana)

Your hero goes into a rage. For the next two hands it will increase its strength by 2X its value.

50- ERUDITION SHINE (1 mana)

Your hero meditates and attains enlightenment. For the next two hands it will increase your intelligence by 2X its value.

51- DEMONIC EXPLOSION (2 mana)

Add 3 points to the value of one of the demon cards on the table.

52- UNTOUCHABLE (1 mana)

Blocks one of the demons in your hand from disappearing or revealing its identity, except if this demon dies in battle.

5.4 Rarities

The demon's rarities are similar to the categories of heroes and items.

The demon's rarity also has a special ability that grabs souls from the opponent when the ability is used.

These are in development and it needs to be discussed.

- **Common:** 3 Abilities + normal stats
- **No common:** 3 Abilities + improved stats level 1
- **Rare:** 3 Abilities + improved stats level 2
- **Epic:** 3 Abilities + improved stats level 3
- **Legendary:** 3 Abilities + improved stats level 4
- **Unique:** 4 Abilities + improved stats level 5

6 - Heroes

6.1 The Heroes

There are 15 heroes to select with different stats, advantages and disadvantages based on his class and rarity.

The user can select one hero in order to play matches and level it up. Each level reached will let the user upgrade the hero stats, add items or upgrade attributes according to the level itself reached.

6.2 Common hero levels

The levels 1, 10, 30, 60 and 100 are the only ones that are different according to the class and hero name. The following level progression are common for all the heroes:

- **Level 2:** + 1 basic weapon
The Hero can use 1 item as a basic weapon.
- **Level 4:** + 1 extra attribute
The user can add 1 point to any of his hero attributes.
- **Level 6:** + 1 companion
The user can add 1 point to any of his hero attributes.
- **Level 8:** Select your deity
When the hero reaches level 8, he has to select one deity.
- **Level 12:** + 1 moral
Add 1 point to moral.
- **Level 15:** + 1 extra attribute
The user can add 1 point to any of his hero attributes.
- **Level 18:** + 1 basic shield
The Hero can use 1 item as a basic shield.
- **Level 21:** + 1 extra mana
Add 1 point to mana
- **Level 24:** + 1 extra attribute
The user can add 1 point to any of his hero attributes.
- **Level 27:** Select your pet
The user can select the pet for his heroe.
- **Level 33:** + 1 moral
Add 1 point to moral

- **Level 37:** + 1 extra mana
Add 1 point to mana
- **Level 39:** Select a rune.
The user can select the rune for his heroe.
- **Level 42:** + 1 extra attribute
The user can add 1 point to any of his hero attributes.
- **Level 46:** + 10 extra seconds per turn
Increment in 10 seconds the bank time
- **Level 50:** Select the armor
The user can select the armor for his heroe.
- **Level 50:** Select the armor
The user can select the armor for his heroe.
- **Level 55:** + 1 moral
Add 1 point to moral
- **Level 65:** + 1 extra mana
Add 1 point to mana
- **Level 70:** + 1 extra attribute
The user can add 1 point to any of his hero attributes.
- **Level 75:** Select the helmet
The user can select the helmet for his heroe.
- **Level 80:** + 10 extra seconds per turn
Increment in 10 seconds the bank time
- **Level 85:** + 1 extra attribute
The user can add 1 point to any of his hero attributes.
- **Level 90:** + 1 moral
Add 1 point to moral
- **Level 95:** + 1 extra mana
Add 1 point to mana

6.3 Hero levels by character

DANTE

Class: Bard

Main: Lucky

Level progression:

Level 1: + 1 extra hand card

Dante can change one of his hand cards one time and change it for another random one.

Level 10 (Champion): + 2 extra hand cards

Dante can change one of his hand cards two times and change them for another random one.

Level 30 (War's lord): + 3 extra hand cards

Dante can change one of his hand cards three times and change them for another random one.

Level 60 (Demigod): + 4 extra hand cards

Dante can change one of his hand cards four times and change them for another random one.

Level 100 (Immortal): + 5 extra hand cards

Dante can change one of his hand cards five times and change them for another random one.

VIRGIL

Class: Wizard

Main: Mana

Level progression:

Level 1: + 1 extra mana

Virgilio has one extra mana.

Level 10 (Champion): + 2 extra mana

Virgilio has two extra mana.

Level 30 (War's lord): + 3 extra mana

Virgilio has three extra mana.

Level 60 (Demigod): + 4 extra mana

Virgilio has four extra mana.

Level 100 (Immortal): + 5 extra mana

Virgilio has five extra mana.

HERAKLES

Class: Warrior

Main: Strength

Level progression:

Level 1: + 1 to demon card in hand

Select one hand card and add 1

Level 10 (Champion): + 2 to demon card in hand

Select one hand card and add 2

Level 30 (War's lord): + 3 to demon card in hand

Select one hand card and add 3

Level 60 (Demigod): + 4 to demon card in hand

Select one hand card and add 4

Level 100 (Immortal): + 5 to demon card in hand

Select one hand card and add 5

ODYSSEUS

Class: Paladin

Main: Cunning

Level progression:

Level 1: + 1 rival card revealed
Reveal 1 rival card per game. Similar to partial clairvoyance

Level 10 (Champion): + 2 rival card revealed
Reveal 2 rival cards per game. Similar to partial clairvoyance

Level 30 (War's lord): + 3 rival card revealed
Reveal 3 rival cards per game. Similar to partial clairvoyance

Level 60 (Demigod): + 4 rival card revealed
Reveal 4 rival cards per game. Similar to partial clairvoyance

Level 100 (Immortal): + 5 rival card revealed
Reveal 5 rival cards per game. Similar to partial clairvoyance

ACHILLES

Class: Warrior

Main: Combat

Level progression:

Level 1: + 1 extra attack point
Achilles has one extra attack point.

Level 10 (Champion): + 2 extra attack point
Achilles has two extra attack points.

Level 30 (War's lord): + 3 extra attack point
Achilles has three extra attack points.

Level 60 (Demigod): + 4 extra attack point
Achilles has four extra attack points.

Level 100 (Immortal): + 5 extra attack point
Achilles has five extra attack points.

THESEUS

Class: Paladin

Main: Courage

Level progression:

Level 1: + 1 extra moral
Theseus has one extra moral.

Level 10 (Champion): + 2 extra moral
Theseus has two extra morals.

Level 30 (War's lord): + 3 extra moral
Theseus has three extra morals.

Level 60 (Demigod): + 4 extra moral
Theseus has four extra morals.

Level 100 (Immortal): + 5 extra moral
Theseus has five extra morals.

PSYCHE

Class: Wizard

Main: Richness

Level progression:

Level 1: + 5 souls per game
Add 5 extra souls.

Level 10 (Champion): + 10 souls per game
Add 10 extra souls.

Level 30 (War's lord): + 15 souls per game
Add 15 extra souls.

Level 60 (Demigod): + 20 souls per game
Add 20 extra souls.

Level 100 (Immortal): + 25 souls per game
Add 25 extra souls.

ENEAS

Class: Paladin

Main: God protection

Level progression:

Level 1: Resurrection with 1 life point
If Eneas died, resurrects with 1 life point

Level 10 (Champion): Resurrection with 2 life point
If Eneas died, resurrects with 2 life point

Level 30 (War's lord): Resurrection with 3 life point
If Eneas died, resurrects with 3 life point

Level 60 (Demigod): Resurrection with 4 life point
If Eneas died, resurrects with 4 life point

Level 100 (Immortal): Resurrection with 5 life point
If Eneas died, resurrects with 5 life point

ATALANTA

Class: Ranger

Main: Speed

Level progression:

Level 1: +1 combat initiative
Add 1 to combat initiative

Level 10 (Champion): +2 combat initiative
Add 2 to combat initiative

Level 30 (War's lord): +3 combat initiative
Add 3 to combat initiative

Level 60 (Demigod): +4 combat initiative
Add 4 to combat initiative

Level 100 (Immortal): +5 combat initiative
Add 5 to combat initiative

ORPHEUS

Class: Bard

Main: Time

Level progression:

Level 1: +10 seconds per turn
Orpheus has 10 extra seconds of time

Level 10 (Champion): +20 seconds per turn
Orpheus has 20 extra seconds of time

Level 30 (War's lord): +30 seconds per turn
Orpheus has 30 extra seconds of time

Level 60 (Demigod): +40 seconds per turn
Orpheus has 40 extra seconds of time

Level 100 (Immortal): +50 seconds per turn
Orpheus has 50 extra seconds of time

LEONIDAS

Class: Warrior

Main: Defense

Level progression:

Level 1: + 1 extra defense point
Leonidas has one extra defense point.

Level 10 (Champion): + 2 extra defense point
Leonidas has two extra defense points.

Level 30 (War's lord): + 3 extra defense point
Leonidas has three extra defense points.

Level 60 (Demigod): + 4 extra defense point
Leonidas has four extra defense points.

Level 100 (Immortal): + 5 extra defense point
Leonidas has five extra defense points.

PERSEUS

Class: Ranger

Main: Petrification

Level progression:

Level 1: +1 stone conversion

Perseus paralyzes your opponent's hero for the next turn and they will be unable to attack any demons.

Level 10 (Champion): +2 stone conversion

Perseus paralyzes your opponent's hero for the next turn and they will be unable to attack any demons.

Level 30 (War's lord): +3 stone conversion

Perseus paralyzes your opponent's hero for the next turn and they will be unable to attack any demons.

Level 60 (Demigod): +4 stone conversion

Perseus paralyzes your opponent's hero for the next turn and they will be unable to attack any demons.

Level 100 (Immortal): +5 stone conversion

Perseus paralyzes your opponent's hero for the next turn and they will be unable to attack any demons.

HELENA

Class: Bard

Main: Persuasion

Level progression:

Level 1: +1 element transmutation

Transmute the element of a demon card from the table for another one selected. Max 2 transmutation per round.

Level 10 (Champion): +2 element transmutation

Transmute the element of a demon card from the table for another one selected. Max 2 transmutation per round.

Level 30 (War's lord): +3 element transmutation

Transmute the element of a demon card from the table for another one selected. Max 2 transmutation per round.

Level 60 (Demigod): +4 element transmutation

Transmute the element of a demon card from the table for another one selected. Max 2 transmutation per round.

Level 100 (Immortal): +5 element transmutation

Transmute the element of a demon card from the table for another one selected. Max 2 transmutation per round.

CIRCE

Class: Wizard

Main: Timeback

Level progression:

Level 1: + 1 timeback per game
1 turn back per game (ej: from river to turn)

Level 10 (Champion): + 2 timeback per game
2 turn back per game (ej: from river to turn)

Level 30 (War's lord): + 3 timeback per game
3 turn back per game (ej: from river to turn)

Level 60 (Demigod): + 4 timeback per game
4 turn back per game (ej: from river to turn)

Level 100 (Immortal): + 5 timeback per game
5 turn back per game (ej: from river to turn)

JASON

Class: Ranger

Main: Leadership

Level progression:

Level 1: + 1 argonaut
This will fight alongside your hero in combat. His fire arrows will deal an additional 2 hit points. Fire demons and water demons are immune to this attack.

Level 10 (Champion): + 2 argonauts
This will fight alongside your hero in combat. His fire arrows will deal an additional 2 hit points. Fire demons and water demons are immune to this attack.

Level 30 (War's lord): + 3 argonauts
This will fight alongside your hero in combat. His fire arrows will deal an additional 2 hit points. Fire demons and water demons are immune to this attack.

Level 60 (Demigod): + 4 argonauts
This will fight alongside your hero in combat. His fire arrows will deal an additional 2 hit points. Fire demons and water demons are immune to this attack.

Level 100 (Immortal): + 5 argonauts
These will fight alongside your hero in combat. Their fire arrows will deal an additional 2 hit points. Fire demons and water demons are immune to this attack.

6.4 Attributes

The attributes determine some aspects of the heroes that can be upgraded when the hero grows his level. According to these attributes and his points, the hero will be able to fight better, or launch more spells, have more life points etc.

Attributes are:

- **Strength:** Determine the attack points. Attack points are used for combat.
- **Dexterity:** Determine the initiative. Each combat or action uses an initiative dice.
- **Constitution:** Determine the life points. Total Hit Points = Constitution + 10.
- **Intelligence:** Intelligence adds mana. Mana is used to cast demon's abilities.
- **Wisdom:** Wisdom allows the user to learn spells for the spellbook.

6.5 Classes

There are five different classes. Each class is composed of three heroes.

According to the class, the hero will start with different attribute points and also different effectivities against element demons.

The class also determines the class skill in order to use a type of items.

WARRIOR

Attributes	Attack effectivity by elements		
- Strength: +3	Land:		Fire:
- Dexterity: +2		- Strength + 1	- Strength -1
- Constitution: +2		- Dexterity +1	- Dexterity 0
- Intelligence: +1	Water:		Air:
- Wisdom: +1		- Strength + 1	- Strength -1
		- Dexterity 0	- Dexterity -1

Combat skills

Can use special combat items.

Special ability: Berserker

20% probability double attack.

RANGER

Attributes

- Strength: +2
- Dexterity: +3
- Constitution: +2
- Intelligence: +1
- Wisdom: +1

Attack effectivity by elements

- | | |
|----------------|----------------|
| Land: | Fire: |
| - Strength - 1 | - Strength +1 |
| - Dexterity -1 | - Dexterity 0 |
| Water: | Air: |
| - Strength - 1 | - Strength +1 |
| - Dexterity 0 | - Dexterity +1 |

Hunter skills

Can use special hunter items.

Special ability: Beast lord

The hero pet has +7 to initiative.

PALADIN

Attributes

- Strength: +2
- Dexterity: +1
- Constitution: +3
- Intelligence: +2
- Wisdom: +1

Attack effectivity by elements

- | | |
|----------------|---------------|
| Land: | Fire: |
| - Strength +1 | - Strength +1 |
| - Dexterity +1 | - Dexterity 0 |
| Water: | Air: |
| - Strength +1 | - Strength -1 |
| - Dexterity +1 | - Dexterity 0 |

God skills

Can use special god items.

Special ability: Pray

Pay 80% to call your deity.

WIZARD

Attributes

- Strength: +1
- Dexterity: +2
- Constitution: +1
- Intelligence: +3
- Wisdom: +2

Attack effectivity by elements

Land:	Fire:
- Strength - 1	- Strength +1
- Dexterity 0	- Dexterity +1
Water:	Air:
- Strength - 1	- Strength +1
- Dexterity - 1	- Dexterity 0

Magic skills

Can use special magic items.

Special ability: Beast lord

10% probability to regenerate mana spent when an ability is casted.

BARD

Attributes

- Strength: +1
- Dexterity: +2
- Constitution: +1
- Intelligence: +2
- Wisdom: +3

Attack effectivity by elements

Land:	Fire:
- Strength - 1	- Strength - 1
- Dexterity 0	- Dexterity - 1
Water:	Air:
- Strength +1	- Strength +1
- Dexterity +1	- Dexterity 0

Art skills

Can use special art items.

Special ability: Victory song

20% probability to regenerate morale spent after the hero do an action that needs morale.

6.6 Rarities

The hero rarities apply to modify the initial attack, defense and life points, according to the NFT rarity.

Common	No common	Rare	Epic	Legendary	Unique
Attack: +1	Attack: +2	Attack: +2	Attack: +2	Attack: +2	Attack: +3
Defense: +1	Defense: +1	Defense: +2	Defense: +2	Defense: +2	Defense: +2
Initiative: +1	Initiative: +1	Initiative: +1	Initiative: +2	Initiative: +2	Initiative: +2
Health: +1	Health: +1	Health: +1	Health: +1	Health: +2	Health: +2

7 - Hero elements

7.1 Items

As NFTs, the items can be purchased and added to the hero in order to improve the hero stats. These items can only be added to the hero when he has reached a defined level that unblock the slot where you can add the item.

Also there are NFT categories such as common, rare, epic etc. These NFTs can add other extra stats.

Helmets, defense + extra stats according to NFT category

Shields, defense + extra stats according to NFT category

Weapons, attack + extra stats according to NFT category

Armor, defense + extra stats according to NFT category

All the heroes have a companion. This companion helps the hero in his travels by Dante's circles. The companions have some special abilities and mechanics that help the hero.

The list of the companions according to his hero is:

Dante: Beatrice

Orpheus: Eurydice

Virgil: Lucrecia

Atalanta: Hypomenes

Herakles: Megara

Perseus: Andromeda

Odysseus: Penelope

Helena: Paris

Theseus: Ariadne

Leonidas: Gorgo

Achilles: Patroclus

Circe: Telemac

Psyche: Eros

Jason: Menea

Eneas: Dido

All the heroes have a companion. This companion helps the hero in his travels by Dante's circles. The companions have some special abilities and mechanics that help the hero.

When the hero is fighting, the companion has a probability to defend it. Also, at the beginning of the round, the companion has a probability to help the hero. (We will set that percentage when we balance the game).

If the hero is fighting and the companion succeeds to help in the combat, the demon ability is automatically canceled and has no effect.

7.3 Pets

Pets can help the hero to shield a demon card over the table. If the opponent wants to fight against the demon card, he first needs to defeat the pet.

This is a work in progress. Stats of each pet have to be discussed.

The at the moment pet names are:

Basilik	Guaxa	Gamusine	Hydra
Byakko	Musgosu	Griffin	Raiju
Manticore	Cuelebre	Unicorn	Enenra
Monuca	Muladona	Dragon	Kamaitachi
Dip	Gamusine	Phoenix	Kitsunev

7.4 Runes

When the hero reaches level 36, he can select a rune. Each rune will give the hero a rune power.

There are three runes to select at the moment:

Academic:

You will be able to choose a second class for your hero. This will allow you to gain the benefits of your new class's Special Ability. The yield of your original special ability will be 70% and that of your new special ability will be 50%. This will cause your hero to have an average 20% buff relative to class special abilities. You will also get the Mastery of this second class. This implies that you will be able to equip your hero with his new items (equipment) this new Mastery. You will also be able to use Cantrips and Spells up to level 4 of this new class (never level 5 or 6). Choose your second character class correctly because it cannot be changed in the future. (The in-game character class will always appear as the primary class, except where it may also be specified that it has a secondary class.)

Olympic:

You will be able to choose a second deity and pay tribute to either one when you need to. Paying tribute to any of your deities will drop to 50%. You will be able to call both deities in the same round. Choose your second deity correctly because it cannot be changed in the future.

Symbiotic:

You will be able to choose a second pet and use both in the same round to protect the demons on the table you need from your opponent's attacks. The stats of both pets will be increased by +1 attack point, +1 defense point and +1 initiative point. Each of the pets will require a different turn to be used.

7.5 Potions

There are two different types of potions based on whether the effects are positive or negative on the victim; Potions of energy and poisons.

- A.)** A player can only have at most 1 single energy potion and 1 single poison of his choice active on his game table.
- B.)** Energy potions and poisons are consumable. When the player uses one of them, it is spent and cannot be used for the rest of the game.
- C.)** The active Potion and Poison will be placed next to the player's hand. Possibly in the space left over the right of the 2 cards in your hand.

Power Potions:

Small (Free) / Small Mana Potion — +1 Mana
Small (free) / Small Morale Potion — +1 Morale
Small (free) / Small Health Potion — +1 Health
Medium (NFT) / Medium Mana Potion — +2 Mana
Medium (NFT) / Medium Morale Potion — +2 Morale
Medium (NFT) / Medium Health Potion — +2 Health
Large (NFT) / Large Mana Potion — +3 Mana
Large (NFT) / Large Morale Potion — +3 Morale
Large (NFT) / Large Health Potion — +3 Health

Poisons

Small (Free) / Spider Slime:

The victim is paralyzed and will not be able to summon any of the demons from her hand for the next turn. (This poison can only be used against heroes)

Small (Free) / Panting:

Victim fatigues very easily. During the next turn he will have -10 initiative points.

Small (Free) / Mushrooms of Madness:

The victim is plunged into madness and cannot use their Spellbook for the next turn. (This poison can only be used against heroes)

Medium (NFT) / Black Lotus:

The victim will lose her faith and will not be able to invoke any deity during the entire Round.

Medium (NFT) / Manticore's Dream:

Put your victim in a delirious dream that will prevent him from attacking the demons on the table for the entire Round. (This poison can only be used against heroes.)

Medium (NFT) / Kiss of Aguilar:

The victim will temporarily lose the love of her companion and will not be able to summon her during the entire Round. (This poison can only be used against heroes)

Large (NFT) / Matasabios:

The victim suffers from severe vertigo affecting her mental qualities. During this Round and the next one she will gain a -5 point value in intelligence. (This poison can only be used against heroes.)

Large (NFT) / Chimera's Tear:

This vile liquid burns on contact with the skin and its vapors damage the eyes causing the victim a distorted vision of all elements throughout the Round. (This poison can only be used against heroes)

Large (NFT) / Mad Dog Saliva:

"Makes the victim mad and rabid. The victim will fight one of her own random pets on the table for the next turn. (This poison can only be used against heroes)."

8 - The spellbook

The spellbook will contain up to eight slots that the hero can learn and write to cast them while is playing a match.

The number of slots in the spellbook are related to the wisdom attribute with a max of 8 slots.

Ex: if the hero has wisdom +3, that means the hero can learn and write in the spellbook 3 different spells. To successfully cast a spell, the player must roll an intelligence die. For this roll, the intelligence attribute points of the hero who casts the spell will be taken into account.

All spells require a specific expenditure of mana units, except cantrips. The latter do not consume mana. They only consume the player's action.

There are different levels to show how powerful a spell is, with Cantrip being the most basic spell and the level 7 spell being the most powerful of all.

Cantrips and level 1, 2 and 3 spells will be free and level 4, 5, 6 and 7 spells will be NFTs that can be purchased from the market.

On the other hand, spells are divided into 3 categories: Generic Spells, Class Mastery Spells, and Legendary Spells. Coinciding the latter with level 7 spells.

8.1 Generic Spells

Generic spells can be cast by all heroes regardless of their character class (Warrior, wizard, Bard, Ranger, or Paladin.).

Cantrips

Godwin's pen: You convert five of your souls into one mana point.

Milton's Paradise: You convert two of your morale points to one mana point.

Blood of Elphas: You convert two of your mana points into a morale point.

Spells level 1

Shroud of Irkalla: A table demon with Shroud of Irkalla can't be the target of spells or abilities (including its own). This requires a lot of mana.

Madness of Macbeth: The demon targeted by this spell increases its attack by +1 each time it is attacked for the entire round.

Words of Legba: Your hero is immune to any type of poison during this round. This spell will have no effect if your hero has already been poisoned before casting it. (A lot of mana is required.)

Spells level 2

Heart of Faust: Gives you the ability to see the health of demons in your opponent's hand.

Abraxas love: Demons in my hand will gain a +1 bonus to health.

Wicca's seal: The demon you choose will not be able to heal its health points with any spell or potion.

Spells level 3

Release of Sade: One of the demons on the table will take 2 damage.

Curse of Crowley: A demon in the opponent's hand is surrounded by a circle of black light that will deduct 1 health each time it attempts to cast an ability.

Baphomet star: A table demon is surrounded by a red star that will give it +2 attack points in combat for that round.

8.2 Class Mastery Spells

Class Mastery spells can only be used by a specific class. This is why there is a list of spells for each of the hero classes.

8.2.1 Combat Master Spells

Cantrip

Flaming weapon: A fiery gauntlet covers your hero's hand, increasing his attack by +1 for the next turn.

Spell level 1

Enkidu's claws: You choose a demon from your hand. Each point of health that your opponent's hero takes away from this demon will add +1 point to his initiative.

Spell level 2

Warcry: You will let out a war cry to enrage one of the demons at the table. He will gain attack +2 during his next fight.

Spell level 3

Frost Shield: Your hero's shield will be reinforced with +2 defense points during the next turn.

Spell level 4 (NFT)

Demonic Harakiri: Persuade a table demon to kill itself. He will fight with himself trying to inflict damage points on himself. To do this, the demon will launch an attack roll and then an other defense roll. (Note dev: The visual effect could be a sword that sticks into the card just like in Harakiri).

Spell level 5 (NFT)

Berserker's Magic Mushrooms: Increase your hero's chance of success on his Berserker Combat Mastery special ability by +10% during this round (Only one use per Round).

Spell level 6 (NFT)

Dual combat: The next time one of the demons from your hand enters combat, it will be supported by the other demon from your hand, which will enter combat against its hero first. This spell will only take effect if both demons in your hand belong to the same element. (Note to Devs: If the demons in your hand are not of the same directing element you won't be able to cast the spell.)

8.2.2 Huntmaster Spells

Cantrip

Light-footed: Your hero's feet give off a trail of light, increasing his initiative by +1 for the next turn.

Spell level 1

Hunter's trap: Place a trap near one of the demons on the table. When your opponent's pet tries to defend the demon it will take 1 life point of damage and will retreat unsuccessfully. Once the trap has taken effect it will be invalidated. The hunter's trap can only be set before the pet tries to defend the demon.

Spell level 2

Toad oil: This spell invalidates the opponent's hero's weapon causing him to miss if he attacks during his next turn. (Maximum once per Round).

Spell level 3

Heavenly arrow: You gain +2 attack points against air demons during your next turn.

Spell level 4 (NFT)

Butterfly flutter: This spell creates a hurricane of wind that surrounds the opponent's hero. He will be stunned and will not be able to take any action for the next turn.

Spell level 5 (NFT)

Stone Animal: A whistle from the hero causes one of the opponent's pets to become paralyzed and unable to fight for the entire round.

Spell level 6 (NFT)

Heroic Trap: You place a trap near one of the demons on the table. When the other hero tries to attack this demon, it will take 1 life point of damage and will retreat unsuccessfully. Once the trap has taken effect it will be invalidated. (Maximum 1 use per round). Note: Requires a lot of mana.

8.2.3 Faith Master Spells

Cantrip

Light Armor: An armor of light covers your hero's body, increasing his defense by +1 for the next turn.

Spell level 1

Prayer for Sinners: You heal 1 health point from one of the demons on the table.

Spell level 2

Beast Armor: An armor of energy covers the body of one of your pets, increasing its defense by +1 for the entire round.

Spell level 3

Protection Sphere: You create a divine sphere of protection around one of the demons on the table. The demon's defense will increase by +2 points. The duration of this spell will be one turn.

Spell level 4 (NFT)

Cosmic Pyramid: You create a cosmic pyramid of protection over one of the demons in your hand. The demon's defense will increase by +2 for the entire Round.

Spell level 5 (NFT)

Innate Law: The tabletop demon this spell is cast on gains +5 health each time any other demon dies. The target demon of this spell will be able to exceed its maximum health points (Only one use per round).

Spell level 6 (NFT)

Hand of Dante: You try to guess one of the demons that your rival has in his hand. If you hit it this demon will go to your hand and in that case you will choose which demon you want to discard from your hand. A new demon will occupy the empty space of your opponent's old demon. (Note: This spell will only take effect if your opponent had that demon in his hand originally from the deal at the start of the Round.) Maximum 1 use per Round.

8.2.4 Magic Master Spells

Cantrip

Wisp Fire: A wisp flame erupts from the hero's body, increasing his intelligence by +1 for the next turn. (Important note for DEVS: The increase in his intelligence will be temporary, so the mana units of said hero will not increase).

Spell level 1

Akasha: Transmutes the element of one of the demons on the table at random. It requires a lot of mana.

Spell level 2

Fog of Oblivion: A table demon will be hidden behind a thick magical fog. Your opponent will only know of the existence of this demon if he has managed to memorize it before. The mist will persist for only one turn. (Maximum 1 use per Round).

Spell level 3

Supernova: A demon of your choice on the table explodes and disappears, causing 3 health damage to your hero with its light energy.

Spell level 4 (NFT)

Moonwhisper: This spell nullifies the "Stone Animal" spell, allowing your pet to continue fighting.

Spell level 5 (NFT)

Abyssal Resurrection: You can save one of the demons on the table killed in battle. It will resurrect with 1 life point. (Before the card disappears, the player will be asked if he wants to use this spell.) Note to devs: The player will only be asked if he wants to cast the spell if he has enough mana to cast it.

Spell level 6 (NFT)

Shinigami Eye: You will be able to see one of the demons in your opponent's hand. In return your hero will lose half of his hit points, rounded down. (Maximum one launch per game).

8.2.5 Arts Master Spells

Cantrip

Tragic Poem: Your hero recites a tragic poem, increasing the initiative of the demons in your hand by +1 for the next turn.

Spell level 1

Melody of Bewilderment: When the demon this spell is cast on dies in battle, the attacking hero loses 1 health point. (Maximum one launch per round).

Spell level 2

Blake's Paintings: During your hero's next fight against a demon held by your opponent it deals extra damage to their other demon. The bonus damage is equal to the main damage divided by 2, rounded down.

Spell level 3

Mordake's Juggling: The next time your hero is attacked during combat, he will spin together with two duplicates of himself. The attacker will have a 1/3 chance to guess which hero is the correct one to deal damage to. (Note: Requires a lot of mana.)

Spell level 4 (NFT)

Dance of the Storm: You hypnotize a demon in your opponent's hand so that your opponent can't use abilities for the next turn.

Spell level 5 (NFT)

Diplomacy: This spell forces both parties to sign a truce and keep the peace during that round. During this period, players will not be able to perform any type of normal attack or magic attack.

Spell level 6 (NFT)

Sweet Introduction to Chaos: This spell makes a table demon of your choice a covert ally. If during this or the following rounds this demon appears in the opponent's hand it will reveal itself to your eyes and attack his hero. The allied demon will never reveal itself before the Flop. (Only 1 use per game).

8.3 Legendary Spells

Legendary spells correspond to level 7 spells. These are the most powerful spells.

Spells level 7

Panacea: This spell heals your hero by 3 health points. Maximum one use per game.

The day of the beast: One of your pets will be resurrected with all its life points. Maximum one use per game.

Pepper's Ghost: You end the life of a demon on the table but it still appears to the opponent as if it were alive when in fact it is only a "ghost card", thus hiding the real demon that will be found under the false illusion created. This will only be revealed to the opponent at the end of the Round or when someone fights him. Maximum one use per game.

8.4 Order of events

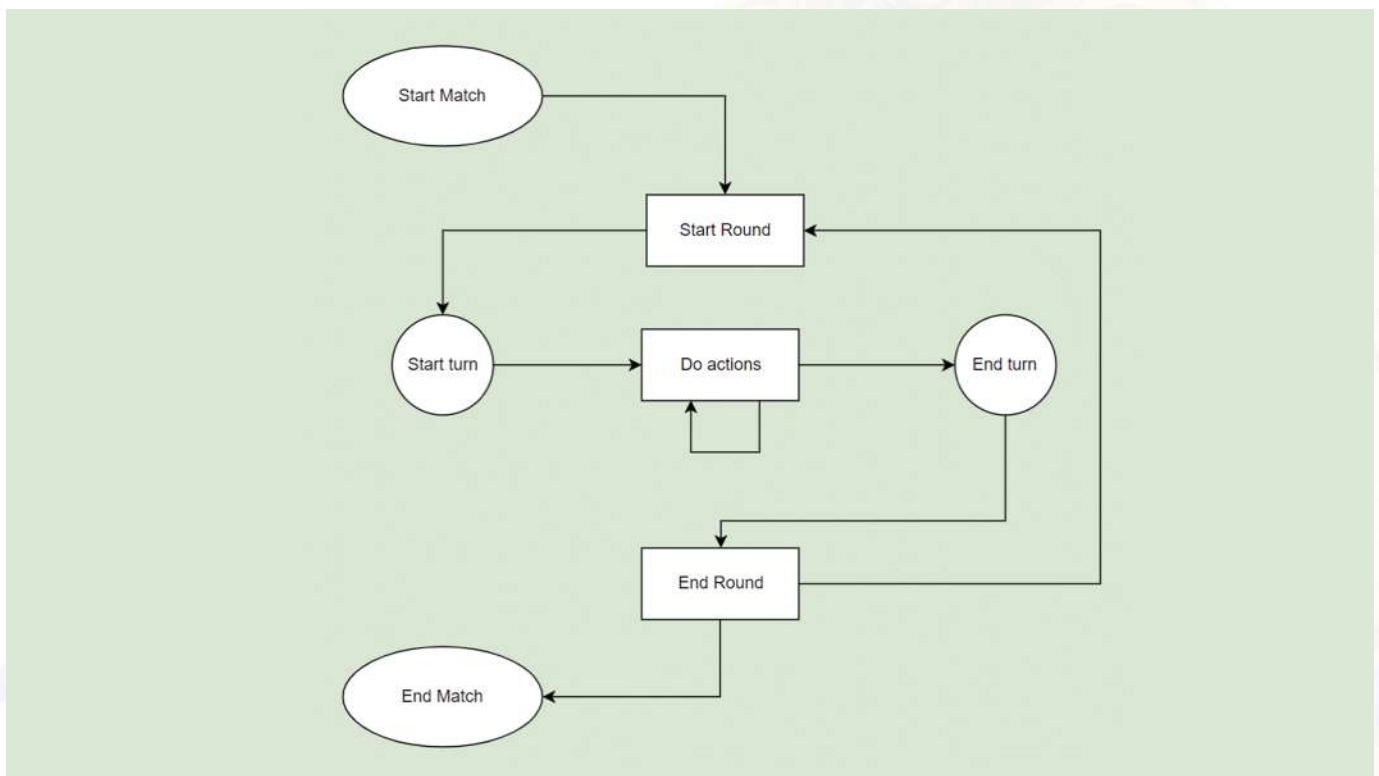
- 1 - Upon reaching "X" level the player gets a generic cantrip for all classes. To choose between 3.
- 2 - Upon reaching "X" level the player gets a character class cantrip.
- 3 - Upon reaching "X" level the player gets a generic level 1 spell for all classes. To choose between

- 4 - Upon reaching "X" level the player gets a mastery level 1 spell.
- 5 - Upon reaching "X" level the player gets a generic level 2 spell for all classes. To choose between
- 6 - Upon reaching "X" level the player gets a level 2 mastery spell.
- 7 - Upon reaching "X" level the player gets a generic level 3 spell for all classes. To choose between
- 8 - Upon reaching "X" level the player gets a level 3 mastery spell.

9 - Match game loop

The match is composed of rounds. Each round at the same time is composed of turns. In each turn, the players can do actions such as cast spells, call demons from his hand to try to apply his abilities, do a bet, invoke deity powers, use pets and fight against demons on the table.

After the match is finished there will be a winner and a loser.



9.1 The turn - Hero actions

Expanding the poker Texas hold'em rules, each player in his turn can do one action and bet.

The actions to do before bet are:

Fight with a demon in the table:

If there are demons on the table the hero can select one of them and start a combat. If the demon is defeated, a random card will appear in his place.

Fight with a demon in the table:

If there are demons on the table the hero can select one of them and start a combat. If the demon is defeated, a random card will appear in his place.

Call demon ability:

When the hero wants to apply one of his demon's abilities, he must spend mana according to the points needed to cast that ability.

After that, the opponent has the decision to start a combat or not with the demon that cast the ability.

If the opponent decides not to fight, the ability is applied.

If the opponent decides to fight, start the combat turn.

Call a spell from the spellbook:

The player can cast a spell from the spellbook.

Call the special hero ability

Call the special item ability if he has one

Invoke the ability/power of your pet, deity, rune

9.2 Bets

After the hero ends his action turn, the bet process starts. This step follows the rule of the regular poker texas hold'em game.

When the betting turn ends, a new turn start repeating the process until the end of the round.

9.3 Win / loss

There are different ways to win or lose a match.

The match ends when one of the following points appends:

- One hero loses all his life points.
- One hero goes to 0 souls.

When the match ends, each player receives the season points according to result and the type of tournament.

If the tournament is a fee tournament, the winner will receive the correspondent reward.

If the tournament is a multitable, the player will join the following table.

10 – Combat loop

10.1 Description

A combat starts when your opponent calls a demon ability or the player decides in his turn to fight against one of the demon over the table.

10.2 Opponent call a demon

The combat has the following steps:

Hero decides if he fight or not against the demon

The combat

Attack/Apply ability demon or Hero attack

If demon is defeated, the card is revealed. If not, the ability is applied

HERO DECIDES IF HE FIGHT OR NOT AGAINST THE DEMON

When your opponent calls a demon, the target player has to decide if he fights against the demon or not.

If he decides not to fight, the demon ability will apply automatically.

If he decides to fight, the combat starts.

THE COMBAT

First step, the demon and the hero involved in the combat has to throw a 1d12 dice plus any initiative modifier that he has, and add the result to their dexterity modifier. The winner will attack first.

After the combat is done, if the demon is alive, the ability is applied.

10.3 Hero attacks a demon on the table

The hero can also attack a demon over the table.

If the hero dies, the match will end.

If the demon die is removed from the table and another one will replace it.

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