

YUGANTA

A Card Game of the Mahabharata

COMPLETE RULES REFERENCE

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Deck-agnostic rules for every current and future Yuganta deck.
New to the game? Start with the shorter Yuganta Player's Guide instead —
this document is the full reference for detailed questions and disputes.

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PART I

THE GAME

1. Overview and Object of the Game

- 1.1** Yuganta is a two-player dueling card game (with a 3–4 player variant, Section 17) in which each player leads a faction from the Mahabharata or wider Hindu and Jataka tradition. Each player brings one pre-constructed 50-card deck.
- 1.2** There are two paths to victory, and every deck can pursue either: (a) the **Path of Merit** — be the first player to accumulate 21 Punya, or (b) the **Path of Conquest** — reduce the opposing Kingdom from 20 to 0.
- 1.3** A card printed with an alternative victory condition creates a third path for its owner. Such cards must obey the design limits in Section 16.
- 1.4** The moral state of your play is tracked on the Dharma Meter (Section 10). Dharma is never a victory condition by itself, but it gates your most powerful cards and breaks ties (13.4).

2. Components and Zones

- 2.1** Components per player: one 50-card deck; one Dharma marker on a meter running -10 to $+10$; one Kingdom counter starting at 20; Punya counters; Mantra counters; damage counters; engagement markers (or rotate cards 90°).
- 2.2** Shared components: the Yuga Track with four spaces (Satya, Treta, Dvapara, Kali) and one age marker; the neutral Jataka pool and any Event pool used by the chosen game mode (16.8).
- 2.3** Zones. Each player has: **DECK** (face down, private, ordered); **HAND** (private, no limit until 6.9); **BATTLEFIELD** (public); **RITUAL ROW** (public, up to three active rituals and their attendants); **SAMSARA** (discard pile, face up, public); **MOKSHA** (removed from game, face up — cards here can never return).
- 2.4** One-use cards go to **MOKSHA** when used, not Samsara. Cards discarded, destroyed, or spent any other way go to Samsara.
- 2.5** A card "in play" means on the Battlefield or Ritual Row. Cards elsewhere have no active abilities unless stated.

WHY THIS MATTERS

Moksha exists so that once-per-game effects and spent divine weapons can never be recycled by recursion cards. It's liberation, mechanically.

3. The Four Currencies

- 3.1** **MANTRA** is the summoning and activation currency. You gain a base income of 2 Mantra at each of your Dawn phases, plus modifiers. Unspent Mantra carries over between turns.
- 3.2** Mantra pool cap: at the start of your Dawn phase, before income, your pool is reduced to 10 if it exceeds 10.
- 3.3** **PUNYA** is the victory resource, gained mainly from completed rituals. It only accumulates. The moment your total is 21 or more, you win (13.2).
- 3.4** **DHARMA** is a position from -10 to $+10$, starting at 0.
- 3.5** **KINGDOM** is your life total, starting at 20, no upper cap. The moment it's 0 or less, you lose (13.1).
- 3.6** All currency changes are public and must be tracked openly.

4. Card Types and Anatomy

4.1 Five card types: **CHARACTER**, **ASTRA/ITEM**, **YAJNA** (ritual), **PHILOSOPHY/TACTIC**, and **EVENT**.

4.2 CHARACTER cards: Name and title; Cost (Mantra); optional Dharma Gate; Bala (strength); Prana (health); tier (Animal, Mid-Tier, Hero, Legend); abilities; optional Weakness or Vow; flavor text.

4.3 Damage on characters is persistent until healed or the character is destroyed. A character whose damage equals or exceeds its Prana is destroyed immediately, going to Samsara with all attachments.

4.4 ASTRA/ITEM cards attach to a character you control when played (unless "one use," which resolves and goes to Moksha). If the bearer leaves play, attachments go to Samsara. Wielder restrictions are checked continuously.

4.5 YAJNA cards open in your Ritual Row: attendant requirement, duration, Ritual HP, payout (full rules in Section 9).

4.6 PHILOSOPHY/TACTIC cards are Attachments or Instants (resolve, then go to Samsara).

4.7 EVENT cards resolve and go to Samsara unless printed "Permanent" (stays in play) or "once per game" (goes to Moksha after use).

4.8 LEGEND is a character subtype. Each deck contains exactly one; you may control only one Legend at a time.

4.9 Tags (e.g., "deception") have no effect on their own but are referenced by other rules (10.5).

PART II

PLAYING THE GAME

5. Setup

- 5.1** Each player presents a legal 50-card deck (Section 16) and shuffles it; the opponent may cut.
- 5.2** Set both Kingdoms to 20, both Dharma to 0, both Punya to 0, both Mantra to 0. Place the Yuga marker on Satya.
- 5.3** Determine the first player randomly. The first player skips their first draw. The second player begins with 1 bonus Mantra.
- 5.4** Each player draws an opening hand of 5 cards.
- 5.5** Mulligan: once per game, before the first turn, shuffle your hand back and draw 4 instead. First player decides first.
- 5.6** The first player takes the first turn with no draw. Play then alternates.

6. Turn Structure

- 6.1** A turn has four phases, always in order: **DAWN, SABHA, YUDDHA, SANDHYA**. A "round" is both players having taken one turn.
- 6.2 DAWN:** (a) check Mantra cap; (b) gain 2 Mantra plus modifiers; (c) untap all your cards; (d) draw 1 (skipped on the game's very first turn); (e) "at Dawn" triggers resolve; (f) advance the Yuga marker if this Dawn crosses a boundary (11.2).
- 6.3 SABHA** (main phase): play characters, attachments, instants, events; activate abilities; commit characters to rituals; start at most one new ritual this turn.
- 6.4** Summoning Stillness: a character may not attack the turn it enters play, unless it has Swift. It MAY be committed to a ritual, intercept, or use Sacrifice abilities immediately.
- 6.5 YUDDHA** (combat): declare and resolve attacks one at a time, fully resolving each before declaring the next.
- 6.6 SANDHYA** (end phase): (a) fully-staffed rituals advance and pay out if complete; (b) "at Sandhya" triggers; (c) per-turn Dharma effects; (d) "until end of turn" effects expire; (e) discard to hand size 8; (f) pass.
- 6.7** Steps cannot be reordered or skipped except by a card that explicitly says so.
- 6.8** Simultaneous triggers: the active player's resolve first, in their chosen order; then the non-active player's.
- 6.9** Maximum hand size is 8, checked only at your own Sandhya.

7. Playing Cards and Paying Costs

- 7.1** To play a card: announce it, check all requirements (gates, restrictions, legal target), pay its Mantra cost, then resolve.
- 7.2** Dharma Gates are requirements, not costs — meeting one doesn't reduce your Dharma.
- 7.3** Additional costs must be fully payable or the card cannot be played.
- 7.4** Cost modifiers: increases apply first, then reductions; cost can't go below 0.
- 7.5** If a targeting card's target becomes illegal before it resolves, it fizzles: no effect, but costs stay paid.
- 7.6** "Cannot" always beats "may" and "must."

8. Combat

- 8.1** Eligible attackers: unengaged, uncommitted, Bala 1+, free of Summoning Stillness. Attacking engages the attacker.
- 8.2** Legal targets: an enemy character (engaged or not); an enemy ritual; the enemy Kingdom directly. Committed characters can never be attacked.
- 8.3** Sequence: (1) declare attacker and target; (2) attacker engages; (3) reaction window (Section 12); (4) interception decision; (5) damage; (6) after-combat triggers.
- 8.4 Interception:** only attacks on a ritual or the Kingdom may be intercepted — the defender may step one unengaged, uncommitted character into the attack's path. Attacks on a character are duels and cannot be intercepted (only effects like Krishna's redirect change this).
- 8.5** Damage vs a character: attacker deals its Bala to the defender; defender simultaneously deals its Bala back. Ranged attackers take no counter-damage. Both can die.
- 8.6** Damage vs a ritual: attacker deals Bala to Ritual HP; no counter-damage; attacker's controller loses 1 Dharma (modified by the Yuga, 11.4). At 0 HP, the ritual breaks (9.10).
- 8.7** Damage vs the Kingdom: reduce it by the attacker's Bala. No counter-damage, no Dharma penalty.
- 8.8 Breakthrough:** excess lethal damage past a defender or broken ritual hits the enemy Kingdom.
- 8.9** Damage from card effects is NOT combat damage — no counter-damage, no interception, no "when attacked" triggers. Only the word "attack" means an attack.
- 8.10** A character attacks at most once per turn.

WHY THIS MATTERS

Duels can't be blocked; sieges on rituals and Kingdoms can. This single asymmetry is what makes both direct combat and life-total defense real, distinct strategies — it's the most important rule to internalize early.

9. Yajnas — Rituals

- 9.1** A ritual card lists: attendants required, duration (turns), Ritual HP, and payout.
- 9.2** Start at most one ritual per turn, in your Sabha. You may have at most three open at once.
- 9.3** Starting: play it, pay its cost, immediately commit the required attendants. If you can't fully staff it, you can't start it.
- 9.4** Committed characters: cannot attack, cannot intercept, cannot be attacked directly, CAN be targeted by non-attack effects, keep passive auras, and may use Sacrifice abilities.
- 9.5** A ritual advances one step at Sandhya if fully staffed. The starting turn counts.
- 9.6 Faltering:** an understaffed ritual keeps progress but doesn't advance. Replacement attendants can be committed in a later Sabha. Two consecutive faltering Sandhyas collapse it — no payout, attendants released engaged.
- 9.7** Attendants are locked in until completion, collapse, breaking, or an effect releases them — no voluntary uncommitting.
- 9.8** Completion: at Sandhya, when progress equals duration, resolve the full payout, discard the ritual, release attendants engaged.
- 9.9** If several rituals complete the same Sandhya, their controller chooses the order; each fully resolves before the next.
- 9.10 Broken:** at 0 Ritual HP, it's destroyed with no payout. Attendants scatter, engaged. The breaker gains 1 Punya per 2 full progress the ritual had (round down).
- 9.11** Ritual HP damage persists between turns. HP bonuses are auras — if the source leaves play, the bonus is removed, which can break an already-damaged ritual instantly.

EXAMPLE

A Rajasuya (HP 7) has taken 6 damage and is protected by a +1 HP aura (effective 8). The aura source is destroyed. Max HP returns to 7; with 6 damage already on it, it survives on 1. Had it taken 7 damage, it would break the instant the aura left.

WHY THIS MATTERS

Rituals must be worth attacking, or the merit race becomes impossible for an aggressive deck to interact with. The plunder rule (9.10) is what keeps both victory paths in tension throughout the whole game.

10. The Dharma Meter and Gates

- 10.1** Dharma starts at 0, moves between −10 and +10, always public.
- 10.2** Standard gains: printed effects, Sacrifice abilities, ritual payouts, per-turn effects.
- 10.3** Standard losses: attacking a ritual (1, modified by the Yuga), playing a deception-tagged card (1), printed costs.
- 10.4** Dharma changes resolve immediately and are never optional unless printed "may."

- 10.5 Deception tag:** playing one moves your Dharma 1 step toward −10, in addition to any printed effect.
- 10.6** Gates use $\geq$ (Righteous) or $\leq$ (Fallen). A card may print two joined by "or"; meeting either suffices.
- 10.7** Gates are checked ONLY when a card is played. If your Dharma later moves outside a gate, cards already in play are unaffected.
- 10.8** Effects that "prevent" a Dharma loss beat effects that "cause" one.
- 10.9** Meter-locking effects ("cannot be lowered by enemy effects") stop only that direction and source — self-inflicted losses are not "enemy effects."

WHY THIS MATTERS

Gates checking only on entry is deliberate: continuous checking would let a single powerful spell chain-remove your whole board. A fallen player doesn't un-happen their past deeds — the rule mirrors the epic's own moral logic.

11. The Yuga Clock

- 11.1** Four ages on fixed round boundaries: Satya (rounds 1–3), Treta (4–6), Dvapara (7–9), Kali (10+).
- 11.2** The marker advances at the first player's Dawn of the round entering a new age.

Age	Effect
Satya (1–3)	Ritual attacks cost 2 Dharma instead of 1. Baseline otherwise.
Treta (4–6)	Baseline. Ritual attacks cost 1 Dharma.
Dvapara (7–9)	Attackers get +1 Bala. Ritual Punya payouts reduced by 1 (min 1).
Kali (10+)	Attackers get +2 Bala. Ritual payouts reduced by 2 (min 1). Ritual attacks cost 0 Dharma.

11.3–11.6 Age effects are cumulative with card effects, apply globally, and nothing rewinds the Yuga marker without an explicit card effect (and even then, only within strict limits, 16.7).

WHY THIS MATTERS

The clock is the anti-stall engine. Two players both trying to turtle behind rituals get dragged into Kali, where merit pays little and blades cost nothing — the climax at Kurukshetra becomes inevitable by design, not by choice.

12. Reactions, Timing and Priority

- 12.1** A reaction window opens: after an attack is declared (before interception); at the start of each Sandhya (before rituals advance); or whenever a card explicitly opens one.
- 12.2** The non-active player may take one reaction first, then the active player may take one. Then the window closes.
- 12.3** Reactions resolve in reverse order (last taken, first resolved).
- 12.4** One reaction per player per window. You cannot respond to your own reaction.
- 12.5** Outside reaction windows and your own Sabha, you may not play cards or activate abilities unless stated.
- 12.6** Triggered ("when/whenever/after") abilities are not reactions — they resolve automatically.
- 12.7** If a reaction removes an attack's target, it fizzles: no damage, attacker stays engaged.

WHY THIS MATTERS

A single-response window keeps the game playable at a kitchen table, no judge required — and it caps combo depth by construction, since no chain can ever exceed two responses.

13. Winning, Losing and Simultaneity

- 13.1** The instant a Kingdom hits 0 or less, that player loses immediately, mid-resolution.
- 13.2** The instant a player's Punya reaches 21+, they win immediately, mid-resolution.
- 13.3** If both checks would trigger at once, the Kingdom check applies first.
- 13.4** If both players would win or lose simultaneously, the player with **higher Dharma** wins. Tied Dharma is a draw.
- 13.5** Drawing from an empty deck triggers Samsara Rebirth: shuffle your Samsara into a new deck, lose 3 Kingdom, then draw. If both are empty, skip the draw and lose 3 Kingdom per skipped draw.

13.6 Conceding is always legal and immediate.

WHY THIS MATTERS

Rule 13.4 is the game's moral thesis written as a mechanic: when everything burns down equally, the just endure. It guarantees the Dharma meter matters in every game, even ones where no gate was ever checked.

PART III

THE SYSTEM

14. Keyword Glossary

Keyword	Meaning
Swift	Ignores Summoning Stillness; may attack the turn it enters play.
Ranged	Takes no counter-damage when attacking.
Breakthrough	Excess lethal damage hits the enemy Kingdom.
Sacrifice [effect]	Destroy this character as a cost; the effect resolves immediately. Reaction speed.
One Use	After resolving, goes to Moksha.
Once Per Game	As One Use; no copy can be played again this game.
Permanent (Events)	Stays in play with an ongoing effect.
Committed	Tending a ritual (see Section 9).
Engaged	Exhausted; cannot attack or intercept until it refreshes.
Deception (tag)	See 10.5.
Aura	Any continuous ability granted while the source is in play. Stops the instant the source leaves.

15. Golden Rules and Conflict Resolution

- 15.1 Card text beats the rulebook — but only in the narrowest reading of its text.
- 15.2 "Cannot" beats everything.
- 15.3 Prevention beats penalty.
- 15.4 Contradicting cards: "cannot" wins; then restriction beats permission; then the active player's card wins for that turn.
- 15.5 Effects resolve as much as possible; impossible parts are skipped (except costs, which must be paid in full).
- 15.6 Public information: all zone contents defined public, all currency totals, the Yuga age, and hand/deck counts (not contents).
- 15.7 Missed mandatory triggers resolve as soon as noticed, if doing so changes no already-made decision; otherwise they're lost. Play in good faith.

16. Deckbuilding Framework

- 16.1 A legal deck is exactly 50 cards: 16 Characters, 10 Astras/Items, 8 Yajnas, 10 Philosophies/Tactics, 6 Events (may shift up to 2 cards between categories).
- 16.2 Max 2 copies of any card; exactly 1 Legend per deck.
- 16.3 Character tiers: 5–7 Animals (cost 1), 5–7 Mid-Tier (cost 2–4, no gates), 2–4 Heroes (cost 5–6, gated), 1 Legend (cost 6–8, gated).
- 16.4 Every deck declares a Dharma identity: **Righteous** ($\geq$ gates), **Fallen** ($\leq$ gates, 6–10 deception cards), or **Balanced** (mixed, at most

4 deception tags).

16.5 Ritual budget: total printed Punya across a deck's 8 Yajnas is 20–26, with exactly one Grand ritual paying 7–9.

16.6-16.7 At most 2 new keywords per deck. No future card may ever: prevent a player from winning or losing outright, skip an opponent's whole phase more than once a game, rewind the Yuga more than one age once per game, set a currency directly, grant more than one extra reaction, or move cards out of Moksha.

16.8 Game modes: Standard (as described here); Commons Draft (draft a shared neutral pool before siding, making 55-card decks); Epic (a shared Event pool fires at each new age).

17. Multiplayer Variant (3-4 Players)

17.1 Free-for-all. Punya target rises to 25; Kingdoms stay 20. Turn order clockwise.

17.2 Attack any opponent. Only the attacked player may intercept.

17.3 Grand Alert: when any player starts a Grand ritual or reaches 18+ Punya, every other player may make one extra attack per Yuddha while that condition lasts, targeting only that player or their rituals.

17.4 Eliminated players' cards leave play; their effects end; in-progress attacks against them fizzle.

17.5 Simultaneity ties resolve by 13.4.

PART IV

RULINGS & EXAMPLES

18. Edge-Case Rulings Compendium

These rulings answer the trickiest questions the rules can produce. If a table dispute isn't covered here, apply Section 15's Golden Rules to resolve it.

E1 — A hero's Dharma gate is no longer met after it's already in play.

Ruling: It stays in play with all abilities. Gates are checked only when played (10.7).

E2 — A vow demands attacking a character that's currently committed to a ritual.

Ruling: The vow doesn't force an illegal attack. Committed characters can't be attacked (9.4); "cannot" beats "must."

E3 — Two copies of a named character are in play; a vow targets that name.

Ruling: Attacking either one satisfies the vow.

E4 — Can a redirect effect target its own controller?

Ruling: Yes, if that's a legal target — the protector can take the blow.

E5 — Does a redirected Ranged attack still avoid counter-damage?

Ruling: Yes. Ranged is a property of the attacker and survives redirection.

E6 — Can an attack be redirected onto a committed character?

Ruling: No. Committed characters are never legal attack targets.

E7 — Can a non-attack damage effect target a committed attendant?

Ruling: Yes. Committed characters can be targeted by effects, just not attacks. If it dies, the ritual falters, but doesn't break.

E8 — A faltering ritual gets a replacement attendant. Does progress reset?

Ruling: No. Faltering only pauses progress.

E9 — An aura-granting attachment's bearer dies. Does a replacement attendant inherit the aura?

Ruling: No. Auras end when their source leaves play.

E10 — A ritual completes on the exact turn the Yuga age changes. Which payout applies?

Ruling: The old age's payout — age effects are never retroactive within the same round.

E11 — Can a "deal damage to characters" effect hit a ritual or Kingdom instead?

Ruling: No. Effects only touch what they explicitly name.

E12 — A Dharma-cost spell drops its own caster below a gate of a hero already in play. Effect?

Ruling: None on the hero already in play (see E1).

E13 — A player wins with Punya well past 21. Does the excess matter?

Ruling: No. The win triggers the instant the total reaches 21, mid-resolution.

E14 — Can a "discard a card" cost be paid with an empty hand?

Ruling: No. Costs must be fully payable or the card can't be played.

E15 — A burst effect pushes your Mantra pool over 10 mid-turn. Is the excess lost?

Ruling: Not immediately. The cap is checked only at your next Dawn.

E16 — Does a "when attacked" aura trigger from non-attack damage effects?

Ruling: No. Effect damage is not an attack.

E17 — A Dharma-loss-prevention effect and a Dharma-loss-on-attack aura both apply to the same attack. Who wins?

Ruling: Prevention wins. No Dharma is lost.

E18 — Can a reaction be used after seeing combat damage resolve, rather than before?

Ruling: No. The only reaction window is after declaration, before resolution.

E19 — Can a player take two reactions in the same window?

Ruling: No. One reaction per player per window.

E20 — Can a recursion effect return a destroyed Legend from Samsara?

Ruling: Yes. The one-Legend limit governs simultaneous control, not recursion. (One-use Astras, by contrast, go to Moksha and are gone for good.)

E21 — Can a once-per-game card be returned to hand after use?

Ruling: No. It went to Moksha, and nothing moves cards out of Moksha.

E22 — Can a search effect find a one-use card still in the deck?

Ruling: Yes. "One use" restricts what happens after resolution, not before.

E23 — A "draw 2" effect is played with only 1 card left in the deck.

Ruling: Draw 1, trigger Samsara Rebirth, then draw the second.

E24 — Both Kingdoms hit 0 at the same instant.

Ruling: Higher Dharma wins; tied Dharma is a draw.

E25 — Can a 0-Bala character intercept?

Ruling: Yes. Interception has no Bala requirement — walls work.

E26 — Can a character be committed to a ritual the turn it's played?

Ruling: Yes. Summoning Stillness blocks attacking, not tending.

E27 — Do age bonuses, auras, and item bonuses all stack on the same attack?

Ruling: Yes, all additive, unless a card says otherwise.

E28 — A Breakthrough attacker's Kingdom-bound attack is intercepted by a weak blocker.

Ruling: The blocker takes lethal damage; the remaining excess still hits the Kingdom via Breakthrough.

E29 — Does an effect that punishes "attacked last turn" trigger against a character that only intercepted?

Ruling: No. Intercepting is not attacking.

E30 — Is there a cap on how high a Kingdom total can go?

Ruling: No. Kingdom has no upper cap.

E31 — A ritual payout draws a card that pushes a player's hand above 8. Legal?

Ruling: Yes, temporarily — ritual payouts resolve before the hand-size check at end of turn.

E32 — Both deck and Samsara are empty and two draws are owed.

Ruling: Skip both draws, lose 3 Kingdom for each (6 total).

E33 — An attacker is destroyed by a reaction before its attack resolves.
Ruling: The attack fizzles entirely — no damage, no after-combat triggers.

E34 — A Dharma-loss-prevention effect applies during an age with a larger ritual-attack penalty. How much is prevented?
Ruling: All of it. Prevention removes the penalty entirely, regardless of size.

E35 — A ritual collapses at Sandhya. Can its controller start a new one that same turn?
Ruling: No. Starting a ritual only happens in Sabha, which has already passed that turn.

E36 — An attack is declared on the Kingdom, and the defender intercepts with a character whose aura triggers "when attacked." Does the aura fire?
Ruling: Yes. The aura triggers on any attack that resolves against that character — including one that reaches it by interception. What matters is what the attack actually resolves against, not what it was originally declared on.

19. Annotated Sample Game (First Six Turns)

Pandava (P, Righteous) versus a Kaurava prototype (K, Fallen). K is the second player and starts with 1 bonus Mantra.

- Turn 1 — P:** Gains 2 Mantra (no draw, first turn). Plays a 1-cost animal. Pool: 1 unspent.
- Turn 1 — K:** Gains 2 Mantra (pool 3), draws. Plays a 1-cost trickster, then a deception-tagged instant to peek at P's hand — K's Dharma drops to −1. The Fallen engine has begun.
- Turn 2 — P:** Draws, starts a small ritual for free, commits the animal from turn 1 (its aura now pays extra Mantra while committed). The ritual advances to 1 of 2 progress. Note: it's still Satya, so attacking this ritual would cost the opponent 2 Dharma — the age is already protecting it.
- Turn 2 — K:** Plays two more bodies. Attacks P's Kingdom with a Swift character; P has no unengaged, uncommitted character available to intercept. Kingdom P: 18.
- Turn 3 — P:** Draws, plays a scrying character. The ritual completes: +2 Punya, the animal returns to the battlefield engaged. Punya P: 2.
- Turn 3 — K:** Attacks the scrying character directly — a duel, no interception possible. Both trade: the scrying character (low Prana) is destroyed; the attacker takes counter-damage in return. A clean demonstration that direct duels are always real trades.
- Turn 4 — P:** Treta begins at P's Dawn — ritual attacks now cost only 1 Dharma. Plays a defensive character; starts a second small ritual, commits the animal again.
- Turn 4 — K:** Plays a ritual-hunting character. Attacks P's new ritual directly: K loses 1 Dharma (now −3, fuel for a Fallen deck, not a cost) and the ritual's HP drops to a break. Its 1 progress converts to 0 plunder Punya for K (1 ÷ 2, rounded down). The animal scatters, engaged.
- Turn 5 — P:** Dharma is 0. P attaches a Dharma-generating philosophy to the defensive character, starting a slow climb back toward the gates that matter.
- Turn 5 — K:** Goes all-in on the Kingdom. P's defensive character intercepts one attack — and its "when attacked" aura triggers, per the ruling in E36, since the attack resolved against it regardless of where it was originally aimed. The rest of the damage gets through. Kingdom P: 13.
- Turn 6 — P:** Dharma has climbed to 2 — enough to meet a Hero's gate. P's first Hero enters play. The midgame begins.

This trace deliberately shows the kind of question that comes up naturally at the table (Turn 5's interception-and-aura question, resolved by E36) — when in doubt, work through the Golden Rules in Section 15, and check the Rulings Compendium above before making a table ruling of your own.