
Common Scrolls

Earthbound's Step

Effect: Allows the player to select one additional piece (other than the one moved this turn) and move it forward exactly 1 square along the predefined serpentine path.

Implementation notes:

- Confirm the piece chosen is valid (owned by the player, on the board).
- Move the piece forward by 1 square according to movement rules (no diagonal or invalid moves).
- Update the piece's position and trigger any effects tied to the new square (e.g., trigger zones).

Sylvan Shield

Effect: Protects one piece for the duration of the opponent's next turn, making it immune to being swapped or affected by opponent scrolls or forced movement.

Implementation notes:

- Apply a "protected" flag to the chosen piece.
- During opponent's turn, prevent any game logic that would move, swap, or debuff this piece.
- Remove protection status after opponent's turn ends.

House of Waters

Effect: The player marks one square beyond square 15 as the "House of Waters".

- If an opponent's piece lands on this marked square, it is instantly moved back to square 15 or the nearest empty square behind it if 15 is occupied.

Implementation notes:

- Ensure the marked square is validated to be > 15 before assignment.
- Detect opponent piece landings on this square during movement resolution.
- On trigger, relocate piece to square 15 or next available lower-numbered square.

- Handle potential chain reactions (if the landing square is itself a trigger zone).
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House of Beauty

Effect: Activates square 26 as the “House of Beauty”.

- Any piece landing on square 26 must stop movement immediately and cannot move again until the next turn.
- Pieces on this square can only exit the board if the player rolls exactly 5 on their sticks.

Implementation notes:

- Override movement logic to prevent further movement after landing on square 26.
 - Add an exit condition check allowing only exact roll of 5 to remove piece from the board.
 - Ensure UI feedback communicates this special state.
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Gift of Jahi

Effect: Returns one scroll previously used or discarded in the current match back to the player’s usable scroll pool.

Implementation notes:

- Maintain a list of used/discarded scrolls per match.
 - Upon activation, prompt player to select which scroll to retrieve.
 - Restore chosen scroll to active hand or deck.
 - Prevent infinite loops or repeated retrievals without limits.
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Obsidian’s Burden

Effect: Forces the AI to immediately perform a reroll of its sticks for the current turn, replacing the previous roll result.

Implementation notes:

- Interrupt AI stick throw result processing.

- Trigger a new stick throw animation and result calculation.
 - Apply new result to AI movement logic.
 - Ensure this cannot be abused repeatedly in the same turn.
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Horus Retreat

Effect: Subtracts 1 from the total movement count of the opponent's next turn.

Implementation notes:

- Store a movement penalty flag for the opponent's next turn.
 - Before opponent's move, reduce allowed movement spaces by 1 (minimum of 0).
 - Clear penalty flag after opponent's move is executed.
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Anippe's Grace

Effect: Allows the player to pass over a trigger square without triggering its associated scroll activation or effect once during their turn.

Implementation notes:

- During piece movement, detect crossing or landing on trigger squares.
 - Skip any scroll activation or special effect for the first trigger square passed this turn.
 - Reset effect after turn ends.
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Vault of Shadows

Effect: Repeats the effect of the last scroll played by the player in the current match.

Implementation notes:

- Track the last scroll used by the player.
 - On activation, execute the stored scroll's effect again with the same parameters.
 - Handle edge cases where last scroll had conditional effects.
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Heka's Blessing

Effect: Draws a random scroll from the player's full collection and adds it to their current hand.

Implementation notes:

- Maintain the player's scroll collection as a source pool.
 - Randomly select an unused scroll from the pool.
 - Add selected scroll to active hand.
 - Provide UI feedback for the new scroll.
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Rare Scrolls

Mirror of Merneith

Effect: Reflects the next negative effect or debuff cast by the opponent back onto them.

Implementation notes:

- Activate a one-time reflection shield on the player.
 - When opponent casts a debuff, check for this shield.
 - Cancel debuff on player and apply it to opponent instead.
 - Remove shield after reflection triggers.
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Mena's Grasp

Effect: Moves one opponent piece backward by exactly 3 squares along the serpentine path.

Implementation notes:

- Prompt player to select opponent piece in play.
 - Move selected piece backward by 3 squares.
 - Trigger any effects on the new square and update board state.
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Binding of Aegis

Effect: Freezes an opponent piece for 2 turns, preventing it from moving or activating any abilities.

Implementation notes:

- Mark targeted opponent piece as frozen.
 - On their turns, skip movement and scroll usage for frozen piece.
 - Track turn count and remove freeze effect after 2 full turns.
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Echo of the Twin

Effect: Copies any scroll that has been played earlier in the current match and applies its effect again.

Implementation notes:

- Display list of scrolls played so far in the match.
- Allow player to select one scroll from this list.
- Execute the chosen scroll's effect anew.

Sands of Esna

Effect: Allows the player to reroll their entire stick throw and choose the better movement result between the two rolls:

- After initial stick throw, allow reroll trigger.
- Store both results and allow player selection of preferred roll.
- Apply selected movement to piece movement logic.

Legendary Scrolls

Oath of Isfet

Effect: Swaps all your pieces' positions with all of your opponent's pieces on the board.

Implementation notes:

- Iterate through all pieces on the board and exchange their positions.
- Update board state and UI accordingly.
- Handle trigger zones and scroll effects that may be active on pieces.

Grasp of the Scarab

Effect: Sends the opponent's leading piece (the one closest to exiting) back to the start of the board.

Implementation notes:

- Identify opponent's piece closest to exit (highest square number).
- Move that piece back to starting position off the board or square 1 as per rules.
- Trigger any effects tied to starting the path over.

Path of Aaru

Effect: For one turn, allows your pieces to move freely over occupied squares without restriction.

Implementation notes:

- Temporarily disable collision and blocking logic for the player's pieces.
- Allow movement through or landing on occupied squares.
- Re-enable standard rules after turn ends.

Apep's Trick

Effect: Grants the player an extra turn immediately and allows them to use an additional scroll during that turn.

Implementation notes:

- Extend player's turn by one additional turn before opponent moves.
- Increment scroll use limit for the extra turn.
- Reset limits after extra turn ends.

Dominion of Kamo

Effect: Nullifies all AI-controlled scroll effects for the remainder of the match.

Implementation notes:

- Flag AI scroll usage as disabled.
- Prevent all AI scroll activation, effects, and benefits.
- Ensure AI's behavior tree accounts for this status.