Spellbook Duels Rulesheet

Lore: You are a wizard in the land of Ashaphut. Here, wizards duel for sport. They are allotted spells by a spellbook, and must tactically use spells and relics to ensure they are the winner.

Basic setup: You play with a shared deck of 60 cards. Put the shared deck, or Spellbook, in front of you and your opponent(s). Deal out 6 cards to each player to start with. You start with 18 Aether, and gain 1 more each turn. You can use it to make moves, but if you run out, you lose.

Card types:

Spells: All spells cost Aether. How much Aether a spell costs is listed in the Type Block. Enchantment spells last for a listed duration or until broken, while snap spells take effect and then are discarded immediately.

Attack Spells: These spells attack your opponent with their strength and effects.

Curses (enchantment): These spells stay on the field after being played for a duration specified on the card (after which they fade, meaning they’re discarded) or until broken. They do a certain amount of damage each turn, and some have other abilities that hinder the opponent. The Effect Box will include any effects the card has, while the Stats Box will include the duration and damage per turn, formatted as “Strength, Duration.” You may play a Jinx while you have a Curse out without discarding the Curse, but you may only have one Curse out at a time. If you play a Curse while you have another Curse out, discard the one currently on the field.

Jinxes (snap): These spells will be discarded immediately after casting them. They will deal damage as they are cast, and then any effects on the card happen. The Effect Box will include any effects the card has, while the Stats Box will include the damage dealt.

Defense Spells: These spells defend against attacks.

Wards (enchantment): These spells stay on the field after being played for a duration specified on the card (after which they fade, meaning they’re discarded) or until broken. They reduce the amount of Aether damage the caster would take while they are one the field by their strength. You may play a Counterspell while you have a Ward out without discarding the Ward, but you may only have one Ward out at a time. If you play a Ward while you have another Ward out, discard the one currently on the field.

Counterspells (snap): These spells affect one specific attack spell, be it a curse or a jinx. They will prevent a certain amount of damage and/or have an effect.

Charms (enchantment): These spells can be played during your action phase and have exclusively passive effects. Charms last a specified number of turns before fading. You can only have one Charm out at a time.

Items

Potions: Do not cost Aether to play. These relics take a number of turns to “brew” before you can use them (this includes other player’s turns). You cannot play them while they are brewing. After they have brewed, you may use them during any Action, Attack, or Defend phase. Discard these to use them, unless the card says otherwise. They usually alter the playing field. You can only have one in play at a time.

Relics: Cost Aether to play. Discard these to activate them or leave them in play for a passive effect. You can use these at any time. These relics usually affect spells you cast, but they can have other effects. You can only have one in play at a time.

A screenshot of a computer

Description automatically generated

The Stats Box:

Lists numerical details for each type of card.

The Effect Box:

Includes an effect or a flavorful description

The Type Box:

Labels the type of card, and says how much Aether (if any) you need to use this

The Name Box:

Includes the name of the card as well as the element



Elements: These are found as a color on the Name Block. These play a role in the game, each with different strategies.

* Fire – Red, plays heavily aggressively, blazing over an opponent’s defenses and setting them ablaze.
* Water – Blue, plays the long game, specializing in slower effects and out-tempoing your opponent
* Air – White, plays moderately aggressively, circumventing an opponent’s defenses and
* Earth – Brown, plays heavily defensively, building up a solid defense and waiting until the opponent runs out of steam.

Turning a page: To turn a page, discard all cards that you have in hand, then 6 cards. Shuffle the discard pile into the spellbook. You may turn a page only once each turn.

Phases:

1. Defend phase: If you were not attacked, skip this phase. If last turn your opponent cast an attack spell, you may cast up to one defense spell. Any abilities your defense spells have resolve, then any abilities your opponents’ attack spells have resolve. If the defense spell you cast has a weaker strength than the attack spell, take the difference between the attack spell’s strength and the defense spell’s strength as Aether damage. If the defense spell is stronger, you take no Aether damage. You can decide not to defend, and instead take the attack spell’s strength as Aether damage. Aether damage is subtracted from your Aether total. Any counterspells and jinxes are discarded. If any player has 0 or less Aether after all damage has been calculated and all effects are resolved, they lose the game.
2. Replenish phase: Put a time counter on every ward and curse you have in play, then discard any that have reached their maximum. Put a brew counter on every unbrewed potion in play (including opponents’). You gain one Aether for your turn. You may turn a page.
3. Action phase: You may take any of the following actions in any order. You may activate relics. You may play charms, relics, or potions, discarding any cards of the same type that are already on the field. You may play Wards.
4. Attack phase: Cast up to one attack spell. If you don’t cast any, pass the turn.

Casting Spells and Activating Items:

* Each spell you cast will have a cost. You must pay the cost before casting the spell. Once you do, the spell is immediately cast.
* Activating a relic means discarding it to gain an effect. This is the default way to use an relic. Relics can have passive effects, however, which come after any activated effects and are marked with a “Passive:” beforehand. You may only activate relics during your action phase.
* Activating a potion means discarding it to gain an effect unless otherwise specified. You may activate potions at any time.

Spell and Item Speed:

* When a spell is cast, a relic’s ability is activated, and at the end of any phase, players may activate abilities of cards they own that can be activated at that time (relics can only be activated during their player’s action phase), with priority starting with the player whose turn it is and proceeding clockwise. If a player wishes to activate two or more abilities, they must activate one at a time and wait until the priority gets back to them.
  + Example: Johnny’s attack phase is ending, and he activates no abilities. Keisha is to his left, and she activates her Purifying Fire potion to break Johnny’s curse. However, Kris is to her left and Johnny’s right, so they now have priority and activate their Greek Fire potion to deal 4 aether damage to Johnny before his curse is broken. Johnny activates no abilities. Then, Keisha activates her Breath of Fresh Air to gain her 4 aether.
* Each spell and item has a speed at which they function. Charms and other passive effects have a base 0 speed, meaning they are always in effect (and any effects they have happen immediately). Relics and attack spells have speed 1. Defense spells have speed 2. Potions have a speed specified on the spell in the Stats Box. Typically, potions that interact with other cards have speed 3, while potions that interact with aether totals have speed 4. This rule is not absolute, however.
* When multiple spells or abilities have been cast or activated, they will resolve in order of speed, from highest to lowest. Spells and abilities with the same speed resolve in the order they were cast or activated. Once spells and abilities begin resolving, players cannot activate more abilities.

If at any time the rules and a card effect conflict, follow the card effect.

Multiplayer games: If you want to play with more than 2 players, that is fine. There are a few differences, though.

Three players:

* If you attack, you can choose anyone.
* It becomes the turn of the player who you attacked, and they follow the regular phases.
* You cannot attack the same player two turns in a row.
* If you do not attack, the player to your left goes next.

4+ players:

* If you attack, you can choose any player except the one who most recently attacked you.
* It becomes the turn of the player who you attacked, and they follow the regular phases.
* If you do not attack, the player to your left goes next.