

## THE CLASH OF WIZARDRY

*THE CLASH OF WIZARDRY* is an action card game with *attack*, *defense*, *power*, and *story cards*. Players take turns playing cards from their hand. Each player has **8 hit points** and attempts to win by *killing* the opposing players or *playing 3 items*.

### Playing

Each player starts with **5** cards.

*Note: if at the start of your turn you have only 1 card, pick up to 5.*

On each turn pick up **1** card from the deck and then play a card. You can do one of the following:

- Play an *attack* card

Declare an enemy that you are attacking and reveal your *attack* card (place the card in the discard pile) See **Attacking and Defending** rules.

- Play a *power* card

*Power* cards each have unique capabilities. The cards conditions are specified in parenthesis at the bottom.

- Play a *story* card

*Story* cards are items. If the card says "Play into item pile" place it in front of you. **When you have placed 3 items in front of you, you win!**

Some items have powers. These items say "Play into item pile until used". See **Item Rules**.

- Discard a card

Place any card from your hand into the discard pile. It is not used.

*Note: You cannot pick up from the discard pile.*

- Do nothing

On your turn after picking up a card, you may choose to skip your turn (playing no cards: *power*, *story*, *attack*, or *defense*) and pick up to 5 cards.

*Some cards allow you to pick up new cards or play other cards after them.*

### Attacking and Defending

When you want to play and *attack* card against another player, declare who you are attacking and place the *attack* card into the discard pile.

**Then** the enemy may defend against the attack. The enemy may play any *defense* card into the discard pile.

The enemy receives the damage from your *attack* card, minus the defense of their *defense* card.

For example:

Damage of 2



Defense of 1



This results in **1** damage. Your enemy loses **1** hitpoint, and marks down their hitpoint bar.



Furthermore each attack and defense has an "element".

**Fire** has a **+1** damage **and** defense against **Lightning**. **Lightning** has **+1** damage **and** defense against **Water**. **Water** has **+1** damage **and** defense against **Fire**. Stone is **neutral**.

Elements		Item Rules
 <b>Fire</b> (+1 vs. lightning)	 <b>Water</b> (+1 vs. fire)	Play items in front of you. Some items have special powers. (At the bottom they say "Play into <i>item</i> pile until <b>used</b> ")  You can <b>use</b> these <i>item</i> 's special powers on your turn (this does <b>not</b> stop you from playing cards, you <b>may</b> use as many items as you want on your turn).  <i>Note: Some items can be used on other players turns</i>  After <b>using</b> an <i>item</i> discard it.  <b>If you have 3 items at once you win!</b>  <i>Note: If playing with only 2 players you need 4 items to win</i>
 <b>Lightning</b> (+1 vs. water)	 <b>Stone</b> (neutral)	
There are <b>4</b> elements ( <i>fire, lightning, water and stone</i> ).  <i>Stone</i> is neutral. Each other element has a bonus of <b>+1</b> against another element.		
<b>For example:</b>  <i>Damage of 3</i>		
	<i>Defense of 2</i> 	
This results in <b>No Damage</b> (3 damage -2 defense, -1 element bonus)		
Some cards also have alternative bonuses which are dependent on the element they are fighting.		
<i>Damage of 3</i>	<i>Defense of 2</i>	
		
This results in <b>2 Damage</b> against your enemy (3 damage + 1 special bonus -2 defense)		

# THE CLASH OF WIZARDRY

## ADVANCED RULES

In addition to the base game the following rules allow for more dynamic and interesting gameplay. They are **not** recommended to be used for inexperienced players.

### Game Modes

**Normal** – The normal game as indicated with the rules previously.

*Note: The normal game can be played with player resurrection (see **Undead Player Rules** for more information)*

**Team Play** – As the name implies in this game players are paired with each other.

Each team has a single supply of items and must get 2 items per player on the team to win **or** kill the other teams. Team members **may not** attack each other **and** may not give cards to each other.

**Death Match** – In death match you **cannot** win by items. You can **only** win by killing other players.

On your turn you **may** discard any of your items and pick up **2** cards for each.

**Adventurer** – When playing Adventurer you **cannot** win by killing, but **only** by items.

When you get to **0** hitpoints you lose **1** item of the enemy's choice, and go back to **4** hitpoints.

The first player to get 4 items (*in a 3+ player game*) or 5 items (*in a 2 player game*) **wins**.

**Warlord** – In Warlord players **cannot** win by items, **or** by killing other players.

Instead of hitpoints all players keep track of the damage they have inflicted on enemies. At any time you **may** discard any of your items and pick up **2** cards for each.

The player who has inflicted the most damage after 10/20 rounds wins.

**Arms Race** – In Arms Race player **cannot** win by items, **or** by killing other players.

The game plays for **10/20** rounds and then the player with the **most** items wins.

When you get to **0** hitpoints you lose **1** item of the enemy's choice, and go back to **4** hitpoints.

**Boss Fight** – (*with 4 or more players*) In boss fight one player is the Boss and all other players try to kill him.

Like death match you **cannot** win by items. On your turn you **may** discard any of your items and pick up **2** cards for each.

- The boss has 12 hitpoints.
- The boss has 7 cards as default. When the boss reaches 0 cards he picks up to 7. The boss may at any time skip his turn and pick up to 7 cards.
- The boss may at any time discard dud cards from his hand and pick up that many new cards.
- The boss has **+1** defense for **all** his defense cards.

**Chaos** – (*can be played with any game mode*) Every turn after drawing a card the player **must** discard down to **2** cards and then draw the amount they discarded.

### Undead Invasion

*Note: Warlord, Adventurer, Death Match, and Arms Race can all be played with Team Play.*



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The Dummy Hand	Event Cards
<p>With any game mode a Dummy Hand with 4 cards face up can be added. Each round 1 player (taking turns in clockwise order) gets to use the Dummy Hand.</p> <p>On the players turn they <b>may</b> play 1 card from their normal hand <b>and may</b> play an additional card from the Dummy Hand <b>and</b> any power/story cards from either (if applicable). During the rest of the round they may play <b>any</b> defense cards from the Dummy Hand <b>or</b> power/story cards (if applicable).</p> <p>At the end of the round the Dummy Hand is reloaded to 4 cards and the next player gets to use it.</p>	<p>Event cards are unique from normal cards and <b>are not</b> put in the deck.</p> <p>Each round a player picks up 2 events and chooses 1 to be used. The other is discarded.</p> <p>(The first round the player to the left of the dealer picks up the events. For each following round the next player, clockwise, picks up the event cards)</p> <p>Event cards each contain some action or restriction on the bottom of the card. All actions and all restrictions apply to <b>every</b> player.</p>
<p><b>Undead Players</b> (<i>deprecated - to be removed</i>)</p>	<p><b>Werewolf Transformation</b></p>
<p>If playing with the <i>Necromancy</i> card the player who is revived is under the control of the Necromancer.</p> <p>The Revived and the Necromancer <b>may not</b> attack each other. If the Necromancer dies the Revived also dies.</p>	<p>If playing with the <i>Werewolf Transformation</i> cards when you transform take a <b>Werewolf Card</b> and place it in front of yourself.</p> <p>When are a wolf, at <b>any time on your turn</b>, you <b>may</b> choose to transform back (remove the werewolf card).</p>
<p><del>The Undead Rule: When a player dies he is revived as an undead player</del></p>	<p><b>When you are a wolf:</b></p>
<p><b>When you are undead:</b></p> <ul style="list-style-type: none"> <li>— Undead players <b>cannot</b> win the game by items <b>or</b> by killing all other players</li> <li>— Undead players are revived with <b>3 hp</b></li> <li>— Undead players must discard <b>all</b> items and cards and pick up <b>3</b> new cards</li> <li>— When an Undead player dies they must discard all their cards and are re-resurrected <b>again</b> with 3 hitpoints</li> </ul>	<ul style="list-style-type: none"> <li>- You <b>cannot</b> play defense cards</li> <li>- You <b>+1 hitpoint</b> each turn you are less than 4 hitpoints</li> <li>- You <b>+1</b> damage to <b>all stone</b> attacks when you are less than 4 hitpoints</li> </ul> <p><b>Bonus Actions:</b></p> <p>At any time instead of playing a card wolves <b>may</b> use their <i>claw</i> attack.</p>
<p>Undead players' base hands are 3 card. If they play any cards which say "pick up to ..." the must pick up to <b>2 less</b> than specified.</p>	<p>Whenever they are attacked Wolves use their <i>fury</i> defense.</p>
<p>If undead players have 1 card at the start of their turn <b>or</b> 0 cards they pick up to <b>3</b>.</p>	<p><b>Damage = 2</b></p> <p><b>Defense = 1</b> (+1 vs stone)</p>



## EXTRA INFORMATION

The following is a list of terms and definitions that are used in the game.

Card Types	Special Terms
<p><b>Attack Cards</b> – Attack cards <b>may</b> be played on your turn. Declare an enemy and play an attack card into the discard pile. See Attacking and Defending rules.</p> <p><b>Defense Cards</b> – Defense cards <b>cannot</b> be used on your turn. Defense cards <b>may</b> be revealed from your hand when an enemy player plays an attack against you. The attack is reduced in damage by <b>the amount</b> of your defense card. Your defense card is discarded. Any defense left over does <b>nothing</b>. See Attacking and Defending rules.</p> <p>Note: Some attack and defense cards allow players to play extra cards <b>or</b> have special powers. Follow instructions on <b>any</b> cards played <b>in the order they are played</b>.</p> <p><b>Story Cards</b> – All story cards are <i>items</i>. These cards are artefacts or other special objects which you find in your journey. See Item Rules.</p> <p><b>Power Cards</b> – Power cards (like attack cards) can be played once per turn. Power cards give special abilities and manipulate rules while in play. Some Power cards allow the player to take further actions following the use of the card.</p> <p>Some Power cards are placed in front of players and last multiple turns, these cards are <i>Duration Cards</i>.</p> <p>Duration Cards – Duration cards are <b>any</b> cards which are left in front of players for multiple turns (when conflicting Duration cards are played the initial card played takes precedence over subsequent cards). <i>Duration cards have a clock symbols in the bottom left corner.</i> 🕒</p> <p><b>Event Cards</b> – Event cards are special cards which are revealed each round and affect gameplay. Events <b>always</b> take precedence over <b>all other</b> types of cards. See Event Card rules.</p>	<p><b>Defense = ? &amp; Damage = ?</b> - This card defends against an attack <b>and</b> damages the enemy who attacked you. (The enemy <b>may</b> defend against this damage)</p> <p><b>Defense = ? or Damage = ?</b> - This card <b>may</b> defend an attack <b>or</b> may be played as an attack card against an enemy.</p> <p><b>[pick up]/[play] another card</b> - After playing this card you <b>may</b> pick up 1 card from the deck <b>even if</b> it is cancelled by a power or story card.</p> <p><b>Slows x1 turn</b> - This skips the next turn of a player. The player <b>may not</b> pick up any cards or play any power cards.</p> <p><b>Damage/Defense = x2</b> - This card <b>doubles</b> the damage or attack of the card it is played with. (<b>Note:</b> these cards often can <b>only</b> be played with attacks or defenses of their element)</p> <p><b>Only defends stone attacks</b> - This is a defense card that <b>may not</b> defend against attacks if they do not have the element <i>stone</i></p> <p><b>Cannot defend stone attacks</b> - This is a defense card that <b>may not</b> defend against attacks if they are the element <i>stone</i></p> <p><b>No defense can stop this card</b> - When this card is played the enemy <b>may not</b> play any defense cards to block this attack.</p> <p><b>Play into item pile</b> - This card is played in front of a player. It counts as 1 item. (see <b>item</b> rules)</p> <p><b>If used...</b> - If this card has been played in front of a player as an item <b>then</b> at <b>any</b> time on that players turn it may be used.</p>