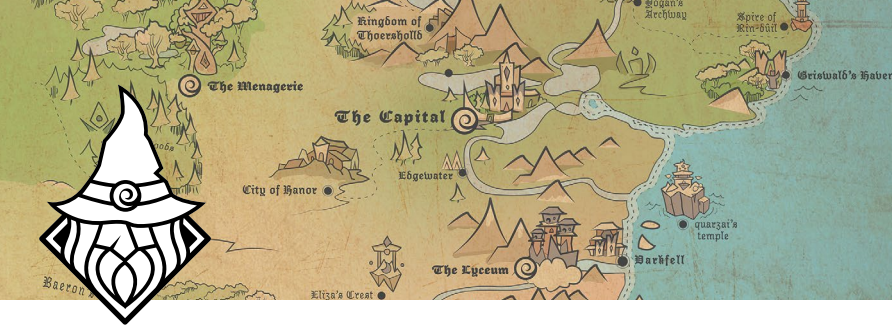




# WIZARDS — & — RELICS

The ol' Book of Rules



## You have entered Relzaria,

a land where magic flows through everything! In this world, **wizards** of all sorts battle one another for a spot in the **Hall of Immortality**. These mighty wizards wield ancient and powerful **relics** to amplify their magical prowess. Within this realm, there are also archaic ruins called **shrines** that emanate magical power, granting wizards with an array of magical abilities.

Choose your wizard. Choose your relic. And begin your quest toward the Hall of Immortality. Glory awaits!

## Quest | How to Win

Wizards & Relics is a magical dueling card game for 2-4 players.

Defeat your rival(s) by secretly playing a wizard and a relic. Each round, a combination of your wizard, your relic and the shrine will result in a power score for each player. The highest total power wins the round.

When your wizard wins the round, it goes to the Hall of Immortality.

The number of players determines the amount of wizards needed in your Hall of Immortality to **win the game**.

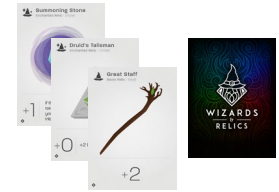
- ▲▲ For two players, 5 wizards.
- ▲▲▲ For three players, 4 wizards.
- ▲▲▲▲ For four players, 3 wizards.

## Components

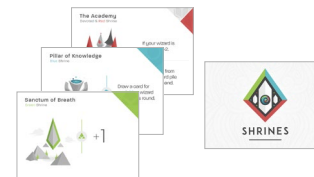


60 Wizards

20 Green Wizards  
20 Red Wizards  
20 Blue Wizards



60 Relics



24 Shrines



1 Map



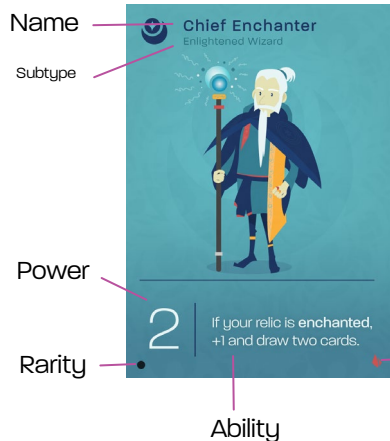
4 Friends  
(reference sheets)



12 +1/+3 Tokens



# Wizards



**Wizards** determine your base **power** and may have special abilities that aid you in battle.

**Advantage**

Color that this wizard has advantage over

## Rarity

There are 3 tiers of rarity for wizards and relics.

- **Common**, which is the lowest
- **Superb**, which is uncommon
- **Glorious**, which is the rarest and most powerful

Rarity is mainly used during setup to ensure a balanced game. Rarity icon is located on bottom left of wizard and relic cards.



## Types of Wizards

Red



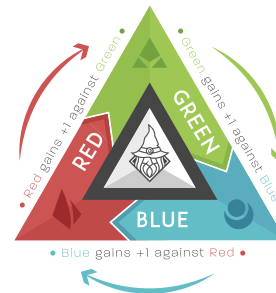
Blue



Green



**Red** wizards, being fiery mages and magicians, look for raw power. **Blue** wizards peer into the mystical realm and use illusion and foresight to plan ahead. **Green** wizards draw their powers from nature and the relics around them.



Refer to *Friend* cards for this Advantage graphic!

## Advantage

Some wizards have natural strength and advantage over other wizards.

- **Green** wizards have advantage facing **blue** wizards
- **Blue** wizards have advantage facing **red** wizards
- **Red** wizards have advantage facing **green** wizards

If your wizard has advantage over another wizard your wizard gains +1 power.

Advantage does not stack if your wizard has advantage over multiple rivals.

Place a +1 token next to wizards with advantage

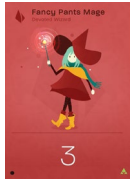


# Devotion & Enlightenment

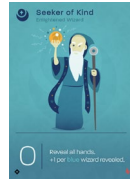
**Devoted wizards** are the standard wizard. They are devoted to their craft and very fundamental in thier magical beliefs. Devoted wizards have only a raw power and no extra abilities.

**Enlightened wizards**, are the outliers. They are the wacky few who delve deep into magical mysteries. Enlightened wizards have a base power and a unique ability.

## Devoted wizard

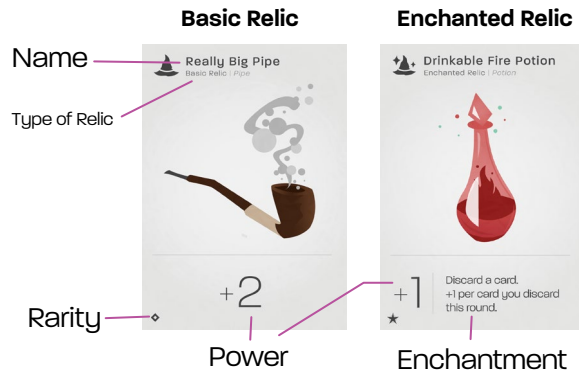


## Enlightened wizard



# Relics

**Wizards equip relics to aid them in battle.** Relics provide additional power and sometimes unique abilities known as enchantments.



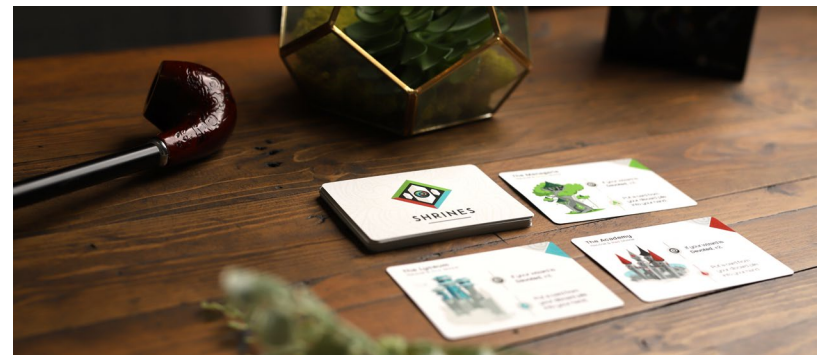
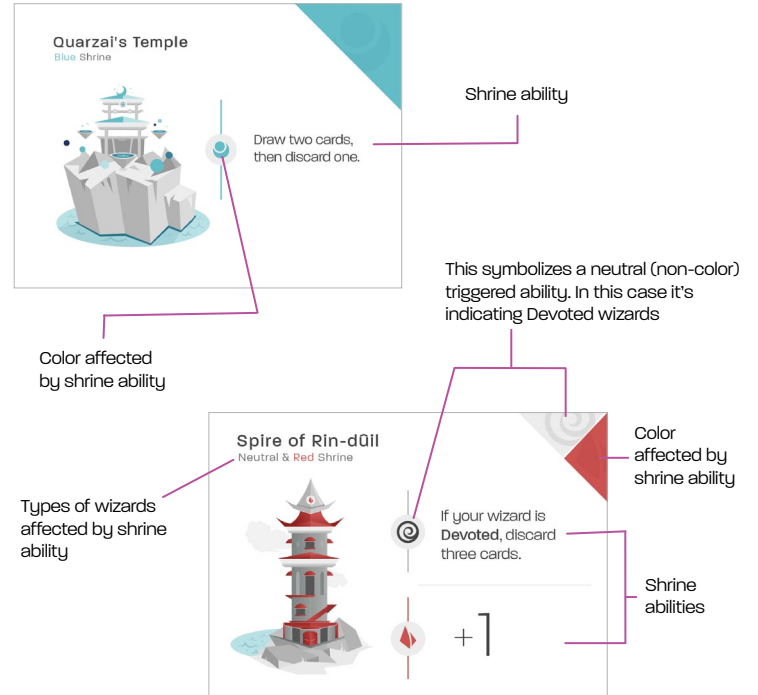
## Types of Relics | Basic & Enchanted

**Basic relics** are simply relics that only have a power value (number), while **enchanted relics** provide an extra ability known as an **enchantment** along with it's power.

# Shrines

**Shrines** give a magical boost to certain wizards.

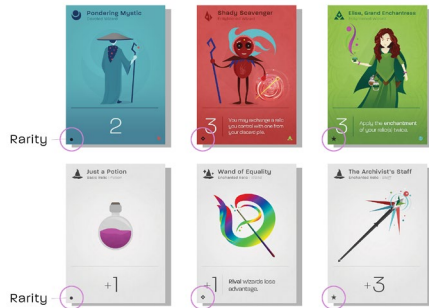
At the beginning of each round **reveal the top card from the shrine deck**. That shrine affects the indicated wizards based on color, wizard type or other specified conditions. **Shrine abilities happen before wizard abilities.**





# Setup

- Sort the wizards and relics into **6 piles** according to their **rarity**.  
*Separate wizards from relics.*



- Shuffle each rarity pile and distribute into 4 separate 30 card decks facedown.



Each deck will have 15 wizards  
(3 Glorious, 6 Superb and 6 Common) and  
15 relics (3 Glorious, 6 Superb and 6 Common)

- Each player chooses a deck and may look at their cards. Shuffle your deck and place it face down in front of you. *For 2-3 player games, set aside the extra decks.*

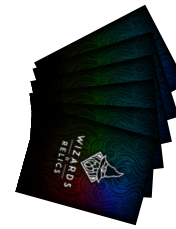
- ★ Beside your deck will be your **discard pile**.

All cards in your discard pile should be kept face up and considered available information to all players. Any interaction with cards in your discard pile is also revealed to all players.

- Draw 7 cards from the top of your deck** - This is your **hand**. To help ensure everyone has a fun start to the game, you may set aside any number of those cards and draw the difference back up to 7 cards. Then shuffle the set aside cards back into your deck. *This partial mulligan only happens once in the beginning of the game.*

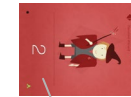
- Shuffle the shrines** into a pile and lay them facedown in the center of the table.

Shrine pile



Player 1 starting  
Hand of 7 cards

Player 1 Deck



Player 1  
Discard pile

Player 2  
Discard pile



Player 2 Deck



Player 2 starting  
Hand of 7 cards

## Starting the Game

### Who goes first?

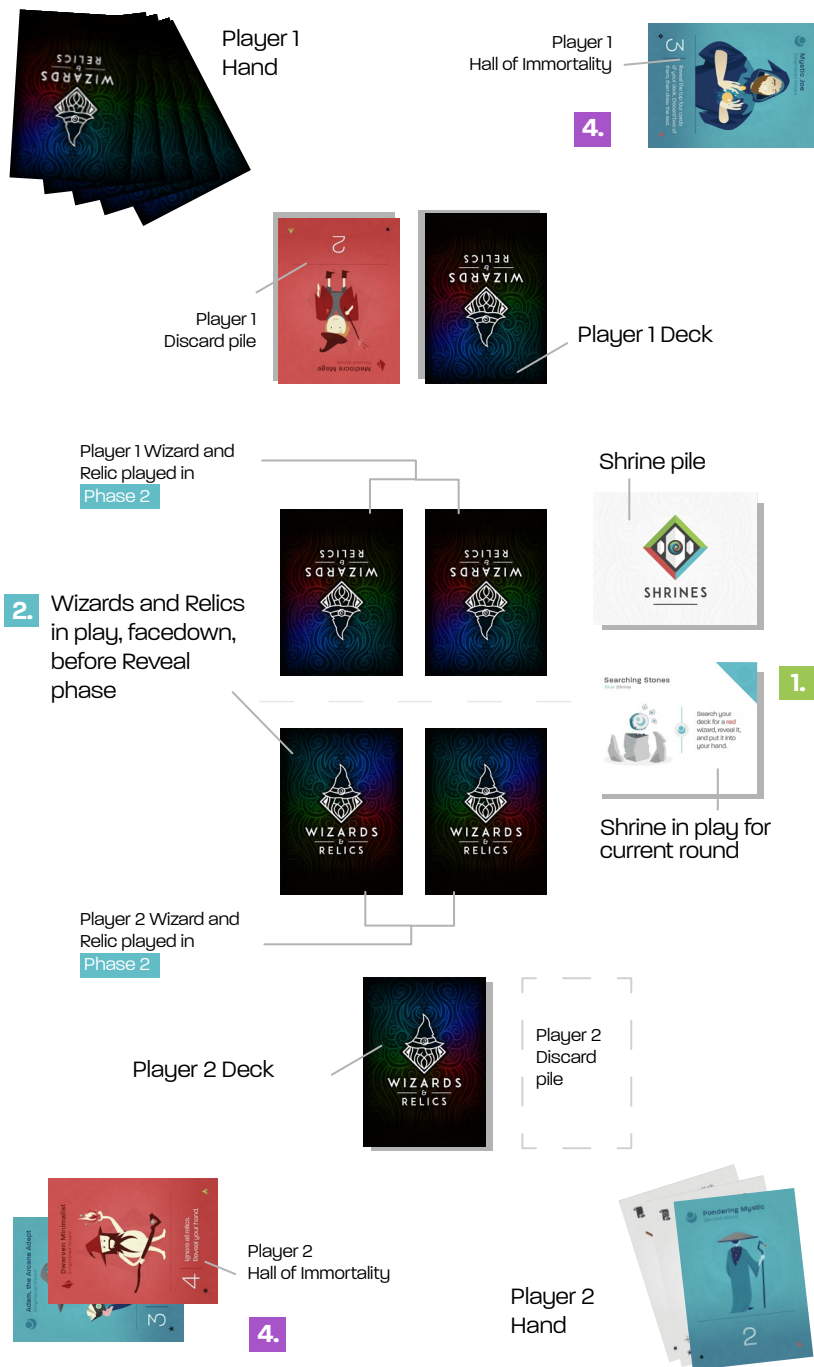
Who goes first? The player who seems the most wizardly starts the first round as the **Master Wizard**. This means that player performs their abilities first (and it goes clockwise from there).

After the first round, the **Master Wizard** is determined by who won the last round.

### Play Overview

The game is played in a series of rounds. Each round has 5 main phases.

- Shrine** - Flip over the top card of the shrine deck.
- Play** - Lay a wizard and a relic facedown in front of you.
- Reveal** - Players reveal wizards first, then relics.
- Victory** - Winning wizard goes into the Hall of Immortality.
- Spoils** - Winner draws one card or takes a loser's relic, losers draw two cards.



## Phase 1: Shrine

Reveal the top shrine card from the shrine deck and set it down face up.

## Phase 2: Play

Each player chooses a wizard & relic from hand and plays them facedown in front of them.

## Phase 3: Reveal

**1. Wizard reveal:** Each player reveals their wizard.

- **Advantage:** All players check for advantage. Players can place a +1 token next to their wizard if they have advantage over another wizard in play
- **Shrine Abilities:** Apply shrine ability(s) to corresponding wizards, if able, starting with the Master Wizard and proceeding clockwise
- **Wizard Abilities:** Master Wizard applies abilities to their wizard first, then proceed clockwise

**2. Relic reveal:** Each player reveals their relic. The Master Wizard performs the enchantment (ability) of their relic first (if there is one) then proceed clockwise. If you have more than one relic, apply enchantment of those relics in any order.

- ★ If another wizard would enter play after the initial wizard reveal (i.e. Jeff the Mage's ability), that wizard goes through all the same wizard reveal triggers: recheck advantage, shrine ability (if applies), then wizard ability.

## Phase 4: Victory

**The Winner is determined by adding up the total power of your wizard and relic including any additional power from abilities, shrines or advantage. Highest number wins!**

*If one or more players have the same total power, see In the event of a tie in the **Important Things** portion of the rules.*

- The Winner places the winning wizard in the Hall of Immortality (set off to the side) and puts their relic(s) into their discard pile. All cards in discard piles should be face up.

## Phase 5: Spoils

The spoils phase begins with a maximum hand size check of 7. If a player has more than 7 cards in hand they must discard down to 7 before drawing. Then the winner chooses to do one of the following:

1. **Winner may choose to draw 1 card from their deck** or
2. **Take any relic from among losing players this round** and add it to hand. (This includes relics from tied wizard battles.)

After the winner gains their spoils, each loser draws 2 cards from their deck. Losers place their wizards & relics into their discard piles.

*This is the only time when players aren't able to have more than 7 cards. Players always discard down to 7 before gaining spoils.*

*For example: If you have 8 cards at the start of Phase 5 and lost the round, you must discard 1 to go down to 7. Then draw 2 for losing. You will start the next round with 9 cards.*

### This completes the round!

Continue on to the next round starting back with Phase 1.

Play until the appropriate number of wizards are reached in one player's Hall of Immortality.

*For 2 players, 5 wizards. For 3 players, 4 wizards.*

*For 4 players, 3 wizards.*



### Multiple relics

There are cases where you may end up with more than one relic. Players reveal all of their relics during the Relic Reveal phase and choose the order in which to resolve each of their relics. If you would play an additional relic, play it from hand facedown unless specified otherwise.

In general, you can resolve triggers or abilities in the order of your choosing.

## Important Things

### • In the event of a tie

If any players have the same total power at the end of the battle, they battle again by repeating phases 2 & 3. This creates a new wizard battle.

The winner of the tie places their last played wizard in their Hall of Immortality. For their spoils they can choose among any relics from the current or previous wizard battles from that round.

### • Low on cards?

As soon as you go down to having zero or one card in hand, **Replenish!** Replenish means to draw up to 7 cards, minus the number of wizards in your Hall of Immortality. When you Replenish during the 2nd and 3rd phases of a round, those cards count towards any abilities that grant you a bonus from drawing cards that round. You may do this at any time in any phase, immediately when going down to zero or one card in hand.

### • Eek! No wizard/relic in hand?

In phase 2, If you do not have a wizard or relic in hand, discard your hand and Replenish (draw up to 7 cards, minus the number of wizards in your Hall of Immortality).

If a card you discard has a discard trigger, resolve those after you have drawn from replenish.

*For example: Dusty Tome.*

### • No cards in deck?

If you run out of cards in your deck, re-shuffle your discard pile into your deck.

### • All/Each effects

Any effect that targets all players only pertains to the players in the current wizard battle (such as during ties) unless specified otherwise.



For extended rules and  
different ways to play, visit  
[wizardsandrelics.com](http://wizardsandrelics.com)

# Glossary

**Rival:** Opponents who are in the current wizard battle.

**Replenish:** Whenever a player has 0-1 cards in hand, they draw up to 7 cards minus the number of wizards in their Hall of Immortality. (See page 13.)

**In play:** All cards played during the active wizard battle, such as wizards, relics and the active shrine. Cards in hands, decks, discard piles, the Hall of Immortality and cards from tied battles are not considered in play.

**Ignored:** Ignored relics are completely nullified. Their power is no longer applied and the enchantment does not trigger. However, they may still be exchanged or chosen by the winner of the round for Spoils. (See page 12.)

**Discard:** A card is discarded when it goes from a player's hand or deck into their discard pile. Cards in play that are put into the discard pile do not count as discarding and do not trigger discard abilities. Cards in discard piles remain face up and are considered public knowledge to all other players. Cards are discarded from a player's hand unless specified otherwise.

**Reveal:** Cards from hand that are revealed to all players. Each card should specify the condition of reveal AND the effects from reveal. If you would reveal cards from your deck, put them back on top in the same order unless otherwise specified.

**Devoted Wizard:** Devoted wizards do not have abilities that trigger when played normally. In this base-set, a wizard without abilities.

**Devoted 2:** Devoted wizards with base power 2.

**Enlightened Wizard:** A wizard that has an ability (effect). These are performed at wizard reveal OR if wizard would enter play from hand or discard pile.

**Master Wizard:** Player who applies abilities first. This can be wizard, relic or shrine abilities/enchantments. Always apply abilities clockwise starting from Master Wizard.

**Basic Relic:** A relic that has no enchantments (abilities).

**Enchanted Relic:** A relic with abilities (referred to as enchantments).

**Wizard Battle:** Phases 2 and 3. There may be multiple wizard battles in a round due to ties. (See page 11).

**Round:** Phases 1-5, including repeated phases due to ties. (See pages 10-12.) Abilities or enchantments that are determined throughout a round (i.e. The Gatherer) may extend through multiple ties and may also need to consider any replenishes triggered throughout a round.

**+1/+3 Token:** Can use to represent modifiers from shrines, abilities and advantage.

**Advantage:** A +1 bonus given to a wizard based on it's magical color in relation to rival wizards. Advantage is subject to change throughout the round.  
*For Example: Jeff the Mage, Wand of Equality.*

**'Take' a card or 'Put':** Does **not** count as drawing a card. In general, when you draw or take a card, it always goes into your hand, unless specified otherwise.

# Highest Honors

It takes a village to raise a fully grown, well-balanced & upstanding card game. We are so so so so so grateful for the team of wizardly folks who helped shape this game along the way!

**Creator:** Mike Bregel

**Headmaster of R&D:** Joe Buck

**Development Leads:** Adam Savage & Nicholas Fischer

**Illustration:** Mike Bregel

**Graphic Design:** Mike Bregel & Julina Collette

**The Queen:** Mary Bregel deserves the highest honors..not only as the Chief Financial Officer & Executive Administrator but as the glue that holds everything together.

**The High Council:** The original rag tag crew of developers that helped test and form the foundation of W&R - Adam Savage, Nicholas Fischer, Joe Buck, Tim Davis, Brady Lindquist, Nicholas Scharafanow.

**Ancient Testers & OG creative input:** Mary Bregel, Ben & Courtney Johnson, Holli Kern, Rachel Scharafanow, Meghan Conlin Goldade, Kevin Lindquist, Aury Glenz, Wade Swenson, Jacob Beleren, Whitney Beleren, Erik Woodhall, Andrew James Riemer, Jesse Birch, Ben Dols, Liz Ryland, Jenet Gonzalez, Steve Kennedy, Julina Collette, Daniel Collette, Wes Woodbury, Luke Savage, Tim Savage, Maren Savage, David Kennedy, Anne Kennedy, Emily Kennedy, Justin Cook, and many others!

**Beloved Playtesters:** Sam Webster, Adam Schorn, Andrew Kuplic, Logan Johnston, Alicia Kennedy, Ashley & Andrew Rens, Ashley & Adam Rens, Josiah Samuel Parker, Curtis Huso, Keilah & Ethan Kneprath, Eli Davis, Gabe Davis, David Molenaar, Jesse Newton, Shanna Opsahl, Ryan Johnson, Stuart Alt, Deanne Ekstrand, Grace Davis, and many others!



Download the free Print & Play and discover more about the world of Wizards & Relics at:

wizardsandrelics.com





# How to Play Overview

Draw 7 cards at start of game.

- 1. Shrine** - Flip over the top card of the shrine deck.
- 2. Play** - Lay a wizard and a relic facedown in front of you.

- 3. Reveal** - Players reveal wizards first, then relics.

**Wizard reveal:** Each player reveals their wizard.

- **Advantage:** All players check for advantage
- **Shrine Abilities:** Apply shrine ability(s) to relevant wizards
- **Wizard Abilities:** Master Wizard applies abilities to their wizard first, then proceed clockwise

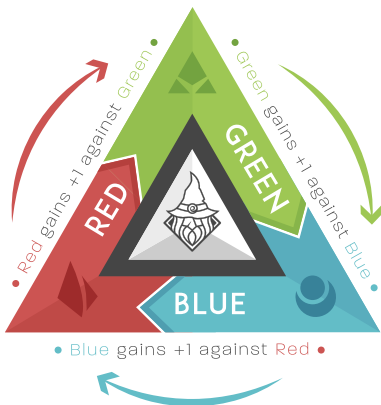
**Relic reveal:** Each player reveals their relic. The Master Wizard performs the enchantment (ability) of their relic first then proceed clockwise.

- 4. Victory** - Winner is determined by adding up the total power of your wizard and relic. Winning wizard goes into your Hall of Immortality.

- 5. Spoils** - Hand check; discard down to 7.

- **Winner may choose to draw 1 card from their deck or take any relic in play from among losing players** and add it to their hand
- **Each loser draws 2 cards from their deck**

Repeat these 5 Phases until one player has the appropriate # of wizards in their hall!



**Wizards don't need rulebooks! View our rules video at [wizardsandrelics.com](https://wizardsandrelics.com) or scan the QR code to watch on YouTube.**