



WIZARDS & RELICS | 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

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

Defeat your rival(s) by secretly laying down a wizard and a relic. Each round a combination of your Wizard, your Relic, the Shrine, and your opponents will result in a power score for each player. The highest total power wins the round. Each round has a unique shrine that impacts the game differently.

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 2 players, 5 wizards.

For 3 players, 4 wizards.

For 4 players, 3 wizards.

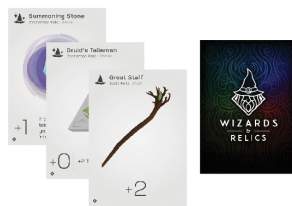
Components

144 playable cards: 60 Wizards, 60 Relics, 24 Shrines

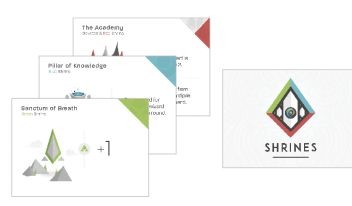
4 Friends (cheat sheets), 1 Map 12 +1/+3 Tokens,



60 Wizards



60 Relics



24 Shrines



4 Friends



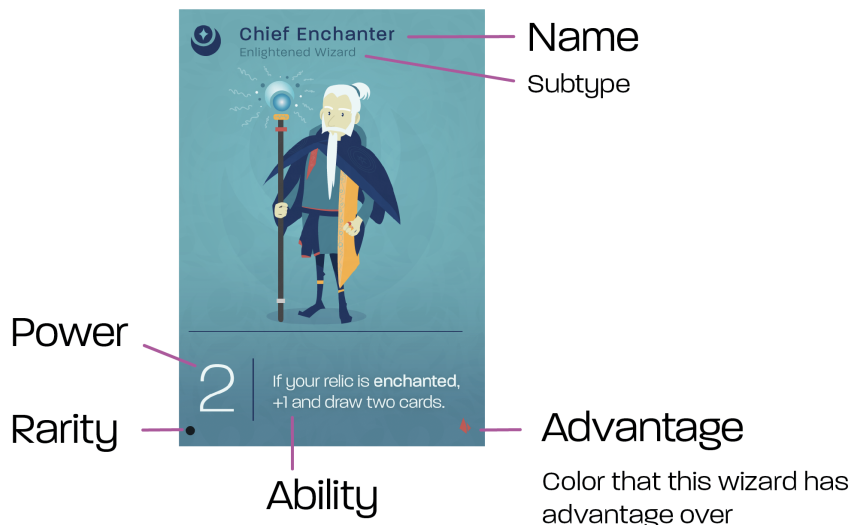
1 Map



12 +1/+3
Tokens



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



Types of Wizards

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.

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 you gain +1 power.

Advantage does not stack if your wizard has advantage over multiple rivals. Place a +1 token next to wizards with advantage.



**this is for example only, in a real game there will be a relic played next to each wizard.*



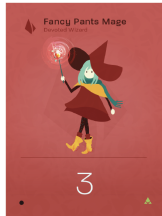
Devotion & Enlightenment

Devoted wizards are the standard wizard. They are devoted to their craft and very fundamental in their magical beliefs. Devoted wizards do not have abilities that trigger when played normally.

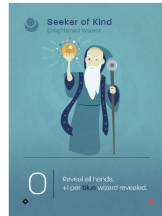
In this base set, Devoted wizards have only a raw power and no extra abilities. Certain relics have synergies with **Devoted** wizards, and some highlight **Devoted 2** (devoted wizards with base power 2) wizards only.

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



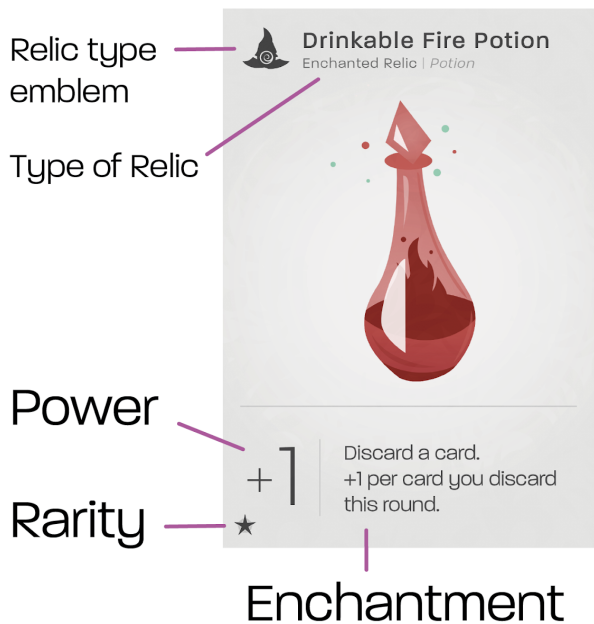
Enlightened wizard



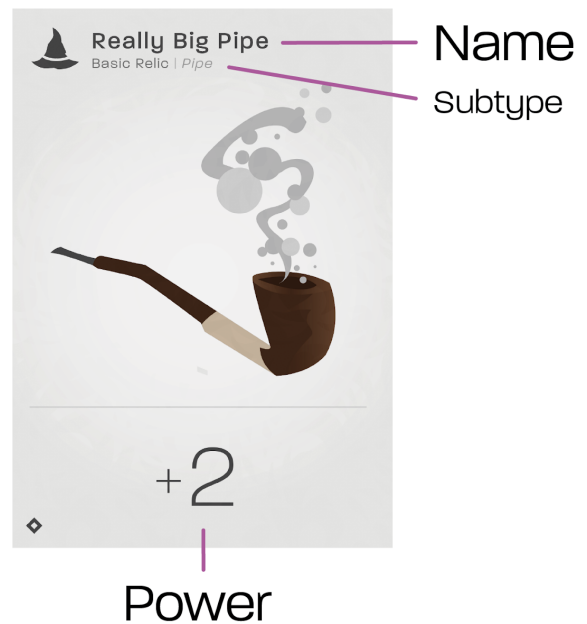
Relics

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

Enchanted Relic



Basic Relic





Basic & Enchanted

Basic relics are simply relics that only have a power, while **Enchanted** relics provide an extra ability known as an **enchantment** along with a power. Depending on the scenario and the wizard or relics you have in play, either type of relic can shine!

Subtypes

You'll see subtypes of relics such as staff, hat, ancient etc. Subtypes are not relevant in the base-set, but you will see them be of use in expansions to come!

Rarity

There are 3 tiers of rarity for wizards and relics. **Common**, which is the lowest, **Superb**, which is uncommon, and **Glorious**, which is the rarest and generally 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.

Common



Superb



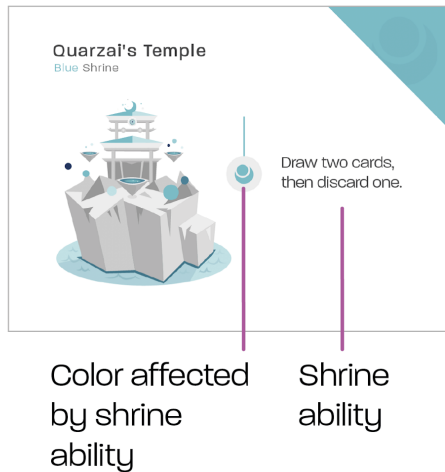
Glorious



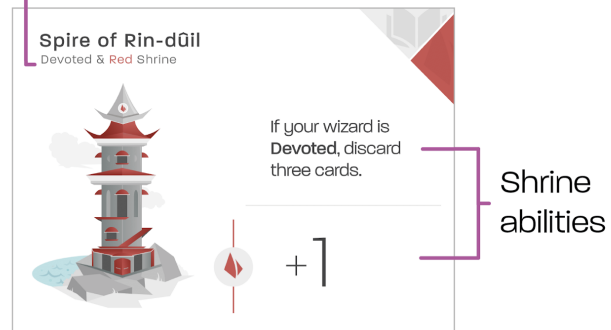


Shrines

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.**

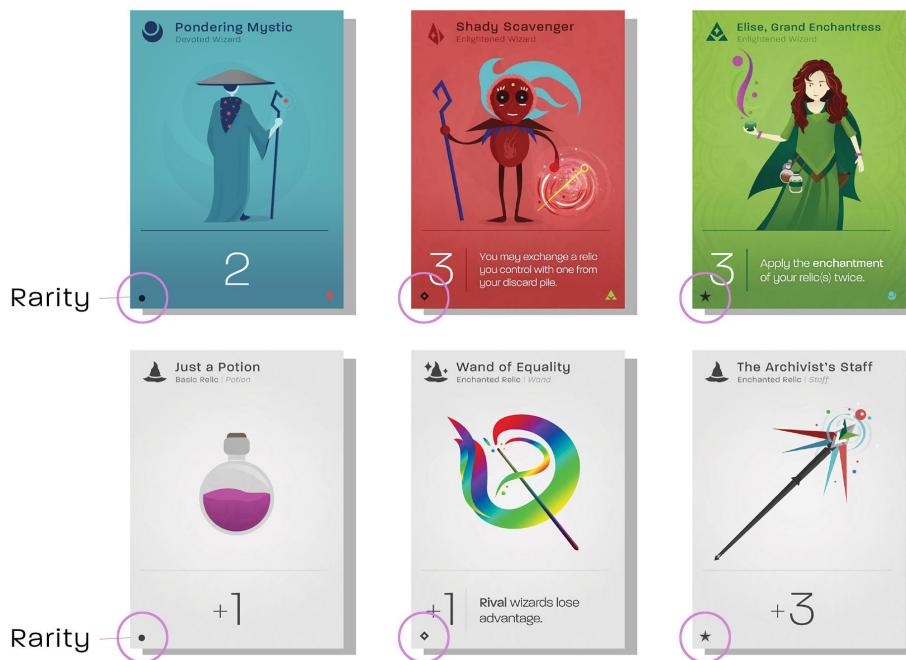


Types of wizards affected by this shrine



Setup

Sort the wizards and relics into **6 piles** according to their **rarity**. (*Wizards separate from relics.*)





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Shuffle each rarity pile and distribute into **4 separate 30 card decks** facedown. Each deck will have a 30 card deck consisting of 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, you may simply 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 revealed and 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 in the center of table face down.



Starting the Game

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.

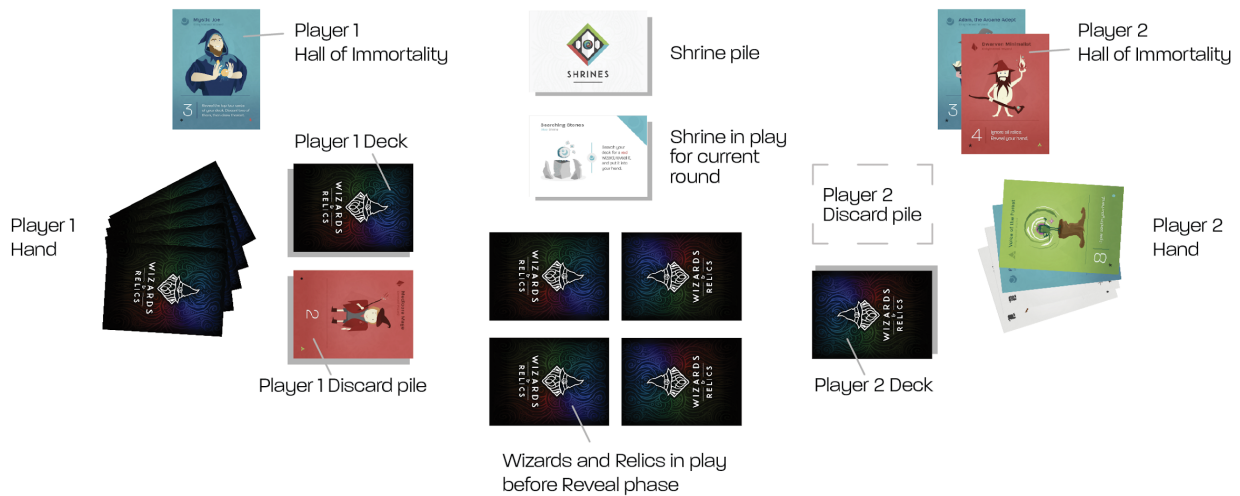
Play Overview

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

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.
4. **Victory** - Winning wizard goes into the Hall of Immortality.
5. **Spoils** - Winner draws one card or takes a loser's relic, losers draw two cards.



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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 face down.

Phase 3: Reveal

- Wizard reveal:** First, 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.
- 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 FAQ 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! | FAQ

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.

Glossary | Keywords & Terms

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.

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.



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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.

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. Basically 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. The player that wins the round becomes the Master Wizard.

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

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

Wizard Battle: Phase 2 & 3. There may be multiple wizard battles in a round due to ties.

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.

Variants

Drafting

- 1v1 Drafting Variants
 - **Winchester Draft**
 - All cards are shuffled randomly into two decks. **Each player has a deck in front of them face down, then places two cards into separate piles in front of them. Four piles are created.** These piles are face up and the cards are known to both players. The first player must choose a pile. Then **one card from each deck is added to each pile**, meaning the chosen pile is now one card while all other piles are two cards. Players take turns taking piles in this manner until the decks are gone.
 - Each player uses their cards to build a 30 card deck that consists of 15 relics and 15 wizards.
 - Grid Draft
 - All cards are shuffled randomly into one deck. Lay cards out in a **3×3 grid face up** (don’t look at the cards and choose where each one goes, lay them out in order). **The first player takes a row or column.** Replace the gaps in the grid with more cards from the deck. The second player takes a row or column. Continue alternating until all cards are gone.
 - Each player uses their cards to build a 30 card deck that consists of 15 relics and 15 wizards.
- 3-4 Player Drafting
 - Separate cards out into 12 piles of 10. Each player takes 3 piles in a 4 player game, or 4 piles in a 3 player game. Start with one pile or “pack”; Look at the cards in that pack, take a card and then pass to their left (alternate right and left between each “pack”). After drafting those packs each player builds a 30 card deck consisting of 15 wizards (8 common, 8 superb and 3 Glorious), and 15 relics (8 common, 8 superb and 3 Glorious).

Go Big or Go Back to your Wizard Tower

Play a higher stakes game by allowing the winner of ties to bring all of their wizards in play to the Hall of Immortality.

Lightning Fast

For a quicker (but less balanced) setup you can simply shuffle all of the relics and wizards into separate piles and deal out 15 wizards and 15 relics at random to each player. Each player then shuffles their wizards and relics together into their 30 card deck.



Infamous Wizards, Relics & Shrines

Dwarven Minimalist

Every single relic in play is rendered useless including your own! Relics remain on the table and can be taken by the winning player during the Spoils phase.

Artifact Snob

All relics are rendered useless except yours!

Jeff, the Mage

Jeff's first ability takes into effect immediately, before other wizard abilities (after Shrine abilities). Players can choose to play another wizard from hand, do so face down (in order starting from master wizard) then reveal at same time; This will re-trigger shrine abilities for those wizards.

If there are two wizards played with "You become the Master Wizard" (Such as Lava Spurter)- they cancel each other out and it reverts back to the original Master Wizard.

Mischievous Merchant

Exchange relics facedown. You cannot look at the Rival's relics before you swap.

Daniel, the Dancing Druid

Exchange relics facedown. You cannot look at the Rival's relics before you swap.

Gwynndalyn Moore

If a rival does not have a relic in hand, then they can ignore this ability. If a rival has more than one relic they must still exchange all of those relics if possible. If they have three relics in play but only two in hand, exchange just two of the relics in play, their choice.

Floaty Floaty Float

Ability is fluid, not static. If you draw more cards after Wizard Reveal then your power will go up!
Example: You have 5 cards in your hand during Wizard Reveal, therefore have +5 Power.
During Relic Reveal you have a standard scroll and end up with 6 cards in hand. Floaty now has + 6 power, in addition to another +1 from the scroll.

Milton, the Magical, Adam, the Arcane Adept, The Gatherer and Magician of Misfortune

Remember to keep track of how many cards you have drawn or discarded as this may count for the second wizard and relic you play after the tie!

Master of the Flames

Your main relic goes to your discard pile, therefore you no longer have your primary relic. However, you can still gain additional relics that could be used from other sources such as



shrines or an opponents' Wizard. (Example: Gary, God of Gifts.) Master of the Flames' ability only applies to one relic. If you have more than one relic then choose only one to discard.

Lars

If after using Lars' ability, it brings your hand size down to 0 or 1, it triggers **Replenish** (draw up to 7 cards minus wizards in your Hall of Immortality).

Pondering Mystic, Mediocre Mage and Forest Friend

These wizards are **Devoted 2**.

Voice of the Forest

This ability is fluid, not static. If your hand size changes then Voice of the Forest's ability changes with it. *Example: If your relic forces you to discard two cards so that your hand size goes from 4 to 2, Voice of the Forest's power would go from 4 to 6.*

Chief Enchanter

Chief Enchanter's ability hinges on controlling a relic with an enchantment. Therefore, the ability triggers when the relic is revealed, which can be triggered among other revealed abilities in the order of your choosing.

Relics

Standard Scroll

The card you discard does not have to be just from the two cards drawn with Standard Scroll. You may discard any card from your hand.

Dusty Tome

Does not trigger during Beginning of the game Mulligan. When triggered from discarding your hand + **Replenishing**, complete the **Replenish** first then draw two cards from Dusty Tome. If you discard during Phase 5: Spoils before you draw, you still get to keep the additional 2 cards, allowing you to start the next round with up to 11 cards.

Greatsword of the Weak

Wizard gets +4 only if it paired with a **devoted wizard** that has power 2. Enlightened wizards or devoted power 3 wizards do not get +4.

Cloak of Courage

First, you draw a card. Then you get an additional +2 only if your wizard is **devoted**. Can be any devoted wizard; power 2, 3 or even 4.

Kroanlor, Scorge of the Elements; Rhotkra, Extinguisher of the Flame; Grenlor, Balance of the Ether.



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You get +4 if any one rival is green/blue/red. If there are no green/blue/red rivals, you do not get the +4.

If relics become Ignored, from Dwarven Minimalist and Artifact Snob, this relic disregards that effect and is still counts during play.

Ward of Nature/Elements/Fire

These relics count all wizards in play that are face up, even ones from previous ties and ones that are controlled by you and rivals



Shrines

Obelisk of Blessings

Play additional relic face down next to your other relic(s) in play. When you reveal relics you may enact abilities in any order you wish.

Janoara's Fountain

The blue ability counts all blue wizards played this round, including those played in previous ties.

Yogan's Archway

For the blue ability, put the card taken into your hand. This does not count as a card drawn.

Dalhi's Throne

Counts as drawing cards for cards like Adam, the Arcane Adept and The Gatherer.

Obelisk of Blessings

If you play a green wizard this round, you may play another relic from your hand face down in addition to your main relic. Those relics will be revealed at the same time, you may trigger their enchantments in any order you choose.

Spire of Revelry

Counts all red wizards played this round, including those played in previous ties.

Pillar of Knowledge

Counts all blue wizards played this round, including those played in previous ties.

Gol Æther, Spire of Rin-dûil, Darkwood Beacon, The Menagerie, The Academy, The Lyceum

These shrines can impact both a color of wizard and Devoted wizards. For example, with The Academy, if you play a red Devoted wizard you get to do both the abilities; if you play a red enlightened wizard, you only do the bottom ability.

