

Death Spell

Just don't blow up.

Objective:

Ensure that your team doesn't get eliminated by the Death Spell and outlast the other team.

Components:

The Death Spell (Dial)

1 D4

82 playing cards

8 class cards

16 health points

Setting Up to Play:

(For 4 players: break into teams of two. Change sitting arrangement such that teammates are not sitting next to each other.)

Pick a player to start the game. Play goes clockwise. The player who will be going last chooses a class of their liking first. Continue this in reverse order until the starting player chooses their class.

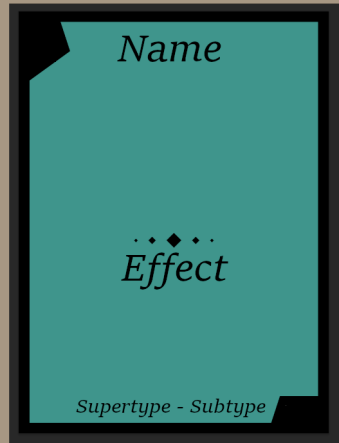
Deal 4 cards from the main deck to each player. The Death Spell starts off set to 10 in the starting player's possession.

It is encouraged to play with 4 people and to team up, but not necessary. If there are only 3 players (or if there are 4 but you simply do not wish to play with teams) the game works as a free-for-all.

Anatomy of a Card (Class):



Anatomy of a Card:



Card Types:

Cards have two types:

- a Supertype
- a Subtype

A Supertype dictates when the card can be played. There are two Supertypes:

- **Sorcery** (During the player's turn)
- **Instant** (Anytime on any player's turn)

A Subtype tells what kind of card it is.

There are three subtypes:

- **Add** (Adds time to the Spell)
- **Subtract** (Removes time from the Spell)
- **Strategy** (Has other effects on the game)

The Cards:

There are 10 different cards that can be played:

- Add
- Subtract
- Draw
- Skip*
- Pass*
- Counter
- Double
- Discard
- Balance
- Clone

(*Skip: A skip card has a restriction on it: A skip card can only be played if the player has not played any other cards this turn.)

(*Pass: A pass card has the following effect: Upon using a pass card, roll the D4. The number that it lands on dictates the player who is given the Spell. Rolling a 1 means that the player who played the pass is given the spell, rolling a 2 means the player who comes after the current player, and so on.)

Classes:

Every player gets a Class. Each class has its own unique skill. These skills can only be used once per turn (and in one case once per game).

Player Health:

Each Class has three small white symbols on the bottom of the card. These symbols represent how much health that class has. The small cubes represent 1 health each.

Playing the Game:

To start off every turn, first the player draws a card. The hand size limit for every player (except for Warlock) is 6 cards. The player is then allowed to play any amount of cards as they wish. After having played all cards that the player wishes to use, the player may announce that they end their turn. If the player is over hand size when they announce the end of their turn, the player must discard down to hand size.

If the Spell timer would be set to below 1 or above 10, set the timer to 1 or 10 respectively instead.

At the end of the player's turn, reduce the Spell timer by 1, then pass the Spell to the next player. If it can't be reduced because it's currently at 1, the current player loses 1 life, sets the timer to 10, and then passes it to the next player.

If a player has lost their last health to the Spell, that player is out of the game. (For 4 players: In the event of a death and you are playing with teams, do not discard the eliminated player's hand. Should the living teammate be a Priest, their skill will allow the dead player to return to the game with any remaining cards they had upon death)