

# Eldritch Duel

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2 players – 15 minutes – age 9+

Eldritch Duel is a magical duel of tactics and deduction. Players take the role of enchanters with powerful spells, and need to try to defeat their opponent by depleting their resources.

## Setup

Print out the rulebook and the Spellbook.  
Put the Spellbook where both players can see it.  
Take some pieces of paper to keep track of players' resources and their spells.

Each player writes down their starting resources:  
25 mana, 8 casting scrolls and 5 warding seals

## The game

Eldritch Duel is played in simultaneous turns.  
In each turn both player decide which spell they want to cast and if they want to seal some spells.  
Casting is compulsory, sealing is not.  
Spells are divided in 4 schools and 4 levels each.  
To cast a spell, simply write down which spell you want to cast (ex. Water 1). If you want to Seal a spell, you need to write down if you want to Seal a school or a level.

For example, if you write Seal Fire, it means all spells of The Fire school are Sealed for this turn. Same if you write Seal lev.4, it means all spells of level 4 are sealed for this turn. Both players reveal simultaneously their choice. They pay the mana cost of the spells, which is equal to the level of the spell, and a casting Scroll. Then they check if some cast spell have been sealed.

To seal a spell you pay a warding Seal.  
Sealed spells (those of sealed schools) are payed but do not resolve their effect. Not sealed spells resolve their effect at same time, so for example a loss of 5 mana and a gain of 3 mana result in a loss of 2 mana.

If at the end of the resolution of this phase a player has 0 or less mana, they lose. Otherwise, go on with another turn in the same way until a winner is decided.

## Example of turn

*Merlin chooses to Cast Fire 3, and Seal the Water School.  
Morgana chooses to cast Earth 2 and Seal Level 3 spells.  
They both reveal their choices. Merlin pays 3 mana, 1 scroll and 1 seal.  
Morgana pays 2 mana, 1 scroll and 1 seal. Merlin's spell gets sealed so it has no effect. Morgana's spell has effect, and she gains 2 scrolls.  
A new turn begins.*

Fire magic  
Damage and Destruction

# Spell Book

Air magic  
Change and Manipolation

Level 1

The opponent loses 3 mana.

Level 2

The opponent loses 5 mana.

Level 3

The opponent loses 7 mana.

Level 4

The opponent loses 9 mana.

Water magic  
Healing and Restoration

Level 1

You gain 4 mana.

Level 2

You gain 7 mana.

Level 3

You gain 10 mana.

Level 4

You gain 13 mana.

Level 1  
The opponent loses 1 Seal.

Level 2  
The opponent loses 1 Scroll.

Level 3  
The opponent loses 2 Seals.

Level 4  
The opponent loses 2 Scrolls.

Earth magic  
Strength and solidity

Level 1  
You gain 1 Seal.

Level 2  
You gain 2 scrolls.

Level 3  
You gain 2 Seals.

Level 4  
You gain 3 Scrolls.