



Grimoire Quest

Instructions
&
Rules

Synopsis

Welcome to **Grimoire Quest**! It is a dark time in the land of **Rhamora**. The great **Wizard King Mathos** has passed and a new era of wizards and sorcerers are rising throughout the realm. In his last hour, Mathos entrusted his closest apprentice, an earth mage named **Sarathe**, with the task of dispersing the pages from the Wizard King's **Master Grimoire** to the four corners of the land. The Master Grimoire is the realm's most powerful spell book and the key to unlimited power. However, news spread quickly of the Wizard King's demise and a great siege for the book's power has begun.

The Objective

There are two ways to win Grimoire Quest:

1. Acquire all chapters of **Master Grimoire Pages** (12 in the base deck including any added from expansion decks).
2. Defeat all opposing players by breaking their defense relics and remove them from the game with a **Mortal Wound** card.

The last player remaining is the winner.

Set Up

Two to six players choose a character wizard to play as: Fire, Sky, Shadow, etc. Find your character's relic cards and place them face up in front of you. Set the unused relics aside and out of game play.

Shuffle all of the **Action** cards, this includes the **Spell, Instant, Grimoire Action, Master Relics** and **Master Grimoire Page** cards. Make sure you shuffle them really well, especially if this is the first time that you are playing!

Next, shuffle the **Narration** deck. Place the shuffled **Narration** deck and the **Action** decks face down on their corresponding spots on the game play mat.



Lets Play!

Each player draws 5 cards from the **Action** deck(s).
Players must have 5 cards at all times (except when noted during special rounds).

Once you have drawn your cards, take a minute to **read and review them carefully**. Some cards have actions that must be taken immediately upon draw. i.e. *Divine Blessing*.

Choose any player to be the first **narrator**.
A round begins by the narrator reading the top card from the **narration** deck. Follow any instructions or rules on the narration card that may be valid.

Next, the narrator asks each players in clockwise order if they wish to cast any **spells** that may be valid **before the round begins**. A player may only cast one spell card per round. If they choose to cast a spell before the round, they will not be able to cast another one during the round, so plan accordingly.

When all players are ready, the narrator will begin the attack round by choosing one card in their hand to play or attack another player's relics.

Moving clockwise from the narrator, each player will take turns playing one card against the other players. After each player has had a turn the round is complete, and the narration reading moves clockwise to the next player and a new round will begin. Use the **Narrator Marker** to keep track of who the narrator is.

If a player draws one of the **Master Grimoire Page** cards into their hand they must instantly declare it and lay it before them for other players to see and then draw another card.

The game continues until a player collects all chapters of the **Master Grimoire** or all opposing players have been defeated.



How to Defeat Players

Defeating an opposing player requires first breaking all of their relics, and then finally by striking them down with a **Mortal Wound** card.

Breaking a relic is done by simply playing enough eligible attack cards to equal the point value on the relic.

Example One: This shows successful attack run on the Light Wizard's Amulet relic. The hit points equal 2 which is equal to the ring's "breaking level". If no defense cards can be played the relic is declared "broken" and the relic is to be turned over.

Example Two: This demonstrates an invalid attack. The Light Wizard is immune to Light style attack cards. This rule applies to mortal wound cards too.

Example Three: Breaking all 6 of a player's relics alone is not enough to defeat them, it only makes them defenseless. It takes one successful Mortal Wound attack point to finish a player and end their game. Whomever

defeats a player with a Mortal Wound card will also gain any **Master Grimoire** cards or **Master Relic** cards that the player possessed at that time.

Example Four: Broken relics can be restored with certain instant and spell cards. However strategically using a Mortal Wound card as the final move to break a relic will "permanently" break the relic.

If a relic is permanently broken it is removed from play and cant not be restored.

TIP:

For a faster game play with just four relics instead of all six.





Example Three
 Leave the mortal wound card lying on the defeated relics to avoid confusion.



Symbol Key



Earth



Sky



Water



Fire



Shadow



Light



Mortal
Wound



Spell



Instant
Action

Narration Cards

Every round begins by reading one card from the Narration deck.

These cards tell a brief narrative that has taken place on the battlefield and sets a new rule for that round.

Gnarled roots burst from the ground dragging soldiers and creatures beneath the soil.

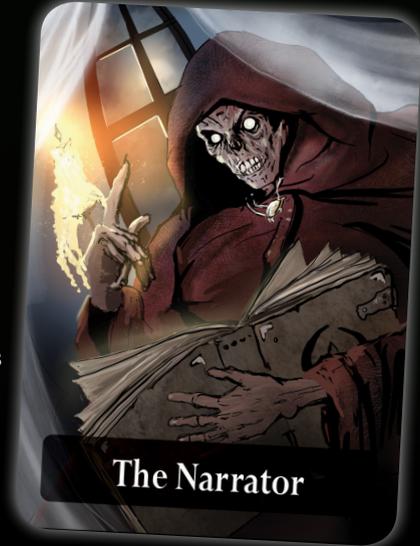
All players holding Earth cards must discard them and redraw.

A rogue water troll cast the spell of confusion.

All players must trade their hands to the player on their left.

Narrator Marker

Use this card as a marker to remember who the current narrator is. Pass it to the new narrator each round.



Relic Cards

Each wizard begins the game with their own set of six defense relics.

In the sample on the right you see all the relics for the Earth Wizard.



Earth Wizard's Relics



Relic Name

The name of the relic.

Breaking Level

The amount of his points required to break the relic. In this sample it takes five hits to break the relic.

Element Symbol

This symbol indicates the type of wizard the relic belongs to. In this case this relic belongs to the Water Wizard.

A broken relic is turned over to indicate its destruction



Attack Cards

These are your basic attack cards and are the most commonly found in the deck. They are your primary offense cards used to apply hit points to your opponent's relics to break and disarm their defenses.

Element Type

This symbol indicates the type of attack. A wizard cannot be attacked by their own card type i.e.: this cannot be used to attack the Sky Wizard.

Card Title

The title of the card. Varies from character name or an action description.

Description

This is a narrative that describes the attack but does not indicate any specific action to be taken.

Hit Point Value

Indicates the card's minimum attack value.

Weakness Symbol

This indicates the card has a strength over another type of wizard and is worth double against that player. In this sample the Earth Wizard would take 6 hit points on a relic.



Spells & Instant Cards

Spell Cards

A player can only cast one spell per round except in special circumstance (i.e. possessing the *Matho's Wand* Master Relic). Players can choose to cast a spell before a round begins, or wait and use a spell as their attack round depending on what strategy suits the player best.



Instant Cards

These cards must be observed or played instantly upon draw. Some are blessings and some are curses. If you draw more than one at a time, follow the actions of whichever one was picked up first, and then the next one if it is still in hand.



Mortal Wound Cards

These can be used as regular attacks but are essential for taking a defenseless player out of the game. They can also be used to “permanently” break a relic and remove it from the game completely to prevent it from being restored when used as a final attack on a relic.



Master Grimoire Pages

The most important and coveted cards in *Grimoire Quest*.

There are two matching pairs for each wizard called “chapters”. Completing your wizard’s own chapter will double your attack hits with your elemental type of cards only. For example, if the Earth wizard collects both Earth Master Grimoire pages then any Earth cards they use to attack a player will be worth double their value. This would apply ONLY to Earth cards.

Completing another wizard’s “chapters” will give you immunity to that type of attack for as long as you have the set. For example, if the Fire wizard collects both Shadow Grimoire pages then the Fire Wizard will be immune to Shadow attack cards in addition to Fire attack cards.



Grimoire Action Cards



These are special wild cards that may cause you to lose, steal, or earn Master Grimoire pages from other players in unique and clever ways. Read them carefully.

Additional Rules

Double Point Handling

To distinguish cards that are worth double their face value simply place the card(s) horizontally on the relic to keep counting damage accurate. Attack cards can never be doubled more than one time. For example, if the round calls for all cards to be double points a card that is already worth double would not be worth 4x the value.

(Use the same method to track lost turns. Horizontal for two rounds and vertical for one round.)

Unable To Play A Card

In the event a player cannot make a legal move, they must instead discard their entire hand and draw 5 new cards as their turn. They do not get to play an attack in addition to this move.

Restore a Broken Relic

If a player is holding a spell that can

remove an attack point card and another player attacks and breaks their relic, the player can use the card to undo the damage and prevent the relic from being broken. This is the only time you can use a card to prevent the relic from being broken.

Once the turn has moved forward only a specific relic restoration card can be used to restore a broken relic.

Necromancer Card

If a player uses the Necromancer card on a defeated player, that player returns to the game as their zombie minion. Zombies cannot use any spell cards. Players may not attack zombies. Zombies are only to use available action cards to attack any player but their master. A zombie's game ends with the defeat of their current master.

Resurrection Card

A player cannot resurrect themselves unless another player has used a

necromancer card to revive them first. For example, it is not a defense to a mortal wound attack.

Master Relic Cards

The Master Relic cards include *Excalibur*, *Matho's Wand*, and *Cedric's Armor*. These cards are strength boosting advantages, but are not to be treated as regular defense relics. They are not required to be broken in order to defeat the possessing player.

Playing An Invalid Card

It is possible for an invalid attack to slip by and be noticed later. For example, a fire card was used to attack the Fire wizard. If a player notices an invalid card was used after the turn has moved on, the card is now valid as played. It is each player's responsibility to survey the situation when being attacked and to dispute invalid cards at the moment they are played not after the turn has passed.



GRIMOIRE QUEST

Reading instruction books is for squires!
Visit the Grimoire Quest website to watch an
animated demonstration video on the basic setup
and gameplay at www.grimoirequest.com

