

Duelborn Rules and Mechanics

1. Game Objective

- Players battle to achieve victory by reducing their opponent's Nexus Points to zero, by causing their opponent to draw from an empty deck, or through specific card effects.

2. Key Terms

- **Mana:** The resource used to summon creatures and cast spells, generated by Founts or Trinkets.
- **Nexus Points:** Each player starts with 21 Nexus Points, representing their life. Reducing an opponent's Nexus Points to zero is a primary victory condition.
- **AP (Attack Potential):** A creature's offensive power. When a creature attacks, it deals damage equal to its AP.
- **DB (Durability):** A creature's health, representing how much damage it can sustain before being defeated. Damage is tracked and does not reset at the end of a turn.
- **Trinkets:** Temporary mana sources available during the first three turns. Trinkets provide early-game mana but expire after turn three.
- **Founts:** Primary sources of mana associated with elements like Fire, Water, and Earth. Founts are used to cast spells and summon creatures.
- **Overload:** When a player controls 10 or more Founts, they take 2 damage to their Nexus Points at the beginning of their Awakening phase due to the *Overload* effect, reflecting an unsustainable level of power.
- **Preparation:** Newly summoned creatures cannot attack on the same turn unless they have the *Well Prepared* ability, which bypasses this restriction.
- **Fatigue:** Creatures that attack enter a Fatigue state and are unable to block on the following turn, unless mitigated by abilities like *Exertion*.

3. Card Types

- **Creatures:** Summoned beings that fight for players. They have AP, DB, and may include various abilities defined by keywords like *Aerial*, *Riposte*, and *Fortify*.
- **Arcana:** Powerful spells cast only during the player's *Channeling* and *Fortification* phases.

- **Cantrips:** Quick, reactive spells that can be cast instantly during any phase of the game.
- **Relics:** Artifacts that grant ongoing benefits or have activated abilities.
- **Auras:** Effects that attach to specific creatures or relics, providing continuous benefits.
- **Blessings:** Broad effects that impact the battlefield or even the game's basic rules.
- **Founts:** The primary source of mana, associated with elements like Fire, Water, and Earth. Basic Founts are limited to generating one type of mana.
- **Trinkets:** Are a Relic and temporary mana sources available during the first three turns. They do not go into decks and are not cast.

4. What You Need to Play

- **Deck:** A deck containing at least 60 cards. There is no upper deck limit, but players must be able to shuffle their deck unassisted.
- **Counters:** Dice, beads, or other counters are recommended for tracking Nexus Points, damage on creatures, and status effects.

5. Deck Construction

- **Card Limits:** Players may include up to 4 copies of any non-Fount card. Founts have no limit.
- **Deck Composition:** A deck must contain at least 60 cards and be able to be shuffled without assistance.

6. Game Setup

- Determine the starting player by coin flip or dice roll.
- Each player shuffles their deck and draws 7 cards. Players may mulligan by shuffling their hand back and drawing a new hand with one less card.

7. Turn Structure

1. **Awakening:** Untap resources, draw a card, and resolve any start-of-turn effects in a specific order.
2. **Channeling:** Play Creatures, Arcana, Cantrips, and Relics. During the first three turns, players receive **Trinkets** as additional mana:

- **Trinket Usage:** Players receive 1 Trinket per turn. They may use Trinkets and Founts together, up to the current turn number. (Cards and other abilities may be used to generate more mana than the current turn number during the first 3 turns.)

Example:

1. On **Turn 2**, a player may use **up to 2 mana**: either 2 Trinkets, 2 Founts, or 1 of each for a total of 2 mana.
2. On **Turn 3**, a player may use **up to 3 mana** from Trinket and Fount sources.

3. Confrontation:

- **Declaring Attackers:** Rotate the card 90 degrees or place an attack marker. Players may use Exertion to reduce AP and keep the creature available for defense.
- **Blocking:** Multiple creatures may block a single attacker. The attacking player assigns damage among blockers.

4. Fortification:

- **Healing:** Players may spend 1 mana to heal 1 DB on their creatures, up to their original DB. This can only be done during the player's own Fortification Phase.

5. Resolution: Resolve end-of-turn effects and reduce hand size to 7.

8. Keywords (Abilities):

- **Aerial:** Creatures with *Aerial* can only be blocked by other creatures with *Aerial*.
- **Fortify X:** Prevents X damage each time this creature takes damage. Any remaining damage reduces the creature's DB.
- **Well Prepared:** Allows a creature to attack immediately after being summoned, bypassing the Preparation restriction.
- **Riposte:** Allows a creature to be summoned at any time, including during an opponent's turn.