

Spellbooks

by Alexandros Kapidakis



It's hard being a Wizard, with all this upkeep and constantly having to learn new Spells... But you are determined to become the most famous Wizard in the whole kingdom! By harnessing different types of energy you can fill your Spellbook with unique and amazing Spells, ready to be cast. But the choices are many, the time precious and the competition fierce! What will you choose to help you become the best?

Components

— Main board

Available Spells



Teachers' energy dice



— 40 power Gems



— 5 Spellbooks (player boards)

Available spots



Fame track

— 5 black cubes



— 60 Spells

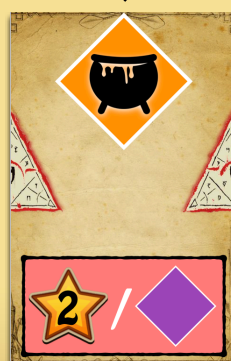
Family and Type
(color and symbol)



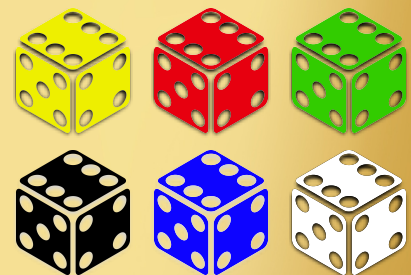
Sigils



Ability



— 36 Energy dice

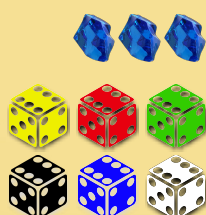
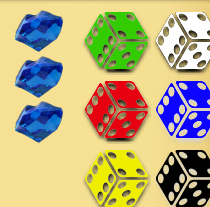
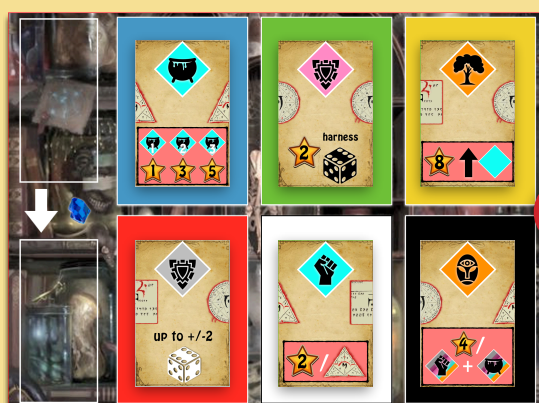


Objective

In *Spellbooks* you are a Wizard and have to manage your energy dice wisely in order to learn the most beneficial Spells, cast them and earn Fame. Your Spellbook has limited spots thought and when a Wizard fills their Spellbook the game will end and the most famous Wizard will be the winner!

Setup

1. Shuffle the Spells and make a face down deck. Draw and fill the six coloured spots, and place the deck next to the main board.
2. Give to each Wizard a Spellbook, an energy die of each type and a black cube. Place the black cube on the "0" spot of your Fame track.
3. Give 3 power Gems to each Wizard and put the rest next to the main board.
4. All Wizards roll their energy dice and the oldest Wizard will begin the game.



Turn order

This game isn't broken down in rounds. Instead, you will keep taking turns until a Wizard fills their Spellbook. All other Wizards will take one last turn and then the game will end.

During your turn you can either harness energy or pass.

Harnessing energy

This is the main action of the game and how you learn new Spells.

Choose exactly one of your available energy die. Its color denotes which Spell you will take (from the corresponding spot of the main board) and its number how much you need to pay for it with other energy dice. You can pay with any one (or more) dice you want but you have to match exactly the number on the harnessed energy die.

Then, take the Spell from the main board and place it on the first available spot of your Spellbook, going from left to right and from top row to bottom row. Some spots will immediately give you 2 Fame if you fill them with a specific family or type of Spell.

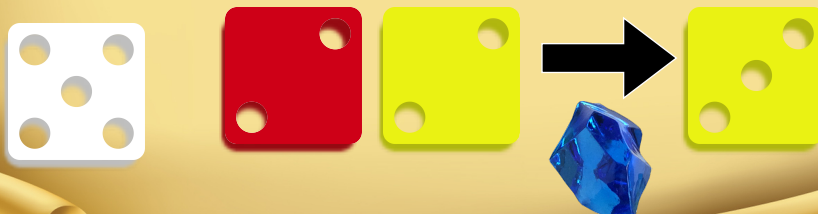
Lastly, move all the energy dice you used to the right of your Spellbook, to denote that they are no longer available.

Power Gems : you can spend during you turn as many power Gems as you want. By spending one power Gem you can add or subtract a pip from any one energy die. An energy die can never have value lower than "1" or higher than "6".



Example

Joan wants to take the Spell from the white spot. She has to harness the white energy die and she needs to pay for it with another die (or dice). Firstly, she spends 1 power Gem to make the yellow energy die a "3". She will then pay with the red and the yellow energy dice, whose sum is now 5. Joan will immediately place her new Spell on the first available spot of her Spellbook and all three used energy dice next to her Spellbook.



Casting Spells

You can cast any available Spell(s) you want from your Spellbook, at any point during your turn. Use their ability fully, and then **place on it a power Gem from the general supply**. This denotes that this Spell is no longer available to cast. When gaining Fame from Spells, move the black cube on your Fame track accordingly. All abilities refer to your own Spells, energy dice and power Gems, unless specifically stated otherwise.

Abilities with a red background can only be cast when the game ends.

Passing

If you can't or don't want to harness an energy die, you must pass your turn. When passing your turn, reroll **all** of your energy dice. Then, remove any power Gems from cast Spells and place them in your personal supply. These Spells are once again available. You cannot cast Spells, though, when you pass your turn.

Game End

When any one Wizard completely fills their Spellbook, all other Wizards will take one last turn and then the game will end.

Resolve any abilities from your learned Spells that have a red background.

Then, gain 1 Fame for every two unused power Gems you have.

Lastly, gain 2 Fame per completed Sigil on your Spellbook (Circle, Square, Triangle).


The Wizard with the most Fame is the winner! Bow before them!


In case of a tie, the Wizard with the most learned Spells wins. In case of a further tie the Wizard with the most unused power Gems wins.

Glossary

 : an Enchantment Spell of any Type

 : an Illusion Spell of any Type

 : a Conjunction Spell of any Type

 : a Transmutation Spell of any Type

 : an Attack Spell of any family

 : Fame

 : any Spell

 : a Power Gem



: Gain 2 extra Fame per completed Square Sigil in your Spellbook.



: Score each Spell with this ability individually. For example, if you have two of these Spells, each of them will earn you 3 Fame.



: Gain 4 Fame for every pair of Attack and Potion Spells you have.



: Gain 8 Fame if you have the most Illusion Spells, compared to your opponents. In ties, gain 4 Fame.



: Gain 2 Fame if you harness an energy die of value 5



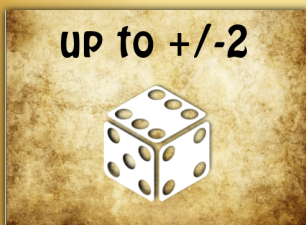
: Discard up to three Spells from the Main board and refill the empty spots.



: You can cast this Spell throughout the game.



: Turn on its opposite side any one energy die. You cannot modify an energy die when it has been used though.



: add or subtract one or two pips from the white energy die. You cannot modify an energy when it has been used though.



: Reroll the green energy die. You can reroll an energy die even if it has been used, thus making it available again.



: Gain 2 Fame if you harness the red energy die

Teachers



With this simple module you will get a helping hand from your teachers, throughout the game!

Setup: Roll and place the extra set of energy dice on the top box. This is the Teacher's pool of energy dice.

Gameplay: These extra energy dice are available to all players. You can use any of them **like they were part of your own dice pool**. So either as your main harnessing energy die or to pay for another energy die. But for each energy die you use from the Teacher's pool **you have to pay a power Gem for it**. Then, move the used die on the bottom box. There is no limit on how many of these energy dice you can use during your turn. If **at the end of your turn** all the Teacher's energy dice are on the bottom box, **reroll all of them** and place them on the top box. Then, give to each player **1 power Gem**.

These energy dice can be manipulated by any Spell or power Gem, as normal.