

Dragavan's LOOTIN' WIZARDS

Rule Changes and Updates

Consider these changes as Lootin' Wizards rules v1.2

As expansions come out there are always changes and rules updates, which can get lost if you don't purchase those expansions. I didn't want to do this to my players as I want them all to be able to have the best gaming experience possible, even if they didn't get all the updates.

GENERAL RULE UPDATES

Although you try your best to make the game perfect, it doesn't always work out that way. Unforeseen issues remain hidden until you have hundreds or thousands of plays with numerous people. There are also new fun aspects that are thought up after the fact that can be used to add a new element to the game.

Normally there isn't much you can do with about this with a published game until a new edition is made, but when you have an expansion environment or access to the internet you can include these changes for those who want them. This collection of new rules and changes is exactly that.

SPELL CREATION FOR FUN & PROFIT

After playing and watching hundreds of games of Lootin' Wizards I noticed that some people didn't seem to think that spell creation was a viable tool when attempting to win the game. Since I always thought that spell creation is half of what makes the game fun, and avoiding it can ruin the fun for some other players, I wanted to encourage more active spell creation and side-effect use.

This change takes nothing from the game, but adds one new thing to the game that encourages spell creation. All created spells now have a gold value that can be used towards winning the game. These expanded rules replace the existing rules that were added in the updated v1.1 edition of the core Lootin' Wizards rulebook.

CALCULATING SPELL VALUES

Each spell is worth 200gp as a base value.

If all three cards of the spell have Creation Bomises that are negative you add 100gp to the spell's value. If only two of them are negative you add 50gp to the spell's value.

If the spell has a Side Effect subtract 100gp from the total value of the spell.

SELLING SPELLS

When at the Entrance Square of your Entrance Tile (also known as 'home') you can use an action to sell off pages of your spellbook. This is no longer combined with dropping off your treasure, requiring an action of its own. Any number of created spells you have in your spellbook can be sold for their gold value. These are completely moved to the Treasure at Home pile, including all three parts and any Side Effects they may have on them.

There is no limitation to the number of spells you can sell at one time, other than they all have to come from your spellbook. This means it is entirely possible to win the game with nothing but spells you've created. Best possible outcome using this method could be done by only creating four spells.

SOLD SPELLS

Once they are in the Treasure pile they are no longer considered spells and can not be cast. They can also not be removed from the Treasure pile by any means, even death doesn't affect them. They simply treated as gold at this point. Be careful to keep them together though, since you need them for counting scores at the end.

DESK, CRYSTAL, & MYSTIC CIRCLE CHANGES

Previously, each time these locations were used for a skill (successful or not) they couldn't be used again by that Wizard until another location of the same kind was used. This is not how these special locations work any more as each one now works slightly differently. However, the bonuses they give and what Skills they work with have not changed at all.

STUDYING AT DESKS

Once a Wizard studies at a Desk for a while they need to step away for a bit before they can learn more from it. So after a successful Study attempt the same Desk can not be used again by that Wizard until another Desk in the dungeon has been successfully used by them, or they have gone 'home' or Rested.

CREATING AT CRYSTALS

Each time a Wizard attempts to create a spell they will gain a spell or lose the cards they used. This means the Crystals can never be used for the same spell twice and the number of times it can be attempted in a row is limited by the cards in their Mind deck, so there is no need to limit their use in game.

CASTING AT MYSTIC CIRCLES

Mystic Circles are powerful places that take time to recharge their mystic energy after they are used. They can't be used again until after the Wizard who last successfully cast a spell using it has taken another full turn (even if that turn is lost or skipped for some reason).

SEARCH SKILL RULE CHANGES

This new set of rules and markers replaces the rule in the original rules about the limitations on searching chests. The intent of that rule was to prevent camping at a chest, but some players worked around it by simply bouncing back and forth between two of them quickly (especially if they placed tiles to make sure two were close together), or even just searching a room over and over without using a chest. This low risk play made the game become more of a simple race to get good rolls than a struggle between Wizards to find their master's secrets.

SEARCH MARKERS

There are twelve numbered Search Markers, but not all of them are used in most games. They are always used in order from 1 to the number needed and any extras are put away, being removed from the game.



GAME SETUP CHANGES

After the dungeon tiles have been chosen and put into play (and any extra item markers are placed to alter the look of the dungeon) the number of chests found on those tiles are counted and that many Search Markers are placed aside for use in the game. These markers should be sequentially numbered from 1 to the number of chests in play. Even with large dungeons using all the dungeon tiles there should never be more than 12 of these used.

SEARCHING CHESTS AND ROOMS

Any time a Chest or Room is searched (successful or not) you place the next available Search Marker into play in the Room that was searched (or on the Chest that was searched if it is not in a Room). This is not done if a Hallway is searched. This should be the next number in the sequence that follows the previously played one (or number 1 if it's the first one played).

If the last available Search Marker is placed, the next number in sequence (rotating around back to number 1 after the highest number) should be removed from play and placed aside for use next. When this starts to happen there should always be one Search Marker set aside since as one goes into play one gets removed.

MARKED ROOMS AND CHESTS

Rooms (and Chests that are not in rooms) that have Search Markers on them can not be Searched. This does not affect any other activity in the Room and the Marker does not block or cover anything under them from being used. As such it is best to place them on an empty floor tile so they don't confuse anyone during play.

NEW GAME COMPONENTS

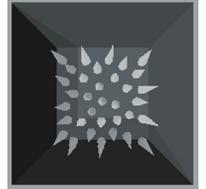
Curses! Foiled Again and Quick Change included several new game components, including new boards and cards, but also some new types of cards, dungeon squares, and special Markers that need some explanation. These are the new rules included in these sets that could affect your base game or be included in free bonus material.

NEW DUNGEON SQUARES

In addition to the normal squares found on dungeon tiles (Clear floor, walls, pits, etc.), a whole new type of dangerous square has been added to the mix and this one is to be avoided at all cost.

SPIKED PIT SQUARES

Just like normal pits, these special obstacles block all basic movement (even movement that allows you to pass through walls) but does not block line of sight for spells. If a character is moved into a spiked pit on the map by a spell or trap they will fall to the bottom and take 4 Damage (not of any specific type, so there is no protection). This cancels any remaining actions they may have in their current turn and they must also spend their next turn climbing out (lose a turn).



While in a spiked pit (on the map or from a trap card) they can not be targeted by spells or take any other actions. At the start of the turn after the lost turn place the character marker on a free adjacent floor square (if they are all occupied move to a free diagonal floor square. If they are still occupied you must skip your turns until there is a free square).

NEW CARD TYPES

In addition to all the previous types of cards (like wizards, spells, treasure, traps, etc.), a whole new type of card for the Loot Deck has been added and some previous cards have been reclassified (these cards will be redone as the new type for future editions).

CURSE CARDS

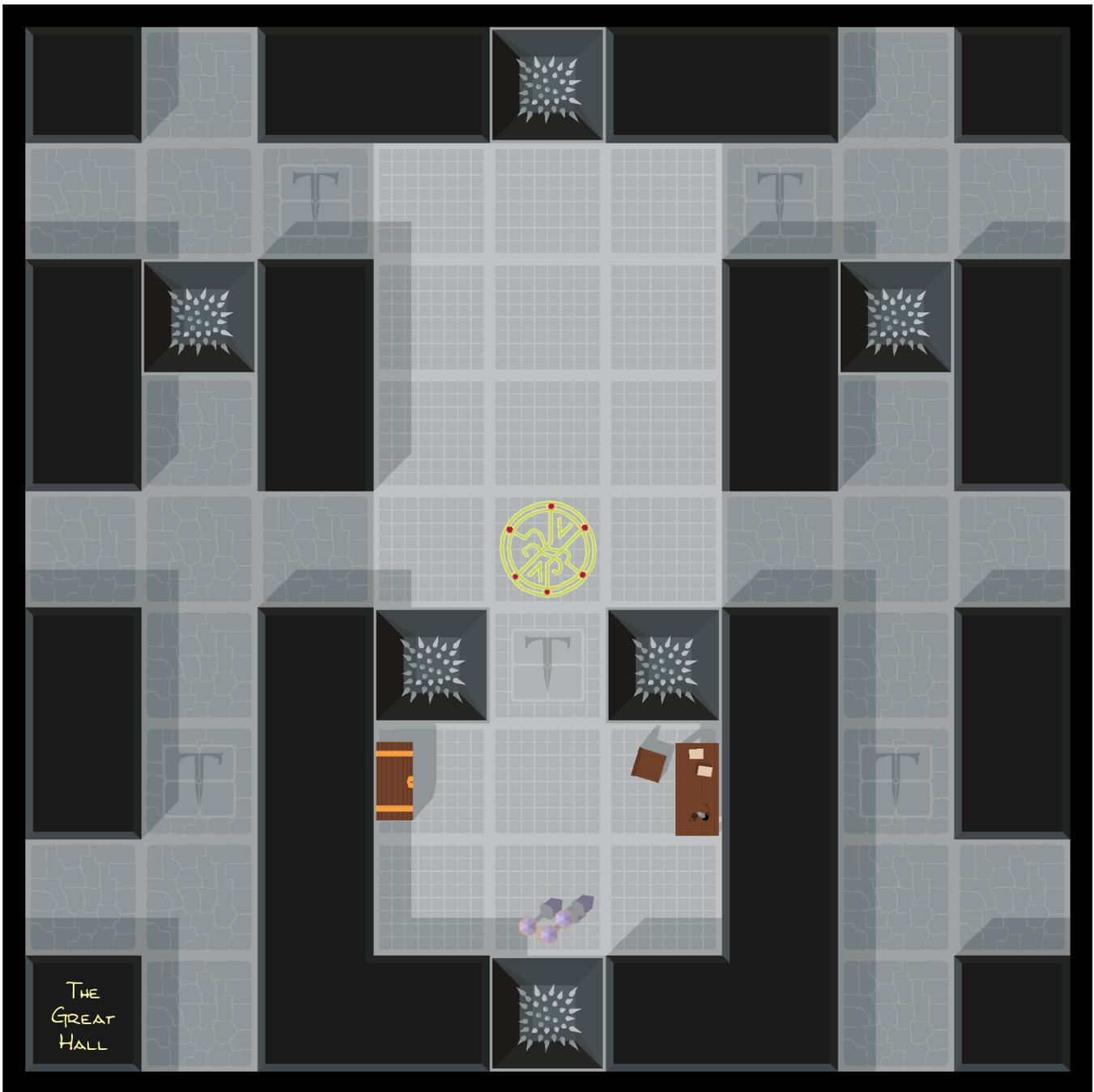
These are a special kind of card used against your opponent. They often act much like a Trap card, but stick around longer to have a lasting affect. Each Curse card described how it is played (as a trap, when another card type is played, etc.) and these instructions supersede any rules on card play from the main rules.

Curse cards are placed in play according to the instructions on the card and remain in play and active until removed. Curse cards are removed in several ways (resting at home, discarding cursed item, death, etc.) as described on the Curse card itself (or other cards that specifically target Curse cards).

RECLASSIFIED CARDS FROM BASE SET

Although they were Traps in the base set, the following cards are now technically classified as Curse cards: Amnesia Gas Trap, Confusion Gas Trap, Soul Shredder Spirit, Weakness Gas Trap.

If they don't specify when they can be played, treat the placement rules for them as if they read "Play as Trap when Searching." Poison cards are still Traps even though they have long term effects.



SPECIALTY DUNGEON ITEM TOKENS (OPTIONAL)

In addition to the Search Tokens, there are several other special floor tile item tokens included to allow you to customize your dungeon maps in a number of ways. You can add Chests, Tables, Crystals, Trap Triggers, and even Mystic Circles wherever you want. This addition must be done before game play starts, before Search Tokens are counted up, and with full agreement of all players. The floor type below each of these remains the same as it was previously, even if the color of these tiles don't match it. These rules are completely optional and not part of the normal game set-up.

