

Dragavan's

LOOTIN' WIZARDS

A Game of Spell Creation, Magic Battles, Traps, and Lots and Lots of Loot



Players each choose a wizard to play (from a total of 9 included, see the samples to the left) and enter the dungeon to battle it out in the mad dash to get the most loot. Play is done on a combination of their choosing from the six different game boards and six different Entrance Tiles, creating an amazing variety possible dungeons to explore.

Once the race begins, players have a number of options of how they can play things: Everything from a mad dash for the loot while avoiding contact to rushing to create some powerful spells and destroying your opponents before they can get you, and everything in-between. Don't get caught unprepared or fall victim to too many traps along the way.

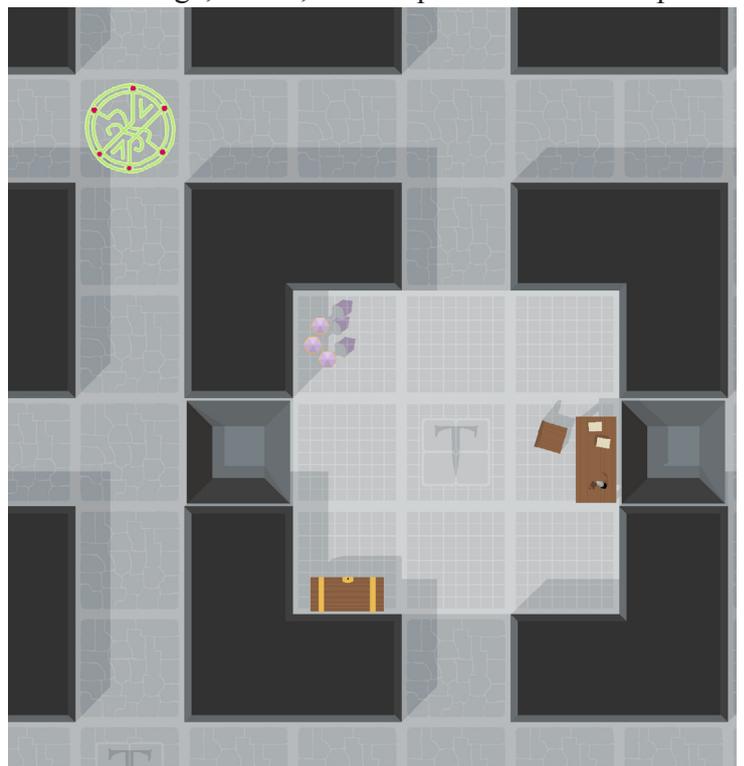
Spell Creation: Using the built-in three card spell system you can create any number of well over 25,000 different spells. Spells are made of three cards (see samples on the next page) that work together to create the Range, Effect, and Requirements of the spell.

In the small Wontedshire Kingdom, in the northern end of Flangren, a tragedy recently occurred. The beloved Master Zarneth, royal Wizard and leader of the Mage's Council, passed away at a ripe old age of one-hundred and seventy-three. This left the kingdom not only in a state of mourning but in a state of political disarray, since nobody had planned for who would follow him.

After the state funeral and royal proceedings had ended, the work began on selecting a new head of the national magic departments. Mages, Witches, Warlocks, and Wizards from far and wide came to apply, many of them having even been trained by Master Zarneth in their youth. Most of them could barely weave a cohesive puff of smoke, but that didn't stop them from trying out nonetheless.

Out of the hundreds of would be mages, only a dozen or so seemed to stand out as having any real potential, and fewer still seemed to have the moral compass and social skills the appointment would require. Mostly, the king just felt that nobody would ever be able to fill Master Zarneth's shoes, so he would feel like he was settling no matter what he did. He didn't want to have to choose so he set about to find a way to make the Wizards choose amongst themselves...

Although there is more to the story, that's the basics of how this mad dash for loot began. Wizards battling it out for the top spot.





Once created, the spell becomes yours to use and cast to help you on your quest for loot.

Speaking of Loot...

This is what the game is all about. The “Loot Deck” consists of not only valuable treasures of all kinds, but useful items that can help you find more and avoid your opponents, Side Effects that make their spells harder to use, and Traps of all sorts to make their search a living danger zone. Be the first to get 1000 Gold worth and win the game.

Lootin’ Wizards includes:

- 6 Page Rulebook (including a short story)
- 9 Wizard Cards
- 9 Wizard Stand-ups
- 6 Dungeon Tiles
- 6 Entrance Tiles
- 90 Spell Deck Cards
- 90 Loot Deck Cards

PDF Exclusives (No plans to include these in Print versions):

- 6 New Dungeon Tiles
- 6 New Entrance Tiles
- 6 New Loot Deck Cards
- 3 Different Quick Reference Cards

