



Bellwether

School of Wizards

3-5 players
 45 to 60 minutes
 Ages 12 to adult



The Story

In ancient days a wizard of great power gave into the seductive call from the dark abyss. He forged a madstone with which he intended to rule the land. His name was Inoldin and with the iron force of dark creatures he intended to enslave all other people and wizards. For a time his forces desolated the land, destroyed buildings, fields, and tore down the government of the peaceful people of Hilginal. A secret cadre of inexperienced wizards surprised him with new found power garnered from ancient tombs, wizard's caves, and forgotten craftsmen. The madstone was cracked and the abyss sealed. The new wizards now had the task of rebuilding Hilginal and hunting down the remaining dark creatures that wander the land. The highest and most noble task would be that of rebuilding the wizard school known as Bellwether.



Components



24 Dark Creature Cards



120 Element Tokens - 30 Each



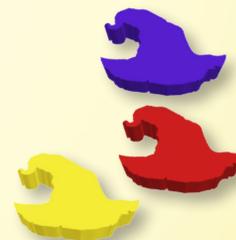
32 Spell Cards



1 Board



2 Dice



30 Wizard Hat Tokens

Set Up

- Place 2 element tokens of each color on the corresponding land spaces
- Shuffle the spell cards and put them face down.
- Shuffle the dark creature cards and put them face down.
- Each player takes 6 hat tokens of the same color. One meeple of each chosen color is put in the box top, from these tokens one is chosen at random to determine the first player--then the hat tokens are returned to the players.
- Element tokens not placed on the board are known as the "supply."



Game Play

On each players' turn there are four choices. Each player must only do one.

- 👁️ Meditate: A player takes element tokens from the land spaces.
- 📖 Study: A player may spend time learning new spells.
- 🔪 Hunt: A player may hunt down dark creatures still wandering and plaguing the land.
- 🏠 Build: A player may use his magical abilities to help citizens rebuild their civilization.

These buildings and institutions are divided into 3 categories, namely; resource production (red banner), government (green banner), and cultural buildings and advancements (purple banner). Once a player has finished his turn, the play goes clockwise.

The Law of using Element Tokens:

Element tokens can be used to enhance a player's actions. Whenever a player uses Element tokens to enhance his turn, he uses one token for the first benefit, two more to expand that benefit, three more to further expand it, and so on. An example of this is: When a player draws a card, he may draw an additional card for one blue token. He may then draw another for two more tokens, and he may draw a third for three more tokens. This can continue as long

as long as the player has tokens to spend.

End Game:

The game is over when ONE of 3 conditions occur:

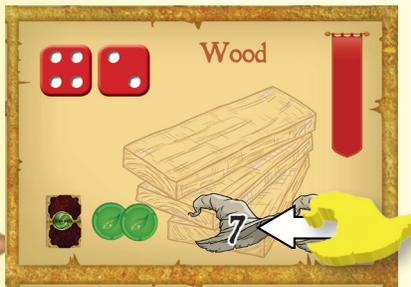
1. The spell deck is empty.
2. The dark creature deck is empty.
3. A player has placed all of his wizard hats.



At this point, the current player finishes his/her turn. Then, in order, all other players get one more turn.

Victory Points:

The player with the most victory points is the winner. Victory points are compiled from the following things:



1. The wizard hat spaces on the buildings and advancements show victory points. A player whose hat token is on a hat space gets the points shown.



Wizard Level	Cards	Points
Novice	1	1
Apprentice	2	3
Adept	3	6
Conjurer	4	10
Sorcerer	5	6
Dark Wizard	6	3
Necromancer	7	1

2. The number of symbols of each order of spell gives you victory points. There are 3 spell orders. They are Dragon, Grifphon, and Unicorn. The number of spell cards you have in your magic tome with those symbols yields victory points according the list on the left. For example: If a player has 4 Dragon symbols on his cards he gets 10 points. If he then has 3 Unicorn symbols, he has an additional 6 points for a total of 16 points. The maximum number of points from a single order is 10. More than 4 cards of any order indicates an obsession that may lead to a distorted and evil use of the magic.



3. The number shown in the gold circle on the dark creature cards the player has defeated are victory points.



4. Players get special victory points for certain cards. For example: the Word of the Serpent card gives the holder 10 victory points if he has at least one spell card of each order at the end of the game.

Action 1: Meditate

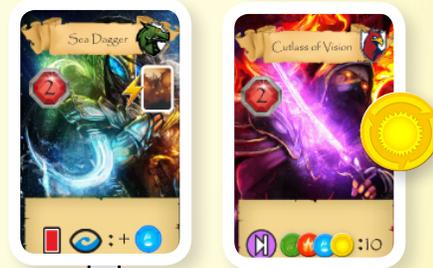
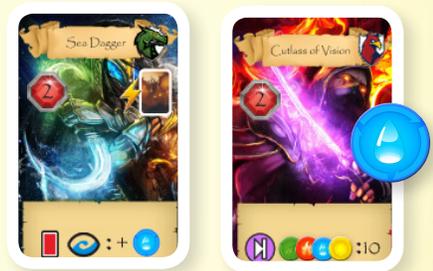
You spend time communicating with nature to rebuild civilization and enhance your actions. On a player's turn he/she takes ALL midland tokens of one color from the main board. Then he puts one midland token of each color from the supply onto all matching board spaces. Spaces can hold an unlimited number of tokens. If there are no tokens of a color in supply, none are put on the board. During this action a player may also trade a green token for one token of any color from the supply, two green tokens for the second of any color and so on. This can be done in the same turn where green tokens are acquired.



Action 2: Study

You are digging through archives for magic words, actions, or artifacts that will help rebuild this society.

1. The player must turn over one card from the spell deck face up. This is seen by all players. He/She may turn over additional cards face up. In order to do this a player must spend one blue token for the first additional card, two more for the second, and so on. Face up cards you keep are your own personal collection of magic spells and artifacts.
2. The player chooses one card to keep. Then if he/she wants to keep more the player spends one yellow token for the first additional card, two for the second, and so on. After the player spends yellow tokens in this way, he/she returns all spells, not paid for by yellow tokens, to the bottom of the spell deck in any order. Cards kept are placed face-up in front of the player.
3. Cards GAINED may trigger an effect. If there is a dark creature card and lightning bolt showing, a dark creature comes into play face up. Roll two dice to determine what space it will land on. Spaces of the board show two dice that will indicate the correct space. That space is no longer available for building. If two ones are rolled the creature is removed from the game. If he lands on a space with a player's wizard hat already present, the creature and points are gained by the player with a hat on



the higher number of the space. Any creature placed on a building space can later be removed by hunting. There can be more than one creature on a single space. This may happen more than once in a study phase.

If there are element tokens and a lightning bolt on the card, this means one element token from supply of each color is placed on the matching land spaces on the board. The player learning the spell also gets one element token of any color from supply.

4. Cards face up are now spells learned and they are active. They can now be spent to hunt dark creatures, for building, and kept and used for their special ability shown at the bottom of the card. Card abilities are explained at the end of the rules.

Action 3: Hunt



You are looking for dark creatures that have gotten away and are still roaming the land. If you do not hunt them down, they will prevent you from re-building your civilization.

1. You must turn over one card from the dark creature deck face up. This is seen by all players. You may turn over an additional card face up for one blue chip, a third card for two more tokens and so on. (There may be dark creatures on the board. If so, you have the option of hunting them as well.)

2. You may hunt more than one target creature. Spend one yellow token to target one more, two more yellow tokens for a third and so on. After spending yellow tokens this way, you return all creatures drawn and not paid for by yellow tokens back to the bottom of the dark creature deck in any order. You may choose from all creatures drawn the one(s) that will remain face up.

3. You determine what spell card(s) you will use to defeat the face up creature(s). The number on the card shows how much damage that spell will do to dark creatures.

It (alone or with added damage) must meet or exceed the number shown at the top of the dark creature card. You can use multiple cards for a single attack. You may spend one red token and return it to supply to use one additional spell card you add to your attack, two more for the next card and so on. Red tokens can also be used to do one additional point of damage for each token spent. One token for one additional damage, two more for another point of damage, and so on. Red tokens cannot be used alone for an attack without a spell card. Cards used for the attack are kept by the player. If a player spends one token to add a card to the attack and then wants to spend another to increase damage, the second effect will cost just one red token. Each effect is considered separate for the purpose of the number of tokens needed.



4. The damage from a single card may only be used on one creature. Additional cards may be used on other creatures or combined to defeat a single creature. The damage from a single card can never be assigned to multiple creatures.

5. Creatures are susceptible from attacks from one order of magic. That order is shown on the bottom of the dark creature card. The number on the spell card is doubled for that attack. Tokens added to that type of attack are not doubled.

6. If there are undefeated creatures left face up after the player has assigned all damage, those creatures are placed on the building areas of the board. Roll two dice. The numbers shown on the dice will determine the space. If two ones are rolled, the creature is removed from the game. Players cannot build on a space until all creatures from that space are defeated. If there is already a wizard hat on that space, the creature card is gained by the player who has built on the higher number, the same as if he/she defeated that creature. More than one creature can be on a single space. All face up creatures are eligible for hunting even if they are not on the top of the stack of cards on a single building space.



Action 4: Build



You use your magical abilities to help re-create a civilization and society once destroyed by dark creatures.

1. The player pays the cost of the building or advancement. Costs and prerequisites are shown on each building space. Some of those costs include:

Element tokens: When spent to build they are returned to supply.

Spell cards: When spent to build they are removed from the game.

The number of cards needed is shown on the building space.

Prerequisite Buildings and Advancements: A player must have already built a building or multiple buildings of a certain banner color to build desired building. The number and colors of banners needed are shown on the space.

2. Only two players can build a single building. The first to build it puts his hat on the hat space with the higher number. The second puts his hat on the other. The same player may take both spaces.

3. Players cannot build on a space where there is a dark creature.

4. A player may build an additional building for one green element token spent, build another for two more spent and so on. All other building costs must be paid to build additional buildings.



Spell Effects:

All spell effects are optional. Once a player has a card face-up the effect takes place everytime it is triggered. All tokens gained in a turn can be used the same turn they are gained, according to the previously stated rules of using and spending tokens.

Example: This card is triggered by a creature appearing on the board. This effect happens only if the creature appears from a spell card and from hunting. If a creature appears on the board, the player holding the Tome of Strength will gain a red token, then he/she may use the red token gained during the current turn of hunting. If a player gains a token on another player's turn, he may not use that token until his own turn.

Each card tells a player what action triggers the effect. Victory points from cards occur at the end of the game.

The multiple card symbol indicates the effect will take place on any player's turn.

The single card symbol indicates that the effect takes place only during the turn of the player who holds the spell.

The symbol following the colon shows what is gained by the trigger. Example: the -1 red banner means the players needs one less pre-requisite red banner building to build the desired structure this turn.



Symbols



The Build Action



The Hunt Action



The Meditate Action



The Study Action



At the End of the Game

+



Gain a Blue Token From the Supply (not from the board)



Any Color Banner



Draw a Spell Card

Examples of Spell Card Effects.



At the end of the game if you have killed 4 dark creatures you gain 10 points.



At the end of the game if you have 6 spell cards you gain 10 points.



On your turn if you take a hunt action you may kill one dark creature that has a weakness for griffon spells. This is in addition to any other hunting.



At the end of the game if there is only 1 or 0 creature cards on the main board you gain 10 points.



On your turn if you take a study action you gain one blue token from supply (not from the board.)



On any player's turn if a player takes a build action you gain one yellow token from supply.

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