



Ye Olde Magick Shoppe (v0.7.2)

*a crunchy polyhedral roll-and-write of crafting, magick, and free enterprise
designed by Clarence Simpson (@StoicHamster on Twitter)*

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You are the owner of a magic item shoppe in a fantasy world. You'll craft gear, weapons, and armor from leather, wood, and steel. You'll channel elemental, arcane, and wild energy to research spells that can enchant your items or make your work easier. As you craft and research, adventurers will travel from shoppe to shoppe seeking very specific magic items. Can you create what they need before they leave your shoppe?

CONTENTS

1. Pad of player sheets
2. 4 polyhedral dice (d6, d8, d10, d12)
3. 56 Customer cards (40 normal customers, 16 Connoisseurs)
4. 6 Certification cards (3 Material Mastery, 3 Energy Mastery)

GAME OVERVIEW

Each round the dice are rolled and players simultaneously use that shared set of dice to craft items and research spells on their player sheet. Each die can only be used once and can only be used in certain sections of the player sheet. So players will have to make difficult decisions about how to use each die.

Completing any item or spell will earn the player a bonus that can be spent to modify future die values. Certifications can be earned by checking enough boxes in a single crafting material or magical energy column.

There is also a circle of customers looking for certain combinations of items and enchantments. To fulfill a customer's order, players must both craft the base item and research the enchantments they seek. But players must be quick because customers rotate around the table every round.

To win the game, players need to earn as many stars as they can by crafting items, researching spells, fulfilling customer orders, and earning certifications.

SETUP

1. Give each player a **player sheet**. They may name their shoppe if they wish.
2. Place the **4 dice** (d6, d8, d10, d12) in the middle of the table.
3. Shuffle the **Customer** and **Connoisseur** decks separately.
4. Deal cards face-up into a line above each player sheet as follows depending on player count:
 - a. **3-8 players:** 2 Customers and 1 Connoisseur to each player
 - b. **1-2 players:** 3 Customers and 1 Connoisseur to each player
 - c. The **Connoisseur** card should be the **far right card** in front of each player.
5. Shuffle the **Material Mastery** cards. Draw one and place it face up in the center of the table.
6. Shuffle the **Energy Mastery** cards. Draw one and place it face up in the center of the table.
7. Put the remaining Connoisseur and Certification (Mastery) cards back in the box.
8. Put the remaining Customer cards aside as a draw pile.

HOW TO PLAY

The core of the game is spending dice for either **Crafting** (the left half of the player sheet) or **Spell Research** (the right half of the player sheet). Crafting is further subdivided into 3 categories of items (**Gear, Weapons, Armor**) as well as 3 crafting materials (**Leather, Wood, Steel**) used to craft all the items. Spell Research is further subdivided into 3 types of spells (**Enchantments, Charms, Glyphs**) as well as 3 types of magical energy (**Elemental, Arcane, Wild**). Each die may only be used to mark a single checkbox once per round and may only be used to craft certain materials or to research certain types of magical energy. At the top of each crafting material column or magical energy column, the dice which can be used in that column are listed.

Steel	Wood	Leather	Elemental	Arcane	Wild
Materials Needed			Energies Needed		
		<input type="checkbox"/> ≥ 3	<input type="checkbox"/> ≤ 6		<input type="checkbox"/> ≤ 11
	<input type="checkbox"/> ≥ 3		<input type="checkbox"/> ≤ 2	<input type="checkbox"/> ≤ 10	
<input type="checkbox"/> ≥ 1		<input type="checkbox"/> ≥ 6		<input type="checkbox"/> ≤ 1	<input type="checkbox"/> ≤ 9
	<input type="checkbox"/> ≥ 7	<input type="checkbox"/> ≥ 1	<input type="checkbox"/> ≤ 12	<input type="checkbox"/> ≤ 2	<input type="checkbox"/> ≤ 7
<input type="checkbox"/> ≥ 5	<input type="checkbox"/> ≥ 4	<input type="checkbox"/> ≥ 4		<input type="checkbox"/> ≤ 11	<input type="checkbox"/> ≤ 10

Example: d6 can be used to craft Steel, Wood, or Leather. d10 can be used used to craft Leather, or research Elemental and Arcane energies. The only die that can be used to mark boxes in the Wild energy column is the d12.

Crafting

When a die is spent for crafting, you will mark one checkbox under the Crafting section. Each crafting material requires different dice. To mark a checkbox you must satisfy two conditions:

- The die type spent must be shown at the top of the **material** column containing the checkbox.
- The value of the die must be **greater than or equal** to the number inside the checkbox.

When all the checkboxes on a row are marked, that item is considered complete and crafted. Circle the **stars** and the **bonus modifier** for that row. You may use this modifier at any time, including the next die spent.

Spell Research

When a die is spent for spell research, you will mark one checkbox in the Spell Research section. Each type of magical energy requires different dice. To mark a checkbox you must satisfy two conditions:

- The die spent must be listed at the top of the **magical energy** column containing the checkbox.
- The value of the die must be **less than or equal** to the number inside the checkbox.

When all the checkboxes on a row are marked, that spell is considered complete and researched. Circle the **stars** and the **bonus modifier** for that row. You may use this modifier at any time, including the next die spent.

GEAR	Bonus	Materials Needed	Energies Needed	Bonus	ENCHANTMENTS
★ Waterskin	▽	Steel <input type="checkbox"/> Wood <input type="checkbox"/> Leather <input checked="" type="checkbox"/> Elemental <input type="checkbox"/> Arcane <input type="checkbox"/> Wild <input type="checkbox"/>	<input checked="" type="checkbox"/> ≥3 <input checked="" type="checkbox"/> ≤6 <input checked="" type="checkbox"/> ≤11	▲	Fiery ★
★ Torch	▽	Steel <input type="checkbox"/> Wood <input checked="" type="checkbox"/> Leather <input type="checkbox"/> Elemental <input type="checkbox"/> Arcane <input type="checkbox"/> Wild <input type="checkbox"/>	<input checked="" type="checkbox"/> ≤2 <input checked="" type="checkbox"/> ≤10	▲	Shocking ★
★ Backpack	▽	Steel <input type="checkbox"/> Wood <input type="checkbox"/> Leather <input type="checkbox"/> Elemental <input type="checkbox"/> Arcane <input type="checkbox"/> Wild <input type="checkbox"/>	<input checked="" type="checkbox"/> ≥6 <input checked="" type="checkbox"/> ≤1 <input checked="" type="checkbox"/> ≤9	▲	Everlasting ★

Example: d10s can be used in the Leather, Elemental, and Arcane columns. A 6 rolled on a d10 could be spent to mark the Leather ≥ 3 box on the Waterskin row, or the Arcane ≤ 10 box on the Shocking row, among others. However, it cannot be used to mark the Elemental ≤ 1 box on the Everlasting row because the value is not less than or equal to 1. Although the 6 is ≥ 3 It cannot be used to mark the Wood ≥ 3 box on the Torch row because d10s may not be used in the Steel, Wood, or Wild columns.

There are 3 types of spells that can be researched: **Enchantments**, **Charms**, and **Glyphs**.

- **Enchantments** are the spells you need to turn ordinary items into magical items for **Customers**. There are **prefix** Enchantments (*Fiery, Shocking, Everlasting, Vorpai*) and **suffix** Enchantments (*of the Elves, of the Dwarves, of the Titans, of the Dragons*). Magical items will have a prefix, a suffix, or both.
- **Charms** make **Bonus Modifiers** more powerful by increasing their value. When a Charm is completed, the player should circle the next appropriate **Bonus Modifier Value** at the top of their player sheet.
- **Glyphs** provide bonus **stars** at the **end of the game** for each item crafted in a certain category.

Customers

Normal customers are looking for items with a single enchantment. **Connoisseurs** are a special type of customer looking for items with both a prefix and a suffix enchantment.

Depending on player count, each player has 3-4 customers in their shoppe at any given time. At the end of each round, if you have completed both the **item** and all **enchancements** that a customer in your shoppe is seeking, you claim that customer and their **stars**.

GEAR		Bonus	Materials Needed	Energies Needed	Bonus	ENCHANTMENTS
★	Waterskin	▼	≥3	≤6	≤11	Fiery
★	Torch	▼	≥3	≤2	≤10	Shocking
★	Backpack	▼	≥1	≤6	≤9	Everlasting
★	Ladder	▼	≥1	≤6	≤7	Vorpal
★	Grimoire	▼	≥5	≤6	≤7	of the Elves
★	Slingshot	▼	≥4	≤4	≤8	of the Titans
★	Cudgel	▼	≥4	≤2	≤8	of the Dragons
★	Shuriken	▼	≥4	≤4	≤8	
★	Longbow	▼	≥6	≤4	≤8	
★	Sword	▼	≥5	≤4	≤8	

Customers rotate one space clockwise around the table at the end of each round. Each player will have 3-4 customer spaces above their player sheet. Players will pass their leftmost customer to the player to their left. The remaining customers will stay above the player sheet but will slide to the left one space. Players will also receive a new customer from the player to their right.



Extra Dice

Generally, players may only spend 2 dice per round. However, each player has 5 Extra Dice checkboxes that may be used whenever they want to spend more than 2 dice in a round. Simply mark 1 Extra Dice checkbox for each extra die that you would like to use that round. (Example: if you mark 2 Extra Dice checkboxes, then you may spend all 4 dice rolled that round)

Bonus Modifiers

Bonus modifiers allow you to mark a die on your sheet as if a lower or higher number had been rolled.

Whenever you complete an item or spell, you are awarded a bonus modifier and should circle the delta (triangle) symbol listed in the **Bonus** column. Bonus modifiers are available for use immediately, allowing for some interesting combo plays to emerge.

Anytime that you choose to spend a die, you may use any number of circled bonus modifiers to modify that die's value before marking your sheet. The **Bonus Modifier Value** section shows how much each modifier can change the value of a single die. Cross out bonus modifiers as they are used. Note that the physical dice are not actually rotated to a different face. These modifications are only for your individual player sheet.

Example: The player rolls a 4 on a d6. The only Charm they have already completed is Spell Research Efficiency. So, the green Bonus Modifiers are worth +2. They mark and spend 2 previously earned Bonus Modifiers (at +2 each) to change that 4 to an 8. They then spend the modified 8 on a d6 to mark the Steel ≥ 8 box on the Sword row.

Certifications

Each game, two random Certification (one **Material Mastery**, one **Energy Mastery**) cards are placed in the center of the table. These Certifications are earned by marking the number of boxes shown on the card in a particular crafting material column or magical energy column.

The first player(s) who completes the required conditions of a Certification card during the same turn will immediately score the **higher value of stars** shown. Players who complete that Certification on subsequent turns will earn the **lower value of stars** shown. Each player may only score each Certification only once.

Round Flow

The game takes place over 10 rounds. During each round:

1. Someone, it doesn't matter who, rolls all 4 dice, and announces these results to the group.
2. For easy reference, all players should write the die rolls at the top of their player sheet under the current round. As dice are spent, cross them off as a reminder.
3. All players simultaneously spend **2 dice**. Dice may be spent on Crafting and Spell Research as described above.
 - Each time a player completes an item or spell, they **must announce** that to the table.
 - As players complete items and spells, they may claim any **customers** in their shoppe if they were able to satisfy the order.
 - i. Remove the customer from the **Customer Circle** and place it beside the player's sheet.
 - ii. A new customer is drawn from the **Customer deck** and placed **face down** in the empty space in the **Customer Circle**.
 - Players may earn completed **Certifications** by writing the star value at the bottom of their player sheet.
4. Players may choose to mark the **Extra Dice** boxes on their player sheet to spend more than 2 dice in 1 round. Each box checked off allows the player to spend 1 extra unused die that round.
5. It's recommended that players put down their pencils when they are finished with each round to signify to other players they are ready to proceed to the next round.
6. After all sheets are marked and customers are claimed, the **Customer Circle** rotates. All Customer cards are shifted clockwise one space.
7. Flip over any face down cards in the **Customer Circle**.

End of the Game and Scoring

The game ends after the 10th round. Their final score is the sum of the following:

- Stars for all items crafted
- Stars for all spells researched
- Stars for all Customers and Connoisseurs claimed
- Stars for all Certifications earned
- End-of-game stars earned from Glyphs

In the case of a tie, the winner is the player who claimed the most customers.

Solo Variant

Try to get a high score! Game plays as above with the following changes:

- There is no Customer Circle. The player has 4 customer cards face-up in front of them. These are the customers in the player's shoppe.
- There are also 2 customer cards face-up to the right of the player. These are the customers waiting to enter the player's shoppe.
- Each round, instead of rotating the customers, all customers shift one space to the left. A new face-up customer is added from the deck to the far right end of the line of customers.
- You may only earn the lower star value of the Certification cards

CUSTOMER



Waterskin of the
Elves



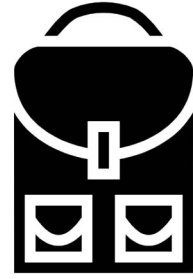
CUSTOMER



Torch of the Dragons



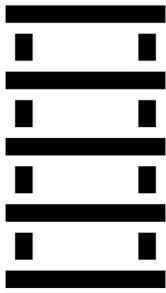
CUSTOMER



Vorpall Backpack



CUSTOMER



Ladder of the Titans



CUSTOMER



Grimoire of the Elves



CUSTOMER



Waterskin of the
Titans



CUSTOMER



Vorpall Torch



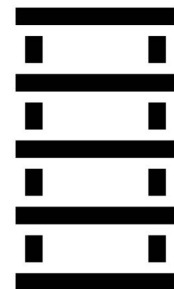
CUSTOMER



Backpack of the Elves



CUSTOMER



Shocking Ladder



CUSTOMER



Fiery Grimoire



CUSTOMER



Everlasting Torch



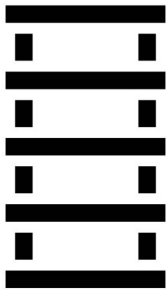
CUSTOMER



Everlasting Grimoire



CUSTOMER



Ladder of the Dwarves



CUSTOMER



Shocking Slingshot



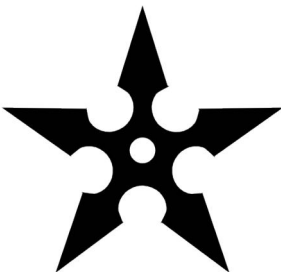
CUSTOMER



Fiery Cudgel



CUSTOMER



Shuriken of the Dragons



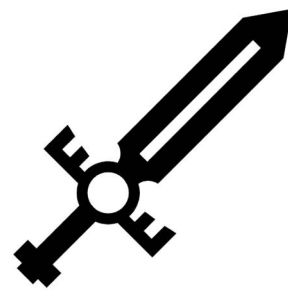
CUSTOMER



Longbow of the Elves



CUSTOMER



Vorpal Sword



CUSTOMER



Slingshot of the Titans



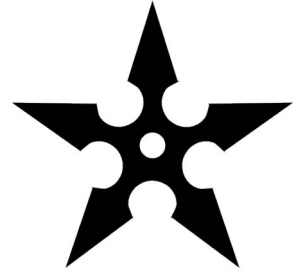
CUSTOMER



Vorpall Cudgel



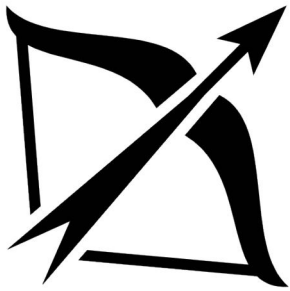
CUSTOMER



Shocking Shuriken



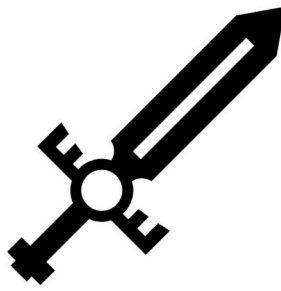
CUSTOMER



Fiery Longbow



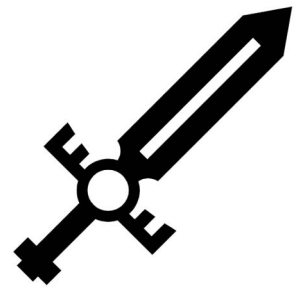
CUSTOMER



Sword of the Dragons



CUSTOMER



Everlasting Sword



CUSTOMER



Cudgel of the Dwarves



CUSTOMER



Slingshot of the Dwarves



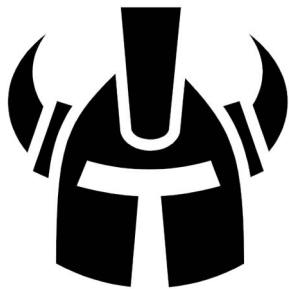
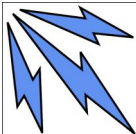
CUSTOMER



Fiery Bracers



CUSTOMER



Shocking Helmet



CUSTOMER



Shield of the Titans



CUSTOMER



Vorpal Greaves



CUSTOMER



Full Plate of the Dragons



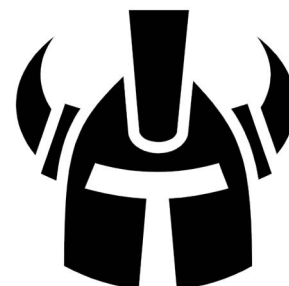
CUSTOMER



Bracers of the Titans



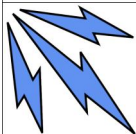
CUSTOMER



Helmet of the Dragons



CUSTOMER



Shocking Shield



CUSTOMER



Greaves of the Elves



CUSTOMER



Fiery Full Plate





CUSTOMER



Everlasting Shield



CUSTOMER



Everlasting Bracers



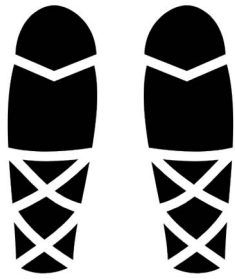
CUSTOMER



Helmet of the Dwarves



CUSTOMER



Greaves of the Dwarves



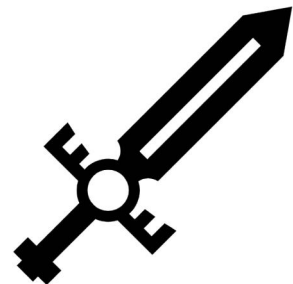
CONNOISSEUR



Shocking Cudgel of the Titans



CONNOISSEUR



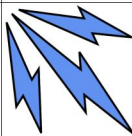
Shocking Sword of the Elves



CONNOISSEUR



Shocking Shield of the Dwarves



CONNOISSEUR



Shocking Grimoire of the Dragons



CONNOISSEUR



Fiery Helmet of the Elves









CONNOISSEUR




Fiery Greaves of the
Titans

CONNOISSEUR



Fiery Sword of the
Dwarves





CONNOISSEUR



Fiery Bracers of the
Dragons








CONNOISSEUR




Vorpal Slingshot of
the Elves

CONNOISSEUR



Vorpal Longbow of
the Titans





CONNOISSEUR



Vorpal Torch of the
Dragons





CONNOISSEUR



Vorpal Shuriken of
the Dwarves








CONNOISSEUR




Everlasting Ladder of
the Elves

CONNOISSEUR

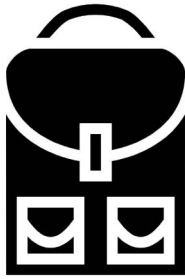


Everlasting Full Plate
of the Dwarves





CONNOISSEUR



Everlasting Backpack
of the Titans



CONNOISSEUR



Everlasting Waterskin
of the Dragons



CERTIFICATION

Check 4 boxes
in the Steel
Material column

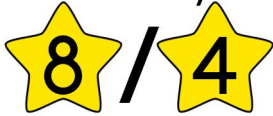
Steel Material
Mastery



CERTIFICATION

Check 5 boxes
in the Wood
Material column

Wood Material
Mastery



CERTIFICATION

Check 6 boxes
in the Leather
Material column

Leather Material
Mastery



CERTIFICATION

Check 6 boxes
in the Elemental
Energy column

Elemental Energy
Mastery



CERTIFICATION

Check 5 boxes
in the Arcane
Energy column

Arcane Energy
Mastery



CERTIFICATION

Check 4 boxes
in the Wild
Energy column

Wild Energy Mastery



Ye Olde Magick Shoppe (v0.7.2)

Shoppe Name: _____

CRAFTING

Die Rolls (spend 2/round)

1 2 3 4 5 6 7 8 9 10

Steel Wood Leather

SPELL RESEARCH

Elemental Arcane Wild

Extra Dice

Bonus Modifier Value

= (-1) -2 -3 = (+1) +2 +3

GEAR	Bonus	Materials Needed
Waterskin		≥ 3
Torch		≥ 3
Backpack		≥ 1 ≥ 6
Ladder		≥ 7 ≥ 1
Grimoire		≥ 5 ≥ 4 ≥ 4

WEAPONS	Bonus	Materials Needed
Slingshot		≥ 7
Cudgel		≥ 6
Shuriken		≥ 4
Longbow		≥ 8 ≥ 6
Sword		≥ 6 ≥ 5 ≥ 4

ARMOR	Bonus	Materials Needed
Bracers		≥ 9
Helmet		≥ 5
Shield		≥ 3 ≥ 9
Greaves		≥ 7 ≥ 5
Full Plate		≥ 8 ≥ 2 ≥ 8

Energies Needed	Bonus	ENCHANTMENTS
≤ 6 ≤ 11		Fiery
≤ 2 ≤ 10		Shocking
≤ 1 ≤ 9		Everlasting
≤ 12 ≤ 2 ≤ 7		Vorpal
≤ 11 ≤ 10		of the Elves
≤ 8 ≤ 4		of the Dwarves
≤ 7 ≤ 4		of the Titans
≤ 3 ≤ 9 ≤ 2		of the Dragons

Energies Needed	Bonus	CHARMS
≤ 10 ≤ 8		Crafting Efficiency <i>Circle next (-) modifier value</i>
≤ 4 ≤ 8		Crafting Proficiency <i>Circle next (-) modifier value</i>
≤ 5 ≤ 6		Spell Research Efficiency <i>Circle next (+) modifier value</i>
≤ 7 ≤ 6		Spell Research Proficiency <i>Circle next (+) modifier value</i>

Energies Needed	Bonus	GLYPHS
≤ 3 ≤ 5		Gear Discounting <i>☆ per Gear crafted</i>
≤ 3 ≤ 5		Weapon Discounting <i>☆ per Weapon crafted</i>
≤ 1 ≤ 3		Armor Discounting <i>☆ per Armor crafted</i>



Material Mastery



Energy Mastery



1-8
45m
10+

THE HOOK

You are the owner of a magic item shop, crafting items and researching spells to sell to the adventurers of the land. But your customers are impatient and will not hesitate to go to your competitor if they think they can find their item there.

Die Rolls (spend 2/round)		Steel	Wood	Leather	Crystal	Iron	Wild	Extra Dice						
1	2	3	4	5	6	7	8	9	10	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		Bonus Modifier Value												
		▽ = -1 -2 -3		▲ = +1 +2 +3										
GEAR	Bonus	Materials Needed	Energies Needed	Bonus	ENCHANTMENTS									
★ Waterskin	▽	≥3	≤6	≤11	▲	Fiery 🔥★								
★ Torch	▽	≥3	≤2	≤10	▲	Shocking ⚡★								
★ Backpack	▽	≥1	≤6	≤9	▲	Everlasting ∞★								

Dice are spent to mark crafting and spell research boxes in certain columns. Crafting requires high numbers. Spell research requires low numbers.

★ Waterskin	▽	≥3	≤6	≤11	▲	Fiery 🔥★			
★ Torch	▽	≥3	≤2	≤10	▲	Shocking ⚡★			
★ Backpack	▽	≥1	≤6	≤9	▲	Everlasting ∞★			
★ Ladder	▽	≥4	≤4	≤7	▲	Vorpal 🌀★			
★ Grimoire	▽	≥5	≤5	≤8	▲	of the Elves 🌿★			
WEAPONS		Bonus	Materials Needed	Energies Needed	Bonus	CHARMS			
★ Slingshot	▽	≥4	≤4	≤4	▲	Crafting Efficiency ⚙️★			
★ Cudgel	▽	≥4	≤4	≤2	▲	Crafting Proficiency 🛠️★			
★ Shuriken	▽	≥4	≤4	≤4	▲				
★ Longbow	▽	≥6	≥5	≥4	▲				
★ Sword	▽	≥6	≥5	≥4	▲				

To claim a customer you must complete the requested item and spells.



Each round, all customers rotate, eventually leaving your shop after 3 rounds

COMPONENTS

- Pad of Player Sheets
- 4 dice - d6, d8, d10, d12
- 6 Certification Cards
- 56 Customer Cards

DESIGNED BY

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