

CREATING YOUR WIZARD

Before playing, every player makes a Wizard. To do this, each player will need a “Personal Notes” booklet and a “Student Spellbook” booklet. Fill out the profile page in the first and create spells in the second. You hand your spellbook to the Game Master once your done. You may only write the names of your spells in your Personal Notes.

YOUR SPELLS

Spells are cast by drawing out shapes onto paper (or anything handy). Using your spellbook, you may create a spell for each page. A spell consists of as few or many of the following shapes:



These shapes may touch, overlap, be any size, or orientation.

CASTING SPELLS

To cast a spell, declare what spell is being used and describe how it will affect the current situation. Then draw the spell and the GM will compare accuracy.

Wizard Tom casts Lightning bolt to zap the evil troll. Tom's player draws out Lightning Bolt:



It matches Tom's original spellbook, so it works!

HOW TO PLAY

In *Arcane Arts*, players cast spells to solve their problems. Prior to play, each player will have created a spellbook with however many spells they want. When drawing a spell, the GM compares to the spellbook. If the drawing is incorrect in some way, the GM will then use facts about the character (from the Personal Notes profile) to explain how the spell went wrong.

KEETON'S SCHOOL FOR THE ARCANE ARTS

In this tabletop roleplaying game, players take on role of young wizards attending Keeton's School for the Arcane Arts. Players will need to use their magic to overcome teachers, tests, and monsters.

FACING FOES

Foes have a “Block” and an “Attack” shape. The “Block” shape is one of the spell shapes and blocks any spell with that shape. “Attack” shapes always work if the player tries to oppose with a spell with that shape. A player can try to adjust their spells by removing shapes, but if they fail while doing this, their magic fizzles and stops working until they can rest.

OVERCOMING OBSTACLES

When trying to solve a problem, players may use any spell at their disposal and describe how the spell would solve the problem. They then cast the spell, GM determines accuracy, and describes how the spell helped or made things worse. Sometimes even the best cast spells can create more problems.

The spell always happens, but maybe not in the best way. Students may also attempt to cast each others' spells, but they cannot advise each other on how the spell design looks. If you mess up another student's spell, it backfires worse. Students can take time to study their spellbooks. During scenes they are not present for, they may request their spellbook to study their spells. They must return when done.