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The Scepter of Zavandor



In the world of Zavandor, many races, such as humans, elves, fairies and goblins, live in harmony. There was once a time of great war, but now they live in peace. However, Zavandor is still a dangerous world, where fearsome dragons and foul-smelling undead exist. People live in constant fear of a massive volcano that could erupt at any moment. Many hope for the arrival of a great wizard who will protect the world, bringing a day where no one lives in fear.

You can extract magic from various gems to create potions, explore the world of Zavandor using this magic, and gain numerous items to become stronger. You can also make a contract with the guardians of Zavandor to gain immense fame. Zavandor is a vast world. It's hard to explore everywhere by yourself, even with abundant magic and powerful items. However, you need not worry. You are already a skilled wizard capable of using summoning spells effortlessly. By summoning your duplicates, you can explore diverse regions using them. Extract magic from a variety of powerful gems and become the greatest wizard of Zavandor.

In this rulebook, there are *handwritten* sentences like the text above. These sentences explain the world of Zavandor rather than the game's rules. If you want to quickly check the rules, you can skip these parts.



Introduction to the World of Zavandor

Goblin Village



Exploring Goblin Village allows you to purchase gems at a discounted price.

Natural merchants, goblins sell anything that makes money, including mysterious magical items from unknown sources. In Goblin Village, magical potions are used as currency and are more valuable than regular money. For goblins, who cannot use magic, magical items are merely a means of making money. They dominate the market for rare magical items, which fetch the highest prices in Zavandor. Particularly, special gems from somewhere within Goblin Village that can release powerful magic, making them worth more than ordinary gems. It is known that you can buy gems at a discounted price if you venture deep into Goblin Village.

Witch's Forest



Exploring Witch's Forest allows you to receive 2 magic cards per stage.

It is believed that powerful magic can only be extracted from gems. However, old witches have the ability to brew powerful magic potions using strange ingredients like dried frogs or cat whiskers. It is said that kind witches in Witch's Forest sometimes give magic potions as a gift, but is it safe to accept them? Wouldn't they make some absurd demand in return later? Such thoughts might be a doubt cast on the pure kindness of the witches who live alone in the forest. In fact, before the war, there were many small villages where people lived in Witch's Forest. Now, overgrown trees have turned the area into a forest, and no traces of the villages remain. Women who couldn't leave the forest after losing their families in the war have become witches protecting this forest.

Dragon's Valley



Exploring Dragon's Valley allows you to obtain dragon scales, which provide discounts on items and guardian contracts.

No one would willingly venture into the land of dragons, which are said to eat anything that moves. However, if you're lucky, you might obtain a dragon scale there. While collectors use dragon scales as rare ornaments, goblins see them differently. Possessing a dragon scale signifies that you are a powerful wizard capable of battle with dragons. Goblins will also respect you, and goblin merchants will provide magical items at a discounted price. If you can obtain a dragon scale, even the fearsome guardians of Zavandor will show you respect.

Elfenwood



Exploring Elfenwood allows you to gain additional magic each round.

Elves have created their own hideouts deep within the mysterious forest. It is said that within this mystical forest, there is a lake filled with water containing magic. Could this lake be the source of the elves' powerful magic? In the deepest part of Elfenwood, there is a spring underneath a very beautiful and mysterious tree. Rumor says, that the spring holds a powerful magic. However, it's nearly impossible for a non-elf to find the path to the tree because of the maze-like forest. There was a time when relations between humans and elves were so bad that no human who entered the elven forest returned alive, but in this era of peace, no elves attack humans.





Portal

This is the place where new duplicates are summoned.

At the heart of Zavandor, there once stood a grand oak tree that was sacred to the elves. Though ignorant humans cut it down long ago, the roots still lie deep underground, emitting a holy aura. This place, connected to all regions of Zavandor, is crucial for wizards exploring the vast world. Given the enormity of Zavandor, wizards use summoning spells to call forth their duplicates. Powerful wizards have collectively opened a portal here, and all summoned duplicates appear through this portal.



Fire Mountain

Exploring Fire Mountain allows you to acquire the knowledge of fire, enabling you to extract magic from rubies.

Fire Mountain spews hot lava, threatening to consume everything in its path. No one would foolishly climb it out of curiosity. However, if you risk everything and successfully climb Fire Mountain, you might obtain the knowledge of fire. It describes the most powerful magic, fire magic and allows you to control the magic from rubies. To date, no wizard has perfectly controlled the magic of rubies. Even mages who have received elite training in fire magic have yet to extract magic from rubies. The legendary archmage, who first extracted magic from rubies couldn't fully harness their power. Perfectly mastering the extraction and harnessing of the immense magical power from five rubies might be an impossible dream.



The Ruins

Exploring the Ruins allows you to find items with sockets for gems.

Once a thriving city, now a desolate wasteland, the Ruins bear the scars of war, with no inhabitants left. The remnants of numerous houses and walls suggest the city's former prosperity. Though the city has fallen, its treasures remain buried. Necromancers, who pursue dark magic warn people, not to seek these treasures. They continually raise the dead. The raised war spirits wander without consciousness, attack the living, and prevent the careless excavation of the buried treasures.

Character Introduction

Mage

Starting Location: Fire Mountain Stage 1

Starting Magic Hand:  **Starting Magic:**    

Mages are skilled in powerful fire magic. Trained from a young age in elite schools, they often become royal guard mages or military officers commanding the battlefield. During the peak of the war between humans and elves, the mages played a significant role with their fire magic. But now the long war is ended, and in the peaceful era of Zavandor, the prestige of royal mages isn't what it used to be. Though they study fire magic, none have yet succeeded in extracting energy from rubies. This leads some to view them as unnecessary burdens wasting tax money.



Elf

Starting Location: Elfenwood Stage 1

Starting Magic Hand:  **Starting Magic:**   

Descendants of elves who survived the long war now live in the depths of Elfenwood in a peaceful era. Elves are naturally adept at magic and gain abundant mana from the energy of Elfenwood. They prioritize coexistence with nature and show little interest in the world outside the forest. While many fear the magic-skilled elves, their beautiful appearance has become an object of admiration in times of peace.



Necromancer

Starting Location: The Ruins Stage 1

Starting Magic Hand:  **Starting Magic:**    

Necromancers, obsessed with dark magic and possessing the eerie ability to raise the dead, are shunned by everyone. They mainly operate at night, associating with demons and undead and studying dark magic. They rarely speak, leaving their magical intentions largely unknown. Some people request necromancers to revive deceased family members, but the resurrected become mindless monsters attacking anything in sight, devoid of their former memories.





Witch

Starting Location: Witch's Forest Stage 1

Starting Magic Hand: **Starting Magic:**

Living in the Witch's Forest, they cause no harm but are plagued by strange rumors of child eating and curses. There was a time when witches were falsely accused and burnt alive when disasters struck villages. Although witch burning is now illegal, witches still live in the deep forest in hiding. They can brew magic potions without extracting magic from gems, using other mysterious ingredients.



Kobold

Starting Location: Goblin Village Stage 1

Starting Magic Hand: **Starting Magic:**

Often mistaken for small humans or children, kobolds are closer to goblins, being their cousins rather than humans. Unlike goblins, kobolds can use magic and are very strong despite their small size. Underestimating them can lead to severe beatings. Goblins once lived entirely separate from humans, but now, thanks to kobolds' strong ties with goblins, there is active trading between humans and goblins.



Fairy

Starting Location: Dragon's Valley Stage 1

Starting Magic Hand: **Starting Magic:**

Fairies resemble humans but can be easily identified by their wings. They can communicate with all animals, from small birds to fierce beasts, though they avoid close interactions with humans for some reason. They sometimes appear to children but swiftly fly away when adults approach. According to children who have spoken to them, fairies have a hideout in the depths of Dragon's Valley, making them the only creatures who can befriend the feared dragons.



Druid

Starting Location: Portal at the Center of the Game Board

Starting Magic Hand: **Starting Magic:**

Having shown exceptional talent in summoning magic from a young age, the druid aspires to become an archmage. Inspired by the memoirs of the legendary archmage detailing his experiences at the magic school, the druid takes pride in sharing the same druid lineage as the legend. As a young adult, the druid is determined to explore all regions of Zavandor to achieve the dream of becoming an archmage.

Components Overview

1 Game Board

World Map of Zavandor

1



1. The edge of the game board has a score track. All players start at 3 Victory Points (VP), but once someone reaches or exceeds 10 VP the game changes.
2. The game board is divided into six regions, each containing four stages for exploration.
3. To explore each location within a region, you must use the amount of magic indicated there. Some locations will increase or decrease your magic hand, and most locations offer additional rewards.
4. Upon reaching the final location in each region, you receive rewards and additional VP.
5. The portal at the center of Zavandor is where new duplicates are summoned.

Druid's Exploration Journal



The Zavandor game board is double-sided. Both sides have the same functions and contents, allowing you to choose your preferred side.

Using the **World Map of Zavandor** gives a more intuitive feel for the story and theme of Zavandor.

The **Druid's Exploration Journal** side is ideal for those familiar with the previous edition of the game. Additionally, it can be folded in half, making it suitable for playing in smaller spaces.

6 Character Boards

The back of every character board features the optional rule character, Druid. All components for optional rules have  marked on them.



1. There are 5 spaces for duplicates, each indicating the required magic for summoning.
2. This is where you place spell books. All characters start with the Opal and Sapphire Spell Book. During the game, you will place new spell book tokens here.
3. This shows the trade level of gems, which can be changed as you explore Goblin Village.
4. This indicates the magic gained each round from exploring Elfenwood.
5. This is where you place dragon scales obtained from exploring Dragon's Valley. Dragon scales provide discounts on magic needed for item purchases and contracts with guardians.

6. This is your personal storage. Store inactive gems here. When using the **Druid's Exploration Journal** game board, place summoned duplicates here. You can also find the starting magic in here.
7. This shows the magic hand. It indicates the number of magic hands available to store leftover magic for this round. The red-marked area indicates the starting magic hand for each character.
8. The magic circle. Activate gems and extract magic from them to create potions.

6 Book-Shaped Summary Books



The cover of each summary book lists the order of turns from 1 to 6 and the benefits or penalties for each turn. The back side summarizes the VP for each gem and the number of magic hands required to store potions.



When opened, the summary book details the functions and order of appearance of all item cards, along with the number of cards used based on the number of players.

18 Storage Containers



124 Gems

Gems are stored in the storage containers, separated by type



28
Opals



28
Sapphires



24
Emeralds



24
Diamonds



20
Rubies

60 Opal Magic Potion Tokens

Opal potion tokens are stored in separate storage containers by type



35
Opal Magic Potion
Tokens (Value 2)



10
Opal Magic Potion
Tokens (Value 5)



15
Opal Magic Potion
Tokens (Value 10)

32 Large Magic Potion Tokens

Large potion tokens are stored in separate storage containers by type



10 Large
Sapphire
Potion Tokens



8 Large
Emerald
Potion Tokens



8 Large
Diamond
Potion Tokens



6 Large
Ruby
Potion Tokens

36 Player Duplicates

(6 per color)



18 Player Markers

(3 per color)



6 Score Markers

(1 per color)



Player duplicates, player markers, and score markers are stored in storage containers sorted by color.



24 Item Tokens

Emerald spell books and diamond spell books are stored in their respective gem storage containers



3 Emerald Spell Book
Tokens



3 Diamond Spell
Book Tokens



6 Ruby Spell Book
Tokens



6 Silver Dragon
Scale Tokens



6 Gold Dragon
Scale Tokens

Each player's storage container includes one Ruby Spell Book, one Silver Dragon Scale, and one Gold Dragon Scale.

5 Character Items for Optional Rules

These components are used only when applying optional rules, detailed on page 30



1 Magic Token for
Elf



Dried Frog Token
for Witch



Baby Dragon Scale
Token for Fairy



Magical Candle
Holder Token for
Necromancer

9 / 5	18 / 10	27 / 15	36 / 20	54 / 30
8 / 4	16 / 9	24 / 13	32 / 18	48 / 27
7 / 4	14 / 8	21 / 12	28 / 16	42 / 24
6 / 3	12 / 7	18 / 10	24 / 14	36 / 21

Price Tag Token with different
prices for Kobold

2 X Card Storage Trays



One tray stores Magic potion cards, separated by type. The other tray stores item cards, magic ring cards, magic necklace cards, and character selection cards in four compartments. During gameplay, the tray can also hold used Magic potion cards.

132 Magic Potion Cards

The back of each magic potion card shows the minimum, maximum, and average amount of magic for the potion



36 Sapphire Potion Cards



32 Emerald Potion Cards



32 Diamond Potion Cards



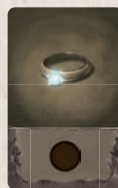
32 Ruby Potion Cards

36 Item Cards

There are 12 types of item cards, each with 3 cards, labeled with stage A, B, C, or D on the back



6 Magic Ring Cards



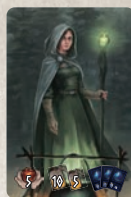
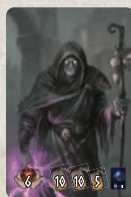
6 Magic Necklace Cards



Magic rings and magic necklaces are special item cards that can be obtained by exploring the ruins.

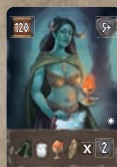
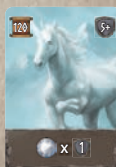
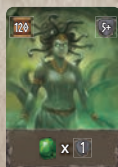
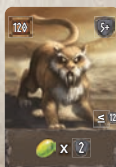
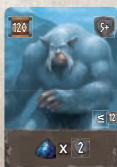
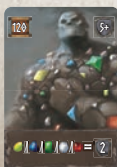
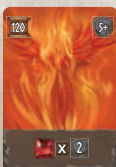
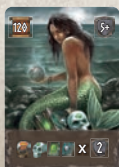
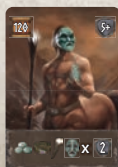
7 Character Selection Cards

These cards allow for random character selection. Each card shows the starting hand and resources for the character, with the background depicting the character's starting location. The Druid is used only when applying optional rules.



10 Guardian Cards

The succubus is used only when applying optional rules.



Set up

1. Spread the game board out in the center of the table.

2. Use the item cards according to the number of players:

2 players: Use only 1 of each item card.

3-4 players: Use 2 of each item card.

5-6 players: Use all the item cards.

Then, divide the item cards into stacks labeled A, B, C, and D, shuffle each stack, and stack them with A on top, followed by B, C, and D to form one deck.

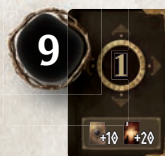
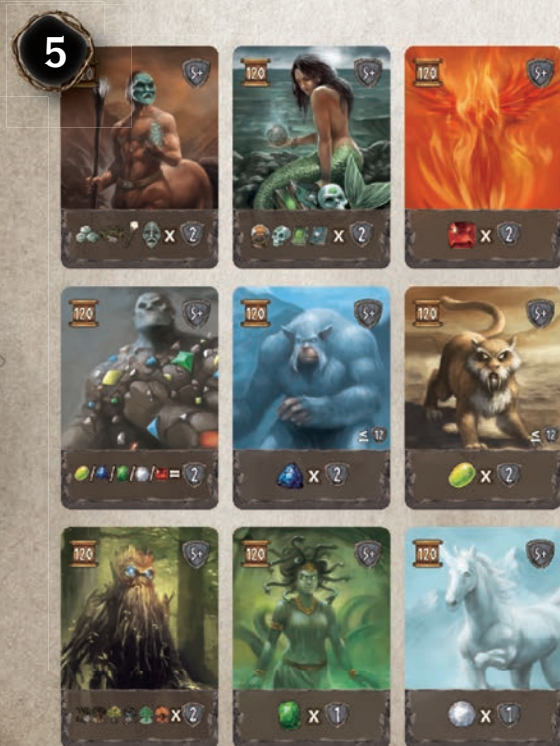
3. Lay out as many item cards as the number of players. For a 3-player game, lay out 3 cards as shown below.



4. Place the five types of gems near the game board. This area, along with the item cards, is referred to as the Goblin Shop in the game.



5. Arrange the Guardian cards next to the game board as shown in the illustration. The order or arrangement is not important, so if space is limited, they can be stacked.



9. Decide the starting player by any method, then, in a clockwise direction, each player takes a magic book numbered in order. Each player then chooses a color and takes the corresponding token container.



10. Players use different characters in the game. To determine which character each player will use, shuffle the character cards and deal one to each player at random. They will use the character on the card they receive.

Note: The Mage can be difficult to play without experience in this game. If a player is new and receives the Mage character card, it may be best to choose a different character by mutual agreement.

11. Each player places one of their duplicates at their character's starting point. The starting area is the first location in the region matching the character's background image. If using the Druid, the starting area is the Magic Portal in the center of the game board.

Note: If using the Druid's exploration log side, the order from top to bottom for each horizontal row is: Kobold, Elf, Mage, Witch, Fairy, Necromancer. The Druid's first duplicate is placed in their storage.

12. Place each player's score token on the 3 VP space of the score track on the game board.



6. Shuffle each of the four types of Potion cards and place them near the game board.



7. Place the Opal Magic Potions and Large Magic Potions near the game board.



8. Place the Magic Ring cards and Magic Necklace cards next to the game board according to the number of players. Place Diamond Spell Book and Emerald Spell Book according to the number of items used in part 2 of the setup.



13. Each player takes the character board matching their character card and places it in front of them. Place 5 duplicates on the personal board as shown.



14. Place a player marker on the top space of the gem price chart on each personal board. For players using the Kobold character, place it at 1.



15. Place a player marker on the space marked 0.

16. Place a player marker to indicate each player's magic hand. The character card shows a starting magic hand size of 4 to 6, indicating the number of potions that can be kept at the end of a turn.

17. Each player takes 2 Opals and 1 Sapphire and places them in the desired sockets on their personal board's magic circle. Since there're 2 activated Opals and 1 activated Sapphire, the starting VP are 3.

Example: For the Witch, the starting location is the first stage of the Witch's Forest as shown in the background image. Set the hand size to 5, take 1x 10 Opal magic potion, 1x 5 Opal magic potion, and 1 Sapphire magic potion card, and add 2 more cards as the starting area's reward, totaling 3 cards. All these potions can be used in the first round.



18. Each player receives the starting resources indicated on their character card. These include rewards from their starting area, so no additional rewards are taken from the starting area.

Gameplay



Each player takes turn according to the turn order number on Summary card.

On your turn, you may perform the following actions. Actions can be performed in any order, and as many times as you want, but the **Explore Action** can be performed **only once per turn**.

When you have performed all the actions you want (or not at all), the next player's turn begins.

- **Summon a Duplicate:** Pay the required Magic to summon a new duplicate.
- **Purchase Gems:** Buy gems according to the prices on your price chart.
- **Activate Gems:** Place gems in the magic circle or item sockets to activate, or store them in your personal storage.
- **Sell Gems:** Sell gems according to the prices on your price chart.
- **Item Auction:** Choose an item and start the auction. If you win the auction, apply the item's ability and score immediately.
- **Contract with Guardians:** Complete to form a contract with a guardian. Apply the score immediately.
- **Explore:** Use power to move one of your duplicates to the next exploration location.

How to Use Magic



Magic is used for various actions such as buying gems or items, exploring, and summoning duplicates.

You can use any combination of magic potions you have. Extra magic can be given as change in Opal potions, regardless of the types of potions used.

Note: Opal potions are available in values of 2, 5, and 10. There are no 1-magic potions, so you might lose 1 magic in some cases.

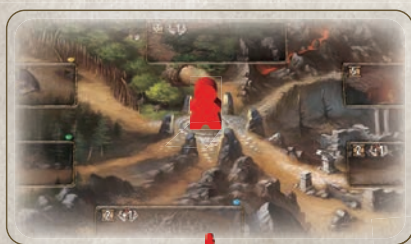


If you lack sufficient magic or want to conserve some magic potions, you can sell gems to make up the difference.

Note: You can sell gems to pay for an item won at auction or for a contract with a guardian, even if it's not your turn.

Summon Duplicates

Exploring the vast world of Zavandor can be daunting, but worry not. At the center of Zavandor there's a portal used for summoning magic, and you are adept at this. With sufficient magic, you can summon up to five additional duplicates to explore different regions of Zavandor. However, remember that summoning duplicates requires a lot of magic.



The magic needed to summon duplicates is indicated to the right of the duplicates on your personal board. Pay the required magic to summon the duplicate. All duplicates work the same, but the cost to summon them varies. You can choose which duplicate to summon based on your strategy. Sometimes it might be necessary to summon a clone that requires more magic first.

Newly summoned duplicates are placed on the portal at the center of the game board. If using the **Druid's exploration log** side of the game board, place them in your storage.

Purchasing Gems

Each gem emits a different energy wave, and only wizards can convert this energy into magical power. This requires a high level technique. Extracting magic from each type of gem requires profound knowledge of that specific gem, meaning mastering all gems' magic necessitates vast knowledge. Thus, most wizards focus on specific areas of expertise.

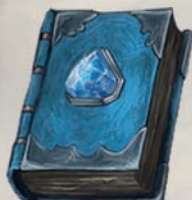
There are 5 types of gems, but you can only purchase gems for which you have the corresponding spell book. Without the spell book, you cannot purchase that type of gem.



Opal Spell Book

All players have this spell book by default, allowing them to purchase opals from the start.

Those with some magical aptitude can sense the energy flowing from the earth. By merging this earth energy with the energy of opals, one can extract some magic. The basic magic derived from earth knowledge is fundamental, as all self-proclaimed wizards can control earth's energy flow.



Sapphire Spell Book

All players have this spell book by default, allowing them to purchase sapphires from the start.

The energy generated by water has very complex flows, making wizards who understand water knowledge truly deserving of the title. Once the complex energy flow of water is understood, extracting magic from sapphires becomes possible. Advanced gems like sapphires can concentrate large amounts of energy by collecting four of the same type and storing it in a large container.



Emerald Spell Book

Only players possessing the "Emerald Spell Book" can purchase emeralds.

The Emerald Spell Book contains knowledge of nature and covers energy flows from moss to large forests. While some wizards study the knowledge of nature to use healing magic, the ultimate goal is always to extract magic from emeralds, which possess similar energy to nature. Wizards capable of extracting magic from emeralds are rare.



Diamond Spell Book

Only players possessing the "Diamond Spell Book" can purchase diamonds.

The Diamond Spell Book contains knowledge of wind and covers the energy flows of all atmospheric phenomena, from gentle breezes to massive tornadoes. Wind magic is considered powerful for its ability to cut objects sharply or launch them afar without touch. However, by applying the energy flows learned through wind knowledge, magic can be extracted from diamonds. Wizards who master wind knowledge can extract immense amounts of magic at once, making them formidable beings.



Ruby spell book

Players can obtain the "Ruby Spell Book" only after exploring the final area of the Fire mountain. The player possessing "Ruby Spell Book" can now purchase rubies. Unlike other gems, rubies are limited to a maximum of five per player.

Note: The 'Mage' character can purchase one ruby from stage 3 of the Fire Mountain without the "Ruby Spell Book."

Knowledge of Fire involves controlling flame energy, a theoretically near-impossible feat. Mages showing exceptional talent in fire magic receive elite education from a young age, aiming to extract energy from rubies through the ultimate knowledge of fire. While powerful attack spells using fire have been mastered, no mage has successfully turned the vast energy from rubies into a potion. Records suggest a legendary archmage extracted energy from rubies using knowledge from the Fire Mountain. Whether this is truth or myth remains unknown, but the energy of rubies is immensely powerful, and is incomparable to other gems. The condensed magic within rubies makes it nearly impossible to store their vast energy in a small potion vial. Many wizards have pursued this legendary archmage's path to the Fire Mountain. None have returned.

As an excellent wizard, you already possess knowledge of earth and water, allowing you to purchase opals and sapphires. However, you cannot progress beyond a novice wizard with just these gems. To become a powerful wizard, you need to extract magic from stronger gems. Owning the Emerald Spell Book or Diamond Spell Book earns you respect as a wizard. Alternatively, mastering knowledge of fire to obtain the Ruby Spell Book is another option. But remember, other wizards will not wait idly for you to master knowledge of fire and extract magic from rubies.

You can acquire the “Emerald Spell Book” and “Diamond Spell Book” through item purchases and obtain the “Ruby Spell Book” by exploring the Fire Mountain. There are designated slots on your personal board for an Emerald, Diamond, and Ruby Spell Book, next to the Opal and Sapphire. The column where a spell book is placed serves as the price list for that gem type. The large number indicates the purchase price, while the small number shows the selling price.

Once a spell book is placed, you can purchase the corresponding gem. Gems other than rubies have no maximum holding limit, allowing you to buy as many as you want.

Note: The number of components in this game does not limit quantities. If a shortage of specific gems occurs during gameplay, use appropriate substitutes. Shortages are rare in normal gameplay.

Gem prices vary depending on the vertical line representing the gem trading level. For example, if the trading level is II and you purchase a sapphire, it costs 16 magic per sapphire. If the trading level changes due to exploring Goblin Village, adjust the trading level **immediately** to apply new prices.

	Opal Spell Book	Sapphire Spell Book	Emerald Spell Book	Diamond Spell Book	Ruby Spell Book
			placed here		
	10/5	20/10	30/15	40/20	60/30
I	9/4	18/9	27/13	36/18	54/27
II	8/4	16/8	24/12	32/16	48/24
III	7/3	14/7	21/10	28/14	42/21
IV	6/3	12/6	18/9		
				36/18	
	trading level			purchase price / selling price	

Activating Gems

Wizards can create magic circles to extract power from gems. However, these magic circles can activate no more than five gems at a time. To activate more gems, you need magical items with sockets. If you're lucky, you can purchase socketed magical items from the Goblin Shop. Remember, competition for these socketed items is fierce among wizards! Exploring ruins to find hidden treasures with a socket can be a good alternative, albeit risky.

To extract magic from a gem, you first need to **activate** it. Note that you can activate or deactivate gems **only on your turn**.



To activate a gem, place it in one of the 5 sockets on the magic circle. Since a magic circle can only activate up to five gems, no matter how many gems you have, you cannot extract magic from them unless they are activated.

To activate more than 5 gems, you need magical items. Items capable of activating gems will have socket illustrations. By placing gems in these sockets, you can activate additional gems. On your turn, you can activate gems you have newly purchased or already own by placing them in the magic circle or item sockets. Conversely, you can deactivate activated gems by returning them to storage.



Activated gems immediately grant VP, and their VP are shown above. Additionally, they are also summarized on the **back of the summary book**.

VP decrease immediately when gems are deactivated. Only the VP from **activated gems are counted**.

If desired, all gems can be deactivated. However, if you wish to start an auction for the ‘Magic Mirror’ or ‘Invisible Cloak,’ you must **have at least one activated gem**. If you do not win the bid, you must discard one activated gem.

Note: Deactivated gems in storage can also be sold. If needed, you can purchase and store as many gems as you like.

Selling Gems

Gems sold by Goblin merchants in the human villages are quite expensive due to their rarity and high demand. Thus, wizards often visit the Goblin Village, where gems are traded wholesale at lower prices. The deeper you venture into the Goblin Village, the cheaper the gems are rumored to be. However, be aware that skilled Goblin merchants apply wholesale prices when buying gems from those who know the wholesale prices.



The selling price of gems is indicated by the small number to the right of the purchase price on your current gem price list.

Gems can be sold regardless of whether they are activated. The potions you receive from selling gems are **only Opal Potions of value 2, 5, or 10**. Remember, you cannot receive other types of potions. Additionally, in all situations where you need to pay or use magic, including item transactions and contracts with guardians, you can use gems as a substitute. The value of the gems is equivalent to their selling price.

Note: If you plan to sell gems, it may be beneficial to sell them when the gem trading level is low. Right after selling gems, you can explore the Goblin Village to raise the trading level, and purchase more gems.

Example: You won an item in an auction. You used some of your potions and paid the remaining cost with the gems you had, calculated at their current value.

Item Auctions

Wizards enhance their power by acquiring magical items. The easiest way to obtain items is by purchasing newly stocked items from the Goblin Shop. Although it's unclear how Goblin merchants acquire these precious goods, it is certain that all wizards desire them, making acquisitions highly competitive. If there are other competitors for an item, you may need to outbid them in an auction.

Players can obtain item cards through auctions. **The current player selects one item and the auction starts. Other players cannot suggest or influence the item selection. Additionally, the current player can initiate auctions as many times as they want during their turn, whether they won or not.**

To start an auction, the current player first declares the amount of magic they will pay to purchase the card. The starting bid must be **equal to or greater than** the magic cost shown at the top left of the card.



The next player in clockwise order **must either declare a higher bid or pass**. A player who has passed can no longer participate in that auction. The maximum bid a player can declare is the sum of all their available magic and the selling value of all their gems.

The auction continues until all players except the highest bidder pass. The highest bidder then purchases the item card, immediately applying its effects and scoring the VP shown at the top right of the card. The effects listed at the bottom of the card are applied in any order. If an exploration or summoning duplicate effect cannot be applied immediately, the effect is lost.

Once an item is won in an auction, no new item cards are revealed until the start of the next round.

If the winner cannot pay the full amount of magic with their available resources, they must make up the difference with gems. If, due to a calculation error, they still cannot pay, the auction is cancelled, and the player returns all paid magic and gems. The item card is returned to the Goblin Shop. The player then faces a penalty where they must keep all their magic cards visible for the remainder of the game. This rule helps to correct beginner mistakes and cannot be used as a deceitful strategy.

Note: When you bid the magic in an auction, carefully calculate any discounts or additional costs.



Example: Purchasing the 'Invisible Cloak.'

The player has one 'Emerald Spell Book' card, granting a 15 magic discount on the purchase of the 'Invisible Cloak.' However, the player also has more than 10 VP and holds Summary Book 1, which adds 10 magic to the cost. Thus, the net discount is only 5 magic.

The player bids 100 magic for the 'Invisible Cloak,' intending to pay 95 magic after the discount. Although they declared 100 magic, they ultimately pay 95 magic due to the 5 magic discount.



Since the player has one 'Emerald Spell Book', they receive a 15 magic discount on the 'Invisible Cloak,' but with an additional 10 magic cost, the final discount is 5 magic.

Item Cards

These are the item cards available at the Goblin Shop. Item cards are revealed in the order A, B, C, and D and the number of cards used depends on the number of players. This information is also summarized inside the summary book.



A Crystal Orb

Upon purchase, you may immediately explore without using magic. Additionally each 'Crystal Orb' grants a discount of 10 magic when purchasing 'Chalice of Fire.'

This crystal orb shows visions according to the user's magical abilities. It can show places that have never been visited, no matter how distant. These visions guide you safely to your next destination. If you see the summit of the Fire Mountain through the vision, it means you are worthy of owning the Chalice of Fire.



A Emerald Spell book

Upon purchase, take the Emerald Grimoire token and place it on your personal board. You can now purchase emeralds. Additionally each 'Emerald Spell Book' grants a discount of 15 magic, when purchasing an 'Invisible Cloak.' Even if you buy multiple 'Emerald Spell Books,' you only place one emerald spell book token

The Emerald Spell Book, which perfectly organizes the energy flow of nature, is said to have been written by the Elven Queen, who was well-versed in natural magic. Most of the few remaining spell books were lost during the war, making the remaining copies extremely rare. Understanding the camouflage and mimicry of creatures, through knowledge of nature, helps resist the temptation of using the Invisible Cloak for evil purposes.



B Magic Belt

Upon purchase, gain two additional sockets to activate gems. Unlike other items, each player can only own one 'Magic Belt.' Therefore, a player who already owns a 'Magic Belt' cannot start or participate in a 'Magic Belt' auction.

The Magic Belt, made from processed dragon leather, is still relatively cheap in Goblin markets due to their lack of understanding of its value, but it is actually quite precious. The belt has two sockets, allowing magic extraction from the gems placed in them. Knowing its value, every wizard would spend all their magic to acquire it.



A Rune Stone

Upon purchase, your magic hand size increases by 3. Additionally each 'Rune Stone' grants a discount of 5 magic when purchasing 'Diamond Spell Book.'

Using a Rune Stone, inscribed with ancient runes on a mysterious stone, enables the user to perform levitation magic, lifting objects or themselves into the air. There is no better magic for transporting unstable potions. Combining levitation magic with wind magic makes you an immensely powerful wizard.



B Magic Mirror

Upon purchase, summon any one duplicate from your personal board without using magic. Additionally, each other player must choose and discard one activated gem, returning it to the general supply. If a player has no activated gems, they discard nothing. Players without activated gems cannot start a 'Magic Mirror' auction but can participate in one.

Entering through the Magic Mirror takes you to the mirror world, where everything is reflected opposite. Magic doesn't work correctly in the mirror world, causing any magic used there to have strange effects in the real world. For example, extracting magic from a gem in the mirror world might turn the real gem into an ordinary stone. It's said that a wizard once played a prank by secretly extracting energy from another wizard's gem. Remember to always summon your duplicate before entering the mirror world, otherwise, you can't return to the real world.



B Emerald Skull

During the magic extraction phase, it extracts magic equivalent to one emerald gem. You can extract magic even without an 'Emerald Spell Book,' and combining four emeralds, including the skull, allows you to extract a large potion of concentrated magic. However, it is not considered a gem, so it does not affect the scoring of the guardian "Gorgon."

It is said that ancient mermaids, different from today's beautiful mermaids, were hideous creatures with three eyes. The few remaining skulls are highly valued by collectors. The Emerald Skull, a decorated skull of a three-eyed mermaid with emeralds embedded, continuously emits emerald magic.

Example of purchasing a 'Crystal Orb':

If you purchase a 'Crystal Orb,' you immediately receive 1 VP and can perform one additional exploration action. Even if the player has already explored in this round, they can explore once more due to the orb's ability. The player explored from stage 3 to stage 4 in Elven Woods. Normally, this exploration would cost 24 magic, but the orb's effect allowed the exploration without using magic.

Example of purchasing an 'Emerald Skull':

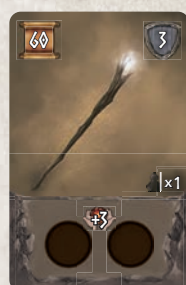
If you purchase an 'Emerald Skull,' you immediately receive 2 VP and get one emerald magic card during each magic extraction phase. Even though the player does not own an 'Emerald Spell Book,' they could extract magic from the 'Emerald Skull' every round. If you have a combined total of 4 'Emerald Skulls' and/or emerald gems, you'll receive a large emerald magic potion.



B Diamond Spell Book

Upon purchase, take the Diamond Spell Book token and place it on your personal board, then receive one diamond gem. This gem can be immediately activated in a socket or stored in your personal storage. You can now purchase diamonds. Even if you buy multiple 'Diamond Spell Books,' you only place one diamond spell book token.

The Diamond Spell Book, containing records of all wind energy flows, is a great legacy compiled by a legendary archmage over a lifetime. When extracting magic from diamonds, everything around starts to levitate and whirl, but returns to its place safely after the extraction. Goblin merchants offer a free diamond when you purchase a 'Diamond Spell Book' on the condition that they can witness the magic extraction process.



C Magic Wand

Upon purchase, you gain two additional sockets to activate gems and your magic handsizes increases by 3. Unlike other items, each player can only own one 'Magic Wand.' Therefore, a player who already owns a 'Magic Wand' cannot start or participate in a 'Magic Wand' auction.

At the heart of Zavandor once stood an oak tree sacred to the elves. Ignorant humans cut it down, sparking a war between elves and humans. Surviving elves retreated into the deep forests, and the once-thriving human cities fell into ruin. This wand, made from the felled oak, makes it easy to extract magic and to create magical shields to protect unstable potions.



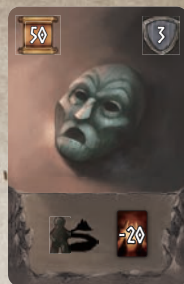
D Invisible Cloak

Upon purchase, you can summon any one duplicate from your personal board without using magic. Additionally, each other player must choose and discard one activated gem, returning it to the general supply. If a player has no activated gems, they discard nothing. Players without activated gems cannot start an 'Invisible Cloak' auction but can participate in one.

This cloak is made from the fur of a mysterious deer living in Elfenwood. The deer is usually transparent and only visible when drinking water, making it difficult even for elves to spot. Wizards with an 'Invisible Cloak' summon their duplicate, and act secretly by themselves, which makes them formidable opponents. Recently, there have been reports of stolen gems, with suspicions pointing towards someone wearing an 'Invisible Cloak.'

Example of purchasing an 'Invisible Cloak':

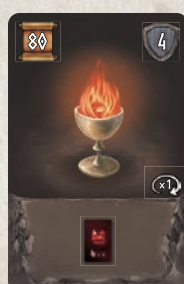
If you purchase an 'Invisible Cloak,' you immediately receive 5 VP and summon a duplicate without using magic. Since you can choose any duplicate, you decided to summon a duplicate that would normally cost 40 magic. Finally, other players discarded one activated gem each.



C Mask of Charisma

Upon purchase, you may immediately explore without using magic. Additionally each 'Mask of Charisma' grants a discount of 20 magic when making a contract with a Guardian. This discount only applies to contracts with guardians and not to item purchases.

This mysterious mask changes not only the voice but also the personality of the wearer. The words spoken while wearing the mask can easily beguile even the fearsome guardians of Zavandor. Since the wearer doesn't remember what happens while wearing the mask, some wizards use it to explore, finding themselves in unknown locations when they remove it.



C Chalice of Fire

During the magic extraction phase, it extracts magic equivalent to one ruby gem. You can extract magic even without the 'Ruby Spell Book,' and combining it with other rubies, you can create a large potion of concentrated magic. However, it is not considered a gem, so it does not affect the scoring of the guardian "Phoenix."

When the endless war between humans and elves showed no signs of ending, the leaders of both sides, unable to bear more sacrifices, agreed to a truce. This Chalice used for the peace toast, symbolizing eternal peace, became a significant treasure. The Chalice, adorned with rubies, was said to have been lit with the everlasting fire of the "Phoenix," symbolizing the agreement never to go to war again as long as the fire burned.



D Talisman

Upon purchase, you can explore twice without using magic. You can explore the same region twice or explore different regions.

Some might think of the 'Talisman' as a well-crafted ornament, but it is actually a mummified object created by a succubus to prevent unborn children from falling into hell. Wearing the 'Talisman' during sleep allows one to meet a succubus in dreams and travel, waking up in the actual place visited in the dream. Time flows differently in dreams, making long dream journeys feel like instant teleportation in reality.

Example of purchasing a 'Talisman':

If you purchase a 'Talisman,' you immediately receive 8 VP and can perform two additional exploration actions. However, since all the player's summoned duplicates already reached the final stages of their respective regions and no duplicates were pre-summoned, the player missed the opportunity to use the two exploration actions.

Contracting with Guardians

Zavandor is protected by powerful guardians. They usually remain unseen but are merciless to intruders. However, under certain conditions, you can contract with the guardians in exchange for great magical power. Once contracted, guardians will lend you their strength whenever needed, becoming your most reliable allies. Each guardian can contract with only one wizard, and this contract lasts for a lifetime. To maximize the potential of these guardians, you must be well-prepared. By contracting with Zavandor's guardians, aim to become the greatest wizard.

Contracts with guardians are conducted similarly to item auctions, with the player who declares the highest amount of magic ultimately contracting with the guardian.

The current player starts the competition for a guardian contract by selecting one of the remaining guardians next to the game board and declaring the amount of magic they will use to contract with that guardian. The player who wins the contract places the guardian next to their personal board.

Players can hold multiple guardians. Each guardian grants 5 VP upon contracting, and each guardian also provides additional VP through their special abilities. These additional VP can change during the game and should be updated immediately when things change. If any player contracts with the fifth guardian of the game, the game continues only until the end of that round, then it ends.

Note: Players can make a contract with guardians, even after the 5th contract.



Minimum Magic Requirement
The minimum amount of magic required to contract with a guardian is the same for all, set at 120.





Victory Points upon contract
All guardians grant 5 points when contracted.



Additional Victory Points X ?
In addition to the 5 VP for contracting with a guardian, players can earn additional VP based on the guardian's special abilities.



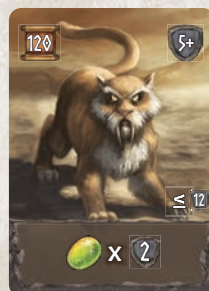
Ent

Additional Victory Points:



Receive 2 VP for each of your duplicates that have reached the final stage of a region

The forest guardian Ent is usually indistinguishable from ordinary trees, as it is rooted in the ground. However, if someone harms the forest, it uproots itself, walking on its roots like legs, and its branches grow rapidly, entrapping the destroyer to ensure they can never escape the forest. If you inform the Ent of the exact locations of Zavandor's giant trees, it will become an even stronger ally, feeding on the trees' essence.



Smilodon

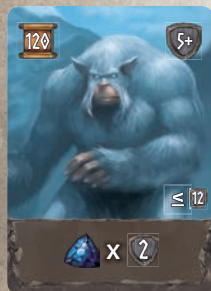
Additional Victory Points:



Receive 2 VP for each active opal. Inactive opals do not grant any VP.

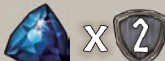
Players can get up to 12 additional VP from this.

The earth guardian Smilodon, with its large teeth and claws, tears apart those who pollute the land. Smilodon's eyes shine like opals, but no one dares to look directly into them. Extracting sufficient earth energy from opals will further strengthen Smilodon's claws and teeth.



Yeti

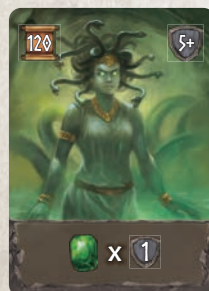
Additional Victory Points:



Receive 2 VP for each active sapphire. Inactive sapphires do not grant any VP.

Players can get up to 12 additional VP from this.

The mountain guardian Yeti saves stranded climbers and manages the snowy mountains to prevent avalanches. However, if anyone takes the eternal snow from the mountains without permission, the Yeti's eyes gleam like sapphires, and it becomes fiercely aggressive. Extracting sufficient water energy from sapphires will eliminate the need to covet the Yeti's source of power, the eternal snow.



Gorgon

Additional Victory Points:



Receive 1 VP for each active emerald. Inactive emeralds do not grant any VP.

The swamp guardian Gorgon's hair is shaped like snakes, and its eyes shine like emeralds. However, being mesmerized by its appearance and making eye contact can turn you to stone, so it's best to keep your distance. With enough emerald energy, Gorgon will become a dependable ally rather than a dangerous entity.



Unicorn

Additional Victory Points:



Receive 1 VP for each active diamond. Inactive diamonds do not grant any VP.

The wind guardian Unicorn appears as a beautiful white horse with a diamond horn on its head. It runs as fast as the wind, almost invisible to the eye, and its powerful movements can cause hurricanes. With the strong energy of diamonds and the Unicorn, you can go anywhere.



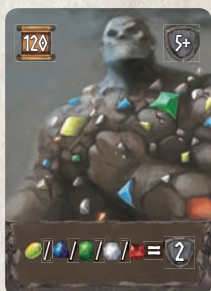
Phoenix

Additional Victory Points:



Receive 2 VP for each active ruby. Inactive rubies do not grant any VP.

The fire guardian Phoenix is said to be immortal, able to light an eternal flame. When Phoenix rises from the Fire Mountain, it engulfs the world in a massive blaze. If you can fully control the immense energy of rubies, you can be an immortal like the Phoenix.



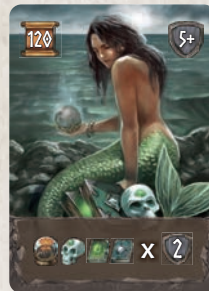
Golem

Additional Victory Points:



Receive 2 VP for each type of active gem. Inactive gems do not grant any VP.

The rock guardian Golem is slow but incredibly strong. It usually sleeps and rarely awakens, but if someone tries to extract the gems embedded in its body, it will strike the ground fiercely, causing severe tremors that can destroy homes and split the earth. Extracting energy from various types of gems will maximize Golem's immense power.



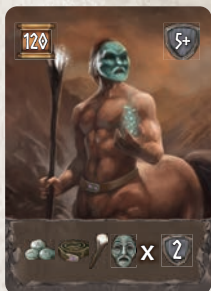
Mermaid

Additional Victory Points:



Receive 2 VP for each Crystal Orb, Emerald Skull, Emerald Spell Book, and Diamond Spell Book you own. If you have multiple copies of the same card, you receive VP for each card.

The Mermaid is the guardian of the sea and looks like a beautiful woman, but her lower body resembles that of a fish. As long as you don't pollute the sea, there'll be no conflicts with the mermaid. Curious by nature, the Mermaid enjoys observing the land through Crystal Orbs. She is skilled in all magic except fire.



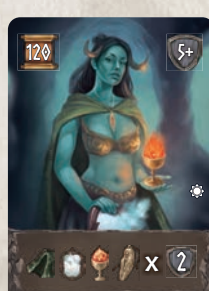
Centaur

Additional Victory Points:



Receive 2 VP for each Rune Stone, Magic Belt, Magic Wand, and Mask of Charisma you own. If you have multiple copies of the same card, you receive VP for each card.

The Guardian of magic, Centaur has the upper body of a human and the lower body of a horse. It is known for its profound knowledge of magical artifacts. Always wearing a Mask of Charisma, no one has seen its true face. Most of the rare magical items in Zavandor have been created by Centaur. The Rune Stone for levitation magic, the Magic Belt made from dragon leather, and the Magic Wand from the oak that sparked the human-elf war are masterpieces that cannot be easily replicated.



Succubus

Additional Victory Points:



Receive 2 VP for each Invisible Cloak, Magic Mirror, Goblet of Fire, and Talisman you own. If you have multiple copies of the same card, you receive VP for each card.

The dark guardian Succubus freely traverses the demon world through a Magic Mirror. Always cloaked in invisibility, the only way to meet a Succubus is by wearing a Talisman and meeting her in a dream. One of her tasks is to guide the dead to hell, a job she detests, making her averse to large-scale deaths caused by wars or plagues. This might explain her fondness for the Goblet of Fire, a symbol of peace.

Example of Contracting with Yeti:

The player who bid the highest magic contracted with Yeti.

The player receives 5 VP and 2 VP for each active sapphire. The player has 9 sapphires, but only 7 were active. However, the maximum points Yeti can give is 12, so the player received 12 VP instead of 14.

Later, the player sell some sapphires, reducing the number of active sapphires to 4, thus changing the additional VP to 8.

Example of Contracting with Centaur:

The player who bid the highest magic contracted with Centaur.

The player receives 5 VP and 2 additional VP for each applicable item. The player has 2 Rune Stones, 1 Magic Belt, and 1 Magic Wand, receiving an additional 8 VP.

Later, the player purchases a Mask of Charisma, increasing the additional VP to 10.

Exploration

The world of Zavandor is filled with many mysterious locations. Exploring these places will greatly aid your growth as a wizard.

Neglecting exploration, however, will prevent you from becoming the greatest wizard. While there are beautiful and peaceful places, there are also dangerous and terrifying ones. The deeper you explore, the more magic you will need, but reaching the final location of any region will undoubtedly grant you great power.



To explore, choose one of your duplicates, and move it to the next location by paying the required magic. If you have **no duplicates available to move**, you cannot explore.

Newly summoned duplicates appear at the **portal in the center of the game board**. Multiple duplicates can occupy the portal at the same time.

However, your new duplicates cannot explore regions **you have already explored**. Duplicates of different wizards can explore the same regions and occupy the same locations.

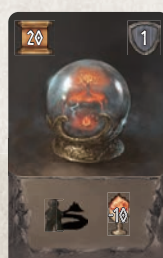
Exploration must always progress to further locations; you cannot return to previously visited places.

Unlike other actions, **you can only perform one exploration action per turn**. However, you can explore multiple times by using item effects.



To move a duplicate to the next location, you must use the amount of magic indicated at the next location. Used magic is returned to the general supply.

After the exploration, you receive any **special benefits** indicated at that location. Note that some areas, such as those shown above may not offer any benefits. Furthermore, some locations may increase or decrease your **magic hand**. Upon reaching the **final stage** of any region, you earn VP.



Sometimes, items allow you to explore. When exploring with item effects, **you do not use magic, and there is no limit to the number of explorations**. You must explore immediately upon acquiring the item, using only already summoned duplicates.

If you have no duplicates available for immediate exploration or choose not to explore, the effect is lost and cannot be used later.

Elfenwood



stage 1

Upon reaching this location, your magic hand size decreases by 1. There are no additional rewards.



stage 2

Upon reaching this location, you receive one 2 magic potion during the magic extraction phase of every subsequent round.



stage 3

Upon reaching this location, you receive one 5 magic potion during the magic extraction phase of every subsequent round. The 2 magic potion reward from Stage 2 is no longer available.



stage 4

Upon reaching this final location, you earn 2 VP. Additionally, you receive one 10 magic potion during the magic extraction phase of every subsequent round. The 5 magic potion reward from Stage 3 is no longer available.

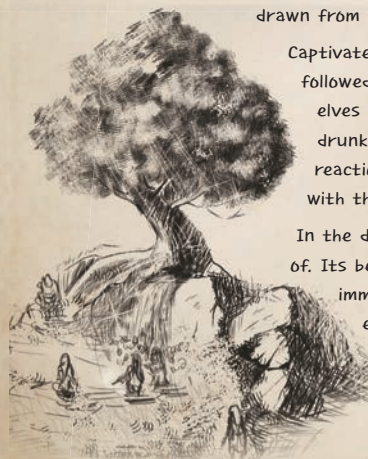
From the Druid's Exploration Journal...

Having decided to explore all of Zavandor, I chose Elfenwood as my first destination. In the past, when relations with the elves were hostile, no one dared to enter Elfenwood. But now, in peaceful times, the mysterious Elfenwood is a wonderful place for a wizard to gain new experiences. Perhaps I might even uncover the secrets of the elves' abundant magic.



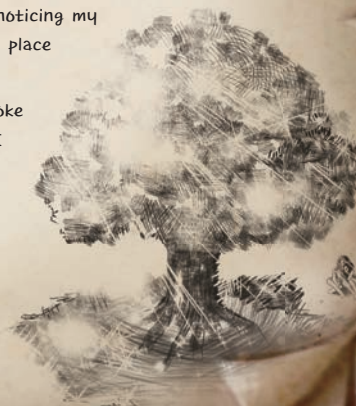
At the entrance to Elfenwood, an arch-shaped tree stood majestically, marking the beginning of the elves' territory. Although it seemed like a pleasant walk with beautiful scenery, many have been so enchanted by the beauty that they wandered deep into the forest and never found their way out. But I hurried deeper into Elfenwood, filled with excitement at the thought of meeting a beautiful elf.

Drawn by the sound of a beautiful birdsong, I followed it to a small lake where mystical animals, unseen anywhere else, were quenching their thirst. When I scooped up some water to wash my face, I was astonished to find that the water from this lake contained a hint of magic. Normally, magic extracted from gems dissipates quickly upon contact with air, necessitating storage in sealed glass containers. The fact that this lake was formed of magic-infused water suggested a constant supply of magic from underground. No matter how much water was drawn from the lake, it seemed never to diminish.



Captivated by the forest's mystery, I ventured deeper. Somewhere, I heard the elves' songs and followed them to a secret location. A small waterfall of magical water flowed there, and beautiful elves played peacefully like children. The water here held even stronger magic than the water drunk by the animals, and I could barely contain my excitement. The elves, noticing my reaction, told me that if I sought even stronger magic, I should look for the place with the mystical tree.

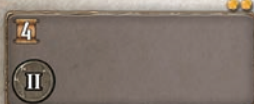
In the deepest part of Elfenwood, I finally saw the mystical tree the elves spoke of. Its beauty was so overwhelming that I couldn't look away for a long time. I immediately knew that this tree was the source of the mysterious magic emanating from the forest. Beneath the tree lay a lake so clear that it was impossible to gauge its depth. Carefully bottling some of the water between the tree's roots, I thought about the long and complex journey to this secret place. Despite the effort, I knew I would continue to visit here to obtain this powerful magic-infused water.



Goblin Village



stage 1 Upon reaching this location, your magic hand size decreases by 1.
Your Trade Level goes to **I**.
From now on you trade gems according to your trade level **I**.



stage 2 Upon reaching this location, your Trade Level goes to **II**.
From now on you trade gems according to your trade level **II**.



stage 3 Upon reaching this location, your Trade Level goes to **III**.
From now on you trade gems according to your trade level **III**.

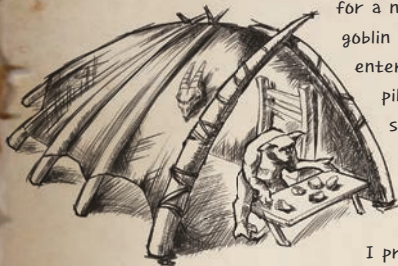


stage 4 Upon reaching this final location, you earn 2 VP.
Your Trade Level goes to **IV**.
From now on you trade gems according to your trade level **IV**.

From the Druid's Exploration Journal...

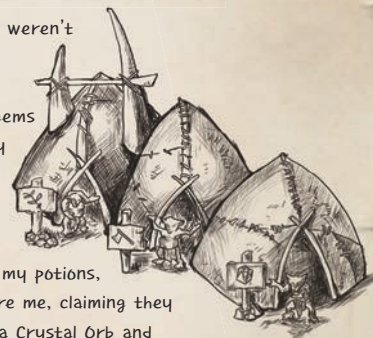
Until recently goblins were known as primitive creatures, collecting fruits and mushrooms in forest. Thanks to kobold interpreters, cultural exchange between goblins and humans thrives, and this led humans to understand, that goblins have high intelligence and that they have established their own civilization. Goblins sell magic emitting gems and magical items that any wizard would want. No one knows how they get these, but one thing is clear. Goblins are the only ones, who can supply these itmes and gems, and they are natural merchants.

In my hometown there was also a goblin shop selling magical items and gems, but they weren't for a novice wizard like me. It's said, that there's a lot of valuable gems in goblin village, and I wanted to see this with my own eyes. As soon as I entered the goblin village, lots of goblin merchants were selling valuable gems piled up like some kind of fruit. I was tempted to buy them impulsively since they were much cheaper than usual, but I decided to look around more, because I wanted to check out other stores.

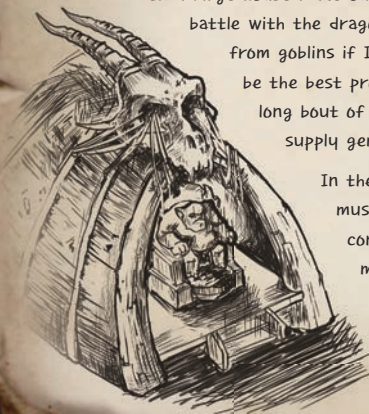


Inside the village numerous stores were lined up, selling valuable items that I'd never seen before. Since I couldn't afford them with my potions,

I pretended not to be interested. Goblin merchants constantly tried to lure me, claiming they sold the best items at low prices. One merchant made an offer hard to resist, showing me a Crystal Orb and Rune Stone, that any wizard would want. He even promised me a significant discounts on legendary items like a Chalice of Fire or an Invisible Cloak, if I became a regular. I couldn't afford any items because of my limited budget, but I could get some gems at low price, thanks to competition among the merchants.



In a large house made out of a giant skull of a dragon, lives the enormous goblin king. He kept bragging how he won the battle with the dragon that once raided the village. He also gave me advice that I could earn great respect from goblins if I could prove myself as a wizard capable of facing a dragon. A dragon scale would be the best proof, but it's such a rare item, that I've never even seen one before. After his long bout of boasting, the goblin king seemed to be in a good mood. He offered that he could supply gems at an even better price.



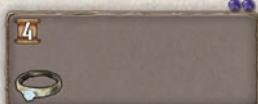
In the center of the goblin village, there was a place surrounded by tall fences. There must be some secrets, which goblins didn't want to share with outsiders. They constantly came and went from there carrying loads of things. I couldn't resist my curiosity, and I slipped past the guards and sneaked into the fences. I couldn't believe my eyes! There were tons of gems below a giant tree, and goblins were loading carts to the brim with these gems. After knowing where the magic emitting gems came from, I was able to trade for them under the best possible terms.



The Ruins



stage 1 Upon reaching this location, your **magic hand size** increases by 1. There are no additional rewards.



stage 2 Upon reaching this location, you receive the special item "Magic Ring." You can now activate gems on the Magic Ring.



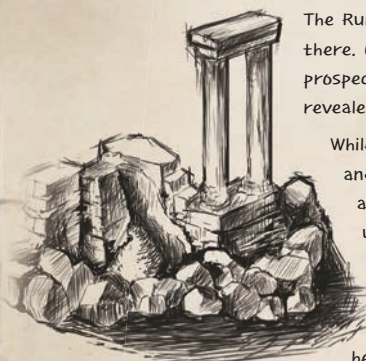
stage 3 There are no additional rewards for reaching this location.



stage 4 Upon reaching this final location, you earn 2 VP and receive the special item "Magic Necklace." You can now activate gems on the Magic Necklace.

From the Druid's Exploration Journal...

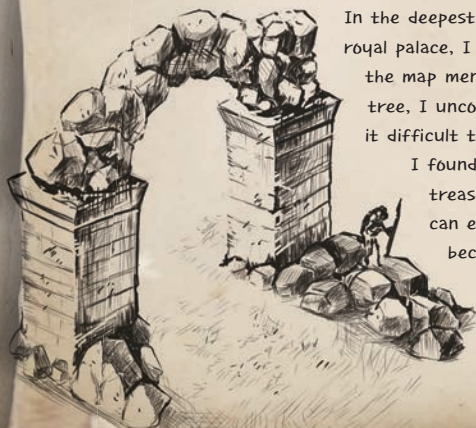
Recently, a young goblin bragged about discovering a treasure map of the Ruins. He boasted that the map showed the location of the Elves' Magic Necklace, believed to be lost during the war. However no one believed his story, since he was well known as a big talker. Although I always suspected that valuable treasures still lay hidden in the Ruins.



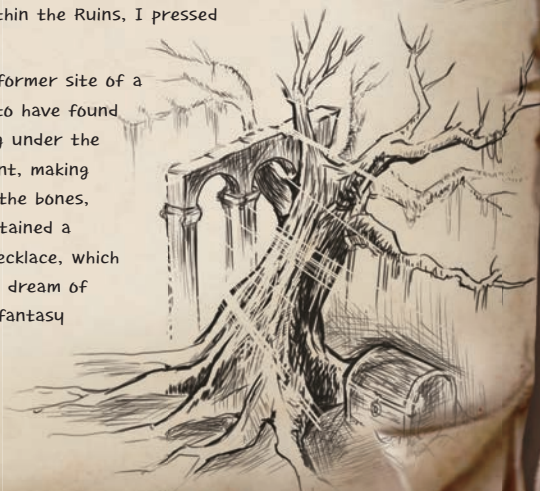
The Ruins are filled with undead attacking anyone who enters, which is why no one ventures there. Confident in my magical abilities, I felt I could handle a few undead. Excited at the prospect of finding treasure, I entered the ruined city. The sight of the Ruins starkly revealed the horrors of past wars.

While exploring the Ruins, I decided to rest in a dilapidated mansion. Judging by its size and remaining decorations, it must have belonged to a wealthy noble. A few undead attacked me, but I managed to subdue them with my magic. After dealing with the undead, I stumbled upon a chest while searching the mansion. Feeling a surge of excitement, I cautiously opened the chest, and to my amazement, I found a Magic Ring inside.

The remnants of a grand castle gate were visible from afar. In its heyday, the gate would have been guarded by splendid sentinels, and the plaza in front of it would have been filled with people enjoying festivities. As I passed through the gate, I imagined the place's former glory, making its current desolation all the more poignant. Despite my thorough search, I found nothing of value here, but hopeful of finding other treasures deeper within the Ruins, I pressed on.



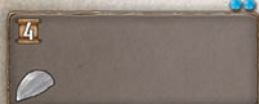
In the deepest part of the Ruins, which seemed to be the former site of a royal palace, I saw a massive tree. The goblin who claimed to have found the map mentioned an X mark under a large tree. Digging under the tree, I uncovered numerous bones, too numerous to count, making it difficult to tell if they were human or animal. Amidst the bones, I found a small chest and immediately sensed it contained a treasure. To my amazement, there was a Magic Necklace, which can extract magic. Wearing the necklace made my dream of becoming a grand wizard feel less like a foolish fantasy and more like an achievable reality.



Dragon's Valley



stage 1 Upon reaching this location, your magic hand size increases by 1. There are no additional rewards.



stage 2 Upon reaching this location, you receive a special item, "Silver Dragon Scale." From now on the cost of all items decreases by 5 magic, and the cost of contracting with any guardian decreases by 10 magic.



stage 3 There are no additional rewards for reaching this location.



stage 4 Upon reaching this final location, you earn 2 VP, and receive a special item, "Gold Dragon Scale." From now on the cost of all items decreases by 10 magic, and the cost of contracting with any guardian decreases by 20 magic.

From the Druid's Exploration Journal...

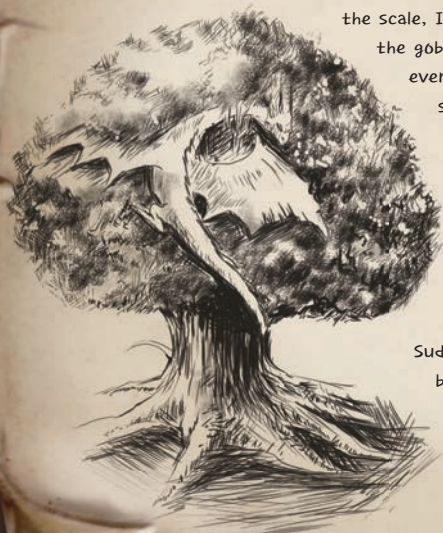
Thanks to the treasures from the Ruins, I could extract a lot of magic. Entertaining thoughts of becoming wealthy, I thought I could buy some magical items at goblin stores. But suddenly I remembered the goblin king's advice, proving myself as a wizard capable of facing a dragon to earn respect from goblin merchants. A dragon scale would be enough. I headed toward Dragon's Valley without any fear. I already felt smug, imagining goblins' admiration.

I realized my foolishness the moment I saw the giant pile of bones. It was a reckless determination to explore Dragon's Valley, just to brag about a dragon scale to the goblins. This tomb of bones showed clearly why not only humans, but also other dragons who had set foot here had never returned alive.

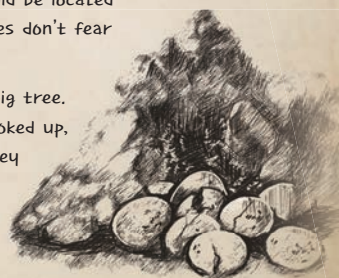


The deeper I went into the valley, the louder the sound of a dragon's rough breath. It seems like, there's a dragon near here. I'm quite sure, that this moment is the most reckless moment in my whole life. Driven by some inexplicable urge, I cautiously approached the sleeping dragon, and took one of his scales from his tail. Luckily he didn't awake, but looking back, I was clearly out of my mind at that moment.

As I went much deeper, I couldn't sense any presence of the dragon. Looking at the scale, I sensed the reality of the moment. I wondered how the faces of the goblins would change when I showed this scale to them. It's said that even fierce Guardians of Zavador will hesitate when they look at the scales. I wanted to test it afterwards. Since I couldn't go back to where I came from, I had no choice but to go further. Then I found a cave, and there were some broken eggshells. This must be the nest of the dragon. As I listened carefully, I could hear some whispering sounds from fairies. I knew they had a hideout in Dragon's Valley, but I didn't imagine, that it would be located inside the nest of a dragon. Now I could understand why fairies don't fear dragons.



At the end of the valley I was checking my equipment under a big tree. Suddenly a gold scale fell. It was definitely from a gold dragon. I looked up, but I couldn't find anything. Not wanting to stay in Dragon's Valley any longer, I climbed up the cliff and narrowly escaped. I had obtained the priceless treasure, a scale of the gold dragon, but I couldn't see the dragon itself, which left me with even more questions.

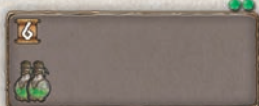


Witch's Forest



stage 1

Upon reaching this location, you receive 2 **Sapphire Potion Cards**. These cards can be used starting from the next round and should be kept separate from the cards in your magic hand for this round.



stage 2

Upon reaching this location, you receive 2 **Emerald Potion Cards**. These cards can be used starting from the next round and should be kept separate from the cards in your magic hand for this round.



stage 3

Upon reaching this location, you receive 2 **Diamond Potion Cards**. These cards can be used starting from the next round and should be kept separate from the cards in your magic hand for this round.



stage 4

Upon reaching this final location, you earn 2 VP and receive 2 **Ruby Potion Cards**. These cards can be used starting from the next round and should be kept separate from the cards in your magic hand for this round.

From the Druid's Exploration Journal...

People fear witches who use strange magic, but I knew that the bad rumors about them were all nonsense. They are merely lonely beings who have isolated themselves due to the grief of losing their families. Witches have developed their own ways of advancing magic and can create potions without using gems. As they age, their magic grows stronger, and some of the oldest witches are said to be on par with grand wizards.

Walking through the forest where witches live, I came across a witch brewing something in a cauldron. She was so engrossed that she didn't notice me approaching. The cauldron contained a mysterious blue liquid, and when I showed interest, the witch, noticing me, offered me a blue potion, saying it would give me strength. This potion seemed to be as powerful as one extracted from sapphires. Extracting magic from sapphires is significantly more challenging than from opals. I had no idea how the witch made it, but all the time I spent studying to extract magic from sapphires felt meaningless.



Venturing deeper into the forest, I moved toward a distant hut.

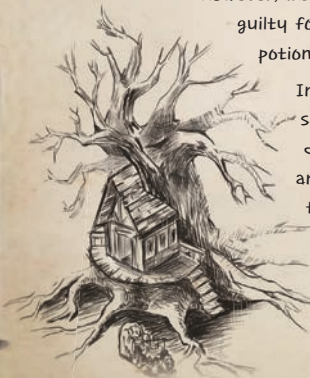
The elderly witch there was also brewing something in a cauldron and had just added dried frogs to it. She kindly offered for me to stay for a meal, but seeing the dried frogs,

I declined. As I made an excuse about feeling unwell and tried to leave, the witch handed me a green potion, saying it would settle my stomach.



Feeling peckish, I was drawn by a sweet scent deeper into the forest, where I found a house made of candy, straight out of a fairy tale. Mesmerized, I started eating the chocolate decorations and candy door handles. The witch, who seemed to own the house, appeared, and I was suddenly aware of the mess I made.

However, instead of being angry, she laughed and invited me inside for freshly baked cookies. Feeling guilty for damaging her house, I apologized and tried to leave quickly. She then offered me a clear potion, saying it was even sweeter than the cookies.



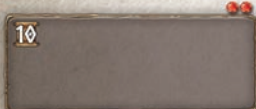
In the deepest part of the forest, I found an ancient tree and an old witch who seemed to have lived as long as the tree. Though her words were hard to understand due to her toothless mouth, she appeared to be reminiscing about her long-lost husband and children. Moved by her story, I listened for a while. As I was about to leave, she thanked me for listening and gave me two red potions. These red potions defied all conventional wisdom of wizards. How could such small potions contain such immense energy? The level of magic was akin to theoretically extracting energy from rubies. Since obtaining these red potions, I have been unable to shake the desire to learn the knowledge of fire and extract energy from rubies.



Fire Mountain



stage **1** There are no additional rewards for reaching this location.



stage **2** There are no additional rewards for reaching this location.



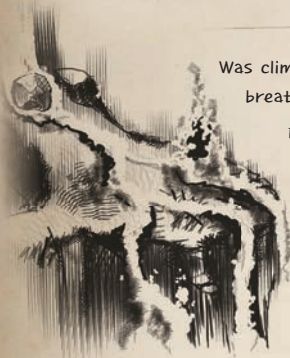
stage **3** If the 'Mage' character reaches this location, from now on, they have the exclusive right to buy **exactly** one ruby. Other characters receive no additional rewards at this location.



stage **4** Upon reaching this final location, you earn 2 VP and gain the **knowledge of fire**. Receive the Ruby Spell Book and place it on your personal board, enabling you to purchase rubies.

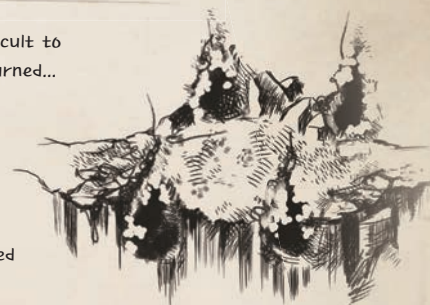
From the Druid's Exploration Journal...

I had traveled to most regions of Zavandor, but I hesitated to venture to Fire Mountain. Although it was the only way to gain knowledge of fire, I wasn't confident I could return safely. However, the immense power contained in the red potion I received from the Witch's Forest fueled my desire for the knowledge of fire. Despite having grown significantly as a wizard, I felt I could never become a grand wizard without this knowledge. Inspired by the red potion, I took my first steps toward Fire Mountain.



Was climbing this mountain the right choice? The searing heat made it difficult to breathe. Many wizards who sought the knowledge of fire had never returned...

Even halfway up the mountain, lava flowed everywhere, capable of melting everything in its path. A single misstep could mean my end, leaving no trace behind. Perhaps it was already a miracle that I had survived this far. 'Should I give up now? No! Without mastering the knowledge of fire, I can never become a grand wizard!' Overcoming my fear of the flames, I concentrated all my magic and willpower to climb higher.



As I approached the summit, I struggled to withstand the scorching heat and discovered a burning altar. On the altar was a ruby engulfed in flames, accompanied by an inscription left by a legendary grand wizard: "He who attains complete knowledge of fire shall rule Zavandor." I wanted to grasp the burning ruby, but it was too hot to touch. Only the "Mages," who had dedicated their lives to studying fire magic, could withstand such heat. I had no time to be distracted by an untouchable ruby. My desire for true knowledge of fire intensified, driving me to the summit.



Covered in burns and barely able to breathe, I finally reached the top of the mountain. At the crater, overflowing with lava, stood a tree engulfed in flames. Concentrating all my magic, I approached the tree. If my focus had wavered even for a moment, my body would have turned to ash. The tree's flames soon enveloped me, and I had no choice but to surrender to the fire. In this place, I experienced visions of the birth and destruction of the universe, feeling my body burn and regenerate in a strange phenomenon. Had I died and been reborn? My mind was filled with the knowledge of fire, and I finally emerged as a great wizard who truly understood the power of fire.



Dragon Scales

Goblins both fear and revere dragons. Their fear stems from a time long ago when a dragon attacked a goblin village. Lacking magic, the goblins had to fight the dragon with crude spears and bows. The number of goblins who perished in this battle was countless. The goblin warrior who fought to the end and claimed victory eventually became the current Goblin King, earning the respect of all goblins. The dragon's skull, a trophy from that battle, now stands as a symbol of courage and unity in the highest place of the village. Showing dragon scales to goblins will prove that you are a powerful wizard capable of confronting dragons. Believing that you will fight alongside them if a dragon ever attacks again, even the notoriously stingy goblin merchants will offer you discounts on magical items.



Silver Dragon Scale

You can obtain this scale by exploring the second stage of the Dragon's Valley. It reduces the cost of all **item purchases by 5 magic** and the cost of **contracting with any guardian by 10 magic**. These discounts are cumulative with turn order based benefits and other item card discounts.

Many creatures inhabit Zavandor, but dragons are considered catastrophic encounters to avoid at all costs. Dragons, which devour everything that moves, nest in the valley, making it a place no one dares to enter. However, obtaining a dragon scale would not only make you a hero among all goblins, but also earn you recognition from Zavandor's guardians.



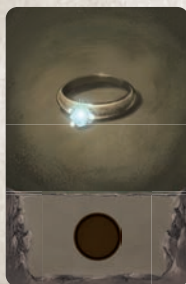
Gold Dragon Scale

You can obtain this scale by exploring the fourth stage of the Dragon's Valley. If you possess both the Silver and Gold Dragon Scales, the cost of all **item purchases is reduced by 10 magic**, and the cost of **contracting with any guardian is reduced by 20 magic**. These discounts are cumulative with turn order based benefits and other item card discounts.

The Gold Dragon, covered entirely in golden scales, is a mythical creature from legends. No one has ever seen a Gold Dragon in person. Stories about thousand-year-old dragons becoming Gold Dragons or Gold Dragons being mere mutations are all products of people's imaginations. However, a fairy who claimed to have seen the Gold Dragon's scales lends some credibility to these tales, as fairies are the only beings known to befriend dragons.

Ring and Necklace Item Cards

While mysterious magical items are traded at the Goblin Shop, there are still rare items that have only been heard of in rumors and have never been traded. These items are said to lie hidden somewhere in the ruins of an ancient city. However, the ruins are now infested with undead resurrected by necromancers, making it a perilous area that no one dares to explore.



Magic Ring

You can obtain this ring by exploring the second stage of the Ruins. Upon acquisition, you gain one additional socket to activate gems.

According to rumors, somewhere in Zavandor, there exists a ring that can activate gems. While simpler magic rings can often be found at the Goblin Shop, a ring that activates gems has never been traded. If the rumors are true, someone must have sealed it away deep within, and the sealed Magic Ring awaits its rightful owner.



Magic Necklace

You can obtain this necklace by exploring the final stage of the Ruins. Upon acquisition, you gain one additional socket to activate gems.

Unlike the Magic Ring, the Magic Necklace is not just a rumor; there are records of its existence. This necklace, adorned with a pendant capable of activating gems, was worn by elven magic swordsmen during the great war. These brave warriors fought valiantly at the front lines and perished, and the necklace disappeared with them. It is speculated that the Magic Necklace lies buried among the many skeletons in the ruins.

End of the Round

Once all players have completed their turns, the round ends. The following steps are taken at the end of each round:

1. Check Magic Hand

The magic extracted from gems quickly dissipates when exposed to air or subjected to impact. Therefore, the extracted magic must be immediately sealed in glass bottles for safe storage; these sealed magic containers are called potions. Since potions are unstable, they must be stored in a safe place, making it difficult to carry many potions while exploring. Wizards use magic to protect their potions, and their ability to do so is often evaluated.



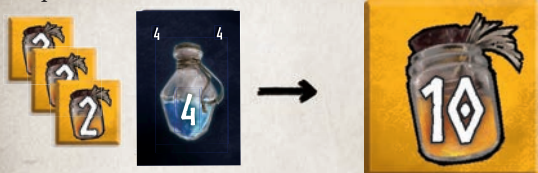
At the end of the round, you must check your ability to safely store the remaining magic, referred to as your magic hand. If you have **more potions than your magic hand size**, you must discard some potions.



For example, if you have three 2-magic Opal potions, one 5-magic Opal potion, four potion cards, and one large magic potion token, you need a total magic hand size of at least 12 to store all of them ($3 + 2 + 4 + 3 = 12$).

If your magic hand size is 10, you must discard 2 magic hands worth of potions. You can manage your magic hand by exchanging smaller potions for a large Opal potion of the same value. By exchanging three 2-magic potions and one 5-magic potion for a 10-magic potion, you lose only 1 magic but can store all potions within a magic hand of size 10.

example:



If you have three 2-magic potions and one 4-magic Sapphire potion card, you need a magic hand of size 4. By exchanging these for a 10-magic potion, you reduce the required magic hand size to 3. This exchange can be done freely during the game, but only for Opal potions in units of 2, 5, and 10.

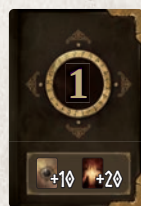
Note: Potion cards obtained from the Witch's Forest this round are not yet added to your hand, so they do not count towards your magic hand.

2. Score Verification

VP earned or lost during the game are immediately reflected on the game board. However, if you suspect an error in your score, recalculate to ensure accuracy. Many things, such as gem activation, final region exploration, item card purchases, and guardian contracts, affect the score. Accurate scores are crucial for determining turn order.

3. Turn Order Determination

In the world, fame comes with recognition, but maintaining that position requires effort. A higher score and an earlier turn mean you are a more powerful and renowned wizard in Zavandor. Of course, the order among novice wizards is not particularly important. However, once a wizard surpasses 10 Victory Points, they become famous and draw everyone's attention. Goblin merchants will try to take advantage of these famous wizards, and guardians will start to be wary of them. To help lagging wizards catch up, benefits are given to those with lower scores. Therefore, wizards are very cautious about becoming famous (reaching 10 VP) before they are fully prepared. Some wizards even deactivate gems to hide their strength.



Adjust turn order based on VP. The player with the most VP receives the summary book 1. The player with the second most VP receives the summary book 2 and so on. If two or more players have the same number of VP, the player with more VP from their gems goes first. If they are also tied, the sequence of their respective players is drawn

randomly.

If no player has reached 10 VP, summary book numbers indicate turn order only. If a player with **10 or more VP** receives summary book 1, they pay an additional 10 magic for items and 20 magic for guardian contracts next round.



If a player reached 10 VP, players with summary book 5 and 6 receive discounts of 5 and 10 magic for items and 10 and 20 magic for guardian contracts next round, regardless of their score. Players with summary book 2 pay an additional 5 magic for items and 10 magic for guardian contracts only if they have 10 or more VP. Players with summary card 3 and 4 have no changes.

Note: Benefits and penalties based on turn order are determined at the end of the round and apply to the next round. Changes during the round do not immediately affect benefits and penalties. A player with summary chart 2 under 10 VP at the end of the previous round does not face penalties even if their score exceeds 10 during the current round.

Check the game end condition; if the game is not over, start a new round.

Starting a New Round

1. Extract Magic from Gems and Items

 If you have activated 1 Opal, you create **one 2-magic potion**.

 If you have activated 2 Opals, you create **one 5-magic potion**.

 If you have activated 3 Opals, you create **one 10-magic potion**.

Note: If you have activated 4 Opals, you create one 10-magic potion and one 2-magic potion. Similarly, for multiple Opals, you create one 10-magic potion for every 3 Opals.



For each activated Sapphire, Emerald, Diamond, and Ruby, you receive one corresponding potion card. The back of each potion card shows the average, minimum, and maximum magic that can be obtained from that type of potion. If the potion card deck runs out, shuffle the discarded cards to form a new deck.

Wizards have discovered that they can combine the energy of four gems of the same type to create a large magic potion with great power. While Opals emit less energy and cannot be made into large potions, other gems can be combined in sets of four to create large magic potions. When creating a large magic potion, some magic residue is generated, which can be collected in a small vial to make a 2-magic potion.



If you have four or more activated Sapphires, Emeralds, Diamonds, or Rubies, you receive a **large magic potion** instead of four potion cards. Additionally, for each large magic potion received, you also get **one 2-magic potion**.

You cannot choose to receive four potion cards instead of a large magic potion, and you cannot combine previously held potion cards with newly made potion cards to create a large magic potion.



Item cards like the 'Emerald Skull' and 'Goblet of Fire' extract magic in the same way as activated gems. You can also combine item cards and activated gems to create large magic potions.

Example: You have 6 activated Emeralds and 1 Emerald Skull. You create one large Emerald magic potion, three Emerald magic cards, and one 2-magic Opal potion.

Note: You don't extract magic from gems and items for the first round of the game.

2. Receive Magic Potions from Elfenwood

Players who have explored Elfenwood receive **one magic potion** according to their current location: a 2-magic, 5-magic, or 10-magic potion. You do not accumulate potions from previous stages; you only receive the potion corresponding to your current location. Elfenwood is the only region that grants players benefits in every round.

3. Bring Potion Cards from the Witch's Forest into Hand

If you obtained potion cards from the Witch's Forest in the previous round, bring them into your hand. These potions can be used this round.

4. Reveal Item Cards

If there are fewer item cards than the number of players, reveal new item cards **until the number matches the number of players**. If the item card deck is depleted, no additional cards are revealed. Now, the new round begins.

End of the Game



The game ends at the end of the round in which the **fifth contract with a guardian is made**. When the game ends, verify the scores to determine the player with the highest score. The player, who becomes the greatest wizard of Zavandor and wins the game! If players are tied for the highest score, they share the victory. Remaining magic and deactivated gems do not affect the outcome.

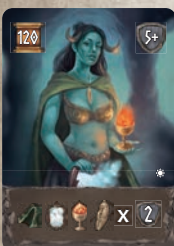
Optional Rules

Optional rules can be used in any combination agreed upon by the players.



Using the Druid Character

Use the Druid character printed on the back of other character boards. The Druid starts exploring from the central portal without a predetermined starting region. This means the Druid's exploration may be one step slower than other players, but summoning duplicates is cheaper in terms of magic cost.



Using the Succubus Guardian

The Succubus can receive additional VP from 'Magic Mirrors,' 'Invisible Cloaks,' 'Goblets of Fire,' and 'Talismans.' When using the Succubus guardian, there will be 10 guardian cards in the game instead of 9. The game end condition remains unchanged despite using 10 guardian cards.

Changing the Ending Rule

After the third guardian contract is made, the game ends after the next round regardless of the total number of guardian contracts. This rule can prevent a unexpected game end by the last players.

Applying Special Character Abilities

Some characters have unique abilities. The Mage can purchase a Ruby at stage 3 of the Fire Mountain, and the Druid has cheaper summoning costs. When applying this rule, each character has its own abilities.



Elf

The Elf can receive 1-magic potions as change. If they already have a 1-magic potion, they cannot receive change. A 1-magic potion has a magic hand value of 1 and cannot be combined with other potions for exchange. Other characters cannot receive 1-magic potions.

Example: You cannot exchange two 2-magic opal potions and one 1-magic potion for one 5-magic opal potion.



Witch

The Witch starts with one dried frog token. The dried frog token can be used to discard and redraw one potion card received from the Witch's Forest at stage 2, 3, or 4. This can only be done once per game.



Fairy

The Fairy receives a baby dragon scale at stage 3 of the Dragon's Valley. This scale provides a 2-magic discount on every guardian contract.



Necromancer

The Necromancer receives a magic candlestick at stage 3 of the Ruins. The magic candlestick grants 1 additional VP for every 30 remaining magic at the end of the game.

9 / 5	18 / 10	27 / 15	36 / 20	54 / 30
8 / 4	16 / 9	24 / 13	32 / 18	48 / 27
7 / 4	14 / 8	21 / 12	28 / 16	42 / 24
6 / 3	12 / 7	18 / 10	24 / 14	36 / 21

Kobold

The Kobold uses an alternative price chart for selling gems.

Applying Previous Version Rules

- Auctions proceed in turn order rather than clockwise.
- Players who bid more magic than they can afford in an auction are excluded from the game.
- When you receive potion cards in the Witch's Forest, if you have no means to get those cards, instead discard those cards and take the equivalent in opal potions.

Example: At the 2nd stage of Witch's Forest, you receive 2 emerald potion cards. But since you didn't have an Emerald Spell Book or Emerald Skull, you must discard the cards and take the equivalent in opal potions.



- **Starting the Game with Fair Magic:** At the beginning of the first round, everyone receives one Sapphire magic card. The Sapphire magic card has a random value between 4 and 7. To ensure a fair start, players can receive a 5-magic Opal potion instead of a random Sapphire magic card. This rule ensures fairness but can make the first round less dynamic.

Solo Game Rules

Zavandor is a game designed for multiple players, with the core enjoyment coming from purchasing items through auctions. However, you can still play a solo game without auctions. The solo game focuses on making strategic decisions about which gems to concentrate on, which regions to explore, and which items to purchase to maximize your score, akin to solving a puzzle. It can also help you to understand the characteristics of different characters and the game rules before playing with others.

Game Setup

1. Create the item card deck. Use two copies of 'Rune Stone' and 'Crystal Orb,' and one copy of each of the other item cards. Do not use the remaining item cards in the solo game.
2. Shuffle the guardian cards and place them in three rows of three cards each. If you are using the optional Succubus guardian, place four cards in the first row.
3. Choose your character and set up the game as you would for a multiplayer game.
4. Draw and reveal one item card from the item deck. You are now ready to start the game.



Gameplay

The solo game follows the same basic gameplay as the multiplayer game but with the following differences:

- Scores are calculated once, at the end of the game.
- All items and guardians are purchased by paying the magic cost listed on the card, without auctions. The additional costs for items and discounts for 10+ VP do not apply. Discounts from items and Dragon Scales still apply.
- At the end of your turn, any item card not purchased is discarded and no longer used in this game.

Note: If the discarded card is 'Invisible Cloak' or 'Magic Mirror,' you must discard one of your activated gems.

- At the start of each new round, draw and reveal one new item card. Thus, you can purchase only one item per round. You can contract with guardians multiple times in any round.
- When the item deck is depleted, play an additional three rounds. From this point, at the end of each round, discard one entire row of guardian tiles from top to bottom. These discarded tiles are no longer used in this game.

Note: If all three guardian tiles in a row have been purchased and there are no tiles to discard, consider that row discarded.

- The game ends immediately when the last row of guardian tiles is discarded. Thus, you always have 17 rounds in total. Record your score for each character and try to achieve a higher score in future games.

Scoreboard



	Elf	Witch	Fairy	Necromancer	Kobold	Mage
General	36 or below	32 or below	30 or below	31 or below	36 or below	32 or below
Novice Wizard	37 – 67	33 – 63	31 – 62	32 – 63	37 – 59	33 – 57
Skilled Wizard	68 – 97	64 – 94	63 – 92	64 – 94	60 – 81	58 – 82
Legendary Archwizard	98 or above	95 or above	93 or above	95 or above	82 or above	83 or above

Icon Description



Opal



Sapphire



Emerald



Diamond



Ruby



Magic Hand for
Storing Potions



Magic Cost



Victory Points



All Magic Item Cards



All Guardians



Exploration Without
Using Magic



Summon a Duplicate



Other Players
Discard One
Activated Gem



Limited to One Per
Player



Applies Once Per
Round



Sockets for
Activating Gems



Emerald Spellbook



Diamond Spellbook



Ruby Spellbook



Potions Received
Each Round
from Elfenwood
Exploration



a Potion Card with
Sapphire Magic



a Potion Card with
Emerald Magic



a Potion Card with
Diamond Magic



a Potion Card with
Ruby Magic



Silver Dragon Scale



Gold Dragon Scale



Magic Ring



Magic Necklace



Components for
Optional Rules



Maximum Points
That Can Be Earned



Gem Trading Level

The Scepter of Zavandor, released by DiceTree Games, has the following differences. We aimed to enhance the balance and theme of the game while making the fantastic world of Zavandor more enjoyable. Therefore, we added plausible background stories to various game elements through imaginative storytelling.

In the previous version, the main character was a novice druid attending a magic school, who could grow into a legendary grand wizard through the magic of rubies. The new background story of Zavandor is set long after the grand wizard's existence became a legend. In the new version, the story follows a young druid exploring Zavandor's realms and growing into a grand wizard, and this character is available in the optional rules.

The setting of learning magic in a school has been replaced with exploring the vast world of Zavandor, and wizards now grow their abilities through exploration rather than classes. This change has also altered the basic abilities of various characters from the previous version. For instance, the witch, who previously received gem discounts, now brews magic in her cauldron, receiving two magic cards per stage. The fairy, who used to receive two magic cards per stage, is now a character that gets item discounts again.

The background stories explain how the Elf gets magic for free each round, why the Kobold starts in the Goblin village, and how the Mage pursues the knowledge of fire. The abilities of items and guardians are also interconnected with their background stories, so reading the entire rulebook will help you understand the overall setting of the new Zavandor.

Scepter of Zavandor is a game where various characters start with different abilities but maintain very precise and high-quality balance. We made slight changes without disrupting the basic balance. The average values remain unchanged, but we removed the 3-magic cards from the Sapphire potions and expanded the range of Diamond and Ruby cards. To speed up the game, we changed the auction order to proceed clockwise. Any other aspects that could affect balance have been made into optional rules that players can agree upon before starting the game.

Game Design: Jens Drögemüller

Illustrations: Michael Menzel

New Setting and Story: Chang-hyun Baek

Editing and Graphics: Ga-hyun Lee, Seong-ho Lee

We pay tribute to Jens Drögemüller, who designed this fantastic game, and to Michael Menzel, who understood the complex world and expressed it through amazing illustrations.

From DiceTreeGames Team.



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