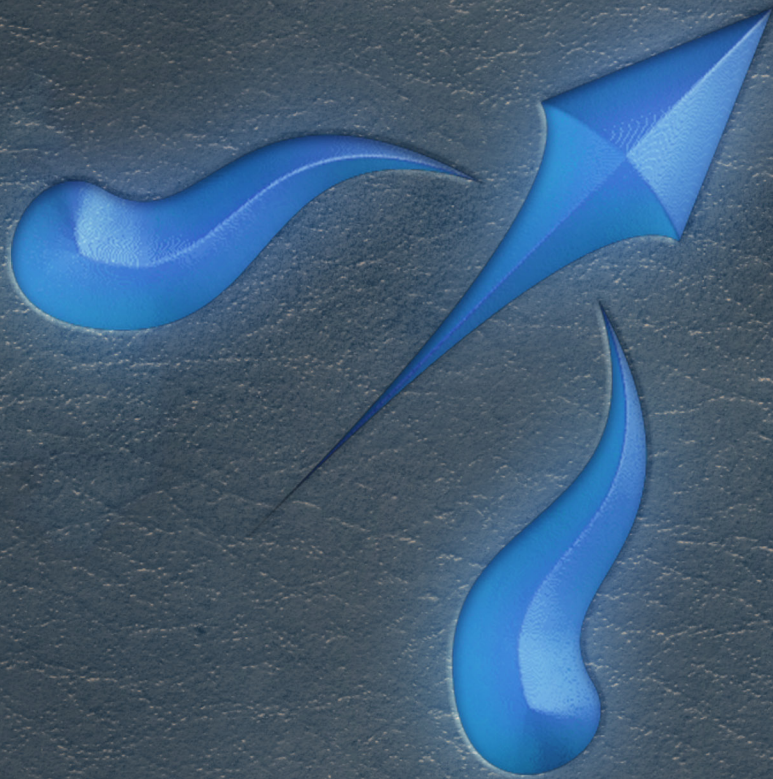
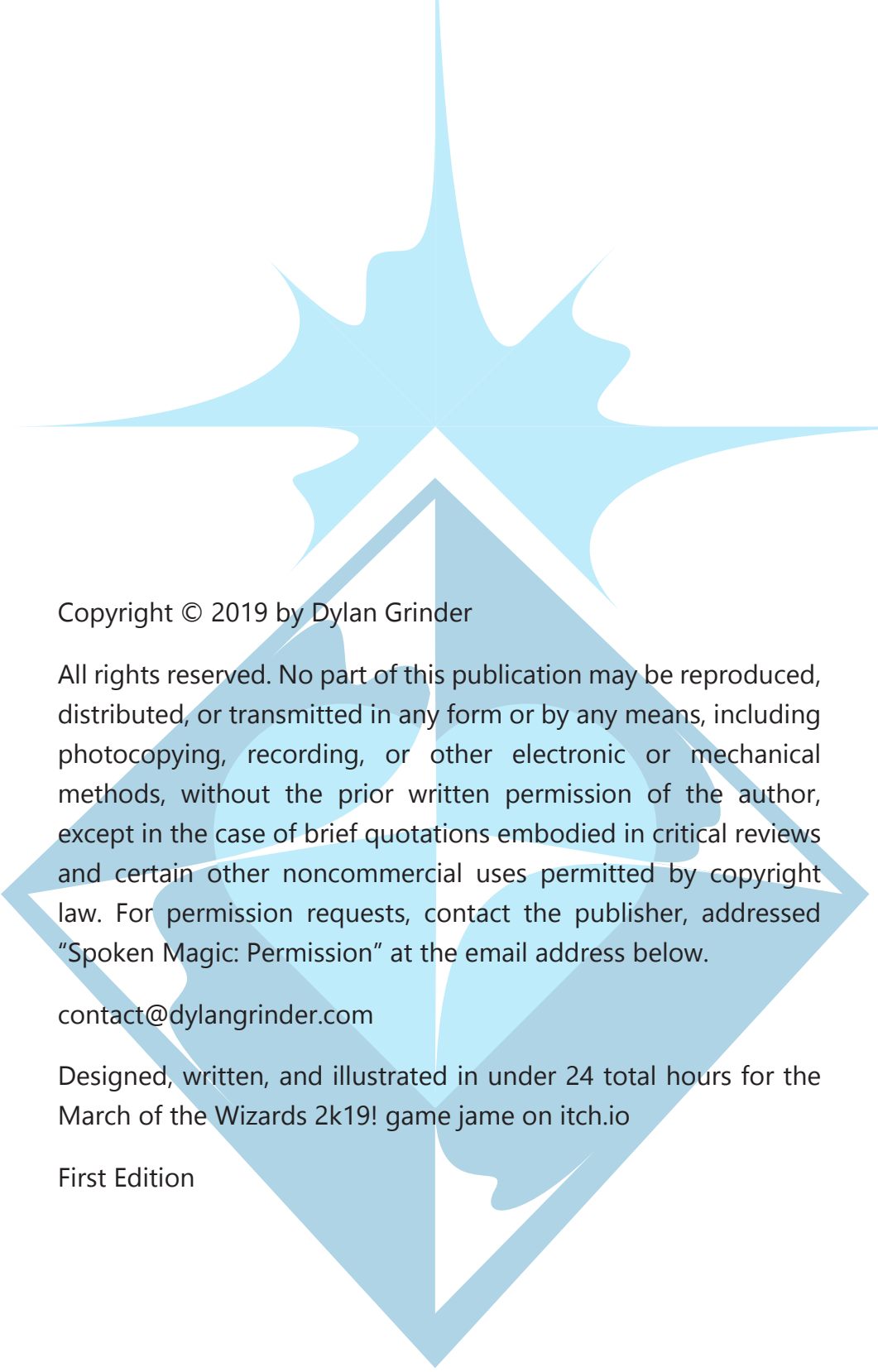


Spoken Magic



by Dylan Grinder



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contact@dylangrinder.com

Designed, written, and illustrated in under 24 total hours for the March of the Wizards 2k19! game jame on itch.io

First Edition

Spoken Magic

This grimoire will explain to you how to cast magic with your fellow spellcasters, and how to use that magic to solve problems as you travel this mystical world. But first you need your components, you need a name, and you need your **words**.

For Spoken Magic, you will need the following things for yourself and each of up to three other players: an index card, a pen or pencil, a six sided die, and a four sided die. You will also need to print out or construct the five card **arcenum deck**, the twenty-four card **words deck**, and the thirty card **location** and **problem decks**.

Once you have gathered and arranged the materials, play begins with each player writing down a **sorcerous name** upon their index card, leaving room for more information as the game progresses. Each player then selects a card at random from the **arcenum deck**, which describes to them the nature of their **magic words**.

Once this has been done, share your names and decide who goes first by the most arcane means at your disposal. On your turn, ask each other player to tell you one thing about their character. You may let them tell you something of their choosing, or you may ask specific questions such as "where did you learn your magic?" Once your turn is complete, the next player does the same until all players have taken a turn. When you tell another player something about your character, write that information down on your index card.

You are all now powerful conduits of magic, but to give that energy shape, you will need **words**. Each player draws six cards from the **words deck**, and decides, based on their **arcenum** and their deep magical knowledge, what each word means. Take what time you need and no more— your journey begins soon.

The Beginning

Before the journey can begin, you need a place to journey from: your home. Draw the bottom card of the **location deck**, and take turns describing an aspect of this home, and why you are leaving. Once you all know your home, you must leave it. Your journey starts with the first turn.

Each turn consists of three components: the **Location**, the **Problem**, and **Spellcasting**.

A Place to Be

On your turn, draw a **location card**, and describe a scene at the place you have journeyed to based on the prompt written on the card. This scene may involve the other characters, and you may invite their players to join you in describing or enacting this moment, but ultimately you decide what is and is not included in your scene. Take your time bringing wonder to this description. The lands you travel are, quite literally, only what you describe.

Trouble Stirs

Once you are satisfied with your scene, a **problem** occurs. Draw a **problem card**, and describe the issue at hand based on the prompt written on the card. Discuss who the problem affects and why, and explain why the problem must be solved with magic. Some **problems** may have additional instructions. If these instructions cannot be followed, the spell automatically fails. Once the problem is established, you may begin speaking the magic words.

Casting Spells

Working collectively, select which **words** you want to commit to the spell, and in what order. No player may commit more than one **word** to a spell, but at least one **word** must be committed to each spell. As each player contributes a **word**, they describe how its meaning will **help** or **hinder** the spell. When you have completed writing your spell, the current player recites the words and describes its magic, rolling one six sided die for each **helping word** and one four sided die for each **hindering word**.

- If one of the dice rolls a six, the spell is successful and the current player describes how the problem is solved.
- If none of the dice rolls a six, but one of the four sided dice shows a four, the spell fails and one of the sabotaging players (decided by whichever means seem fair) describes how the magic goes awry. One of the sabotaging players also looks at the top card of the Problem Deck, and may place that card on the bottom of the deck or put it back on top.
- If no dice show their highest number, the spell is weak and only partially effective. The current player describes how the problem is solved, but only partially or temporarily.

Once the spell is complete, if two or more **words** were committed, the current player **gifts** one of the committed **words** to another player. All other **words** committed to the spell are lost; turn them over, and do not use them in another spell. The current player then places the **location card** in front of them, discards the **problem card** and their turn ends.

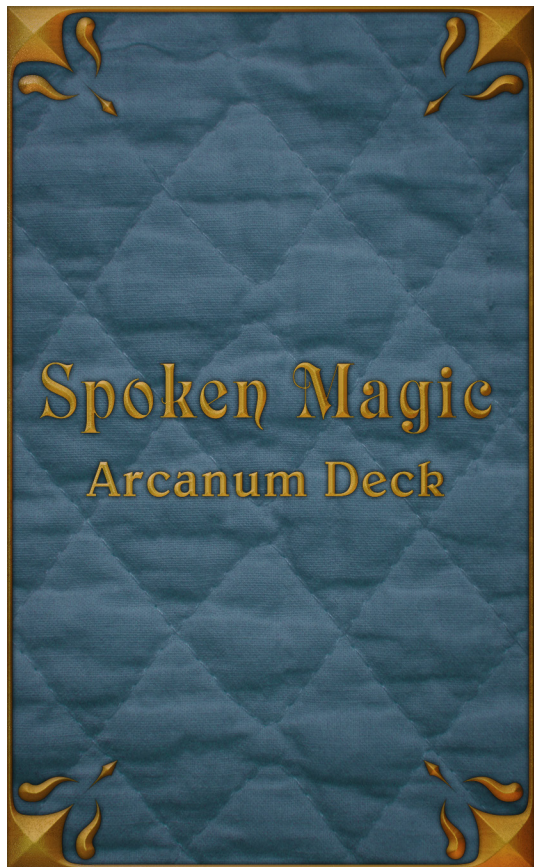
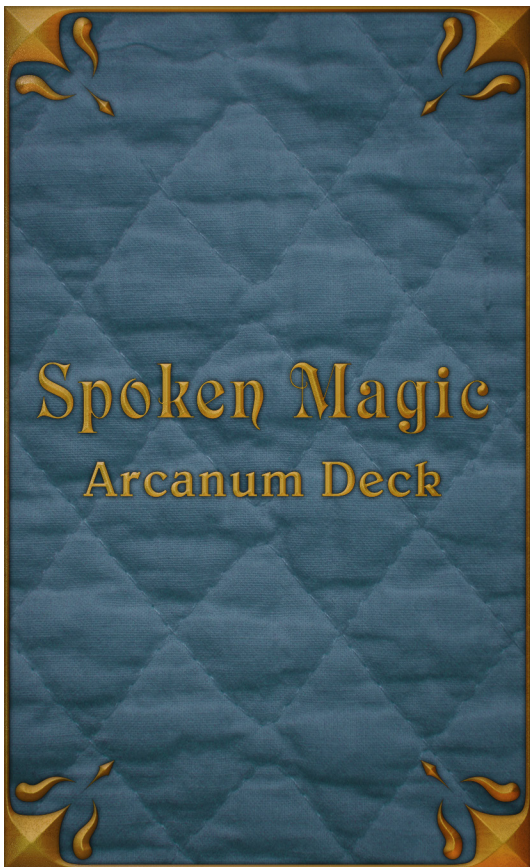
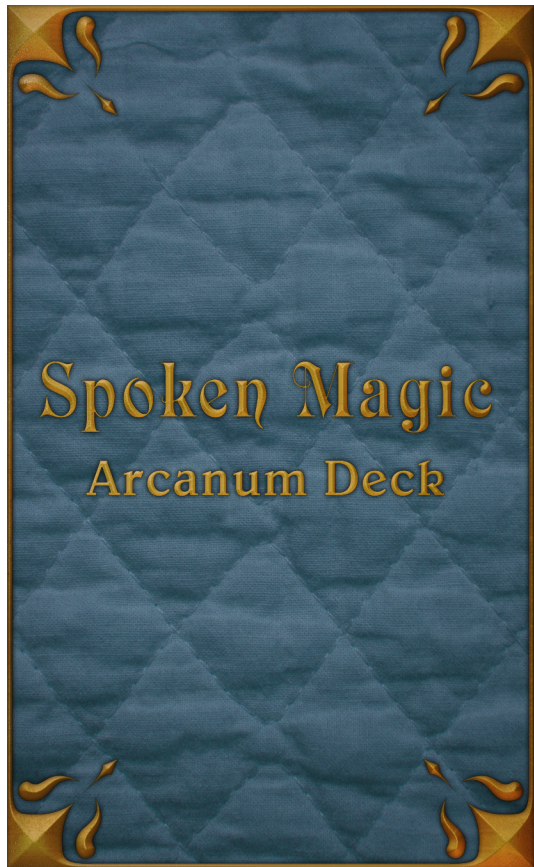
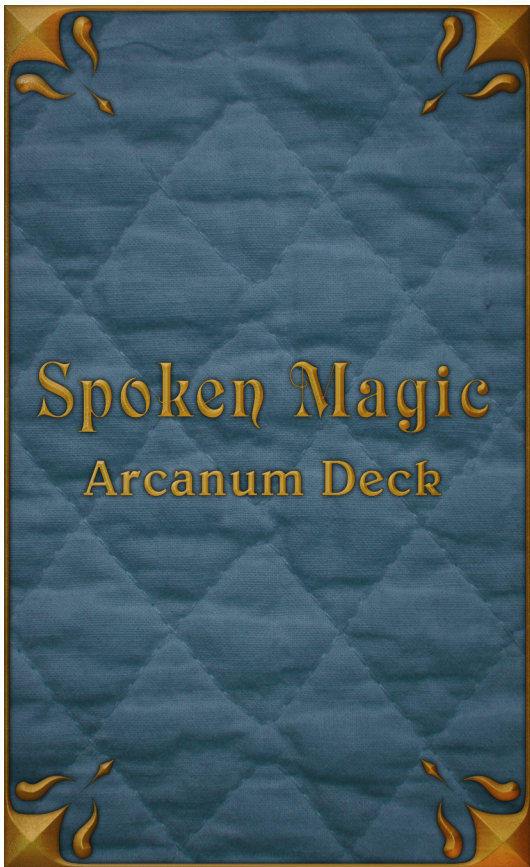
Speechless

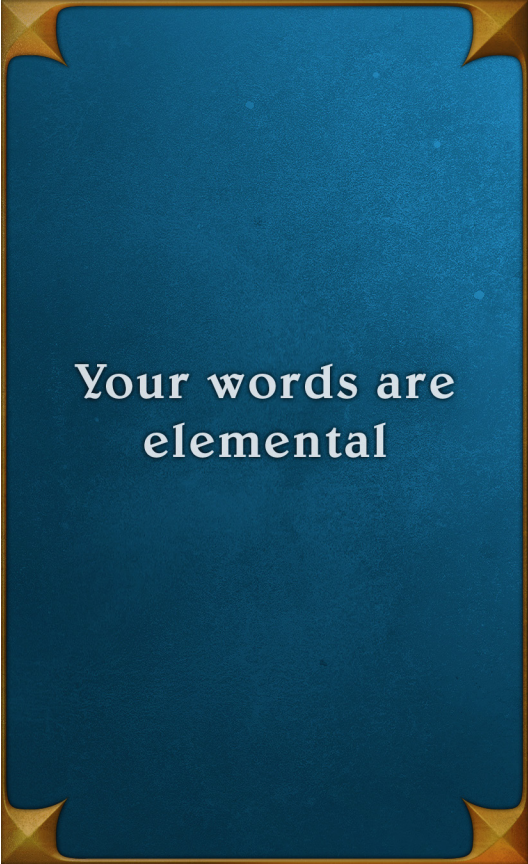
After the last **words** are used to cast a **spell**, no more cards are drawn. Each player takes an additional turn to share what they learned about magic over the course of the journey. Then, go around in reverse order playing your **location cards** and describing what you see as you take the path home.

When you arrive home, sit in silence. Maintaining this silence, every player writes a short phrase on their index card that starts with "My words are" to indicate how their **words** have changed through sharing. The game is now over.

New Paths

As written, Spoken Magic is a long and bittersweet journey, but you may wish to play a faster or more triumphant game. For a faster game, remove the **gifting** mechanic or have **gifted words** replace a **word** in the receiving player's hand. If you find the game too disheartening, allow 5s to count as 6s when rolling for a **helping word**.





Your words are
elemental



Your words are
profane



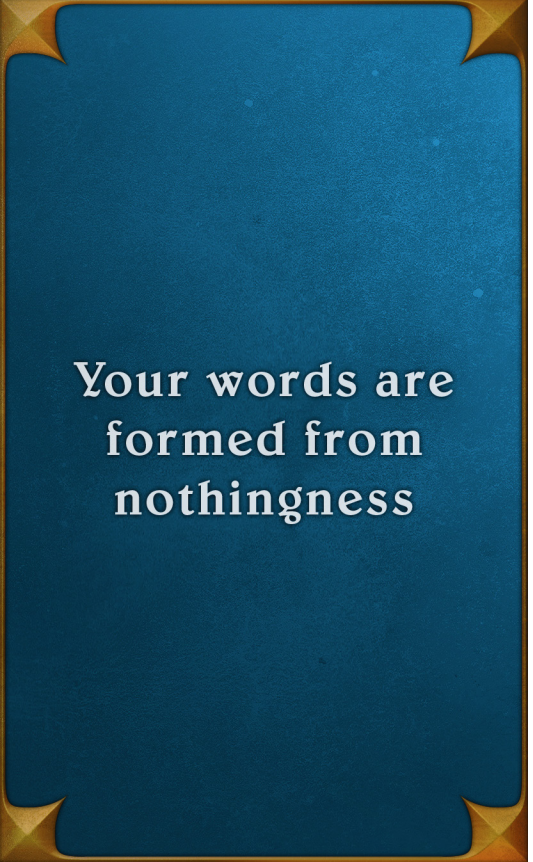
Your words are
restorative



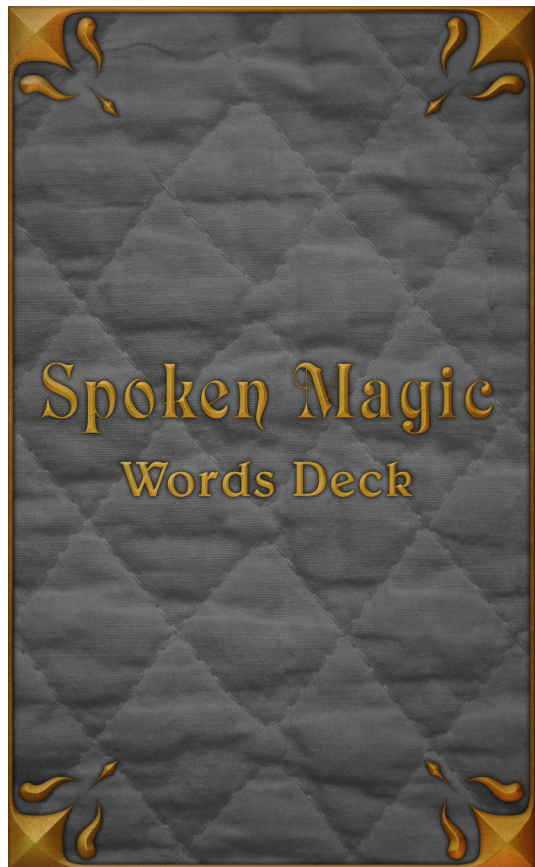
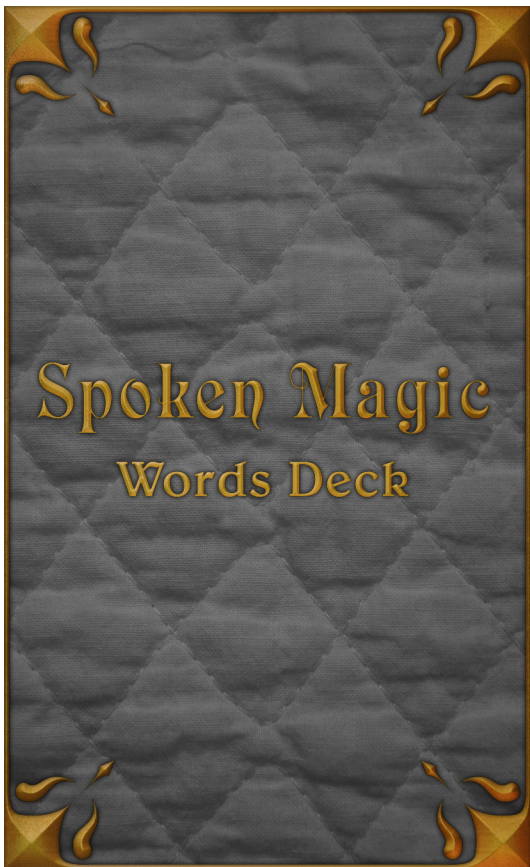
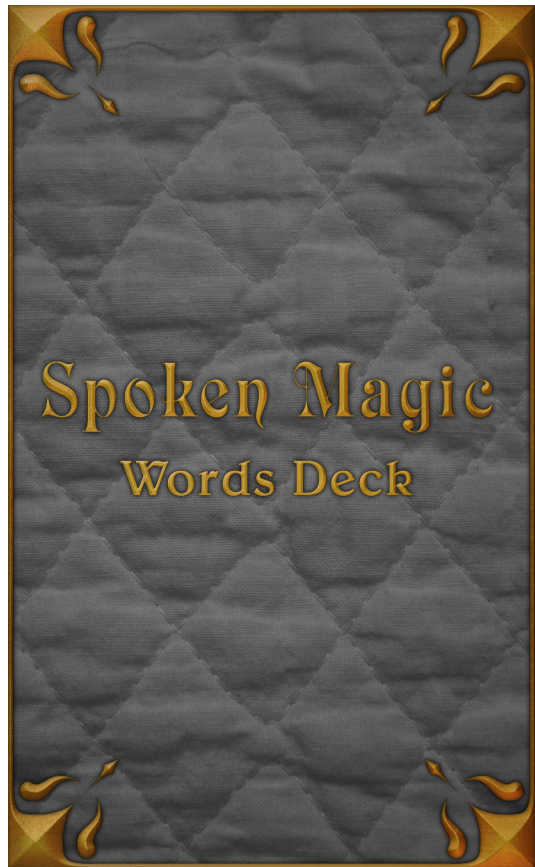
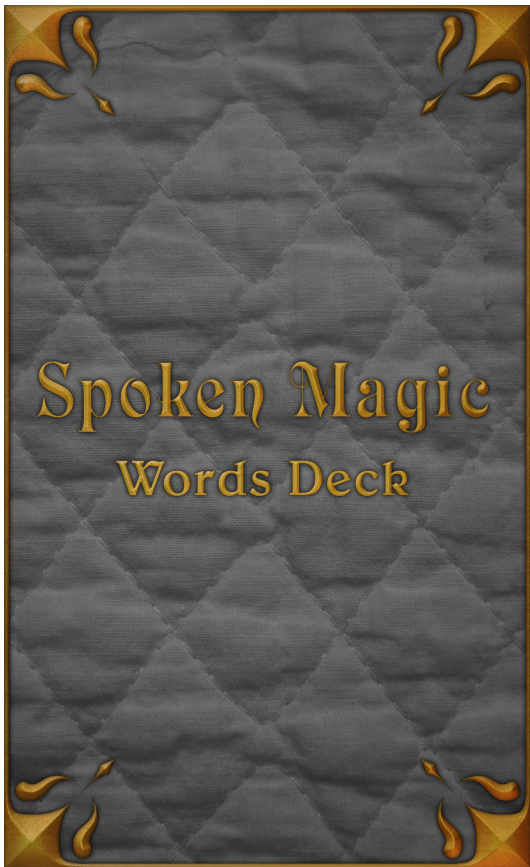
Your words are
stolen



Spoken Magic
Arcanum Deck



Your words are
formed from
nothingness



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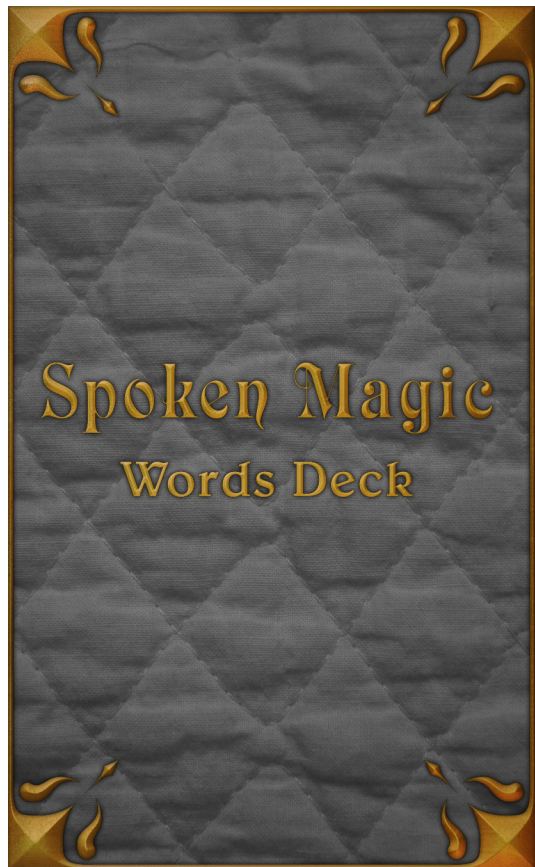
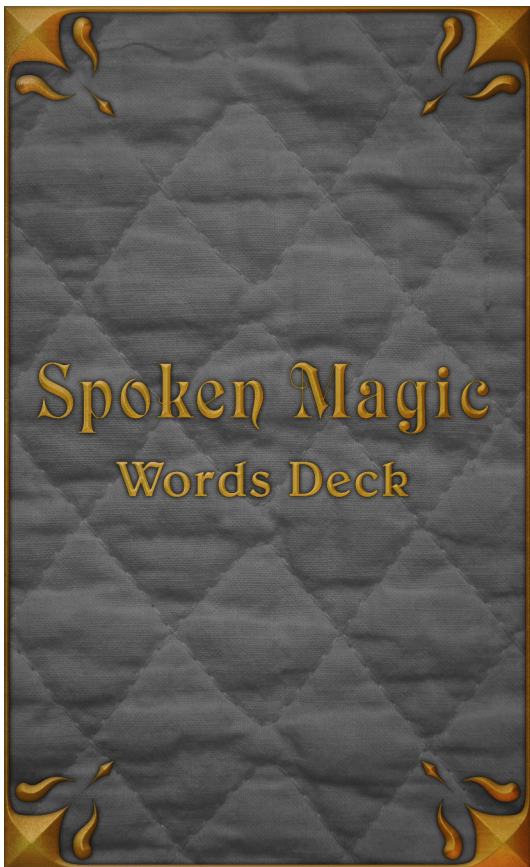
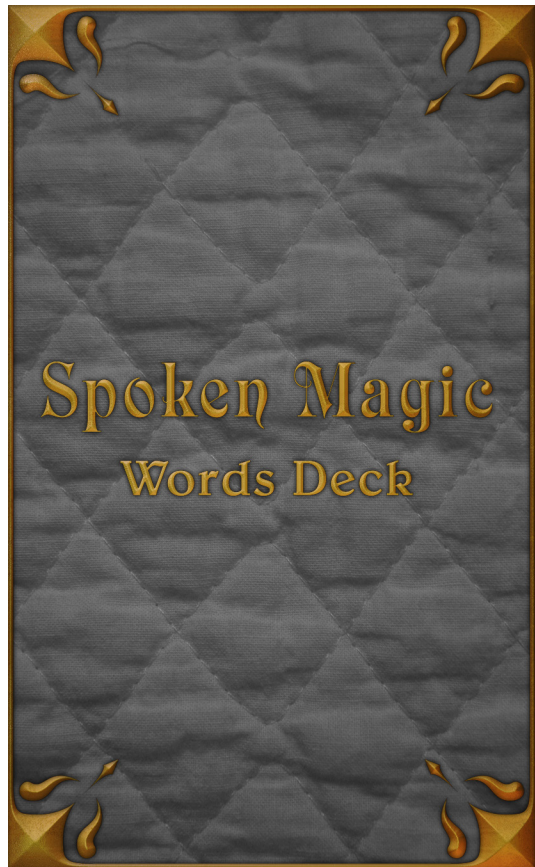
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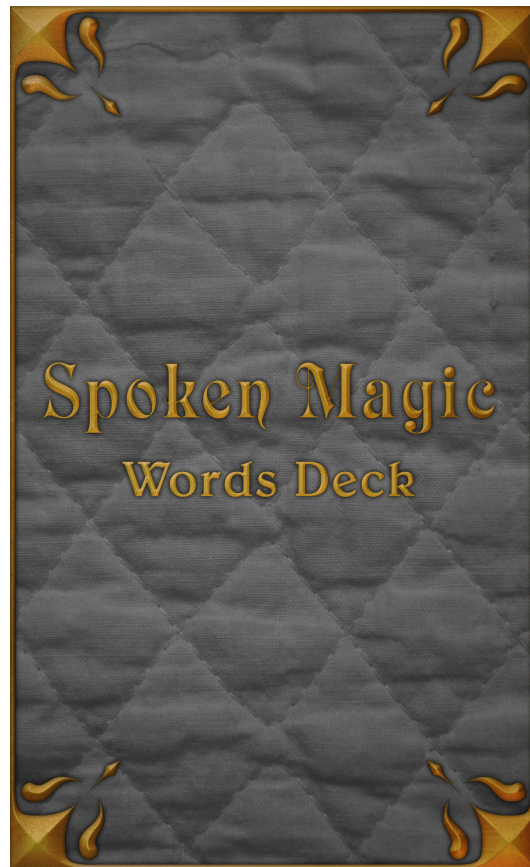
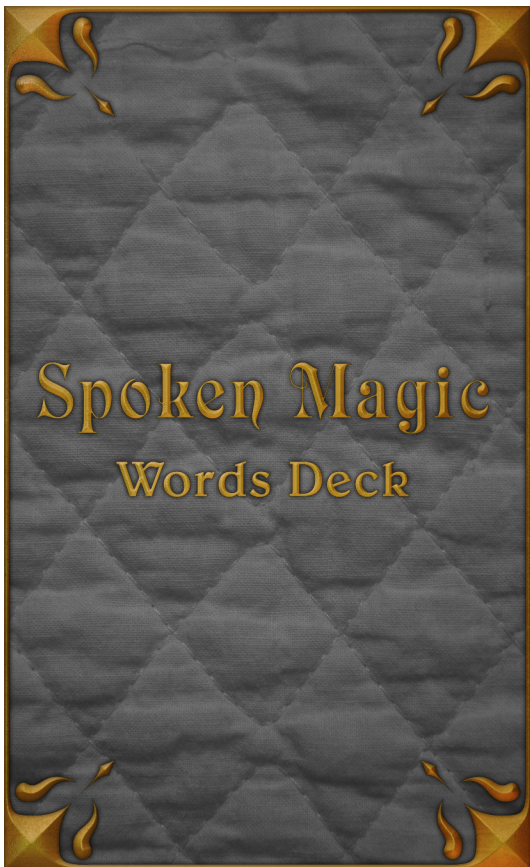
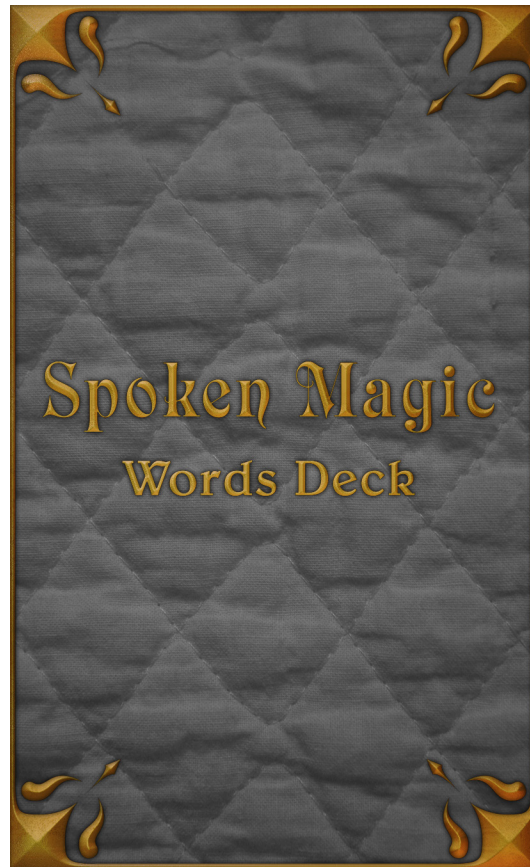
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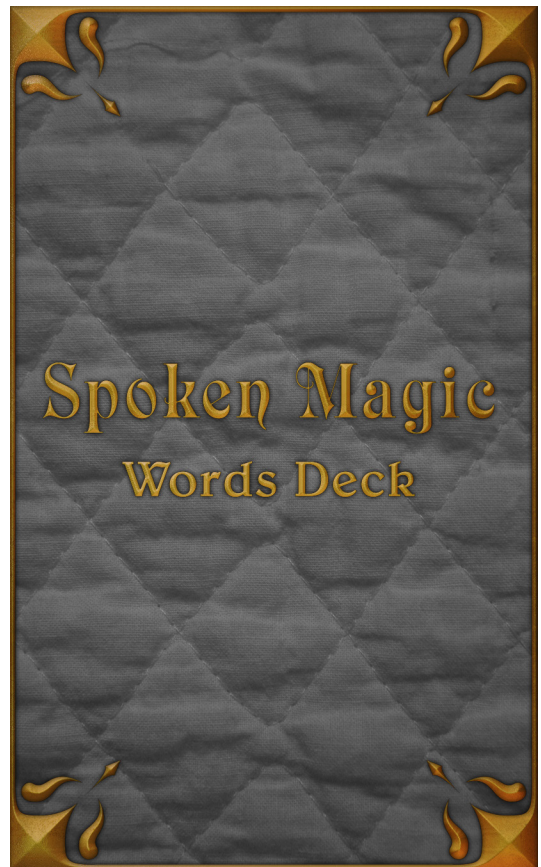
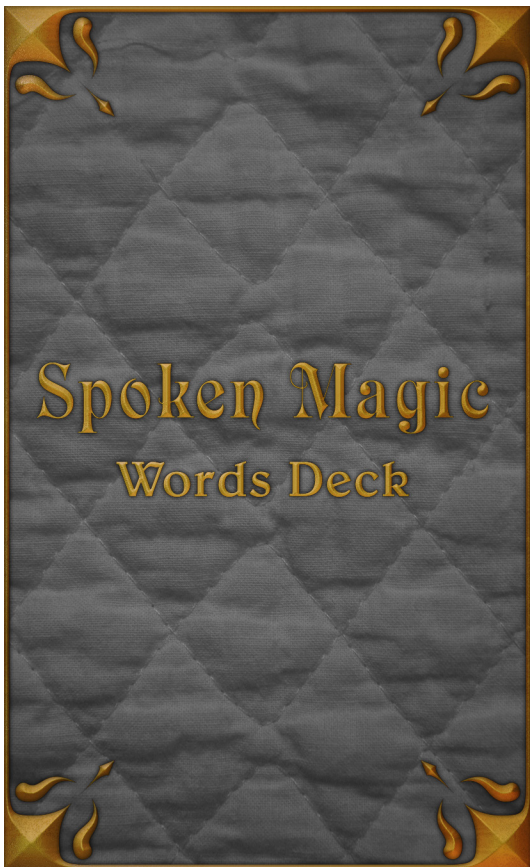
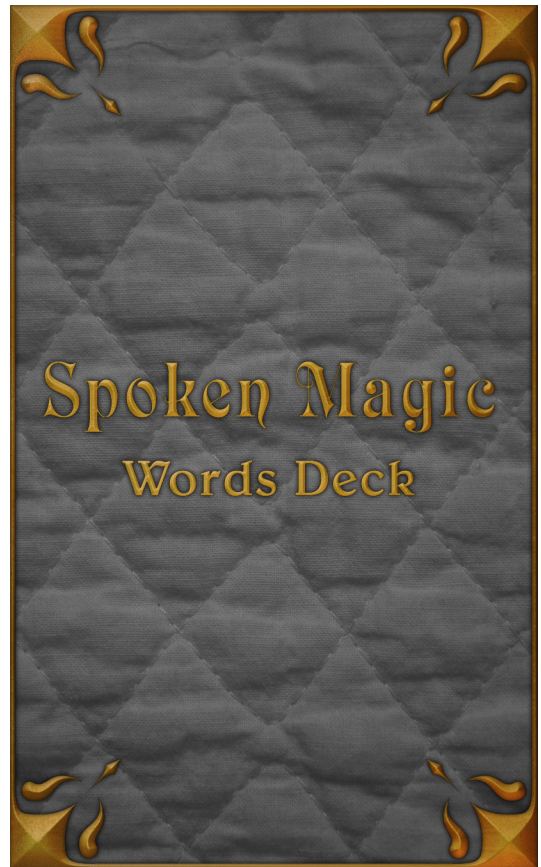
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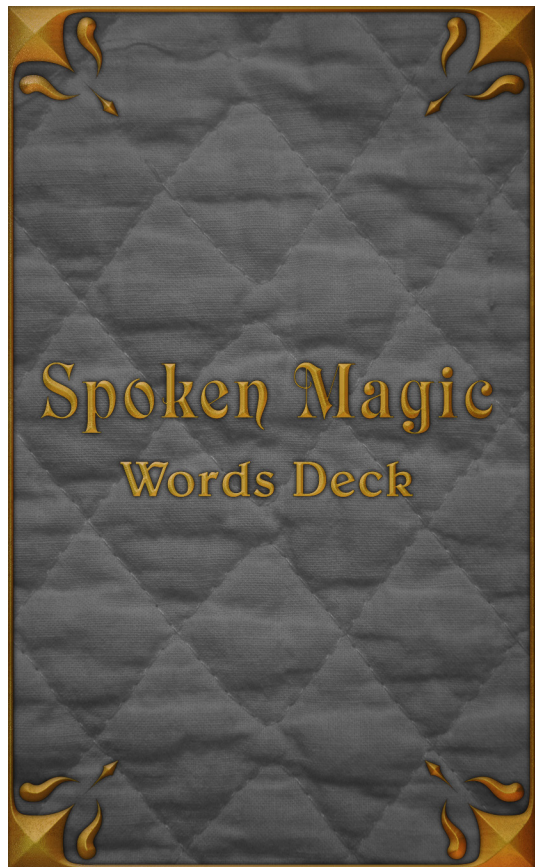
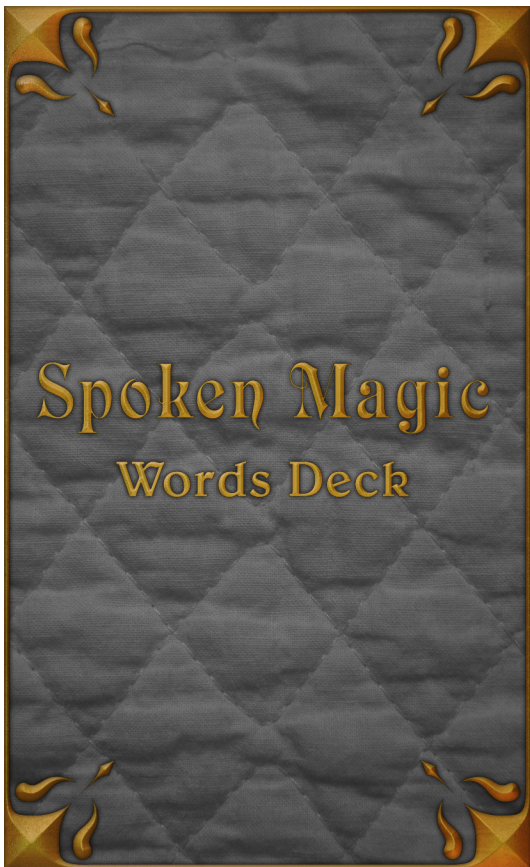
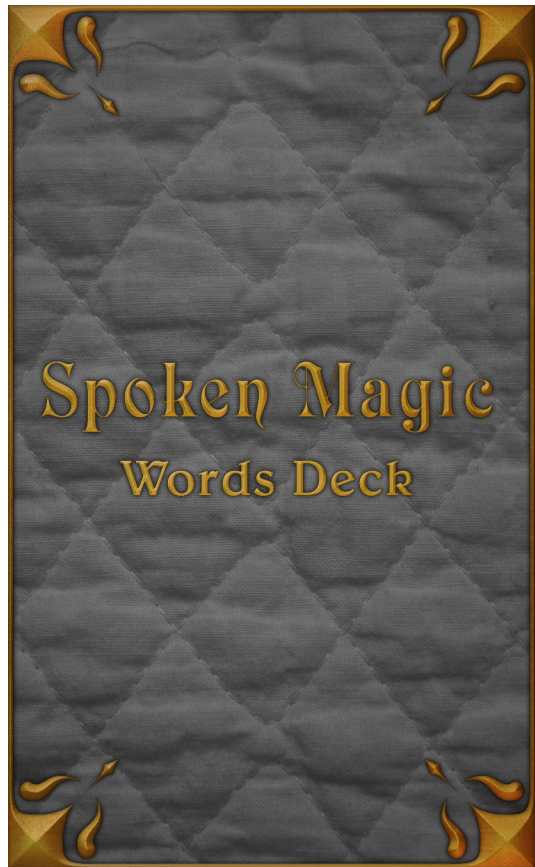
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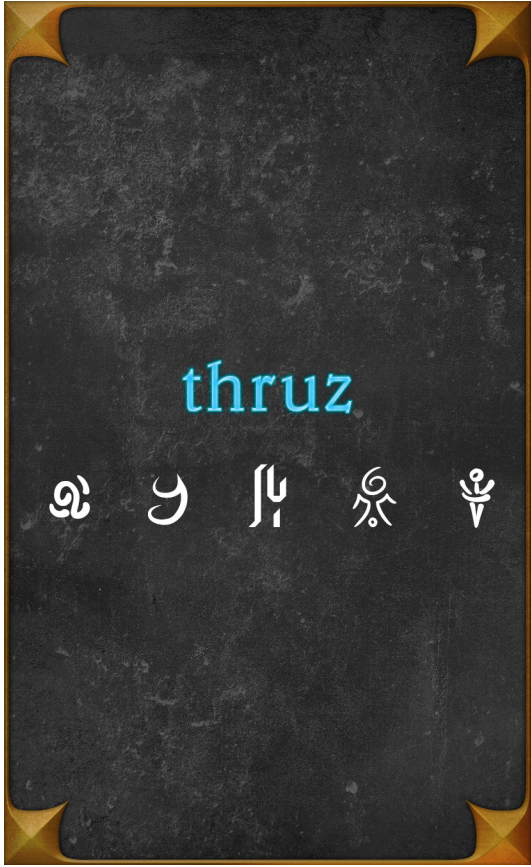
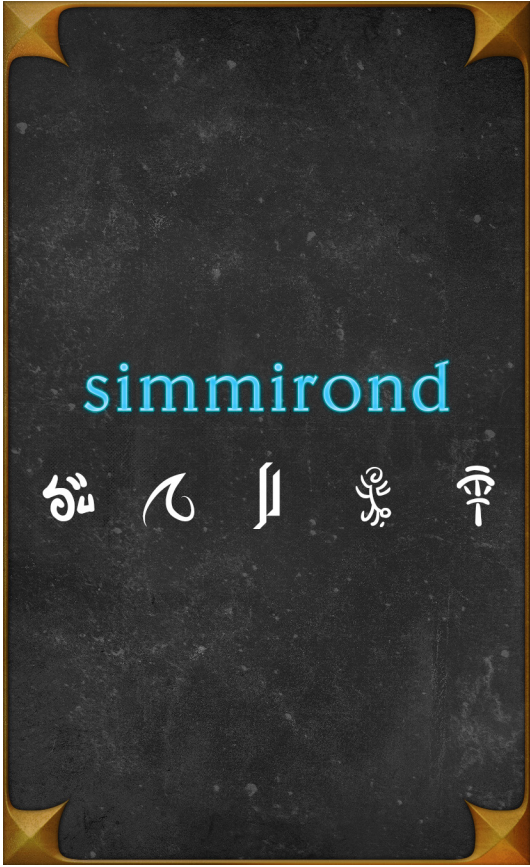
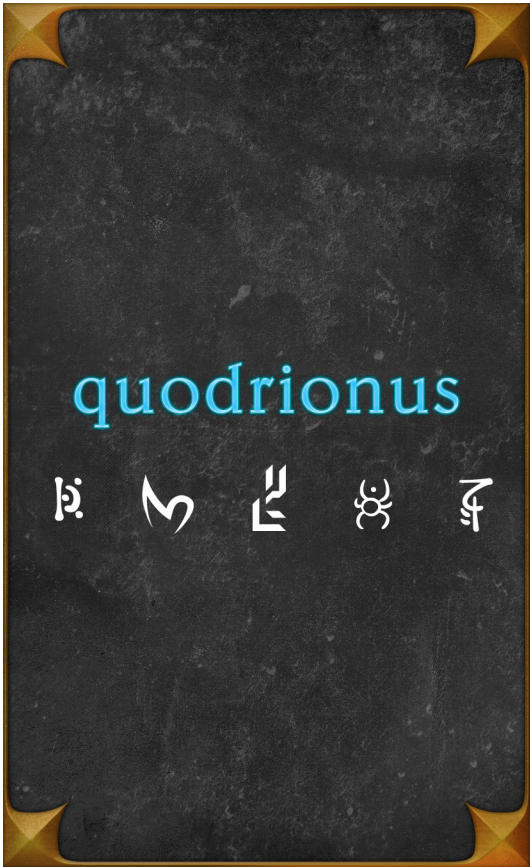
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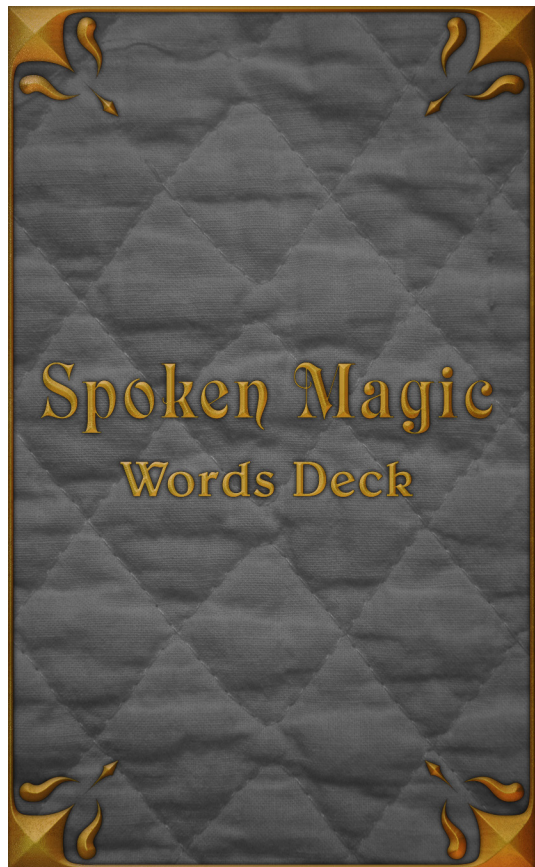
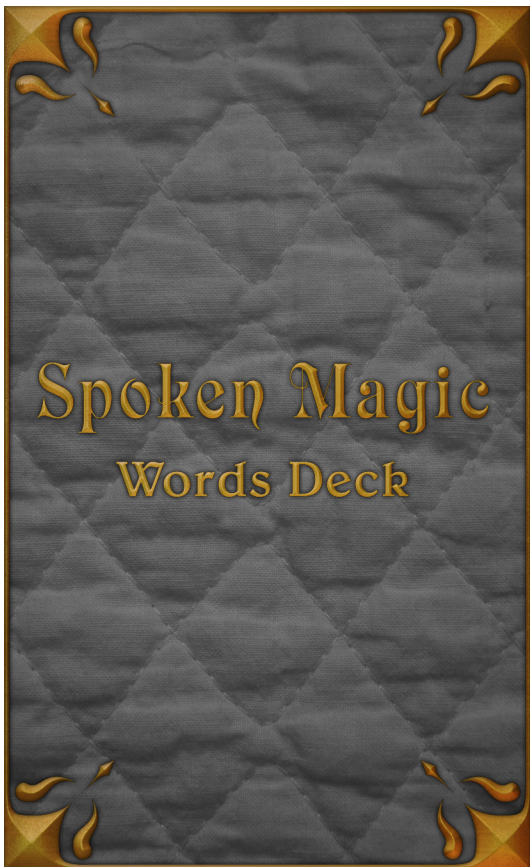
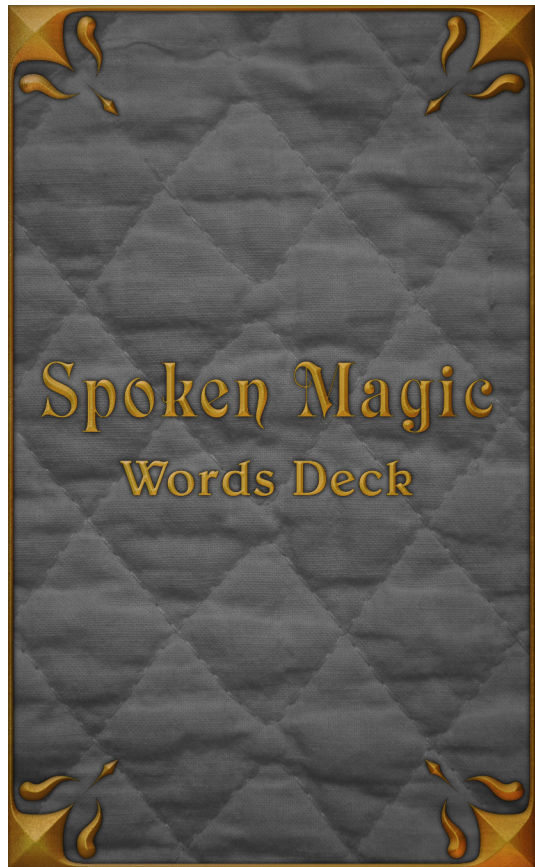
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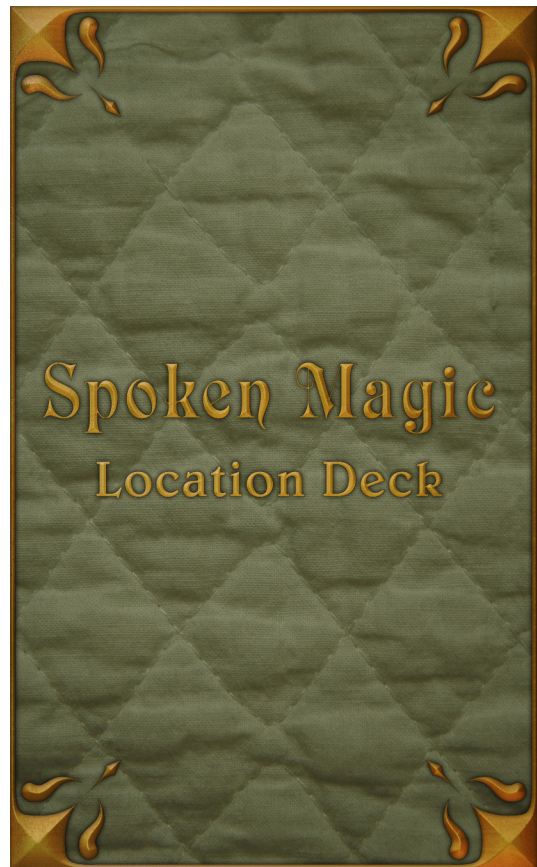
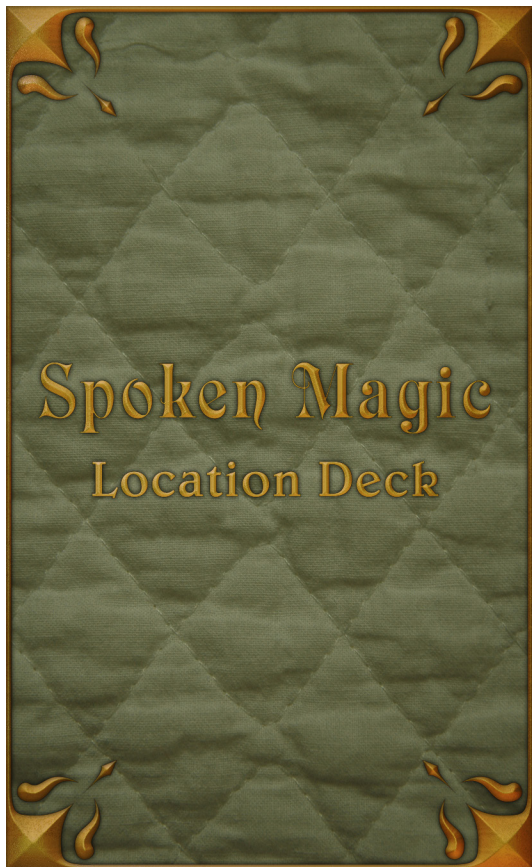
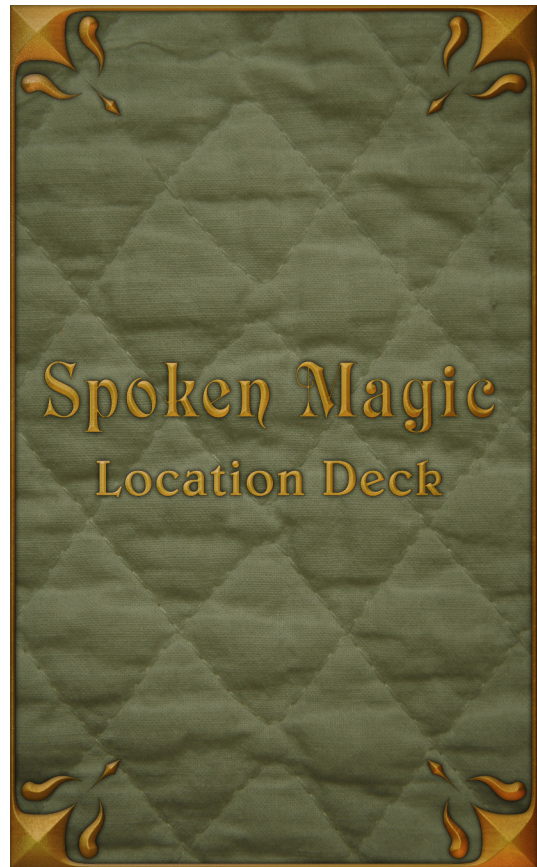
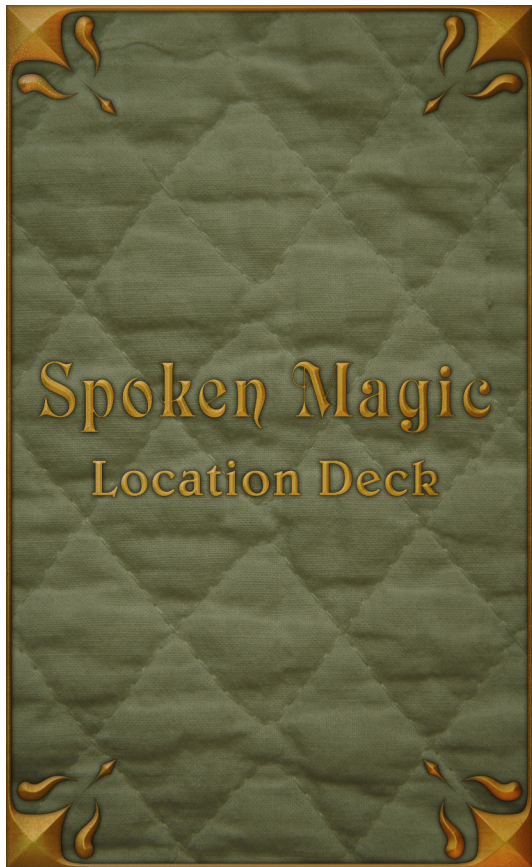
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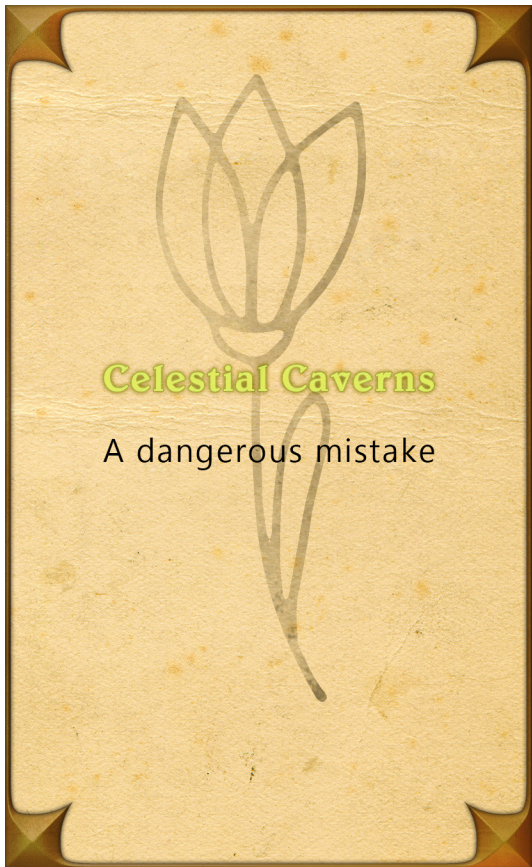
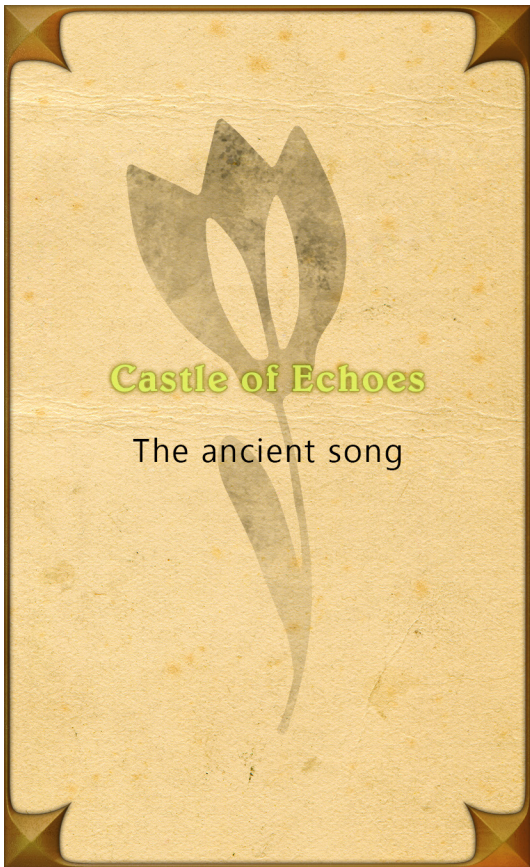
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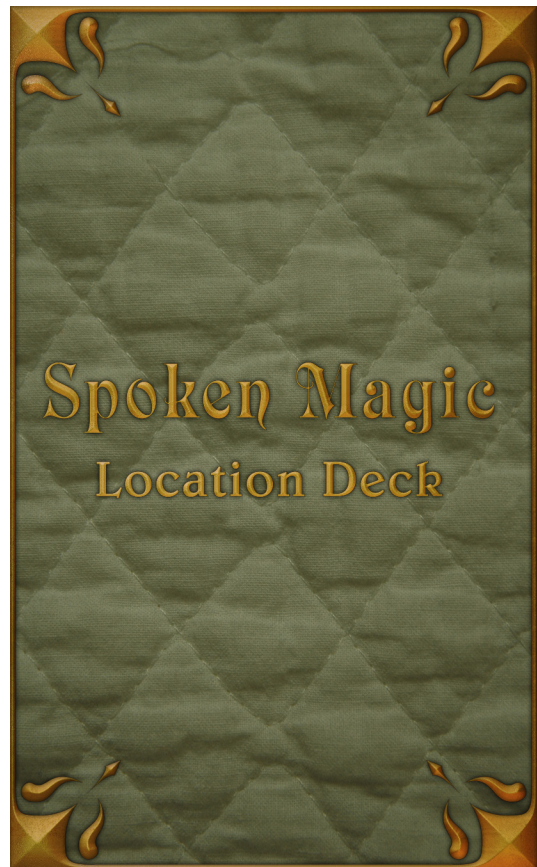
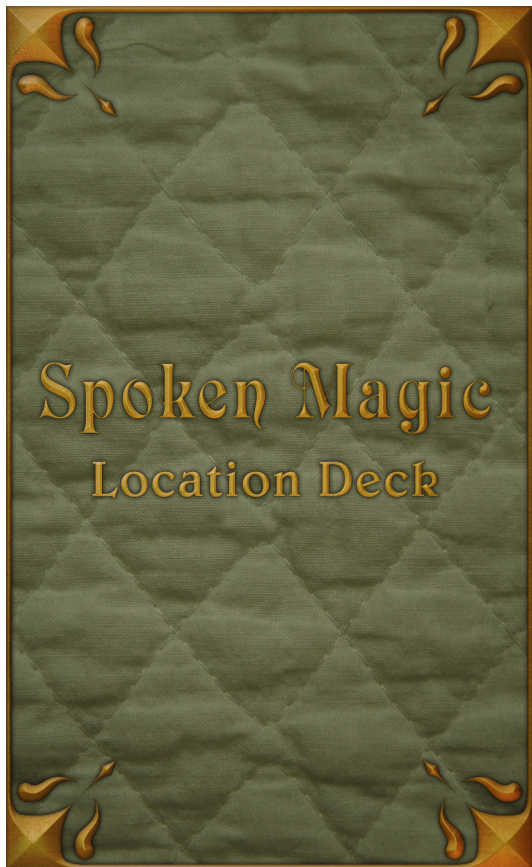
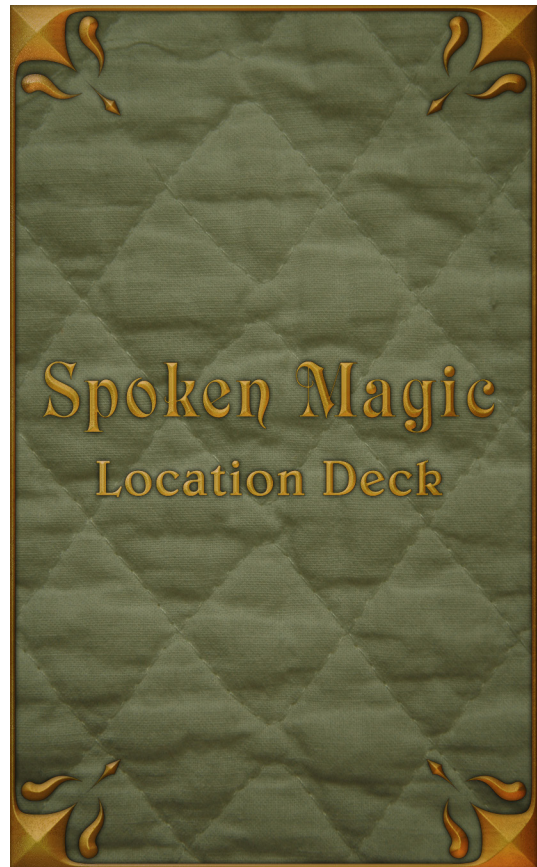
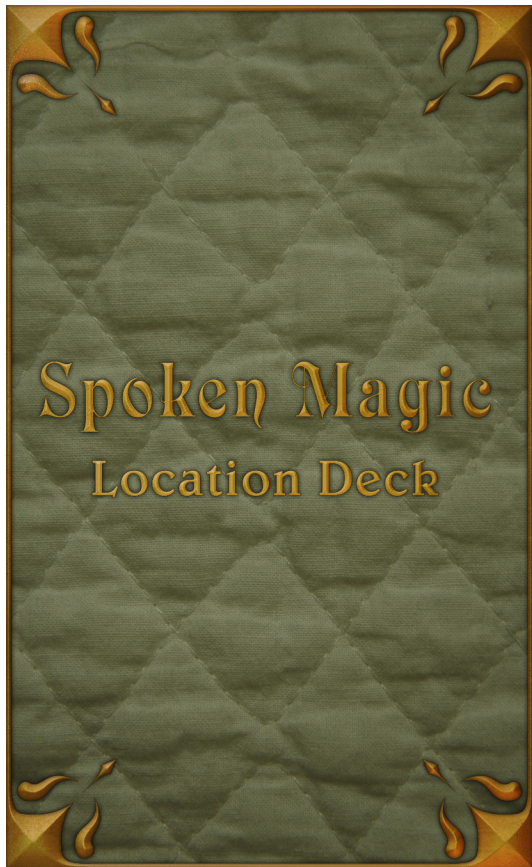
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Desert of Lost Bones

Why we made this



Diamond River

A disagreement



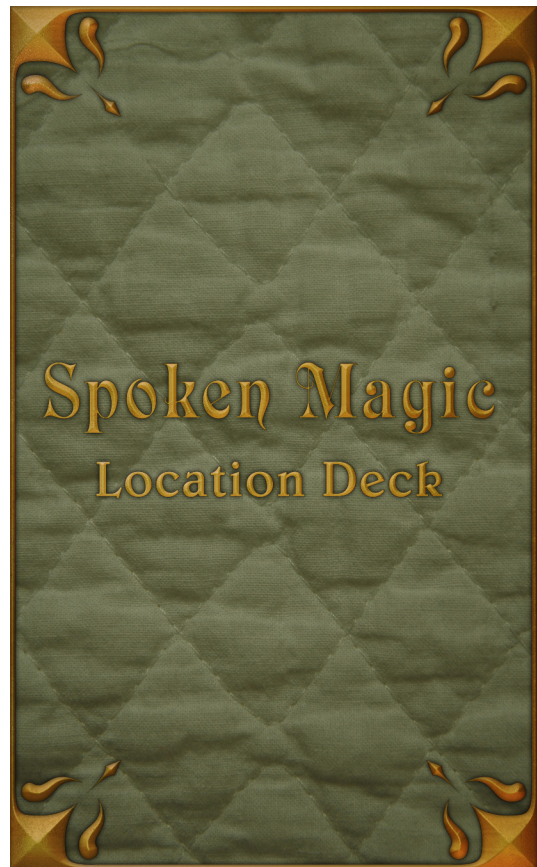
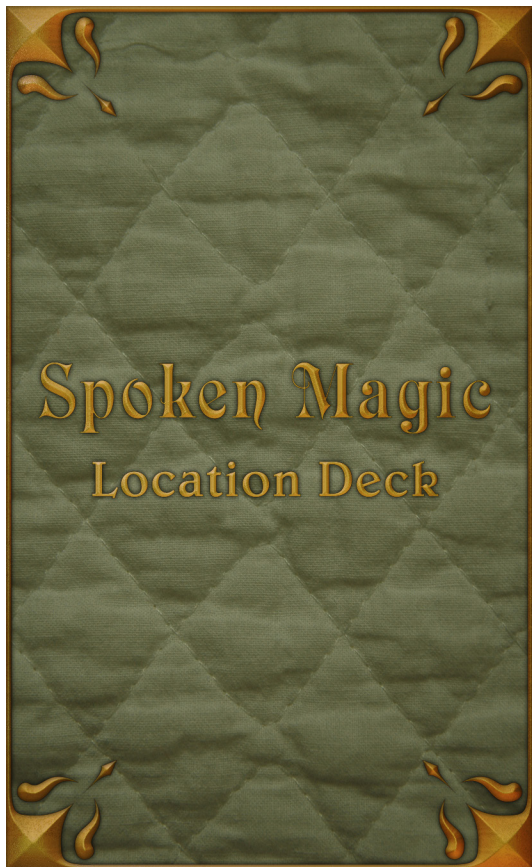
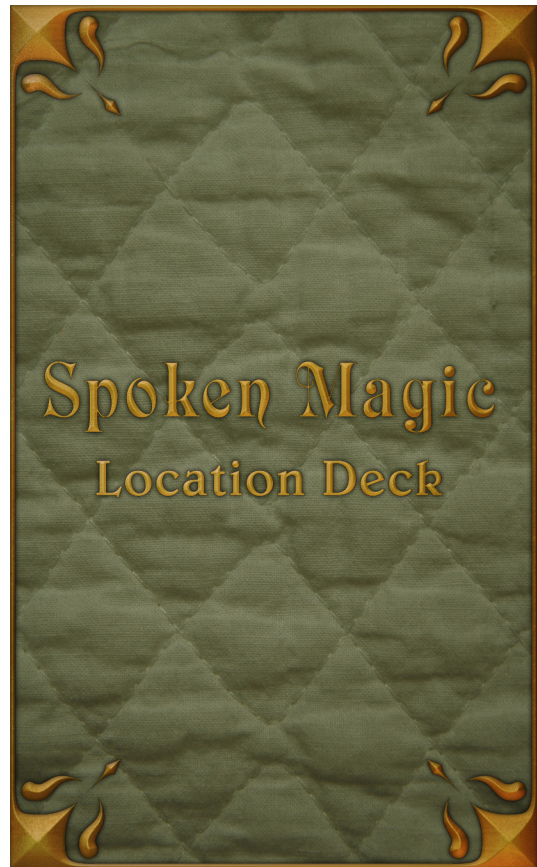
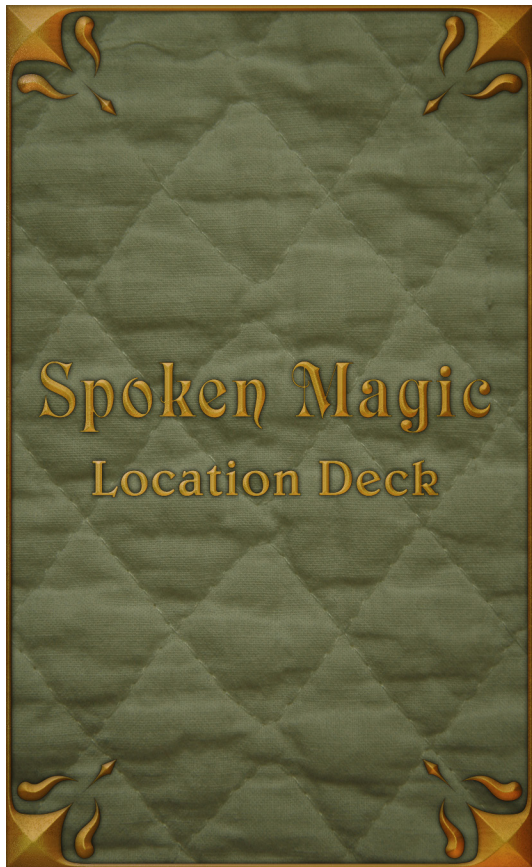
Dread Forest

What we share



Eyrie Tower

That which follows





Fae Isles

Dreams of another journey



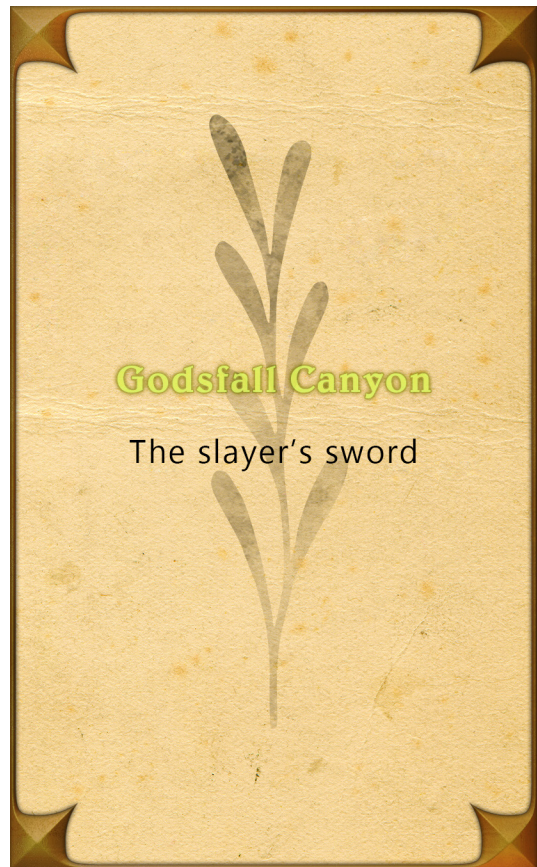
Fracture

Forbidden Magic



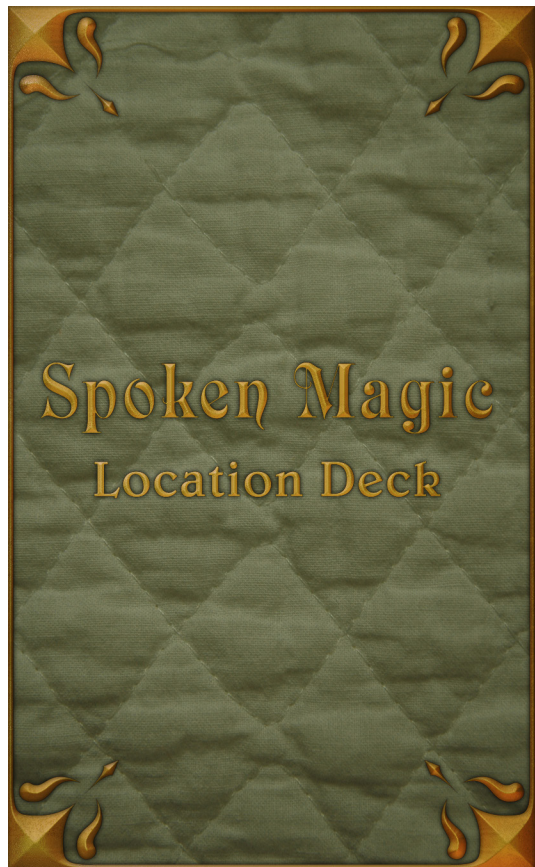
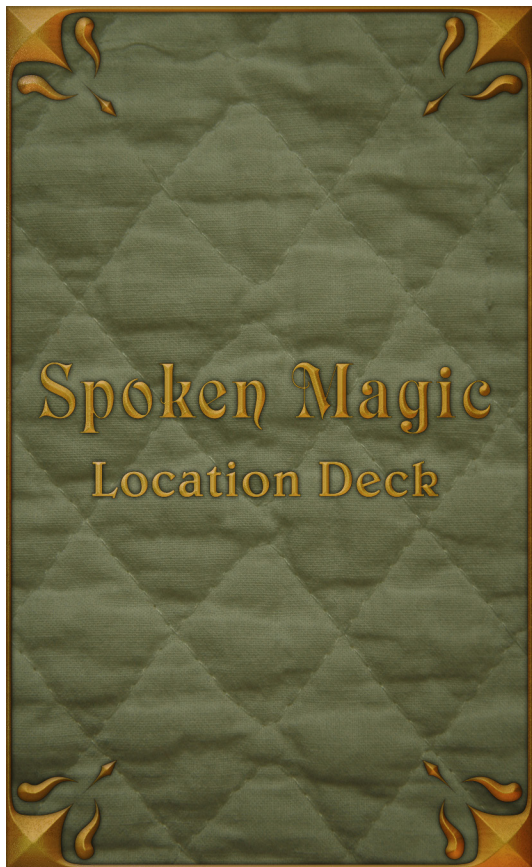
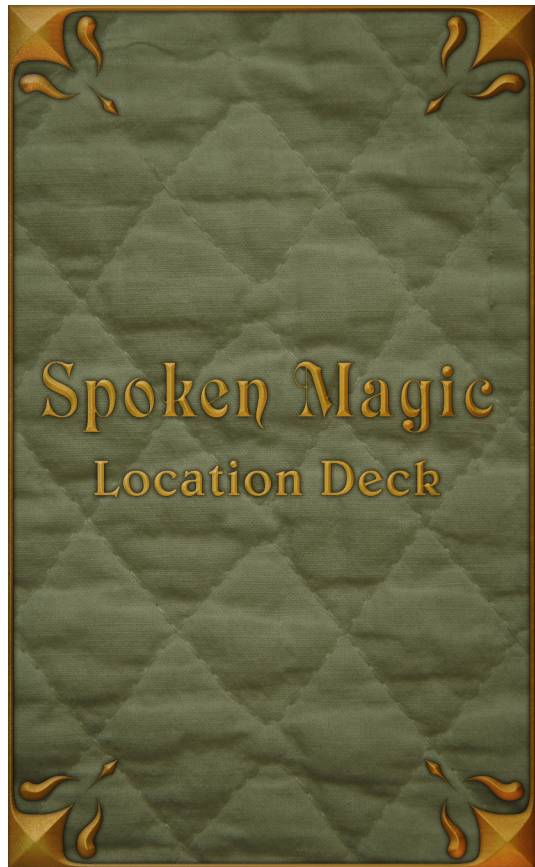
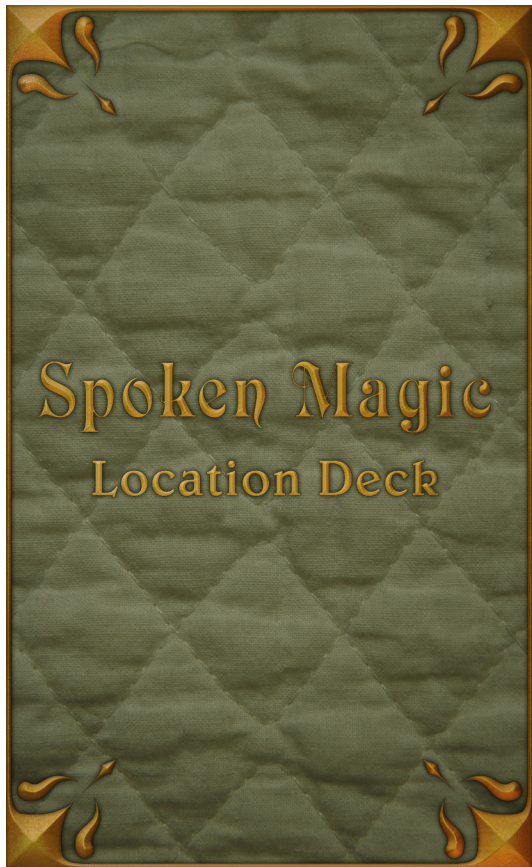
Gilded Reef

A great treasure



Godsfall Canyon

The slayer's sword





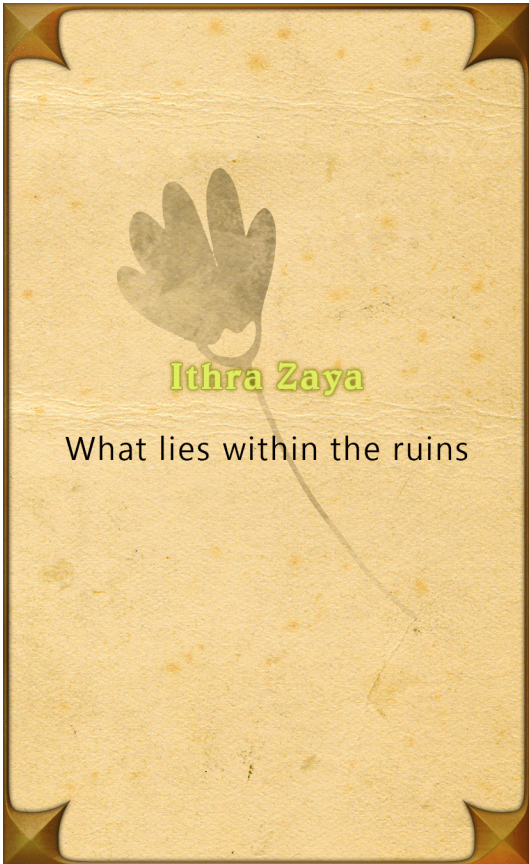
Harrow's Hall

Why we linger



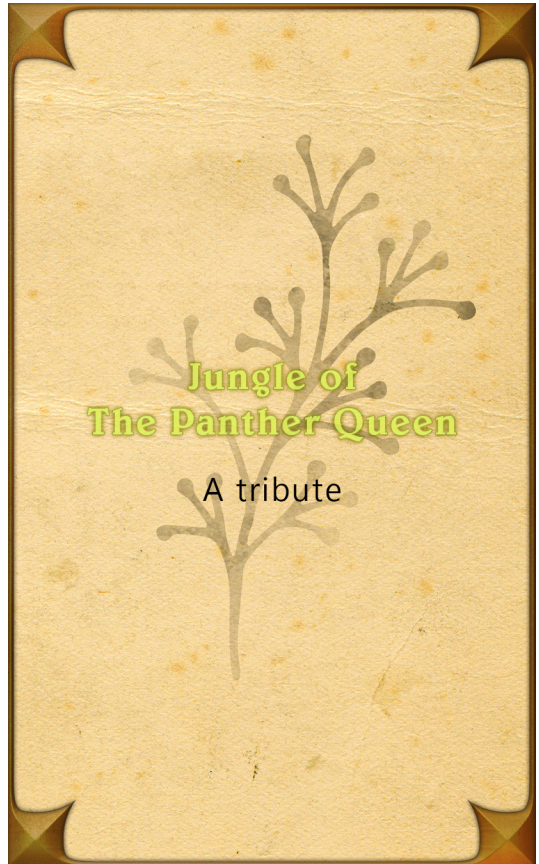
Hunter's Peak

A new companion



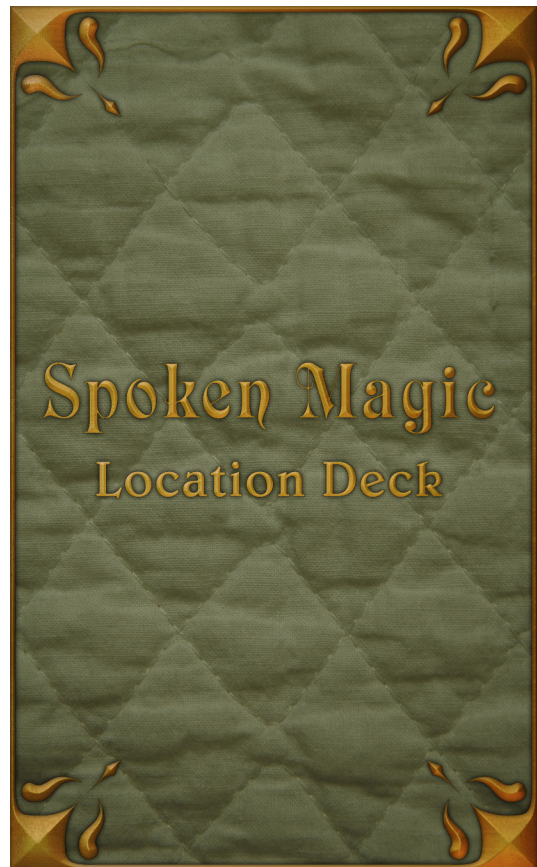
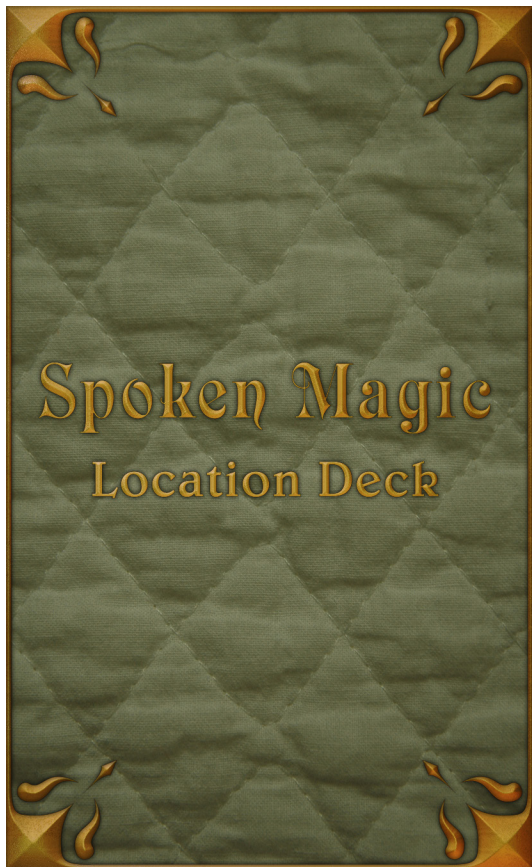
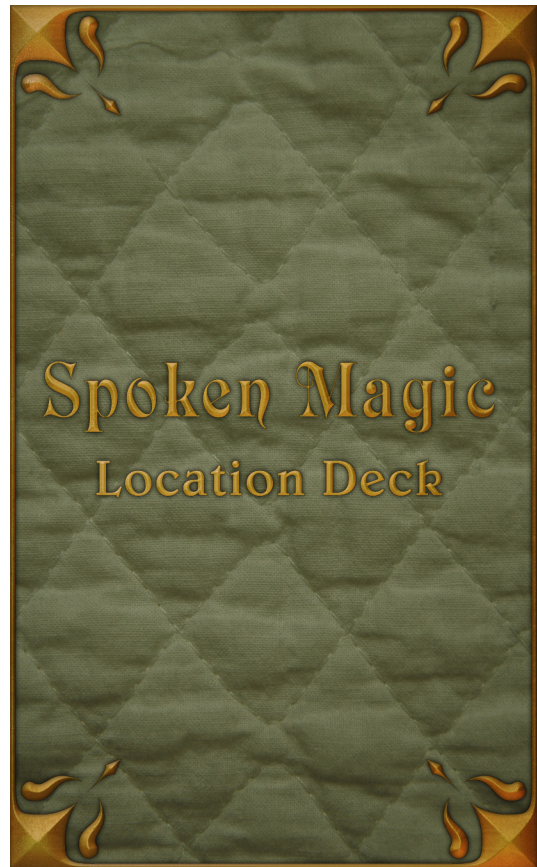
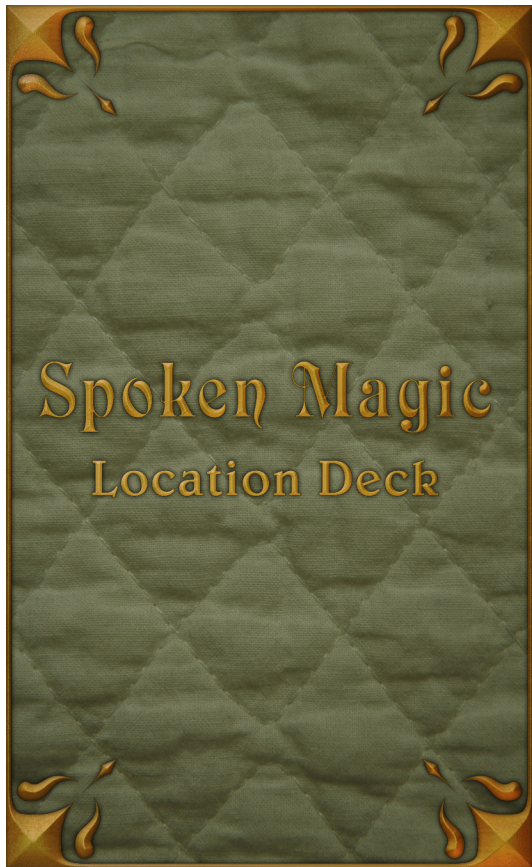
Ithra Zaya

What lies within the ruins



**Jungle of
The Panther Queen**

A tribute





Lake of Runes

A private moment



Marsh of the Wizards

What remains



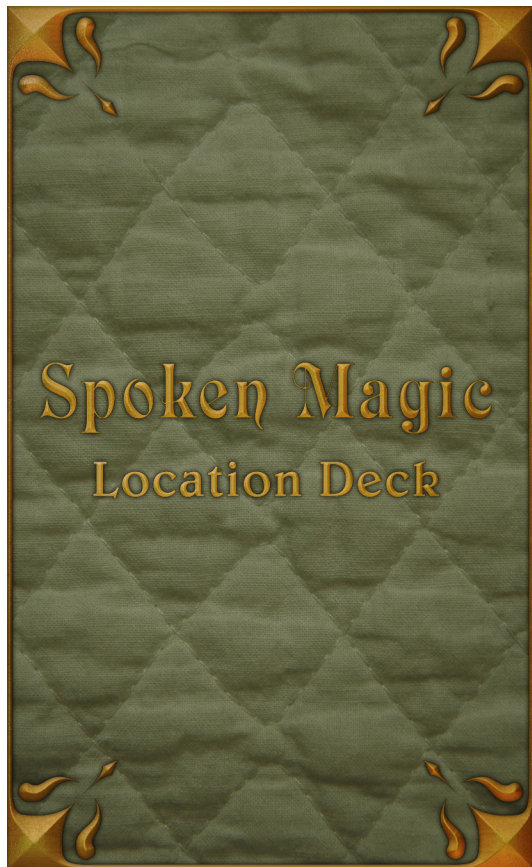
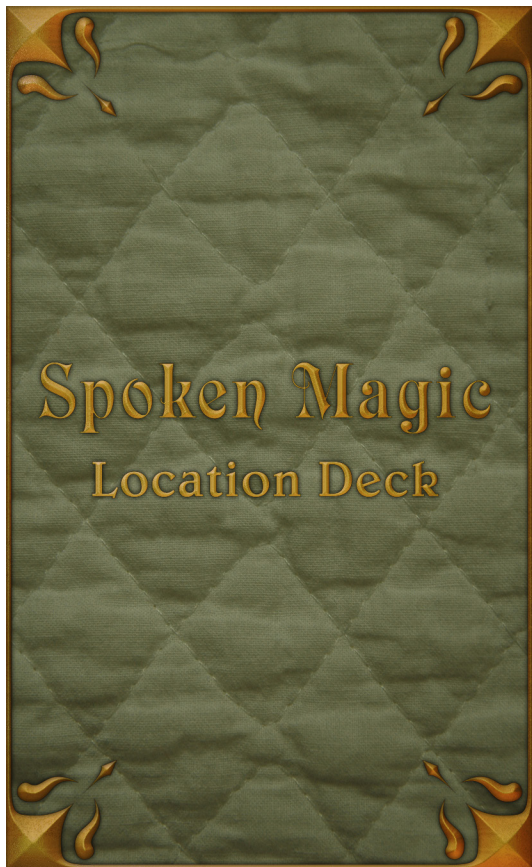
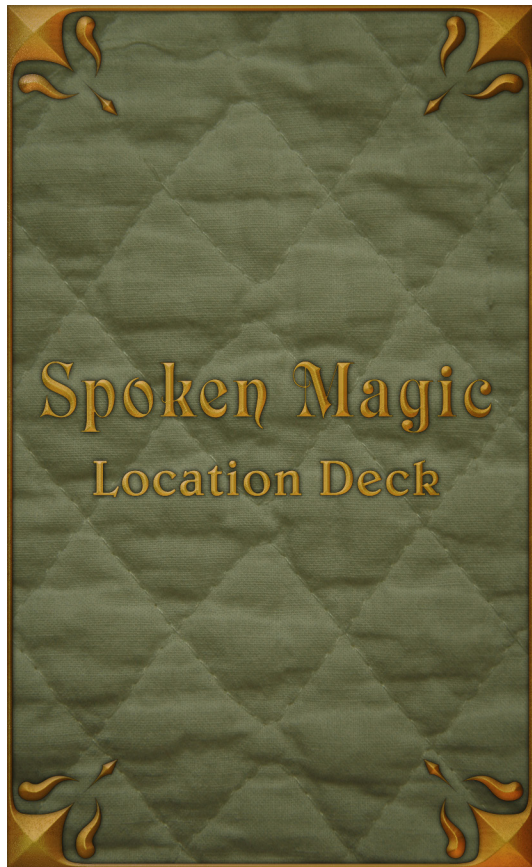
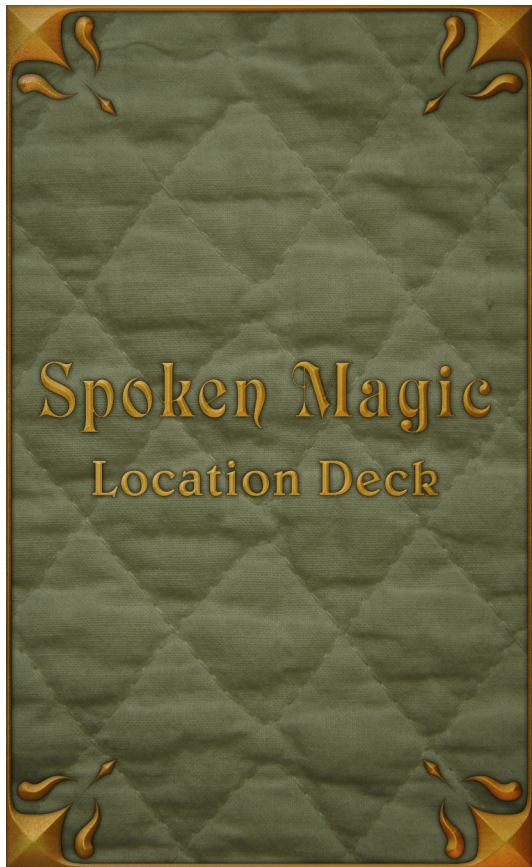
Meadow Eternal

A promise



Oblivion

What was lost



A faint, light-colored illustration of a plant with three elongated, pointed leaves on a single stem, centered on the card.

Plains of Primordium

Truth and illusion

A faint, light-colored illustration of a single leaf with a stem, centered on the card.

Salt Cliffs

Making camp

A faint, light-colored illustration of a plant with many small, rounded leaves on several stems, centered on the card.

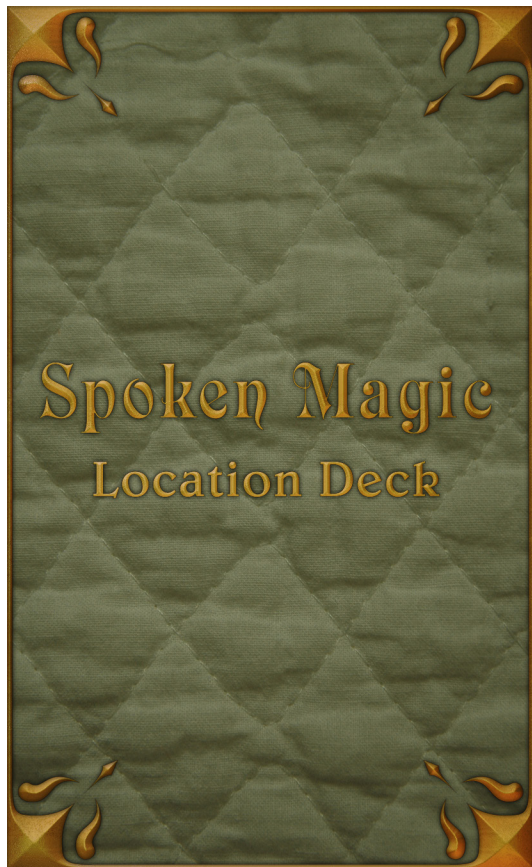
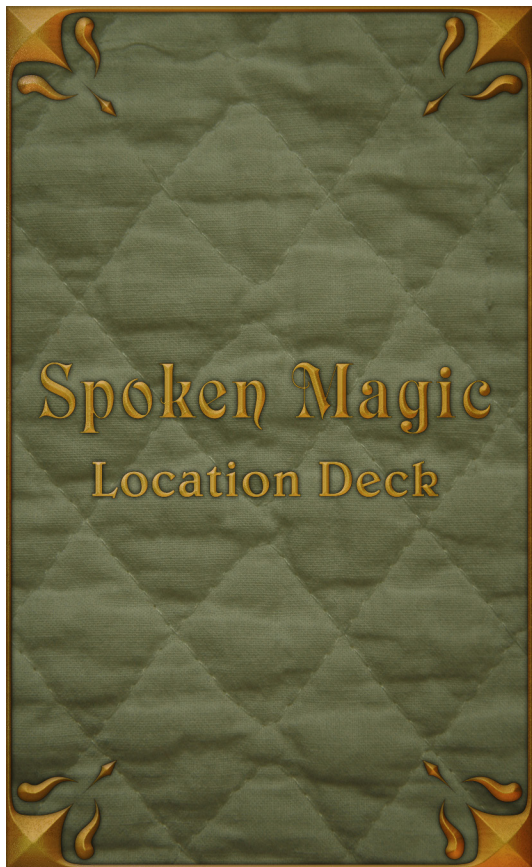
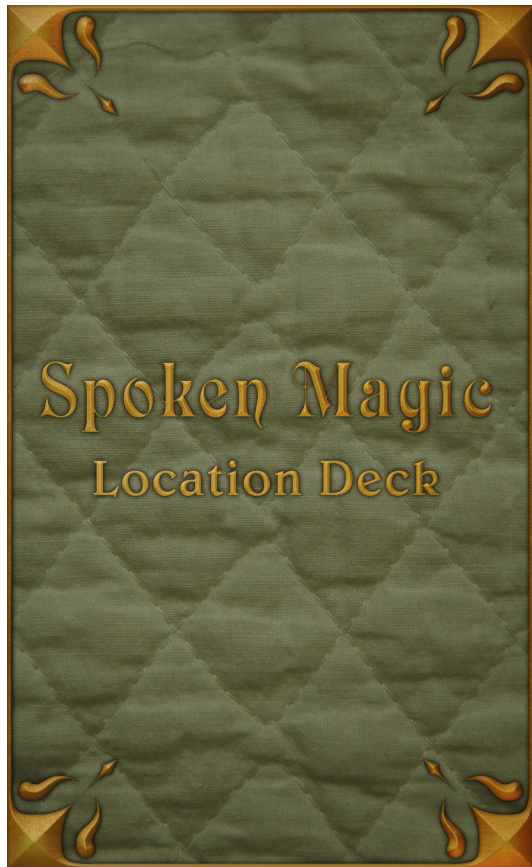
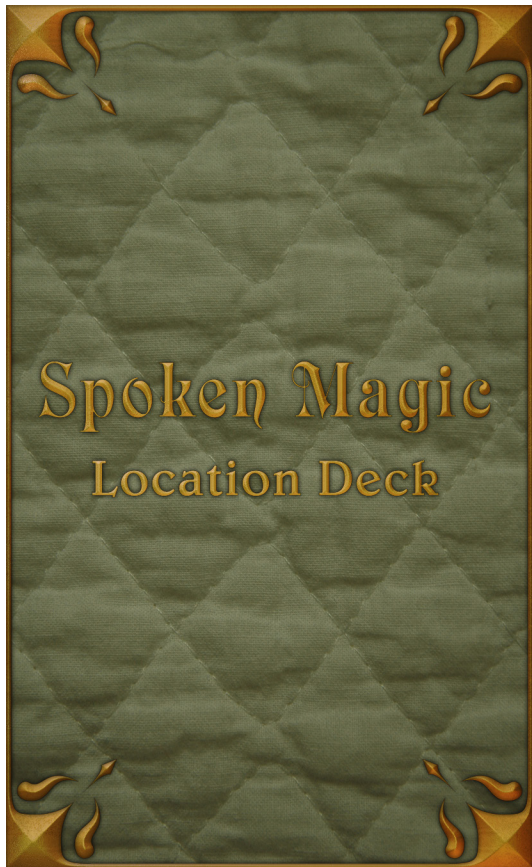
Sea of Mists

What the waves tell us

A faint, light-colored illustration of a plant with several elongated, pointed leaves on a single stem, centered on the card.

Shores of Terror

What you hope not to find





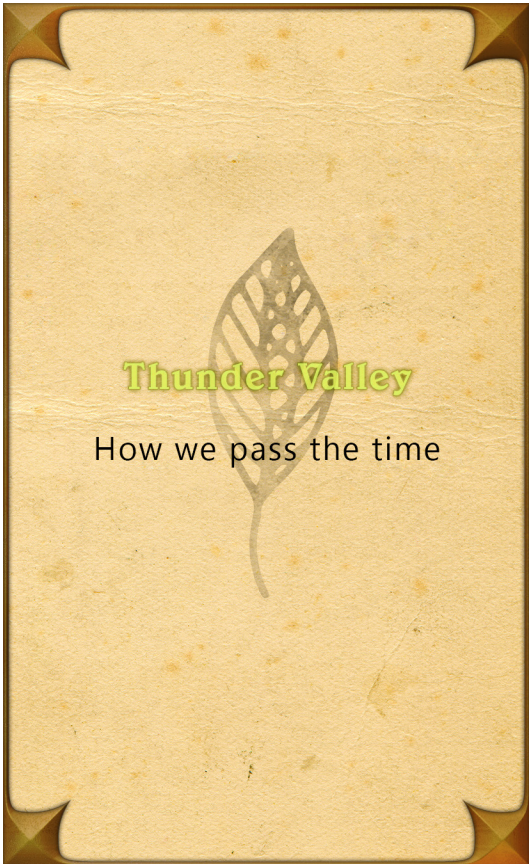
Sorcerous Pass

The reason for our journey



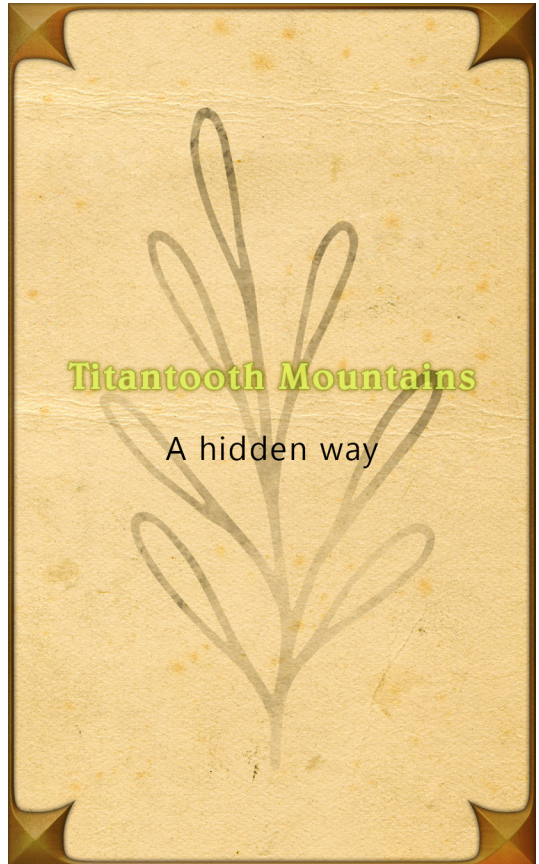
Sparrowsong Ravine

What's missing



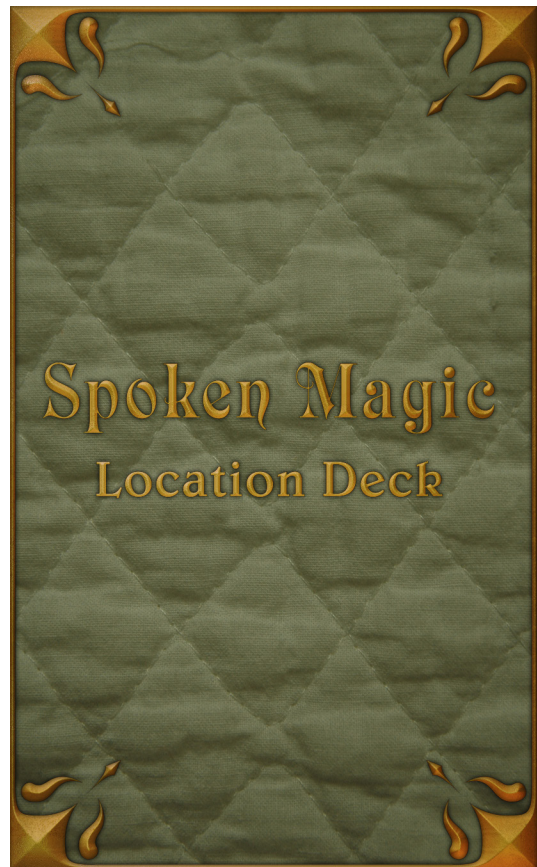
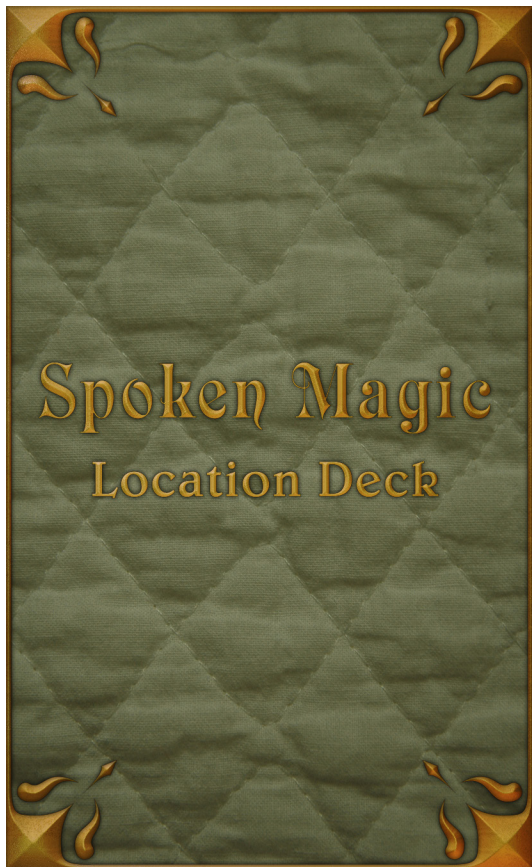
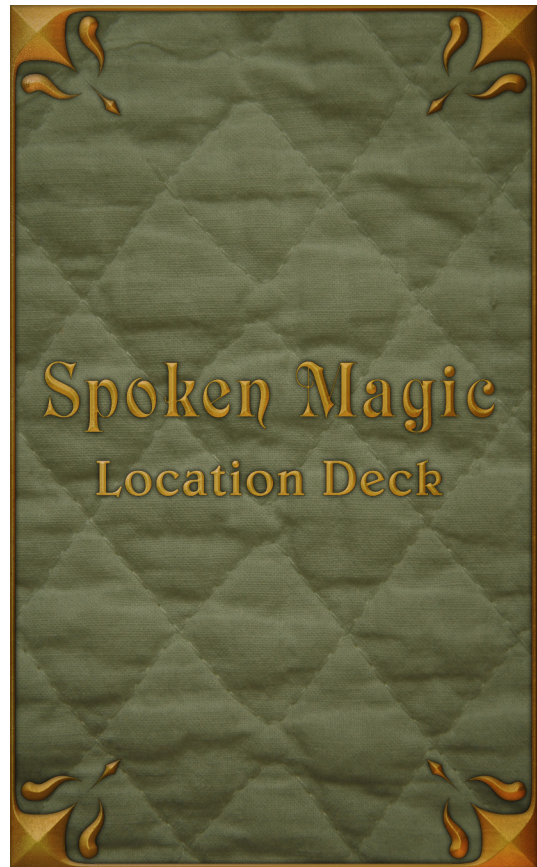
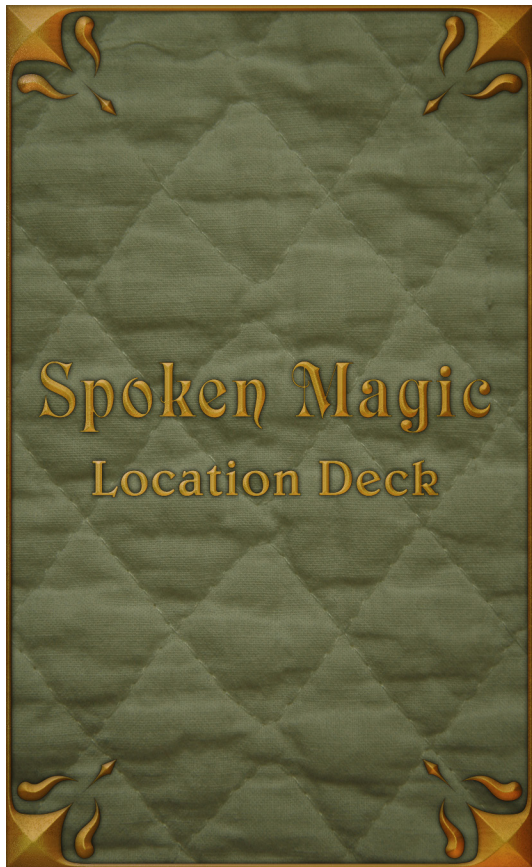
Thunder Valley

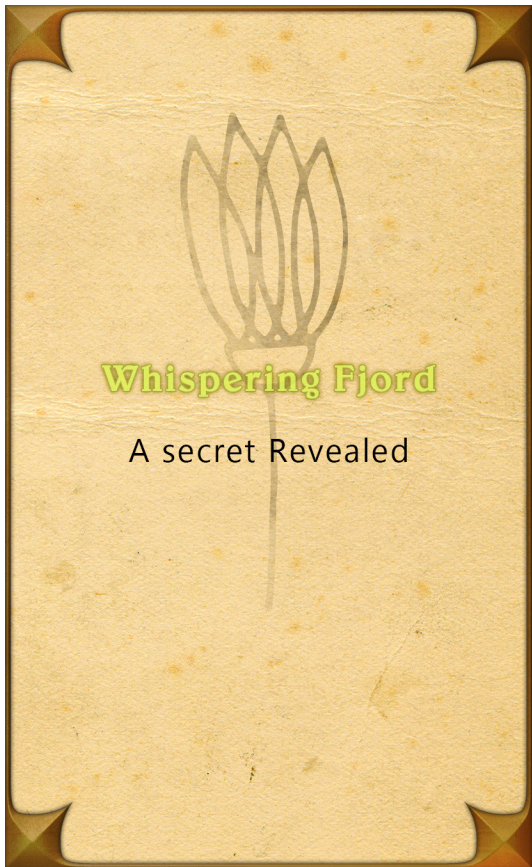
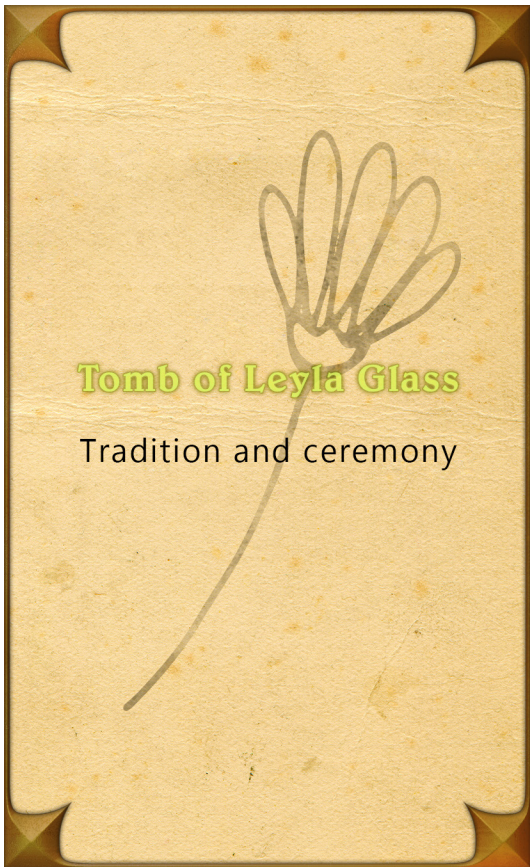
How we pass the time

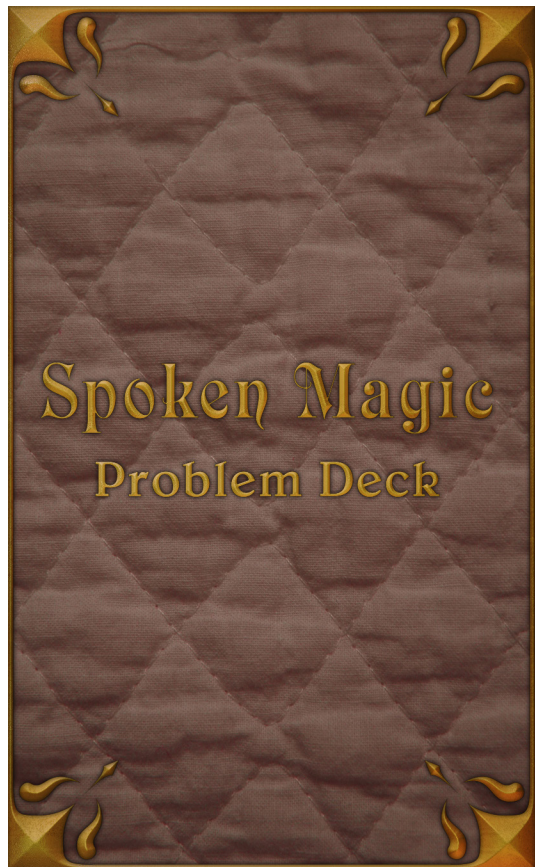
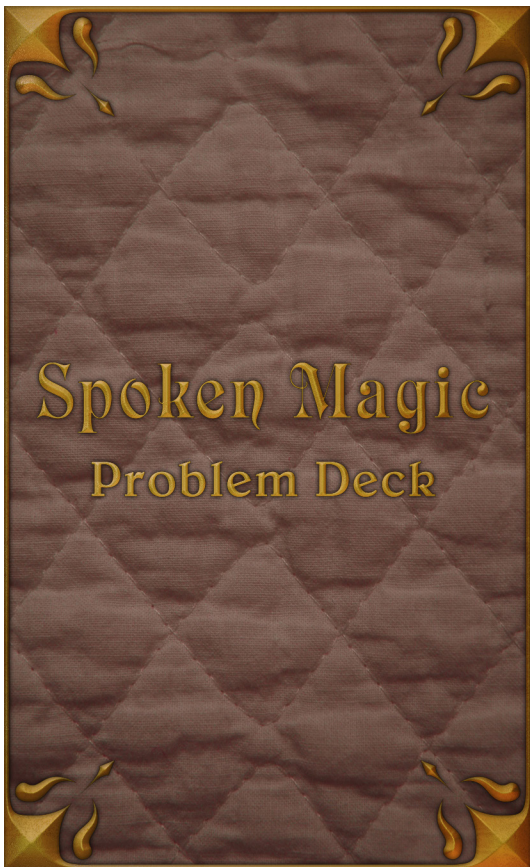
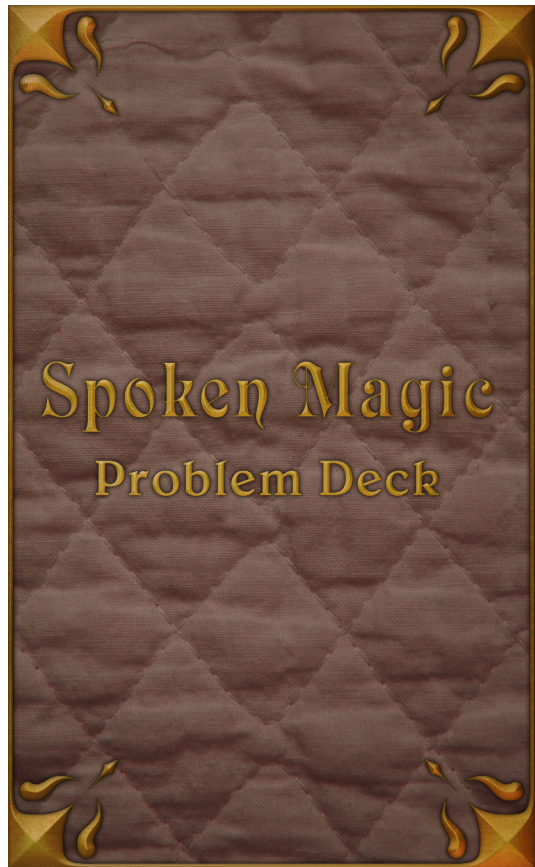
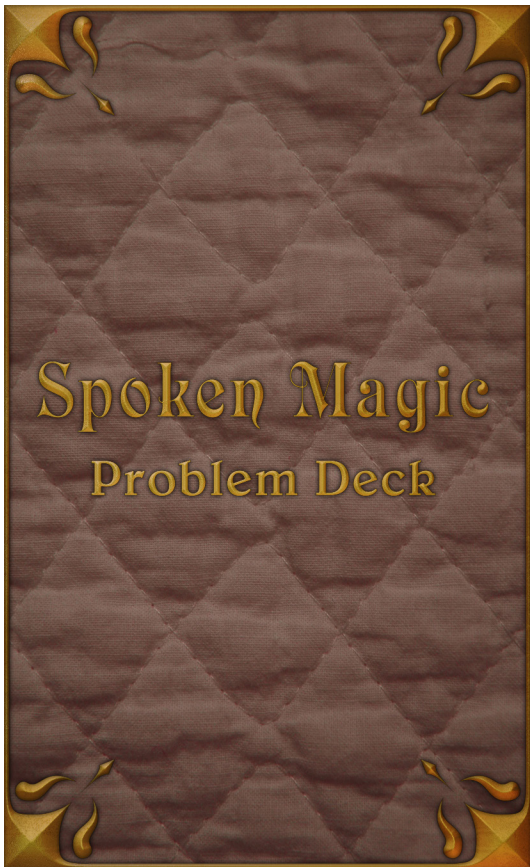


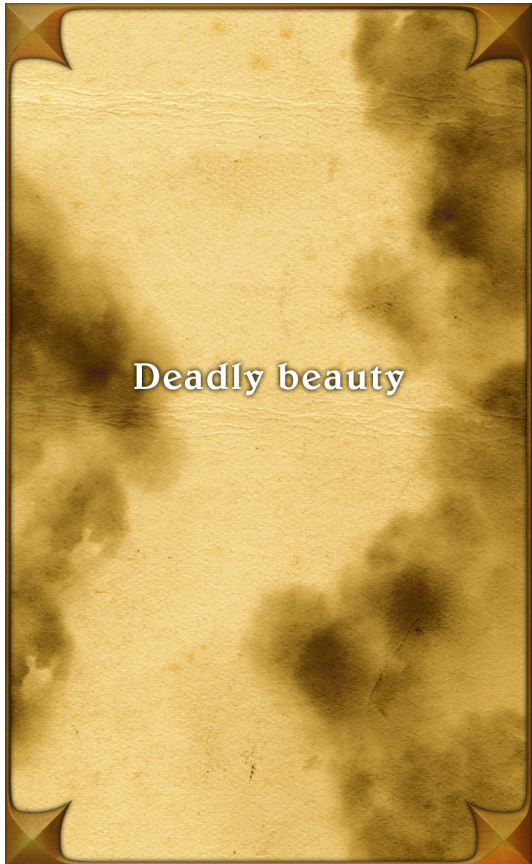
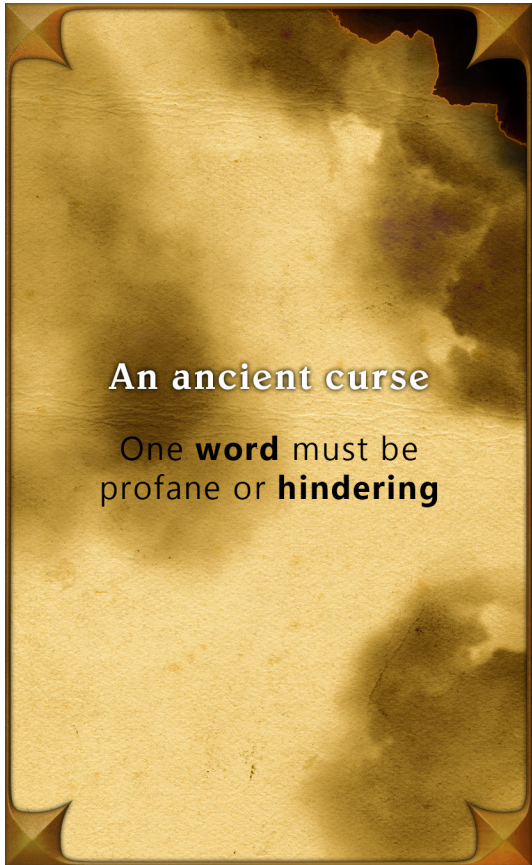
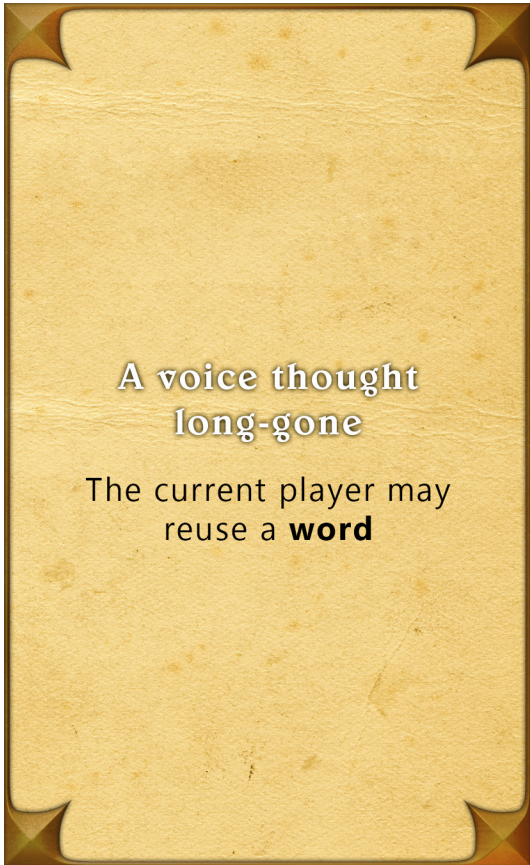
Titantooth Mountains

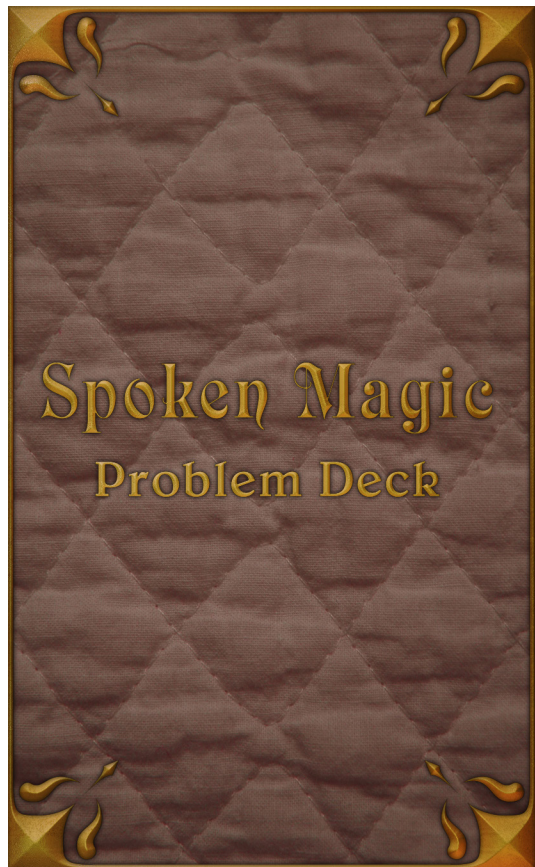
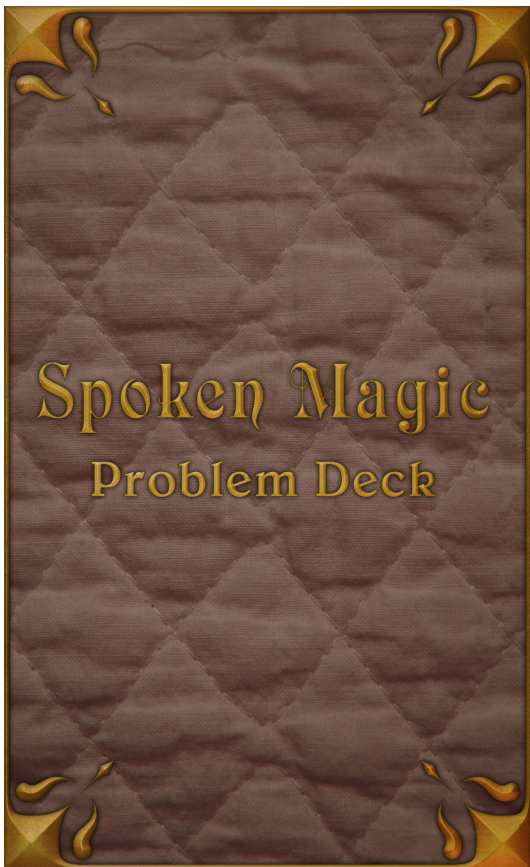
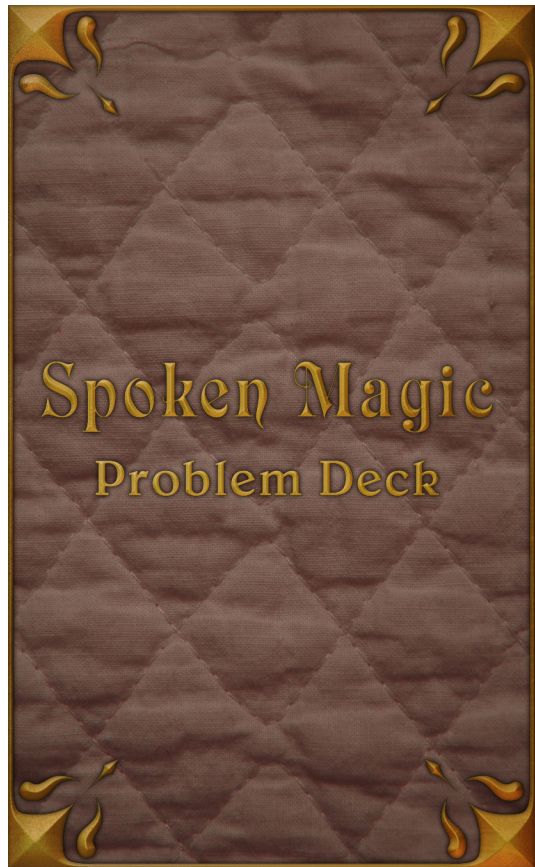
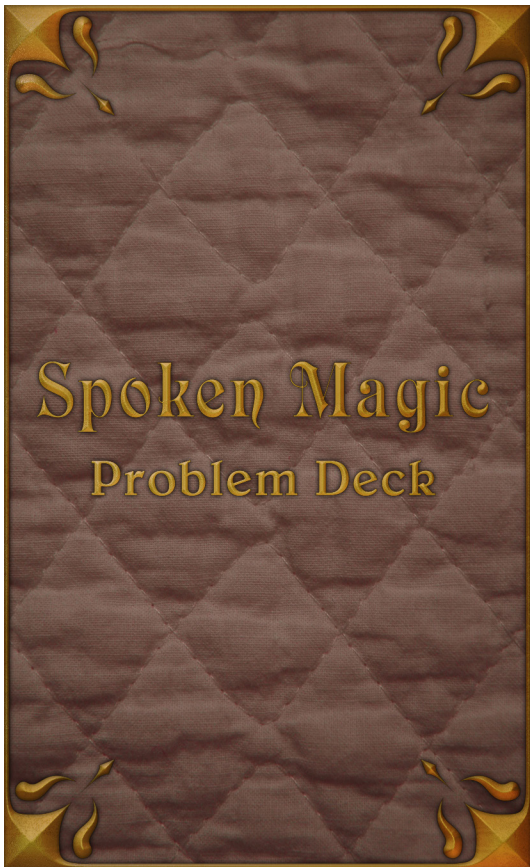
A hidden way





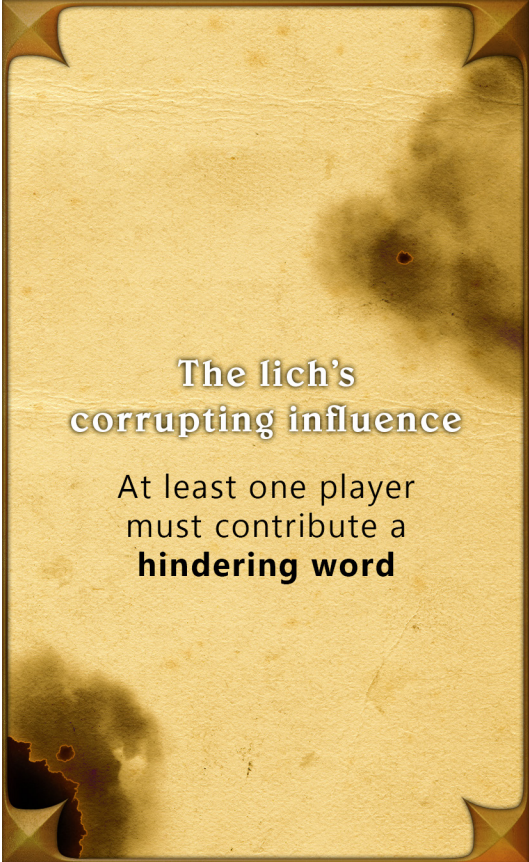








A spreading blight

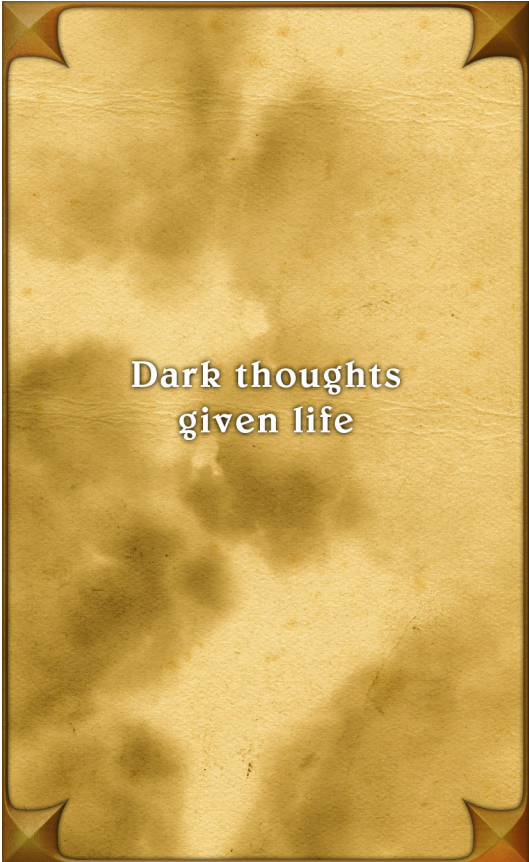


The lich's
corrupting influence

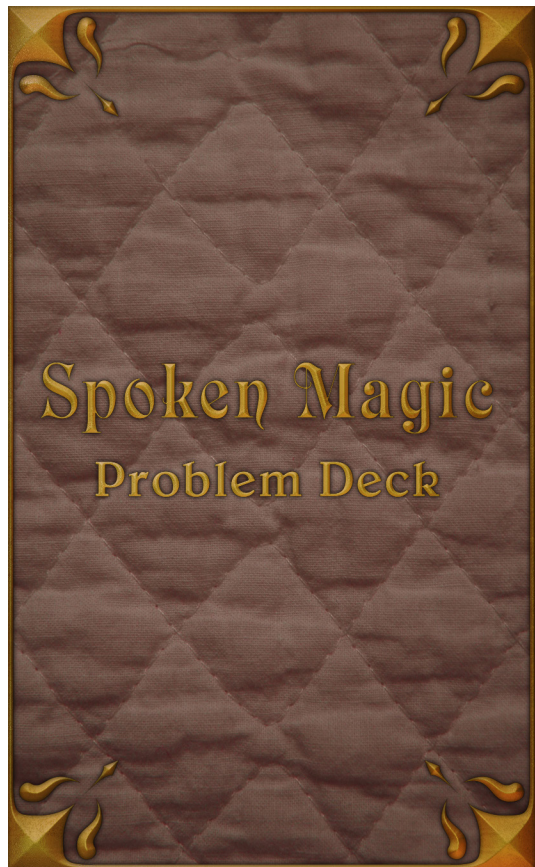
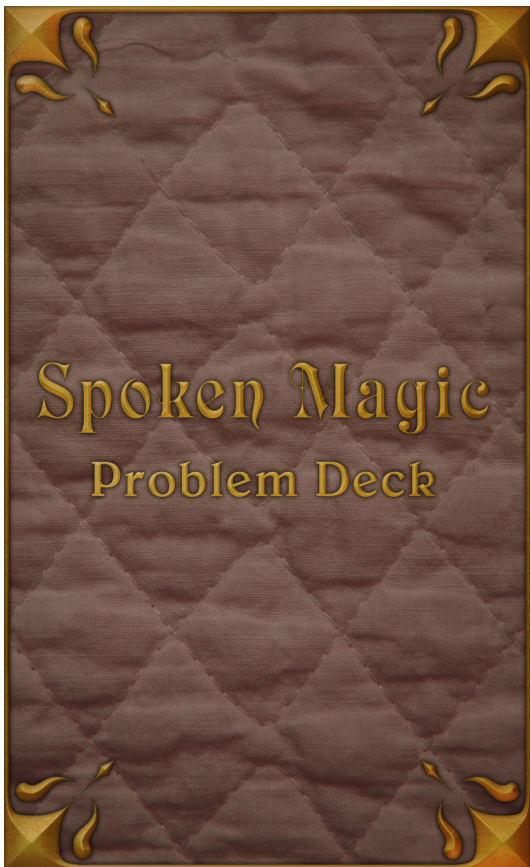
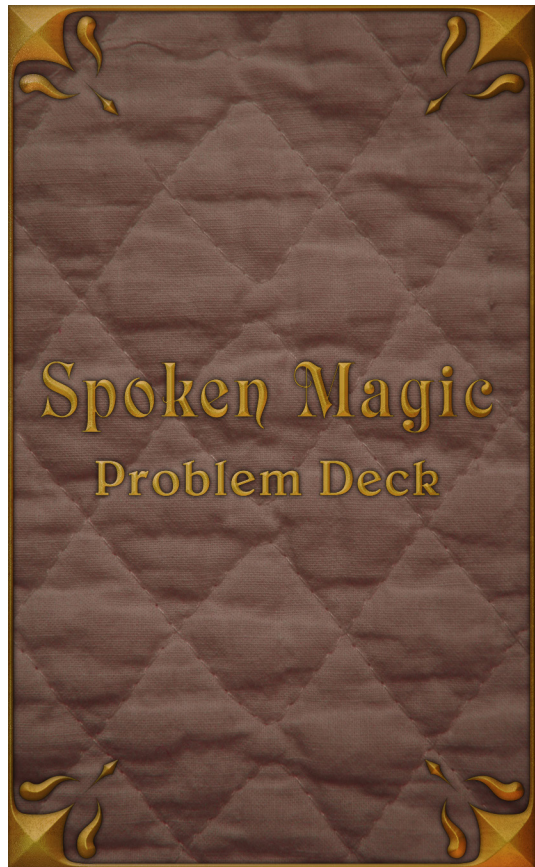
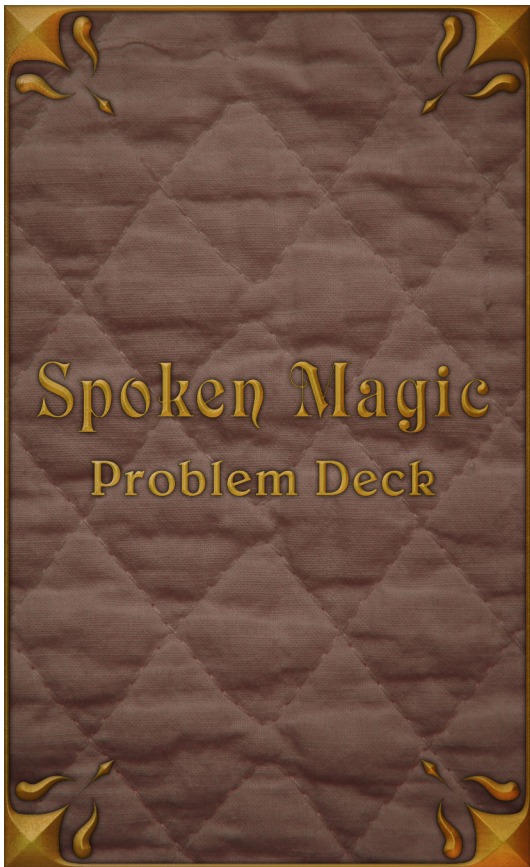
At least one player
must contribute a
hindering word

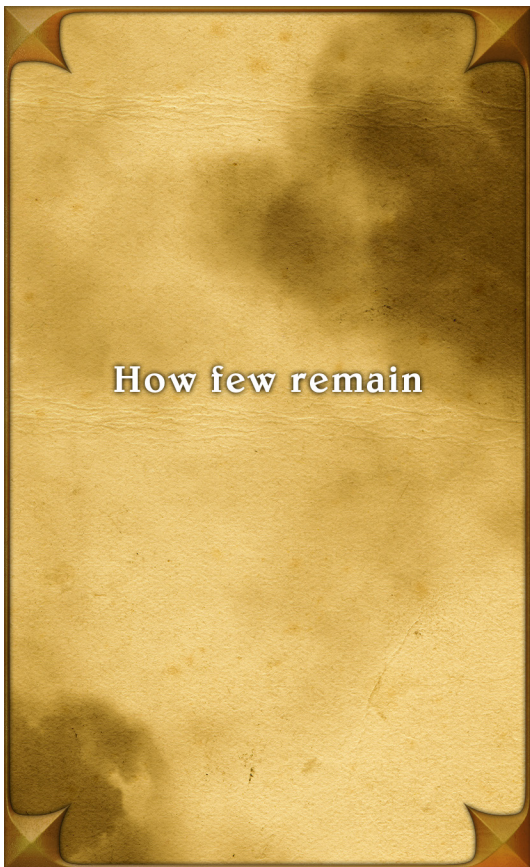
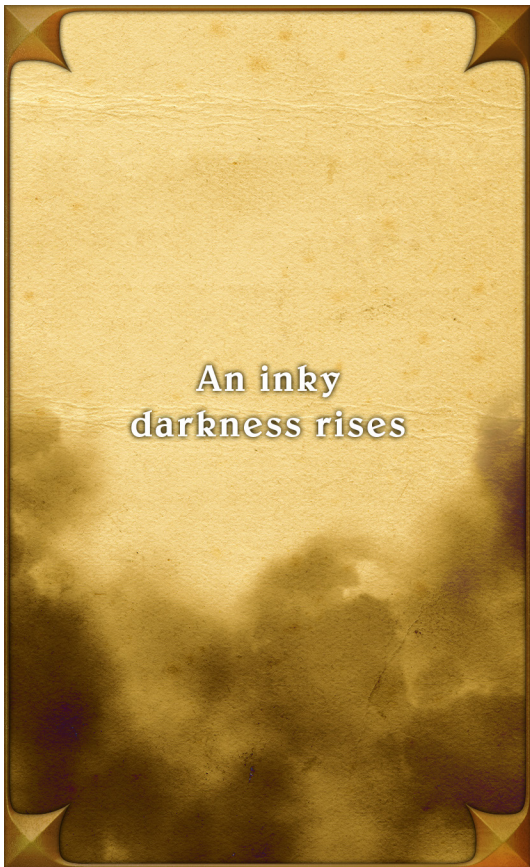


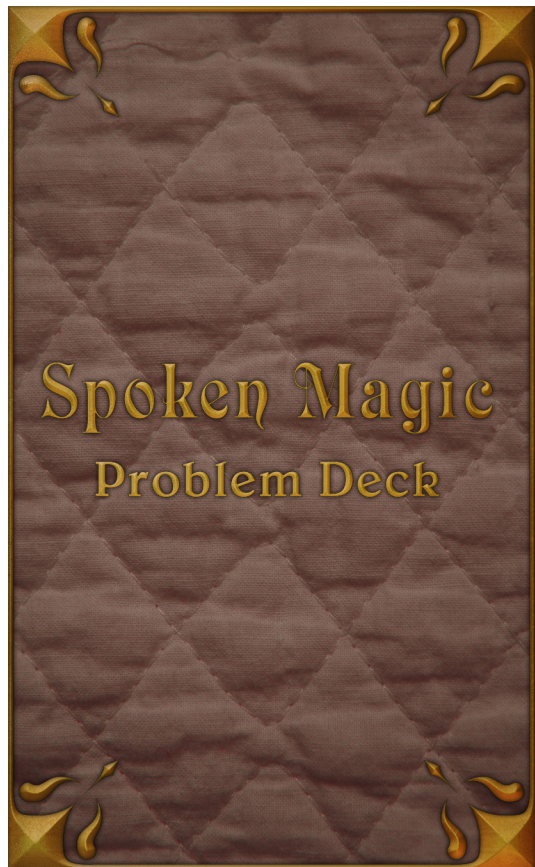
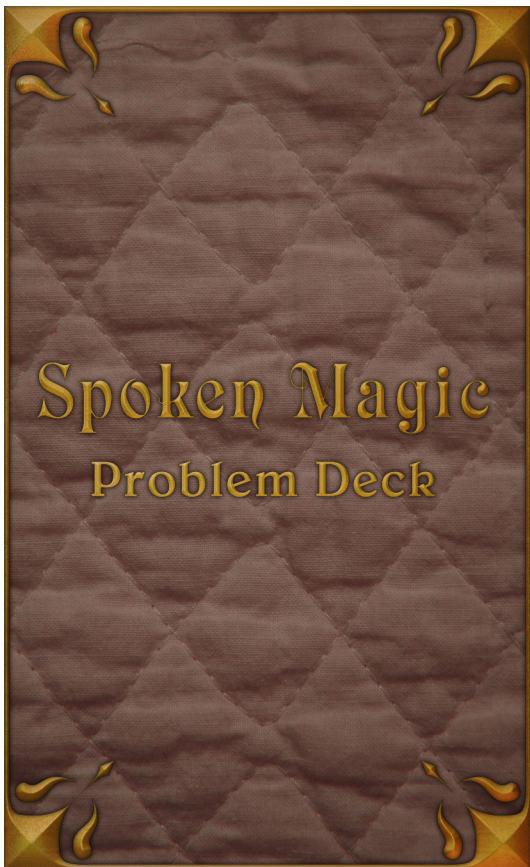
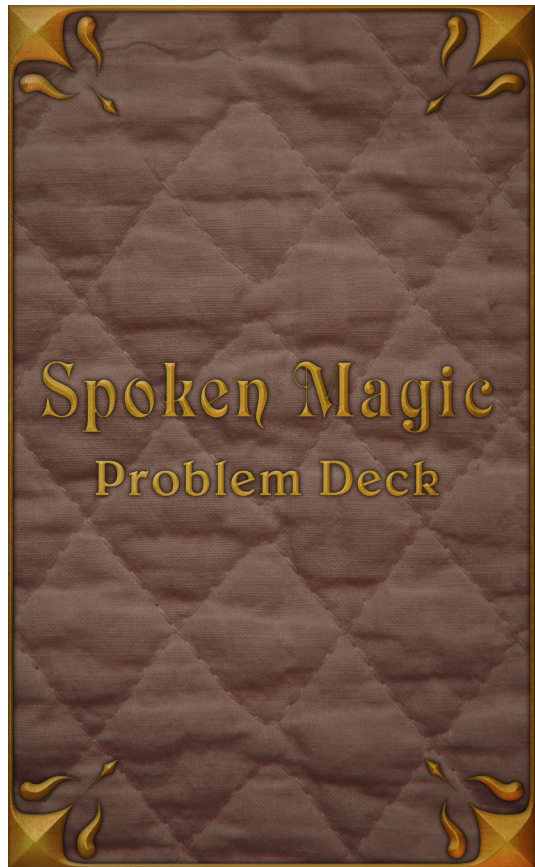
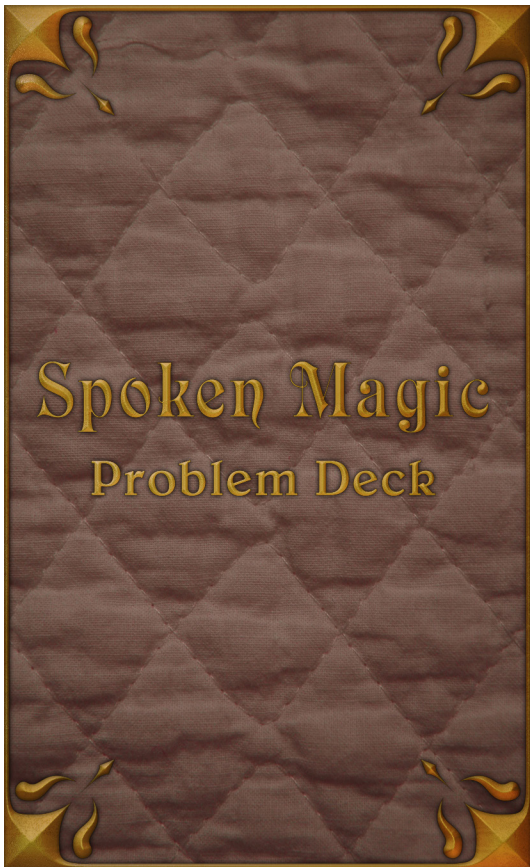
The Council
is divided




Dark thoughts
given life

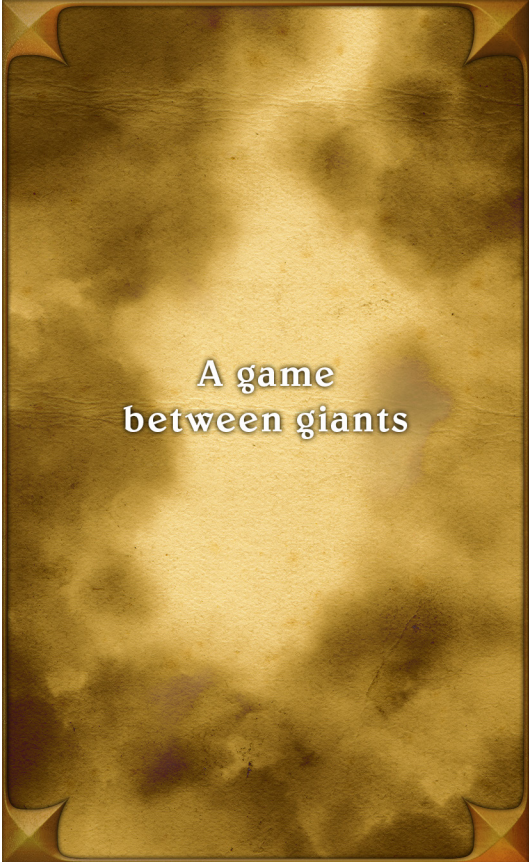








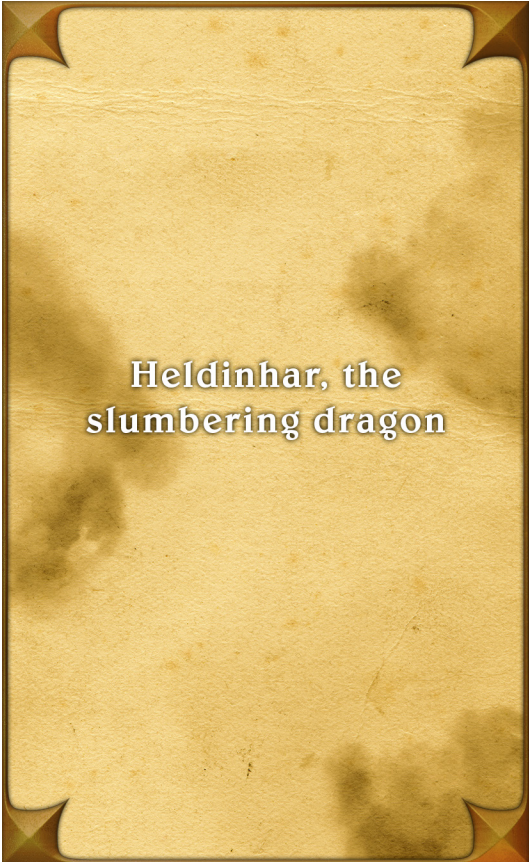
Something you
forgot to mention



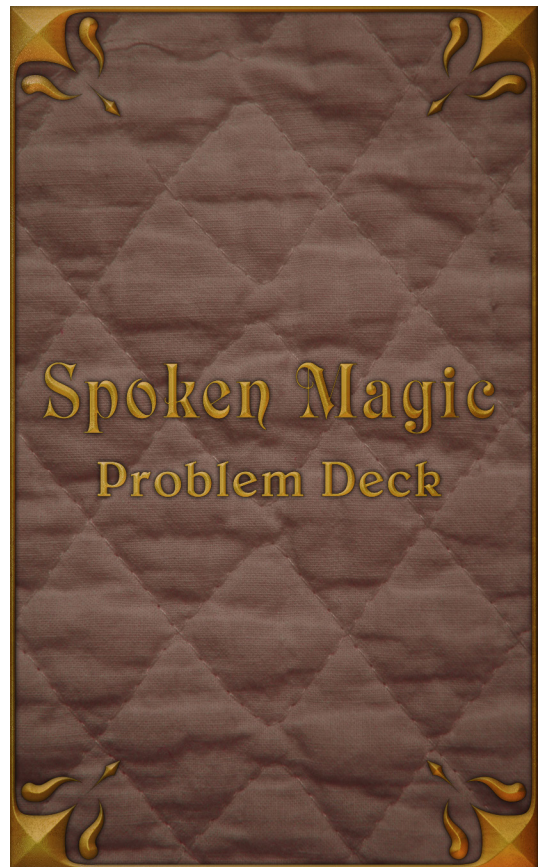
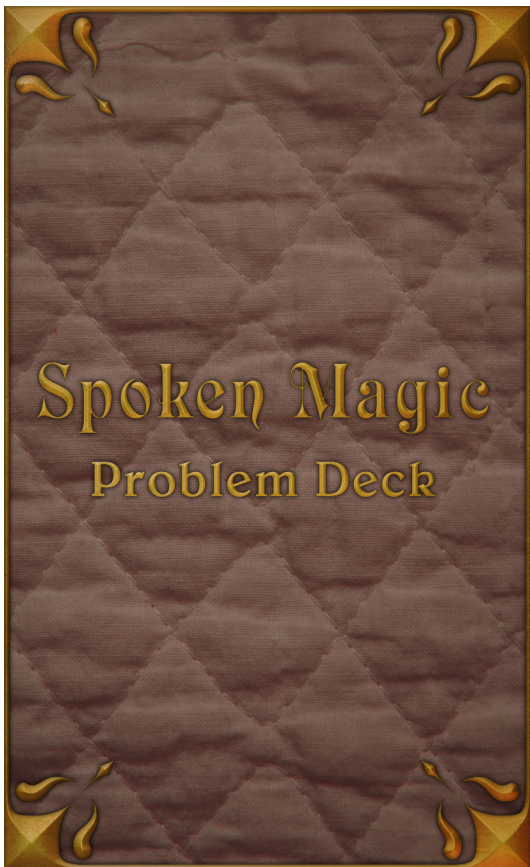
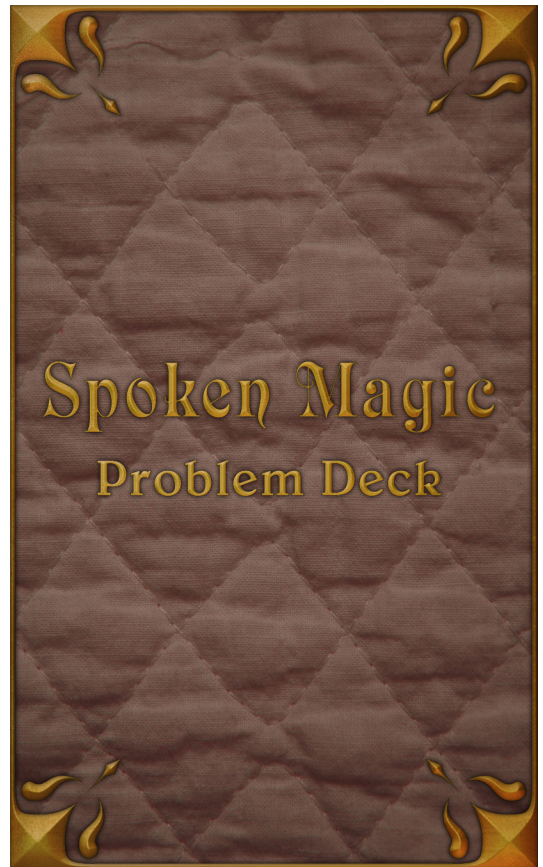
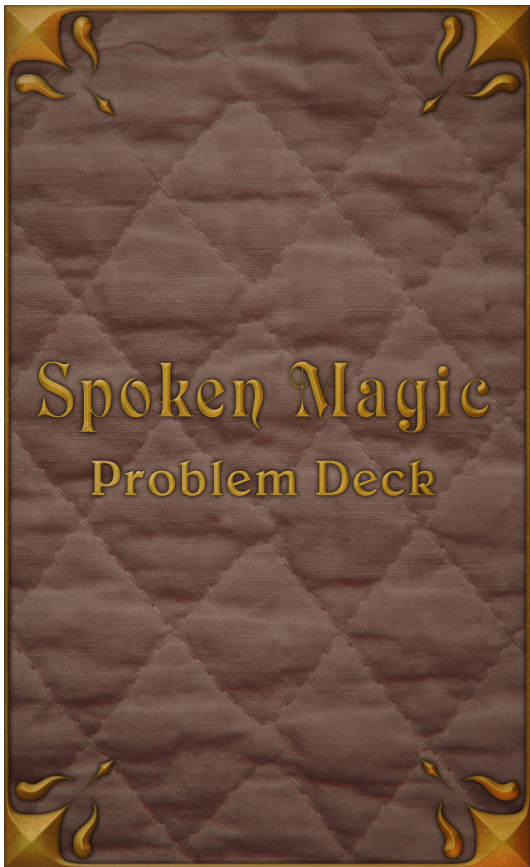
A game
between giants

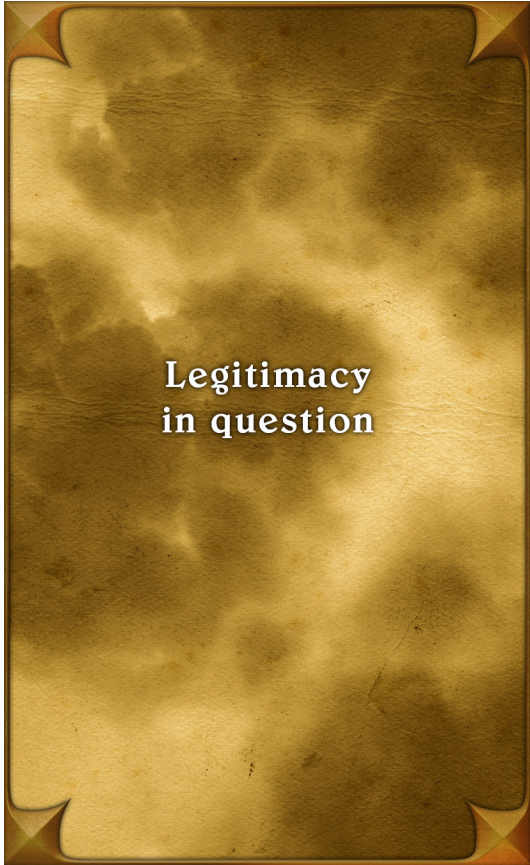
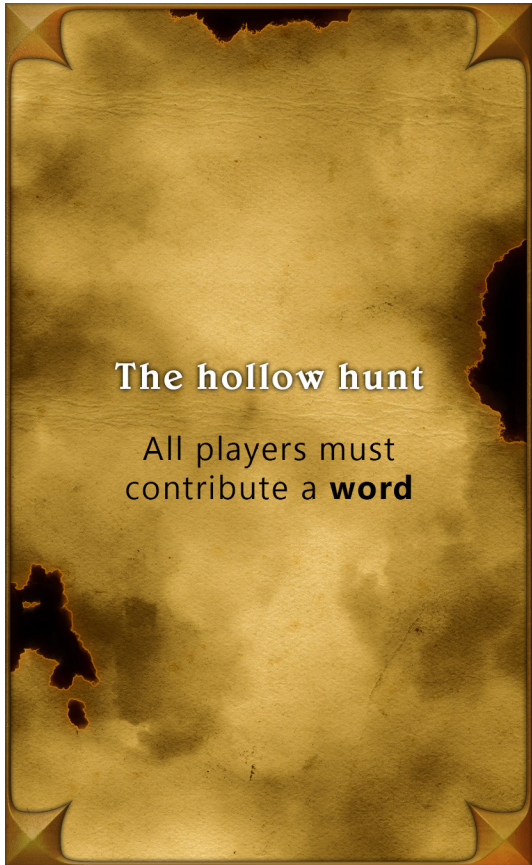


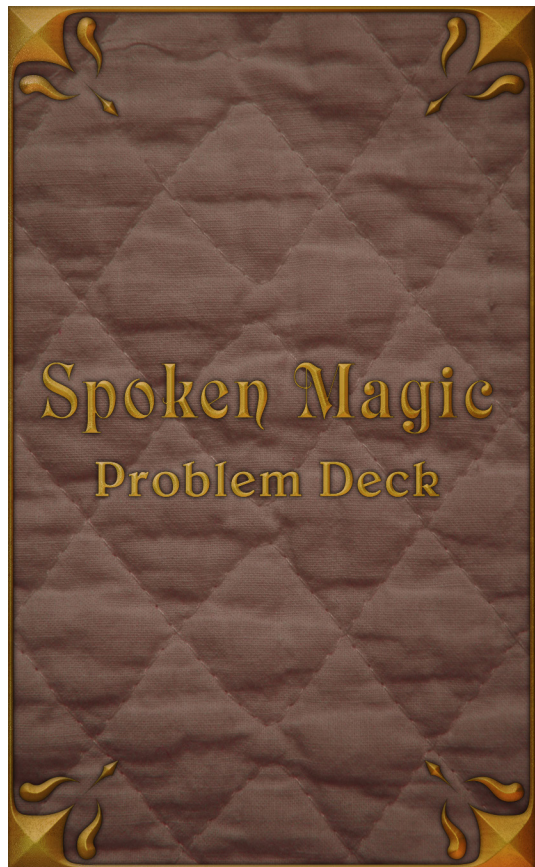
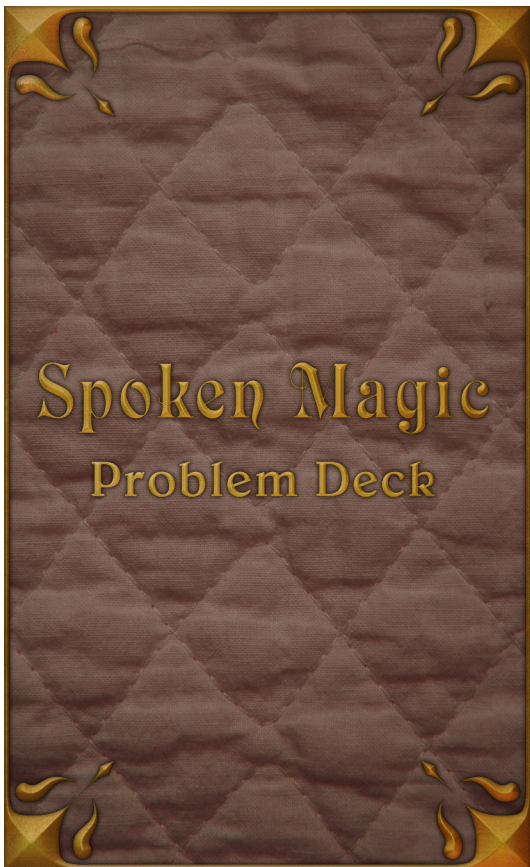
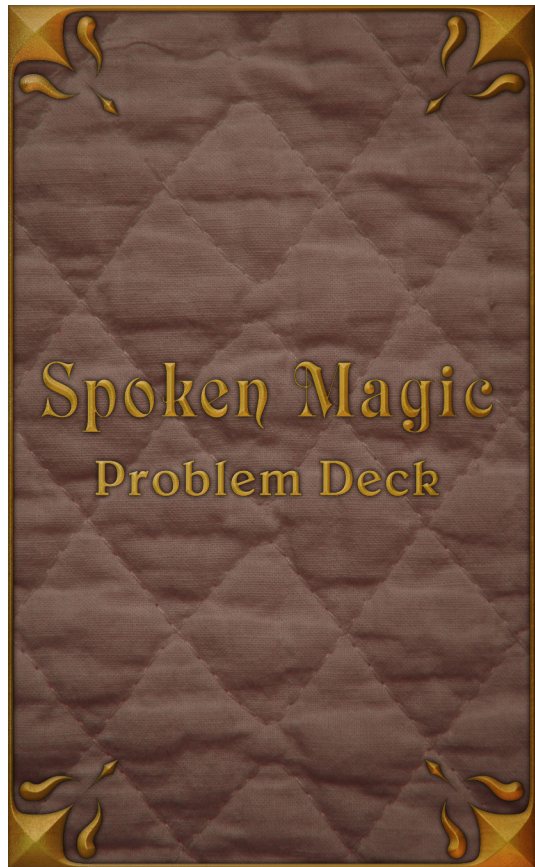
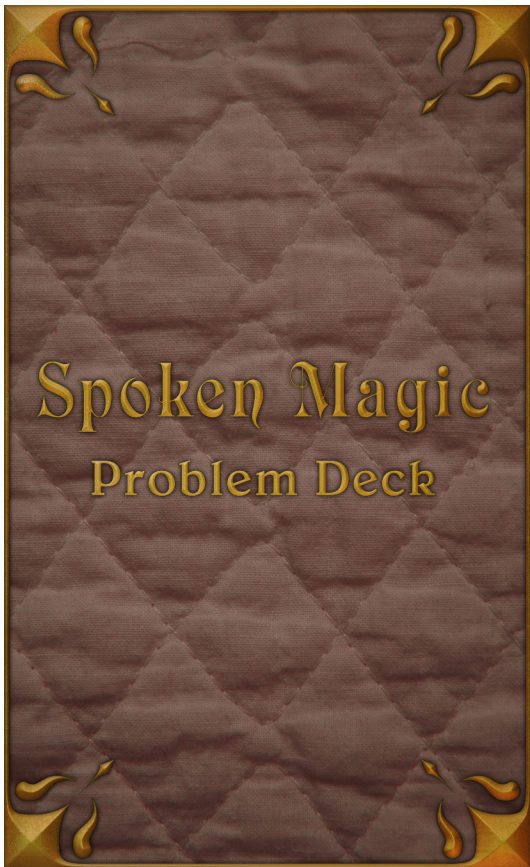
The haunting past



Heldinhar, the
slumbering dragon









The Crystal of
Ozer-Kai has broken



A prophecy fulfilled

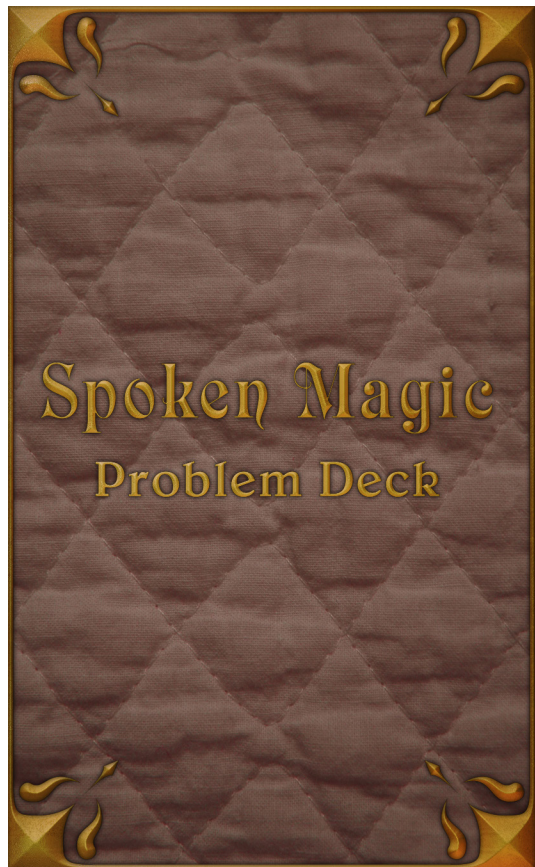
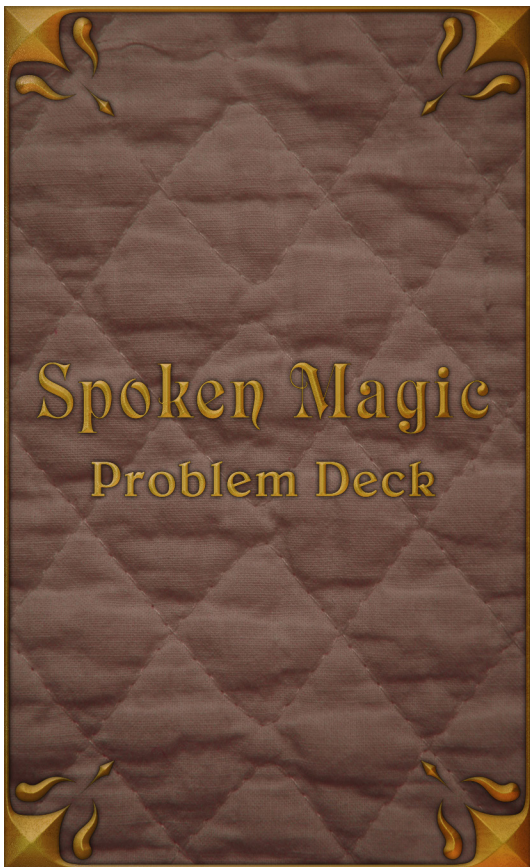
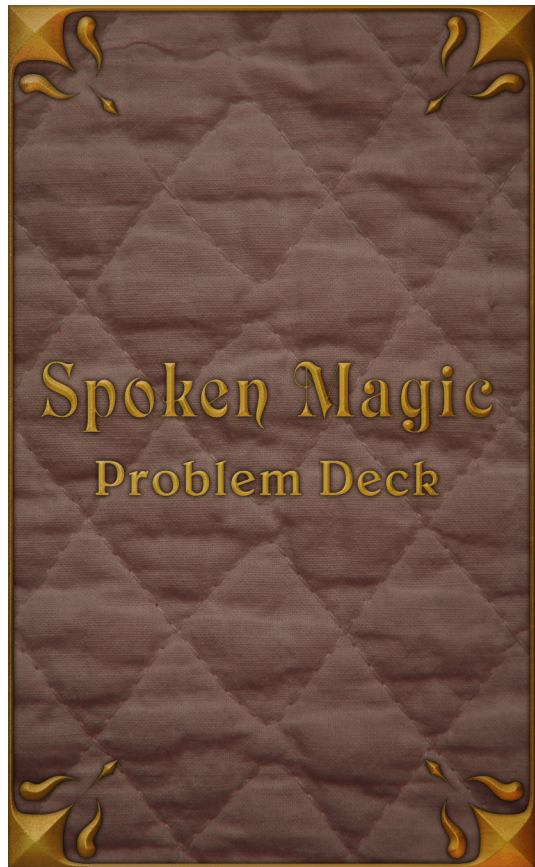
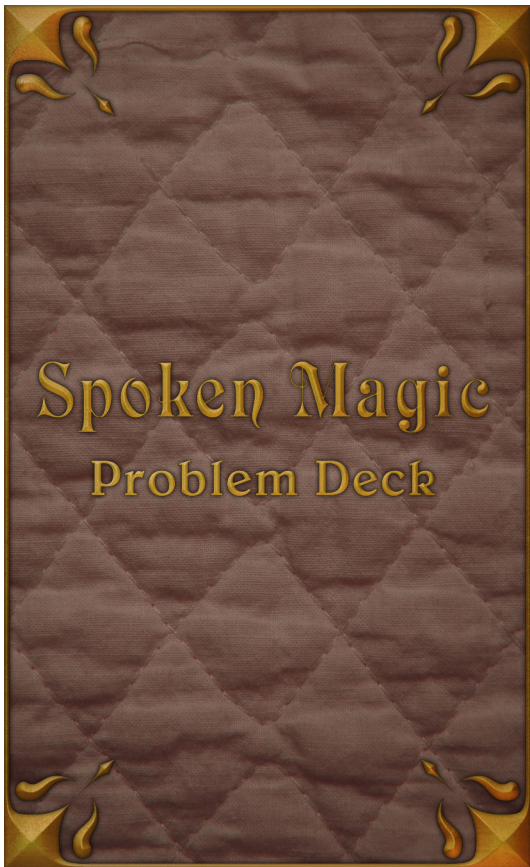


Decaying reality

The last spell is repeated.
If the spell fails,
all **words** are lost



A sudden storm





On the brink of war

Draw an additional problem



Fading wards

One **word** must be restorative or protective

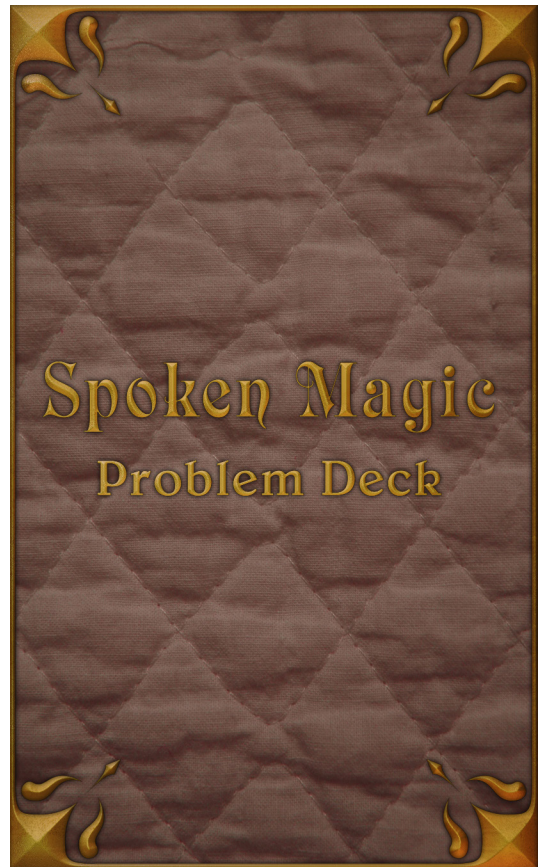
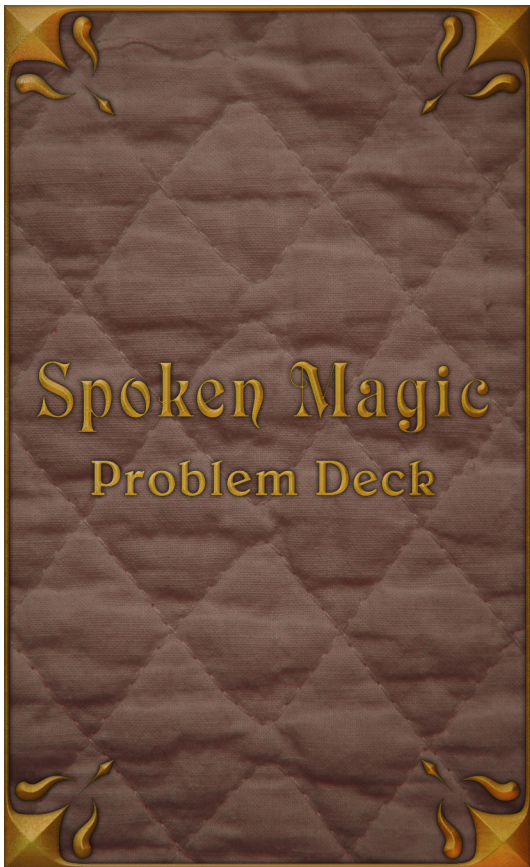


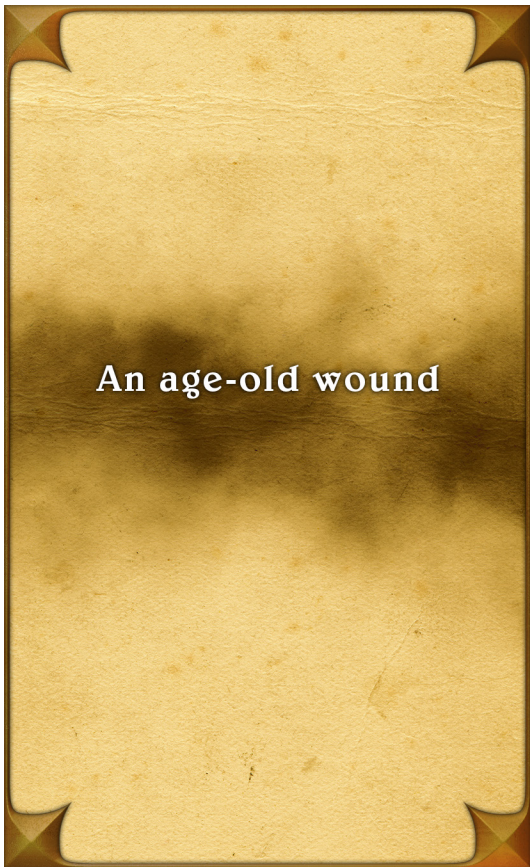
A wedding

This spell may not be longer than two **words**

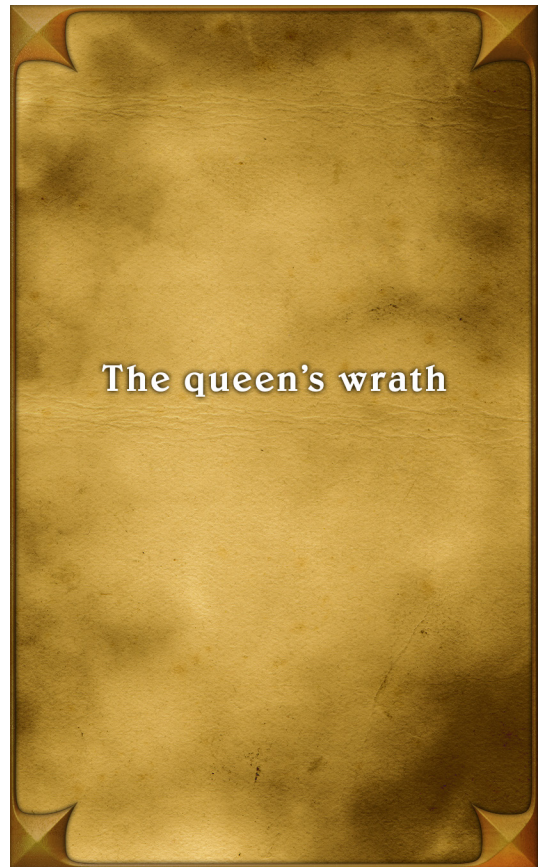


The Crypt King's plague





An age-old wound



The queen's wrath