

# **S** The Employee Handbook for Newly Appointed **P E L L C H I T E C H T S**



**Guides, Rules, and Tips**  
for those that wish to  
**Craft, Create, and Command**  
the very fabrics of Arcane Reality for  
**Professional, Domestic, and Academic Use**

Second Edition, Penned by Dorgin Boris, Magus Lexicon, of the Citadel of Spells  
Edited by Viditya Voleki

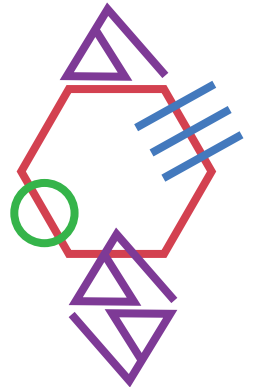
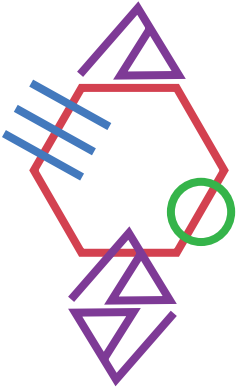
# Spellchitects!

A Game of Spell Crafting for 1+ Players

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*You will need:*

- A collection of at least one kind of colored writing instrument (Crayons, markers, pens, etc)
- A surface to draw on (blank sheet of paper, dry erase board, poster pad, etc)
- A six-sided die (Optional)



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You are all contract Spell Architects - ***Spellchitects*** - for your city.

## ***Congratulations!***

You craft and design the spells and rituals that are being cast all around your world. Using your advanced knowledge of how magic is weaved, you mark out the symbols, colors, and components to craft the desired effects.

Sometimes you make spells for customers, sometimes you make spells just for the heck of it! ***As Spellchitects, it's all about experimentation, collaboration, and fun!***

*Spellchitects is a quick collaborative experience for players to make weird and crazy spells and perform them in fun ways. Play it for as many rounds as you want and come up with unique ways to be a Spellchitect!*

Please feel free to send anything you make to @vidityavoleti on Twitter, [viditya.voleti@gmail.com](mailto:viditya.voleti@gmail.com), or in the comments on the [itch.io](https://itch.io) page!

# How To Make a Spell

## Magical Effects

The Magical Effects are **The Colors** and **The Markings** used in the Spell:

- **The Color** determines a description of the intended spell effect, described as an adjective. This could be **fiery**, **loyal**, **powerful**, **fast**, etc.
- **The Marking** determines an actual effect the spell is attempting. This could be **bolt**, **summon**, **manipulate**, **shockwave**, etc.

On your turn, pick a color and draw out a mark of some kind. Keep it simple and replicable. Then, on the side, define what the color is and what the mark is. That color and that mark may be used again, but will always be those definitions.

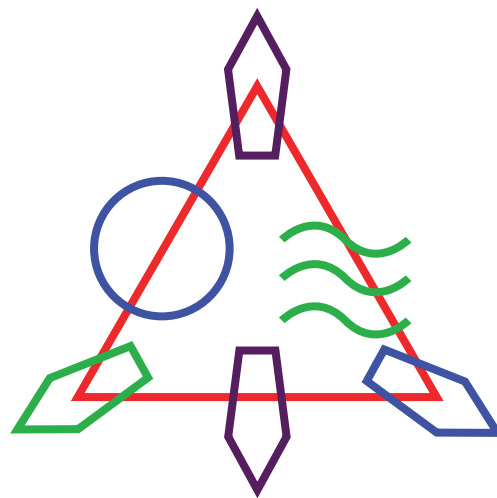
## Example Spell:

### Colors

-  Obedient
-  Strong
-  Friendly
-  Large

### Markings

-  Summon
-  Beast
-  Horn
-  Leg



Agri-faun-bovi-ticus

## Spell Components

Spell components are the cost of each unique mark you add to the Spell, or one per turn. Whenever you add to the spell, describe what new component is needed.

Components can be a variety of things! It can be an ingredient of some kind, a specific object, an emotion, a thought, a gesture, whatever you decide!

For a Fireball spell, drawing “**Fiery Energy Blast**,” you might add “a matchstick” to the Spell Components. Then, you draw out the symbol for “**Large Explosion**” and decide the Spell Component should be “waving your arms in a big circle.”

## Spell Components

- An overflowing handful of dirt
- Gallon of milk with 2 Coins
- Squatting, hands out
- Strengthen and envision you will
- Speak the name of your first pet

## Naming and Performing

Once everyone has nothing to add, the Spell is finished. Name your spell by having one player start with a “spell-sounding prefix.” The Next player adds a syllable/small sound, and continue passing around, adding to the word until someone adds a suffix. Feel free to have multiple words for a spell name.

After your spell is named, you must test it! Gather and perform your components (as much as possible) and cast the Spell!

## Variant Rules of Play

Here are some variant rules to spice up play and replayability!

**Local Components:** You can only use components that can be found in the room you’re in, or, only in your pockets/bags. Create a proper ritual!

**Walk In Client:** Assign one player as the Client. They dictate what they need from their spell. Everyone else acts as the Spellchitects. At any point, the Client can interject with a request, but they have no say in the Spell Components. Once the spell is finished, only the Client has to perform it. The Client then rates their satisfaction. Get weird with it!

**Rush Job:** You only have 20 Seconds per turn, no ifs ands or buts. Each Spellchitect only has 1 turn. Create something wild!

## Jumping Off Points

If you need help or inspiration for your Spell, you may use the following tables to roll up parts of a Contract or try these different playstyles! Roll 1d6 per Table

### Spell Type

1	Evocation
2	Divination
3	Abjuration
4	Conjuration
5	Alteration
6	Illusionary

### Clientele

1	Noble
2	Adventurer
3	Commoner
4	Shopkeeper
5	Public Works
6	Child

### Purpose

1	Beneficial
2	Adversarial
3	Philanthropic
4	Medicinal
5	Selfish
6	Defensive