

# Beard Wizards

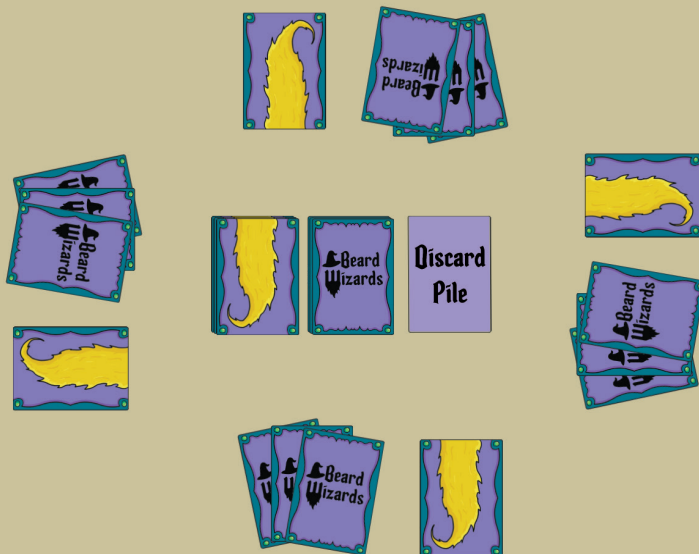


# How to Win

Be the first player to have seven golden beard hair cards and cast the winning ritual.

# Set Up

Give one instructional ritual card to each player and set aside any extras. Lay one golden beard hair card in front of each player. Place the remaining golden beard hair cards in a pile in the center. Shuffle the rest of the cards and deal out three cards to each player. Place the remaining cards in a pile face down in the center, next to the golden beard hair pile, to form the draw pile.



# On Your Turn

Draw two cards at the beginning of your turn.

Perform up to two actions on your turn. An action is either playing one spell, beard, or artifact card, or performing a ritual.

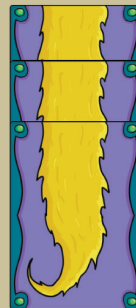
Use the effects of any currently equipped artifacts or beards. Using an equipped artifact or beard does not use an action.

End your turn. You don't discard.



Equipped Artifacts  
(No Limit)

Equipped Beard  
(Only 1)



Golden Beard  
Hairs



Hand

# Spells

Spell cards are played during your turn by placing them on the discard pile and following the text.

Using a spell counts as one action.



# Counterspells

Counterspell cards can only be played when another player casts a spell card that targets you.

They can be played on any player's turn and don't count as an action.

They are played by placing them on the discard pile and following the text.



# Beards

Equip a Beard card by placing it face up in front of you.

Equipping a Beard card counts as one action but using its effect does not.

You can only have one beard card equipped at a time.

Their effect lasts for as long as they remain equipped.



# Artifacts

Equip an Artifact card by placing it face up in front of you.

Equipping an Artifact card counts as one action but using its effect does not.

You can have as many Artifact cards as you wish equipped at a time.

Their effect lasts for as long as they remain equipped.



# Rituals






All action cards have one of four colored backgrounds: green, purple, pink, or blue.

Rituals can be performed by combining two action cards together, based on their background color. Discard both cards to play the ritual.

Each ritual requires having a certain beard length (number of golden beard hairs) before you can use it.

Playing a ritual counts as one action.

Win the game by casting the “Win the game” ritual. This requires having 7 golden beard hairs and discarding three uniquely colored cards.

Rituals					
Beard Length	Cost	Effect	Beard Length	Cost	Effect
0)		Draw 3 cards	5)		Steal 2 golden beard hairs.
2)		Draw 2 golden beard hairs. Everyone else draws a card.	7)		Win the game.
3)		Pick 3 cards from the discard pile.			

**On your turn:**

- Draw two cards
- Perform up to 2 actions

# Notes

Cards that say “once during each of your turns” can be used during the turn they are played.

Using equipment and beard effects do not count as actions.

An equipped beard can be replaced by playing a new beard and discarding the old one. This uses an action.

If the draw pile runs out of cards, flip over the discard pile and use it as the draw pile.

In a two player game, the Bearded Apparition card can redirect a spell to the player who cast it.



