

# Game Round

## 1. Draw a Chance card

## 2. Player's turn (turns)

### 2.1. Move *(choose one of the following)*

For no cost do not move or move one space.

For 1 Gold move two spaces.

For 1 Gold move from a Port to the nearest Port.

For 2 Gold move from a Magic Gate to any other Magic Gate.

Use a movement Ability or Spell.

Use a Possibility, Ability or Spell 'instead of moving'.

Attack an Astral Plane from an adjacent space.

### 2.2. Battle with a Creature(s)

A draw or loss ends your turn.

### 2.3. Battle with another character (optional)

### 2.4. Use the Possibility of the space

## 3. End of round

Maximum 15 Gold and 15 Experience.

Maximum 7 Items and 7 Abilities.

# Order of Battle

## A. Battle with a Creature

### 1. Choose the type of battle

If a Creature has only one characteristic, use that characteristic.

If a Creature has Strength first, then Willpower, fight with Strength;

or for 2 Magic with Willpower.

Otherwise (eg. Willpower first, then Strength) follow card rules.

### 2. Choose which Spells and Items to use

### 3. Roll the dice *(and add appropriate characteristic to the roll)*

*Victory:* gain Experience and follow the text after .

*Loss:* lose a Health or follow the text after .

## B. Battle with another character

### 1. Choose the type of battle

First the attacker, then the defender, with a Battle of Wills

taking precedence (initiating such a battle costs

2 Magic + # of Artifacts the opponent owns).

### 2. Choose Spells and Items

First the attacker, then the defender.

### 3. Roll the dice *(and add appropriate characteristic to the roll)*

The loser loses 1 Health or has the opponent choose an Item

(if she has one).

During the Final Battle, the loser chooses an Artifact to give

to the winner.



## Creature

- Type of creature.
- Experience gained after defeating creature.
- Name of creature.
- Characteristics of creature.
- Special rule of creature.
- Special effect of losing to creature.
- Treasure gained after defeating creature.



## Ability

- Iconic summary of the card text.
- Cost of learning ability.
- Name of ability.
- Magic needed to use ability (if it is a Spell).
- Description of ability.



## Item

- Purchase cost of item.
- Iconic summary of the card text.
- Name of item.
- Description of item.