

# Game Round

## 1. Draw a Chance card

## 2. Player's turn (turns)

### 2.1. Move

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 (not mandatory)

### 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 (like with 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 the open circle

*Loss:* lose a Health or follow the text after the black circle

## B. Battle with another character

### 1. Choose the type of battle

First the attacker, then the defender, a Battle of Wills takes precedence, but to initiate it 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

- Symbolic 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

*Number (without a circle) denotes card from an expansion of that number; number in a circle denotes card from basic game modified by the expansion of that number*



## Item

- Purchase cost of Item
- Symbolic summary of the card text
- Name of Item
- Description of Item