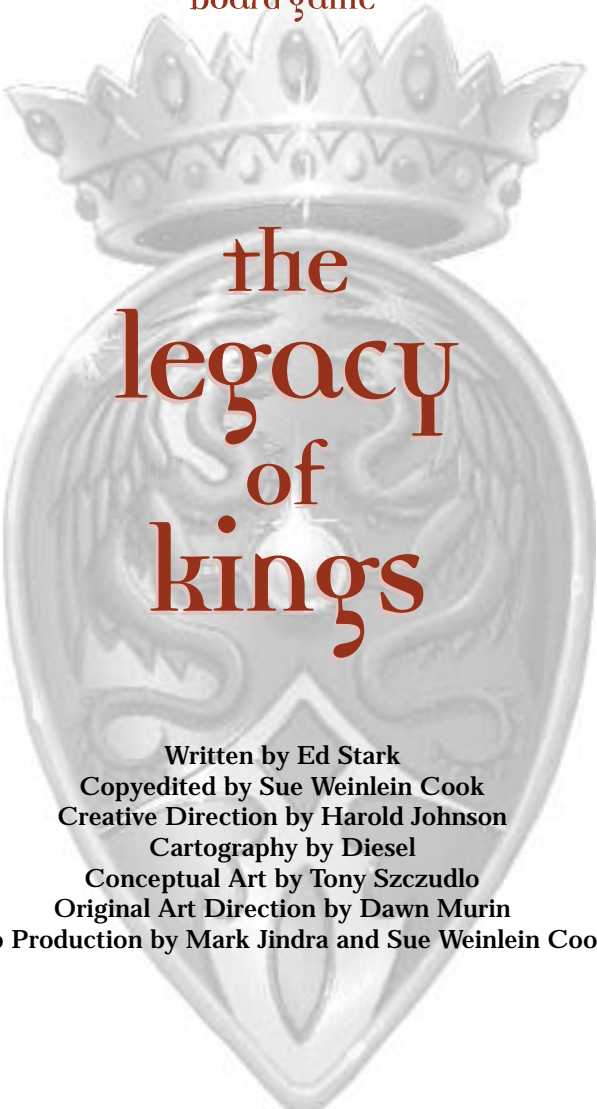




board game



the legacy of kings

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The Legacy of Kings" was originally constructed in 1996 as a GEN CON® event to demonstrate how interplay could occur between rulers on the continent of Cerilia in the BIRTHRIGHT® campaign world. This demo became a much-simplified, but also well-liked, game in and of itself that was later run as a tournament at GEN CON 1997. We played it on a large, painted map of Anuire and had hours of good fun with it. Now, we pass it along to you so you can do the same.

Keep in mind that the rules presented here were written for two reasons: First, to keep a scatterbrained designer (me) from forgetting how the game was supposed to be played while I

introduction

traveled the long road from Lake Geneva to Milwaukee, Wisconsin; and, second, to provide a guide for other demo Dungeon Masters (DMs) who might want to run it. It was never built to be a full-fledged board game, but rather a collection of notes and reminders that could become one. That's one of the reasons the game works best with a DM—not only does that person play the awnsheghlien, but he or she can arbitrate areas of the rules that just don't seem sufficient.

Anyway, that's enough preamble: On to the game. Oh, one more thing—as much as I could, I left the text as it appeared in our GEN CON demo document. You'll find references to "demos" and even short bits of advice on "how to keep the game moving" so that people don't get bored and walk off to spend their money someplace else! I thought about excising these bits, but I reconsidered. They're part of the charm and help you get a feel for how the demo worked. To clarify the rules as needed, I have included "Designer's Notes" through to more fully explain some of the game's trickier elements; I hope they are helpful.

If you have any questions about game play or comments about the game itself, please write to <webmaster@wizards.com> or even send me an email at <ted@wizards.com>. I can't guarantee a quick response from me, but I'll give it a shot!

Ed Stark

DUNGEONS & DRAGONS® creative director,
Former BIRTHRIGHT lead designer

basic setup

The demo only needs to be fully "set up" occasionally. Beginning setup includes the following steps to be performed at the beginning of every day, and otherwise only when the DM feels the game has become too cluttered:

0. Strip the demo area of everything but the map and any terrain you're using.
1. Make sure that you have a station for each player, and that each station has one dry-erase marker.
2. Make sure that each station has two containers to hold tokens for Regency Points (RP) and Gold Bars (GB)—preferably the same color, but a different color than that of their immediate neighbors.
3. Put one card of each type (War, Adventure, Magic, and Rulership) at each station to serve as players' starting hands. The Tuarhievel player gets an extra Magic card during setup.
4. Pass out new (clean) regent sheets to each player station.
5. Place one Territory marker on each of the starting realms on the map (the demo uses six distinct flag-pogs as markers). The starting realms are: Roesone, Avani, Boeruine, Tuarhievel, Mhoried, and Elinie.
6. Place one Awnshegh Realm marker on each of the following realms: Rhoubhe, The Gorgon's Crown, the Spiderfell, and the Chimaeron.
7. Place one Infantry unit on each starting realm. The colors of the pogs and figures probably won't match, but that's okay. Try to match up what you can.
8. Put a 7 RP and 7 GB treasure pool at each station (in the appropriate containers. Make sure players keep the RP and GB separate throughout the game).

Designer's Note: Obviously you don't need to follow all the above "basic setup" advice to run the game at home. The most important elements are Steps 3 to 8, and the fact that you can play this game with three to seven players, with one person acting as the

DM/Judge/Awnsheghlien controller and the other players acting as regents of various realms. Just as in D&D, the DM is not a player out to “win” the game, but simply a facilitator whose job it is to interpret the rules and make the game fun. Keep that in mind, DMs!

Steps 3 to 8 on the previous page tell you what you’re going to need:

1. Game cards. You probably downloaded the four types of game cards. Print out eight copies of each sheet (or photocopy your print-out)—you need to wind up with 80 cards of each type (for three of the four decks you will have eight each with a value of 2 to 9, eight Random Event cards, and eight specialty cards; Magic cards have slightly different totals). Once you have all the cards you need, paste them onto some cardstock and shuffle each “deck.” I recommend using four different paper colors, so you can tell them apart easily—you never mix these cards throughout the game.

2. Regent sheets. You’ll find the regent sheets at the end of this book; print them out and let your players choose their realms. The DM will want to review each one, particularly the blood abilities of each regent. A minor note on play balance: We found that Avanil and Tuarhivel’s blood abilities gave them a slight advantage. See what you think. (By the way, we laminated the regent sheets at the convention; that’s what the dry erase marker was for—marking the sheets and then cleaning them off.) You can read more about each of the featured realms in the *Ruins of Empire* book from the BIRTHRIGHT boxed set.

3. Territor y and Awnshegh markers: You need coins or something to mark who controls which realm, since players will take over more than just their home realms. We found these cheap little flag tokens about the size of poker chips. I recommend *Risk* pieces. Just make sure you have enough colors. It doesn’t really matter if all the awnsheghlien have the same color pieces, since they work together anyway.

4. Arm ies: You need Castles, Infantry, and Cavalry pieces, and you should be able to distinguish between them. *Risk* pieces work well here, especially the new ones that look like actual armed figures.

We used painted miniatures, but we had a heckuva lot of them around the office! I recommend using different-colored army men or even counters from any war game. Just

make sure everyone knows what each type represents. For Castles, chess-piece rooks are nice.

5. Gold Bar and Regency Point tokens:

We used fake gold coins and poker chips to represent GB and RP. Poker chips worked great!

6. Other items: The map available for download with this book is sized to work as a game board. Print it out, tile the pieces together, and mount it on cardstock before your game. Realm Strength tokens will be needed to show “hits” inflicted on a realm in combat. Finally, you need dice—at least one d6, one d8, and one d10. It’s helpful if every player has one of each type of die.

the regent sheet

Each of the six regent sheets contains the same basic information:

- ◆ **Realm:** The starting realm for the PC.
- ◆ **Blood ability:** All regents have a basic blood ability that they can use to influence the game. For example, one regent might have “Alertness,” which lets him hold an extra card. Another could have “Battlewise,” which offers a +1 bonus to all attacks.
- ◆ **Regent statistics:** Each character has four stats: Adventure, Rulership, War, and Magic. These are expressed as dice, either 1d6, 1d8, or 1d10. Most should have one stat at 1d8 and the rest at 1d6.
- ◆ **Resolving card actions:** This section offers basic cardplay instructions.
- ◆ **Militar y unit information:** Each sheet has basic military information the players can use as a reference. It is presented below as well.

Unit Type	Maint. Cost	Attack Bonus	Defense Bonus	Move. Rate
Castle	4 GB	n/a	+3	n/a
Cavalry	2 GB	+2	+0	2
Infantry	1 GB	+0	+2	1

- ◆ **Awnshegh realm strength and spell list:** A review of the information from page 10.

playing the game

The object of “The Legacy of Kings” is to conquer Anuire and become emperor. Every player starts off with a regent and a realm capable of doing just that.

sequence of play

First, the players roll for initiative, or the DM may determine the initiative. Play then proceeds clockwise around the table.

Designer's Note: I recommend having all players roll for initiative and then pick their starting realms in reverse initiative order. That way, the player who had to pick last gets first go when the initial season begins.

step 1

The player draws one card from any of the four decks (Magic, Adventure, War, and Rulership cards).

If the card says “Play Immediately,” the player should place the card down and attempt to resolve the action immediately.

If the card does not say “Play Immediately,” the player adds it to his or her hand.

step 2

The player plays one card of any of the four types. (Any number of Magic cards—when used to cast spells—may be played at this time, or at any other time during the game, for that matter.) See “Resolving Card Actions” in the next section for detailed instructions on this step.

The DM gives the player any rewards gained from playing the card. A player does not have to play a card and may pass (and go to Step 4).

step 3

If the player wishes, he or she may play another card of the same type until out of cards of that type (repeating Step 2). So, a player may lay down any number of War cards on a turn, recruiting and/or moving units (or improving his or her War die ability), but may not play a War card and then an Adventure card on the same turn. The only exception to this rule is Magic. A player may play Magic cards at any time—even on someone else's turn. Playing Magic cards during a turn does not preclude one from playing other cards.

Cardplay may result in battles. See “War Cards” in the next section.

step 4

Play moves clockwise; perform Steps 1 thru 4 three times for each player.

step 5

Once each player has had three turns, the season ends. The players turn in their cards and collect taxes for each realm they have occupied (including their own; see the “Realm Strengths” section under “Combat Rules”). They then pay for their armies (see the army unit costs on the military chart on the regent sheet). The DM should keep everyone aware of how many turns and seasons have passed in the game.

Each of the four decks of game cards—War, Adventure, Rulership, and Magic—is handled in a slightly different manner.

war cards

Most War cards have a difficulty number (DN) between 2 to 9. Others represent Random Events or New Tactics. War cards are usually played to move or recruit units.

recruiting units

The player must equal or beat this number on his or her War die (listed on the regent sheet) to recruit the

number of units on the card.

Higher

DNs signify that one could recruit larger numbers of units by playing the

card, but a player may choose to recruit fewer units than the card allows. For example, a DN 9 War card allows the player to recruit one, two, or three units. If the player rolls a 9 or higher on the War die, he or she can choose to recruit up to three Infantry or Cavalry, or build up to three Castles in any of his or her controlled realm(s). The player can mix and match as desired, but may build only one Castle in any realm.

Before rolling the War die, the player may elect to spend one or more RP to gain a +1 bonus to the die roll per RP spent. A natural “1” on any die is an automatic failure, however.

moving units

The player may spend most War cards to move his or her military units (other than Castles, which have no movement rate) between realms. The player does not need to roll for success in this action; movement is automatic, up to the unit's movement rate.

If a unit moves into a neutral realm and still has movement left, it may continue on without engaging the realm in combat.

If a unit moves into an Awnshegh Realm, it must stop and engage in combat.

If a unit moves into a realm controlled by another player, it can move freely through the realm only with the other player's permission. If either player chooses (either the invader or the defender), combat occurs between the military units present in the realm. (See “Combat Rules,” in the next section.)

If a unit moves into a neutral realm or another player's realm that has no military units (or remaining resistance) in it, the unit's player may attempt to occupy that realm. (See “Combat Rules.”)

All movement on a particular card, and by individual units, must be done before any combat occurs. So, if a Cavalry unit moves into hostile territory and engages in combat, it cannot continue moving

even if it has movement left. If a War card allows three units to move, and the player moves two and then engages in combat, the player cannot move a third unit (the extra movement goes to waste). Not all movement on a player's turn has to be resolved simultaneously, however—a player may move a unit, fight, and then move another unit (assuming he has the cards to spend).

Designers Note: War cards and combat are the most difficult parts of the game to understand, and the rules are pretty brief. Keep in mind that I, or a demoer who was running the game in my stead, knew the rules but often interpreted them based on how those around the table understood the game. If a rule confuses DMs, they should feel free to make a judgement call and proceed with that rule for the rest of the game.

improving the war die

Four War cards titled “New Tactics” allow the player to improve a regent's War die. On a roll of 10 or higher (RP may be spent), the regent gains one die level (1d6 to 1d8 or 1d8 to 1d10). If the regent already has a 1d10 rating (from previous improvements), a successful roll offers a permanent +1 bonus to all War die actions. This can go on indefinitely; the player should make the change on the regent sheet.

Random Events: All Random Events (on special War cards) must be resolved by a roll of

the War die. On a roll of 6 or higher (RP may be spent), the player either averts some disaster or gains some reward. The play of a Random Event War card is, as always, involuntary and does not count as part of the player's turn.

Designer's Note: Perhaps one of the most entertaining parts of the game is the play of a "Random Event" card. The DM, especially, enjoys these. These mandatory, "don't count against your turn," cards of each type can really throw a monkey-wrench into a careful regent's plans! Experienced players who haven't seen a Random Event come up often dread drawing from the deck when their turn comes around! I recommend that after you've played the game a few times, you substitute in new Random Events of your own creation to make the game even more interesting.

adventure cards

Most Adventure cards have DNs of 2 thru 9. Adventure cards give a regent gold bars or other bonuses. Others are special Random Event or Wisdom of Experience cards.

When an Adventure card is played, the player simply needs to equal or exceed the card's DN in a die roll to gain the reward. He or she may spend RP to influence the die roll beforehand (1 RP equals a +1 bonus to the roll; a natural "1" on the die fails automatically).

improving the adventure die

On a result of 10 or higher on the die roll (RP may be spent), the character's Adventure die shifts up one level (1d6 to 1d8 or 1d8 to 1d10) or, if it is maxed out, the player gains a permanent +1 bonus to the Adventure die.

Random Events: As with War card events, the player must get a 6 or higher (RP may be added) on the Adventure die to gain the benefits or to avoid the consequences.

Designer's Note: "Improving the Adventure Die" (or War die, etc.) was added to simulate the role-playing equivalent of gaining experience and levels. I didn't know how popular it would become! Many players will spend all their initial 7 RP to try to bump up their die levels, and it isn't a bad way to play. Of course, the DM can send some

awnshegh armies out ravaging the countryside if this seems to be going on too much, but it's an interesting part of the game.

Beware of Avanil! This regent already has a +1 bonus to attack rolls, thanks to the *Battlewise* blood ability; if other players let the player of this realm bump up the die level too much, Avanil will be hard to stop.

rulership cards

Rulership cards offer the regent PC benefits for resolving situations in his or her realm. Most of these cards have DNs of 2 thru 9. Others are special Random Event or Divine Right cards.

Rulership cards are played in the exact same manner as Adventure cards (above). RP may be spent, and natural "1s" are automatic failures. **Note:** Some Rulership cards allow the player to "attack" neutral or rival realms.

improving the rulership die

On a result of 10 or higher on the die roll (RP may be spent), the character's Rulership die shifts up one level (1d6 to 1d8 or 1d8 to 1d10) or, if it is maxed out, the player gains a permanent +1 bonus to the Rulership die.

Random Events: As with other card events, the player must roll a 6 or higher (RP may be added) on the Rulership die to gain the benefits or to avoid the consequences.

magic cards

Only a few Magic cards feature a DN value. The rest have spell points, in values 2 thru 4. Players spend these cards to "buy" spells on the Spell List in the next section. These spells can be cast to resolve actions, defend against magic or attacks, or for other reasons.

To play a Magic card (which can be done at any time), the player checks the Spell List to find the point cost of a spell. He or she plays enough Magic cards to pay for this cost (paying more is okay), and also pays the RP and GB cost of the spell. Then, the

player makes a Magic die roll (against the DN of the spell). If the player succeeds, the spell takes effect. Whether or not the roll succeeds, the cards, RP, and GB are gone.

Magic cards may be played at any time. Spending RP can influence the Magic die roll, and a natural “1” is an automatic failure.

improving the magic die

On a result of 10 or higher on the die roll (RP may be spent), the character's Magic die shifts up one level (1d6 to 1d8 or 1d8 to 1d10) or, if it is maxed out, the player gains a permanent +1 bonus to the Magic die.

Random Events: As with other card events, the player must roll a 6 or higher (RP may be added) on the Magic die to gain the benefits or to avoid the consequences.

Designer's Note: In BIRTHRIGHT, there are two powerful types of magic beyond normally role-playing magic: Realm Spells and Battle Magic. The campaign setting built up Realm Spells to give powerful wizard and cleric regents something to do with their powers on a kingdom-wide scale; I put in Battle Magic to do the same on the battlefield scale.

Both worked pretty well, so we put this element in the game—in a much-simplified version. Having a good Magic die and saving up for some spells is the sneaky way to win this game. Several expensive spells on the list can simply annihilate an opponent if used at the right time. Oh, you think I'm talking about *fireball*? Try *shadow walk* sometime....

Combat occurs between two opposing forces of military units (Castles, Cavalry, and/or Infantry) or one force of military units and an unoccupied neutral or rival realm.

combat between units

When an army (one unit or multiple units) enters a realm occupied by another army, combat between units occurs (unless the two regents reach an agreement). The army that was there first is the defender, while the other is the attacker (regardless of who owns the realm).

Both regents roll one War die (simultaneously) for each unit in their armies. No RP may be spent to influence this roll, though Magic cards may be played to wield spells. On a roll of 6 or higher, the unit achieves a hit. Note that some units gain bonuses for attacking or defending (see “The Regent Sheet” section).

Rolls take place simultaneously, after any spells have been resolved. Each regent declares how many hits he or she generated, and the other regent must remove that number of units from his or her army (the controlling regent’s choice). With these rules, two equal-sized armies may wipe each other out in one turn.

If both armies (or units from both armies) remain after the attack and defense rolls, the two sides may decide whether to retreat. To retreat, either player simply moves all units to an adjacent friendly or neutral realm. The attacker decides first whether to retreat. Players do not need to spend War cards to move units in a retreat. If neither army retreats and no agreement is reached, the battle continues.

When only one army remains, the regent controlling the army maintains control of the realm (if he or she had it before the turn began) or may attempt to occupy the realm (see “Occupying a Realm,” below) if another player controlled the realm beforehand.

occupying a realm

When an army moves into an unoccupied realm (or defeats a “home” army), it may attempt to occupy that realm. The invading army is the at-

tacker and the realm itself is the defender. The attacker rolls one War die per unit of the army, adding all bonuses (and expending Magic cards as desired). The defender does not roll, since the realm has no units.

The attacker needs to achieve enough hits (a 6 on the unit’s attack die) to defeat the Realm’s Strength (see the chart on the next page). If successful, the regent adds the realm to his or her empire, placing a Territory marker on the occupied realm. If the regent failed but achieved some hits, the DM places a number of Realm Strength tokens on the realm to signify that it has been partially occupied. When the attacker inflicts three hits upon a realm, the realm is considered

occupied. Note that a unit (or units) may fail to occupy a realm (since each is only al-

lowed one attack per turn), in which case the unit remains there until the next turn.

Note: If any attack roll comes up a natural “1” during occupation, one unit dies (fighting peasants). Realm Strength tokens are removed between seasons (the realms recover), unless hostile units remain in the realm.

Designer’s Note: Realm Strength tokens and occupying a realm can be another confusing part of the game. The idea is pretty simple, however:

If you attack a realm you don’t control, you first have to destroy any armies in that realm, then you have to subjugate the realm itself by destroying its Realm Strength. Realm Strength is like hit points—it reflects the realm’s natural resistance to being taken over. Occupying a realm is not without risks, however: As noted, a roll of “1” during an occupation attempt results in the unit’s destruction. A strategy tip: If you’ve only got one unit in a full-strength realm (especially an infantry unit), you may want to wait until you can move more units in before attempting occupation.

If you successfully defend a realm from an attacker, you don’t have to “occupy” it, since you already control it! That question came up more than once....

realm strengths

All realms (except Awnshegh Realms) have Realm Strengths of 3.

When a player occupies a realm, he or she gains 2 RP and 2 GB at the end of each season in taxes. This is in addition to the 3 RP and 3 GB gained from the regent's home realm.

*Designer's Note*Wow, 3 RP and 3 GB for your home realm every three turns (one season). Add two more of each for every new realm you add, and it starts to seem like a lot. Watch it all get spent when you start fighting each other—not to mention the awnsheghlien....

awnshegh realm strengths

Realm Name	Infantry	Cavalry	Taxes
Chimaeron	5	8	4
The Gorgon's Crown	9	6	5
Rhoubhe	6	7	4
Spiderfell	11	1	5

Awnshegh armies can become active whenever the DM wishes, on a Random Event, or when the realms fall under attack. Any attempt to move through an Awnshegh Realm counts as an attack. The DM may move awnshegh troops freely (without cards) and cast spells as desired. A player occupying an Awnshegh Realm gains the taxes (in RP and GB) from the chart above at the end of each season.

*Designer's Note*Here's a DM tip (players, stop reading!). I used the awnsheghlien as a "balancing factor." By around the second or third turn, somebody's doing a lot better than the others, based mostly on lucky (or unlucky) die rolls. I figure the awnsheghlien watch out for lucky folks and attack them when they look too lucky. Bring 'em out to keep the game balanced, or to give the players a reason to work together. Don't make them the focus of the game, though; they aren't covered by a lot of rules. I seldom brought them out before the third season unless someone attacked them or a Random

Event came up. If you want to heighten the mystery, roll a die at the end of each season and mutter, "No, not yet!" and start stacking evil-looking miniatures off to the side!

spell list

The following spells can be cast at any time (even to interrupt another player's action), unless otherwise noted in the spell description. The play of Magic cards must meet or exceed the point cost of each spell. The player pays the RP and GB cost of the spell before rolling the Magic die. The description of the spell includes all game effects.

Spell Name	RP/GB Cost	Points/DN	Spell Description
<i>Influence</i>	5/3	6	Causes -2 penalty to opponent's roll
<i>Alchemy</i>	6/1	6	Caster creates 2d6 GB.
<i>Create unit</i>	4/4	6	Creates one unit anywhere on map
<i>Fireball</i>	3/4	8	Destroys one (non-Castle) unit.
<i>Shadow walk</i>	5/5	8	Any army* moves instantly to other realm on map

* Refers to all units belonging to a regent that are currently in the same realm

*Designer's Note*Notice there are no spell rules for awnsheghlien. Awnsheghlien are pretty tough anyway and have nasty blood abilities. (Look through *Blood Enemies* and you'll see what I mean.) Figure any awnshegh has enough RP and GB to cast a spell every turn—if it wants.

If you'd rather not be that arbitrary, give the awnsheghlien their RP and GB in taxes every season, just like everyone else. Start them without a "treasure pool," however—they begin with large "suspected" armies already. Don't worry about point costs, either (only RP/GB expenditures) but let them cast a spell every turn. Give the Spiderfell and Rhoubhe d10 Magic dice and the Chimaeron and The Gorgon's Crown d8 Magic dice.

Don't be too aggressive with them; sure, it would be evil to have the Spider cast *shadow walk* and dump its army into Roesone, but that's not really fun. Besides, if I were the Gorgon and saw the Spiderfell unoccupied, I'd jump in there myself and the heck with the human regents!

boervine

Blood Ability

Healing—Grants a +1 bonus to all Adventure rolls.

Regent Statistics

Adventure Die: 1d6

Magic Die: 1d6

Rulership Die: 1d8

War Die: 1d6

resolving card actions

Players handle each of the four card decks in a slightly different manner, but resolution is the same for all.

- ◆ In all cases except Magic, players must roll equal to or higher than the difficulty number (DN) indicated on the card, using the die listed in the chart above.
- ◆ A roll of a natural “1” on any die is an automatic failure.
- ◆ Players may spend RP to influence die rolls for *most* card actions. Each RP is worth a +1 bonus, and must be paid before the die is rolled. Rolls for military combat and Random Events may *not* be influenced in this manner. Players may *sometimes* spend RP to influence other players’ die rolls, applying a +1 or -1 modifier to the die roll for every RP spent.
- ◆ Magic cards represent source energy and must be spent, *in addition to* RP and GB, to cast spells.

military units

Unit Type	Maint. Cost	Attack Bonus	Defense Bonus	Move. Rate
Castle	4 GB	n/a	+3	n/a
Cavalry	2 GB	+2	+0	2
Infantry	1 GB	+0	+2	1

ownshegh realm strengths*

Realm Name	Infantry	Cavalry	Taxes
Chimaeron	5	8	4
The Gorgon’s Crown	9	6	5
Rhoubhe	6	7	4
Spiderfell	11	1	5

**Suspected*

spells

Spells can be cast at any time (unless noted in the spell description). The point cost (which is equal to the DN) of each spell must be met or exceeded by the play of Magic cards. The player must pay the cost (RP/GB) of the spell before attempting to roll the Magic DN on his or her Magic die roll. The spell description in the chart below defines all game effects.

Spell Name	RP/GB Cost	Points/DN	Spell Description
<i>Influence</i>	5/3	6	Causes -2 penalty to opponent’s roll
<i>Alchemy</i>	6/1	6	Caster creates 2d6 GB.
<i>Create unit</i>	4/4	6	Creates one unit anywhere on map
<i>Fireball</i>	3/4	8	Destroys one (non-Castle) unit.
<i>Shadow walk</i>	5/5	8	Any army* moves instantly to other realm on map

* *Refers to all units belonging to a regent that are currently in the same realm*

avanil

Blood Ability

Battlewise—Grants a +1 bonus to all attack rolls.

Regent Statistics

Adventure Die: 1d8

Magic Die: 1d6

Rulership Die: 1d6

War Die: 1d6

resolving card actions

Players handle each of the four card decks in a slightly different manner, but resolution is the same for all.

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military units

Unit Type	Maint. Cost	Attack Bonus	Defense Bonus	Move. Rate
Castle	4 GB	n/a	+3	n/a
Cavalry	2 GB	+2	+0	2
Infantry	1 GB	+0	+2	1

ownshegh realm strengths*

Realm Name	Infantry	Cavalry	Taxes
Chimaeron	5	8	4
The Gorgon's Crown	9	6	5
Rhoubhe	6	7	4
Spiderfell	11	1	5

* *Suspected*

spells

Spells can be cast at any time (unless noted in the spell description). The point cost (which is equal to the DN) of each spell must be met or exceeded by the play of Magic cards. The player must pay the cost (RP/GB) of the spell before attempting to roll the Magic DN on his or her Magic die roll. The spell description in the chart below defines all game effects.

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<i>Fireball</i>	3/4	8	Destroys one (non-Castle) unit.
<i>Shadow walk</i>	5/5	8	Any army* moves instantly to other realm on map

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elinie

Blood Ability

Divine Aura—Grants a +1 bonus to all Rulership rolls.

Regent Statistics

Adventure Die: 1d6

Magic Die: 1d8

Rulership Die: 1d6

War Die: 1d6

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mhoriad

Blood Ability

Elemental Control—Grants a +1 bonus to all Magic rolls.

Regent Statistics

Adventure Die: 1d8

Magic Die: 1d6

Rulership Die: 1d6

War Die: 1d6

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tuarhievel

Blood Ability

Alertness—Draws 1 extra card at the start of each domain turn.

Regent Statistics

Adventure Die: 1d6

Magic Die: 1d8

Rulership Die: 1d6

War Die: 1d6

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roesone

Blood Ability

Courage—Grants a +1 bonus to all defense rolls.

Regent Statistics

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Magic Die: 1d6

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War Die: 1d6

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