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Game: **PROPHECY**
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For best results, print on card, laminate and trim to size.

PROPHECY

Setup

1. Board and Card Decks Setup Place the *Prophecy* board on the table and shuffle the various decks.

Randomly place one **Artifact** card, one **Greater Guardian** and one **Lesser Guardian** on each **Astral Plane** space.

Place the shuffled **Chance**, **Common Item**, **Rare Item**, **Adventure** and **Ability** decks on their spaces.

When an **Item**, **Adventure** or **Chance** card is discarded place it on the discard space next to the deck. When a deck is exhausted shuffle the discards to form a new deck.

When an **Ability** card is discarded place it face down at the bottom of its deck.

In every **Guild**, turn the first **Ability** card faceup.

Find the first **Forest**, **Mountain** or **Plains** card from the **Chance** deck, draw and place an **Adventure** card faceup in every terrain space of that type, then shuffle all the **Chance** cards except the drawn card (which goes in the discard pile).

3. Choose Characters Each player is randomly dealt a character card and places it in front of them.

Take **3 Gold** and **3 Experience** each, and place red and blue cubes equal to starting values in the spaces on the right side of the cards.

4. Place Characters Each player places their character piece in the guild space first on their character card. The player who rolls highest on a die starts the game.

Turn Sequence

Each player completes his entire turn and play continues clockwise.

1. Draw a Chance card

Draw a **Chance** card, read it aloud, follow its instructions and discard it.

2. Player's Turn

Do the following in this order:

- Movement**
- Creature Fight (mandatory)**
- Character Fight (non-mandatory)**
- Use Possibilities of Space**

3. End of Round

Player must discard tokens in excess of **15 Gold** and **15 Experience**, and cards in excess of **7 Items** and **7 Abilities**.

Draw a Chance Card

Mountains, Forests and Plains

Draw cards without looking at them. If there is no existing card in a space the new card is placed faceup.

If there is already a card there place the new one facedown under it.

No additional card is placed if there are already 2 cards in a space. Discard cards that cannot be placed.

Guilds

Draw a card from the indicated deck and place it faceup on top of the deck.

If there is already a card faceup place the new one across the first. If there are already 2 cards, discard the bottom one first.

City Merchant, Tradesman

All goods currently in the space are discarded first.

Movement

During his movement, a character may do *one* of the following, once only:

Stay on the same space

Move 1 space

Pay 1 **Gold** and move on horseback 2 spaces (ignoring the space in between)

 If on a **Port**, pay 1 **Gold** and move to the nearest port to the left or right

 If on a **Magic Gate**, pay 2 **Gold** and move to any other Gate.

 Use any **Movement Ability**, **Spell** or **Item**

 Use any other **Activity** that can be used 'instead of moving', or **Possibility** of these spaces:

City: pay 1 **Magic**, earn 2 **Gold**.

Thieves' Guild: pay 1 **Health**, earn 3 **Gold**.

Fortress: pay 1 **Health**, gain 2 **Experience**.

Battles with Creatures

A character arriving in a space with a facedown **Adventure** card flips the card. If it is a creature, the character must do battle with it.

If there is more than 1 creature the character may choose the order in which they are fought.

If the character loses or draws, his turn ends.

If the character wins, he earns the appropriate reward.

If there is another creature in the space it must now be fought.

Type of Battle

If a creature has only **Strength**, the character must fight it in a **Battle of Strength**.

If a creature has only **Willpower**, the character must fight it in a **Battle of Wills**.

If a creature has **Strength** first then **Willpower**, the creature attacks in a **Battle of Strength**, but if the character pays 2 **Magic** he may initiate a **Battle of Wills** instead.

Any other case is covered by specific rules on the creature's card.

The Battle

The character decides which **Items**, **Spells** or **Abilities** to use, counts the bonuses and adds them to his **Strength** or **Willpower**.

Roll both dice. Add the character's total to the lighter die and the creature's **Strength** or **Willpower** to the darker die. The highest total wins.

On a draw nothing happens and the player's turn ends.

If the character wins, take the amount of **Experience** from the bank listed on the card, and take a treasure if listed:  Discard the creature card.

If the creature wins, it stays in the space and the character loses 1 **Health**. The creature may also inflict special damage: 

Creatures with 3 lives  can only be defeated by fighting them 3 times in succession.

The type of battle or weapons cannot be changed during the battle, though spells, throwing weapons etc may be used to affect one roll. A payment at the start to initiate a **Battle of Wills** is made only once. If any roll results in a draw or loss the battle is drawn or lost; in the next battle, the creature has 3 lives again.

A creature may also have **special rules**; mandatory:  or optional: 

Battles with Characters

If there are no creatures in a space, or they have been defeated, a character may attack one other character there.

A character cannot be attacked in the **Monastery**, **Forest Camp** or if he paid for lodging in the **Village**, unless the character has an **Artifact**, in which case he is never safe.

The attacking player announces the type of **Battle**: if a **Battle of Wills** is paid for the defender must accept it. If a **Battle of Strength** is announced, the defender may accept it or pay for a **Battle of Wills**.

A player paying for a **Battle of Wills** must pay 2 **Magic** plus 1 extra **Magic** for each **Artifact** their opponent has.

First the attacker, then the defender, announces the Items, Spells or Abilities they are using and the battle proceeds, with the attacker using the lighter die and the defender the darker die. On a draw nothing happens.

The losing character may either lose 1 Health or allow the winner to take any 1 of the loser's Items (including an Artifact). If he has no Items he must lose a Health.

Death of a Character

A character who loses more Health than he has is eliminated from the game.

If death is due to a battle with another character, that character gains all Gold and Items (including Artifacts).

If death is due to a battle with a creature or other reason, all Gold and Items are discarded to the bank or their discard piles (Abilities go to the bottom of their guild decks). Artifacts stay on the space or Astral Plane where the character was killed.

New Characters

A player dying early in the game (before the approach of the Final Battle) may take a new random character, starting as normal except for an initial payment of 1 Health and 2 Magic.

Possibilities

If there were no Creatures in a space, or they were defeated, the Possibility of a space may be used (even multiple times unless specified otherwise).

Artifacts

An Artifact in the space may be taken by a character.

Forest, Mountains, Plains (Opportunities)

Some Adventure cards are Opportunities, which are for one-time use only (they cannot be used just to be discarded). A player has the choice to use an Opportunity, and in what order if there are several.

Guilts (Training)

Characters may train at the Guilds and learn faceup Abilities by paying the cost in Experience. If the Guild is not listed on the character's card, the character must also pay the amount in Gold to learn the Ability.

If you learn an Ability, take and keep the card.

Civilization (Item Repair)

Damaged Items may be repaired for 1 Gold in any Civilization (blue) space—any guild, the City or the Village).

City, Village (Buy and Sell Items)

Items in the City and Village may be bought for their cost in Gold. Items may be sold (discarded) for half of their listed price, rounded up. Damaged Items must be repaired before being sold.

Magic Wilderness, Magic Tower (Recharge Magic)

A character may recharge 3 Magic once per turn in the Magic Wilderness, and recharge 2 Magic for every 1 Gold paid in the Magic Tower.

Village (Lodging)

A character may stay overnight in the Village for 1 Gold. He heals 1 Health and recharges 1 Magic and is safe until his next turn.

Items and Abilities

Potions and Scrolls

Potions and scrolls are discarded after one use.

Weapons and Shields

A character may have up to 2 Items in his hands, including a weapon, shield and/or other handheld Item such as a wand. Only 1 can be a weapon and only 1 can be a shield. If a weapon is *two-handed*, no other handheld Item or shield may be used.

Only the bonuses for Items actually used may be counted in a battle. It is not possible to change Items during a battle, but Items may be changed before battles (eg. with another creature or character). A bonus for throwing a weapon only counts for one roll of the dice.

Crowns and Circlets

A character can only use 1 Item that is worn on the head at any time.

Abilities

Abilities can be used immediately in the turn of purchase and stay with a character until the end of the game (unless he has more than 7). Some are always active and some must be announced as active (before the roll of the dice in a battle).

Spells

Some Abilities are called **Spells** and are activated by paying Magic as stated on the card. They cannot be used twice in the same moment for the same goal.

Other Effects

Once-a-round effects may only be used once a round, regardless of how many turns you have in a round, eg. due to the *Peaceful Times* card.

Non-battle effects cannot be used after choosing the type of battle, even if the battle consists of several dice rolls. They may however be used between different battles, even when the enemy was already revealed.

Astral Plane

If a character is in one of the two spaces adjacent to an Astral Plane, instead of moving or encountering the cards in his space, the player may declare he is attacking the Astral Plane.

The Lesser Guardian must be fought first, then the Greater Guardian. If a battle ends in a loss or draw the character returns to the space he attacked from and his turn ends.

A defeated Guardian is removed from the game. Once a player earns an Artifact, that Astral Plane is closed to all players.

Artifacts

Artifacts count towards the number of items a character may have, but they cannot be discarded, sold, damaged, destroyed or taken by a creature.

Final Battle

The game ends as soon as a character possesses 4 of the 5 Artifacts.

If the last Artifact is claimed and the Artifacts are divided among several players, any character with an Artifact is a **Champion** and must join in a **Final Battle**.

The Champion with the Royal Cape may choose in which of the 25 board spaces (not the Astral Planes) the battle takes place. All cards are removed from the space and all Champions move there, healing all their Health, replenishing all their Magic, and repairing all their broken Items.

The Champion to the left of the player that collected the fifth Artifact begins the battle and play continues clockwise until 1 Champion has 4 of the 5 Artifacts.

No Chance cards are draw, though a player may use a *Banner of Hope*.

Champions may not move or leave the space, but can use skills, Items or the space's Possibilities used 'instead of movement'.

Actions are performed in the usual order: eg. a *Banner of Hope*, an 'instead of movement' action, non-battle actions, one battle with another Champion, then use of the space's Possibilities.

Champions must attack another Champion on their turn. On a tie, nothing happens. **The loser must give one of his Artifacts to the winner** (if it is the loser's last Artifact, he is eliminated from the game).

Game Variants

No Final Battle

The game ends when a player possesses 2 Artifacts; there is no Final Battle.

Apocalypse

When the fifth Artifact is taken, shuffle all of the Chance cards. The game continues, except if the Chance deck is exhausted and the game is still undecided, thereafter no Chance cards are drawn. Instead, at the beginning of every round, all characters lose 1 Health and 1 Magic. The Apocalypse ends when a player gets 4 Artifacts or when the last character is eliminated (the game ends without a winner).

Team Play

A 4 player variant with 2 players playing together as a team, sitting opposite so each team gets an alternate turn. A team wins if one of the players in the team wins.

Players may, if desired, trade Gold and Items between each other if standing in the same space, instead of moving. It is prohibited to trade just to strengthen another player; trades must be mutually beneficial.