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Game: **ZANZIAR**
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Page 1: **Rules summary** front
Page 2: **Rules summary** back
Page 3: **Play reference** front
Page 4: **Play reference** back

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Print on card (**ensure you are printing at 100% scale**) laminate and trim to size.

Zanziar

SETUP

Each player takes:

3 pairs of **Adventuring Party tokens**. One of each pair indicates the position of an adventurer group on the map, the other is placed next to the Unit cards of the group;

10 **Control markers** for controlled cities and mines;

1 **Quick Reference card**.

Each player randomly draws and keeps secret from the other players (facedown):

1 **Hero card**;

2 **Whenever cards**. These may be played whenever a player wishes, except if the card indicates otherwise.

Remaining Hero and Whenever cards are returned to the box unseen.

Place the **Adventure Location tokens** on the **adventure hexes** on the board. 3 locations chosen by the players remain empty (select those furthest from the players' starting cities).

Place 3 **Green** and 8 **Iron Ore tokens** facedown, mix them, and place one on each mine symbol on the board.

Shuffle the **Adventure** and **Movement decks** and place them facedown on the board. Set aside the faceup *Herd of Pigs* card.

Place the **Spell cards** faceup on the table.

Shuffle the **Adventurer Unit cards** (purple) and **Army Unit cards** (green) together and place the deck facedown on the table.

During play, Adventure and Movement cards are recycled (shuffle the discard pile to form a new deck); for other decks, play continues with no new cards once a deck is exhausted.

Starting Cities

Each player controls 1 **City** at the start of the game, determined using the *Starting Locations* table. The youngest player rolls d6 and places a **Control marker** on the **City card** corresponding to the result, then draws the indicated number of Unit and Item cards. Continue clockwise until all players have cities (reroll if a city is already claimed).

Each player may choose to combine all of his units into 1 **Adventurer Group**, or distribute them between up to 3 groups with at least one Adventurer or Hero in each group. Units may also be **garrisoned** in the city; place them under the City card.

The remaining City cards are placed in a deck on the table and used for reference or claimed with Control markers when a player controls a city.

Unit Cards

There are 3 kinds of Unit cards: **Heroes** (brown), **Adventurers** (purple), and **Armies** (green).

Only Adventurers and Heroes can carry items and lead adventurer groups.

All Unit cards list the unit's race, gender and special skills. All Unit cards (except one's Hero) may be discarded at any time.

All Unit cards drafted or received in the game enter play *facedown*. Unit cards can be used *faceup* or *facedown*.

Faceup Units have the skill values and special skills listed. You can turn a card faceup at any time (except between a die roll and its resolution), but a faceup card may not be turned facedown again.

Facedown Units are Army units without any special skills, and have 1 point in each skill, except 0 points in Magic.

When performing an action that affects the whole adventurer group, you can only use 1 facedown card at a time. A facedown Adventurer *cannot* lead an adventurer group.

A facedown Hero can still lead an adventurer group, draft units, carry items, etc. If you use your facedown Hero to do these things, you must reveal its identity if asked (but you do not need to turn the card faceup).

If one of your units is turned into a **Herd of Pigs**, replace its card with the Herd of Pigs special card (faceup). There can be only one Herd of Pigs in play—if another player gets the same penalty, the earlier Herd of Pigs is transformed into a random unit (take a new random card from the Unit deck).

Adventurer groups

An **adventurer group** is a party of 1 to 5 units. Adventurer groups can move, fight, search for treasure and perform other actions. Each player can have up to 3 groups at a time.

All of your units must always be assigned to an adventurer group or guarding one of your cities. Guarding units cannot move out of the city or actively do anything, but defend if they are attacked.

Each group must be led by a Hero or an Adventurer. The other units in the group can be Heroes, Adventurers or Armies. If the group becomes leaderless for any reason, all remaining units in the group must be discarded, unless the group is in a city you control, in which case you can reassign the units as guards.

During your turn, you may reorganize your adventurer groups if all of the units are in the same hex. Units and items can be moved freely between an adventurer group in a city and units guarding that city.

GAME TURN

There are 2 kinds of rounds: **game rounds** and **battle rounds**. A game round consists of a turn for each player. Up to 3 battle rounds may take place within 1 turn.

During your turn, you may move your adventurer groups, *then* each group may perform 1 of the following actions:

Draft units or **search for treasure** in a city you control;

Attack troops in a neutral city or **convince them to join your ranks**;

Induce a revolt in an enemy city;

Search for treasure in a mine;

Attack another player's city or **adventurer group**;

Cast a spell using a Hero or Adventurer.

If your adventurer group's move ends in an **Adventure hex** with an Adventure location token on it, you *must* resolve an Adventure, and that group may not perform any more actions this turn.

Reorganizing your adventurer groups or trading with other players does not use an action.

SKILLS

Each Hero, Adventurer, and Army has 4 skills: **Combat**, **Magic**, **Diplomacy**, and **Con**. Heroes have skill values between 0 and 5, Adventurers between 0 and 6, and Armies between 0 and 10.

Combat is used to fight other units, conquer cities, and overcome natural or special events. A unit's Combat indicates its number of starting hit points (HP). When a unit has no more hit points, it is dead and is discarded. Lost HPs (use **Blood tokens**) do not affect the Combat skill (fighting ability) of a unit.

Magic is used to cast spells, fight other units, or overcome natural or special events.

A unit's Magic indicates its number of starting magic points (MP). Lost MPs (use **Magic tokens**) do not affect the Magic skill of a unit.

If a unit runs out of MPs, it is unable to use magic until it recovers them. If a unit must lose more MPs than it has, the remainder is lost from the unit's HPs instead.

Diplomacy is used to draft new units, recruit neutral units, and prevent battles.

It is always used by 1 unit against the Diplomacy total of the target group of neutral units. When Diplomacy is used against units from the same **culture** as the user, a +1 bonus applies to the user. Diplomacy cannot be used against natural threats.

Con is used to draft new units, win over neutral units, gain advantage in battle, and cause a revolt in an enemy city.

It is always used by a group of units against 1 enemy or neutral unit. Con cannot be used against a Hero.

MOVEMENT

Each hex can contain a maximum of 3 adventurer groups at any time.

The base movement rate is dependent on the *destination* terrain. Before a group moves, draw a **movement card** and consult the land or sea movement text appropriate for the terrain *the group is currently on*.

If a **pack of wolves** is encountered, treat the encounter as a battle, except that dice are not rolled for the attacking wolves and the wolves fight until they are at 0 HPs.

If the group is challenged to a **verbal duel**, it is resolved by comparing d6 + (*Hero or Adventurer's Diplomacy or Con*) to the corresponding Diplomacy or Con score of the challenger.

If a card grants the group a **long term effect** (usually with a duration of 1 round), keep the card next to the group until the effect wears off.

Movement Rates

Terrain	Hexes per round
Plains	2*
Other land	1
Sea	3**

* +1 if the adventurer group contains a *mounted* Army.

** Requires a faceup card with ability to travel on water. *Lacus Silens* (hex 05F) is a sea hex.

Mountains cannot be crossed. A group may enter a mountain hex, but must leave by the same route. You cannot travel from one mountain hex to another mountain hex.

Rivers can only be crossed at a bridge, unless the group has a faceup card with the ability to cross rivers or travel on water.

Moving along a river is *not* considered sea travel. Riverside hexes are not considered coastal hexes.

Bridges restrict movement across a river. If another player controls the hex on the other side of the bridge, you must obtain the player's permission or fight in order to cross.

Riverside Cities you control have boats which allow your units to cross the adjacent river.

A unit that has special movement abilities confers them on the entire group the unit is in.

If a **random movement direction** is required, roll d6 and consult the key in hex 01A on the board.

LOCATIONS

Cities

Each city has a corresponding **City card** with its name, hex location, size (from 1 to 3), country it belongs to, and any special rules. City cards can always be inspected by any player.

When a city is **controlled** by a player, place a **control marker** on its card and the corresponding hex on the board. **Garrisoned units** may be also be placed under the city card. When an adventurer group is in a city, place the city card next to the adventurer group's unit cards to indicate the group's location.

A city can hold up to 3 full adventurer groups at once and a number of garrisoned units up to the city's **size**.

When the last adventurer group leaves a city and there are no garrisoned units, the city card is returned to the deck, remaining neutral units are discarded, and the city becomes neutral again. If another adventurer group enters the city later, a set of new neutral units are drawn.

Controlling a city

All cities begin the game as *neutral*. A city stays neutral until a player's unit(s) are in it.

When an adventurer group enters a neutral city, **draw a number of unit cards equal to the city size**. The adventurer group has four options:

- Fight** the neutral units
- Use Diplomacy or Con to **recruit** the units
- Leave the units alone
- Leave the city

Garrisoning a City

Players may **garrison** units of any unit type within a city. Garrisoned units do not require an Adventurer or Hero to lead them; they cannot move or attack, but can defend if a city is attacked.

Recruiting Neutral Units

An adventurer group in a city may try to **recruit** neutral units there. Newly recruited units cannot perform or participate in actions until the player's next turn, and if added to an adventurer group, consumes that group's action for this turn.

Using Diplomacy: Attempt to recruit the entire group of neutral units at once. To succeed, d6 + (*Diplomacy of 1 Adventurer or Hero*) must be greater than d6 + (*total Diplomacy of neutral units*). Successive attempts at recruitment can be made in following turns.

Using Con: Attempt to recruit a single unit. Subtract d6 + (*Con of neutral unit*) from d6 + (*total Con of adventurer group*) and consult the *Using Con Against Neutral Units* table.

Drafting New Units

An adventurer group in a city may try to **draft** further units, after defeating or recruiting all of the neutral units there. Units cannot be drafted on the same turn in which you conquered the city with a different group. Newly drafted units cannot perform or participate in actions until the player's next turn, and if added to an adventurer group, consumes that group's action for this turn.

Using Diplomacy: Add d6 + (*Adventurers or Hero's Diplomacy*) + (*city size*) and consult the *Using Diplomacy for Drafting* table.

Using Con: Add d6 + (*total Con of group*) - (*2 city size*) and consult the *Using Con for Drafting* table.

Searching For Treasure

An adventurer group in a city can spend its turn searching for treasure. Roll d6 + (*Con of 1 Adventurer or Hero*) and consult the *Treasure Results* table. A group can spend as many turns searching as desired.

Revolts

When a city **revolts**, it immediately becomes neutral again. Draw a number of new neutral units equal to the city size.

The situation is as though the adventurer group had just entered the city: the neutral units do not attack and the group is not forced to leave, and they can be fought or recruited later. Garrisoned units in a city that revolts are discarded unless you can place them into an adventurer group.

An adventurer group either inside the city or within 1 hex of it may use Con to **incite a revolt** in a city controlled by another player. To succeed, $d6 +$ (*Con of Adventurer or Hero*) must be greater than $d6 +$ (*total Diplomacy of units in target city*).

Countries

The board is divided into 8 countries, each comprising a number of cities:

Kuduk (Abo, Argeau, Basilea, Bugt, Nizny-Tagil)

Largos (Pulvis, Nagya)

Fär (Asaheim, Alfjord)

Dwarven Cities (Iduria, Odrxia)

Vidal-Sis (Selendor, Salmonside, Nidar)

Gory (Ragusa, Mombule, Bratusar, Lapek, Tragy)

Haugen (Siros, Nafud, Pelagros, Rog)

Elven Nations (Graven, Zirconia)

Controlling a country

A player controls a country if he controls all of the cities within it. Controlling a country gives you the ability to draft extra units in that country at the beginning of each turn. Add $d6 +$ (*number of cities in the country*) and consult the *Drafting from a Country* table.

Mines

Only those mine hexes with tokens on them are considered active and have effects when entered.

When an adventurer group enters a hex with a **mine token** on it for the first time, flip the token over to show the mine type.

Whenever any group enters a **green ore mine**, the group takes $d6-1$ damage, distributed among its units by the player.

Each turn, a group at a mine may attempt one search for treasure there. For each attempt, roll $d6$ and consult the *Searching for Treasure (Mine)* table.

A mine is considered controlled by the player whose adventurer group has most recently visited it, as indicated by a control marker. Units *cannot* be left to garrison a mine, so an entire adventurer group must stay at the mine if one chooses to guard it.

Adventures

Only those adventure hexes with tokens on them are considered active and have effects when entered.

A group that enters a hex with an **adventure token** in it must draw an adventure card. The player then chooses to attempt the adventure with a Hero or Adventurer in the group, or to avoid it by **fleeing**.

Adventure cards either have skill values, or text describing what to do in order to successfully complete the adventure.

If there are skill values, choose one of the non-zero skill values for the Hero or Adventurer to challenge, unless otherwise specified. **Roll $d6$ and add the Hero or Adventurer's corresponding skill value.**

The challenge is a **success** if this total equals or exceeds the skill value on the adventure card, and is rewarded with **1 random item** in addition to the benefit described on the card. The adventure token is removed from the game board.

If the challenge is **unsuccessful**, the Hero or Adventurer must take the penalty described on the card. The adventure card is discarded and the token remains where it is until an adventure is successfully completed there.

A group is not compelled to leave the adventure hex if it fails in an adventure and may remain there to try a new adventure in subsequent turns.

If the group decides to avoid the adventure instead, follow the procedure for fleeing from battle. The adventure token remains on the board, and the card is discarded.

BATTLES

Players can choose to **attack** neutral groups, guarded cities or adventuring parties of other players in the same hex. A player's own adventuring parties may never fight each other.

Entering a city controlled by another player is automatically an attack, unless you have the player's permission to do so.

During 1 game turn, up to 3 **battle rounds** can take place. Each battle round comprises 3 **battle phases (Magic, Con and Combat)**. You can continue the battle on another game turn or game round, but it does not automatically continue.

The defender doesn't have to take all of his units into the battle, but must commit at least 1 unit. If the attacker defeats all the participating defender's units, the remaining defender units must flee immediately.

Combat always ends after 3 full battle rounds, as does the attacking adventurer group's action.

Using Diplomacy to Prevent Battles

Before a battle, the defender may try to use **Diplomacy** to prevent the combat. To succeed, the Diplomacy of the defender's Adventurer or Hero + $d6$ must be equal or greater than the opposing units' Diplomacy total + $d6$.

You can only *delay* a battle for the turn: next round your opponent can try to attack again, and you can again try to prevent the battle.

Battle Phases

Before the battle, first the attacker, then the defender, arrange their fighting units into **battle rows**.

A battle row can include 0-5 units. Both sides have 3 rows: **Magic** (rear-most), **Con** (middle) and **Combat** (front line). During a battle only the units in the Magic row can cast spells, only the units in the Combat row can use Combat skill and so on. After each battle round both sides can change their formations.

When the battle starts, the attacker's Magic row acts, followed by the defender's. Then the attacker's Con row acts, followed by the defender's. Last comes simultaneous Combat. The first battle round then ends. After any rearrangement of ranks, the next battle round begins with the attacker's Magic row.

Magic Phase

Magic is a 1 vs 1 attack. Each unit *in the magic row* can either **cast a spell** or **perform a magic attack** against an enemy unit of choice, except a Hero. When a Magic attack is performed, determine *Magic + $d6$* for both the attacker and the defender. The unit with the lower total takes damage equal to the difference of the totals.

A unit in a Magic row who has had to *defend* against Magic can't use Magic during the same battle round.

Con Phase

The attacker chooses a *group* of Con users to attack a single enemy unit from the Combat or Con row of the defender. Consult the *Using Con in Combat* table. You can attack with

your whole Con group at once or divide it into several groups. Each unit can belong to only 1 group during each battle round. Con can never be used against the enemy's Magic row or Hero.

A unit from the Con row that was attacked during the attacker's Con turn can't act again on the defender's Con turn. If it was attacked during the Magic phase, it can still use its skill.

Combat Phase

The 2 Combat rows attack each other simultaneously. Determine (*Combat total of the row + $d6$*) for both sides. The side with the lower total takes damage equal to the difference of the totals. The units with the higher total are not damaged at all.

Damage accumulated during the Combat phase can be freely distributed among the row that received it. If the damage exceeds the combined HPs of the row, the excess is passed on to the next row until all damage has been taken or all the damaged units are dead.

If there are no units in the Combat row when the Combat phase begins, the second row (Con, or Magic if Con is missing), has to defend against Combat.

The Con or Magic row defends with its Combat total but without the $d6$ bonus.

A group defending a city receives a Combat bonus equal to city size for each unit in garrison.

Fleeing from Battle

Roll $d6$. The result is the number of cards that escape intact, including both units and items. The rest are discarded. Cursed items escape automatically and aren't counted towards the escape limit. Fleeing units move 1 hex in a random direction.

Battles with Uncontrolled Units

When an uncontrolled unit combats an adventurer group, the unit uses the primary skill (in orange) on every round. Neutral parties will always attempt to use Diplomacy if they have an Adventurer capable of Diplomacy with them.

Other players can control the neutral units to some degree (decide on spell casting and such things), keeping in mind that hostile uncontrolled units should try to cause maximum damage to the enemy. If you fight with a neutral group and the score isn't settled after 3 battle rounds, the neutral group stays where it was but doesn't automatically attack on the next game round.

Combat Between Multiple Opponents

Combat is always between 2 adventure groups, but 3 players in the same hex may decide to have a battle: 2 of them have a battle and the third can bargain with both of the participants *before* the battle for unit exchanges or other trades. You are, after all, allowed to trade your units.

Thus, 2 allied players can join their forces, but only up to maximum of 5 units each side, plus garrisons, can take part in the combat.

SPELLS

Spellcasting units have the specific spells listed on their card. Heroes and Adventurers can also learn new spells, indicated by Spell cards.

Whenever a spell is cast, roll $d6$. On a result of 1, the spell fails; consult the *Magical Spells* and *Spell Fumble* tables.

1 MP is consumed whenever a spell is cast, a magical attack is used, or any other occasion when Magic skill is checked.

If a unit's Magic skill is 0, it cannot attempt spells or magic of any kind, regardless of bonuses or items.

ITEMS

Only Heroes and Adventurers can use items.

Each Hero and Adventurer can carry up to 3 items. Extra items must be discarded or given away to any unit in the same hex.

The faceup side of item cards rare either **blue (magical)** or **gray (nonmagical)**. Items can be either face up or face down.

When items are used, they must always be revealed. A faceup item remains faceup for the duration of the game. You can use item cards at any time, even in the middle of combat.

Armor

Armor gives your character extra HPs. The armor's HPs are always subtracted first when your character is attacked and the armor is destroyed if its HPs reach zero.

If you lose a damaged armor, the damage it has taken isn't transferred to your character.

Note that items giving a Combat bonus don't give extra HPs and armor doesn't give a Combat bonus.

Cursed items

The *Curse* spell negates all the special powers of an item; eg, a +1 bonus becomes a -1 penalty. Uncountable bonuses disappear.

Magical point values aren't negated—even cursed items count towards the 10 point goal that some Heroes must achieve; and curses don't affect victory conditions.

Cursed items can never be dropped but the *orcish chieftain* can destroy them.

Curse can't be canceled; a cursed item will remain cursed for the rest of the game (mark it with a **Curse token**).

Dwarven Bomb

You may obtain a Dwarven Bomb from the item pack, but also from an adventure or with the unit *Dwarven engineers* (in these last 2 cases use **Dwarven Bomb tokens**).

Roll $d6$: on a 1, distribute $d6+1$ damage among your own troops, otherwise you get +5 Combat for the battle round.

Dwarven Bombs are discarded after use.

Trading

Players in the same hex may freely **trade** items, Armies and Adventurers between adventurer groups. You may make deals that don't involve units or items (eg, changing the ownership of cities) if you're not in the same hex.

If you trade away a city, all units guarding it are discarded unless you can assign them to an adventurer group of yours.

If the deal would come into force immediately or during the same game turn, you must adhere to its conditions; but if you have agreed to do something in the future, nothing forces you to keep your promise.

WINNING THE GAME

There are 3 ways to win:

1. Fulfill any 2 of your Hero's victory conditions.

If there is a tie, all tied players are victorious. If it is impossible for any player to win, there are no winners.

2. Collect all 7 pieces of the **Staff of Wyrmandalus**.

The pieces have to be in the same hex and in the inventories of the player's units.

3. Defeat all competing Heroes.

You may only be eliminated from the game if your Hero dies.

Zanziar

GAME TURN

During your turn, you may move your adventurer groups, then each group may perform 1 of the following actions:

Draft units or **search for treasure** in a city you control;

Attack troops in a neutral city or **convince them to join your ranks**;

Induce a revolt in an enemy city;

Search for treasure in a mine;

Attack another player's city or adventurer group;

Cast a spell using a Hero or Adventurer.

MOVEMENT RATES

Terrain	Hexes per round
Plains	2*
Other land	1
Sea	3**

* +1 if the adventurer group contains a *mounted* Army.

** Requires a faceup card with ability to travel on water. *Lacus Silens* (hex 05F) is a sea hex.

Mountains cannot be crossed.

Rivers can only be crossed at a bridge, unless the group has an appropriate faceup card. Moving along a river is *not* sea travel. Riverside hexes are not coastal hexes.

You may cross the river adjacent to a **Riverside City** you control.

SEARCHING FOR TREASURE (MINE)

d6

- 1 The mine collapses! The group suffers d6+1 damage (distribute among units as desired). Remove the mine token from the board.
- 2-4 Nothing found.
- 5-6 Find 1 item.

SEARCHING FOR TREASURE (CITY)

d6 + (CON of Adventurer or Hero)

- Roll of 1 Looted a sacred shrine. The city **revolts!**
- 2-4 Find nothing.
- 5-8 Find 1 item.
- 9+ Treasure trove! Draw 2 item cards. Keep 1; place the other at the bottom of the deck.

DRAFTING FROM A COUNTRY

d6 + (# of cities)

- 3 or less All of the cities in the country revolt.
- 4-7 Nothing happens.
- 8+ Receive 1 facedown unit from the deck.
It must be garrisoned in a city in the country where it was drafted.
Normal maximums for a city's number of garrisoned units apply.

USING DIPLOMACY FOR DRAFTING

(DIPLOMACY + city size) + d6

- 4 or less The city revolts.
- 5 or 6 Nothing happens.
- 7-10 A random unit is drafted.
- 11+ 2 random units are drafted.

USING CON FOR DRAFTING

CON total of group - (2 x city size) + d6

- 5 or less The city revolts.
- 6-8 Nothing happens.
- 9-12 A random unit is drafted.
- 13+ 2 random units are drafted.

USING CON IN COMBAT

(Attacker's total CON + d6) - (Defending unit's CON + d6)

- 4 or less Discard permanently all units trying to Con.
If a Hero Cons and fails, all other units of the adventurer group leave (discard immediately).
- 2 to -3 The unit using Con leaves the combat.
The card goes back into your hand but cannot be reused during this combat. If it is a neutral unit discard it.

- 1 or 0 Nothing happens.
- 1 to 2 Targeted unit won't fight during this battle round due to confusion.
- 3 to 4 Targeted unit won't fight in this battle due to being seduced.
- 5 Target flees from the battle after hearing horror stories (discard).
- 6-7 Target joins the battle on the side of unit trying the Con for this battle round.
On the beginning of the next battle round the conned unit returns to the original owner.
- 8 or more Target joins the side of the unit doing the Con permanently.

RECRUITING NEUTRAL UNITS

An adventurer group in a city may try to **recruit** neutral units there.

Newly recruited units cannot perform or participate in actions until the player's next turn, and if added to an adventurer group, consumes that group's action for this turn.

USING DIPLOMACY

d6 + (DIPLOMACY of one Adventurer or Hero)

Attempt to recruit the entire group of neutral units. Result must be greater than **d6 + (total DIPLOMACY of neutral units)**.

Successive attempts can be made in following turns.

USING CON AGAINST NEUTRAL UNITS

(CON total of group + d6) - (CON of the neutral unit + d6)

- 3 or less The units using Con leave the group (discard the units), except for Hero units.
If a Hero is involved in a failed Con attempt, all other units of the adventurer group leave (discard them immediately).
- 0 to -2 The units using Con take a serious beating from a neutral unit.
Each point below 0 equals 1 hit point of damage.
- 1 to 5 Nothing happens.
- 6+ The target joins the side of the units doing the Con permanently.

SPELLS

Fireball	Deals d6 - (<i>enemy Magic</i>) + (<i>caster's Magic</i>) damage. Roll d6 twice for fumbles. If either roll is a 1, see the <i>Spell Fumbles</i> table. If you roll 1 twice, roll twice on the table.
Charm	Prevents the target unit from attacking. Lasts until the end of the 3 battle rounds. Roll d6 + (<i>caster's Con</i>). If the result is higher than the target's Magic, the spell succeeds. If you fumble the spell, nothing happens.
Fly	+2 to Fleeing roll. If you fumble the spell, nothing happens.
Protect	Causes each unit in the adventure group to gain 2 extra HP, deducted first if they take damage. The extra HPs disappear after 3 battle rounds. Protect is not cumulative. Fumbling the spell has no consequences.
Cure Plague	Cures the plague. It has double the normal chances of fumble. Roll an additional die: on a 1 on either die, the spell fumbles.
Curse	Can only be applied to items, both magical and non-magical. The spell will reverse all special powers of an item. The cursed item remains on the Hero or Adventurer indefinitely (or until destroyed); cursed items cannot be discarded. A fumbled Curse spell will curse 1d3 (halve d6 and round up) random items in the caster's own adventurer group. If the group has no items, it transforms a random Army from the group into a <i>Herd of Pigs</i> .
Heal	Cure all Adventurers or Heroes in an adventurer group, including the caster, for 2HPs. The spell can also be applied to Adventurers or Heroes of other players in the same hex. The spell can never be fumbled. If used during battle, only the members of the caster's group can be healed.
Teleport	Teleport moves up to 3 units from the caster's side to a location up to 6 hexes away. If units are moved over the edge of the board, they appear on the opposite edge. Roll d6 twice for fumbles. If either roll is a 1, see the <i>Spell Fumbles</i> table. If you roll 1 twice, roll twice on the table.

SPELL FUMBLES

Fireball
1 Divide damage evenly among your group members.
2 Fireball does not have full strength. Halve damage.
3 The caster takes d6 damage from the fireball.
4-6 No effect, no MP consumed, action consumed.
Teleport
1 Caster teleported 3 hexes in a random direction.
2 Random unit in the adventure group moves 2 hexes in a random direction.
3 Distance doubled while direction remains.
4-6 No effect, no MP consumed, action consumed.
Curse
1 All items in hex where the spell was cast are cursed.
2 Caster is transformed into the <i>Herd of Pigs</i> .
3 Curse succeeds, but all caster's MPs are consumed.
4-6 Nothing happens, but a MP is consumed.
Cure Plague
1 Casting backfires, causing 3 points of damage to the caster.
2 All armies in hex where spell is cast fall into an abyss; adventurers and heroes take 1 damage point.
3 Plague cured, but all caster's MPs are consumed.
4-6 Nothing happens, but a MP is consumed.

HERO GOALS

Odrix the Chancellor
Control the ancient dwarven cities (Pulvis, Odrixia, Ilduria and Bugt). Own 2 dwarven-manufactured items. Control 2 mines.
Simma the Prophet
Have at least one dwarf or hobbit unit in your army Try out at least 3 adventures. Control one mine and 2 small towns (size 1 or 2).
The Leader of Largos
His identity must not be revealed and he must control a green ore mine. Control Largos. Own 2 or more pieces of the Staff of Wyrmandalus.
Queen Hilëiath of Kuduk
The Little Prince (an Adventurer) must be alive and in the group with Hilëiath or Vottere.

Control Kuduk.
Control Gory and either Largos, Haugen or Vidal-Sis.
Own a piece of Maikakano (a magical item) and a non-magical item.

Prince Olaf of Fär
Control 3 mainland coastal cities.
Control Fär, the Kingdom of Isles.
Gather 10 points worth of magical items.

Princess Anna of Fär
Own 2 or more pieces of the Staff of Wyrmandalus.
The Leader of Largos' identity must be revealed (the hero card of Leader of Largos is faceup in play).
Either Anna or Olaf in control of Fär.

Warchief Shuragub of the Orcs
Destroy 10 points worth of magical items.
Control 4 cities and 2 mines.

Princess Elisa of Zirconia
Gather 10 points of worth of magical items.
Control towns of Zirconia & Graven and any other country.
Control a green ore mine and a piece of the staff of Wyrmandalus.

Emperor Vottere of Gory
The Little Prince (an Adventurer) must be alive and in the group with Hilëiath or Vottere.
Control Gory.
Control 2 iron ore mines.

The plague is cured (by finding the magical healing item or the event that will cure the plague).

Prince Eirik Fatland of Haugen
Control Haugen and at least other Valar country (Haugen, Kuduk, Largos or Gory).
Vottere and Hilëiath are dead (or confirmed not in play).
Control 2 iron ore mines

High Priest of Vidal-Sis
Control Vidal-Sis and 2 additional coastal towns.
Own 2 or more pieces of the Staff of Wyrmandalus.
Control 3 mines.

WINNING THE GAME

1. Fulfill any 2 of your Hero's victory conditions.
2. Collect all 7 pieces of the **Staff of Wyrmandalus**.
3. Defeat all competing Heroes.