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.