

PROPHECY



EXPANSION 2
WATER REALM

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WATER REALM

WATER REALM is the second official expansion for the fantasy boardgame **PROPHECY**. Like the first expansion, it brings new cards, game boards and variants to play. It can be used with or without the **Dragon Realm** expansion, but you will need the **PROPHECY** base game to play.

This expansion has several parts which can be used together or individually, and in any combination with those from the first expansion. At the end of these rules, there are several variants to play.

Treasure Island

The first part of this expansion is **Treasure Island**. At the center of the main game board is a remote deserted island on which are hidden the most wonderful treasures the world has ever seen. Fragments of old maps appear from time to time at different places.

If you can find enough of them, maybe some of those famous treasures can be yours.

12 Map Fragment cards

2 Chance cards

1 Treasure Island overlay

10 Treasure cards



Water Realm

As with the previous expansion, this one contains a new world that can be accessed from an Astral Plane. This is the **Water Realm**, a mysterious world of ocean depths. It has its own game board where you will encounter many new Creatures, Obstacles, and wonders. This expansion also includes white wooden cubes for keeping track of how much air your character has left.

New Ability Board


You will need this board if you play with **Treasure Island**—when Treasure Island is in the center of the board, there is not enough place for the Ability decks.

However, you can also use it when playing without the Treasure Island, to make the center of the board less crowded and the Ability decks easier to handle.

When preparing the game, put this board next to the main game board, and put the shuffled skill decks for each guild on the designated spaces, instead of onto the main board.

Note there are also five more spots designated for Ability decks of the Astral Plane worlds. Use one of them for Dragonslayer abilities when playing with **Dragon Realm**, and for Underwater Abilities when playing with **Water Realm** (see later).

New Cards for the Standard Game

There are several new Items and Adventures for the standard game, and also a completely new set of Artifacts. These cards (and all cards in the **Water Realm** expansion) are marked by this symbol: 

You can use new Items and Adventures independently or with other parts of this expansion—just shuffle them into the appropriate decks. *Note:* The Adventure card *Mad Riddler* should be used only when all players know **PROPHECY** well—if there are new players in the game, leave it in the box.

For the new Artifacts, choose one of the variants described in the **New Artifacts** section of these rules.

TREASURE ISLAND

THE ANCIENT ENLIGHTENED KINGS were known for their love of learning and the arts. During the centuries of their dynasty, they collected the most wonderful items ever crafted by human hands. What happened to these treasures when the royal family died out nine centuries ago and the world was thrown into chaos? It was long assumed that the collection burned in the conflagration that engulfed the royal palace.

Recently, a study of writings from that time ascertained that incarcerated in the cells below the royal palace was a dastardly pirate awaiting his fate. In the confusion, he apparently escaped, stole a ship, and sailed away to parts unknown. Some speculate that the fire itself was the work of his hands. What if he was just trying to cover up the greatest robbery of all time? If you can find his maps, you can go see for yourself.

The **Treasure Island** expansion consists of the Treasure Island overlay, the Treasure cards, the Map Fragment cards, and the two Chance cards, *Treasure Map* and *Treasure Maps*. These components should be removed if you are not playing with the Treasure Island expansion.



Set up

Put the **Treasure Island overlay** onto the center of the main game board. It will cover the spaces for the Ability decks—when playing with Treasure Island, you have to use the new **Ability board** for these decks (see above).

Shuffle the 10 **Treasure cards** and set them on the Treasure Island overlay. At the beginning of the game, after choosing characters, turn the top three Treasure cards face-up and place them on the designated slots. These are the Treasures that can be found on the island.

Shuffle the 12 **Map Fragment cards** and place them face down next to the game board, close to the Chance Deck.

Shuffle the new **Chance cards** (*Treasure Map* and *Treasure Maps*) into the Chance Deck.

Game Play

Chance Cards

When you turn up the *Treasure Map* Chance card, take the top card off the Map Fragment deck. This card tells you on which space of the game board it appears. This is always a Forest, Mountain, or Plains. Place the Map Fragment card on the designated space. If there are already Adventure cards there, put the Map Fragment underneath them, but arrange the cards so that it can be seen clearly.

The Map Fragment card does not affect the number of Adventure cards on the space—in addition to the Map Fragment, there can be none, one or two Adventure cards, face up or face down. There is only one Map Fragment card for each of the 12 wilderness spaces, so it is not possible for two Map Fragments to be discovered in the same place.

If the Map Fragment deck is exhausted, you shuffle any discarded Map Fragment cards (see **Digging for Buried Treasure**) into a new deck. If all the Map Fragments are in play, then this card does nothing.

The *Treasure Maps* card works the same way, except that you draw 2 Map Fragments and put them both in play.

Collecting Map Fragments

You can collect a Map Fragment on a space that you moved to (or a space where you stayed) if there are no Adventure cards left there. Not only do you have to defeat all the Creatures there, but you must also use all the Opportunities.

Don't forget that you cannot waste an Opportunity and discard it—the *Collector* will stay there until you sell him an Item, the *Cleansing Fire* remains unless you give up at least one Health, you cannot sniff the



Enchanted Flower unless you have lost Health to re-gain, and you can't pick up the *Four-leaf Clover* if you are a Troll. If you cannot use the Opportunity on that space, you are out of luck. You cannot even use the Stealth Ability to get the Map Fragment. The Map Fragment is simply not discovered until all the Adventures of that space are over.

Keep your Map Fragments near your character card face down. Everyone should be able to see how many you have, but which ones you have is not important. Map Fragments are not Items or Abilities, and you can have as many as you can get.

Battling for Maps

If one character attacks another and both have Map Fragments, the attacker can declare that they are battling for Maps. The battle follows the standard rules (including those for choosing whether it will be a Battle of Strength or of Wills). The defeated character loses no Health nor Items. Instead, the winner gains one Map Fragment from the loser.

Battles for Maps can only be declared under the usual circumstances required for battles between characters: there must be no Creatures there and attacks are not allowed on spaces with the dove symbol unless the character being attacked has at least one Artifact. Furthermore, a character without a Map Fragment cannot battle for Maps.



Travel to Treasure Island

Treasure Island is a special space in the center of the board. It is wilderness, not civilization, even though it is not a forest, plain, or mountain. It has a port that can be used to travel to or from any other port on the board. So it is possible to arrive at the Island from one port and then leave the Island to another port.

This works as normal travel by boat: during your movement phase you can move your character from any port to the Island or from the Island to any port. However, to keep your character from being marooned on the Island due to poor accounting (or a pickpocketing fellow player), you pay for a round trip. That is, you pay 2 Gold to travel to the Island. Travel from the Island is free.

A character with the *Wharf Rat* Ability can travel to and from the Island for free. A character with the *Nautical Rites* Ability travels to the Island for free and gets 2 Gold when travelling from the Island. A character who teleports to the Island may take a boat from the Island for free, but one who teleports from the Island does not get any Gold refunded.

Treasure Island is just like any other space on the board. It is possible to use Items and Opportunities to teleport there and it is possible to initiate battles with other characters.

Digging for Buried Treasure

Treasure Island offers the possibility to search for one or two of the three face-up **Treasures** that are hidden on the Island. It is necessary to have enough Map Fragments. Some Treasures require more Map Fragments, some fewer. In the upper right corner of each Treasure are 2, 3 or 4 map symbols, indicating how many Map Fragments are required to find it.

Choose one or more Treasures you want and discard the indicated number of Map Fragments. Place the remaining revealed Treasures on the bottom of the Treasure deck. Finally, turn up three new Treasures.

Digging for treasure does not require you to give up your movement, so you can do it on the turn you arrive at the Island. On your next turn, you may leave or you may stay and get another Treasure if you have enough Map Fragments. (If you choose to stay, you can even use an Ability such as *Training* that is used instead of moving.)

It is possible to fight other characters on the Island, either in a normal battle or a battle for Maps. If you choose to attack another player's character, you must resolve that battle before digging for treasure.

Treasures

Although the Treasures are rare and unique antiques, they are treated as any other Rare Item—they can be lost or stolen via the appropriate cards, they count as Items when you are checking to see if you are over the limit, etc. When it is necessary to calculate a Treasure's price (e.g., for the *Hermit*, the *Imp*, or when selling in Town) consider it to be 5 Gold for each required Map Fragment. Thus the *Astral Mindstone* (that requires 3 Map Fragments) would have a price of 15 Gold and could be sold in Town for 8 Gold.

The card describes the function of the Treasure. A more detailed explanation can be found in the **Appendix**.



WATER REALM

SOME SAGES SAY that all myths originate from the Astral Planes. Others claim that it is the Astral Planes that are the reflections of mortals' imaginations—that they are living manifestations of our legends. Either way, the **Water Realm** is undoubtedly such a world.

Imagine an infinite ocean, without shores, even without islands. Imagine the strange people that could call this

place home, the rare treasures guarded by fabulous monsters, the unfathomable secrets unknown to the mortals of our world. Imagine, on the very ocean floor, a palace between whose slender towers swim a rainbow of fish. This will be the goal of your journey. Fill up your magic bag with air: the mysterious and dangerous **Water Realm** awaits.

The **Water Realm** is the second expansion world. It replaces one of the Astral Planes with a world through which characters must travel in order to find one of the five lost Artifacts. These worlds, which are entered via a gate at the Astral Plane on the main game board, have their own game boards and Adventure cards. They add variety and excitement to the game, but they also make it longer and more complicated. If one of the players does not know **PROPHECY** well, it is best to play without these expansion worlds. The Water Realm is even more dangerous and difficult than the Dragon Realm; a character who is not careful can misjudge her capabilities and drown.

If you decide to play without the Water Realm for now, set aside all the cards that have waves or a picture of an octopus on the back. You will also need to remove the *Gate to the Water Realm* from the Lesser Guardian cards and *Legends of the Deeps* from the Chance deck.

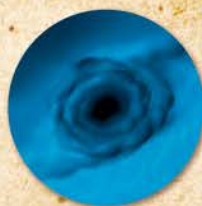
We recommend trying the Water Realm without the Dragon Realm the first time you play with it. You can play with both later. These rules assume you are only using the Water Realm. Interactions of these rules with the Dragon Realm rules are found in the section on **Game Variants**.

The basic idea and many Water Realm rules are similar to Dragon Realm rules, but some are different.

Set Up of the Water Realm

Set the Water Realm game board near the main game board where everyone can see it. It is 4 spaces by 6 spaces, alternating dark and light. Two spaces are missing: at one end is the entrance to the Water Realm, at the other end is the **Undersea Palace**.

From the Undersea Palace, characters can access an Astral Plane, to get the Artifact hidden in the Water Realm.



The Water Realm Astral Plane is represented by the big disc—place it next to the Water Realm game board, next to the Undersea Palace. Be sure that the Astral Plane side (the dark whirl on blue background) is up.

Contrary to Dragon Realm, there are no predefined paths in the Water Realm. Players can choose their own way through it. On the light-colored spaces, they will find Items, Abilities, and Opportunities; on the dark spaces, they will find Obstacles and Creatures.

The Water Realm Astral Plane can be attacked by any character that reaches the Undersea Palace space.

Water Realm Cards

The water realm has 4 types of cards (with 4 different backs).

Positive and Negative Cards

These cards have waves and a picture of an octopus on the back. **Positive** cards, with light-colored waves and a brown octopus, include Opportunities, Items, and Abilities. **Negative** cards, with dark waves and a magenta octopus, include Obstacles and Creatures.

Shuffle these cards and deal them out on the Water Realm game board with light cards on light spaces and dark cards on dark spaces. You should have 3 light and 3 dark cards left over. Set these aside without letting anyone see them.



Pearl of the Abyss

There are 5 **Pearl of the Abyss** cards included in this expansion. These cards acts as a marker to remind everyone that your character was strong, smart and brave enough to conquer the Water Realm.

You will need as many Pearl of the Abyss cards as there are players. Set them in a face-up-pile on the Water Realm Astral Plane disc.

Underwater Abilities

The 5 Underwater Abilities have dark backs with an octopus symbol. On the front side, they look like Ability cards you learn from the Guilds.

Shuffle these 5 cards. If you are using the Ability board, put the deck on one of the astral slots. If not, place them next to the Water Realm game board.

On the Main Game Board

Although it will take some time before your characters are ready to enter the Water Realm, certain elements of this Realm are in play from the beginning.

Maximum Number of Abilities and Items

If you are using the Water Realm, each character can have one extra Ability and Item (i.e. 8, with adjustments based on Race if you are playing with Races).

Legends of the Deeps

When the *Legends of the Deeps* Chance card comes up on your turn, you do two things: put an Underwater Ability into play, and reveal two cards in the Water Realm.

Underwater Abilities

The player who turned up the *Legends of the Deeps* Chance card turns up the top Underwater Ability card from the Underwater Ability deck and adds it face up to the indicated Guild, just as though it had been turned up from the top that Guild's deck (so it might replace an older Ability being offered at that Guild). This Ability can be gained in the same way any Ability is gained. However, if this card needs to be returned to a deck (e.g., if it is replaced by a newer Ability or if it must be given up by a character who learned it) it is returned to the bottom of the Underwater Abilities deck, not the Guild deck.

None of the Underwater Abilities can be used at any time except when entering the Water Realm and when moving about or in combat within it. They cannot be used in battle with the Greater Guardian at the end of the Water Realm. However, unlike Dragonslayer Abilities, Underwater Abilities can be used in a battle with another character in the Water Realm.

Revealing the Water Realm

When you turn up the *Legends of the Deeps* Chance card, you must reveal two cards in the Water Realm. These cards can be of either type or one of each, and can be anywhere in the Water Realm.

Legends of the Deeps does not allow you to reveal the Artifact or the Greater Guardian in the Water Realm. However, these cards can be revealed by the *Prophetic Dream* in the usual way.

Setup of the Main Game Board

Two Water Realm cards are used on the main game board. Remove these if you are not playing with the Water Realm.

Legends of the Deeps

Shuffle this card in with the Chance cards.

Gate to the Water Realm

This card replaces one of the Lesser Guardians. Shuffle the other Lesser Guardian cards and choose 4 without looking at them. Put the remaining Lesser Guardians back in the box (again, without looking at them).

Shuffle the **Gate to the Water Realm** in among the other 4 Lesser Guardians. You want to be sure it is one of the 5 Lesser Guardians, but no one should know which one it is.

Distribute the Guardian cards among the five Astral Planes as usual.

Astral Planes Power Up

When playing with the Water Realm, guardians of all other Astral Planes are strengthened. Both their Strength and their Willpower are increased by 1.

If you own the Dragon Realm expansion, you can put a +1 Power Up token onto each Astral Plane to mark the increase in stats.



Gate to the Water Realm

The *Gate to the Water Realm* is shuffled in with the Lesser Guardians and placed on one of the Astral Planes. It can be revealed either by a *Prophetic Dream* or by an attack on that Astral Plane. In either case, the following happens:

Take the Greater Guardian and Artifact card from that Astral Plane space and put them on top of the Pearl of the Abyss cards on the Water Realm Astral Plane disc. If the Astral Plane was marked by a +1 Power Up token, discard it (the +1 Astral Planes bonus does not apply in the Water Realm).

The *Gate to the Water Realm* remains on the Astral Plane space until the end of the game, making it possible to enter the Water Realm from the two spaces adjacent to this Astral Plane, according to the rules for attacking an Astral Plane. (If the *Gate to the Water Realm* is revealed by such an attack, the character can enter the Water Realm immediately.)

Entering the Water Realm means that you place your character on the entrance space of the Water Realm game board (the empty space at the bottom with the compass rose and dice in it). On your next turn, you will be playing under the Water Realm rules.

Magic Bubble Bag

When you enter the Water Realm, you can (and should) buy a magic **Bubble Bag** to hold the air you will need while underwater. The price list is given on the *Gate to the Water Realm*.

For example, you can buy a bag of 3 Bubbles for one Gold. Bubbles are represented by the white wooden cubes included in this expansion.

Place your Bubbles on the right side of your Character card. These Bubbles are important. Without them, your character can drown.

If you leave the Water Realm, all your Bubble cubes are returned to the bank. You have to buy a new Bubble Bag every time you enter the Water Realm.

A Round in the Water Realm

Your round in the Water Realm is played by different rules.

Chance Cards

You do not turn up a Chance card at the beginning of your round in the Water Realm. Furthermore, these cards do not affect your character. So you avoid the *Economic Crisis*, but also *Good Times* and *Refreshing Wind*. When calculating which character has the least of something for *Charity*, those in the Water Realm are ignored.

However, Adventures which compare characters' statistics or possessions (such as *Golden Fish* or *Hermit*) do take characters in the Water Realm into account.

Losing Bubbles

At the beginning of each round in the Water Realm, your character uses 1 Bubble. It is also possible to use or lose a Bubble in other ways (see below). Bubbles work like Health and Magic. When you use one, move it to the left side of your character card; don't return it to the bank. Your character may have a chance to get these Bubbles back (move them from the left side back to the right) while in the Water Realm. Your Bubble Bag can only hold the number of Bubbles you paid for when you entered the Water Realm. There is no way to get more from the bank.

If your character has to use 1 Bubble and has none left on the right side of your character card, she begins to drown: she pays 1 Health instead of 1 Bubble. If she has no Health left and has to lose a bubble, she has drowned and the rules for character death apply.

Note the character cannot decide to lose Health instead of Bubbles voluntarily (if she has some Bubbles left), neither is she allowed to replenish Bubbles instead of Health when some effect heals her.

Using Banner of Hope

You can use the *Banner of Hope* in Water Realm (before movement). If the *Banner of Hope* owner rolls a 6, all characters on any board are affected, regardless of where the *Banner of Hope* owner is.

Movement

Movement in the Water Realm is different from movement on the main game board and from movement in the Dragon Realm. You have only 2 options:

- a. Move one or two spaces.
- b. Stay in one place, possibly using an Ability that requires you to give up your Movement for the turn.

Moving

You can move your character to any of the four adjacent spaces (but not diagonally). If that space has no card, or if it has only a previously revealed positive card, you can move one more space (in the same or in a different direction). If your first move takes you to a space with a face-down card or a negative card, however, you must stay there and may not move 2 spaces. Similarly, if your first move is to a space with another character, you must stop there.

If you move to a space with a face-down card, turn it up. If it is a positive card, you may use it or not. A negative card, however, must be dealt with.

Movement Abilities and Items (cards without a crossed-out boot icon) cannot be used in the Water Realm. Nor can such cards (like the *Scroll of Teleportation* or the *Royal Cape*) be used to move the character into the Water Realm.

Returning to the Main Game Board

Unlike the Dragon Realm, a character in the Water Realm cannot simply choose to leave. However, it is possible to leave by moving off the Water Realm game board. Thus, a character on the edge of the Water Realm can move off and return to the main game board, but a character on one of the eight spaces in the middle must first move to the edge. Watch your Bubbles! Otherwise, by the time you realize you need to leave, it may be too late.

When your character is moved off the Water Realm game board (either by you or by a negative card's effect), place her on the main game board on either of the two spaces adjacent to the *Gate to the Water Realm*. Continue your turn as though you had just arrived there during your Movement phase.

Abilities Instead of Movement

If you choose not to move your character, you can use an Ability that requires you to give up your move for the turn, such as *Blacksmithing*, *Meditation*, or *Miraculous Healing*. An Ability like *People's Hospitality* cannot be used because it requires a certain type of terrain.



Negative Cards

Obstacles

As in the Dragon Realm, Obstacles remain on the spaces where they are discovered until the end of the game. When entering a space with an Obstacle, follow the text on the card.

The Obstacle cards *Strong Current* and *Very Strong Current* (and the Creature card *Drowned Sailors*) say that they move your character 2 spaces in a random direction. Roll a die and move 2 spaces in the direction indicated by the compass at the bottom of the game board. If this takes you off the board, your character is returned to the main game board as described above. If your character ends up on a space with another negative card, you must deal with it as though you had just moved there.

If you start your turn on an obstacle card, you can either move away following the standard rules for movement in Water Realm, or you may stay and encounter the same obstacle again.

Some Obstacles give your character Experience for interacting with the card and following its instructions. Because Obstacles never go away, it is possible for your character to gain Experience from the same Obstacle several times.

Obstacles make the path across the Water Realm much more complicated than it appears at first. This might make the journey take longer than you think, forcing you to return your character to the main game board before she runs out of Bubbles and Health. But there is always a way.

Creatures

If your character enters a space with a Creature, she must fight it. Combat follows the same rules as on the main game board, except that in a Battle of Strength, there is a penalty for using Items underwater. (*See below.*)

If you lose or draw, your turn ends. On your next turn you may either remain there (possibly using an Ability that requires you to give up your Movement) and fight the Creature again or you may pay 2 Bubbles to run away.

Except for paying 2 Bubbles, running away works just like normal movement in the Water Realm.

If your character defeats a Creature, she gains Experience and any other rewards described on the card. The Creature card is then removed from the game.

Positive Cards

If your character moves onto a space with a face-down positive card, you have stop here and turn it up. Your movement ends.

Whether it was face-up or face-down, you may decide to use the positive card in your space, or to ignore it and leave it on the space.

If your character moves onto a space with a face-up positive card that you do not want to use, you may treat this as an empty space. (*See the movement rules above.*)

Items

Your character may simply pick up any Items she finds. She does not have to pay any Gold for them.

Items from the Water Realm are treated just like any other Common or Rare Item (and they have the same design on the front).

However, if the Item is discarded, it is not returned to an Items deck; it is removed from the game.

Opportunities

An Opportunity follows the same rules as on the main game board—your character either uses it or she doesn't. If she uses it, it is removed from the game.

Note that a character cannot use an Opportunity that would have no effect—e.g., she cannot gain Bubbles from the *Air Pocket* if she has no Bubbles on the left side on her card.



Waterlore Abilities

Your character's journey through the mystical Water Realm may lead her to develop certain **Waterlore Abilities**. These are dealt out face down with the other positive cards, waiting to be discovered.

To learn a Waterlore Ability, just pay the indicated Experience cost. It costs no Gold. If you do not have enough Experience or do not want to learn the Waterlore Ability, you leave it on its space.

Waterlore Abilities follow the same rules as other Abilities (in particular the limit on the number of Abilities allowed). They can be used in the Water Realm or on the main game board, unless the card states otherwise.

If the Ability is later discarded, it is removed from the game.

Penalty for Underwater Combat

Weapons and shields are not designed for underwater combat. In fact, it is usually best to have one's hands free for greater mobility. Therefore, the use of Items in combat has a penalty in the Water Realm.

In a Battle of Strength in the Water Realm, a character has a -1 penalty for each hand that holds an Item. Thus a one-handed weapon gives a -1 penalty.

There is a -2 penalty for using a two-handed weapon, a one-handed weapon with a shield, two one-handed weapons, etc.

Combat Between Characters

It is not possible to skip over a space that contains another character. If you move into such a space, you must stop there.

If your character enters a space with another character (or remains in such a space instead of moving), she can (but does not have to) attack the other character according to the rules that apply on the main game board.

If there is a Creature there, she must fight it first. If there is an Obstacle there, she must deal with that first. If there are multiple characters, she can choose which one to fight.

If the character attacks another character on a space with a Positive card, she cannot use it until the combat is over. However, if she does not attack, she can use the card—another character on the space does not prevent it.

Combat follows the usual rules, with the addition of the penalty for combat underwater for both the attacker and the attacked character.

In addition: If the loser chooses to lose a Health, she also must pay 1 Bubble. (Thus, if she has no Bubbles, she loses a total of 2 Health.) If the loser chooses to lose an Item, she loses no Bubbles.

Journey's End

At the far end of the Water Realm lies the **Undersea Palace**. Here, the entrance to the Astral Plane lies. When you enter the palace, you immediately attack the Astral Plane and fight the Greater Guardian that was moved there together with his Artifact when the *Gate to the Water Realm* was discovered.

Attacking the Guardian

As soon as your character enters the Palace, she must do battle with the Guardian. This works like attacking an Astral Plane on the main game board. Underwater Abilities and penalties for underwater combat do not apply. Bonuses usable when attacking Astral Planes do work.

If your character loses or draws, she remains in the Palace. On your next turn, you do not pay any Bubbles and you can choose to leave the Water Realm or remain in place and attack the Astral Plane again (possibly using, prior to combat, an Ability that requires you to give up your movement).

If your character defeats the Greater Guardian, she gains the Artifact and a *Pearl of the Abyss* card. She immediately leaves the Water Realm, returning to one of the two spaces adjacent to the Gate to the Water Realm, and your turn ends.

Pearl of the Abyss

The character who defeats the Greater Guardian in the Water Realm gains, in addition to the Artifact, one of the *Pearl of the Abyss* cards. This card signifies that your character has traveled through the Water Realm. It is neither an Item nor an Ability, and there is no way to lose it.

It is possible to gain this card even after the Artifact has been won. Any character that arrives at the Undersea Palace, gains a *Pearl of the Abyss* card, and returns to the main game board. (She does not have to fight the Guardian because it was defeated by the one who took the Artifact.) Each player is allowed to take only one *Pearl of the Abyss* during the game.

When your character gains a *Pearl of the Abyss*, she immediately recovers all Health and Magic. The *Pearl of the Abyss* also gives an advantage over characters who have not overcome the trials of the Water Realm—in a battle of Strength or Wills against a character without a *Pearl of the Abyss*, a character with a *Pearl of the Abyss* gets +1.

Normally, a character with 4 Artifacts automatically gains the fifth Artifact. However, if the fifth Artifact is held by a character with a *Pearl of the Abyss*, it, too, must be won in combat.

Artifacts of Fallen Characters

If a character dies in the Water Realm, then any Artifacts she was carrying remain on the space where she died. The first character to end her turn on this space (by moving there or by giving up movement and remaining there) gains these Artifacts. The Final Battle cannot begin until these Artifacts have been picked up.

End of the Game

The Last Artifact

The game will not end until someone gets the Artifact from the Water Realm, not even if one character holds the other four (unless everyone else concedes). Thus, one character must eventually demonstrate the courage needed to enter the Water Realm. She will not regret it—it is possible to improve so much during the journey that even with only one Artifact, she can defeat a character with several. (And don't forget that with the *Pearl of the Abyss*, she cannot lose as long as she holds on to that Artifact.)

The Final Battle

Once all the Artifacts have been retrieved, if no one has won yet (i.e. no player has four Artifacts, or one player has four Artifacts and another player has the fifth one and the *Pearl of the Abyss*), all the characters are transferred back from the Water Realm and the Final Battle begins according to the basic game rules.

The Apocalypse Variant

If you are using the Apocalypse variant from the basic game, use the following rules: Once the fifth artifact is retrieved, the *Gate to the Water Realm* closes. Any characters still in the Water Realm are transported to one of the two places on the main game board adjacent to the Gate (their choice). At this time, you may put away the Water Realm board and cards—they will not be used in the Final Battle.

When the *Legends of the Deeps* or *Prophetic Dream* Chance cards are turned up during the Final Battle, just ignore them and turn up the next card instead. (If there is no card left to turn up, the Apocalypse begins as described in the standard rules.)



New Artifacts

The various legends do not agree on what these powerful gifts from the gods were and what they could do. In this expansion, you will find 5 new Artifacts. The more complicated ones are explained in detail in the **Appendix**.

Game with the New Artifacts

The first time you use them, it will probably be most interesting to use the entire new set. In later games, there are various things you can try.

You can shuffle all ten Artifacts together and choose 5 at random (setting the rest aside without looking at them). You can also simply decide which Artifacts to play with, or you can decide which Artifacts will be left out and choose from the remainder at random. It is up to you.

Ten Artifacts Variant

In this optional variant, you deal two Artifacts to each Astral Plane. The player who conquers a Plane looks at both Artifacts and chooses which one to keep. The other is discarded.

For purposes of cards like *Prophetic Dream* (or *Chronicler* from the first expansion) treat this pair of cards as one card: a *Prophetic Dream* can reveal both at once.



Battleground for the Final Battle

In the basic rules, it is stated the player who possesses the *Royal Cape* decides where the Final Battle takes place. Now, it may be that the *Royal Cape* is not in the game at all.

The new rules are:

If one of the characters has the *Royal Cape*, she is the one who picks the battleground.

Otherwise, it is one of the players with Artifacts from the new set. Check the roman numerals under the Artifact picture. The character owning the Artifact with the lowest number chooses the space where to fight.

So, if *Royal Cape* is not in the game, the character with *Bronze Steed* chooses the place (because there is I written on that card), if *Bronze Steed* is not in the game, the character with *Royal Signet Ring* (number II) chooses, etc.

Game Variants

This expansion gives you many new ways to play **PROPHECY**. If you already have the Dragon Realm expansion, then you have even more combinations to choose from.

We definitely recommend adding the new cards to the base set decks. Then it is up to you whether to try Treasure Island or the Water Realm first—or whether to try both at the same time.

We do not recommend playing with the Dragon Realm and the Water Realm at the same time until you have some experience with each. However, the Races and new cards from the Dragon Realm expansion can easily be used in combination with the Water Realm or Treasure Island.

You can also try the game variants described below.

Treasure Island

Treasure Island can be played with the standard game or in combination with other game variants. The fabulous Treasures that await those who collect enough Map Fragments just provide another way to strengthen your character for her attack on the Astral Planes and the Final Battle.

Level of Interaction

Peaceloving Variant If you don't like battles between characters, you can leave out the rules for Battling for Maps. Once you get a Map Fragment, no one can take it.

Aggressive Variant If you think battles between characters should be more frequent, you can allow characters to battle for Maps even if one of them has no Map Fragments. In this version, you do not have to declare your intent to battle for Maps beforehand. After the battle, the winner decides whether to take a Map Fragment or to give the loser the choice between losing one Health and giving up an Item.

Trading Between Players If you are using the Trading Between Players optional rule from the basic game, the maps can be traded the same way as Gold or Items.

Random Treasures

The standard variant is built to be fair, and to allow each player to get the Treasure he utilizes best. If you want a more realistic thrill of “treasure hunting” in the game (and if you do not mind the game then being more random) you can use this variant:

Do not reveal any Treasure cards, just place the face down Treasure deck on the Treasure Island disc. To dig for a Treasure, a player has to discard two Map Fragments. If he does, he draws one Treasure card and looks at it. If he wishes, he may continue digging—he discards one additional Map Fragment, and draws another Treasure card. He may continue doing so as long as he wishes.

Once is the player content (or when he has no more Map Fragments), he chooses one of the drawn cards and discards the rest to the bottom of the Treasure pile in random order.

Note: In this variant, you cannot get more than one Treasure per turn. If you have four Map Fragments, you can either spend two turns at the Island and get two random Treasures, or you can discard them all in one turn to choose the best of three Treasure cards.

Treasure Hunters Game

In the Treasure Hunters variant, players try to get Treasures instead of Artifacts. Each character is trying to be the most famous treasure hunter.

You use the main game board, but no expansion world game boards. During Setup, place the Lesser and Greater Guardians on the Astral Planes as normal, but do not place any Artifacts. Draw 2 more Treasures than there are players (i.e. 4 in 2 players, 7 in 5 players game) at random and place them face-up on the Treasure Island overlay. Remove the remaining ones from the game (there is no Treasure deck).

You play the game according to the standard rules with three exceptions:

When you turn up the *Treasure Map* or *Treasure Maps* Chance card, add one more Map Fragment than the card indicates (so you add 2 or 3 Map Fragments).

The Astral Planes contain information on the maps. If you defeat a Greater Guardian, take the Guardian card and place it face-down next to your character card. Treat this card as another Map Fragment card. (When you spend it for digging up a Treasure, remove it from the game.)

When you are digging up a Treasure, you can choose one of the Treasures that were revealed at the beginning of the game. The others remain available. Contrary to the standard game, you can't dig up more than one Treasure per turn. If you have enough maps, you may stay on the Island (not moving) and get more Treasures during your following turns.

When digging up a Treasure, you also get 1 **Fame Point** for every Map Fragment that was required for digging up the Treasure. Use the white wooden cubes to keep track of Fame Points. Note that the Treasures can be sold and even lost later during the game. The Fame Points for finding them, however, stay with your character to the end of the game.

When the last Treasure is dug up, the winner is the player with the most Fame Points. If there is a tie, the winner is the one with more unused Map Fragments (including the Greater Guardian cards). You can also end the game early if one player has so many Fame Points that no other player can win.

The Treasure Hunters variant works both with the standard rules or Aggressive variant for battles between characters. We do not recommend them with the Peaceloving variant.

For a longer or shorter game, you can play with more or fewer available Treasures.

Using Both Expansion Worlds

If you want to use both expansion worlds, you will need a big table and a lot of time.

Setup

Set up the game boards according to their individual set up rules.

Add the *Legends of Dragons* and *Legends of the Deeps* Chance cards to the deck.

Choose three Lesser Guardians at random, and leave their identities unknown. To these three, add the *Gate to the Dragon Realm* and the *Gate to the Water Realm* and shuffle. Deal them out to the Astral Planes.

Add one +2 Power Up token (you can find them in the Dragon Realm expansion) to each Astral Plane on the main board. The Guardians in these Astral Planes have both their Strength and Willpower increased by 2. Note this applies only to the standard Astral Planes—if the Astral Plane contains a gate, then the Greater Guardian and Artifact is moved to the corresponding realm when revealed, and the +2 bonus do not applies for them.

Game Play

Play on the main game board is the same as with either expansion. However, the maximum number of Items and Abilities allowed is greater by 2 (1 for each expansion world).

Play on each of the expansion boards according to the rules for that realm.

The combat bonuses of the *Dragon Heart* and the *Pearl of the Abyss* are cumulative. (So if your character has both, she gets a +2 bonus against a character with neither.)

End of the Game

The game cannot end until the Artifacts have been recovered from both the Dragon Realm and the Water Realm, and the *Dragon Heart* and *Pearl of the Abyss* rules both apply. Thus 4 Artifacts are not enough to win if the fifth is either in one of the expansion realms or is held by a character with either a *Dragon Heart* or a *Pearl of the Abyss*.

Lord of the Sea

You can play a game that just focuses on the Water Realm. In this variant, the goal is to be the first to reach the Undersea Palace, defeat the Creature that lurks there, and thus become the new Lord of the Sea. This is a faster and simpler game than the standard game, but it may depend more on luck.

Setup

When setting up the main game board, leave out the Artifacts and the Greater Guardians. You will still need four Lesser Guardians and the *Gate to the Water Realm*.

When placing the Water Realm Astral Plane disc next to the Water Realm, set it with the Undersea Palace side up. Find the *Lord of the Sea* card among the Water Realm cards and place him face-up on the disc. Put a +1 Power Up token next to him.

You will not need the *Pearl of the Abyss* cards.

Game Play

This game follows the standard rules. The main difference is the victory condition: the winner is the first one to defeat the Lord of the Sea.

The Lesser Guardians primarily serve to keep the location of the Gate to the Water Realm hidden, but don't forget that there are nice rewards for defeating them, and you won't even have to fight a Greater Guardian afterwards.

Play in the Water Realm is as normal. When you enter the palace, you have to fight the Lord of the Sea. In his own palace, he is stronger: his Strength and Willpower are 1 more than shown on the card.

Unlike the usual variant, the Undersea Palace is counted as a part of the Water Realm and not an Astral Plane. That means you can use Underwater Abilities here, and you do have a penalty for underwater combat.

You do spend 1 Bubble every round you stay here (if you do not defeat the Undersea Lord), and additional 2 Bubbles if you want to run away.

The effects that work in Astral Planes only do not work here.

The game ends as soon as the Lord of the Sea is defeated and the winner is the one who defeated him.



Cooperative and Solo Game

If you also own the Dragon Realm expansion, you might want to incorporate the new stuff to the Cooperative and/or Solo Game described in its rulebook.

As with the Dragon Realm, the Astral World of Water Realm cannot be included into these modes. However, you can include new cards, and, if you wish, also the Treasure Island.

New Cards for the Standard Game

When playing the Cooperative game, you should remove *Scroll of Entrancement* Rare Item, *Doppelganger*, and *Path of the Dead* Adventure cards.

Also, we have to adjust a few rules for a few new cards:

Beast

Although combat is normally not allowed in the Cooperative game, if a character has a *Beast* card, any other player may attack her (but not vice versa). Players must lose Health in such a battle. If the Beast character loses, the card is transferred to the winner.

Gifts of the Gods

Roll and draw Items as described on the card. But then, instead of deciding whether all players keep or discard their Items, the player chooses one player (including himself) who keeps his Item. Other players discard their Items.

In the Solo game, remove the card from the game.

Returned

If you decide to look at the cards, you do not reveal them publicly—you are the only one allowed to see them. Then you return them face down. Do not tell anyone what you saw. You can whisper it to another player (so others do not hear it) only when you are trading with her character. That player is allowed to pass the information to another player the same way. It can be never told loudly, until the card is revealed (by *Prophetic Dream* or by an attack).

Mad Riddler

No matter how much you would want to help the player to make a correct guess, as a player answering the questions you should remain strictly neutral. Just say yes or no.

Treasure Island

If you want, you may also add Treasure Island to your Cooperative and Solo games.

If you do so, add only the *Treasure Maps* card (the one with two Map Fragments) to the Chance deck. Leave out the *Treasure Map* card (the one with one Map Fragment).

Then you play, following rules for the Cooperative game and for Treasure Island. You do not fight for Map Fragments, but you can trade them whenever your characters are trading.

With Treasure Island, the game will be a bit easier—not only will you have powerful Treasures at your disposal, you also have a bit more time, as there is one more card in the Chance Deck. That means you may dare to increase the difficulty of the game—to play with higher and/or fewer Power Up tokens, as described in the Cooperative and Solo game rules.

Appendix

Characters with Creature Types

Two cards (*Beast*, *Path of the Dead*) give your character additional creature types. These are cumulative. A character that has defeated the Beast and then walked the Path of the Dead will be an undead humanoid demon animal. Aside from the prestige, having multiple Creature types is usually no advantage for your character. It means that another character's bonuses against Creatures of that type will also apply against her.

New Items

Astral Stones

There are some new Items and Treasures that can be integrated into an existing Weapon or other Item to improve its abilities. All such Item-enhancing Items use the same rules.

An Astral Stone can only be integrated into an Item of the type specified on its card. Integrating an Astral Stone is just like repairing a weapon: you can do it in civilization for 1 Gold or you can give up your Movement to use the *Blacksmithing* Ability if you have it.

An Astral Stone can be integrated into a Common Item, a Rare Item, or even an Artifact. An Item can have at most one Astral Stone. Once a Stone is integrated into an Item, it cannot be removed until the end of the game. Treat this as though you just had the Item card with the text from the Stone's card added to it. (So even after integrating a rare Astral Stone into a Common Item, it remains a Common Item.) The price of the Item is the sum of the Item's original price and the price of the Stone. The two are counted as a single Item that can be destroyed, sold, or stolen as usual. An integrated Astral Stone cannot be affected (e.g., destroyed, sold, or stolen) independently of its Item.

Until a smith has integrated the Astral Stone into something else, treat it just like any other Item. It can be sold, stolen, or destroyed, but none of its powers work until it is integrated into another Item.

New Artifacts

Ritual Scepter

The Scepter must be held in one of your hands to get the +2 bonus during a Battle of Wills, but using the Scepter's ability to damage an Artifact-holding character when you announce your attack does not require you to hold the Scepter during the ensuing battle.

You are not required to use the Scepter's ability. (You might not want to use it against a character with the *Mirrored Shield*, for example. Even there you have the advantage, however, because your opponent must decide what to lose before you do.)

Amulet of Untouchability

The Amulet allows you to choose to fight only one of two Creatures on a space, to choose to use an Opportunity before (or instead of) fighting a Creature on the same space, or to choose to not fight any Creatures on that space at all.

The Amulet gives you the chance to resist the effect of Items (like *Scroll of Stealing*) or Adventures (like *Dark Siren*) triggered by another player, that targets you. If you roll 4, 5 or 6, the effect does not happen and is wasted (the player that used it can't choose another target for it).

Common and Rare Items

Falchion, Gauntlets of Battle

These Items begin with no combat bonus. To get the bonus (or to change the nature of the bonus later) you must have the Item adjusted. This is done the same way Items are repaired: you can do it in civilization for 1 Gold or you can give up your Movement to use the *Blacksmithing* Ability if you have it.

When adjusted, mark the selected choice by putting a red cube above the chosen option. These bonuses are cumulative with bonuses from other Abilities and Items.

The Gauntlets are worn on the hands, not carried in the hands, so it is possible to hold one or two Items while using the gauntlets. However, it is not possible to wear two pairs of Gauntlets (e.g., you cannot use the *Gauntlets of Battle* with the *Gauntlets of Strength* from the base set).

Ball-and-Chain, Whipsword

Characters are not considered to be Creatures with multiple lives.

Radiant Spear

Every opponent has at least one type (characters are humanoids) so the Spear always gives at least a +1 bonus. Multi-colored Creatures and transformed characters (transformed by the *Beast*, for example) have multiple types and the Spear gives a bigger bonus against them.

Scroll of Exchanging Fates

Here is an example. Your opponent uses *Prayer* and *Curse*. That means he rolls twice and takes the better roll, while you roll three times and keep the worst roll. He rolls 3 and 5. You get 1, 3, and 4. You can use the scroll to exchange your 1 for his 5, giving him 1 and 3, and you 3, 4, and 5. Now he chooses his best roll and your worst, giving you each a result of 3.

Scroll of Entrancement

This scroll also allows you to steal Items with integrated Astral Stones and Treasures, but not Artifacts or Astral Stones alone.

The guesser only has to specify the correct card, he does not need to remember its exact name. "That rare zombie-killing throwing hammer that's always getting broken" is sufficiently precise to specify *Thor's Hammer*.

Astral Lawstone, Astral Chaos Stone

If the opponent (Creature or another character) has multiple types, the Astral Lawstone can be used, (and the Astral Chaos Stone cannot be used), if these types include undead or demon.

Treasures

Many Treasures (*Holy Grail*, *Magic Pouch*, *Tome of Wisdom*, *Father Time's Clock* and *Crystal Sphere of Fate*) have effects that can be used at the start of your round. You may do it either before or after drawing Chance cards or using *Banner of Hope*, but before you make your move. (You may agree in your playing group that a player may do it later on his turn if he forgets.)

Note if you play more turns on your round, the effect applies only before the first turn.

Astral Satchel

The only Item that can be stolen or destroyed is the Satchel itself.

If the Satchel is lost or stolen, you still keep all your other Items—even if you are over the limit. You will not have to discard excess Items until the end of your round.

Tome of Magic

Any limitations the copied spell has still applies. It is not allowed to copy your own spell to cast it twice in the same situation (for example to cast *Curse* twice on one Creature or character) or in the same round, if it is a “once a round” spell.

However, it is allowed to copy a spell another character is using against you in battle, as long as it is on your turn (thus it can happen both characters are cursed).

Time Loop can be copied only when face up. If you copy it, turn *Tome of Magic* face down instead of *Time Loop*. (We recommend also rotating it 90 degrees, so it is positioned like an Ability, to distinguish it from broken items.) On your next turn, you cannot use *Tome of Magic*, you just flip it face up.

Similar conditions apply for the cooperative Ability *Time Freeze*, from the first expansion. You can copy it only when face up, and when you do so, you turn *Tome of Magic* face down until the Chance deck is reshuffled.

Crystal Ball of Fate

The experienced player will prize this Item highly, for it gives the most valuable advantage—information. Read carefully how it works.

The roll for the Crystal Ball is exempt from any effects that can modify die rolls (e.g., *Prayer*). In fact, it is a roll that has not yet happened. Consider it to be information on what the next combat roll will be.

If there is no battle during the round in which you use the Crystal Ball, the roll is void. That information does not carry into the next round. It only counts for a roll in a battle, not for riddling with the *Sphinx*, rolling to see if the *Mysterious Old Man* is magical or not, etc.

If there is a battle, treat it as though the dice fell as predicted by the Crystal Ball. This roll can now be altered by any effects that can alter die rolls in battle. If you use *Prayer*, for example, you know only the result of one of your rolls on the light die. You roll again and take the better roll. Similarly, if you use *Curse*, you roll the dark die two more times and take the worst roll.

You can use the *Scroll of Deep Prayer* or *Divine Will* to ignore the information on one or both dice.

In battles where you roll more than once (against Creatures with multiple lives, against the *Vampire*, after using *Turn Back Time* or *Fanaticism*) or in rounds where you have more than one battle, the Crystal Ball only foretells the first roll. The remaining rolls are dealt with in the usual way.

Water Realm Items

Giant Pearl

Although it can be used to pay, it is not gold, i.e. it does not count for Charity, Crisis etc. It also does not grant you access to the *Black Market* (although you can pay with it there).

You can use it for one purchase only. Even if you are buying more things of the same type (buying more Items in *Village*, *City* or the *Black Market*, training two Abilities in a Guild, repairing or adjusting more items at a blacksmith, etc.) , you can use the Pearl to pay for one of them only.

Coral Tiara

Against other characters, you regain Magic as soon as your opponent announces he forces you into Battle of Wills (i.e. before you or opponent cast any combat spells or choose equipment).

Against Creatures, you regain Magic only when the Battle of Will is the only or the default option (*Skeletal Wizard*), including when there are both Battle of Will and Strength (*Vampire*, *Master of Pain*). It happens as soon as the Creature attacks you, unless you choose to force it into Battle of Strength, i.e. before you cast any spells and also before the Creature (like *Master of Pain*) performs any effects.

You do not replenish Magic if you fight Battle of Strength only (including *Shadow of Death*), or if the Battle of Wills was your choice (including *Shapeless Things*).

New Adventures

Standard Game Creatures

Mad Riddler

This card is only for veteran **PROPHECY** players who know the cards well. If this does not describe all the players, leave this card out!

As with the *Scroll of Entrancement*, it is only necessary to unambiguously describe the Item. It is not necessary to give the exact name.

Unlike other Opportunities, the Mad Riddler only disappears once someone has guessed correctly.

Doppelganger

You choose a character. Then the battle is evaluated as though you fight against that character, following rules for Battle with Other Characters. The Doppelganger is considered to be an attacker.

The player whose character is copied by the Doppelganger gets to make all the decisions for the Creature. The player can choose to initiate a Battle of Wills, use Spells and other Abilities known to the character, and use the character's Items (including turning the result to a draw with a shield).

The Doppelganger cannot use Items (such as Potions) that are only usable on that player's turn.

The real character copied by Doppelganger is not affected by the battle. Any Magic, Items, and Health used, broken or lost by the Doppelganger are restored after the battle.

The outcome of the battle is then evaluated as a Battle with Creature. If the Doppelganger defeats you, you lose 1 Health. Ignore any special effects copied character could use when winning a Battle with other characters (*Thievery*, *Poisonous Blade*, *Pickpocketing*, etc.).

If it is a draw, nothing happens. (Unless you use *Fanaticism*—but then it is a completely new fight, and you can even fight another character, and if you choose the same, his state is restored to the one before battle. Doppelganger is not allowed to use *Fanaticism*.)

If you win, you do not get any other reward (Item, etc.) other than the experience and the reward described on the card.

Tip: If you choose a weaker character, you cannot gain anything. It is better to choose a character who has more cubes than yours but is currently low on Health or Magic.

Standard Game Opportunities

Unlicensed Alchemist

Anyone stealing a duplicated Item gets the *Unlicensed Alchemist* card and has to remember what Item it represents.

Path of the Dead


While your character is off the game board, it is as though she were out of the game. Chance cards and the *Banner of Hope* do not affect her. She cannot be targeted by any effects (such as *Soul Collector*). She is not counted when figuring cards such as *Golden Fish* and *Hermit*. Let the others mourn or rejoice over your character's death. Let them praise her or revile her, while you remain silent. Won't they be surprised when she comes back next turn, as alive as ever, but a little bit ... different?

Water Realm Creatures

Skeletal Shark

In particular, if you pay no Magic, treat it as a roll of zero. It is not the number shown on the die that is limited, but the final result. Thus a Halfling (a race from Dragon's Realm) who pays 1 Magic gets a result of 1, not 8.

Giant Squid

Do not forget that the text after  applies only if you win all rolls. If you lose any roll, it counts as a defeat and it does not matter how many rolls you won before. For example:

If you fight (and win) two extra battles and then let the Squid escape, you get 2 Rare Items and 6 Experience. The Squid goes to the discard pile.

If you win two extra battles and the Squid wins the third, you get nothing, you lose 1 Health, and the Squid remains there.

Water Realm Positive Cards

The Little Mermaid

It does not matter whether your character is male or female; the mermaid is simply fascinated by someone from another world.

Of course, we all know where this story leads, but try explaining to a little mermaid that you can't live under the sea.

Ah, well, let's give romance a chance. If the mermaid falls in love with you and you defeat the *Sea Witch*, you have the option of being turned into a mermaid or a merman and you two can live out your lives together underwater.

You'll be out of the game, but at least you'll have a clear conscience.

New Abilities

Underwater Abilities

Swimming

The first ability can be used only once a round, but the second one can be used every time you give up movement.

Example: On a previous turn, your fight with a Creature in Water Realm ended up as a draw. Your character stayed on the creature card. On your next round:

First, you lose one Bubble (as at the start of any round in Water Realm).

Then, instead of movement, you use the second part of Swimming Ability, and regain one Bubble. You do not move this turn, and attack the Creature again. Let's say it is a draw again.

Then you can use the first part of Swimming Ability. You pay one Bubble to have one extra turn. On that turn, you do not move again, and regain another Bubble. You fight the creature again.

No matter how the second fight ended up, you cannot pay another Bubble to gain another turn (this can be used once per round only).

Water Realm Positive Cards

Summon Storm

This only applies to a standard travel by boat, or by horse. It does not apply to the *Bronze Steed*, *Flying Carpet*, *Ranger's Boots*, etc. For a character with *Horsemanship* Ability, it applies only if she uses a free horse ride—if she pays for *Pegasus*, she is not affected.

Even if cast twice (because of *Tome of Magic*), the effect applies only once to each ride.

GAME DESIGN

Creator: Vlaada Chvátil

Box art: Milan Vavron

Logo: Jana Souflová

Game board: Jana Zizkova

Color illustrations: Jana Zizkova

Black and white illustrations:
Michal Vondracek

Original edition graphic design: ALTAR

Translation: Jason Holt

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PLAYTESTERS

RoX, HaNaKo, Marcela, Me2d, Miloš, KSF GA, Eva Rýznarová jr. and others.

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© 2014 Z-Man Games Inc.

31 rue de la Coopérative
Rigaud QC J0P 1P0
Canada

New edition graphic design:

Peter Gifford (www.UniversalHead.com)

Item colorization: Cristian Saksida

Z-MAN
games

info@zmangames.com

www.zmangames.com