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First draw and your turn

Spells in your hand

Critters on the table (Entourage)

Start of the Game:

- All Players draw 3 cards from the stack
- Keep Spell Cards in your hand
- Lay Critter cards in front of you, they're your entourage

During your Turn:

1) Draw 1 card from the stack

2.a) **THEN EITHER**

- Attack / Duel
- Play a Trap
- Conjure a Magical Object

2.b) **OR:**

- Draw 2 cards from the stack and end your turn

You ALWAYS have to have one spell card in your hand!

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Combining spells for more power

Combine up to 3 Spell Cards into one single more powerful spell

No more than 3 Colours on your hand!
Discard one Colour

3

Attack and defense

Attack

Defense

4

Attack and Shielding

Attack

Defense: Shield

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After Battle cleanup

You Win // You attack and loose playing your own element

A) Your critters return to your Entourage

B) Discard Spells played

You lost playing another element

Discard all Cards played

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Critical Hit, Event, Critical Fail


Critical Hit  You win, take 1 Ornicle 

Event  Draw an Event Card And do what it says 

Critical Fail  You loose! Discard your cards accordingly!

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Trap Card: killing and capturing



Trap Card  Kill a Critter 




OR

 Capture a Critter of your element 

8

Cat Card: Roll again or do the ritual

Bad Dice Roll?!  +  Roll the Orn Die again!

 3 Cat Cards **Ritual of the Ornyl Cat**  Take the first Magical Object from the stack 

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Conjuring Magical Objects

 Pay 5 Ornicles   Take one of the two Magical Objects lying open on the table

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Duelling for a Magical Object

Duel:

- 1) Announce who you want to duel
- 2) Stake 1 Ornicle
- 3) Attack the player 3 times in a row
- 4) Win 2 out of 3

If you win:
Take one Magical Object of the other player and get your Ornicle back

If you loose:
Well, then you lost!
The other player gets your Ornicle

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End Game: Becoming Vice Archmage

 Teddy of Agony + 2 Magical Objects  3 Magical Objects of different colours **End Game**

You have to:

- You attack all others simultaneously during your turn
- For every fight you win, you get one of the Magical Objects of the other players
- Players without Magical Objects retire
- You have all Magical Objects in the game, declare yourself the Vice-Archmage of the Empire!

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