

Learn Ritual	1	2	3	4	5
Learn Country	1	2	3	4	5
Bell	1	2	3	4	5
Book	1	2	3	4	5
Candle	1	2	3	4	5
Crown	1	2	3	4	5
Amulet	1	2	3	4	5
Scepter	1	2	3	4	5

Roll your level or under to cast a spell.
 +1 Spell spaces raise any single spell level by 1.

Spell Levels

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Combat Points

When fighting another player, roll a die and add your
 Combat Points. If the attacker's total is higher, the
 attacker takes an Item Point from the defender. If they tie
 or the defender's total is higher, nothing happens.

Item Points

Crown	
Amulet	
Scepter	

Whoever has the most points controls the item.
 If there is a tie for the most, the item is uncontrolled.

The Eight Ritual Results

- 1
 The monster is instantly banished.
- 2
 The monster is controlled by the wearer of the Crown.
- 3
 The monster is controlled by the holder of the Amulet.
- 4
 The monster is controlled by the wielder of the Scepter.
- 5
 The monster devours the wearer of the Crown, then is banished.
- 6
 The monster devours the holder of the Amulet, then is banished.
- 7
 The monster devours the wearer of the Scepter, then is banished.
- 8
 The monster devours all present, then rampages through the countries.

Silent
Closed
Unlit

Silent
Closed
Lit

Silent
Open
Unlit

Silent
Open
Lit

Ringing
Closed
Unlit

Ringing
Closed
Lit

Ringing
Open
Unlit

Ringing
Open
Lit

Countries

Notes

Crown	
Amulet	
Scepter	