

The Crystal of Power - the 5 – 6 Player Expansion for Quest for the DragonLords
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The Crystal of Power is the focal point of the universe, binding the fabric of time. In the first age, the Gods fought for control of the Crystal through their demigods, the DragonLords. When the DragonLords clashed, the force unleashed was enough to shatter the Crystal of Power. Shards of the Crystal were thrown to the far reaches of our world, and I suspect even punched through the barriers of time.

The second age was a time of darkness and chaos was upon us with the passing of the great crystal. You are our peoples best and last hope. I pass to you a great and terrible burden, a shard of the Crystal of Power. Use it and rule wisely. Save our people, gather the shards and re-forge the Crystal of Power.

Game Contents

The “Crystal of Power” – The 5 – 6 player expansion contains:

Qty	Game Piece	Details:
1 set	Amazon Units	(The plastic figures, ships, DragonLords are referred to as units)
1 set	Necromancer Units	
2	DragonLords	
4	Ships	
6	Sails	
2	Reference Cards	
12	Quest Cards	
24	Scroll Cards	
9	Shards	The shards are the colored glass stones.
1	Sheet of cardboard counters	
1	Parts Tray	
1 set	Pegs	The pegs are used on your Reference Card to indicate which spells your Wizard(s) possess.

EXPANSION GAME RULES

Two new peoples emerge desperately seeking the shards. The Amazons are female warriors skilled in the art of combat and have the ability to charm their opponents. The Necromancers are the most feared, with the knowledge to raise the fallen. May the Gods bless your Quest for the DragonLords!

Except as noted below, the Expansion set uses the same rules found in the "Quest for the DragonLords"™ board game. The additional rules include:

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TO START THE GAME

Here is a list of the steps to be taken to set up the game. The only difference between "The Crystal of Power" and the basic game is that each player starts with fewer units for a five and six player game and each player starts with three scroll cards. If the ruler of the household decides to use the advanced rules, each player also starts with a randomly picked shard and a hero counter.

Note: We suggest that you play "The Crystal of Power" the first time without the advanced rules. The abilities of the new units have a little more depth to them than the units of the basic game. Experienced players should use the Necromancers and the Amazons to fully explore their potential. The advanced rules involve the use of heroes and the shards of the crystal of power. For the veterans of "Quest for the DragonLords", you will find these concepts an exciting addition to the basic game.

- 1) Take the Reference Card depicting your unit type.
- 2) Count out 25 units for a 5 or 6 player game.
- 3) Each player starts with 25 gold.
- 4) Push out the counters from the sheet and give each player a king, a wizard and a decoy gold counter. (Hero counter – if playing with advanced rules)
- 5) Each player takes a torch and pickaxe silver counter.
- 6) Each randomly picks one shard. (If playing with advanced rules)
- 7) Take a ship and insert the appropriate colored sail into the ship to signify which unit type controls it.
- 8) Place a peg in spell number 1 and 2 in the spells box of your Reference Card.
- 9) Shuffle and deal three scroll cards to each player.
- 10) Each player rolls the Crystal die, starting with the oldest player. The first player blessed (Yellow) is the chosen one and goes first.

Placement of units:

The placement of units is the same as the basic game. There are six kingdoms to be claimed, so with a two, three, or six-player game, everyone gets an equal number of kingdoms to start. However, with a four or five player game, the first player or two will have the opportunity to have more kingdoms than the remaining players. To nullify this advantage, after all players have claimed a kingdom territory, place five of the unused units into any unclaimed kingdom territories. For example, in a five-player game where any player does not use the Orcs, place five Orc units in the sixth kingdom territory. *If you have decided to play with the advanced rules, also place your hero gold counter under a unit along with your wizard, king and decoy gold counters. Place your shard on a territory as well. At the start of the game, it may be wise to place your shard in your kingdom. Remember, any unit can possess the shard, but only a spell caster may use its power.*

THE NEW UNITS

AMAZONS

The Amazon Queen does not use the Heal spell or the Hope spell as the kings do in the basic game. The Amazon queen has the Command spell and the Rapture spell.

The Amazon wizard or sorceress starts with a Heal spell and Petrifying Gaze spell. Here are the other spells available to an Amazon Sorceress. (See NEW SPELLS)

- 1) Heal spell
- 2) Petrifying Gaze spell
- 3) Teleport spell

- 4) Command spell
- 5) Alluring spell
- 6) Rapture spell

Amazon Charm Attack

Only the Amazons may use this form of attack. The combat sequence of a charm attack is the same as regular combat, except the enemy units may not counter-attack and any units hit are held captive.

In order for the Amazon units to charm attack, the following conditions must be met:

- 1) The enemy unit(s) must be within the realm of the Amazon kingdom. In other words, territories that have the same colored borders as the kingdom territory the Amazon player occupies or has under his or her control.
- 2) The attacking Amazon unit(s) must be adjacent to the enemy unit(s) to be charm attacked at the start of the Amazon player's turn. You may not move unit(s) into the enemy occupied territory by naval movement or forced march and then charm attack.
- 3) The attacking units must not have engaged in any combat, prior to the charm attack. Each Amazon unit may only charm attack for one round of combat per turn, once per turn.

If the charm attack is successful and all the enemy units are charmed, the Amazon units gain control of the territory. These units may not charm attack again this turn but may continue to attack another adjacent enemy controlled territory as per the combat sequence. However, one Amazon unit must accompany each unit held captive.

If an enemy unit(s) remains in the enemy controlled territory after the charm attack, the Amazon units along with their captives must retreat back to a friendly territory. These Amazon units may not continue to attack, not even using the regular combat sequence. As with regular combat, Amazon units may never leave a territory vacant to charm attack. Amazon units may move into an enemy controlled territory from more than one friendly territory to charm attack if the three conditions listed above are not violated.

If a territory controlled by Amazons and captives comes under attack by a third player, the captives will combat as though they were Amazon units. The captives defend using the Amazon's Attack number of 3 and Defense number of 6.

If the Amazon player can hold the captive(s) for one turn, the captive(s) is replaced with an Amazon unit(s) during the purchase units' phase of the Amazon player's next turn.

Charm attack involving enemy spell casters

The charm attack has no effect on enemy units with a spell caster in the same territory. If an Amazon unit(s) moves into an enemy occupied territory to attempt a charm attack and the defending player declares that he or she has a spell caster in that territory, combat must take place as per the regular combat sequence and the defending player will get to counter-attack. Any units hit by the Amazons are removed during the remove casualties step and are not held captive.

Rescuing Captives

The captives may not outnumber the Amazon units within the same territory. If at any time, the captives outnumber the Amazon unit(s), a captive(s) will flee. The captive(s) will flee to an adjacent friendly territory. If there is no adjacent territory occupied by the same unit type, it is removed from play.

Captives or charmed units will not engage in combat with their own unit types, so it is possible for a player to rescue captives through combat. A player may only rescue units that were captured from them; you may not rescue units of another player. If the Amazon units and the captives attack or are attacked by the same unit type as the captive(s), the captive(s) will not combat and may not be removed as casualties during the battle. If at the end of a round of combat, the captives outnumber the Amazon unit(s), a captive(s) will rejoin its army during the remove casualties' step of the combat sequence until the number of captives and Amazon units are the same again.

If all Amazon units are removed during the remove casualties' step of the combat sequence, any remaining captives will rejoin the victorious army. If the Amazons are victorious, but the captives outnumber the Amazon units, the captives will flee to an adjacent friendly territory of the same unit type. If this is not possible and there is no adjacent friendly territory, the unit is removed from play.

NECROMANCERS

The king of the Necromancers has the Command spell and the Necromantic spell, rather than the Hope spell and the Heal spell. A Necromancer wizard starts with a Poison spell and the Bloodlust spell. Here is the list of spells available to the Necromancer wizard.

- 1) Poison spell
- 2) Bloodlust spell
- 3) Teleport spell
- 4) Command spell
- 5) Death spell
- 6) Necromantic spell

Necromancer scourge attack:

The Necromancers have the ability to raise the dead lost in battle. If during step 5 or step 6 of the combat sequence, the Necromancer player rolls a 6, he or she may resurrect or gain one unit lost (any race) during the remove casualties' step of the combat sequence. The Necromancer player may not gain a unit if either player lost no units during a round of the combat sequence. The necromancer player may only gain one unit per round of combat, even if the Necromancer player rolled more than one 6. The Necromancers may not use the scourge attack against monsters when in combat during the quest activity phase. However, a Necromancer quest party may use the scourge attack against another quest party. The Necromancer player may not use the scourge attack to bring his or her quest party to more than six units.

REVISED COMBAT SEQUENCE

Due to the increased amount of scroll cards that you will use during game play of the expansion; it is necessary to insert two new steps into the Combat Sequence. A round of combat consists of these seven steps.

- Step. 1 Move attacking units into enemy territory
- Step. 2 Determine Total Attack Strength
- Step. 3 Defender missile attack (Remove spell victims)
- Step. 4 Attacker missile attack (Remove spell victims)
- Step. 5 Attacking player rolls
- Step. 6 Defending player rolls
- Step. 7 Remove casualties

During the combat phase of a player's turn, a player may use the combat sequence to conquer as many territories as the attacking player desires. There is no restriction on how many territories a player may conquer on a single turn.

Once the attacking player moves his or her units into an enemy controlled territory, he or she repeats steps 2 to 7 (referred to as a round of combat) until only one player's unit(s) remains in the territory. As per the existing rules, only the attacking player may retreat back to an adjacent friendly territory, after the remove casualties step.

The first step, "Move attacking units into enemy territory" is not required during naval combat or quest combat as a ship(s) is moved during the naval movement phase and a six-sided die is used to move a quest party in the Wastelands during the quest activity phase.

MISSILE ATTACK

With the revised combat sequence, we have inserted two steps to make the battles more realistic. The missile attack would be considered as a first strike. The only forms of missile attacks in the basic or the expansion games, are any spells or scroll cards cast by a spell caster such as Fireball spell or a monster's special ability such as Dragon fire which would also be used during the missile attack steps of the combat sequence.

Each spell a monster or a spell caster possesses may be cast once per round of combat. Units hit by the Fireball spell, Dragon fire, Lightning Bolt spell and the Death spell during the missile attack steps may not counter-attack and are removed immediately. However, units hit by spells such as the Poison spell, Cone of cold spell and Petrified Gaze spell may not counter-attack but may be healed during the remove casualties' step of the combat sequence, if you possess what is required to heal them in the same Wasteland space, territory or naval blockade, such as a Wizard with the heal spell.

COMBAT WITH SCROLL CARDS

A situation may occur where both player's involved in a battle will want to use scroll cards at the same time, since a defending spell caster under attack during another player's turn may cast a scroll card(s). If both players involved in a battle have a spell caster in their army that want to cast scroll cards, the two players take turns casting a single scroll card starting with the defending spell caster. The defending spell caster is the player whose territory or naval blockade is being attacked.

Each player may take turns casting a scroll card until their supply is exhausted, but each player may only use one of the inflict damage scroll cards per round of combat, at which time each player must roll the dice for each remaining unit and remove casualties as per the combat sequence. After the remove casualties' step of the combat sequence is complete, the spell casters may again take turns casting a single scroll card starting with the defending spell caster.

A player may pass on his or her turn, rather than cast a scroll card, but if both players pass, they must proceed to step 5 of the combat sequence where the attacking player must roll one die for each unit in the battle.

Inflict Damage Scroll Cards

There are many types of scroll cards. Some are used to protect or affect friendly units and some scroll cards are used to attack or affect the enemy units. The second group of scroll cards is called 'inflict damage' scroll cards. The inflict damage scroll cards must be considered a missile attack. These scroll cards can be identified by the colored text used in the name of the spell. For example, the title of the "Berserk spell" is in red text. The inflict damage scroll cards consist of the following spells: Summon (Earth, Wind, Fire, Water) Elemental spell, Tempest spell, Infernal spell, Berserk spell, Change Allegiance spell, and the Death Seeker spell. All of these inflict damage scroll cards must be cast during the missile attack steps of the combat sequence, except the Summon Elemental spells, which may still be cast at any time during the attacking player's turn. (*Hint – You may want to reduce the number of units of an enemy occupied territory with a Summon Elemental scroll card before you move your units into the territory.*)

Protect Scroll Cards

The protect scroll cards are the Dispel magic spell, the Reflect spell and the Invincible shield spell. If a spell caster casts an inflict damage scroll card, the opposing spell caster may use a Reflect spell or Dispel magic spell scroll card on its turn to reflect or nullify the effect of an inflict damage scroll card. The Invincible shield spell may also be cast, but this spell does not avert the effects of a scroll card. If the spell caster that has had an inflict damage scroll card cast against it, does not have a protect scroll card, the results of a cast inflict damage scroll card must be determined before any other scroll cards can be used. If the losses of an inflict damage scroll card results in the removal of a spell caster(s), so that no spell caster(s) of that player remain in the territory, Wasteland space or naval blockade, that player may not cast any more scroll cards. A spell caster must be in the same Wasteland space, naval blockade or territory to cast a scroll card. If a spell caster survives an inflict damage scroll card, that player may now cast a scroll card that he or she possesses, including an inflict damage scroll card.

NEW SCROLL CARDS

Teleport spell – This spell allows the spell caster to teleport to any territory with up to ten units. Unlike the Teleport spell used by Wizards and DragonLords, (*which may only be used during the naval movement phase and transfer phase of a player's turn*), the Teleport spell scroll card may be used at any time during a player's turn. This spell may also be used to retreat along with up to ten units (including a King) to any friendly territory during another player's turn if a spell caster is under attack in the same territory, Wasteland space or naval blockade. If the spell is cast during the missile attack step, which is before the attacking player rolls, the spell-caster and up to ten units will suffer no casualties, if it is used to teleport to another territory or naval blockade.

Invincible Shield spell – This spell may be used to protect all units in the same territory, naval blockade or Wasteland space for one round of combat. A spell caster under attack may only use this spell during another player's turn. The units protected by the shield may counter-attack as per the regular combat sequence. This spell does not protect any units from the effects of scroll cards.

Dispel Magic spell – This spell may be used to destroy the effects of a scroll card that has been cast in the same territory, Wasteland space or naval blockade. This spell may also be used to destroy an Elemental even if it was summoned from another territory. (*Hint – If you have a Wizard in a Quest party under attack from an Elemental, you may cast this scroll card to destroy the Elemental!!*)

Wrath spell – This spell adds two to the Total Attack Strength of all friendly units in the same territory, space or naval blockade for one round of combat.

Death Seeker spell – This spell allows a defending spell caster to destroy an enemy unit in the same territory, space or naval blockade. This spell may be used on an enemy Wizard or DragonLord, but may not be used on an enemy King. A spell caster under attack may only use this spell during another player's turn.

Change Allegiance spell – This spell allows the spell caster to capture up to six enemy units in the same territory, Wasteland space or naval blockade. Roll a 6s die to determine how many enemy units will join your army and replace the captivated units with friendly units.

NEW SPELLS

Command spell - This spell adds 1 to the T.A.S. (Total Attack Strength) of all friendly units in the same space, territory, or naval blockade. Protects friendly units from the effects of a Rapture spell or charm attack.

Bloodlust spell – The Bloodlust spell adds 1 to the T.A.S. (Total Attack Strength) of all friendly units in the same space, territory or naval blockade. The difference between the Bloodlust spell and the Command spell is that a unit affected with the Bloodlust spell will attack friendly units if there are no enemy units remaining. For example, if a Necromancer army affected with the Bloodlust spell gets 5 hits against an Elf army of 4 units, the Necromancers would remove 1 unit as well as the 4 Elves hit, so caution must be used when casting this spell. *(Hint – The Necromancer player must be careful and not use this spell when in combat with small armies or face the dire consequences of destroying his or her own units!)*

Alluring spell – This spell subtracts 1 from the T.A.S. (Total Attack Strength) of all enemy units in the same space, territory or naval blockade for one round of combat only. This spell has no affect on Orcs or Necromancers.

(Note: The spells listed above along with the Hope and Panic spell from the basic game, would be used during step 2 'Determine Total Attack Strength' of the combat sequence.)

Rapture spell - This spell allows the spell caster to charm or claim an enemy unit. This unit would immediately turn on his own units to defend the Amazon spell caster. Replace the effected unit with an Amazon unit. The Rapture spell has no affect on any enemy units with a King or a spell caster with the Command spell or the Hope spell in the same territory or naval blockade.

Petrifying Gaze spell – This spell allows the spell caster to turn an enemy unit to stone. The enemy unit is immobilized immediately and may not counter-attack. A Heal spell may be used during the remove unit phase of the combat sequence to revive the unit.

Death spell – This spell allows the spell caster to remove an enemy unit in the same space, territory or naval blockade. An enemy unit is removed immediately and may not counter-attack. The defending player decides which unit is removed. The Death spell is powerful in the Wastelands as it may be used on all monsters, including dragons. The Ring of Hope treasure and the Hope spell nullify the Death spell.

Poison spell - The Poison spell poisons one enemy unit. The poisoned unit may not counter-attack. If the poisoned unit has a spell caster with a Heal spell in the same territory, naval blockade or Wasteland space, it may not counter-attack, but it may be healed during the remove casualties' step (step 7) of the combat sequence. If the unit cannot be healed it is removed from play.

(Note: The spells above along with the Lightning Bolt and Fireball spells of the basic game must be used during step 3 'Defender Missile Attack' or step 4 'Attacker Missile Attack' of the combat sequence.)

Necromantic spell – This spell allows the spell caster to claim an enemy unit that was removed during the remove casualties' step of the combat sequence. The unit gained may combat immediately. The Holy Grail treasure nullifies the effects of the Necromantic spell. This spell may be used to reincarnate spell casters.

The Necromancers pervert the knowledge of spell casters. If the Necromancers reincarnate a king or queen, it would be treated as a wizard with the Poison spell and the Command spell. If a wizard had spells 1 and 2 (Heal spell and Fireball for example), he would now use the Poison spell and the Bloodlust spell.

(Note: The Necromantic spell along with the heal spell must be used during step 7 'Remove Casualties' of the combat sequence.)

NEW MONSTER ABILITIES

This is a more detailed description of some of the monsters that you may meet on your quest:

Ice Worm – An ice worm has frozen a quest party in a glacier. It uses the Cone of cold spell to turn an enemy unit to ice. The enemy unit is immobilized and may not counter-attack. A Wizard may defrost the unit with a fireball spell during the remove unit phase of the combat sequence. The unit is removed if it cannot be saved. A Fireball spell or Ring of Fire treasure does double damage to the ice worm.

Red Dragon – A red dragon guards the volcano summit. It will not use Dragon fire on a quest party for fear of destroying any treasure you may have. It has a 6 (5) ATTACK number, which simply means it has two attacks. The player rolling for the dragon must roll less than 6 with one die and less than 5 with the second die using the defense number of the unit(s) that it is attacking. All units in the basic game and the expansion game still have a defense number of 6, which would be a six-sided die.

Hell Hound – The hellhound is drawn to magic. So if you have any wizards in your quest party they may not use any spells or scrolls during combat with these beasts from hell.

Medusas – Medusas have taken up residence in the forgotten city. They will turn quest parties into stone with a Petrified Gaze spell. Units turned to stone may be healed with potion or a heal spell.

ADVANCED RULES OF PLAY

(Note: Each of these rules can be added separately or together, as the players see fit.)

THE SHARDS OF THE CRYSTAL

Each player randomly picks one shard to start the game and places the shard in a territory. Shards may also be gained during the quest activity phase. There are nine different types of shards. Each shard has its own power. The power of each shard has the same effect in combat as the following spells:

Green –	Petrifying Gaze spell
Red –	Fireball spell
Clear –	Teleport spell
Light green	Heal spell
Blue -	Lightning Bolt spell
Orange –	Poison spell
Light Blue –	Cone of Cold spell
Purple –	Death spell
Yellow -	Command spell

Combat using the shards

The shards only affect enemy or friendly units in the same space, territory or naval blockade as the unit that possesses them. A shard may be in the possession of any unit but only a spell caster may use the power of a shard. A shard may be passed from one unit to another. If an army loses the shard in battle, it goes to the victor. If a spell caster uses a shard during combat, it is used in the same step of the combat sequence as the corresponding spell it represents. (See New Spells)

Combat involving multiple shards

When both players involved in combat have an equal number of shards in the same territory, naval blockade or Wasteland space, the effects of the shards are nullified. If one player has more shards than the opponent, he or she will be able to use the difference. In other words, if the defending player of a territory had three shards, *(and a spell caster to use the shards)* was being attacked by a player with one shard in the invading army led by a spell caster, the defending player would get to choose which two of his three shards he would get to use during combat.

“Surrender your shard” – The Ultimatum

At any time during a player’s turn, he or she may issue an ultimatum to another player to surrender his or her shard(s) or face the consequences. If the defending player surrenders a shard, the attacking player may not attack any more of the defending player’s units for the duration of his or her turn. An attacking player may issue more than one ultimatum per turn.

A defending player may also offer a shard for mercy after the attacking player has moved units into the defenders’ territory. The two players must agree to terms in regard to who must vacate the disputed territory before the attacking player accepts the shard. Under no circumstances can both players’ units occupy the same territory. If the attacking player accepts the shard, the attacking player may retreat back to an adjacent friendly territory or teleport to a friendly territory during the transfer phase of his or her turn. If the attacking player cannot retreat or refuses to retreat, the defending player must retreat back to an adjacent territory. If these terms cannot be met, then an exchange of mercy for a shard is not possible and combat would continue.

If the defending player declines an ultimatum, and the combat sequence is started, you may not surrender a shard until the remove casualties step of the combat sequence.

HEROES

Heroes are units that have excelled in combat. If a unit manages to gain celebrity status it can actually inspire its fellow troops to become more powerful as a whole. If you are playing the game with this option, take a hero gold counter to start the game along with the king, wizard and decoy gold counter. A gold counter depicting the

green laurel symbol is used to represent a level one hero. There is no limit to the number of heroes a player may gain through valor.

To Create A Hero

A player may gain a hero, when an army, fleet or quest party has claimed a victory. A victory is when an army or fleet successfully conquers a territory or naval blockade defended by an enemy force consisting of at least 5 units or successfully repels an attack by an enemy force consisting of at least 5 units. A quest party that successfully defeated a monster with a Defense number of 10 or greater may also claim a victory.

Simply place a gold counter depicting the green laurel symbol under a surviving unit in the victorious army, fleet, or quest party to represent a level one hero. A hero gains a level with each subsequent victory. That is, if a hero (level one) claims a victory, it will move up another level to become a level two hero. A gold counter depicting silver laurels represents a level two hero and a gold counter depicting gold laurels represents a level three hero.

How Heroes affect combat

A level one hero counter adds 1 to that unit's attack strength. So if a Barbarian (4 Attack) became a hero, this unit would now have a 5-attack strength. A level two hero adds two to that unit's attack strength and a level three hero adds three to that unit's attack strength. A level three hero with a gold laurel (+3 Attack) also increases the T.A.S. (Total Attack Strength) of ALL units in the same Wasteland space, territory or naval blockade by one.

When rolling the die for a hero during combat, a player must declare that he is now rolling for the hero. For example, if an Orc army comprised of 6 Orcs (3 Attack) and a level 2 hero (3+2 Attack) were in combat, the Orc player would roll six dice hoping to roll equal to or less than 3 and a seventh die hoping to roll equal to or less than 5.

ENDING THE GAME

There are now three different victory conditions available with the addition of "The Crystal of Power" expansion game.

Short Game – The first player to gain four shards or three kingdoms wins the game.

Long Game – The first player to control all nine shards or six kingdoms wins the game.

Bloodlust Game – The last king or queen standing wins the game.

OPTIONAL RULES OF PLAY

To play a more traditional form of a strategy game, you can drastically reduce the shock factor of "Quest for the DragonLords", by reducing the power of the spell casters with the following optional rules. These rules will increase the amount of time required to complete a game, but with these rule changes, you are better able to predict your opponents' moves by reducing the unforeseen threats.

1) DRAGONLORD POWER REDUCTION – Reduce the amount of units that a DragonLord may teleport to just five units. The DragonLord may no longer use the DragonLord fire attack against enemy naval blockades. The DragonLord may not teleport directly to a kingdom territory.

2) ONE SPELL PER ROUND OF COMBAT - A spell caster may only use one spell per round of combat.

3) REDUCED SCROLL CARD EFFECT – Remove any scroll cards from the deck that the ruler of the house deems too powerful, such as the Summon Elemental scroll cards or the Death Seeker spell.

4) PLAYER ELIMINATION – If a player loses his king or queen, he or she may continue to play. If a player loses their kingdom, and has no income as a result, he or she may gain three units and place them on a friendly territory anywhere on the board during the place reinforcements phase of his or her turn. Any gold acquired during the quest activity phase may also be converted to units during the place reinforcements phase.

STRATEGY AND HINTS

- 1) Unit placement during set-up – If a player is able to gain a whole continent or one whole side of the board, it makes life extremely easy to defend and also allows that player access to both Wasteland areas. This situation allows this player to have two quest parties and thereby doubling their chances for a DragonLord.
- 2) The Kingdom may not always be the best place for a king to start the game.
- 3) Try to save your scroll cards to set traps for marauding DragonLords.
- 4) Caution: The Elves and Amazons are a power not to be harassed inside their realms. Leave them alone, unless you plan to go all the way.
- 5) The Necromancers are dead when the battle is brought to them; however, you will pay dearly if you allow the Necromancer King to go on the offensive.
- 6) The Barbarians must fly out of the docks and conquer the island territories with a ship full of bloodthirsty heathens prepared to vanquish those foolish enough to venture to the seas.
- 7) The Orcs are like a disease. If you ignore this plague, they will be nothing to sneeze at.
- 8) The Dwarf King should always keep the riches of the mines in his grip. To loose the gold is a blow to his hammer.
- 9) When the Gods have fulfilled a people's Quest for the DragonLord, it is time to gather your forces together because the end of the game is near. It is time to raise your King's banner high and prepare to attack or be attacked!

FAQ

Where do I have to place the pickaxe and torch?

Each player starts the game with a pickaxe and a torch, which is stored in his kingdom. During the quest activity phase, he declares which units adjacent to the wastelands are going on a quest. Simply place the torch and pickaxe with these units, roll the six-sided die and move the corresponding number of Wasteland spaces. The village space counts as one, if entering from a bridge or a ship docked in the village space and the dragon lair counts as one if entering from a pass.

Can I buy items from the village before I go on a quest?

No, you must roll a six-sided die and move the corresponding number of spaces. If you rolled a one, then you would be able to buy items from the village. A quest party doesn't start at the village, you move through the village if you roll greater than one.

Who owns a ship docked at the village harbor?

No one owns the ship if there are no units aboard. You should drop some units off in the harbor, but leave at least one unit in the ship to bring the ship to safety. This can be done during the naval movement. The units dropped off may then roll a six-sided die during the quest activity phase and move to the corresponding Wasteland space.

What happens to dropped/lost items, do they vanish?

Yes, if a monster for example defeats a quest party during a quest, all items in the party's possession are removed as well.

Does a quest party have to move the full extent of a dice roll in the Wastelands?

Yes, if the questing player rolls a six for example, the quest party must move six Wasteland spaces. Exception, if the movement die allows a player's quest party to pass over an enemy quest party, the questing player may stop and engage in combat with the enemy quest party.

If I land on a 'Draw quest card' space occupied by enemy units, can I go on a quest and draw a quest card, rather than combat the enemy quest party?

No, you must combat the enemy quest party.

Can I go on a quest after I defeated the enemy quest party?

No, your quest activity phase is over until your next turn.

Do I have to place the gold on the board if I only own one kingdom?

No, it is understood that your gold is in the kingdom territory. However, you must place your gold on your kingdom territories if you own more than one.

Can a Wizard teleport on Wasteland spaces?

Yes, it may transfer to a space occupied by friendly units. A Wizard may also teleport itself and five units from a Wasteland space to a friendly territory or naval blockade during the transfer stage.

What happens to a player's units if his king is eliminated?

All that player's units become vanquished or neutral. The units remain on the board, but may not move or attack. The vanquished units must be conquered to gain control of any territories, sea zones or Wasteland spaces as per the combat sequence. If all players agree, you may use the "Player Elimination" optional rule. (See Optional Rules Of Play)

Can a unit move more than one ship?

No, there must be one unit per ship to move during the naval movement phase. However, there is no restriction on how many ships a single unit may guard if the ships are docked.

Does each player complete all seven phases in the action sequence before the next player starts his or her turn or do all players complete phase one before going to phase two?

A player must complete all seven phases of the action sequence before the next player's turn. In order to speed up the time between turns, the following player may prepare for his or her turn by spending his or her gold ahead of time.

Can I transfer or force-march a treasure from unit to the next?

No, you may not transfer gold counters or treasures from one unit to the next. If you gain a treasure in the Wastelands, you can give it to a unit in the quest party or place it under a unit in the kingdom. The treasure is now assigned to that unit and may be forced marched to the front during the combat phase or transferred to an adjacent territory during the transfer phase. If a player was able to transfer a gold counter from unit to the next, a player could move a king counter out of harms way.

Can a dragon be destroyed by a Fireball spell?

No, the Fireball spell has no effect on a dragon.

When can I teleport from a teleportal territory?

If you have a spell caster in the teleportal territory, you may move your army through the teleportal to another teleportal territory during the combat phase or transfer phase. Think of the teleportal territories as a gateway or tunnel connecting the continents. The teleportal territories are not to be confused with casting a Teleport spell.

When can I use the Teleport spell?

A spell caster may only use the Teleport spell during the naval movement phase or the transfer phase of the attacking player's turn. However, if a spell caster with the Teleport spell is under attack during another player's turn, it may use the Teleport spell to retreat to a friendly territory, naval blockade, or Wasteland space (occupied by a friendly quest party), during the 'remove casualties' step of the combat sequence. The retreating spell caster may not counter-attack or teleport any other units.

How does the hope spell effect units that have gone berserk?

If units have gone berserk, any modifications to their T.A.S. (Total Attack Strength) by spells or treasures are ignored. The inflicting player must roll a six-sided die for each unit in the same territory, naval blockade or Wasteland space. If the player rolls equal to or less than the units' Attack number that unit is removed from play. A spell caster with a Heal spell or a king in the same territory, naval blockade or Wasteland space nullifies the effects of the Berserk spell scroll card.

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The Crystal of Power – The 5 to 6-player expansion for "Quest for the DragonLords"

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