

DRAGON CASTER

TURN SUMMARY

1. RESOURCE COLLECTION

Roll the dice. The **entire sum of your roll** must be used to do **only one** of the following:

- Block any amount of numbers on the casting chart.
- Unblock any amount of numbers on the casting chart.

If you are unable to execute either of the above actions in a way that **utilizes the entire sum of the roll**, you must skip the rest of this phase.

2. RESOURCE UTILIZATION

For each number you block, you may do **one** of the following:

- Cast a dragon directly in front of your caster which matches the number you blocked. If casting multiple dragons, cast the next dragon to an adjacent, empty space and then alternate casting from side to side.
- Place a mana token to any valid space on the board that matches the color you blocked.
- If you rolled doubles, you may choose to both cast a dragon **and** place a mana token from the same number.

If you instead choose to unblock (restore) numbers on the chart, place a matching mana token to any valid space on the board for each number you unblock.

THE CASTING CHART

Each time you block all three numbers of a single color on the casting chart, immediately do **both** of the following:

- Draw a random mastery token from the bag.
- Place a matching counter on an Elder Dragon (The caster who places the third counter on an Elder Dragon takes it into his/her pool).

If all nine numbers are blocked, you may choose to clear the chart and do **one** of the following:

- Give a mana token to each of your active dragons.
- Immediately add any Elder Dragon to your pool.

3. DRAGON MOVEMENT

Each of your dragons must be moved 1-2 spaces farther away from your kingdom. If a dragon passes over a valid mana token, it will pick it up and can either absorb it or save it for later. Once absorbed, the dragon can do **one** of the following:

- Move an additional 1-2 spaces.
- Perform its specific elemental power.

If opposing dragons share the same space at the end of the movement phase, combat will occur in the next phase.

4. COMBAT

In any order, you must resolve all combat, which occurs wherever two opposing dragons share the same space. Both casters roll their dice and add the result to their dragon's strength. The dragon with the lower total sum is removed for the rest of the game.

- If one dragon has a dominant element, it receives a +3 to its strength (Refer to the casting chart).
- If there is no dominant element, the winner will roll the surge die and place the result (if any) directly in front of the winning dragon.
- If a tie occurs, both dragons are removed from the game, and you roll the surge die. The result (if any), is placed where combat occurred.

5. KINGDOM ATTACKS

If a dragon reaches your opponent's kingdom, it will attack the space directly in front of it before returning to your pool. Roll one die and add it to the dragon's strength.

- If it meets or beats the number on the targeted kingdom space, it is successful and the space is destroyed with a grey damage counter. If a successful attack was made with an Elder Dragon, all spaces in its wingspan are destroyed (Up to three).
- If it fails, nothing happens.

6. CASTER MOVEMENT

You may move your caster 1-3 spaces in any direction, so long as you do not move on or beyond a damage counter in your kingdom.

MASTERY TOKENS

A mastery token is randomly drawn from the bag whenever you block all three numbers of the same color on the casting chart. Unless otherwise stated, all tokens are immediately discarded after use.

MANA DRAIN ↑ - 3

Place under a dragon to prevent it from picking up and/or absorbing mana for as long as it is active.

EXPLOSIVE RUNE ↓ - 2

Leave on any map space for the rest of the game. Any dragon who crosses this space must roll two dice; if the result exceeds the dragon's strength, the dragon is removed from the game.

CASTER SHIELD ⇌ - 3

Negate a single mastery token ability.

TELEPORT ↓ - 2

Move your caster to any open space.

MANA MOVE ↑ - 2

Move a new mana token to a new location.

EXTRA MOVE ⇌ - 1

+1 move for one dragon.

RESOURCE ⇌ - 3

+1 to any resource roll.

EXTRA STRENGTH ⇌ - 3

+3 strength for a round of combat.

VORTEX ↓ - 1

Choose a space on the board and destroy all surrounding dragons and barriers.

EXTRA RANGE ⇌ - 3

+1 range to an elemental attack.

MANA MASTERY ↓ - 2

Immediately place a counter on an unclaimed Elder Dragon.

FLIP DIE ⇌ - 4

Flip any die result to its opposite face.

KINGDOM DEFENSE ⇌ - 3

+3 defense to any kingdom space.

SLOWED ↑ - 3

Place under a dragon to reduce its max move per turn to 1 for as long as it is active.

ELEMENTAL POWERS

If a dragon absorbs a held mana token, it may move an additional 1-2 spaces, or perform a specific elemental power:



WATER – MIST

Move through any single dragon on the board.



FIRE – BREATH

Attack a dragon from up to 1 space away in any direction. Roll two dice. If the sum meets or beats the opposing dragon's strength, it is successful.



EARTH - BURROW

Pass under a barrier. If movement ends under a barrier, another burrow action is required to continue. The barrier is destroyed after passage.



CLOUD – BLIND

Negate the strength number on an opponent's dragon token.



LIGHTNING – BARRIER

Morph a dragon into a barrier from one space away in any direction. Roll two dice. If the sum meets or beats the opposing dragon's strength, it is successful.



VINE – ENTANGLE

Pull a dragon from up to two spaces away from any direction. Roll two dice. If the sum meets or beats the opposing dragon's strength, it is successful.

THE SURGE DIE

Whenever a tie occurs in combat or two dragons fight without a dominant element, the surge die is rolled. If the result is blank, then nothing happens. If one of the following icons is rolled, a token is placed on the board (see combat).



PORTAL (SINGLE USE)

The next dragon that the owner casts will emerge from this space.



SPEED BOOST (REMAINS UNTIL REPLACED)

If one of the owner's dragons passes through this space, it may move 1-2 additional spaces.