

Special Ability - The Destroyer

Spell Levels

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

Special Ability

Double Attack: Whenever you attack another player you get two attacks. Each attack must be rolled separately, and the attacks may be for two different kinds of item points.

Note that the defending player may never voluntarily give you item points. To receive points from another player you must successfully attack.

Crown Points: 2
Amulet Points: 2
Scepter Points: 2

Special Ability - The Shadow

Spell Levels

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

Special Ability

Destruction: When you win at combat you do not receive an item point. Instead your opponent loses 3 points from the item you did combat over. Note that no one can ever have less than 0 points for an item.

You can only gain Crown, Amulet and Scepter points by landing on the appropriate space. You may not opt to take item points from an opponent instead of destroying them.

Crown Points: 2
Amulet Points: 2
Scepter Points: 2