

## **Full Moon Ritual**

*Just days before the full moon is to shine down on this land of mystery and magic, the most powerful witches plot to claim ultimate power. To succeed they must be the one to cast the strongest spell under the full moon.*

*Strength comes from within them, but also from the ingredients, gemstones, and knowledge they have gained.*

*To gather these, each sends forth a familiar who scours the land sneaking past others who seek the same prizes. The most talented witch will guide their familiar to bring what they need into their personal dominion in time for their Full Moon Ritual.*

### **Set up**

Each Witch (player) takes a **Dominion Board**, a **Familiar**, and **4xD6** in their chosen colour, and **13 Spell Power Chips**. *These spell tokens will be used to cast or gather spells and at the end of the game you will score points for the value of Spell Cards you hold and the number of Spell Power Chips remaining in your possession.*

Oriented depending on the number of players, their Dominion Board is lined up with their opponents and a Boundary Board placed in between each.

(For two players, use two additional Dominion and Boundary Boards.)

The Witch places their Familiar in the boundary space to their left and a **Gem** in the space above it. *Gems within your Dominion will count towards your score at the end of the game.*

Give each Witch **6 circular Ingredients Cards** (face down). For 2 or 4 players use all 24, for 3 players set aside those with red backs and the matching Ingredients Tokens. *At the end of the game you will score points depending on how many matching Ingredient Tokens you hold within your Dominion for the Ingredient Cards you are initially dealt.*

Shuffle all the in-play **Ingredients Tokens** and randomly place one on each of the spaces in all Dominions.

Place **1 Spell Card** face up in each of the Boundary Boards where indicated on the board.

## **Play**

Each turn consists of two rounds; **Movement** and **Magic**. In **Movement** each Witch can move their Familiar, seeking to transport elements around the board and gather items into their Dominion and then in **Magic** they can choose to *cast* spells or *gather* them to build their arcane knowledge.

## **Movement**

Familiars move clockwise, as directed by the roll of 2xD12. They can move up to the number indicated by the dice, but their movement ends when they choose to set down and pick up Gems and Ingredients. Familiars can move past each other on the board but may not occupy the same space (whether moved under 'Movement', or by 'Magic'). Familiars can carry only one element at a time. Gems can only be placed in Gem Spaces and Tokens on Token Spaces. Only one Gem or Token can be placed into a given space.

...Each turn;

... .. Roll 2xD12, and move your Familiar *up to* that number of spaces.

... .. If you want to pick up an Ingredient Token or Gem you stop movement of your Familiar and swap those two elements on the board.

## **Magic**

After completing Movement, the Witch then moves to their Magic turn and may now choose to Cast or Gather any of the face up (live) Spell Cards shown on the board.

### ***To Cast:***

...Throw **2** Spell Power Chips into the Cauldron and gather 3xD6 to cast.

... ..Add a D6 if the Ingredient Token matching that shown on the Spell Card is within your Dominion.

... .. OR: Throw 1 more Chip into the Cauldron to add a D6 (max 4xD6).

...Cast the spell by throwing the dice and totalling the number

...If that number is equal to, or greater than, the number on the Spell Card, the spell is successfully cast: Follow the wording on the card, then discard it and replace with a fresh Spell Card.

... If unsuccessful, **leave** the Spell Card face up on the board.

*If the spell deck is empty when you need to draw it, shuffle the discard pile to make a new Spell Card pile. If the discard pile is also empty, do not draw a card now (but you can do this later if the discard pile has cards on it.)*

### ***To Gather:***

...Throw **1** Spell Power Chip into the Cauldron and gather 3xD6 to cast.

... ..Add a D6 if the Ingredient Token matching that shown on the Spell Card is within your Dominion.

... .. OR: Throw 1 more Chip into the Cauldron to add a D6 (max 4xD6).

...Cast the spell by throwing the dice and totalling the number

...If that number is equal to, or greater than, the number on the Spell Card, the spell is successfully gathered - place it in a pile next to your Dominion and replace it with a fresh Spell Card. (Refresh the deck if necessary.)

...If unsuccessful, remove the Spell Card to the discard pile and replace it with a fresh Spell Card.

## **End of Turn**

When the final Witch has taken their turn each round, progress the Full Moon counter. When it is on the final space, all Witches take their last turn before the Full Moon and end of the game.

## **End of the Game**

When all Witches have taken their final turns, it is time for the Full Moon Ritual. Each Witch attempts to cast the strongest spell and take victory. Their strength is determined by all they have achieved:

Each Witch counts up:

1. Their pairs of **matched Ingredient Cards and Ingredient Tokens**,
2. Their **Gems**,
3. The total **Value of gathered Spell Cards**.
4. Their remaining **Spell Power Chips**.

Now score based on the order of most to least in each category (*place one of your dice with the point value face up in each row of the score box shown, then add up your dice faces*), ties all score the higher value:

	<b>Criteria</b>	<b>1st &amp; ties</b>	<b>2nd &amp; ties</b>	<b>3rd &amp; ties</b>	<b>4th</b>
1	Most Spell Ingredients matched	6 points	5 points	4 points	3 points
2	Most Gems	5	4	3	2
3	Highest Combined Spell Card Value	4	3	2	1
4	Most Spell Power Chips remaining	3	2	1	0

**The winner is the Witch with the most combined points across all categories.**

In the event of a tie, the winner is the Witch with the most spell ingredients, then most gems, and so on, according to the order in the table above.