

The 7 Horcruxes

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MATERIALS:

- 61 Map Tiles - plain/item/event/horcrux
- 6 Player Pieces
- 1 6 Sided Die (can have as many, only 1 will be needed for play)
- 1 4 Sided Die
- Item Cards
- Voldemort Cards
- 6 Horcrux Pieces
- 6 Thestral Chips
- Event Sheet

SETUP:

- Place the start tile on the edge of a table big enough to allow for outward expansion and place all the player pieces there
- Find the 6 Horcrux tiles, then shuffle them into the top 2/3rds of the tile deck (doesn't need to be perfect, this is just so as you play you don't get stuck waiting on them for too long)
- Find the Resurrection Stone and Strong Strength Potion and place them off to the side, these items are obtained through Horcrux Destruction - do not reshuffle them into the item deck
- Shuffle and place the Voldemort and Item Decks anywhere (try to place them where the board won't expand into)

HOW TO WIN: Destroy all of Voldemort's Horcruxes and escape the forest before all players die

HOW TO PLAY:

- 3-6 Players
- Roll a 6 sided die to determine turn order. Highest roll goes first, continue clockwise
 - In case of ties, the tying players should reroll. The one who rolls higher goes first

ACTIONS: At the start of each player's turn, they have 4 AP (Action Points). AP can be spent on the following actions:

Action	AP Cost
Move to an adjacent tile OR empty space	1
Give an item to a player on the same tile (cannot take)	1
Reactivate an event (when specified)	1
Reveal an adjacent tile	1
Destroy a Horcrux	3

*Note - Revealing and moving to a tile is a total of 2 AP

TILES: When a tile is destroyed, flip it upside down. If a player is on the destroyed card, they go back to the tile they came from. This tile cannot be traversed for the rest of the game, and new tiles cannot be placed on top of it

PLACEMENT: Players will navigate into the Forbidden Forest revealing map tiles as they progress by drawing them and placing them in the direction they want to move

- Tiles cannot be placed behind the start tile
- To reveal a new tile, you must move there, you cannot explore it on its own
- The new tile must be placed so players can navigate back to the tile they came from without the use of any items
- It is **not** necessary for a newly placed tile to match all of its exits to existing paths from neighboring tiles, except as described above

TYPES: There are four tile types:

- Plain tiles (green) have no effect
- Item tiles (yellow) are indicated by a white lightning bolt, grant the player who discovers that tile an item (one time activation)
- Event tiles (purple) will have an effect upon revealing identified by an event number, some can be reactivated, indicated by a star (For more information, see the **Events Sheet**)
- Horcrux tiles (orange) forces the player who revealed it to take the corresponding Horcrux

EVENTS: When a player reveals an event tile, they resolve the listed event and *end their turn*. Event tiles will have a number on them, which corresponds to the **Event Sheet**. Events that activate multiple times will have a star in one of the corners

HEALTH: Each player starts with a 10 HP, nothing can exceed this limit

- Items or events that heal the player cannot give them more than 10 HP unless explicitly stated
- If a player's health is reduced to 0, they are dead and out of the game, keep their piece on the location they died
- The player who died, keeps their items until they are resurrected or they can be taken by any other player on the tile where they died.
- If all players die, the game is over

HORCRUXES: Horcruxes count as items. When a player reveals a Horcrux tile they must immediately pick up the Horcrux which ends their turn, excluding Nagini the Snake. A Horcrux must be in a player's possession in order for them to destroy it, again excluding Nagini the Snake. You must be on the same tile as Nagini to kill her

- Nagini the Snake - She can only move to existing tiles, if her roll would have her move to an empty space, she doesn't move

Once all 6 Horcruxes are destroyed, all players need to escape the forest to win

VOLDEMORT ACTIONS: After each player has taken their turn, draw a Voldemort Card

- Only one 6 sided die is rolled for effects that target all players
- Each player rolls their own saving roll
- When the Voldemort Deck runs out, reshuffle it
- Items used to negate Voldemort actions applies to all players, not just the user

ITEMS

- Items can be used freely on your turn, unless specified
- Items may be given to other players, including Horcruxes. Giving an item must be initiated by the player with the item. Can only give an item to another player on the same space
- When there are no more items, shuffle them and reset the deck. Do not shuffle in the Resurrection Stone or Strong Strength Potion

Harry is the final horcrux after you destroy 6 you need to get back to the start. Once 6 are destroyed voldemort starts doing more. He has different actions at this point that are stated on the normal cards

He rolls a d6 that curses tiles. Curses tiles hurt players as long as they are on them

Things that need to be answered after playtesting:

- If item collecting tiles can be repeatedly used
- If the number of entrances on the tiles need to be balanced
- If dead players are sitting around doing nothing for too long
- If using an item takes an action point
- How many action points should it take to destroy a horcrux
- If we want to let them place the start tile themselves

Rules that need to be defined after MVI

- Classes of items? Magical vs Physical?
- Wand crafting
- What horcrux destroying item destroys what?
- If trading needs other definitions
- If we want to give set layouts to choose (randomly?) from