

# Dice Realms: Quest for the Elemental Crests

## Game Design Document

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This document provides a detailed description of the game elements and gameplay.  
It does not contain any implementation or coding details.

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# 1. Introduction

In the mystical lands of Eldoria, wizards embark on a quest to conquer the realms and gather the Elemental Crests, symbols of ultimate power and mastery over the elements. These realms, brimming with ancient magic and untamed wilderness, are home to formidable elemental creatures such as Pyroclast Dragons of Fire, Gaia Guardians of Earth, Hydra Serpents of Water, Majestic Phoenixes of Air, and Solar Lions of Light. As wizards, players must utilize their magic, wits, and strategic prowess to subdue these beings, claim the crests, and ascend as the most powerful mage in all Eldoria.

## 2. Game Setting

### 2.1. Components

- **Grimoire (Score Sheet):** Each player receives a grimoire to track their scores and progress throughout the game.
- **Magical Dice:** A single set of 6 magical dice representing the spells and elemental attacks available to each wizard in his active turn.
- **Tokens:** Used to represent Elemental Crests and powers earned during gameplay.

### 2.2. Board Setup

Before diving into the intricacies of gameplay, it's essential to prepare the battlefield of Eldoria. Begin by laying out the grimoires for each player, ensuring easy access and visibility. Next, place the set of 6 magical dice within reach of both players, ready to be cast into action. To represent the Forgotten Realm, designate a separate area on the playing surface, distinct from the main gameplay area. This area serves as a repository for unselected spells and energies, ensuring they are readily available for the opposing wizard's use during their passive turn.

In addition to the essential components, the game board could display the five realms of Eldoria, each accompanied by its respective guardian creatures. This visual representation allows the wizards to strategize and select their targets wisely during their active turns. As wizards engage in magical duels, they can refer to the board to choose which realm and creature within it to attack, ensuring a dynamic and immersive gameplay experience. Furthermore, the grimoire serves as a vital tool for tracking these attacks, allowing wizards to record their progress and scores as they navigate the elemental landscapes of Eldoria. With the realms and creatures clearly depicted and the grimoires at hand, players are fully equipped to embark on their quest for the Elemental Crests.

## 3. Game Overview

### 3.1. Objective

In "Dice Realms: Quest for the Elemental Crests," two players immerse themselves in the mystical world of Eldoria with one primary goal: to become the most powerful wizard by conquering the elemental realms and collecting the Elemental Crests. As wizards, players must utilize their magical abilities, strategic wit, and cunning tactics to defeat the elemental creatures guarding the realms and claim the Elemental Crests as symbols of their mastery over the elements. By subduing these formidable guardians and accumulating points, players strive to outmaneuver their opponents and emerge victorious in their quest for dominance over Eldoria.

## 3.2. Game Flow

### 1. Setup

- Each player receives a **grimoire** and a **common set of 6 magical dice** representing their available spells and elemental attacks.
- Designate the Forgotten Realm area on the game board.

### 2. Round Structure

- The game unfolds over **6 rounds**, each comprising both active and passive wizardry.
- Wizards alternate between being the **active spellcaster** and the **passive observer**.

### 3. Round Overview

- At the start of each round, active spellcasters receive either a **mystical power** or an **immediate-use bonus**, as shown in the below table:
- Active spellcasters roll the magical dice up to **3 times per round**.

Round #	Reward
Round 1	Time Warp Power
Round 2	Arcane Boost Power
Round 3	Time Warp Power
Round 4	Essence Shift Bonus
Round 5	NA
Round 6	NA

### 4. Dice Rolling

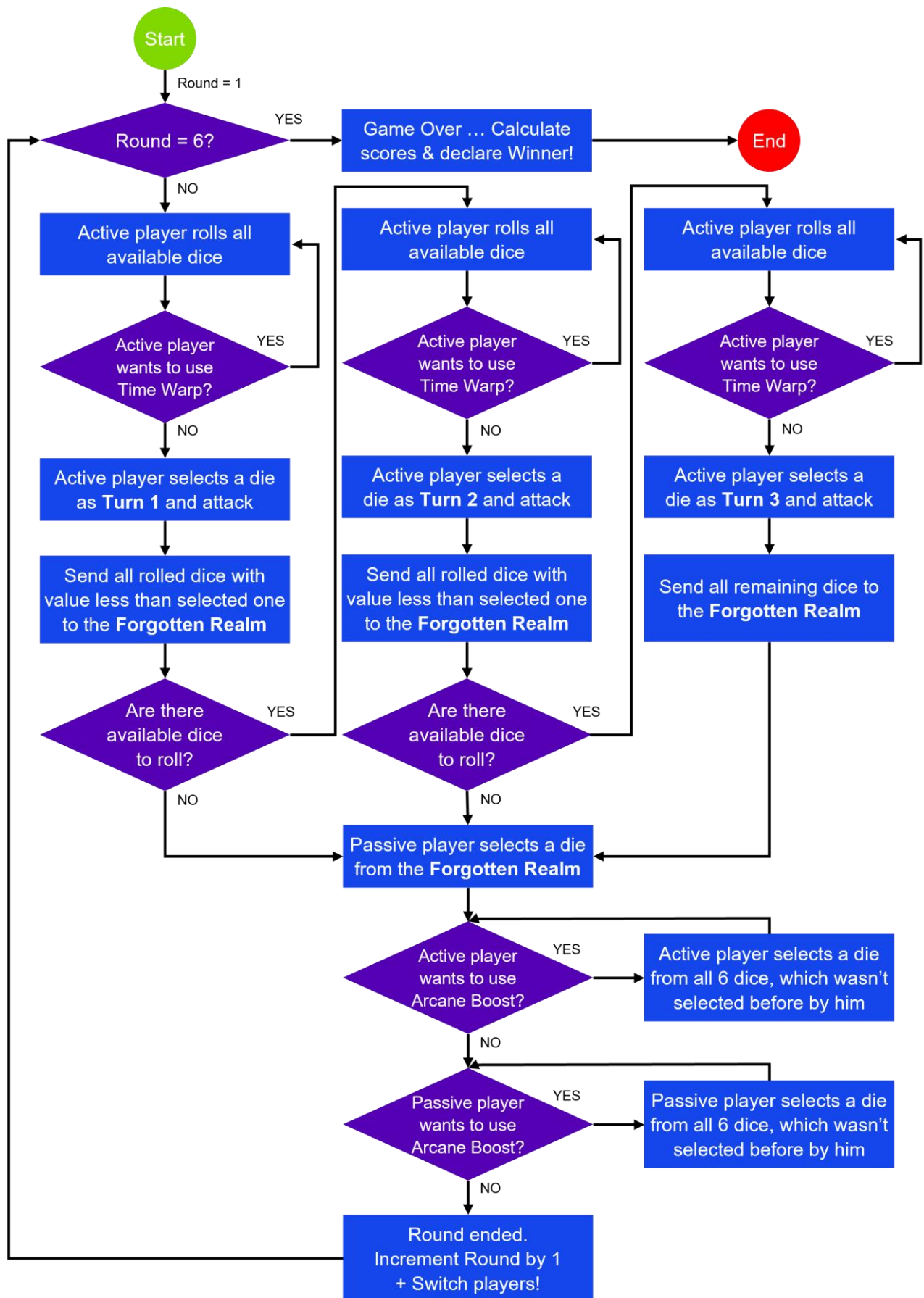
- Active spellcasters **roll all 6 dice**, they choose **one die** to direct their magical attacks against creatures in the **corresponding realm**.
- Lower-value dice are banished to the **Forgotten Realm**, becoming available for the passive observer.
- This is repeated up to **3 times**, then the **mantle of active spellcaster passes to their opponent**, to which he first must cast a spell from the ones in the **Forgotten Realm**.

### 5. End of Round

- After both players exhausts their up 3 turns and each used the **Forgotten Realm**, this would signify the end of the current round.
- The cycle repeats with a total of 6 rounds and then the game ends.

### 6. Scoring

- Both players tally their scores based on the **creatures subdued** and **Elemental Crests collected** in each realm.
- The wizard with the highest score is declared the **Protector of Eldoria**.



### 3.3. Dynamics Wizardry: Active and Passive Roles

The interplay between wizards takes on a dynamic form through the roles of active spellcaster and passive observer. These roles define the turn-based structure of the game, each with its unique responsibilities and opportunities for strategic maneuvering.

#### Active Wizard: The Spellcaster in Focus

- **Definition:** The active wizard is the player whose turn is currently underway. This role is at the heart of the game's action, with the power to shape the course of the round through strategic decisions and dice selections.
- **Responsibilities:**
  - **Dice Rolling:** The active wizard begins their turn by rolling the six magical dice, invoking the elements to aid their quest.
  - **Dice Selection:** After each roll, the active wizard selects one die to use for casting spells against the elemental creatures. This choice is pivotal, as it not only determines the wizard's actions but also influences which dice are relegated to the Forgotten Realm.
  - **Spell Casting:** Utilizing the selected dice, the active wizard casts spells aimed at subduing the elemental guardians, marking their progress on the grimoire.

#### Passive Wizard: The Observant Rival

- **Definition:** The passive wizard is the player waiting for their turn while observing the active wizard's actions. Despite not being the focus of the turn, the passive wizard plays a crucial role in strategizing and influencing the game's outcome from behind the scenes.
- **Opportunities:**
  - **Forgotten Realm Selection:** The passive wizard has the unique opportunity to select a die from the Forgotten Realm at the end of the active wizard's turn. This allows them to cast a spell, potentially turning the tide in their favor.
  - **Strategic Planning:** The passive phase is an ideal time for the wizard to plan their next moves, considering the outcomes of the active wizard's actions and preparing for their upcoming active phase.

#### Transitioning Roles

After the active wizard completes their turn and the passive wizard makes their selection from the Forgotten Realm, the roles switch. This transition ensures that both players are engaged in the game's flow, constantly alternating between taking decisive action and strategically responding to their opponent's moves.

By embracing the dynamics of active and passive wizardry, players engage in a duel that tests not only their magical prowess but also their strategic insight. Mastery over these roles is the key to navigating the challenges of Eldoria and emerging victorious in the quest for the Elemental Crests.



## 4. Elemental Realms and Creatures of Eldoria

In the sprawling, mystical expanse of Eldoria, five majestic realms exist, each guarded by formidable elemental creatures. These guardians are not just protectors of their domains but also pivotal figures in the quest for the Elemental Crests. Understanding the essence and challenges each guardian presents is crucial for any wizard aspiring to master the elements and emerge victorious in the quest.

Realm	Description	Element	Color	Creature
<b>Emberfall Dominion</b>	A realm of smoldering volcanoes and molten rivers, protected by the fierce Pyroclast Dragons whose breath can melt stone.	Fire	Red	Pyroclast Dragons
<b>Terra's Heartland</b>	Vast, verdant forests and deep, fertile valleys, protected by the Gaia Guardians, ancient beings that draw strength from the earth itself	Earth	Green	Gaia Guardians
<b>Tide Abyss</b>	A mysterious, deep ocean realm where light scarcely penetrates, protected by the Hydra Serpents that glide silently in its dark waters	Water	Blue	Hydra Serpents
<b>Mystical Sky</b>	An ethereal realm above the clouds, bathed in perpetual twilight and protected by the Majestic Phoenix, whose feathers shimmer with magic.	Air	Magenta	Majestic Phoenix
<b>Radiant Savanna</b>	Endless golden grasslands under a blazing sun, protected by the noble Solar Lion, whose roars command the power of the light.	Light	Yellow	Solar Lion



## 4.1. Emberfall Dominion: Pyroclast Dragons

- **Background:** Volatile fiery landscape ruled by 4 Pyroclast Dragons, each has distinct hit regions (Head, Wings, Tail, Heart) that wizards must target to subdue the Dragon.
- **Objective:** Defeat the Dragons by targeting all 4 hit regions. Each successfully defeated Dragon grants score points, and there are rewards for targeting the same region across multiple Dragons.
- **Gameplay:** Players allocate red dice rolls to target specific hit regions on Dragon. To attack a region, it must be exactly the same value as the region value. Wizards are free to select the attacks in any order they like.
- **Score:** Points are based on the Dragon difficulty, you only get points if you defeat a Dragon, and targeting similar regions grants rewards. The scoring and rewards are explained below:

Hit Region	Dragon 1 {10}	Dragon 2 {14}	Dragon 3 {16}	Dragon 4 {20}	Reward
Head	3	6	5	NA	Green Bonus
Wings	2	1	NA	5	Yellow Bonus
Tail	1	NA	2	4	Blue Bonus
Heart	NA	3	4	6	Elemental Crest
					Arcane Boost Power

- Awarded points are between the { } for each successful Dragon kill and the total score of the realm is adding the scores of all killed Dragons.

Per Defeated Creature	Dragon 1	Dragon 2	Dragon 3	Dragon 4
Score	{10}	{14}	{16}	{20}





## 4.2. Terra's Heartland: Gaia Guardians

- **Background:** Dense jungles home to 11 Gaia Guardians, each requiring a different number of hits to defeat, reflecting their increasing resilience.
- **Objective:** Overcome the Gaia Guardians by meeting exactly the required hits for each, a journey of escalating challenge. Get rewards by targeting specific Gaia groups.
- **Gameplay:** Players allocate green and white dice rolls to target specific Gaia of their choice. To attack, it must be exactly the same as the Gaia's health points. Wizards are free to select the attacks in any order they like. Wizards must combine the values of both the green and white dice, no matter where the dice are, and you cannot take the value of single die.
- **Score:** Points are awarded for each defeated Gaia, with the total number defeated reflecting the player's score in this realm. Additionally, targeting groups of Gaia grants rewards. The scoring and rewards are explained below:

Gaia Guardians {1, 2, 4, 7, 11, 16, 22, 29, 37, 46, 56}					Reward
NA	2	3	4		Yellow Bonus
5	6	7	8		Red Bonus
9	10	11	12		Elemental Crest
Reward	Time Warp Power	Blue Bonus	Magenta Bonus	Arcane Boost Power	

- Awarded points are between the {} sorted by how many Gaia are defeated, so the total score of the realm is counting the total dead Gaia and use the corresponding value from the list.

No. of Defeated Creatures	1	2	3	4	5	6	7	8	9	10	11
Score	{1}	{2}	{4}	{7}	{11}	{16}	{22}	{29}	{37}	{46}	{56}



### 4.3. Tide Abyss: Hydra Serpents

- **Background:** Beneath the realm's surface dwell Hydra Serpents, it has 5 heads, if you kill it, it regenerates with 6 heads and present a new challenge.
- **Objective:** Sequentially attack the Hydra heads by meeting or exceeding the required hit points, knowing that each head has greater health points, and it resets for each Hydra. Also, get rewards from specific heads.
- **Gameplay:** Players allocate blue dice rolls to target the next head of the Hydra. To attack a Hydra head, it must be greater than or equal the head health points. Wizards must kill each head in a sequential order, from left to right.
- **Score:** Points based on the total number of heads successfully attacked, with the total number defeated heads reflecting the player's score in this realm. Additionally, targeting specific heads grants rewards. The scoring and rewards are explained below:

Hydra Serpents {1, 3, 6, 10, 15, 21, 28, 36, 45, 55, 66}											
Hydra	Hydra 1					Hydra 2					
Attack	$\geq 1$	$\geq 2$	$\geq 3$	$\geq 4$	$\geq 5$	$\geq 1$	$\geq 2$	$\geq 3$	$\geq 4$	$\geq 5$	$\geq 6$
Reward				Arcane Boost Power		Green Bonus	Elemental Crest		Magenta Bonus	Time Warp Power	

- Awarded points are between the { } sorted by how many Heads are dead, so the total score of the realm is counting the total killed heads and use the corresponding value from the list.

No. of Defeated Heads	1	2	3	4	5	6	7	8	9	10	11
Score	{1}	{3}	{6}	{10}	{15}	{21}	{28}	{36}	{45}	{55}	{66}



#### 4.4. Mystical Sky: Majestic Phoenix

- **Background:** Within the arcane heights, the Majestic Phoenix soar. This creature, upon being vanquished, is reborn from its ashes, presenting an ever-escalating challenge.
- **Objective:** The goal is delivering spells of increasing magnitude to subdue the Phoenix, requiring each subsequent spell to be of greater power than the last, however, it resets if you did maximum hit spell.
- **Gameplay:** Players allocate magenta dice rolls to target the Phoenix. Each subsequent attack must be of greater power than the last, however, it resets if you did maximum attack. Wizards must attack in a sequential order, from left to right, with a maximum of 11 hits.
- **Score:** Points based on the total number of hits attacked, with the total number as the summation of all the hits reflecting the player's score in this realm. Additionally, attacking grants bonus on some occasions. The scoring and rewards are explained below:

Majestic Phoenix {Points = Hits}											
Attack	<	<	<	<	<	<	<	<	<	<	<
Reward			Time Warp Power	Green Bonus	Arcane Boost Power	Red Bonus	Elemental Crest	Time Warp Power	Blue Bonus	Yellow Bonus	Arcane Boost Power

- Awarded points are between the { }, which is equivalent to the summation of the total hits received by the Phoenix.

No. of Attacks	1	2	3	4	5	6	7	8	9	10	11
Score	{ }	{ }	{ }	{ }	{ }	{ }	{ }	{ }	{ }	{ }	{ }



## 4.5. Radiant Savanna: Solar Lion

- **Background:** Roaming the radiant area, a Solar Lion embodies the pure essence of light and strength. Governed by the cycles of day and night, these majestic beings require a strategic approach to overcome their luminous might.
- **Objective:** Strategize your attacks by casting spells in a sequential order. Mastery over the lion offers not only honor but also bonuses that reflect their inherent power of light.
- **Gameplay:** Players allocate yellow dice rolls to target the Lion. Each attack can be of any value, the greater the higher score. Wizards must start the attacks from left to right with a maximum of 11 hits. Some specific hits get a multiplier to increase its magnitude.
- **Score:** Points based on the total number of hits attacked, with the total number as the summation of all the hits reflecting the player's score in this realm. Additionally, attacking grants bonus on some occasions. The scoring and rewards are explained below:

Solar Lion {Points = Hits}											
Attack				x2			x2		x2		x3
Reward			Time Warp Power		Red Bonus	Arcane Boost Power		Elemental Crest		Magenta Bonus	

- Awarded points are between the { }, which is equivalent to the summation of the total hits received by the Lion.

No. of Attacks	1	2	3	4	5	6	7	8	9	10	11
Score	{ }	{ }	{ }	{ }	{ }	{ }	{ }	{ }	{ }	{ }	{ }



## 5. Dice Mechanics: The Heart of Spellcasting

At the core, lies the intricate dance of dice rolling and selection, a process where fate and strategy collide. This spellcasting mechanism is the primary means by which wizards engage with the elemental realms, challenge formidable guardians, and compete for the coveted Elemental Crests.

- **Dice Rolling: Invoking the Elements**
  - Each turn for the active wizard begins with rolling of **the 6 magical dice**. These dice are the conduits of elemental power, each color representing a different aspect of Eldoria's vast magic: **Red for Fire**, **Green for Earth**, **Blue for Water**, **Magenta for Air**, **Yellow for Light**, and **White** acting as the versatile **Arcane Prism**.



- **Dice Selection: Crafting Spells**
  - After rolling, the active wizard selects one die to use for their spellcasting action. This choice is pivotal, as it directly influences the wizard's ability to progress within the realms and impact the game's strategic landscape.
- **Arcane Prism**
  - The white die, known as the Arcane Prism, serves as a wildcard that can be used as any color, offering wizards a flexible tool to adapt their strategies and respond to the unfolding dynamics of the duel.



### 5.1. The Forgotten Realm: A Nexus of Unchosen Magic

The Forgotten Realm plays a crucial role in the game's strategy, serving as a repository for the potential magic that was not harnessed during a wizard's turn.

#### Concept and Mechanics

- When the active wizard selects a die, all dice with lower values than the chosen one are immediately moved to the Forgotten Realm. This mechanic reflects the flow of magical energies, capturing the essence of the spells that were not used in the current turn.
- The passive wizard, observing the active wizard's choices, can select one die from the Forgotten Realm at the end of the active turn. This selection allows the passive wizard to cast a spell, potentially altering the course of the game by leveraging the unchosen magic.



Mastering the art of dice rolling and selection, and effectively navigating the implications of the Forgotten Realm, are key to success in "Dice Realms: Quest for the Elemental Crests." Wizards must harness the chaotic flow of magic, channeling it into a strategic approach that balances ambition with caution, aggression with defense, and power with finesse.



## 5.2. Gameplay: Spellcasting in Action

The essence of magic is captured in the act of spellcasting, where strategy, chance, and skill converge. Here's how the active spellcaster harnesses the power of the dice to challenge the elemental guardians:

- The active spellcaster rolls all 6 dice, then choose ONE die, placing it on his first dice field, without changing the number of the die.
  - Using the chosen die, the active spellcaster must now enter the value shown to his grimoire to attack creature of his choosing in the realm of the same color as the selected die. The Arcane Prism (white dice) can be used in place of any other color.
  - The active spellcaster puts all dice with a lower value than the chosen die in the Forgotten Realm, which is clearly visible for both players.
  - If the wizard picks the lowest value die, then no dice are lost to the Forgotten Realm.
    - All dice in the Forgotten Realm can no longer be used by the active spellcaster, exception when the Arcane Boost power is used.
- With the remaining dice, the active spellcaster rolls a second time. He again chooses a die and places it on his next free dice field and enters the value to his grimoire to signify the attack on the creature in the same realm as the chosen die color. As before, all dice that show a lower value than the selected die again are lost to the Forgotten Realm.
- Finally, the active spellcaster rolls a third time and repeats the process one last time. He then places all remaining dice which he did not select in the Forgotten Realm.

### Risk of High-Value Selections

If a wizard decides in the first or second roll to take a high value die, it may happen that there are no dice left for a reroll. If this happens, the wizard simply performs fewer than three rolls.

### Example

1. Gandalf is the active spellcaster and rolls the dice, starting with all 6 dice he gets:

1 <sup>st</sup> Roll:	R1	G3	B3	M4	Y5	W5
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2. He chooses the blue die, put it on his dice field and attack the next available Hydra Head in the Tide Abyss (Blue Realm).
3. By selecting the blue die, he loses the red die and put it in the Forgotten Realm.

Forgotten Realm:	R1
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4. He then rolls a second time with the remaining 4 dice:

2 <sup>nd</sup> Roll:	G3	M3	Y4	W4
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5. He chooses the Arcane Prism (white die), put it on his dice field and decides to again attack the next available Hydra Head in the Tide Abyss (Blue Realm).
6. He then loses all dice with the less than the selected dice to the Forgotten Realm.

Forgotten Realm:	R1	G3	M3
------------------	----	----	----

7. For his third opportunity, he can only roll the yellow die, he rolls it and get:

3 <sup>rd</sup> Roll:	Y3
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8. He uses this the yellow dice to attack the Lion in the Radiant Savanna (Yellow Realm).

9. After Gandalf finishes his opportunities and can no longer reroll, Saruman as the passive observer selects a die from the Forgotten Realm to attack in his grimoire. For example, he selects the red die to attack the Dragon in the Emberfall Dominion (Red Realm).
10. Now the mantle of the active spellcaster goes to Saruman, where he gets the 6 dice and start his 3 opportunities to attack. After he can no longer reroll, Gandalf as the passive observer can select a die from the Forgotten Realm and this would conclude the first round.

## 6. Bonuses, Powers & Elemental Crests

In the mystical duel for dominion over the lands of Eldoria, wizards engage in epic battles against elemental creatures, earning Bonuses, Powers, or Elemental Crests to enhance their prowess and strategy. These elements are integral to mastering the diverse realms and claiming victory.

### 6.1. Color Bonus

Upon achieving a notable feat, such as vanquishing a creature or successfully targeting a critical hit area within a realm, wizards unlock a Bonus. This immediate bonus allows them to launch an additional, focused attack within other realms, depending on the nature of the bonus. For instance, a wizard may unlock the power to target any vulnerable point of a Pyroclast Dragon, breach the defenses of a Gaia Guardian, deal a decisive blow to the next Hydra Serpent head, or harness the maximum force of 6 against both the Phoenix and the Lion. This represents the wizard's ability to capitalize on the momentum of their successful attacks, channeling their spells with precision and power. This bonus must be used immediately.

#### Example

After a successful spell against a Hydra Serpent, effectively targeting its critical head with a well-chosen blue die, a wizard earns a Yellow Color Bonus. Seizing the momentum, they must immediately use this bonus to launch an attack within the Radiant Savanna, aiming at a Solar Lion.

### 6.2. Essence Bonus

A rare and potent ability, the Essence Bonus is a transformative power awarded at the start of the fourth round. This once-per-game opportunity must be immediately harnessed, allowing the wizard to invoke a color bonus of their choosing. It represents a pivotal moment in the duel, where the wizard can shift the balance in their favor by selecting and attacking any critical region across the elemental realms. Whether aiming for a Pyroclast Dragon's weak spot, a Gaia Guardian's core, the next head of a Hydra Serpent, or unleashing a maximal attack force of 6 on a Phoenix or Lion, this bonus embodies the wizard's strategic adaptability and mastery over the elemental forces.



#### Example

Entering the 4th round with strategic foresight, a wizard is awarded the Essence Bonus, a critical opportunity to shift the duel's dynamics. The wizard must use this bonus immediately, and he decides to target the core of a Gaia Guardian, a realm where they had been struggling. By invoking the Essence Bonus and choosing any value of the green die and the white die, they launch a precise and powerful attack directly at a Guardian's heart, exploiting this once-per-game opportunity.

### 6.3. The Arcane Boost Power

The Arcane Boost Power represents a potent magical ability that allows wizards to extend their influence beyond the usual limits of their turn. This power embodies the essence of strategic depth and flexibility, offering wizards the chance to alter the course of their destiny with a well-timed enhancement to their spell-casting capabilities.

The Arcane Boost Power grants a wizard the ability to select an additional die for use, expanding their options and strategies during their turn. This action is particularly valuable as it can be employed after the wizard has assigned all their dice for the turn or after the passive wizard has chosen a die from the Forgotten Realm.

With the Arcane Boost Power, a wizard may choose any of the 6-elemental dice, including those previously selected by themselves or the opposing wizard during the turn. This opens a realm of strategic possibilities, allowing for unexpected combinations and tactical shifts.

While the Arcane Boost Power enables the selection of an additional die, it is governed by the principle of unique usage; each die can only be chosen once per turn using this power. This rule ensures a balanced application of this potent ability, requiring wizards to carefully plan their use of the Arcane Boost Power.

#### Example

Imagine a wizard nearing the end of their turn, having deployed their spells against the Majestic Phoenixes but still needing to extend their influence on the Gaia Guardians. By invoking the Arcane Boost Power, the wizard could select an additional die from the pool, even opting for a combination previously utilized in their turn (e.g., combining a newly chosen green die with the versatile white die, the "Arcane Prism," to match the strength of a Gaia Guardian).



### 6.4. The Time Warp Power

The Time Warp Power stands as a testament to a wizard's mastery over the temporal elements. This ability allows the active spellcaster to bend time to their will, offering a chance to alter the immediate outcome of their spellcasting endeavors. It represents a crucial tactical maneuver that, when employed wisely, can significantly shift the tide of battle in the wizard's favor.

Central to the Time Warp Power is the capability for the active wizard to initiate a reroll of all currently rolled dice. This power is an invocation of magical energy that resets the immediate casting environment, providing a fresh set of possibilities for the spellcaster.

When the Time Warp Power is activated, it mandates a complete reroll of all dice that have been cast in the current turn. Selective rerolling, where a wizard might choose to keep some dice while rerolling others, is not within the bounds of this power. This rule emphasizes the all-or-nothing nature of bending time, reflecting the unpredictable essence of tampering with magical forces.

The Time Warp Power is a privilege exclusively reserved for the active wizard. It symbolizes their temporary dominion over the flow of time within the magical duel. This power cannot be invoked to



alter the dice resting in the Forgotten Realm or those already marked on the grimoire (score sheet), reinforcing the concept that some elements of fate are beyond even a wizard's control.

Employing the Time Warp Power is not a decision to be taken lightly. It offers a wizard the opportunity to escape from a less favorable spellcasting outcome, potentially leading to more advantageous configurations of elemental magic. However, the inherent risk of the unknown and the requirement to reroll all dice underscore the gamble involved in attempting to reshape destiny.

Wizards must weigh the potential benefits of a reroll against the existing configuration of their rolled dice. The decision to use the Time Warp Power might be influenced by the current standings in their quest for the Elemental Crests, the creatures they aim to subdue within their turn, or the strategic positioning against their opponent. Mastery of the Time Warp Power can lead to miraculous comebacks, turning what seemed like certain defeat into a triumph of magical prowess.

### Example

In a tense moment of the duel, a wizard finds themselves with a set of dice rolls unsuitable for their planned attack against the Pyroclast Dragons. Facing a potential setback, the wizard decides to use the Time Warp Power, allowing them to reroll all the dice in hope of a more favorable outcome. This strategic decision pays off, as the reroll provides the exact combination needed to launch a powerful assault on the dragons, turning the tide of the battle in the wizard's favor with a simple, yet pivotal, manipulation of time.

## 6.5. The Elemental Crests

In this mystical world, Elemental Crests represent the pinnacle of magical achievement. These crests are not merely tokens of victory but are emblematic of a wizard's ability to master the diverse elements of Eldoria. As such, they play a crucial role in the final scoring phase of the game, rewarding strategic diversity and balance across the elemental realms.

Upon earning an Elemental Crest, it's recommended to mark it prominently on your grimoire (score sheet). This visual cue serves as a reminder of your mastery over the elements and aids in the end-of-game scoring calculation.



The true power of an Elemental Crest is unlocked by a wizard's proficiency across all realms. At the game's conclusion, each activated Elemental Crest awards points equivalent to the wizard's lowest-scoring elemental realm. This mechanism incentivizes balanced gameplay and strategic planning across all encounters.

### Example

Imagine a scenario where a wizard excels in subduing the Pyroclast Dragons and the Solar Lions but faces challenges with the Hydra Serpents, resulting in the water realm being their weakest area with a score of 5 points. In this case, each Elemental Crest the wizard has activated throughout the game will contribute an additional 5 points to their final score.

### Peril of Neglect

Wizards must beware the danger of neglecting any elemental realm. Should a wizard fail to score any points in one realm, thus scoring 0, their Elemental Crests become void of power, contributing no points to their final score. This rule underscores the importance of versatility and encourages engagement with each realm's creatures, no matter the challenges they may pose.

## 7. Game End

As the final spells are cast and the last echoes of magical combat fade away, the quest for dominance over the elemental realms of Eldoria reaches its crescendo. The game concludes after the last active wizard has woven their final enchantments and the passive wizards have wielded their latent powers, marking the end of the ultimate round. At this pivotal moment, wizards may still invoke their remaining Arcane Boost Powers for a final strategic play, though any unspent Time Warp Powers must be relinquished, their potential untapped.

Scores are meticulously tallied for each wizard across the varied elemental landscapes they've traversed and the creatures they've bested. The Elemental Crests, symbols of their balanced mastery and cunning, amplify their achievements, multiplying their value by the wizard's least conquered realm. The sum of these scores reveals the most formidable mage, the victor whose name shall be etched in the records of Eldoria. In the rare event of an equal standing, the tie is resolved in favor of the wizard who boasts supremacy in any single realm. Should this still not discern a clear victor, the wizards share the glory, bound together in their unmatched prowess and the shared legacy of their epic duel.