

Once upon a time, a dynasty of wise and powerful kings ruled the land. They protected the kingdom from raiders as well as from internal strife and took care of the peaceful life of their people. Behind this peace were five ancient and powerful artifacts, which are said to have been made by gods at the beginning of time.

But nothing lasts forever. The peace and quiet were broken at last, when one of the kings left his three sons as heirs. Their desire for power set the two eldest sons against each other, and a furious battle for succession began. Chaos ensued. The air was filled with smoke and the land was soaked with blood of the innocent. Finally the eldest brother opened the gates of the worlds and summoned demons to help him. How foolish was he to hope that he could control these inhuman creatures. Demons rushed through the land and completed the havoc started by the war. They killed both of the princes, stole the royal artifacts and took them into unseen worlds. The youngest brother disappeared without a trace.

So people lost the favor and gifts of the gods as well as their king, and thus began centuries of anarchy and chaos. Bands of robbers and brigands roamed the roads, demons settled in dark desert places, and rumor had it that even the dead came to life and strolled the land. There is a legend older than time which foretold all these things. It spoke about the fall of the royal kin and the coming of demons. But the end of this legend gives people hope:

*Three times over three centuries people and the land will suffer for the sins of the powerful
before the hero of royal blood appears, dressed in the armor of the ancient rulers,
and settle down on the kings' throne to stop the anarchy and chaos...*

Nine hundred years have passed and no hero of royal blood has appeared. Old manuscripts were lost and people no longer cared about the stories of the ancients. Some noblemen tried to declare themselves the heirs of the throne, but no one possessed the ancient artifacts, the only real proof.

What if the last of the princes set out into the world and his blood blended with the common people? What if one of the many ordinary adventurers wandering through the land is predestined to become the king? What if it is YOU?

PROPHECY

This game is for 2 to 5 players. Each player is a hero who walks the world doing heroic deeds, improving her physical and mental strength, looking for powerful weapons and magic items, while learning fighting skills and magic. And when she feels ready, she can challenge demonic guardians from the Astral Planes to obtain the ancient artifacts.

A player's hero is represented by a card which is placed on the table before her and a playing piece which represents the hero on the game board. The character card states her characteristics (Strength and Willpower) at the beginning of the game and shows the possible direction of a character's advancement. Next to the character card you use red and blue stones to represent the character's Health and magic energy (Magic).

A character's Strength equals the amount of Health she has. If the character is wounded, she loses a Health which means she becomes weaker until healed. A character card states how much Health she has when healthy, and this number is the maximum Health a character can have. **This rule applies to Willpower, which equates to Magic,** e.g. if a character casts a Spell which costs two blue stones, her Willpower is two points weaker until her Magic is recharged.

A character can also get Gold (yellow stones) and Experience (green stones). Gold can buy you different Common and Rare Items. Experience allows a character to learn new usable Abilities and Spells. **At the beginning of the game, a character has no special Abilities or Spells,** but must learn them throughout the game. When Items and Abilities are received, they are placed next to the character card.

A player's playing piece is always present on a space of the game board. During her turn, the player may move her playing piece, however moving is not random. **A player must choose which way to go and by which method:** on foot, renting a horse or boat, or paying for a Magic Gate. A player can also use Spells to move or even choose not to move at all, spending her turn doing some other activity.

Often the goal of moving is to defeat a Creature or to reach an Opportunity which you want to use, e.g. the City where you might buy a magic Item, the Monastery where you can heal, the Magic Tower where you can learn a Spell, or the Gem Mine where you can find wealth. **A player does not influence when and where such an Opportunity appears.** At the beginning of every round, a player draws a Chance card which states what happens in the world e.g. where a new Opportunity or Creature appears. It is up to the player how a character's Abilities, Items, and Gold are used to reach the new Opportunity or Creature before opposing players.

The main goal of a character's journey is to improve herself for battle. That means to find the best weapons and Items which can help in battle but mainly to train your body and mind, i.e. to find Opportunities which allow you to permanently raise your character's Strength or Willpower. In a normal battle with a Creature, Strength is used, but some intelligent Creatures may establish mental contact and a Battle of Wills ensues. **A Battle of Wills always takes precedence before a Battle of Strength** when at least one participant wants to fight mentally. But establishing mental contact is not a simple task, **the one initiating a Battle of Wills must first pay some Magic,** and by doing so reduces her Willpower and therefore her chances of success in the battle. It is advantageous to initiate this kind of battle when your Willpower is much higher than your opponent's.

When a character becomes powerful enough, she can attempt to enter any one of the five Astral Planes. There you must fight Guardians – the strongest Creatures in the game, and if you defeat them you earn one of five Artifacts. **The winner of the game is the player to get four of the five Artifacts.**

It often happens that all five Artifacts have been taken, but among several characters, with no one possessing at least four Artifacts. **In this instance, the Final Battle begins** – the heroes continue to walk the game board, but fight mainly with each other, with the losers of a battle giving up an Artifact. A player that possesses no Artifacts is immediately eliminated from the game. The strongest one gaining possession of four of the Artifacts earns the right to ascend the king's throne.

Game Preparation

Prophecy's rules are not too difficult. At first glance, they may seem long, as they try to handle every situation, but they are written so that you can start playing immediately.

You can begin playing right now. While reading this chapter, unfold the game board, separate the different types of cards available and put them in the appropriate places.

Then deal the character cards and prepare your characters, read the chapters Beginning the Game and One Round of the Game and try to play according to them. When the first battle occurs, read the section on Battles. And once your character becomes strong enough, you may read the chapters Attacks on the Astral Planes and The Final Battle.

The last pages of the rules are dedicated to other variants of the game, detailed information about specific cards and other additional information, so you do not need to read this initially. You can refer to this section when a specific card requires clarification.

To learn the game you may find the summary card useful, as it covers the most important rules.

Game Board

Before you start reading the rules, take a look at the game board. The world in which your characters live is divided into 20 spaces. The majority of spaces are wilderness: Plains, Forests and Mountains. The spaces nearest to the center of the board are called guilds (specifically the Fortress, Thieves' Guild, Forest Camp, Magic Tower, and Monastery). The guilds together with the City and Village are called civilization spaces (these spaces are in blue). The last space is the Enchanted Wilderness.

During the game, you will encounter different Opportunities offering various adventures and dangers in the wilderness, other spaces offer special services, denoted by icons (explained later). In the guild spaces, different Abilities appear for your character to learn, and in the City and Village, it is occasionally possible to purchase Common or Rare Items.

In some spaces there are ports or Magic Gates; in the City there are both. On the edge of the game board are 5 dark whirlpools which represent the Astral Planes.



Characters

There are 10 characters in the game. Each has its own larger character card and a playing piece with the same picture. Five stands are included. Place the characters aside for now; it is later described how to choose your character.

Stones

There are stones of different colors and sizes in the game. Put those aside in a place where it will be easy to access them. You might want to put them in two places so that all players will be able to get them when needed.

Dice

The game includes two 6-sided dice, a darker one for Creatures and a lighter one for characters.

Cards

The game also includes a number of different cards which differ by the card backs. Different card types should never be shuffled together. Sort the cards by type and shuffle each deck separately.



Guardians and Artifacts

There are 5 Artifacts in the game (a blue back with a crown), 5 Greater Guardians (a purple back with crossed swords) and 5 Lesser Guardians (a red back with crossed daggers). At the beginning of the game, randomly place face-down in each Astral Plane one Artifact card, one Greater Guardian and one Lesser Guardian (see picture).



Chance Cards

These card backs are green with a question mark. During the course of the game, these cards determine random events in the world. Shuffle these cards and place them face-down in the appropriate corner of the game board.

Note: if there are only two or three players, you need to remove all Chance cards which have a "4-5" in the lower right-hand corner of the card.



Adventure Cards

These card backs are yellow with a scroll and a dagger. They represent Creatures and Opportunities which your heroes will encounter. Shuffle these cards and place them face-down in the corner of the game board.



Common and Rare Item Cards

There are two types of Item cards – Common and Rare. Common Item cards have brown backs with an axe symbol, while Rare Item cards have gold backs with a sword symbol. Shuffle these cards in two decks and place them face-down in the respective corners of the game board.

Ability Cards

There are five other types of cards – Ability cards. These are black with the different guild symbols on the back. Shuffle these cards into separate decks and place them face-down in their respective places near the center of the game board.



Discarded Cards

Next to the stacks of Item cards, Adventure cards and Chance cards are marked places for discarded cards. When a deck has been exhausted, shuffle the discarded cards and place them face-down to start a new deck.

Ability cards do not have a discard pile. When discarded, these cards should be placed face-down on the bottom of the respective deck.

Beginning the Game

Now you have the game board and cards prepared. You now need to choose your character and prepare her for the world and the adventure ahead.

Choosing Your Character

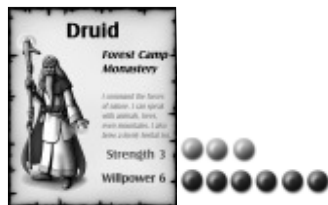
Every player has a chance to choose one of the many characters, either from the two she randomly receives or from the ones that other players do not choose.

Randomly deal face-down two of the large character cards to each player. A player must choose one of those and pass the other one face-down to the player on the left. Each player takes the character passed to her, and from those two characters, she chooses one and again passes the other to the player on the left. Each player takes the character passed to her again, but this time, the players must choose the character to play with, while discarding the other one. All players then show their chosen characters.

Character Card

Place the chosen character card in front of you, with enough room around it. The heroes do not start with any special Abilities, but each character card has two guilds listed – these are guilds that the character belongs to and determine her specialization. Character may learn Abilities from any guild, but it costs Gold to learn from guilds not listed. Even a Druid can learn to pick pockets or to wield edged weapons; he just has to pay more for such skills.

A character's starting Strength and Willpower are also stated on a character card. Take the respective quantity of red and blue stones from the bank and place them **on the right side** of the character card.



Strength and Health

Red stones represent a character's Strength, and also represent a character's Health. If a character loses a Health, take a red stone from the right side of the card and place it on the left side of the card. From this moment forward, the character has its Strength reduced by one until healed. During the course of the game, if all Health is lost, nothing happens – the character merely has a Strength of 0. But if the character then loses another Health, she is eliminated.

The stones on the right side of a character card represent the actual level of Strength and Health of the character; stones on the left side indicate how much Health needs to be healed. Healing causes moving red stones from the left side to the right side of the character card, as long as there are stones still available on the left side.

Only when a card specifically so states, a character can increase her Strength (it is one of the most valuable things in the game). In this case, take a red stone from the bank and add it to the right side of the character card. **The maximum of red stones a character may have is 8.** If a character gains additional Strength when she is already at maximum, she can heal a Health instead.

Willpower and Magic

Willpower and Magic (energy which enables a character to cast Spells) are represented by blue stones. The system operates the same as with Strength and Health. Here the quantity of stones on the right side of the character card represents her Willpower and Magic she has currently available. Magic is used for casting Spells, initiating a Battle of Wills and activating some magical Items.

Used Magic is represented by moving blue stones from the right to the left of the character card (and Willpower consequently being reduced). You can move blue stones from the left to the right of your character card by

recharging your Magic through the course of the game. Only when a card specifically so states, a character can increase her Willpower. **The maximum of blue stones a character may have is 10.** If a character gains additional Willpower when she is already at maximum, she can recharge a Magic instead.

A character cannot pay more Magic than she has. If a character cannot pay for a Spell, she may not cast it. If a character has no Magic left, she has 0 Willpower, but there is no other effect. If a Creature takes Magic away from her later, her Willpower stays at 0.

Gold and Experience

Yellow stones represent money – smaller stones are 1 Gold and larger stones are 5 Gold. Experience is represented by green stones – smaller stones are 1 point and larger ones are 5 points. For easier counting, larger stones are also of darker color.

At the beginning of the game, each player takes 3 Gold and 3 Experience from the bank and adds them to either side of her character card. If a player gains more of either, she takes the stones from the bank, and when Gold or Experience is used, the stones are returned. There is no difference if the stones lie at the right or the left of a character card.

Important Note

Whenever a card states you must lose (sacrifice, pay, have stolen etc.) or add (heal, recharge etc.) Health or Magic, it is talking about moving stones from the right to the left side of your character card or the other way, respectively. However, whenever a card states that you gain or lose Strength or Willpower, you must take stones from the bank and add them to the right side of your character card or take stones from the right side of your character card and put them back in the bank. For clarity, all permanent changes are written on cards in bold print.

Some Items raise your Strength or Willpower temporarily (when you use it or until the end of your turn). In this instance, do not take any stones from the bank.



Example

In this example, Spellblade has already gained two Willpower but no Strength during the game. She is wounded (she has two Health less) and is missing one Magic. She also has 7 Gold and 4 Experience.

At the moment she has a Strength of 2 and Willpower of 5. If she drinks a potion which heals 3 Health, she moves 2 red stones from the left to the right side of her character card (as she is not missing more) and her Strength becomes 4 again.

Initial Situation

To speed up the game, place some cards on the game board:

- 1) In every guild, turn up the first Ability card.
- 2) Find the first Forest, Mountain or Plains card from the Chance deck, draw and place an Adventure card face-up in every terrain space of that type, then shuffle the Chance cards (except the drawn card – place that one in the discard pile).

Start

Now you have your game board, cards and characters ready. You are ready to start.

Each player must take her respective playing piece, put it in its stand, and place it in the guild which is stated first on the character card, e.g. the Paladin starts in the Fortress. Each player rolls a die with the one rolling the highest starting the game.

The first player plays, with play continuing in a clockwise direction. This continues until a player wins by having possession of at least 4 of the 5 Artifacts from the Astral Planes.

One Round of the Game

Game play is summarized on a summary card. A round occurs in three phases:

- Draw a Chance card (what occurs in the world)
- Player's turn, occasionally multiple turns
- End of a round

Drawing a Chance Card

A player first draws a Chance card, reads it aloud, follows its instructions, then discards it. The vast majority of the cards either place other cards on the game board or help the characters.

The explanations in the box below clarify what effect specific cards have on the game (right now, best read only about the card you have just drawn; skip the other explanations).

Players' Turns

After a Chance card is drawn, a player takes her turn: **move, then fight or take advantage of an Opportunity** on the space where she moves. If there is an interesting Opportunity in the space where she is, **she cannot use it and then move**.

Chance Cards

Mountains, Forests and Plains

These cards tell you to place a new Adventure card in every Mountain, Forest, or Plains space. The player who drew the Chance card draws Adventure cards from the deck and places them (without looking at them) in the appropriate spaces, starting from the space where her character is standing and continuing clockwise. If there is no card in the space yet, she turns the new card face-up. If there is a card already in the respective space, then she places a new card **face-down** under the other card. If there are two cards already in the space where you must place one, then **no** additional card is placed there. In every space, there will be one revealed card or one revealed and one face-down card (during the game, someone may reveal the second card, so it is possible to have both cards in a space revealed).

Fortress, Thieves' Guild, Forest Camp, Magic Tower, Monastery, Free Training, Training Offer

These cards describe in which guild to place an Ability card. A player draws a card from the appropriate deck and places it **face-up** in the appropriate guild space. If there is already a card in this guild, place this new card **across** the first so that both are visible. If there are already two cards here, **discard** the bottom one to the bottom of respective deck and place the new card across the other. In this case, a new Ability replaces the oldest one, so there are never more than two cards available in a guild.

The card Open Training allows a player to choose where a new Ability card is revealed. The player can choose to reveal an Ability even if it is to intentionally discard the oldest Ability in a space.

The card Training Offer places cards wherever the player's character does not have to pay Gold for training. Normally this means two cards, but if the character has the option to receive free training from any guild, then place a card in every guild.

City Merchant, Tradesman

These cards describe where to place new goods, either in the City or the Village. The player **discards all goods which are currently in the space** and draws two new cards from the Common or Rare Items deck, placing them in the stated space.

Occasionally a player may have more turns (through a Spell or the card Peaceful Times). **In this case, the turns all occur in the same round** and no additional Chance card is drawn. Also some Abilities or Items are usable only once per round – these Abilities or Items can be used only once during those turns.

End of a Round

At the end of a round, a player must discard a character's excessive stones or cards. A character may have a maximum of 15 Gold, 15 Experience points, 7 Items and 7 Abilities. If a character exceeds these limits, then a player must return any excessive stones to the bank and discard any excessive cards to the respective discard piles (a player can choose which cards to keep and which ones to discard). The round then ends and play continues clockwise.



Discarding of excessive stones and cards happens at the end of your round; if you acquired those during this turn or turns (or even during other players' rounds), you have chance to use them before discarding, e.g. sell an Item, drink a potion, spend Gold etc. However, if you have 8 red stones or 10 blue stones, it is prohibited to gain more.

Peaceful Times

This allows the player who drew this card to take an additional turn. The additional turn happens in the same round, so no new Chance card is drawn.

Prophetic Dream

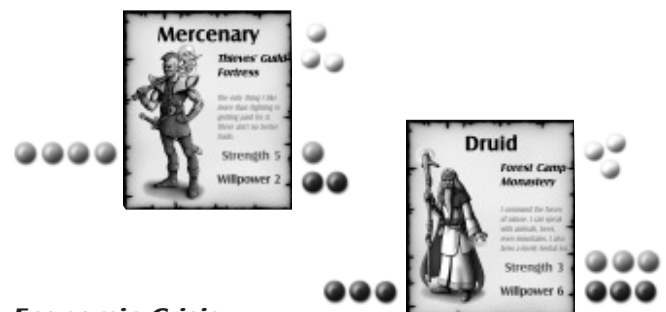
This reveals a card in the Astral Planes. The cards must be revealed in order, which initially means a Lesser Guardian. If this card is drawn again, then the Greater Guardian can be revealed from the same Astral Plane or the Lesser Guardian from a different one. The player must always reveal a card, as long as a Guardian or an Artifact remains face-down. Revealed cards are for the players, so that they know what awaits them in the Astral Planes.

Refreshing Wind, Magical Breeze, Good Times, Interesting Times

These cards heal Health, recharge Magic, or give Gold or Experience to all players, giving the most to the one who drew the card.

Charity

This card gives Gold, Health and Magic to the player who has the least (if there are multiple players in a specific category, then all receive it). In the example depicted below, both the Mercenary and Druid get 3 Gold, and the Mercenary also heals 1 Health. No one recharges Magic.



Economic Crisis

This is the only bad Chance card. Do not try to hoard Gold, as the Economic Crisis card takes half away. Round down, so if you have only 1 Gold, this card does not affect you.

A Player's Turn

A player's turn occurs in the following order:

- 1) Movement
- 2) Mandatory fight with a Creature
- 3) Non-mandatory fight with other characters
- 4) Use of Possibilities of the space

Movement

A player may do one of the following during this phase:

- a) Stay on the same space
- b) Walk – move one space to the left or right
- c) Rent a horse for 1 Gold – move two spaces to the left or right, ignoring the space in between
- d) Take a boat for 1 Gold – if you are on a space with a Port, you can move to the nearest Port on the left or right
- e) Use a Magic Gate for 2 Gold – if you are on a space with a Magic Gate, you can move to any other Magic Gate
- f) Use any Movement Ability or Item (marked with a boot symbol), e.g. Flying Carpet, the Spell Teleportation etc.
- g) Use another activity which states “instead of moving” (a crossed-off boot symbol) – either an Ability, or Possibility of certain spaces:
City – skilled labor: pay 1 Magic, earn 2 Gold
Thieves' Guild – dirty labor: pay 1 Health, earn 3 Gold
Fortress – training: pay 1 Health, gain 2 Experience points
- h) Attack an Astral Plane (explained later)

A character can only make one type of movement per turn and that type only once. It is prohibited to pay 2 Gold to ride a horse twice, walk to a port and then take a boat, or teleport and then move. As well, it is prohibited to use multiple abilities that are in place of movement, such as labor in the City.

Battle with Creatures

If you arrive in a space where there is a face-down Adventure card, **first flip the card face-up** (if a face-down Adventure card is in a space where you start the turn, only flip up that card if you decide to stay there).

Adventure cards are either a Creature or an Opportunity. In the case of a **Creature**, a character **must do battle** with it. It is also possible that more than one Creature is in a single space. In this case, a character **may choose which one to fight first**. Battles are described later – for now, the only thing we need to know is that the character can either win, lose or draw.

If character loses or draws, the player's turn ends. It is not possible to fight another Creature, character nor to use an Opportunity in the space.

If character wins, she earns a reward (explained later). If there is another Creature in the space, she must fight it now.

Battles with Other Characters

If there were no Creatures in the space or you defeated them, and if there is another character in the same space, then you can attack her. Each turn, you can attack only one other character – if there are more characters in the same space, you can choose which one to do battle with. You do not have to attack another character.

Battles are explained later. As opposed to a battle with a Creature, **if the character draws or loses a battle with another character, her turn does not end** – she can use a Possibility in the space regardless of the outcome of the battle.

In the Monastery, Forest Camp, or if you paid for lodging in the Village, your character is safe – it is not possible for other characters to attack you (on the game board there is a white dove here). These safe zones do not apply to characters who have an Artifact – a character walking in the world with these legendary Artifacts is never safe.



Using Possibilities

When there are no Creatures in the space (or were defeated), the character can use the Possibility in the space. The character can use more Possibilities if available, and in any order she wishes. Each Possibility can be used multiple times, unless stated otherwise. The Possibilities of specific spaces are described below.

Possibilities

Forests, Mountains and Plains – Opportunities

Some Adventure cards represent Opportunities. There are various usable things which you can encounter – some are free and others you must pay for. A player has the choice whether or not to use an Opportunity (if there are two in the space then she can choose in which order to use them). An Opportunity card is for one-time use only and is then discarded. A player cannot use the card just to discard it, e.g. use an Opportunity for healing when her character is at full Health.

Guilds – Training

In guild spaces you can find different Abilities. Upon visiting a guild, a character may learn an Ability which lies there. Every Ability has a cost which is stated in the lower right-hand corner of the card – **this amount of Experience must be paid**. If the guild is not stated on your character card, then the character does not belong to this guild, so **the character must pay not only**

the Experience, but also an equal amount of Gold. If you learn an Ability, place its card near your Character card and keep it for the rest of the game.

Civilization – Item Repair

Some Items (mainly throwing weapons and shields) can be damaged during the game. Damaged cards should be turned face-down and may not be used. In a Civilization space (in any guild, the City or the Village), it is possible to repair an Item. For each repaired Item you must pay 1 Gold.

The City and Village – Purchase and Sale of Items

There can be Items in the City or Village spaces which you can buy. A character must pay the price stated on the Item card. It is also possible to sell Items – the price is half, rounded up, e.g. if an Item costs 5 Gold, you receive 3, for an Item that costs 1 Gold, you receive 1. You must repair damaged Items before selling them. Sold Items do not stay on the same space – they are discarded.

Monastery and Forest Camp – Healing

In the Monastery, a character can heal 1 Health for free, but only once per turn. In the Forest Camp, a character can heal as much Health as she wants, but they cost 1 Gold each.

Magic Wilderness and the Magic Tower – Recharging Magic

In the Magic Wilderness, a character can recharge 3 Magic for free, but only once per turn. In the Magic Tower, a character can recharge as much Magic as she wants, but pays 1 Gold for every 2 Magic, e.g. for 5 Magic, you pay 3 Gold.

The Village – Lodging

In the Village it is possible to stay overnight. A character must pay 1 Gold, and heals 1 Health and recharges 1 Magic and is safe until her next turn (if she does not have an Artifact).

Taking Artifacts

If there is an Artifact in the space (where another character has left it upon dying), then you can take it.

Battles of Strength and Wills

In the game there are two types of battles – a Battle of Strength, where both opponents fight physically with weapons, fists, claws etc., and a Battle of Wills, where both opponents have mental contact and use their mind to defeat the other. **A Battle of Wills always takes precedence**, but creating a mental connection is not easy – the one choosing this type of battle **must pay Magic at the beginning of a battle**.

Battle with Creatures

Every Creature has its own Strength, Willpower or both, this number representing various weapons, magic or abilities that the Creature has. Here are the possibilities when fighting with Creatures:

- If a Creature **only has Strength**, then it means that it is not intelligent and it is therefore not possible to fight with Willpower. The Creature attacks the character and the player must accept the challenge – **a Battle of Strength occurs**.
- If a Creature has **Strength stated first, then Willpower**, it means that it attacks the character with Strength, but it is also capable of fighting with Willpower. The player **can decide either to accept a Battle of Strength or to pay 2 Magic**, moving blue stones from the right to the left side of her character card to **initiate a Battle of Wills**. Note that initiating a Battle of Wills actually lowers a character's Willpower by 2 – a Battle of Wills therefore gives an upper hand to the character only when her Willpower is much higher than Creature's Willpower before the battle.
- If a Creature **only has Willpower**, then it attacks the character with it. As a Battle of Wills takes precedence, the player has no other choice than accept battle. The Creature initiated this **Battle of Wills**, so the player **does not pay anything**. The amount the creature paid for initiating the battle is not important in this case (it is already counted in that Creature's Willpower).
- If some **other case** occurs, e.g. a Creature has Willpower stated first then Strength, then the Creature has specific rules which are described on its card. If you do not understand these specific rules, look at the Appendix at the end of this rulebook.

Then the player decides which Items, Spells or Abilities she uses in battle, counts appropriate bonuses and adds them to her Strength or Willpower. Do not forget that **only the stones on the right side of the character card** count, so if the character is missing some Health or Magic, she is also weaker in battle.

The player must then roll **both dice at the same time**. The lighter die represents the character, and the darker one represents the Creature. Add your total to the number rolled on your die and the Creature's Strength or Willpower to the number rolled on its die. Whoever has the highest total wins. If the totals are the same, it is a draw.

***Note:** it is much better to count in the following way: count your Strength or Willpower and your bonuses and then subtract the number of the Creature. Let's say that your total is one less than the Creature's. If the lighter die is one higher than the darker die, it is a draw. If it is higher, you win. But if it is the same or lower, you lose.*

Winning a Battle with a Creature

Discard the Creature which has been defeated in battle. The player takes the appropriate amount of Experience (green stones) from the bank, which is denoted on the bottom right-hand corner of the Creature card. Most Creatures also have a treasure, which is denoted on the card by an open circle. The treasure may be Gold (take this from the bank), a Common or Rare Item (draw the appropriate card), or in some cases an increase in Strength or Willpower (take a stone from the bank). If a strong Creature has no treasure, you typically receive more Experience.

Losing a Battle with a Creature

If a character loses, the Creature stays in the space and the player's turn ends immediately. Also, the character loses 1 Health (move a red stone

from the right to the left side of your character card). Some Creatures do something **worse** to you instead – they can take multiple Health, drain Magic, or steal Gold or Items. This is denoted by a **black circle** on a Creature card. If a Creature takes more Magic than a character has, nothing further usually happens, but if it takes more Health than the character has, tough luck, the character is eliminated from the game (explained later).

Creature Battle that Ends in a Draw

Nothing happens when a battle ends in a draw. The character is unharmed, and the Creature remains in the same space. As with a loss, the player's turn ends.

Bands of Creatures – 3 Lives

Some Creatures have 3 lives, which is highlighted in the first line of text on a Creature card. When fighting these Creatures, the player is fighting a single battle in which she must roll the dice three times consecutively. To defeat the Creature, the player must **win all three rolls**. When any roll ends in draw or loss, then the battle is drawn or lost (no need to roll any further). In the next battle, the Creature has 3 lives again.

During a battle, you may not change the type of battle or any weapons. It is possible, though, to influence the outcome of each roll, e.g. by throwing a weapon, casting spells like Concentration, Prayer, Turn Back Time etc., but these effects affect only one roll. If the player paid Magic to initiate a Battle of Wills, the payment is made only once (at the beginning of battle) and Willpower is used for all three rolls.

Special Rules for Creatures

Some Creatures have special rules. These rules are denoted by an exclamation point (if they are mandatory) or by a question mark (if they are optional).

Battles with Other Characters

A battle with another character is similar to a battle with a Creature. An attacking character first announces the battle to the defending character, and then if she is attacking with Strength or Willpower. If a Battle of Wills is paid for, then the defender must accept it. If a Battle of Strength is announced, then the defender can either accept it or announce that she wants fight with Willpower (and pay for it). Once a type of battle is determined, the battle commences.

In a Battle of Wills, the player (attacker or defender) initiating it must pay **2 Magic plus 1 extra Magic for each Artifact** that the opponent has (Artifacts protect their owner from being attacked with Willpower).

The type of battle is now set. Now it is back on the attacker, who must announce which weapons and Items she is using, and if she is going to use any Spells. Then the defender announces the same. Both players now add the characteristic used in the battle (Strength or Willpower) and all bonuses from weapons, Items, Abilities or Spells. Both players now roll a die and add the outcome to their total. Whoever has the higher total wins the battle. If the totals are the same, then it is a draw and nothing happens. (To prevent any conflict, the attacker rolls the lighter die and the defender the darker one.)

Winning a Battle with a Character

Regardless of the type of battle, the results are the same. **The losing player can choose what happens to her character**. She can either lose 1 Health, or she offers her Items to the winner, who can take any one (including an Artifact). If the loser decides to offer an Item, she cannot change her mind when she sees which Item she will lose. **If the losing player has no Items, then she must lose a Health**.

Usually it is not such an advantage to attack another character, because the loser will choose to lose Health instead of an Item. An exception to this is if an opponent is seriously wounded and cannot afford to lose any Health, or while using some Abilities from Thieves' Guild. Otherwise, it typically does not make sense to attack other characters in the early stages of the game. Battles between characters are much more useful during the Final Battle (explained later).

Items and Abilities

The rules describing the use of Items and Abilities which your character typically takes and keeps, are stated on their respective cards. It should be quite obvious that you cannot use a Two-Handed Sword and a shield at the same time or a Healing Potion that says, "use anytime except in battle" in a fight. Of course, if your character has no Items or Abilities, then you can skip this chapter. Come back when you start finding these things.

Potions and Scrolls

All potions (elixirs etc.) and scrolls are used once only. After using one of these Items, discard it.

Weapons and Shields

A character can possess many Items, but it is necessary to state which ones are used in a battle. A character only has two hands and one head which restrict the number of Items which she can use.

A character can have up to two Items in her hands, including a weapon, shield and/or other Item which clearly states so, i.e. a wand. Only one of these Items can be a weapon and only one can be a shield. If a weapon is two-handed, then it is not possible to use another handheld Item or shield at the same time.

For example, it is possible to hold the Cutlass and the Cape, a wand and a shield, or even two wands, but not possible to hold the Cutlass and the Javelin, two shields, the Two-Handed Sword and a shield, or the Two-Handed Sword and a wand.

A character can of course only count the bonuses for Items that are actually used in a respective battle. During a battle it is not possible to change the Items being used (even when the battle consists from several rolls). But it is possible to change Items between battles (before another battle with a different Creature or a Guardian or before a battle with a character). Keep in mind that a bonus for throwing a weapon counts only for one roll of the dice. If you fight the Flock of Harpies with three lives and you throw your Axe on the first roll of the battle, the other two rolls are fought without the weapon (it is often better to throw the weapon during the last roll rather than the first).

Crowns and Circlets

At any time a character may only use one Item which states that it is worn on the head.

Die Roll Modifications

Some Spells and Items change the way you roll the dice – rolling a die more times and choosing the best or worst die roll. Note that a player always rolls both dice in a battle, the lighter die representing the player's roll and the darker representing a Creature's. In the case that one side needs multiple dice, the respective die is re-rolled, for example, the Spell Prayer (use before you roll a die – roll twice and keep the result you want) applies only to the lighter die; the player should roll both dice, and then re-roll the lighter die, choosing the best of the two lighter dice rolls.

These effects can also be combined, especially in a battle between two characters. In these situations you should resolve it as follows: Prayer (roll two dice, take the best roll) counts as one extra positive die; Concentration (roll three dice, take the best roll) counts as two extra positive dice; Cape – one extra negative die for your opponent; and Curse – two extra negative dice for your opponent. If more such effects are used at once, add the positive and negative dice and use the total, e.g. if you use both Prayer and Concentration, you get three extra positive dice – roll four dice and choose the best. If you use Prayer and your opponent uses Curse, you get one extra positive die and two extra negative dice, so the difference is one extra negative die – roll

two dice and take the worst one. And playing Curse and Concentration cancel each other out.

Abilities

Abilities can be used immediately in the turn upon purchase. Some Abilities are always active and there is no need to specifically state that you are using them, e.g. bonus against demons with Exorcism, and some must be activated (by saying, "I am using this Ability.") You must announce that before the roll of the dice or before a battle; you may not say after a battle, "Oops, I lost by only one point, I will use Blessed Weapon and it is a draw!"

Abilities stay with a character until the end of the game. The only case this does not apply is when a character has more than seven, in which case any excess Abilities must be discarded and returned to the bottom of the respective guild pile.

Spells

Some Abilities are called Spells (mostly from the Magic Tower, but even thieves and warriors have access to some Spells). Spells are Abilities which are activated by paying one or two Magic – the cost is stated on the card below its name. The effect of a Spell on the game is treated the same as other Abilities. Spells are usually usable more times during one turn, but cannot be used in the same moment for the same goal. It is not, for example, possible to use Blessed Weapon on the same weapon twice or use Berserk twice in the same battle.

The use of a magic Item is not classified as a Spell, even if it requires paying Magic to activate it.

Once-a-Round Effects

Some Items and Abilities can only be used only once a round (Time Loop once every two rounds). This applies regardless of how many turns you have in a round, e.g. when you draw Peaceful Times, you may still use Counterfeiting only once, or you may cast only one Spell cheaper by means of the Ring of Magical Forces.

Effects Usable During Your Turn

Many Items (mainly scrolls and potions) and some Abilities and Spells may be used only during your turn. This is especially important near the end of the game when an attacker has an advantage, because she can use these things while her opponent cannot.

Non-Battle Effects

A number of Items (some scrolls, all potions) and some Abilities and Spells are not usable during battle. This means they may not be used after choosing the type of the battle. When a Creature (especially a Guardian) does something to you before a battle, such non-battle effects may no longer be used afterwards.

For example, you may not heal Health or recharge Magic which you lost to the Master of Pain until the battle ends. It is also not possible to pay Magic for a Battle of Wills and then recharge it with a potion or with Mass Decay, as the battle has already begun. These non-battle effects may not be used even in battle that consists of several rolls of the dice (Vampires, Creatures with three lives).

However, these non-battle effects **may be used between different battles** (even when the enemy was already revealed). For example, when a character enters a space and reveals a previously hidden Creature, she can drink a potion to heal herself before fighting it. If she wins the battle and there is another Creature to fight, she may again use any non-battle effects. And if she wins again and decides to fight another character that is in that space, she can use yet another non-battle effect... This also applies between battles with Lesser and Greater Guardians from the Astral Planes.

Attack on the Astral Planes

An attack on the Astral Planes can be led from one of two spaces which is adjacent to that Astral Plane, e.g. to the Astral Plane closest to the Monastery, it is possible to attack it from the adjacent Forest or the City. If you are in one of these spaces, instead of moving, you must say, "I am attacking the Astral Plane." You do not encounter any of the cards in the space where you are, as the next battle you will fight will be within the Astral Plane itself.

Battle in the Astral Planes

The difference between an average space, where you can choose your opponent, and the Planes is you must fight the Guardians in order. First reveal the Lesser Guardian (if it was not already revealed) and you must fight it in the same way you would fight a normal Creature. If you lose or draw with the Guardian, you return to the space where you attacked from and your turn ends. The Guardian stays revealed. However, if you win, you first collect the reward (all Lesser Guardians offer wondrous treasures) and then you must continue. You must then reveal the Greater Guardian and fight with it. If you lose or draw with it, your turn ends as with a Lesser Guardian, but if you win, you get the most valuable treasure – an Artifact, which the Guardian protected.

The Final Battle

The game ends as soon as a character possesses 4 of the 5 Artifacts. Their power is so strong, that the carrier of the fifth Artifact is drawn to the new ruler of the world (even when the carrier is a Greater Guardian) and accepts her rule. But it often happens that even when the last Artifact is taken from the Astral Planes, the Artifacts are divided between the characters so that no one has four. In this case, the Final Battle begins.

Champions

The Final Battle includes only those who possess at least one Artifact. For the other players the game ends – remove their playing pieces from the board. This rule applies throughout the Final Battle – whoever loses her last Artifact is eliminated from the game.

Battle for Artifacts

During the Final Battle, all rules apply as in the normal game with one exception. When a character loses to another in battle (regardless of who was the attacker) she does not lose a Health, but must give the winner one of her Artifacts (the loser's choice). If that Artifact was her last one, she is

Death of a Character

When a character loses more Health than she has, the character is eliminated from the game. If this happens due to a battle with another character, then the winner of that battle gets all Gold and Items, including Artifacts (even though the winner will typically have to discard lots of this stuff at the end of her round due to the maximum limit).

If, however, a character dies in a battle with a Creature or for another reason (the Banner of Destruction, Apocalypse), her Items and Gold are taken by local inhabitants – split those by type and discarded to the bank or the respective discard piles. Abilities are returned to the bottom of the respective guild decks (in random order).

Artifacts of Fallen Characters

If a character is eliminated and has at least one Artifact (and if the character was not eliminated in a battle with another character), then those Artifacts remain on the space where the character was eliminated. Other characters have the **possibility** to take them, although they must first defeat all Creatures which reside in that space. It can also happen that the character

If a character defeats the Lesser Guardian only, the revealed Greater Guardian remains alone. From now on, to get the Artifact, only the Greater Guardian must be defeated. Once a player earns an Artifact, the Astral Plane becomes closed and no other player may enter it.

Artifacts

Artifacts are the most powerful Items in the game. Artifacts count towards the total number of Items a character has, so often it is necessary to discard an Item after exiting the Planes (you cannot have more than seven Items). Artifacts cannot, however, be **discarded, sold, damaged or destroyed** nor can a Creature take one from you. The only others interested in Artifacts are the other players. As long as there are Artifacts in the Astral Planes, their power is not fully awakened, so during a battle with other characters, they are treated as any other Item – the loser chooses whether to lose a Health or an Item, and if she chooses an Item, she will likely lose an Artifact. But once the last Artifact has been taken from the Astral Planes, then those rules change (described below).

Do not forget, that it is more difficult to make mental contact with the owner of an Artifact: for every Artifact that a character has, an opponent must pay an additional 1 Magic to initiate a Battle of Wills.

eliminated from the game (her other Items and Gold are discarded or returned to the bank – the winner does not get those).

Apocalypse

At the beginning of the Final Battle, the world becomes unstable. The power of the Artifacts trying to get together again is enormous. Accept their will or the whole world will suffer.

When the fifth Artifact is taken from the Astral Planes, shuffle the entire deck of Chance cards, including the discarded cards. The game continues by the same rules, except the deck now counts down the time towards the Apocalypse. You must try to finish the game before the Apocalypse starts, otherwise terrible things will start to happen.

If the Chance deck is exhausted and the game remains undecided, then the deck is not reshuffled – instead the Apocalypse begins. During the Apocalypse, you **do not draw a Chance card**. Instead at the beginning of **every** round, **all** characters lose 1 Health and 1 Magic (if five players are playing, each character loses 5 Health and 5 Magic before her next round). The Apocalypse ends when a player gets four Artifacts or in the moment when the last player is eliminated. In the latter case, the game ends without a winner.

is eliminated when attacking the Astral Planes. In this case, all the lost Artifacts are added to the one in the respective Astral Plane, and whoever defeats the Guardians in that Astral Plane gets all the Artifacts.

A New Character

If player's character dies, the player may take another character (if she wishes so). Shuffle all unused characters (except the ones that have already been eliminated from the game) and draw one at random – there is no possibility to choose between different ones. The character is readied as at the beginning of the game. At the beginning of the player's round, the new character is placed on its normal starting space (the first guild stated on the character card) and then 1 Health and 2 Magic are moved to the left of the character card – these are lost on the trip. Then the player begins play as normal.

If the Final Battle has already begun, it is of course not possible to take another character. Also, if the Final Battle is coming near, with only several Artifacts still in the Astral Planes, then taking a new character makes less sense, as it is difficult to quickly reach a competitive level with a new and inexperienced character.

Game Variants

Extended Version

The Extended Version is for experienced players which know Prophecy well and have more time and would like to enjoy a longer game. It is best suited for fewer players (2 or 3).

Please do not try to play the Extended Version if you have never played the Standard Version. Even if there is only one player who has never played before, first play the Standard Version, as that player will read every card in detail, which will take extra time.

Differences with the Standard Version

- 1) Every character at the beginning of the game has one red and one blue stone less than is stated on the character card, e.g. the Druid has 2 Strength and 5 Willpower.
- 2) Characters start with only 3 Gold and no Experience.
- 3) No cards are placed on the game board. All cards are drawn during the game.
- 4) The maximum number of Items and Abilities is 9 instead of 7. The maximum number of Gold and Experience remains at 15.



In the Standard Version, the characters start with Strength and Willpower comparable to most of Creatures, but in the Extended Version, players often find that many Creatures are too powerful in the first rounds of the game. Be prepared that you will be without Gold, trapped in between two powerful Creatures, and cannot even rent a horse. Also be prepared that you will often be tired and wounded and must beg for healing at the gates of the Monastery. The start of an adventurer's career is difficult.

If you count on these things already, the rewards will bring you a feeling that you have brought up a powerful hero from the ashes, with great fighting abilities, magical strength and wonderful items, which is a worthy accomplishment to claim the throne and rule the land.

Note: you may feel that some Items and Abilities are more playable than in the Standard Version. The game is designed with both versions in mind.

Warning: the Extended Version is more difficult to play, as the fast development of your character (with Items, Abilities and increasing your characteristics) is much more important.

If a player plays inefficiently (or she has really, really bad luck), then she may find herself still fighting Creatures near her starting guild, while the other players already begin attacking the Astral Planes.

If you want to avoid these challenges, play the Standard Version, which actually assumes that all characters start the game evenly.

Conclusion

I hope that you will enjoy playing Prophecy and experience a lot of wondrous adventures and thrilling moments with it.

I would like to thank to all who helped create this game, first to Milos Prochazka for his valuable comments and remarks and long talks about the rules and the game, to Martin Kucera for tireless, over-night typesetting, to Jirina Vorlova for corrections, and to my wife Marcela for her patience, support and constructive criticism.

Interaction Between Characters

The game is designed for the players to play against the game board and the cards instead of against the other characters. That makes the game flow fast and without disputes between players. The battle between characters (and the final test of players' skills) usually happens in the Final Battle.

If you want, the game can be modified so that there is a greater emphasis on character interaction. This is more appropriate for the Extended Version, but can also be included in the Standard Version.

Experience from Character Battles

In a battle between characters, the same rule applies that the losing player chooses whether to lose a Health or an Item. But if a Health is chosen, then the winning character gains 2 Experience. If it is the last Health and the loser dies, then the winning character gains an additional 1 Experience for every two red and blue stones which the losing character had, e.g. if the losing character had five red and seven blue stones, then the winner gains 6 Experience.

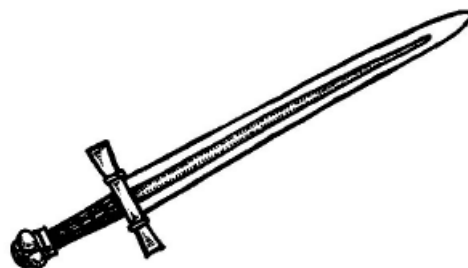
During the Final Battle, this of course does not apply, as the losing character cannot choose between a Health and an Item, as she has to give the winner an Artifact.

Trading Between Players

If you would like, you can allow players to trade between each other. It is only possible to trade Gold and Items and never Abilities, Experience or other advantages, e.g. the Forgotten Chapel.

A player can announce that she is trading when standing in the same space as another character. The players can then agree to trade Gold and/or Items, which they can do freely. Both players must agree to any trades done, and a player cannot force the other to trade, nor can a player cheat (not pay the other player for something agreed upon etc.).

In each turn, a player can trade with only **one other character** and only **instead of moving**. The movement is lost only in the case that a trade is actually completed.



Both players should try to trade so that both players mutually benefit such as "I need Gold to pay the Exotic Merchant, and I have both the Sword and the Cutlass. As I may not use two weapons at once, I will sell the Cutlass to a player who has the Edged Weapons Ability and desperately needs such a weapon." Do not haggle too much, as it slows down the game.

It is also prohibited to trade just to strengthen another player ("Since I can't win, you take everything so you do."). This is unfair and ruins the game for the other players.

I also thank Milan Vavron, Michal Vondracek, Jana Souflova and especially Jana Zizkova for beautiful illustrations, and Douglas Wong, Jon New, Jason Holt and Sarah Holt for help with English version.

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