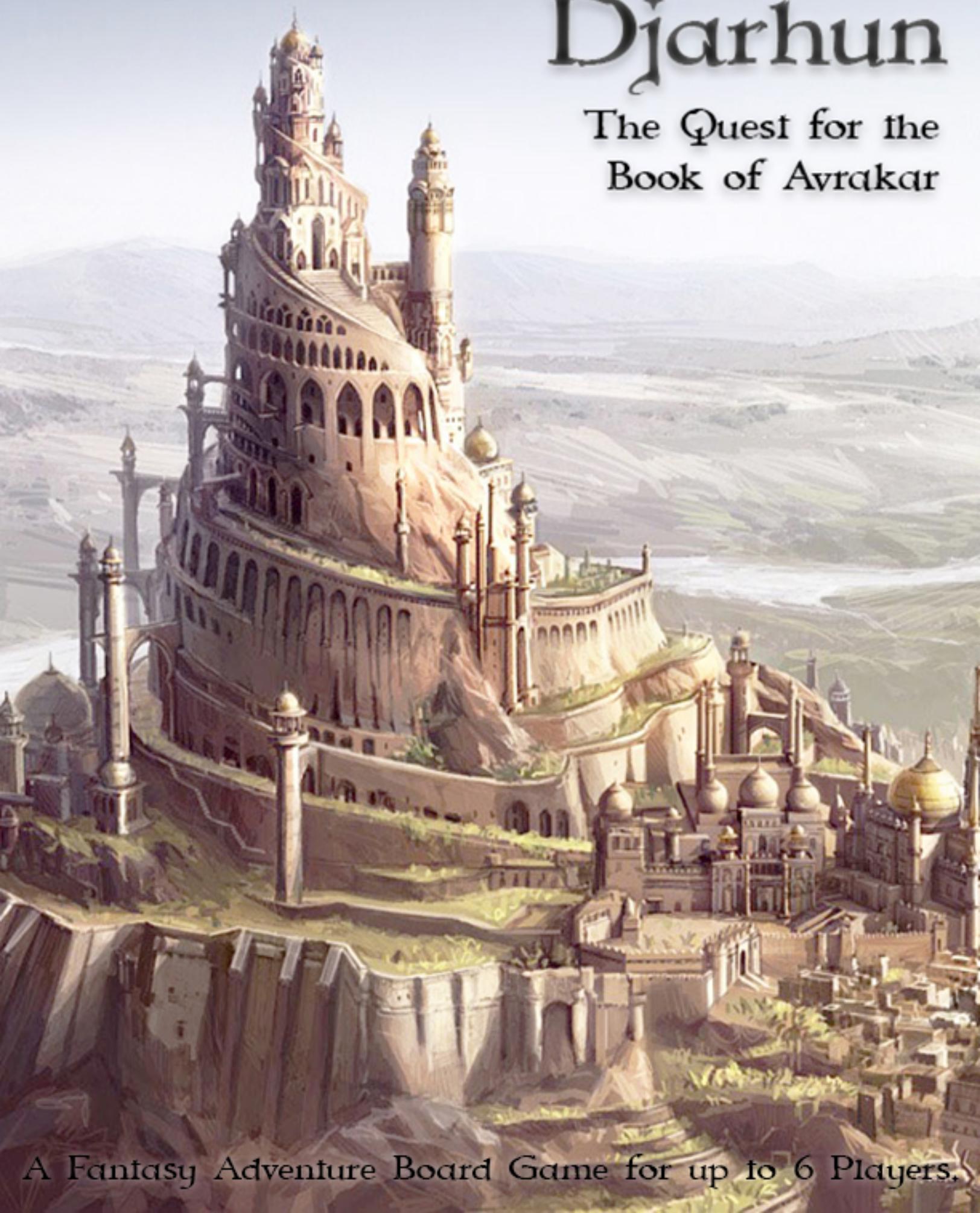


Djarhun

The Quest for the
Book of Avrakar



A Fantasy Adventure Board Game for up to 6 Players.

Djarhun

The Quest for the Book of Avrakar

Djarhun is a world in peril. The evil wizard Gharad has stolen the Book of Avrakar and has unleashed many creatures throughout the land. In a desperate hope, the King of Elidor is seeking the help of a few brave adventurers to recover this book and return it to Elidor in the hopes that the City's mage may put an end to the evil that runs amok throughout the land. Others, of Vile Morality, seek to take the Book to the Gypsies in a hope of finding its secrets for their own evil purpose. You are one of these adventurers that seek the book. Along the way, you will encounter many perils and much treasure. You will gain new friends and meet helpful strangers. When you are strong enough, you will travel to the Abyss, where you will battle Gharad in a battle that may decide the fate of Djarhun.

Game Components

Game Board – this represents the world of Djarhun. It is separated into five areas (sometimes referred to as “lands”), which are listed below...

Land of Frostburn – This frozen land is on the far reaches of Djarhun.

Tar’ri Ocean – Believed to be created from the god Tar’ri, this ocean holds many secrets.

Land of Durach – This diverse land is between the desert and the sea.

Desert of Aldun – The treacherous desert land on the surface of Djarhun.

The Abyss – The Abyss is located at the center of the board, beneath the surface of Djarhun.

Urthe – Urthe represents Durach 1,000 years in the future.

Counters – These counters represent Strength, Speed, Sorcery, Health and Gems. As these things are gained or lost, counters are removed accordingly. There is also a character sheet at the end of this book, where you can use that instead of counters.

Polyhedral Dice – Although not included, you will need a d4, d6, d8, d10, d12 & d20.

Cards – Used throughout the game. When cards are exhausted from their appropriate piles, the discards decks are reshuffled and put back in play. The different cards are listed below...

Frostburn Cards – These cards are drawn when traveling the Frozen Lands.

Tar’ri Cards – These cards are drawn when traveling the high seas.

Durach Cards – These cards are drawn when traveling the Land of Durach.

Goblin Cards – These cards are optional and may be drawn when traveling the Land of Durach.

Aldun Cards – These cards are drawn when traveling the Desert.

Urthe Cards – These cards are drawn when traveling Urthe.

Spell Cards – These are magical Spells that you learn throughout the game.

Treasure Cards – These are items that you discover when traveling Djarhun.

Hero Cards & Tokens – These cards are the Heroes that players become during the game.

Market Cards – These are items that you can buy at various merchants around Djarhun.

Ship Cards & Tokens – These are the various ships you can purchase at the City of Elidor.

Dwelling Cards & Tokens – These are dwellings Heroes may purchase during the game.

Morality Cards – These are used when a Hero has changed their Morality.

Equipment Cards – These are used to keep track of what a Hero is equipped with.

Guild Cards – These are used when Heroes join any of the Guilds in Djarhun.

Henchman Cards – These are used when a Hero summons/recruits a Henchman.

Reference Cards – These cards simply show charts on Experience Points and statistic advantages.

Book of Avrakar – This card is taken by whoever defeats Gharad.

Prophecy – These optional cards give an alternate ending to the game.

Playing a Game

Shuffle the Frostburn, Tar'ri, Durach (& Goblin Invasion if you choose), Aldun, Spell & Treasure cards and place them face down in separate piles. Then shuffle the Hero cards and deal 3 cards to each player. Each player then selects which one of the three Heroes they will play for the game. The other two Heroes are discarded. Each player then takes the appropriate Hero Piece card and places it on the space (you may use plastic stands if you have them available) as indicated as the Hero's Home. Each player may then take 1 Sword Counter, 1 Equipment Card, 1 Gem Counter and 4 Health Counter(s). Then each player may take the appropriate Counter(s) for Strength, Speed, & Sorcery as indicated on the Hero's card. If a player's Hero has a Skill that lets them start with a Spell(s), then they may draw them at this time. After all the players have done this, you may use any die method you wish to determine which player will go first. When that is determined, then play is moved clockwise.

The object of Djarhun is to defeat Gharad and retrieve the Book of Avrakar. Then the Book must be taken to either the City of Elidor or the Gypsy Camp, based on the Hero's Morality. Before entering the Abyss to face Gharad, Heroes must travel Djarhun and strengthen themselves enough to face the horrors of the Abyss. They must also find a way to enter the Abyss.

Hero Card Layout

A player will lay their Hero card out on the table in front of them. The Hero card shows the name of the Hero, their Home (or starting position), Morality, Skills, Race and Statistics (Strength, Speed, & Sorcery). Each Hero starts with 4 Health and 1 Gem, which are represented with counters to the left of the Hero card. The Hero's statistics are represented with the appropriate color counters on the right side of the Hero card (green for Strength, blue for Speed & red for Sorcery). As the Hero gains Health, Gems or Statistics the appropriate counters are added to represent this. Any Henchmen & Items (non-equipped) are set below the Hero card. Equipped Items are displayed in a different manner and will be discussed on page 4.

There is a Level bar at the bottom of the Hero card. Players will use the Sword Counter to track what Level a Hero is, by pointing the tip of the sword at the Level Number the Hero is at. Gaining levels and their benefits will be discussed later.

A Hero's Skills show why this Hero is unique in Djarhun. If any Skills are at variance with the rules, the Skills take precedence.

WIZARDS GUILD 3

1. You may add 1 to your die roll when in Sorcery battle.
 2. You must subtract 1 from your die roll when in Strength battle.
 3. You always have at least 1 Spell.
 4. If you roll a 1 on your movement die roll, you may Teleport to any space in the same land. You may not do this when on the Sea.

FAIR

Satur the Warlock
 Home: Wyvero Mountains Morality: Vile

Skills
 1. You begin your journey with 1 Spell.
 2. You may ignore any Risk space you land on. You may also avoid casts and Heroes on these spaces.
 3. Whenever you visit any Risk space, you may build a Golem to join you as a Henchman. The type of Golem you may build is determined by your Level...
 Lvl 1 - Iron Lvl 5 - Adamantine
 Lvl 7 - Mithril Steel Lvl 9 - Mithril
 ...you may only have one of these Henchmen at a time. If you lose Health in battle, the Golem is lost as well (discarded).
 4. For every Sorcery battle you win, you gain 1 Spell.

Dwarf
 Strength 5
 Speed 3
 Sorcery 8

Level 1 2 3 4 5 6 7 8 9 10

CROSSBOW VI
 You may use the crossbow on any Hero or face up Foe that is no more than 2 spaces away. The crossbow will also add 2 to your Speed when you use it in ranged battle.
 2

BAG OF HEFT VI
 With this magical bag, you can carry any number of items in it. These items will not count toward your item carrying restrictions, but the bag does. If the bag is lost, the Items go with it.
 3

MEROD V
 The Warrior
 Merod offers to join you on your quest. He will add 2 to your Strength during battle.
 2

IRON GOLEM V
 This Golem will add 2 to your Strength during battle.
 2

The layout above shows that this player is Satur the Warlock. He is a Dwarf whose home is in the Wyverno Mountains. His Morality was Vile but circumstances have changed it to Fair. He has 3 Health and 3 Gems. He has reached Level 3 and now has 5 Strength, 3 Speed and 8 Sorcery. He has 1 Spell on the right. On the left, you can see he is a member of the Wizards Guild. Aside from any equipped Items, he is carrying a Crossbow and the Bag of Heft. He has 2 Henchman with him. The first is Merod the Warrior and the other is an Iron Golem he built.

Equipped Items

There are eight types of equipment in Djarhun. They are...

- Necklaces
- Helms
- Armor
- Weapons
- Shields
- Gloves
- Boots
- Rings

ITEM – Magical VI
Necklace

AMULET OF WISDOM



While wearing this amulet, you will always have at least one spell. If you discarded your last spell, immediately draw another. 3

ITEM – Magical VI
Helm

HELM OF EYES



As long as you wear this helm, you will always know what Spells other have. 3

ITEM – Magical VI
Armor

ICE ROBE



Wearing this robe will allow you to roll a DS when traveling in the Frozen Lands. It will also add 1 to your Secrecy. 3

ITEM VI
Weapon

RUSTY SWORD



When you are equipped with the Rusty Sword, you may add 1 to your Strength in battle. If you roll a 1 during your battle, the sword breaks and is discarded after the battle. 1



ITEM – Magical VI
Shield

SHIELD OF KINGS



While using this shield, you may add 3 to your Defense roll. 2

ITEM – Magical VI
Gloves

GAUNTLET OF CASTING



As long as you wear these gauntlets, you may cast any Spell you have on one or two players at the same time. If another player redirects a Spell back at you, the gauntlets are destroyed. 1

ITEM – Magical VI
Boots

DRAGON BOOTS



As long as you wear these boots, you may add 3 to your die roll for movement. 2

ITEM – Magical VI
Ring

DRAGON RING



As long as you wear this ring, you may add 2 to your battle against Dragons. 2

Each player will use their Equipment Card to indicate to the other players what is equipped.

A Hero may only equip one of each type of Item. You will notice that the Equipment Card has picture indicators on where equipment should be placed in relation to the Equipment Card (see picture to the left).

Some Heroes may be able to use 2 weapons at the same time. In this case, that Hero would simply place a second weapon in the shield slot (to the right of the Equipment Card).

If a Hero is going to carry an Item, and not equip it, they would simply place it in their inventory below their Hero card (for example, if a Hero has 2 Helms and is only allowed to wear one, they can put the extra Helm in their inventory. This will represent to other players that you have this extra Helm, but you gain no benefits from it as you are not wearing it).

Heroes may only rearranged Items at the beginning of their turn.

Basics of Play

Each player has a Hero with unique Skills that can be used to help their gameplay. The Heroes move around the board (the most basic means is rolling a die) and interact with space they land on. Some instruct to draw a card(s) and others require special instructions, such as rolling a die to determine the outcome of the space. Read each space carefully and do what is instructed. As play continues, Heroes will become much stronger and gain friends and artifacts that will aid them in their quest. Once they feel they are ready, a Hero may then enter the Abyss and try to defeat Gharad. The rules should be read over as they explain the sequences of play. They also explain other things such as Spells and gaining Statistics. Overall, the cards and spaces will determine much of how the game is played.

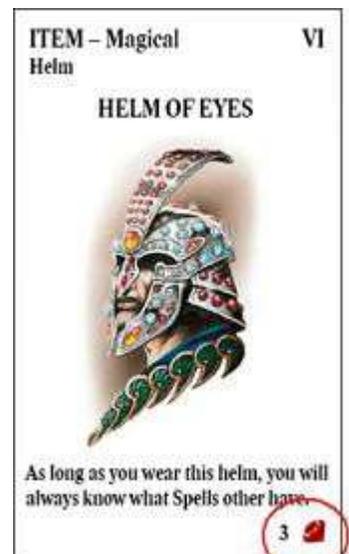
Heroes

1. Health – This is the Hero’s vitality. Health is tracked by the black numbered counters, placed to the upper left of the Hero card. Each Hero is allowed a maximum of 4 Health (a Hero may only heal up to their maximum allowable Health ... meaning if they have 3 Health, then they may heal 1 Health maximum (bringing their total up to 4). If they want more than 4 Health, they will need to fortify it). If their Level is higher than 4, then they are allowed to fortify their Health equal to their Level (meaning if a Hero is Level 7, then they can fortify their Health to a maximum of 7).

If a Hero loses all Health, they are dead. When a Hero dies, they are resurrected at their Home and may continue on playing their next turn. When a Hero is resurrected, they continue on with 4 Health. The Hero will lose Experience Points determined by rolling Level * d6 (this means if the Hero is Level 5, then they would roll 5 d6 to determine their Experience Point loss). If a Hero loses enough Experience Points to lose a Level, then the Hero must also deduct 3 points from their Strength, Speed and/or Sorcery without bringing the statistic below starting quota. The player, to the Hero’s right, must choose 2 Items/Henchman that will go to the discard pile ... as the dead Hero will surely be looted after death. If the player dies while holding the Book of Avrakar, it drops onto the space they died to wait for someone to claim it. They do not encounter the space they resurrect to.

2. Gems – Gems are the common currency in Djarhun. They are used to pay for items and services offered throughout the land. Hero’s Gems are recorded by placing Gem Counters next to left of the Hero card. Each counter represents 1 gem. Heroes will find Gems throughout the game. Gem counters do not count toward the carrying capacity of the Hero. When purchasing items, there will be a value, in gems, indicated for the item. Gems are sometimes represented by a “G” (which means 2G is two gems). You may also barter for items & services.

Bartering in Djarhun is when you trade items for items based on value. Any item you have may have a Gem value associated with it. You will notice that the Helm of Eyes has a value of 3 gems. If you were in the City of Elidor and you wanted to purchase a Sword (which would cost you 2 gems), but you have no gems, you can trade the Helm of Eyes for a Sword. When you barter, in this example, you would get an extra Gem back in change. You may also combine items when bartering. If you have a Helm of Eyes (3 gems) and a Shield of Kings (2 gems), that totals to 5 Gems worth of bartering power at a Market. You may combine items with Gems you have, for a grand total of bartering power. Unless the merchant specifically says they will buy items (meaning that they will give you the exact Gem value indicated on the card), they do not.



3. Statistics – There are three Hero statistics that are discussed below. They are Strength, Speed & Sorcery.

Strength – This is the Hero’s physical Strength. It is used for melee battles and to sometimes overpower difficulties. A Hero’s total Strength is a combination of their Strength plus any Strength gained from Items or Henchmen. Strength also determines how many items a Hero may carry. The chart below shows you the amount of items per Strength of a Hero.

Strength	1-3	4-6	7-9	10-12	13-15	16-19	20+
Items	6	7	8	9	10	11	12

Speed – This is the Hero’s agility. It is used for ranged weapons (bows, crossbows, etc.) and to avoid traps. A Hero’s total Speed is a combination of their Speed plus any Speed gained from Items. It also determines what die they may roll for movement when traveling throughout Djarhun. These do not apply to the Sea or Abyss, as in the Abyss you only move one space per turn and on the Sea you only move as fast as your ship.

Speed	1-3	4-9	10-15	16-21	22+
Die	d4	d6	d8	d10	d12

Sorcery – This is the Hero’s magical ability. It is used to determine how many Spells a Hero may learn. It is also used to fight some undead and magical beings. Sorcery may also protect you from Spells cast at you from other Heroes. Sorcery also determines how many Spells a Hero may memorize at one time. The chart below shows you the number of Spells per Sorcery of the Hero.

Sorcery	3-5	6-9	10-16	17+
Spells	1	2	3	4

Statistics are recorded by using the appropriate color counters and placing them to the right of the Hero card. Any of these statistics gained from Items or Henchmen are not recorded in this manner. When losing points in any of these statistics, you can never go lower than the number indicated on the Hero card. The statistics may be raised by gaining levels, which will be discussed later. Be careful when adding up these Statistics (with regards to Items & Henchmen). If an Item or Henchmen state that they only add to a Statistic in battle, then you cannot add them when doing other things.

NOTE: Whenever you are instructed to calculate scores in half (half of your Strength for example), odd numbers are rounded up.

4. Items – Items are found throughout the game and can be either a normal Item or a Magical Item. When acquired, they are placed on the table described on page 3 & 4. All Items are kept face up on the table and a Hero cannot carry any more Items than their Strength allows (not counting equipped Items). If a Hero drops an Item, it remains face up on the space they are on.

There is an example of an Item to the right. This one states that it is a Magical Item. The word “Gloves”, on the top left, indicates that you may equip this item in your Glove Slot for your Hero. The name of the Item is “Gauntlet of Casting”. A brief description of the Item is just below the picture. At the bottom right, you will notice a Gem value of 1. This means, if you are bartering with this Item, it is valued at 1 Gem.



When a Hero has the Book of Avrakar, they can never leave it in a Dwelling or Ship. They can also never put it with an Item, or Henchman, that would prevent another Hero from acquiring it. This means that another Hero must be able to Steal the Book or win it in battle. They must also be allowed to acquire the Book by use of Magic they may possess.

5. Henchmen – Heroes will meet allies on the way, which are called Henchmen. A Hero may have any number of Henchmen and are placed next to the Hero card as described on page 3. All Henchmen are kept face up on the table. Any Henchmen that may be killed are simply discarded. If a Hero dismisses a Henchman, they remain face up on the space the Hero is on.

There is an example of a Henchman to the right. This is Merod the Warrior. He will join you on your quest adding 2 to your Strength in battle. Notice it states “battle”. Merod does not add to your Strength in any circumstance other than battle. You will notice the square with a green 2 just to the right of Merod’s picture. This simply provides an easy glance at what Merod offers you during the game. If, for example, a Henchman only provides extra Strength for Dragon battles, you will not see this indicator because it only applies to a specific game scenario. This indicator can be shown for Strength, Speed or Sorcery (*NOTE: Items that add to your Statistics can be displayed in the same manner*).



NOTE: Any summoned Henchman (or Foe taken as a Henchman) may be dismissed (discarded) at any time. This is different from normal Henchman as they are simply left on the space you dismiss them.

NOTE: When you gain a Foe as a Henchman, use the chart below to convert their aiding attribute into the Henchman equivalent. The first is their attribute (1-5) and the second is the Henchman equivalent (+1).

1-5 is +1	6-10 is +2	11-15 is +3	16-20 is +4	21-25 is +5	26 & Up is +6
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6. Morality – Each Hero has an inner code of conduct called Morality. They are classified as Kind, Fair & Vile. Morality is often used to judge some outcomes. It also has effect on some spaces a Hero lands on. A Hero’s Morality also determines what they will do with the Book of Avrakar after they obtain it. Morality may only change during the game due to game play instructions (such as a space or card instructing a Hero to do so). If a Hero has Items or Henchmen that are Morality specific, they must follow the cards instructions based off their Morality. If they have an Item that only Vile Heroes may carry, and they are not Vile (or change Morality from Vile), they must drop the Item on the space they are on.

7. Ships – Ships can be purchased from the shipbuilders of Elidor. If you wish to buy a ship, look through the various Ship cards to see what is available, and the cost. You may barter for a Ship as well.

Ship cards have the name of the Ship at the top. Listed left of the picture, you will see the list of things that make this Ship special. They are similar to a Hero’s Skills. Below the picture of the ship, you will see the Hull (this value represents the Health of the Ship) and Speed values. At the bottom right, you will see the value of the ship, which you will need to purchase this ship.

When you purchase a ship, take the appropriate Ship card and Ship token. Place the Ship token at the City of Elidor. Place the Ship card face up somewhere next to your Hero card. Take a counter(s) that equal the Hull value on the card and place them on the card. This will be used to track the condition of the ship.

During sea battles, your Ship may be damaged (counters would then be removed accordingly – like Hero’s Health). Some Foes will have a ⚔ symbol on their card. This will have a value that will indicated what Hull points are lost if you lose a battle against that Foe. If your Ship’s Hull value reaches zero, it is destroyed. Any

The Seaside Humility



1. You may keep 1 Item and 1 Henchmen on board the ship.
2. This ship is small enough, that you may dock it at Springvale, but you may only repair it at the City of Elidor.
3. You may add 2 to your die roll at the Lighthouse.
4. You must subtract 1 from your die roll at the Whirlpool.

Hull 4
Speed 4
5

Items stored in the hold are lost, along with the Ship card & token (all are discarded). To restore your Ship's Hull value, you must land on the City of Elidor and pay the shipbuilders 1 Gem per Hull value. If you are of Vile Morality, you must get your ship repaired at Plunderers' Port. You can only repair up to the Hull value shown on the card.

Some ships allow you to store Items in the hold or leave Henchmen on board. This can come in handy sometimes. Any Items and Henchmen left on board have their cards set beneath the Ship card. When the Ship is docked, these cards stay with the ship. You may leave any number of Gems on the Ship in the same manner, but they do not count toward the hold's capacity. No one may steal your ship, or its contents, when it is docked.

<p>ITEM – Magical VI</p> <p>Armor</p> <p style="text-align: center;">ICE ROBE</p>  <div style="border: 1px solid black; width: 30px; height: 30px; text-align: center; margin: 5px auto;">1</div> <p style="font-size: small;">Wearing this robe will allow you to roll a D8 when traveling in the Frozen Lands. It will also add 1 to your Sorcery. 3</p>	<p>HENCHMAN V</p> <p style="text-align: center;">MEROD</p>  <div style="border: 1px solid black; width: 30px; height: 30px; text-align: center; margin: 5px auto;">2</div> <p style="text-align: center;">The Warrior</p> <p style="font-size: small;">Merod offers to join you on your quest. He will add 2 to your Strength during battle.</p>
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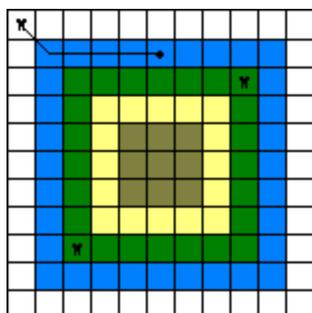
The only way to leave your ship, and travel back on land, is to dock it at Glacial Hills or the City of Elidor. The alternative is having your Ship destroyed, which is not the best idea. In order to dock your ship, you must land on a space that allows port. This is either Glacial Hills or Elidor, but may include Springvale for smaller ships. You do not need to roll the exact die number to reach a port, but simply have enough of a die roll to reach a port. If you land on a port, you may dock your ship and travel on land for your next turn.

You may also barter with your Ship like you would Items. The value indicated on the Ship card is also the bartering value. You may only barter your Ship at a space where you can dock it. If you do this, the Ship is

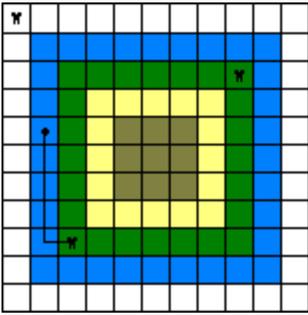
discarded, along with the token. Any Henchmen on board rejoin your party. If you are able to carry the Items in the hold, you may take them...otherwise, they go to the discard pile. If you leave your ship without docking it (maybe by a teleport Spell for example), the ship and all of its contents are lost.

NOTE: A Hero may only own one Ship at a time.

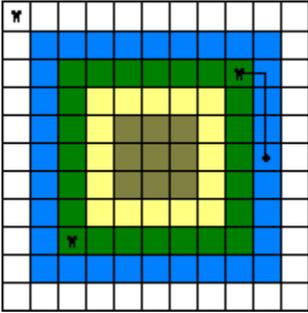
When Ships are docked, you simply leave the token on the space where it is docked. No one may steal your Ship (unless a card instructs otherwise). It is treated like a Hero token. It does not count as an Item, so it cannot be destroyed, moved or discarded as such.



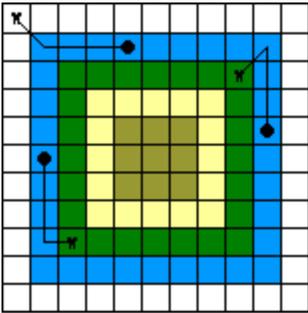
In this example, a ship rolled a 5 for movement. The picture shows that this is the exact number to reach Glacial Hills. The Hero must land on the port to dock, which is "on" Glacial Hills in the very top left corner of the board. Remember, if a ship rolls more than 5 for movement, they may still end their turn on Glacial Hills.



In this example, it is similar to above. The ship only needs a 5 to land on Springvale. Only some ships may dock at Springvale, and such ships list this on their card.



In this example, a ship rolled an 8 for movement. The picture shows that the ship only needed a 4 or better to land on the City of Elidor. So they may dock at Elidor. The extra 4 spaces are lost, as you must end your turn on Elidor.



Here is an example of the different ways you can leave port. In all 3 of these examples, the Hero rolled a 4 for movement. You must start your turn on the space where your Ship is docked in order to start traveling the high seas.

Canoes are a way to travel the high seas without a ship. You can sometimes build these if you have an axe of some type. Canoes also allow you to cross the river between Durach and Aldun. If you choose to do this, you would simply move to an adjacent space and that would conclude your move. You would then encounter the space you just landed. Any Canoes abandoned on the board are simply discarded and they cannot be carried by Heroes. If you are traveling the high seas, and you are instructed to lose a Hull point, then the Canoe is destroyed. You will begin your next turn at an adjacent space (either Frostburn or Durach ... Hero's choice). While traveling with the Canoe, it does not count as an Item in your inventory toward the Hero's carrying capacity. Unlike other ships, you may disembark from the Canoe on any land space (Durach or Frostburn) following the rules, for docking, shown above.



8. Dwellings – For Heroes with considerable wealth, Dwellings may be bought from the Architect in Springvale. They are purchased like Ships are purchased, by going through the Dwelling deck and choosing one you can afford. After you purchase one, you must then move throughout the land and find a place to put your Dwelling. You may only build your Dwelling on a space that is not occupied by cards or other Heroes (nor a Sea or Abyss space). The space must also be a space that simply instructs you to draw card(s). When you land on such a space, you do not draw any cards, but simply place your Dwelling token on that space instead. This space is now your Dwelling. Cards are no longer drawn here. Any other Hero that lands on this space does nothing.

Dwellings provide a safe refuge for your Hero. While you are on this space, no other Hero may attack you or cast Spells on you unless the Book of Avrakar is involved as previously explained.

You may be able to leave Items & Henchmen at your Dwelling (cards are set below the Dwelling just like Ships). This will be indicated on the Dwelling card. You will notice the layout of a Dwelling card to the left. You have the name of the Dwelling at the top. Then you have a list of benefits the Dwelling provides your Hero.

At the bottom left is the value of Gems needed to buy the Dwelling. You cannot sell/barter Dwellings once acquired. You may leave any number of Gems on the Ship in the same manner, but they do not count toward the Dwelling's capacity. No one may steal your Dwelling or its contents unless a card specifies it can happen.

You may only abandon your Dwelling if you are on the same space as it. When you do this, it moves to the discard pile, along with its token. The space returns to normal. Any Henchmen inside rejoin your party. If you are able to carry the Items in the Dwelling, you may take them, otherwise they go to the discard pile.

NOTE: The particular Dwelling, on the right, indicates that only Vile Heroes may purchase it. If you are able to purchase the Dwelling, but later change your Morality, you still keep the Dwelling as you are grandfathered in.

NOTE: When your Dwelling is destroyed (by fire for example), all Items, Gems & Henchman are lost to the discard pile.

NOTE: A Hero may only have one Dwelling at a time.

Necromancer Tower



1. Only the **Vile** may purchase the tower.
2. You may keep 4 Items and 2 Henchmen at the tower.
3. You may take any Undead Foe as a Henchman. You may only have 1 such Henchman at a time. They will add their Strength or Sorcery (*whichever is highest*) to yours for battle only. If you release an Undead Henchman, simply leave them on the space you release them, as they will again become a Foe.
4. You may lose 1 Turn at your tower. If you do this, you will heal 1 Health. On your next turn, you must move on.

8 

<p>ITEM – Magical VI</p> <p>Shield</p> <p style="text-align: center;">SHIELD OF KINGS</p>  <p style="font-size: small;">While using this shield, you may add 3 to your Defense roll.</p> <p style="text-align: right;">2 </p>	<p>HENCHMAN V</p> <p style="text-align: center;">MEROD</p> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center; font-size: 24px; color: green;">2</div>  <p style="text-align: center;">The Warrior</p> <p style="font-size: small;">Merod offers to join you on your quest. He will add 2 to your Strength during battle.</p>
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THIEVES GUILD 3 



1. You may steal 1 Item from any merchant if you can roll under your Speed on one d12. If you fail, you lose one turn from being imprisoned.
2. You may steal 1 Item or Gem from any Hero you land on if you can win against them in Speed battle.
3. If you join this Guild, you must change to a **Vile** Morality.

9. Guilds – The City of Elidor is home to many different Guilds. There is a fee to join these Guilds, but they provide some advantages. If you are on the City of Elidor space, you may see which Guilds are accepting membership by looking through the Guild cards. If you see one that interests you, you must then pay the fee at the top right corner of the card. You may then place this card next to your Hero. The abilities on the card can be used by the Hero as long as they are a member of that Guild. If there are no Guild cards available for the Guild you wish to join, then that Guild is no longer accepting members. A Hero may only be a member of one Guild during the game.

If a Guild instructs you to change your Morality, you must do so. If your Hero has a Skill that states they can never change their Morality, then that Hero may never join that Guild. Also, if the Guild changes your Morality to Vile, and later on you become Kind or Fair, the Guild will kick you out and the Guild card is discarded.

If a Hero, in a Guild, does the following to another Hero in the same Guild, they will be kicked out of the Guild:

- Attacks them
- Casts a Spell on them (but not with positive effects like Healing)
- Steals from them
- Uses a Skill on them (but not with positive effects)

This is also true when a Hero has the Book of Avrakar, and you do the above listed things to get the Book from them. What is more important...staying in the Guild...or getting the Book?

10. Spells – Spells are the magical forces of Djarhun. Spells will be found throughout a Hero’s journey. Each Hero is limited to the amount of Spells they may memorize based on their Sorcery. All Spells are kept face down and a Hero need not show them to anyone (unless a card instructs otherwise). A Hero cannot discard Spells unless they have more than they can memorize (which means that if a Hero has the maximum amount of Spells, and they buy another one, they may discard a Spell of their choice). If this is the case, the Hero can decide which Spell to discard. Once a Spell is cast, it is placed on the discard pile. Unless otherwise noted, Spells usually only last during the turn they are cast. Spells will each have instructions for “when to cast” and its “effects”. Each Hero may only cast a number of Spells determined by how many Spells they have at the start of their turn. This means, if a Hero has 2 Spells when their turn begins, then they may cast 2 Spells that turn. Spells can only affect Heroes/Cards in the same area as the caster. This means, if you are in Aldun, you cannot cast a Spell on a Hero that is in Frostburn. If a Spell is at variance with the rules, the Spell takes precedence.

Gameplay

1. Movement – A Hero rolls a die to determine how many space they must move. The die they roll is determined by their Speed. Some Heroes have Skills, Items, Henchmen or Spells that can be used other than this method. A Hero may also choose any dice lower than what they can roll. This means, if a Hero rolls a d8 for movement, they may choose to roll a d4 or d6 instead. The Hero may move clockwise or counter-clockwise, but direction cannot be reversed during the move. When traveling in the Abyss, Heroes always start at the Lake of Tears. They move one space per turn in a spiral (the mountain range show the direction of the spiral) until they reach Gharad’s tower. Each space has instructions/obstacles that must be overcome before the Hero may go to the next space. If a Hero chooses to head back to the Lake of Tears, they would move back in the opposite direction, ignoring the instructions on the spaces.

When a Hero finally lands on Gharad’s tower, they must face him in battle. If a Hero is victorious, they may take the Book of Avrakar and put it in their inventory (counts as an Item). After the book is in a Hero’s possession, you can no longer encounter Gharad at the center of the board and the center space becomes a space where nothing happens. If a Hero is defeated by Gharad, then they lose 2 Health and are immediately teleported back to the Lake of Tears. If the Hero has run out of Health (died) due to the battle, they are not resurrected, but are out of play (they lose the game).

To travel between Aldun and Durach, you need to travel between the Wolfbane Hills and the Nesta Badlands. If, for example, you are traveling from Aldun to Durach and you roll a 6 (for movement) at the Tomb of Dyvin, you may move to the Raen Field in Durach. You would cross the bridge at the Nesta Badlands and continue going counter-clockwise (because that was the direction you were going). If you were on Springvale and you rolled a 4 (for movement), you would be able to travel to Tomb of Dyvin in Aldun.

Travel to Urthe has many possible forms. Some may get a Spell that allows them to travel there, or someone may find an artifact that lets them traverse the passage of time. Whatever the method, it requires time travel.

The most common way to travel from Urthe to Durach, is to bring Propha some Ancient Bones. You can find these around Urthe.

Getting to the Lake of Tears is accomplished by many means. The most common is by doing something particular at the Oasis of Ezrabar. Heroes must find an Item, Henchmen or Spell that will allow them to get to the Lake of Tears.

To travel between Frostburn and Durach, you need to visit the Mage in Springvale or the Sorcerer in Glacial Hills.

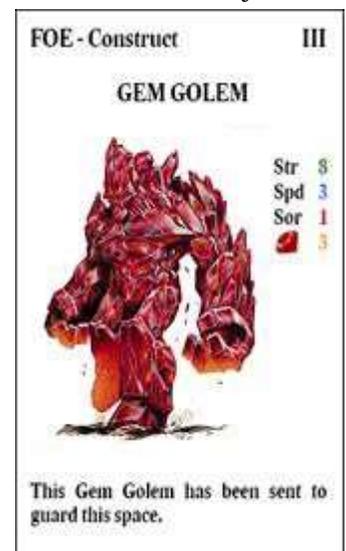
To travel the high seas, you need a ship. Ships have a Speed rate indicated on the card that overrides a Hero's Speed. If you are at sea, and your Ship is destroyed, you will begin your next turn at an adjacent space (either Frostburn or Durach, Hero's choice). This rule also applies if you are mysteriously transported onto the sea, you would encounter that space for that turn, but move to an adjacent space on your next move. When traveling the high seas, you may only leave your boat if you dock it at Elidor or Glacial Hills.

2. Encounters – Heroes only encounter the space they end their move, or the space they may be moved to by other means. They never encounter anything in the space they start their move. A Hero must either encounter another Hero (if there is one on that space) or the space itself. If they choose to encounter another Hero, they will either attack them or use a Skill/Spell on them. Heroes may never encounter other Heroes in the Abyss. Heroes must follow the instructions on the space. Some instruct them to roll dice while others simply say to draw cards. If you land on a space, like Springvale or Elidor, and there are numerous things you can do (markets, healers, etc.) you may do them all once during your turn. Heroes draw the cards appropriate to the area they are in (Heroes in Aldun only draw the Desert cards, for example). If there are already cards on a space that instructs to draw cards, then you only draw enough to bring the number of cards instructed on the space. For example, if you land on a space that instructs you to draw 2 cards, but there is already 1 card on that space...you only draw 1 card (bringing it to a total of 2). If, as another example, you land on a space that instructs you to draw 1 card, but there is already a card on that space, you draw no cards.

When there are cards on a space, they must be dealt with as they are currently part of that space. If you are on a space and you have more than one card to deal with, you deal with them in numerical order. There is a roman numeral at the top right of each card. The lowest number is dealt with first, and so on, until they have all been dealt with - or the Hero loses a turn or Health. For example, if a Hero has 3 cards to deal with (numbered I, III & V), they would deal with "I" first, then "III", then "V". If they lost a Health at "III", then their turn ends and they do not deal with "V". If a Hero has 2 "V" cards, then they choose which one they deal with first. If a drawn card instructs the player to place that card on another space, then that card is always dealt with first, regardless of number.

Foe cards have some unique values on them. The Gem Golem to the right has 4 different values. You will always see a Strength, Speed & Sorcery score on all Foe cards. The  value indicates that if you slay this Foe, you gain 3 Gems. The Blue Drake (on the next page) has a TRS value listed on the card. If there is a TRS value of 1, you may draw 1 Treasure card if you defeat them in Strength or Sorcery battle. If the Blue Drake were to defeat you on the high seas, you would lose 1 Hull Point (as discussed in the Ship section). This Blue Drake will also attack back when engaged in ranged battle (discussed later).

3. Battle – Battle occurs when you land on or draw a Foe card, Heroes attack other Heroes, or a scenario die roll calls for a Battle.



When facing a Foe, a Hero must decide if they are going to avoid it (which means they have a Spell or Skill that might help them do this, otherwise, they may not avoid it). If Battle is to take place, here is some things to keep in mind...

1 – If a Hero has Spells that may help them, they may cast them. If they are going to cast the Spell on the Foe, they must have a Sorcery level higher than the Foe. If the Hero's Sorcery is lower, the Spell will not work on the Foe. If they are casting a Spell on themselves, then they don't have to worry about it working.

2 – The statistic used for Battle (either Strength or Sorcery) is determined by the highest statistic of the Foe. If the Foe's Strength is the highest statistic, then a Strength Battle will take place. If their Sorcery & Strength are of equal value, then the battling player may choose which attribute that will be used.

3 – Heroes may not use ranged Battle (Speed) if they are on the same space as the Foe, or even Hero, they are Battling. Some cards may contradict this rule, like the Hero Dredyl the Spearman, but the card will state this. When traveling Djarhun, watch out for Foes with a bow & arrow symbol on the Foe card (see Blue Drake on the right). If you see this symbol on a Foe, and you conduct ranged (Speed) Battle with that Foe, they will fire back at you. This means, if you lose the battle, you lose a Health.

4 – If there is more than one Foe on a space, then the Hero may face them one at a time in the order they want. If they are slain by the first, they end their turn and do not face the rest of the Foes on that space.

When Battle begins, someone rolls a d8 for the Foe and the Hero rolls a d8 for themselves. They add their statistic and die roll together. The Hero gets to add any other variables, such as Items & Henchman, that may enhance their score. Whoever gets the highest score is the victor (Foe is discarded or a Hero loses a Health). If it is a tie, then the Battle is a draw and the turn ends for that Hero.

When facing another Hero, the targeted Hero must decide if they are going to avoid it (which means they have a Spell or Skill that might help them do this, otherwise, they may not avoid it). If Battle is to take place, here are some things to keep in mind...

1 – If Heroes have Spells that may help them, they may cast them. If they are going to cast the Spell on the other, they must have a Sorcery level higher than the other. If the Hero's Sorcery is lower, the Spell will not work on the other. If they are casting a Spell on themselves, then they don't have to worry about it working.

2 – The statistic used for Battle (either Strength or Sorcery) is determined by the attacker. Think of a Sorcery battle as a kind of magical/psychic combat, where the strongest mind wins.

When Battle begins, each Hero rolls a d8 and adds the statistic and die rolls together. The Heroes get to add any other variables, such as Items & Henchman, that may enhance their scores. Whoever gets the highest score is the victor. The victor may force the other Hero to either lose 1 Health or they may take a Gem or Item from the fallen Hero. They cannot do both.

Ranged Battle occurs when two parties are 1-3 spaces away from each other and they Battle against Speed. As long as one of the Heroes has a ranged weapon, ranged Battle can occur. Ranged Battle is like normal Battle except that Speed statistics are added to the d8 die roll (adding any Items, Spells or Henchman that may enhance the score). The highest score is the victor (Foe is discarded or Hero loses a Health). When Heroes do ranged Battle against each other, only Health is lost (no Items may be taken from Heroes or rewarded from Foes). Here are some important things to remember about ranged Battle...



- 1 – If the attacker is the only party with a ranged weapon, then no one loses Health when the attacker loses the Battle.
- 2 – If both parties have ranged weapons, then whoever loses the Battle loses 1 Health (or Foe is discarded).
- 3 – If a Henchman is the one engaged in ranged Battle, and loses (losing Health), no Health is lost but the Henchman is discarded.
- 4 – Only one ranged weapon may be used during Battle.
- 5 – If you win a ranged Battle, you only gain Experience Points for the Foe's Speed score.
- 6 – You gain no Treasure/Gems as a result of Speed battles.
- 7 – Any ranged Battle that is going to take place happens first. Examples of this are given below.

EXAMPLE A: You land on the Church of Gedwin and there is a Lizard Man (who has the indicator of having a ranged weapon) on the Sylvan Forest (which is 2 spaces away). Before you deal with the Church of Gedwin space, you may first do a ranged Battle with the Lizard Man. If you lose the Battle, your turn ends. If you win, or tie, you then deal with the Church of Gedwin space.

EXAMPLE B: You land on the Dragus Swamp and there is a Lizard Man (who has the indicator of having a ranged weapon) on the Raen Field (which is 1 space away). Before you draw any cards (or deal with any cards on that space), you may first do a ranged Battle with the Lizard Man. If you lose the Battle, your turn ends. If you win, or tie, you then draw cards (or deal with any cards on that space).

EXAMPLE C: You land on the Drake Hills and you spot a Goblin (with no ranged weapon) on the Odimus Mountains (which is 2 spaces away). Before drawing any cards (or dealing with any cards on that space) you may choose to do a ranged Battle with the Goblin. Whether you win or lose, you may continue on your turn.

NOTE: You do not equip Items such as bows or crossbows. They simply stay in the Hero's inventory and are used when ranged battle is taking place.

Protective Items are any items that add to a defense roll. If a Hero loses in a Strength (or ranged) Battle, they may only make a defense roll if they have at least 1 Item that gives a defense roll bonus. The Hero may roll a d20 for a defense roll. If they roll an 18 or higher, they survive the Strength Battle and it is considered a draw. If a Hero wins Strength Battle against another Hero, and they choose to take an Item or Gem, then the losing Hero does not make a defense roll.

Casting Spells on Heroes can be avoided if the targeted Hero takes the total of a d12, plus the caster's Sorcery, and compares that number to their Sorcery. If the number is lower than their Sorcery, then the Spell fizzles to the discard pile. This is a little different than casting Spells during a face to face battle with another Hero. In this case, the caster needs a higher (or equal) Sorcery and does not get a d12 bonus because the target Hero is ready for a Spell to be cast at them. If you are traveling the main board, you can never cast a Spell at a Hero who is traveling Urthe (or vice versa) as you both exist at different points in time.

EXAMPLE: A caster has a Sorcery of 6 and casts a "Charm Hero" Spell on the target (Hero). The target has a Sorcery of 12. The target rolls a d12 and gets a 3. When you add the Sorcery of the caster, plus the die roll, you get a score of 9 (6 + 3). 9 is lower than the target's Sorcery, so the Spell fizzles away.

When casting Spells at Foes, the caster's Sorcery needs to be equal to, or higher than, the target's Sorcery. If this is true, then the Spell will work as it should. If this is not the case, then the Spell cannot be cast at that Foe.

NOTE: Some Spells have instructions on them that state they cannot be avoided, which means the target's Sorcery is of no concern.

Experience Points are gained when Foes are defeated. The statistic used for Battle is the number of Experience Points gained by the Hero. Experience points are tracked with pencil & paper. If you did not need to roll a die to win the Battle, you gain no Experience Points. When you defeat a Foe in Battle, simply write down the Experience Points gained and discard the Foe. When you have accumulated enough points, you begin to go up in Levels. All Heroes begin their journey at Level 0.

Levels are tracked by the bottom of the Hero card and a Sword counter. Every time a Hero goes up a Level, they are awarded 3 points that they may use to increase Strength, Speed or Sorcery. A Hero may not put more than 2 points into a single statistic when they gain a Level.

Experience	Level	Experience	Level
7	1	147	6
21	2	196	7
42	3	252	8
70	4	315	9
105	5	385	10

Experience points are added during the game. All Heroes start at Level 0. The table above shows what amount of total Experience Points are needed to achieve the next Level. To achieve Level 1, you need 7 XP. To reach Level 2, you need an additional 14 points ($7 + 14 = 21$). To reach Level 3, you will then need an additional 21 points ($21 + 21 = 42$).

You would keep adding more points until you reach Level 10. After this point, you will gain no more Levels and all slain Foes are simply discarded but Treasure and/or Gems may be gained.

NOTE: If you are instructed to "gain a level" during the course of the game, you simply gain enough Experience Points to achieve your next level.

Playing Cards

The cards you are mostly instructed to draw from spaces are called Playing Cards. They are area specific and each are described below...

Frostburn Cards – You would draw these cards when traveling the Frozen Lands (also referred to as the Land of Frostburn).

Tar'ri Cards – You draw these cards when traveling the high seas (also referred to as the Tar'ri Ocean). You may see this symbol on many of the Tar'ri Cards. What this symbol means is...



- This card may never be placed on a board space that is not on the Tar'ri Ocean.
- If this card is in a Hero's possession, it must be discarded when they leave the Tar'ri Ocean.

Durach Cards – You draw these cards traveling the lands between the sea and desert.

Goblin Invasion Cards – See the section below about the optional Goblin Invasion and how it works with Djarhun.

Aldun Cards – You draw these cards when traveling the desert.

Urthe Cards – You draw these cards when traveling the optional future world of Urthe (see the Urthe section below).

These six types of cards have the same categories of cards within them. Below, they are broken into 7 sections of cards and put in the order in which they are dealt with.

Luck (I) – Some Luck is good and some Luck is bad...very...very bad. If a Hero is told to lose a turn or Health, then they would immediately end their turn and no longer deal with any other cards/scenarios. If a Hero is told to lose a turn, not only do they end their turn at that point, but they miss their next turn as well. Unless otherwise specified, Luck cards are generally discarded after they are played.

Traps (II) – There are many traps throughout the land. If you are fast enough, you won't have to worry much about them. If a Hero is unable to avoid the trap, they commonly lose 1 Health and the trap is discarded. If a Hero successfully avoids the trap, they must discard it (they get Experience Points equal to the Trap's Speed). Each trap has a Speed rating. You must do a Speed battle with the trap to determine if you avoid it. If you fail to avoid the trap, you would normally lose 1 Health (some Traps have special instructions if you fail to avoid them). If you tie during this Speed battle, then you avoid the trap, it is not discarded and you may continue encountering any cards left on the space.

Foes (III) – There are different types of Foes in Djarhun. If they do not have a category listed after the word "Foe", then they are just your average Foe. These categories are important because some Items, Henchmen & Skills affect different categories of Foes. The different types of Foes are listed below...

Animal – These are Foes like Bears and Lions.

Beasts – Foes like Owlbears and Umber Hulks fit in this category.

Undead – The Zombies and Skeletons are only some of these that you will meet.

Dragons – Wyrms, Drakes, Dragons & Wyverns fall into this category.

Giants – Whatever giants you may see stomping along.

Constructs – These are usually some type of golem, created by a mage.

Elementals – These are summoned into the land by different wizards.

Planar – These are demons, angels, imps, etc. They do not normally exist on this plane.

Goblin – These are the many Goblins that you will face in the optional Goblin Invasion.

Stranger (IV) – You meet others when traveling Djarhun. Unless otherwise noted, they usually stay on the space they were drawn.

Henchman (V) – You will meet those that will join your quest. If you choose not to take a Henchman, they simply wait on that space until someone brings them along.

Items (VI) – You have two different types of Items in Djarhun, regular Items and magical Items. In order to get these cards from a Foe(s), they usually have to be defeated or avoided.

Place (VII) – You will discover secret places on your journey. Unless otherwise noted, they remain on the space they were drawn.

Treasure & Market Cards

During the game, you may be able to buy things from Places, Strangers or spaces landed on. All vendors will have a list of Items with an associated price they are selling the Items for. Whenever you buy Items, you will take them from the Market card pile and put it in your inventory. Any Gems or Items (you barter) are placed in discard piles. If you later drop a Market card, it can remain on the space you dropped it, counting as a card on that space. If instructed to discard a Market card, it goes back in the Market deck. Market decks are not shuffled. If an Item you want to buy is not in the Market deck, then the Market is out of stock.

If you are lucky, you will be told that you get some Treasure. Some instances may direct you to draw a Treasure card. Treasure cards are shuffled and placed face down on the table. If you get to take a Treasure card, you draw from the top. If you are told to discard a Treasure card, it goes into a Treasure discard pile. If you later drop a Treasure card, it can remain on the space you dropped it, counting as a card on that space. If the Treasure deck is exhausted, reshuffle the discard deck. If no Treasure is available at all, then the world has been robbed of all its artifacts.

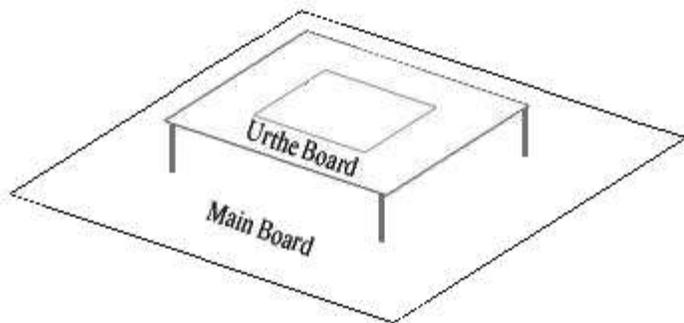
The concept, board text, rules & card text for Djarhun were created by Djeryv Tar.

Ruined Urthe – A Djarhun Expansion

The Demon Tzerar had slain Gharad and taken the Book of Avrakar. The entire land of Djarhun has been put into chaos. Lakes of fire have consumed most of Djarhun, and only Durach remains...ruined. Tzerar has proclaimed his domain be called Urthe, where he rules with a ruthless hand. Wars have raged for centuries to try to regain the lands. Technomancers and Mages have been wiped out in separate wars that only solidified Tzerar's power. Gems have lost almost all value and the few that live just try to survive on what they find. The great City of Elidor has been long forgotten, as Tzerar's castle now rests in its place. The world, that was known by all, would surely be lost if not for one thing ... none of this happened yet. Welcome to the land of Ruined Urthe. The expansion, to the Djarhun fantasy board game, can send Heroes on a journey 1,000 years into the future of Djarhun. Explore the land that will come to be... if only you do not get to the Book of Avrakar in time. This land holds new secrets and foes, as you travel the wastelands in search of artifacts that will aid you in the present.

Urthe Board Setup

The Urthe Board should be printed to be roughly the same size as Durach. After it is printed, it can be set next to the main board, as the past locations are indicated under each space so you can easily reference the past and future spaces. It can also be set on (or attached) to something with sturdiness (a thin board or foam board would work just fine). Get some wooden dowels to make legs at each of the 4 corners of the board. This is where you determine how far high you want Urthe to be over the main board. Darkvale should be at the same corner as Springvale. The City of Elidor should be at the same corner as Castle Blackcloud. Now that you have the board setup, you can see the adjacent spaces between Durach and Urthe (Church of Gedwin < > Gedwin Springs ... Djarhun Cemetery < > Vardah Graveyard, for examples). You will now have a good idea on how each Durach space has changed over 1,000 years.



The concept, board text, rules & card text for Ruined Urthe were created by Djeryv Tar.

Goblin Invasion – A Djarhun Expansion



Deep within the twisting tunnels of the Underworld, a swirling mass of green skinned goblin folk surge towards the surface world, overrunning the various dwarven strongholds, which have kept them at bay for centuries. An influential goblin king, wielding unprecedented magic, has managed to unite the various goblin tribes into one mighty force. The goblins have been led to the surface of Durach, and have poured across the land like a swarm of raging locusts to devour all of civilization. The proud City of Elidor has beseeched the local Heroes to help halt the advance of these goblins before they manage to gain a foothold in the region. So begins the Goblin Invasion.

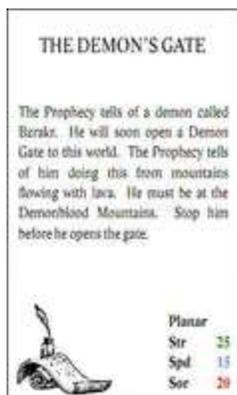
The Goblin Invasion deck is an optional event deck depicting the efforts of the Goblin king to conquer the surface world. If used, whenever a player is instructed to draw a Durach card, the card may be instead drawn from the Goblin Invasion deck. Any number of cards can be substituted in this way, until the deck is exhausted. Once the deck is exhausted, it is assumed the goblin forces have been routed and sent back to the Underworld.

Goblin Heads – Many of the Foes in the Goblin Invasion deck possess a goblin head on the top right of the card. When a player defeats one of these Foes, the card should be kept and placed near their character card. The City of Elidor has put out a bounty on the goblin invaders terrorizing Durach. Each of these heads can be turned in for one gem whenever a character lands on the City of Elidor.

The concept, rules & card text for the Goblin Invasion were created by Rakur. Supplemental cards/text was created by Djeryv Tar.

The Prophecy – A Djarhun Expansion

The Prophecy is the final expansion to the Djarhun game, created by Djeryv Tar, for the fourth anniversary edition. If you chose to use this expansion, simply shuffle the deck of 20 Prophecy cards and set them to the side. Once a Hero gets the Book of Avrakar, they will then read the book by drawing a Prophecy card. That Prophecy stays with the book for the rest of the game, meaning no more Prophecy cards are drawn. The Prophecy will tell a tale of events that are soon to come. Being Kind usually means that you must stop the Prophecy to save the world. If you are Vile, you must stop the Prophecy from coming true for more selfish reasons. Maybe to stop the world from being destroyed, leaving you with nothing to rule...or to stop another from ruling in your rightful place. If you are Fair, then your motives may be either. No matter the intent, the Prophecy must be stopped for anyone to be victorious. Either way...the instructions to bring it to the City of Elidor, or the Gypsy Camp, are ignored when the Prophecy is used.



When you read the Prophecy, it will tell you where to go and what to do. No one may stop the Prophecy unless they have the Book of Avrakar. The space you must go to is ignored (meaning you do nothing with the text on the space or any cards already drawn there). If something were to happen to your Hero if you land on that space, those instructions are ignored while you are trying to stop the Prophecy. An example of this is Kran the Vampire. If the Prophecy tells him to go to the Church of Gedwin, he will not lose 2 Health when he lands there...as his Hero card states. If you have the Book of Avrakar, you must simply focus on the Prophecy when on the appropriate space.

Each Prophecy card will have a title, instructions, and maybe some statistics if there is a final enemy that must be defeated to stop the Prophecy. One never needs to show anyone

the Prophecy. If someone were to take the Book from another Hero, then they take the Prophecy and learn what it is. Whoever stops the Prophecy from coming true, is the winner of the game.

Printing Instructions

When printing the small cards and counters, use 8½ x 11 inch card stock. Make sure the margins are set at ¼ inch and have the image centered on the paper (both vertical and horizontal) so the fronts and backs line up.

When printing the larger cards, use 8½ x 11 inch card stock. Make sure the margins are set at 1.1 inches and have the image centered on the paper (both vertical and horizontal) so the fronts and backs line up.

Print the main game board so the final image is around 36 x 27 inches. The Urthe board should be about 23 x 17 inches.

Final Words

I created Djarhun over a course of a year and finished it in October of 2006. 10 years later, I decided that I would no longer contribute extra content to the game. Don't get me wrong, I still play the game...but I feel that this game has grown to where it is going to be from now on. Quite frankly, that is just fine. A game should be allowed to stand on its own and cease from suffering one alteration after another. The game remains solid and I found I only had to change minor things over the years. I created two expansions for the game and assisted in another fan made expansion. So, before setting Djarhun in stone, I decided to write this preface with a story about my thoughts and history of the game.

I have enjoyed gaming since the early 80's. Starting out on Basic Dungeons & Dragons, I moved on to all sorts of gaming from pen and paper to card and board games. I was introduced to a board game called Talisman, shortly after my Dungeons & Dragons experience. The game was fun as it allowed for a fantasy gaming experience in a couple of hours. The game lasted for years on its own, which any game can if you are willing to "house rule" the flaws out. I feel that they only made the infamous 3rd Edition Talisman simply to make money as the 2nd Edition (in my opinion) was just fine. Other Talisman players often suggested making an entirely new game since Games Workshop (the owner of the Talisman game at the time) was not giving up their rights to the game, nor producing it. So, I thought about a game I would like to play and got started. This is a word of advice to anyone who loves gaming, and creating content. If you want to create something, do it for you. Make it because you want it. Then share it if you wish. The world will accept it or refuse it. If you have no dreams of getting rich from your creation, then you can't lose because you made something you wanted. Chances are there will be people out there who appreciate what you did and even praise the work. Others may ridicule, but you can shrug those off because you made something you enjoy.

Since there was no intended future for Talisman, I was eager to take on the task (turns out someone was quietly making a 4th Edition Talisman that was released a couple of months after Djarhun). I thought of all the things I wanted to incorporate into my own board game. The Talisman game provided much of the inspiration. I wanted a game on a larger scale than Talisman was. Talisman is a fun game for a two hour shot, but I was looking for more. I wanted something close to an RPG epic without the need for any kind of Game Master involvement. I wanted it to be adventurous. Whenever I played pen and paper RPGs, I am usually the Game Master. I wanted Djarhun to give me a break from such duties. A game of random cards and dice that provide outcomes that may be unexpected. This is why there is a large volume of Quest and Treasure cards. Each game you play is different from the last because of the chances of drawing different cards with different Heroes, and with the Prophecy, different endings. I used games like Dungeons & Dragons as inspiration as well. Instead of 6 ability scores, I kept it to a much simpler 3 (Strength, Speed and Sorcery). This dynamic allows Heroes to be formidable as (for use of generic terms) a fighter, thief or wizard. Just like saving throws of Dungeons & Dragons, I wanted to allow people to make rolls to determine if a spell affects them. I wanted people to make rolls to determine if they died in combat when wearing armor. I wanted people to be able to find unique artifacts, sail the high seas or build a fortress. I wanted a huge world to play in where people gained Experience Points and Levels. I wanted a Dungeons & Dragons experience wrapped up in a board game. I feel I got all that with Djarhun.

In the end, I got what I wanted. All the games I played have provided a unique adventure and how I had to approach that journey I was undertaking. This game is much more epic in scale. It does not take two hours that a normal fantasy board game may take, but more like 3 or 4 hours. To me, that is just fine as a role-playing session could easily take 6 hours or more. So if you want an epic fantasy adventure board game, then Djarhun probably has exactly what you want.

Djarhun

The Quest for the
Book of Avrakar

