

SHIMMERING ISLES RULE SHEET

The board is built much like the Timescape board, with a die roll determining which colored "Trade Route" you follow instead of moving along a linear path.

Fort Resolute:

You may visit one of the following:

Blacksmith: Purchase any, if available: Helmet - 2G, Sword - 2G, Axe - 3G, Shield - 3G, Armour - 4G.

Apothecary: "Buy Potions" Pay 1,2 or 3 gold, then draw 1 Potion Card for each gold you paid.

Tavern: Roll as per the Tavern, but if you are instructed to move to the Temple, move to the Chapel instead.

Reef Spaces:

Roll a die:

1 - 2: Run aground! Lose a life!

3 - 4: Draw an Isles Card

5 - 6: Draw an Isles Card or a Remnant Card (Your choice)

Whirlpool:

You are sucked into a great whirlpool! Roll one die and add your Craft to your result:

0 - 5: Your ship is crushed! Lose one life and encounter this space again next turn!

6 - 8: You pass through and emerge at the Wharf in the City.

9 - 11: You pass through and emerge at the Waterfall in the Highlands

12 - 13: You pass through and emerge at the first space of Drakkhen Isle.

14+: You pass through and emerge at the space of your choice in either the outer or middle region.

Hurricane Harbor:

You may visit one of the following:

Assessor: Draw a random card from the property deck. You may buy it. If not, replace it, then shuffle the deck.

The Mad Seer: (Roll 1 die) 1-4 Ignored, 5: Gain 1 craft, 6: gain 1 spell.

General Store: Purchase any, if available: Haversack - 1G, Map - 2G, Shovel - 2G, Mule - 3G, Personal Journal - 3G

Lilikoi Shoals:

Draw and encounter one die roll of Shimmering Isles Cards.

Port Fortune:

You may visit one of the following:

Free Clinic: Heal one life.

Docks: Work for a turn to gain 1 gold.

Shipyard: Book passage to Fort Resolute for 1 gold.

Saddleback Ridge:

Draw 1 Highland Card.

Shrine of the Volcano Goddess:

You may pray, as per the Temple. Gain +1 to your roll for every Magic Object you sacrifice to the Volcano Goddess here (including cursed objects.) If you roll doubles (before modifier is applied,) you may also draw a Dungeon Treasure Card. After all effects of the roll are resolved, you may move to any space in the Outer or Middle Region.