CROWN OF COMMAND

If a character is on the Crown of Command and no other characters are present, he must cast one Command Spell at the start of each of his turns. If a 1, 2, or 3 is rolled, the Spell has no effect. On a 4, 5, or 6 all other characters lose 1 life.

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If a character is on the Crown of Command and there is another character present, he must encounter the other character instead of casting the Command Spell.