Dreamblade
Multiplayer Map
Optional Rules

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These rule-mods compliment the multiplayer map available at Pojo's. The rules for the vortex portals are found with the gameboard.

Initiative and Spawn Points: The highest and lowest rolls are combined to determine the starting spawnpoints for each turn. Don't worry ... players will get the opportunity to increase their spawn points ... just read on. The highest roll goes first, with the second highest going next and so forth ....

Deathblows: Until players have enacted their turns, their creatures may make deathblows.

Rolling 1's: Rolling a one cancels the spawning phase; however, when this happens – players who did not roll 1's may draw a card from the Argos deck (see below).

Argos Deck: Included in this PDF are several cards. These Argos cards may effect gameplay in various ways. Some cards are more abundant than others and are duplicated multiple times. I suggest making two copies of each page to start your deck.

Whenever a 1 is rolled during initiative, players who did not roll the 1 may draw one Argos card. No more than one card may be in a player's possession. Extra cards must be discarded (player's choice).

Argos cards are played before the Spawning phase and are played in order from the highest initiative to the lowest.

Some Argos cards have a spawn point cost. The is indicated in the top right corner of each card.

Scoring Victory Points:
In a 2-3 player game, a tie awards no victory to any player. In a 4 player game, a two-way high score tie awards victory to both players.

ENJOY!

argos fog

0

special abilities that require the use of spawn points cannot be activated this turn.

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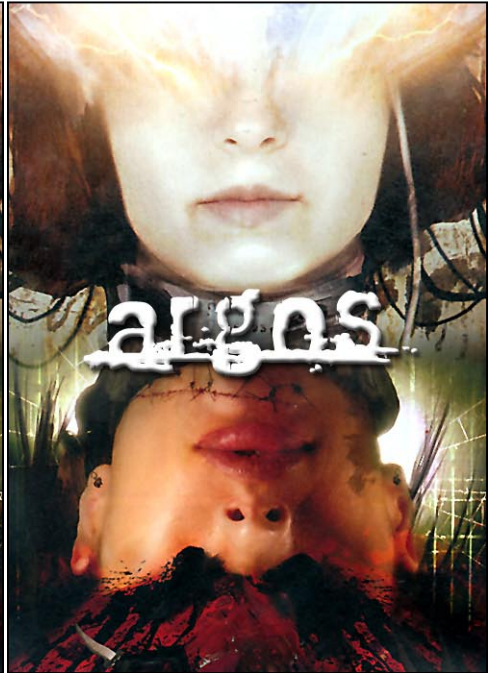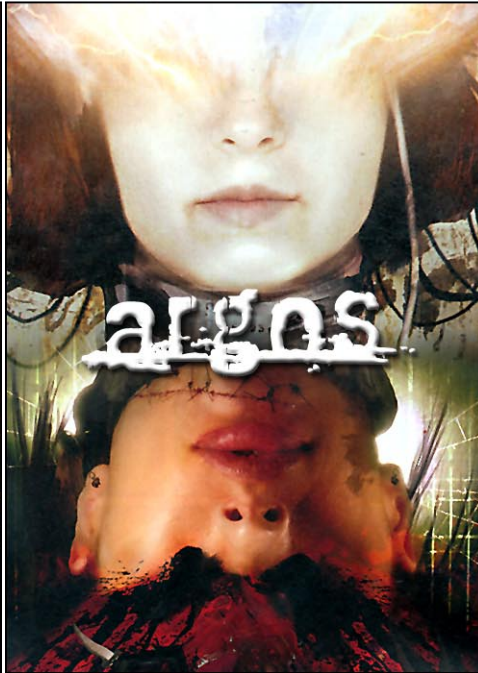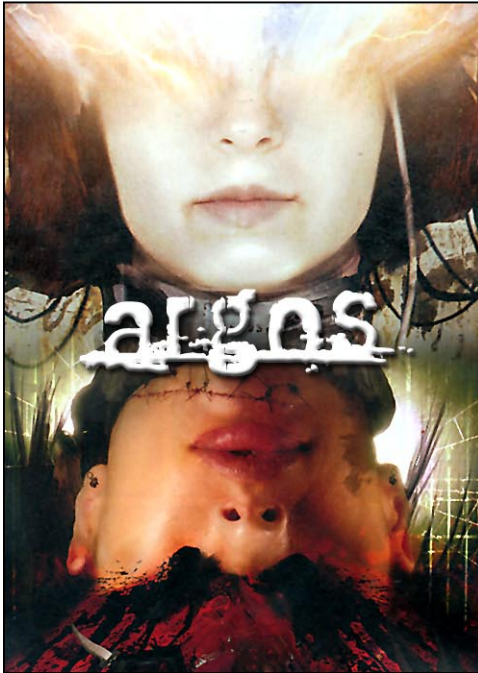
cornus reinforcement

1

select a cell. each of your creatures in the target cell gains +2 to their life this turn.

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dreaming mist

0

you receive +2 spawn points this turn.

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dreamlord epiphany

2

you may spawn this turn, even if a "1" is rolled during initiative; however, you must forfeit one of your actions.

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dreamscape fog — 2

All players except for you reduce their spawn points this turn by X were X is the number rolled by a 1d6.
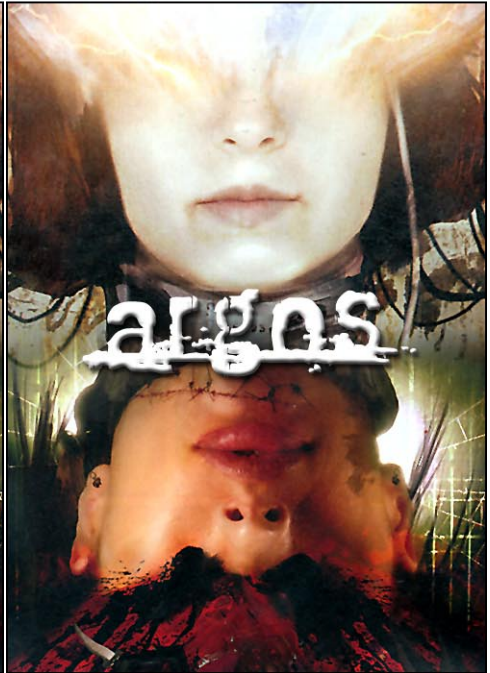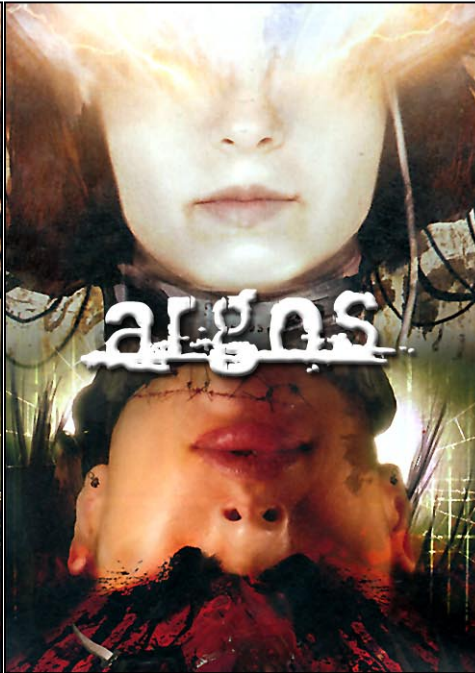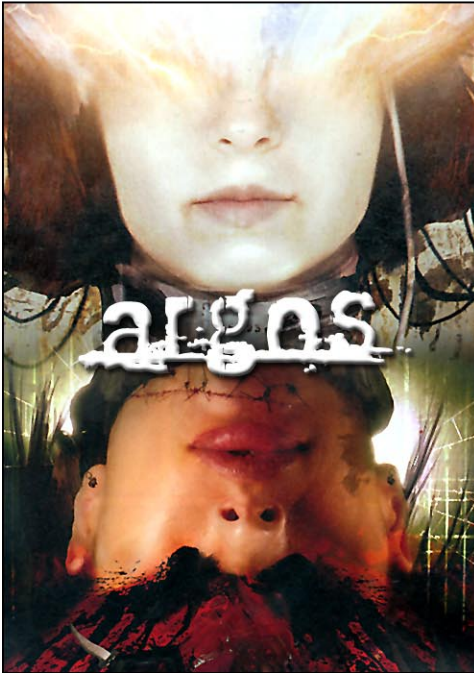
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hedge summons — 0

all players may spawn this turn even if a "1" was rolled during initiative; however, spawn points are reduced by half.

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hedge summons — 0

all players may spawn this turn even if a "1" was rolled during initiative; however, spawn points are reduced by half.

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lineage rage — 1

select a lineage. each of your creatures with that lineage in a target cell inflicts +1 damage this turn.

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magus summons

0

all players may spawn this turn even if a "1" was rolled during initiative.

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portal maelstrom

3

creatures located in cells next to a vortex or in the same cell as one are automatically drawn into it. roll 1d6 to determine where each creature ends up. (usable on multiplayer map)
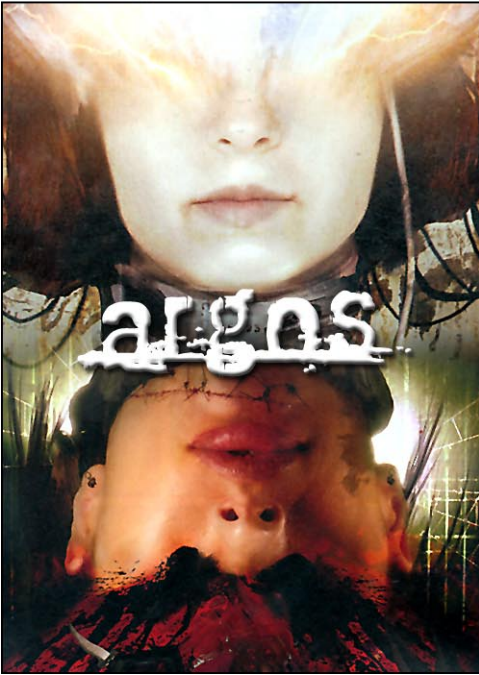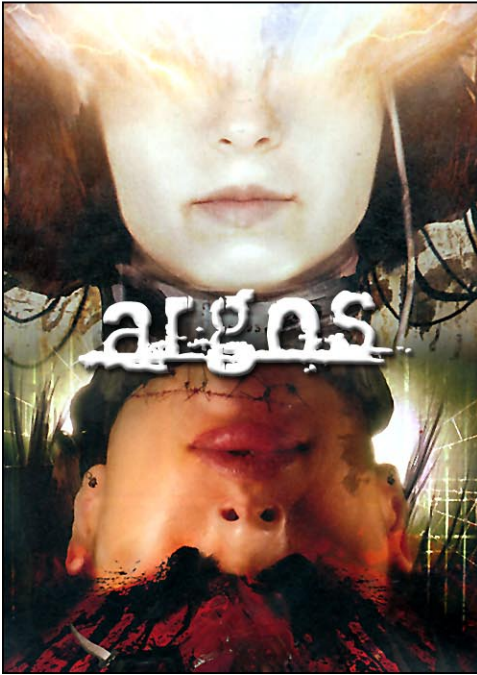
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restless corpus

2

you may select creatures from your grave instead of your reserves to spawn this turn.

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argos

argos

argos

spawning pool

0

any spawn points not used this turn may carry over to the next turn. if, for some reason, the next spawning phase is skipped, these spawn points are lost.

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argos

wandering pathos

0

all players receive +X spawn points this turn where X is their initiative roll.

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argos

wandering pathos

0

all players receive +X spawn points this turn where X is their initiative roll.

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argos

dreaming mist

0

you receive +2 spawn points this turn.

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argos

dreaming mist

0

you receive +2 spawn points this turn.

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argos