

# Divided Crown

## “Crimson Archon”

Are you playing with...	if Yes place a card in...	if No then place a card in...
the City Board?	Street of Temples	Chapel
the Dungeon Board?	Chamber of Darkness	Graveyard
the Timescape Board?	Space Fortress	Oasis

Tab. 1: Crown Card Placement

### 1 Introduction

The Divided Crown is can be used an an Alternative Ending or an Alternative Beginning. If used as an Alternative Ending then place its card with the other Alternative Endings. If drawn then a character has finally made it to the Crown of Command space to discover the Crown....isn't there at all! Rumors say that the Crown was broken into four pieces and spread throughout the land. There are stories where fragments of the Crown might be but no one knows for sure. The game isn't ending, it is just beginning! If used as an Alternative Beginning then it is already known that the Crown was broken into four pieces and Characters must quest to unite these pieces once again. In the Inner Region Characters can now move and can cast spells as it were an Outer or Middle Region space. Getting to the Crown of Command space is still useful though, the first player to do so gains the Legendary Hero Master Character!

### 2 The Crown Cards

When the Divided Crown card is drawn as an Alternative Ending or at the start of the game if used as an Alternative Beginning 13 Crown cards are shuffled together and placed face down in various spaces. When a Character is in a space with a face down Crown Card he reveals it and encounters it as if he just drew it. He also may have to draw other cards as usual if the space he occupies allows the drawing of more than one card. Nine cards are placed face down in the following spaces Chapel, Graveyard, Ruins, Forest, Crags, Plain of Peril, and one in each Runes space. One Crown card is set aside but where the other three are placed depends on with which boards you are playing.

And if you are playing with non-standard boards and are using the Divided Crown why not use a space on

### 3 The Rules

1. While a Crown card is face down it cannot be destroyed by any means.
2. A Crown Fragment is a Magic Object but cannot be destroyed by any means. If one would normally be destroyed it is simply left on it's former possessors current space and he cannot take it when he leaves the space.
3. A character with one or more Crown Fragments may try to teleport to any space on any board containing another revealed Crown Fragment even if possessed by another Character. He must discard a spell and roll a die, if the result is equal to or lower than the number of Crown Fragments he possesses then he teleports to the desired space otherwise he loses his turn.
4. A character with all four Crown Fragments may cast the Command spell during his turn as if he were at the Crown of Command space.
5. Any character in the Crown of Command space can teleport to any space on any board on his next turn.