

# STAFF OF RA

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## 1 Introduction

Firstly thanks for taking the time to download this expansion, I hope you enjoy playing it as much as I enjoyed creating it. On that note I feel I should point out that although much of the board was created by myself, there are images I have found by surfing the net and cleaning up, so if any of these are copyrighted or any of the authors have any issues please contact me and i will remove them as soon as possible.

Please be aware that this is being made to you completely free of charge and nobody should be charging you for the board, cards or any other information within.

I do hope to design 2 other expansions and am already in the very early stages of design on the third one. If you enjoy playing this expansion and want to be sent other ones or directed to where you can find them once completed, all I ask is for you to send me an email letting me know what you think and any ideas you might like to see in future expansions.

I really should mention the wonderful art on the God cards – the author is a spectacular artist (whose name I cannot find, sadly, as it really should be available.)

My email is [stebai@mpx.com.au](mailto:stebai@mpx.com.au).

Have fun and please send your feedback.

## 2 Rules

### 2.1 Entry

This is a slightly more complex set of rules so please read carefully. Simply place the SoR board in the corner where the Village lies and split the cards into the 3 separate decks: Adventure, Pyramid and Afterlife. Find the Staff of Ra card in the Afterlife deck and place it at the side of the board face up. You DO NOT ENTER via the village - the only entry to this expansion board is from the OASIS.

### 2.2 Quest

Your objective is to obtain the Staff of Ra, (everlasting life!) you achieve this by collecting the 4 different parts of the Star map that complete the picture of Ra.

This is achieved in the Afterlife, there are two other areas that you will travel through to begin this journey, and the DESERT (draw ADVENTURE cards) and the PYRAMID (draw PYRAMID cards.)

### 2.3 Desert (Adventure Cards)

Having arrived at the Sphinx from the Oasis you commence your journey. As in my other expansion "Isle of Poseidon", journey is counter clockwise only. Throw 1 dice each turn : 1-2: move 1 space 3-4: move 2 spaces 5-6: move 3 spaces

Upon reaching the pyramid enter via CHAMBER 1.

### 2.4 Pyramid (Pyramid Cards)

Upon entry the rules to movement do not change, however until you find a MAP card you cannot leave. So upon reaching Chamber 4 unless you have a MAP you return to Chamber 1 to continue your move. Encounters are handled differently in that all creatures are deemed to be wandering. If you are defeated by one it does not stay in that chamber, the card is placed in the discard pile. Places however remain (beware the Snake pit!). After drawing a MAP card and upon arriving at Chamber 4 you may leave the Pyramid and enter the "Water Hole".

### 2.5 Afterlife (Afterlife Cards)

The Afterlife is where the Staff of Ra is obtained. Upon reaching the "Embalming Chamber" you must sacrifice a life and present Anubis a FEATHER (a token of your pure soul.) If you do not have a FEATHER you cannot enter the afterlife and must return to the Sphinx on your next turn. Movement is as the other 2 sections, however all combat is CRAFT based. As you are already "Dead" defeat in combat is paid in Experience and NOT Lives. Defeat by a God with a Craft of 4 removes 4 Experience points from your character, if you do not have sufficient Experience tokens then you must trade back one Strength or Craft token for seven experience and pay the points accordingly. As in the Pyramid you cycle from Cluster 4 back to Cluster 1. The only ways to leave the Afterlife are: 1) Collecting the 4 different Star Map pieces, thus earning the Staff

of Ra. 2) Being deemed “Unworthy” 3) Being “Cast Down”

## **2.6 Things to Consider.**

These rules are only the ones I have introduced – feel free to add your own. If you have my Isle expansion then you will see that a TALISMAN card exists in that too. I decided that you CANNOT use any more than 1 TALISMAN in the final stage of the game (so you cannot use the Poseidon one with the Ra one.) Again feel free to play your own way. If you have any suggestions please send them to me so I can try them out too – after all I am just an avid board gamer like yourselves! I sincerely hope you enjoy this expansion and that you’ll join me for the Quest for the Crown of Zeus next!

Steve