

# How to play, Step by step:

The following is the general method of how to play this game after your character has been created.

## There are two types of turns as follows:

Whenever you are traveling out from a city, or continue traveling on the main map through each Wilderland region, roll a D20 per Travel Turn (a Travel Turn is one graph square on the map).

In each region it will tell you what the roll needed for an encounter is. Each time you roll the D20 to see if there is an encounter, move the icon that represents your group one square in any direction you wish. If you are not on a steed, you will move the icon 1 graph square. If you are on a steed, you may move the icon 2 graph squares.

Here we go . . .

I have the map in front of me now. I am in Dragonspine Citadel. I see that the map shows I will be going out into the Grass Wilderland, and so I click on the following to get to the chart I need:

Start Page  
Evolution  
Regions  
Grass

After I click on Grass, I see a page that says, "Grass Wilderland". Below the header I see: **"Roll 1-D20 for every day's travel, or 1 space moved, on the Grass Wilderland map."** Below that information, I read: **"Needed roll for an encounter: 16+"**. So, I need to roll a 16 or higher per 1 square I travel (I am on foot, so I will only move 1 square per Travel Turn).

I leave the citadel. I move the icon out onto the first square of the Grass Wilderland and roll a D20. I roll a 4. No encounter.

I move the icon out to the right of the gate, moving up toward the ocean and roll again. This time I roll a 19, which means I have an encounter. I wonder what it is.

Looking at the Grass Wilderland encounter chart, I see I need to roll a D20, because there is a list of multiple creatures I can encounter. I roll to see what encounter I get, and roll a 12. A 12 indicates I have encountered a "Large Snake". I see that an 11 is the same outcome.

I need to know the information on the Large Snake, and so I click on it. It takes me to the creature information sheet. The information under the name of the Large Snake says, **"# Encountered: 1-D6 per 3 players."**

I'm playing alone and so I roll a D6 for the number of Large Snakes I will encounter. I roll a 1. Good, because this is my first time doing this. I would have picked a 1 anyways, and that's okay because I just started playing this game, and I need to get used to it. More than 1 Large Snake at this point would be confusing.

I read all the information on the Large Snake.

I see it has 8 Life-points, and so I write 8 on a piece of scratch paper (to keep track of its life-points).

It's Defense is also an 8, which means when I roll my D20 to hit it, all I need is an 8 or higher roll to successfully strike it.

First, I need to see who attacks first, the snake or me.

I roll my D20 for initiative. I roll an 18. Good roll.

I then roll a D20 for the Large Snake as well. I roll a 15 (it loses the initiative with me!). I get to attack first. I have no

weapons, but it says on my character sheet, I can use my fist to punch at it two times per turn (oh, this is the other type of turn -- the melee turn, which means we are both in combat now).

I roll a D20 for my first fist attack, and roll a 10. That's a hit! I quickly roll the D20 again for the snake to evade my attack. It rolls an 11, which means it dodges my hit. That's okay, I have one more attack. I roll a D20 for my second fist attack, and roll a 4. I missed!

Now it's the Large Snake's turn to try and hit me. It only gets 1 attack. My Defense is a 7, so it will need to roll a 7 or higher to successfully strike me. I roll a D20 for the Large Snake to strike me, and roll a 17. It hit me! Well, maybe it hit me. I still have a chance to evade its bite. I roll the D20 again and roll a 9. I did not evade (if I had rolled an 18 or higher, I could have dodged and not got bitten). It damaged me! It says it can only strike once and does 1-D6 damage per bite. I roll the D6 and roll a 5. I have 30 Life-points, but it just bit me for 5 points of damage. I write in a 5 to the right of my 30 Life-points.

It's now my turn to attack it again.

I roll a D20 and roll a 5. Miss!

I roll a D20 again and roll a 19. That's a hit!

The Large Snake can dodge, but only rolls a 12. I damaged it!

Let's see, my sheet says I can do 1-D4 -1 damage. I hope I don't roll a 1, or I'll not do any damage to it.

I roll the D4 and roll a 4! I did 3 points of damage to the Large Snake. It only has 5 points left now.