

Realms of Life

Rule Book By:
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seth, LORD RULER



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REALMS OF LIFE INTRO

The Realms of Life board game is brought to you by Artit/Author C.A. Michaels of Digital Reverence L.L.C. It's a game of challenge, will, and sacrifice. Do you have what it takes to save the universe!?

By
C.A. Michaels
Realms of Life



REALMS OF LIFE BOARD GAME RULES

Components of the Game:

1 19X13 Gameboard
6 Character stands
6 Character cards
6 Villain cards
6 Item cards
6 Scenario cards
21 Property cards
30 draw cards
2 Dice

INSTRUCTIONS

OBJECT OF THE GAME:

Travel around the board drafting as many characters as you can. The more characters you draft, the more powerful you'll be when you battle the villains of the board.

If you're the last player standing, you win!

SETUP:

1. Choose someone to be the Villains. The Villain's in charge of:
 - o The Dragon
 - o Ryder Blaze
 - o Demon-M
 - o Zypher
 - o Selina
2. Each player starts with 2500 Buy Points
3. Shuffle the Draw cards and place them face down on the game board in the draw card space.
4. Each player chooses a character stand and places it on Cyntralus. With their character, they get their character card from the board and the realm of where they are from.

5. Dawn Hudson is from the Earth realm, Jennifer Long is from the Earth realm, Deaden Lane is from the realm of Mannheim, Karri Whitecross is from Neptanian, Seth and Zach are from the red-orange realm of Cyntralus. There is no card for the realm of Cyntralus because it is the start space.
6. Put the dice by the gameboard.

Each player rolls one of the die. The highest roller starts and play moves to the left.

ON YOUR TURN:

1. Roll one of the 6-sided die to travel the board.
2. Move your token clockwise to the number of spaces.
3. Where did you land? Carry out the rules of that board space.
4. Your turn ends. Pass the dice to your left.
5. When you land on a villain space: Roll one die once for your token character, plus once for each character card you have. Add the total amount of the dice and that is the total you hit the villain for. For the Dragon use 1D6 to battle. If none of your rolls matches the number on the board space in three tries, you lose the battle.

CHARACTERS:

In this version of Realms of Life, you'll draft characters for your team by purchasing the characters you land on while traveling the board. Some characters are Remtravelers. This means those characters can travel to any realm and power up their buy points by 3. Characters come with different abilities on their cards. Make sure you read your character's card to get familiar with them. You cannot use abilities repeatedly. All properties must be sold or auctioned off before you reach the second level.

A. UNDRAFTED CHARACTERS

When you land on a character that has not been drafted, you must draft them or auction their allegiance.

- Want to Draft the Character?

Pay the price on the character card with your buy points and take the character card.

- Don't Want to Draft the Character?

Someone must auction the character's allegiance. Bidding starts at 10 buy points, and anyone can increase the bid by as little as 1 buy point. You don't need to follow turn order. The auction ends when no player is willing to increase the bid.

The highest bidder pays buy using their buy points. If no one wants to bid, that's fine. No one pays anything, and the character card stays undrafted on the board.

B. DRAFTED CHARACTERS

When you have drafted all characters from a specific realm:

- You can collect twice as many buy points for those characters!

C. DRAFTED CHARACTERS

- When you land on a character that someone else has drafted, the owner must ask you for payment. Pay them in your buy points total.

D. SIDELINED CHARACTERS

- To have a sidelined character, they must have lost a battle.
- When a character is sidelined, turn that character card over.
- You can no longer use this character if this happens.
- You cannot collect any payments on this character as well.

VILLAINS

The five Villains are Elder Dragon, Demon-M, Ryder Blaze, Zypher, and Selina. When you land on a villain, you must engage them in battle!

As soon as one of your rolls matches the number on the board space, you escape from the battle!

Take another turn.

If none of your rolls matches the number on the board space, you lose the battle. Pay the number of the villain showing on the board in Buy Points and mark down you lost the battle.

After the end of the dragon battle, you gain immunity to fire property card.
After the end of battle of Ryder, you gain the Rolth potion property card.
After the end of the battle of Zyper, you gain immunity to shadow property card.

CYNTRALUS:

When you land on Cyntralus, you get 400 Buy Points. Or gain 5 life every time you pass Cyntralus.

GO TO BLACK OREN:

To get out of the realm, you can pay 50 Buy Points, use a card if you have one or try to roll doubles using the 2D6 dice. You cannot collect payment, bid during auctions, or buy characters from other players, and you cannot trade characters while you are in the Black Oren. You can use up to 3 turns to try to get doubles. If you don't roll doubles by your third turn in the Black Oren, pay 50 Buy Points, and go back to Cyntralus. You do not gain anything while going back to Cyntralus.

BATTLING SELINA:

To put her back in her abyss, use the Staff of Rimnadan. To use the staff, roll the 2D6, if you roll a 7 you defeat her. You have 3 tries. If you fail in each of the tries, you lose 10 Buy Points. If no one has the Staff of Rimnadan, roll the 2D6. You can use your draw cards if you have any. Roll the 2D6 for each team member you have. Add the number total. If it's more than the 30 Life Points Selina has, you defeat her and win the game.

DEALS AND TRADES:

You can buy, sell, or swap characters with other players at any time. You must sell all buildings in a color set to the Bank before you can sell or trade a character. You cannot sell or trade buildings to another player.

Characters can be traded for Buy Points, other characters, and/or Get Out of Realm cards. The amount is decided by the players making the deal. Sidelined characters can be traded at any agreed-upon price.

The new owner must immediately:

- Reactivate the character (pay the cost shown on the card using their Buy Points).
- Or keep them sidelined (just pay 10% of that cost now).

CAN'T PAY?

You can try to raise points by hoping someone lands on your character or other property. You can sell characters or properties for the Trade value on those card.



ITEM CARDS

Fire Diamond: It houses fire, and that fire can be unleashed by saying FIRE! Fire will do 6 direct damage.

Dragon Tooth: Houses fire of the dragon. Say dragon fire and fire is unleashed to do damage to your enemy. This deals 5 direct damage to any enemy.

DR Shield: The DR Sheild can block any one attack.

Obsidian Stone: This stone can channel magic from any magic user.

Remwalker Shard: The shard houses waterpower, fire power, nature power, and lightning power. Just say their names and the magic happens. Fire deals 5 direct damage, Nature deals 6 direct damage, Lightning deals 3 direct damage, and Water deals 6 direct damage.

SCENARIOS

You can play any scenario together or by yourself.

Scenario one: The team travels to Mannheim. There they face an angry ogre that has been mysteriously unleashed.

Scenario two: Team Aura must close the portal that has been opened on Earth. One team member must achieve a 3 on D6. If a 3 is achieved, the portal closes. If a team member doesn't roll a 3, the portal remains open until someone achieves a 3.

Scenario three: Find the Demi-God Zach Michalik! He is on the realm of Neptanian. But where is he? If the team members roll a 1-3, Zach is being held at the castle of Rahler on Nie. If the team members roll 3-6, Zach is free. He can join the team. Someone will have to play his character.

Watch out, if a 2 is rolled, two members from King Leo's Army come after the team. To defeat them roll a 4-6. If a 4-6 is not achieved, each team member takes damage.

Scenario four: Rescue Karri the Warrior Goddess from the clutches of the exiled God: Zypher, who put her in the Black Oren.

The team must roll doubles, one member must get doubles to get Karri out. Karri begins her life total at 20.

Meanwhile, the character card of Karri loses 1 life per round she's stuck in there! When doubles is achieved, Karri is freed and can join the team. If she does, someone has to control her card.

Scenario five: Investigate how Zypher escaped the Black Oren

To solve this scenario, someone from the group must read the Character Assets Cards. You must read them all to discover who had the God Zypher freed from the Black Oren. You must solve this mystery before you can get to the Flip the Script Scenario.

The answer may just be different every time. There are many who feel that Zypher was wronged by his brother, all those years ago. Did Zypher have a hand in this new chaos as well? Was it him who freed Selina from her Abyss, that Karri put her in just two years ago?

These questions must be answered before moving onto the final battle!

Scenario six: Find the stolen DR shield of the DR Universe.

The Original DR shield has been lost. Not the one characters are using but a special shield that was first created to create the other mini shields. Your mission is to find out who stole the shield.

VILLAINS OF THE REALMS!

Demon-M and his spirit dogs! You get the Obsidian Stone after this battle! Lives in the Underworld of Zentara

Ryder Blaze is on the realm of Solaran! He will be cunning, and he will fight you no matter what. He will gun for Sarah as they are arch enemies! Once he is defeated, he grants you the Remwalker Shard. Resides on the realm of Solaran.

The Elder Dragon resides on the realm of Dradon. You get the Dragon Tooth item card and property card if you survive this fight.

Zypher lives on the realm of the Black Oren. He is a God! Watch out if Karri is with you. He is her enemy and will try to get her to use her Dark Fusion magic! Is banished to the Black Oren realm. You also get the immunity to shadow property card here.

Selina hangs out on the realm of Neptanian where she is from. Her former home of the Chaotic Geyser is still very active. Put her back there to finish her off! From the realm of Neptanain.

THE STORY

Realms of Life is the story of characters from the ROLTH universe created by C.A. Michaels. These characters reside on different realms that appear in the ROLTH Universe. Not only will these characters have to deal with unknowns, but they will also have to deal with elements not of this universe! There are many different creatures that the characters will have to watch out for. Realms of Life is a standalone adventure from designer C.A. Michaels. It features new characters, new villains, new places, and much more. The players must face whatever is thrown at them to complete the game. Do you have what it takes?

CHARACTER'S BACKSTORY

Dawn Hudson's Backstory

Dawn was married to Jacob Malone. Had Austin in 2010. She was eighteen. Just before she joined the force. In 2023, she is 30 and Austin is 13. Austin was born on September 15, 2010. Dawn and Jacob were married on July 31, 2009.

Deaden Lane Backstory

Not much is known about this first ever Wayfarer. However, he was the one who helped Max Hamilton when he was homeless and near death. He is also from Mannheim and is a Remtraveler like Max. He suggested Max join the team. Deaden rejoined the team to help Max grow in his new abilities.

Karri Whitecross; the Warrior Goddess Backstory

Karri was born on Nie on the realm of Neptanian to Nemin and Vinna Whitecross. She studied all things from all the realms of ROLTH. Her favorite is the Earth realm. She studied the cultures of the Samurai and the Ninja. The Kitana sword is her favorite weapon to use.

She is the Gods' Warrior Goddess and leads the Mighty Sycamore. She was chosen by Seth at 17 after her father was killed in a house explosion. To this day, Karri blames herself. She has both white and dark fusion magic. But she refuses to use the dark fusion magic given to her by Zypher.

Seth Backstory

When he didn't agree with his father about his father's favorite species, humans, they got into a huge fight and Father Shevan did the unthinkable, he banished Seth to Neptanian. While stuck on the realm, he created many plagues to destroy the humans who almost had destroyed Sheran and almost destroyed the entire realm of Neptanian. Seth grew so angry; he wanted them all to suffer to show his father that he gave this species a great mistrust.

He sold his soul to his Uncle Zypher to be allowed back home.

Jennifer Long Backstory

Jennifer Long is from the Earth realm. She is 41 years of age. Jen used to be a journalist but since then has turned into an investigator for the SPA (Supernatural-Paranormal-Agency). She is married to Brian Long and has a service dog named Goldie.

Zachary Michalik Backstory

Zach was born to Mother Cyngusta and a man from the Earth realm. He is a Demi-God and the half-brother of Seth. He has great power and can help defeat Selina with his immunity to shadow ability.

VILLAIN'S BACKSTORY

Ryder Blaze:

Ryder is from the realm of Solaran. His plan to overtake the realm 20 years ago was foiled by Sarah Maraj. But it was this plan that landed Sarah in prison for those 20 years because Ryder forced her to fail her mission at delivering the Remwalker shard to the High Vicar of the realm. This was most important as this one event would have saved the realm from Ryder's destruction. It would have brought back the powerful Remwalkers.

Zypher:

Zypher was born on the realm of Cyntralus to Father Rainan, but he doesn't share the same mother as his brother, Father Shevan. Rainan fell in love with an Earth woman after his first true love was killed in the first war of ROLTH.

When Father Shevan took over ROLTH, he tried hard to implement his vision of the new arches, towers, and order. But Zypher did not agree. Shevan banished him to the Black Oren. However, Vinna Whitecross always prayed to Zypher, and they had a long-distance relationship. When Zypher created his prayer channel, he was able to use that to cross over to Neptanian. He saw Vinna as a spirit. She accepted the difference and wanted her daughters to have his Dark Fusion magic.

So, during one spiritual visit, Zypher baptized both Selina and Karri with his Dark Fusion magic. This changed Selina. But it didn't change Karri the way he and Vinna wanted it to.

Demon-M:

Demon-M is from the realm of Zentara. He is rumored to be the underworld leader there. When Selina called for his help, he smiled wide and obliged.

Demon-M prefers spirits. These spirits allow him to block many natural and unnatural objects. Such as bullets, darts, anything laced with poison, and plastic weapons objects that came to life. He learned to do this after his first battle with Reese Peterson.

Elder Dragon:

Thought to be lost forever in the last battle on Eldora on the continent of Armenden, on the realm of Dradon, by the Demi-God, Zach, Selina revived this one she found, while she was walking the area. It is now hers, and only hers to command. However, it hasn't forgotten the Demi-God. Its goal is to find him and do to him what Zach did all those years ago to him.

Selina:

Selina is from the realm of Neptanian. She is the sister of Karri, the Warrior Goddess. When her mother was dating Zypher, before he was exiled, Selina knew one day, she'd become powerful and possibly be a ruler of the realm she loved. However, her goal was never achieved, and she grew angry. So angry, that when she learned Karri was chosen by the Gods, this made her want more than just to be ruler of a realm.