



# DICE FORGE

## PROMOTIONAL CARD RULES

### HARPIES

25



No effect.

This card gives only

### CHIMERA

28



No effect.

This card gives only

### MOTHER OF MONSTERS

29



No effect.

This card gives only

### SETUP FOR THE HARPIES, CHIMERA AND MOTHER OF MONSTERS PROMO CARDS

- These three alternative cards each replace one of the Hydra cards.
- You can still play even if you don't own all three Harpies, Chimera and Mother of Monsters promo cards.

- While setting up the game, if you want to play with Hydra cards, replace one of the Hydra cards with a promo card. Place the cards in the draw pile in ascending order:

**Hydra > Harpies > Chimera  
> Mother of monsters**

## NYMPH



No immediate effect.

Effect : collect 2 . If you have at least 5 in your reserve, collect 4 instead.



4 COPIES

### SETUP:

The Nymph draw pile is used in place of the Ancient draw pile.

## SEAGULL MAGICIAN



Instant effect.

For the whole of the next **turn**, each player uses the dice of the player on their right.



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### SETUP:

The Seagull Magician draw pile is used in place of the Satyr draw pile.