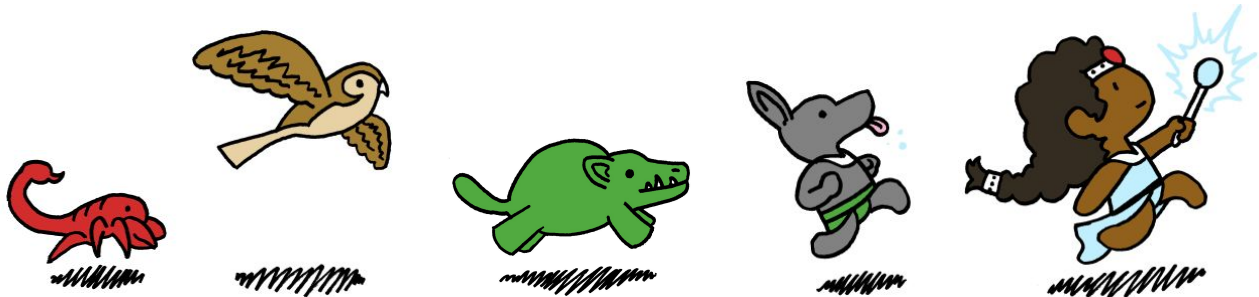




OSIRIS!

A ROMANCE IN SIX PARTS



A Print-and-Play Adventure
Designed by Mike MacDee

Based on a True Story....Kinda....

STORY

The world has been divided into two kingdoms, so that brother gods Osiris and Set can share it between them. But in a fit of greed, Set -- wanting it all to himself -- chopped his brother up and scattered his pieces all across Egypt! Don't worry, Osiris is pretty much fine -- he's a god after all. But without the gentle hand of Osiris to keep the balance, the world will be rocked to pieces by the iron fist of Set!

Fortunately there's one thing Set didn't count on: his tough, resourceful, stubborn sister-in-law Isis, who doesn't appreciate how her husband has been treated lately. With a collection of spells and allies, Isis begins a harrowing journey to reassemble Osiris and stop Set from twisting Creation into his own personal playground!

SETUP

Isis and Set take turns laying the cross-shaped field tiles on the play area to form the game map, connecting as many roads as possible.



The Wadjet.

Set places a City marker on every "wadjet", looking at each City's treasure before deciding where to place them -- only *he* knows which City holds which treasure.

Canopic Jar. Contains one of Osiris's pieces. Isis needs 6 to win the game.

Honey Jar. Isis can eat this to restore 2 Ka points, or give it to a monster to automatically defeat it.

Golden Scarab. Isis can sacrifice this instead of losing a Ka point.

Golden Ibis. Isis can sacrifice this to restore an exhausted spell or learn a new spell.

Shield of the Pharaoh. When worn, gives Isis 1 extra defend die.

Isis begins the game with 8 spells: she draws 3 spells from each of the spell decks (Sky, Desert, Nile, Life), keeps 2 from each, and discards the rest. Set dumps his Event chits into a small bowl, mixes them up, draws 7 Events and keeps 5 of them -- he cannot hold more than 5 Events in his hand. When an event is revealed by Isis, refer to its corresponding Event Card (numbered 1-16).

Set places Isis and Anubis together on a field of his choice (he cannot make it impossible for her to move). Isis does the same with the Storm of Set. The game begins, starting with Set's turn.



Canopic Jar



Honeyjar



Golden Scarab



Golden Ibis



Shield



BOOK OF ISIS



You are Isis, patron goddess of magic, motherhood, and the home. Your sweet little husband is the noble, nonviolent underdog of the Egyptian pantheon, perfectly suited to the role of a benevolent ruler. He has been scattered in pieces across the world by the wicked Set, and you don't appreciate it one bit! Your ultimate goal is to gather the six pieces of Osiris and put him back together.

Isis's Turn

On your turn you may move, then perform actions; or perform actions, then move. You may also do the same for any, all, or none of your allies.

You may not move, perform an action, then finish your move; nor may you move between actions.

Movement

The map is comprised of "fields" which act as board spaces. You move by rolling 1 die and moving up to that many fields. You may only move to an adjacent field if one of its roads connects to your current field, and may never move diagonally. You cannot move over mountains or water (the brown or blue "walls" of each field) unless otherwise stated. You may freely move to, from, or through a monster-inhabited field.

Only 4 characters may occupy a field at a time: when the limit is reached, no more characters may enter that field, with the exception of Isis and the Storm of Set.

Actions

You can perform each of these actions once per turn in any order. The same goes for your allies.

1. Attack

To attack a monster in your field, designate the target and roll the number attack dice allowed by your current weapon and any active spells.

6 = Critical! (2 hits)

4, 5 = Hit

1, 2, 3 = Miss

When you attack, the target rolls its defend dice at the same time, blocking 1 hit for each 6 rolled. For each unblocked hit the target loses 1 Ka point. When all its Ka points are depleted, the target is defeated and removed from the board.

2. Cast Spell

Only Isis and Anubis can cast spells, but they can cast them on any friendly or enemy target on the map (depending on the spell). Spells yield a variety of benefits, from healing wounds to summoning allies. A spell immediately affects the game when cast: simply read what the card says and act accordingly. When you cast a spell, it is not discarded from your hand, but it is considered "exhausted" and cannot be cast again. You may find ways to regain exhausted spells in the course of the game.

Beware! Set reaps the aftereffects of spell-casting: the bottom of each spell card explains what Set gains when you cast that spell, which may include spawning new monsters or adding new events to his hand.

3. Explore

You may explore any City in your field to see what secrets it contains, be it monsters, treasures, or both. To explore a City, simply declare that you are doing so: if there is an Event in the City, Set activates it. If the Event has not ended the hero's turn (or if there is no Event), Set turns over the City marker to reveal its treasure, which you may then write down on your sheet. The City is then removed from the map. A City's treasure is neither revealed nor claimed until all Events and monsters in the City are removed.

Once you have taken a City's treasure, its City marker is removed: no more treasures can appear there, but you may draw Chance Events like in a normal field. Isis and her allies cannot explore the same City twice in the same turn.

4. Use Items

Though any hero may discover treasure and items, only you and Anubis can claim them and use them. If a non-disposable item is used by one hero, it cannot be used by another until your next turn (healing items and spell-restoring items are disposable).

5. Draw Chance Events

If you (Isis) have not explored a City on your turn, you must draw from the Chance Event deck instead: draw two cards and choose one. Unlike spell cards, Chance Events give resources either to you alone or Set alone. Allies do not have to draw Chance Events if they have not explored, but may do so if you wish...and at your own peril.

Allies

At certain points in the game you may discover helpful allies to aid you in your quest: these allies are all capable of attacking and defending, and may possess other helpful abilities. You command your allies in any order on your turn, but must resolve the chosen ally's movement and actions before commanding another.

All allies can explore Cities and have Chance Events like you do. However, not all allies can claim treasure found (due to their tiny size or lack of hands). When an ally who "cannot loot" finds treasure, that treasure is set aside: the ally who found it must now guard it until an ally who *can* loot comes to claim it. If he is killed by Set before then, the treasure returns to the City, which must be explored again (or is lost forever if it was gained from a Chance Event).

Rebuilding Osiris

Osiris is depicted in six pieces on your character sheet. When you collect a Canopic Jar, fill in one of Osiris's pieces on your sheet: when all six are filled in, you win the game! If you die before you succeed, the quest is failed and Set wins.



BOOK OF SET

You are Set, god of storms, slayer of demon hordes, and ultimate hero of the Egyptian pantheon. So why does your milquetoast harvest-deity brother Osiris get an equal share in a world that rightfully belongs to you? After all, where is the harvest without the rain? The very idea is a slight on your name and your honor, and thus your goal is to destroy Isis and her allies, ensuring that your freeloading brother never returns to dethrone you.

Set's Turn

Unlike Isis, Set does not appear on the map himself: he enlists the aid of countless servants to do his bidding. On your turn you may perform the following actions in the order listed. You may also check the contents of any Cities on the map, as only you may know what treasures they hide.

1. Command Servants

You may command any, all, or none of your servants on your turn. Like Isis and her allies, your servants can move and attack; unlike Isis, your servants must move first, *then* attack. You must resolve the movement and actions of the chosen servant before commanding another servant.

Move

Servants of set do not use the dice to move, but move at their own rate depending on species. Only 4 characters may occupy a field at a time: when the limit is reached, no more characters may enter that field, with the exception of Isis and the Storm of Set.

Attack

Your servants attack just like Isis and her allies: they designate a target in their field and roll their attack dice.

4, 5, 6	=	Hit
1, 2, 3	=	Miss

When you attack, the target rolls its defend dice at the same time, blocking 1 hit for each 5 or 6 rolled. For each unblocked hit the target loses 1 Ka point. When all its Ka points are gone, the target is defeated and removed from the map.

If a servant is ever "trapped" on an inescapable space due to the map layout, it is automatically defeated and removed from the map.

2. Spawn Servants

Instead of moving the Storm of Set, you can command it to spawn a new servant with a roll of a die and consulting the following chart. If you have no servants other than the Storm of Set, roll 3 dice.

1,2,3	=	Cobra
4,5	=	Tripedal Bird
6	=	Leopent

The new servant is placed on any field affected by the Storm of Set. If you gained any new servants as a result of a Chance Event or Isis's magical meddling, these are also

deployed. Newly spawned servants are unable to act on that turn, but they can still defend against attacks. If you don't have the piece for the required servant, downgrade to an equivalent in defend dice (1 Hippo = 2 Tripedal Birds).

Finally, you can sacrifice any 1 servant for its attack dice in Cobras, which appear at the Storm of Set's location. For example, a Hippo is worth 4 Cobras.

3. Post Events

You can place 1 circular Event chit from your hand facedown in any City that is *not* occupied by Isis or her allies. When Isis explores a City containing an Event, the Event activates immediately. Each City can have up to 2 Events at a time: the topmost event is resolved first. If all Events are resolved without ending the victim's turn prematurely, you reveal the City's treasure.

Events include a variety of unfortunate things: unlucky incidents, bad weather, and even booby traps and guardian monsters. When an Event is resolved, unless otherwise stated it is returned to Set's Event Bowl.

At the start of this phase, if you do not have 5 Events in your hand, draw up to that many.

4. Chance Events

Instead of posting an Event, you may draw 2 cards from the Chance deck and choose one -- it takes effect as though Isis had drawn it. If you cannot post an Event in a City, you *must* draw from the Chance Deck.

Stopping Isis

If Isis dies and is unable to revive herself, you win the game! If Isis reassembles Osiris, you fail your quest and are imprisoned by the gods for your treachery. Prevent this by any means necessary!