

“DO NOT MEDDLE IN THE AFFAIRS OF WIZARDS—
FOR THEY ARE SUBTLE AND QUICK TO ANGER.”

PLAYER TURN SUMMARY

Untap Phase

- A. If at a Haven, wounded characters may ‘heal’

Organization Phase

- A. Play new characters (at Haven or Home site, AND under someone’s Direct influence or General influence).
- B. Transfer items. Store items or storable events.
- C. Split up into new companies.
- D. Play resources “Playable during the organization phase...”
- E. Play face-down any sites you want to move to.

Movement/Hazard Phase

- A. Pick a company, flip over any new site. Announce site path, draw.
- B. **HAZARDS MAY BE PLAYED NOW.**
(Hazard limit=Company’s size. Hobbits count as half.)
- C. You arrive at new site. Discard old site.
- D. * Resolve hand *
- E. Pick another company, repeat steps A-E.

Site Phase

- A. Pick a company, announce whether you are ‘entering’ site.
- B. Face any automatic-attacks.
- C. If the site is untapped: a character may tap to play one Ally, Faction, Item, or Information playable there. Tap the site.
- D. You may play non-Info Events playable at the site in any phase without tapping the site (unless they say otherwise).
- E. Pick another company, repeat steps A-E.

End-of-Turn Phase

- A. Any player may, at his or her option, discard ONE card.
- B. * Resolve hand *
- C. **END OF TURN:** You can still play resources after resolving. Card effects that say “at the end of the turn” happen NOW.