

Xanth v2.1

by Richard Smith 2021

For 3-4 Players.
Starts: With 3 players one each at North Village, Castle Roogna and Gateway Castle. With 4 players two each at North Village and Castle Roogna.

~ Notes ~

Good Magician

Can be visited during the build phase when building into or out of his hex, or during a race by landing on or passing through the hex. Spells can be bought for gold (rather than a year of servitude). Any number can be bought at a single visit and saved for later use, but each spell only works for one race.

- Dragon Repellent: Train not eaten by Gap Dragon, can be cast conditionally on stopping over the Gap (cost 4)
- Elemental Protection: Can pass through void, water, fire, earth and air without harm to train for one race (cost 4)
- Mystic Portal: Can be used at Gateway Castle to reach Vortex or Noname Key to reach Mundania (cost 5)
- Detect Invisible: Will reveal the invisible bridge if within 1 hex (cost 6)
- Mind Blank: Immune to Region of Madness for one race (cost 3)

One-way Races

Unlike normal RR, races start at the first location drawn and end at the second. The GM must ensure that Mundania and Vortex are always the target location.

Void, Water, Fire, Earth, Air

Track can be built at normal cost, but during races, trains entering these hexes are derailed, ending its participation in the race.

Gap Chasm

There are 3 bridges over the Gap: the main bridge (U15-U17 / U17-U15), the invisible bridge (location chosen secretly by the GM but will always be straight), and a one-way bridge from south to north (O17-O15). Building track over these bridges has no extra cost. If a player tries to build on a hex hoping to find the invisible bridge, and it is not there, his construction crew fall to their deaths ending the build for that round.

Gap Dragon

Sleeps during the build phase, but during races will eat any train that ends a die roll over the gap.

Region of Madness

Any train ending a die roll in this region will make its next roll in reverse (races only).

Gold Coast

When laying track the first player to enter a hex finds gold worth 2, the second 1, third and subsequent nothing.

Swamp

+1 per half hex when building.

Other

Gold is the equivalent of units. No gold is paid for first to reach Vortex, as no connection is possible (spell only).

~ Special Runs ~

SP1,2 Mundania (A3,A4)
SP3 Isle of Illusion
SP4 Isle of View
SP5,6 Centaur Isle

