Turn Sequence

1. Spawn new Hordes
2. Play Tower and Hero Cards
3. Destroy Horde Trays
4. Advance Horde Trays
5. Activate Time Mages

If there are less than 2 Portals in play place Portal tiles until there are 2. Portal tiles may only be placed on Hordes that: (A) are not portals, (B) do not have Heroes on them, (C) are not destroyed by placing the portal tile on it.

If no Portal tiles were placed this turn, then both Time Mages move one space directly towards the white Building Site.

6. Pick up Tower Cards
7. Spend Crystals

WEIRDWOOD
4

HIGH ELVEN
MAGE
4

FOREST
KEEPERS
4