Step 4: Having collected your abilities, move your tile to the Dragon War Start Card, and wait till the other players go through their respective grids and collect their abilities.

Step 5: Once all players are on the Start Card, the game begins as usual.

How and when you can use Abilities

The Abilities you have acquired are similar to Fate cards, except that you can use them at any time. They can be used one at a time or in combination, but they can only be used once a game, at which time they are taken off your list.

Optional ways to use this chart

Option 1.) All players roll die, with the high roll winning. That player rolls again, and all players pick that many Abilities for the game. (Ex.; if high roller rolls a 4, all players get 4 Abilities of their choice).

Option 2.) Keep track of Abilities for future games. Abilities used in one game can be kept and used in your next game, as well as the new ones you will pick up at the start of that game. However, if you already have an Ability, say # 4, and you land on it again, you do not get two # 4’s. Eventually, if you play enough games this way, you could pick up all of the Abilities.