

# Castle of Magic - Sample Wizard Card

Duke Capri (A Wolf Mage)		Allies: Wolf Mages Enemies: Dragon Masters		
As the youngest of the Royal Family of Kida, you were always ignored by your elder siblings. You have come to Castle Bondi to prove your worthiness of rulership. To do this you need to recover the proper item for Kida and help banish the monster. You also want to help other Wolf Mages and hinder the war efforts of your family's age old enemy, the Dragon masters				
	Other Players			
	You	Wolf	Dragon	Eagle
Controls Monster	-2000	-	-2000	-2000
Rules Sorrell	-	+2000	-2000	
Rules Marus	-	+2000	-2000	
Rules Kida	+5000	-	-3000	-1000
Monster is banished	+2000			
Nobody dies	+1000			
Secret Number: 447				

Duke Capri's goals are fairly straightforward. He needs to find which of the three items - Crown, Amulet or Scepter - will give him rulership of Kida and then gain control of it. Ideally he wants Ritual Result #1 (the monster is instantly banished) since that gives him maximum score (+2000 for banishing the monster and +1000 for nobody dying).

If it's there's a Dragon Master playing who looks like he or she might rule a country, having the monster Devour them and then be banished works even better since the negative points go away.