

MAGIC REALM



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MAGIC REALM IS THE AH GROUP AND LHASA COMPANY'S TRADEMARK FOR ITS BOARD GAMES



A Fantasy Adventure Game

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MAGIC REALM

AVALON HILL'S TRADEMARK NAME
FOR ITS
FANTASY ADVENTURE GAME

Complexity Rating—9

Playing Time—One Hour and Up

The **MAGIC REALM** is a land lost in the wilds at the end of the world where a once fabulous civilization stood. A few humans cluster at lonely dwellings. Barbarian horsemen trot past. Hidden among the ruins and tangled brush lie jewel encrusted altars, unseen vaults, and documents containing the secrets of magical powers. But there are the dark places too, where swarms of monsters dwell; gargantuan flying bats, tribes of hungry goblins, spiders, and dragons.

Drawn by the promise of fame and fortune, sixteen adventurers assemble. Among them are soldiers, warriors, knights, magicians, elves, and woods people. Their fears are overcome by curiosity, greed, and enchantment. They are to be a part of a legend.

MAGIC REALM is a game for 1 to 16 players. Each player will take the role of one of the sixteen major characters in the game which are represented in great detail. You will control where they go, what they try to do, and how they handle themselves in combat. You will fight monsters and other characters, hunt for treasure and special powers, and try to survive to enjoy the glory your adventure will bring.

The game is organized into seven encounters of increasing complexity so that players can learn the game system a little bit at a time. More rules, additional abilities, and additional game functions are introduced in each encounter. The final result is a completely new fantasy adventure every game at every level. The variety does not even end there though, because the board, monsters, and treasures are also set up differently each game.

Almost anything can be found or bought to aid you in your quest: weapons, horses, armor, spells, treasure, and more. Battles are fought blow by blow, with each player involved selecting a weapon, direction of attack, and maneuver tactic. Thus, a fight can last for one blow or many depending on strength, fatigue, tactics, and luck. A player may find himself in the unenviable position of having to fight more than one monster or other character at the same time.

Twenty large hex tiles serve as the playing board—a new, unique game feature. Sixteen character cards, Spell and Treasure cards, various playing aids, over 400 counters, and a thirty-six page rulebook complete the ultimate fantasy game.



VIPER



SWORDSMAN



GOBLIN



GHOST



TREMENDOUS DRAGON



OGRE



TREMENDOUS TROLL



TREMENDOUS SPIDER



IMP



GOBLIN



TREMENDOUS FLYING DRAGON



KNIGHT



TREMENDOUS SERPENT



GOBLIN



WINGED DEMON



GIANT



WOLVES



GIANT BAT



TREMENDOUS OCTOPUS



DEMON

The Avalon Hill Game Company



Baltimore, Maryland

The Least You Need to Know to Play Magic Realm¹

Magic Realm is an adventure-battle game in which players take the part of characters trying to fulfill their chosen goals (Victory Conditions) in the ruins of a magical civilization, filled with hidden treasure and crisscrossed by twisting paths and secret passages through caves, woods, and mountains. The kingdom is inhabited by swarms of monsters that the characters must battle or avoid, and by sparse groups of friendly or unfriendly natives that may assist a character for hire, or on the other hand, attack him with deadly force. Characters compete (or cooperate) to gain victory points selected at the beginning of the game from five areas: 1) gold accumulated by finding and selling treasures, 2) great treasures found, 3) spells learned from runes found in the kingdom, 4) fame gained for killing monsters or collecting certain famous treasures, and 5) notoriety gained by killing monsters, natives, or other characters or by holding certain infamous treasures. Any player who fulfills his victory conditions at the end of 28 days wins. The player who has the most points scored is the victor. Each turn (day) of the game is played in four parts: Birdsong/Sunrise, Daylight, Sunset/Evening, and Midnight

I. BIRDSONG/SUNRISE

- A. *Permanent spells* that are provided the right *color magic* go into effect for the rest of the day.
- B. Players record (write down) their planned activities for the day for their *characters* and the activities for their *hired natives*.
- C. Characters and hired natives that are FOLLOWING someone are put with the character or *hired leader* they are following.
- D. One die is rolled to determine which monsters and native groups are active (*prowling*). On the seventh day of each game week (day 7, 14, 21, and 28) all prowling unhired natives and monsters (including those killed) are returned to where they started the game.
- E. Attention counters of characters and hired leaders who are not FOLLOWING are mixed together face down – they will be drawn one at a time to determine when players take their turn.

II. DAYLIGHT

- A. One attention counter is picked at random.
- B. That character or hired leader (and all others following him) becomes unhidden and executes his recorded activities exactly as written down, one phase at a time. If a recorded activity is not possible when the player moves, that phase is lost.
- C. Daylight consists ordinarily of **four phases** in which each character or hired leader can perform any one of the activities below. If a character starts his turn in a cave clearing or moves into a cave clearing, he gets only **two phases** that day. If a player gets a bonus phase at a particular location (at a dwelling, for instance) he can record the phase as long as he will be in the location when he executes the bonus phase. If he gets a bonus phase from an item, it must be active when he records and executes the phase. (Horses become inactive on entering a cave.) The activities that can be executed each phase and [in brackets] what must be written down, are:
 - 1. MOVE [*M tile, clearing*]—character can move to an adjacent clearing along a path. He can change paths only at a clearing, not where paths cross on a bridge. To use a hidden path or secret passage he must have already discovered it. Ordinarily two move phases must be recorded to

¹This is a summary of the play of Magic Realm. Details of the setup and play can be found in the full *Second Edition Rules* and can be accessed by the *Second Edition Rules Index*. Tables and lists of characters, weapons, treasures, spells, monsters, and natives can found in the *Lists* section of the rulebook.

enter a mountain clearing (entirely surrounded by grey mountain symbol). Characters must leave behind any item heavier than their strongest MOVE *action chit* in play.

2. HIDE [H]—for each hide phase, may roll once on the Hide table. If successful, he turns his counter green side up; he cannot be blocked or attacked by monsters, by unhired natives, or by characters and hired natives who have not found “Hidden Enemies” during a SEARCH phase that day. Characters will become unhidden just before executing their first phase the next day, or if they block or attack anyone (or are blocked or attacked) during this day.

Note: All die rolls, unless modified by special advantages, are made with two dice, but only the higher number counts. This means that there are 11 chances out of 36 of rolling a 6, but only 1 chance in 36 of rolling a 1.

3. ALERT [A]—may turn weapon ready (asterisk) side up **or** *prepare* one magic spell to use in the combat phase.

4. REST [R]—may bring wounded *action chit* with no asterisk back into play **or** change a wounded single asterisk chit to fatigue **or** bring a fatigued single-asterisk chit back into play. Double-asterisk chits can be unwounded or returned from fatigue by “making change” and fatiguing another single asterisk chit.

5. SEARCH [S]—may roll on any one of the Search Tables to discover secret passages, hidden paths, hidden characters (who you then may block and attack), or treasure locations. From a mountain clearing may use Peer Table to Peer into a non-cave clearing on an adjacent tile. May also use a SEARCH phase to Loot a treasure location he has found; or a stack of abandoned treasures/weapons/armor/horses in a clearing. When a **character** takes an item he must choose to *activate*, *inactivate*, or *abandon* it (hired natives may not activate items). If a character has an active artifact, or is at a discovered treasure location with spells and has the right type of MAGIC chit, he may roll on the Reading Runes Table to attempt to learn the spell. Only the Witch King or a character with the Phantom Glass active can roll on the Magic Sight table.

6. TRADE [T]—may either a) sell one or more belongings for the basic gold price to a visitor or unhired native leader in the clearing, or b) look at the treasures held by a native group or visitor and then roll once on the Meeting Table to attempt to buy **one** weapon, armor, horse, or treasure from natives (if the leader of a native group is unhired and in the clearing) or visitors. The result gives the price for which the leader/visitor will sell the item. Before rolling on the Meeting table, the character may “buy drinks,” paying 1 gold for each unhired member of the native group in the clearing to make the group one level friendlier for one roll only.

7. HIRE [H]—may roll once on the Meeting Table to determine the cost of hiring a native group for 14 days. Rogues and the Order must be hired one at a time, higher numbered natives before lower (e.g., R7 before R6) and the leader (HQ) last of all. Other natives must be hired as a group: all unhired members in the clearing must be hired. You may HIRE or TRADE while hidden, but if you are blocked you will become unhidden. You can buy drinks before the roll.

8. FOLLOW [F *character/leader*]—for the entire day will move with another character or hired native leader and share in all the activities and discoveries of that character. If a character Loots, followers (as well as any other characters in the clearing who can see him) will find the treasure location but cannot take any treasure; if he TRADES, HIRES, or SPELLS, the followers do nothing. All hired native non-leaders can only follow (hired native leaders have their own turns to do activities and can move on their own or follow). A character can always leave behind his hired following natives, or, if he wishes, can leave behind any following person who hasn’t found Hidden Enemies when he moves to a new clearing while hidden. Following persons will also be left behind when a character FLIES or makes a double move with a pony unless the followers can fly or have a pony.

9. FLY [FL *tile*]*—*a character with a spell or activated flying artifact can use phase to fly to adjacent tile or to another clearing in the same tile. When finished flying for the day the character rolls one die and lands at random in a clearing of the tile he is in.

10. SPELL [SP]*—*The first SPELL phase of the day (SPX) is used only to prepare to do an *enchantment*. He can use second or succeeding SPELL phase in day to a) enchant one of his MAGIC chits or b) enchant the tile he is in. Enchantments have the following effect:

a) Enchanting a MAGIC action chit transforms the chit to *color magic*. The MAGIC chit is turned over to indicate its enchanted status. MAGIC chits convert as follows.

Type I MAGIC chit → white color magic
Type II MAGIC chit → grey color magic
Type III MAGIC chit → gold color magic
Type IV MAGIC chit → purple color magic
Type V MAGIC chit → black color magic
Other MAGIC chits (type VI, VII, or VIII) may not change to color magic.

b) A MAGIC action chit in the presence of the right color magic (present in the tile or supplied by playing another transformed color MAGIC chit) can be used to enchant (turn over) a tile. This can change the roadways and adds color magic to the tile. The following MAGIC chits must be played with the indicated color magic:

Type I MAGIC chit + white color magic
Type II MAGIC chit + grey color magic
Type III MAGIC chit + gold color magic
Type IV MAGIC chit + purple color magic
Type V MAGIC chit + black color magic

Other types and combinations of MAGIC chits cannot enchant tiles. Color magic chits returns to an ordinary MAGIC chit and are fatigued when used.

D. Additional activities possible at the beginning or end of any phase (do not have to be recorded):

1. At beginning of phase:

a) **Sell/Trade:** may sell, trade, or give weapons, treasures, information, or discoveries (in the clearing) to another character in the same clearing for any price agreed.

b) **Rearrange Belongings:** may activate, deactivate, or abandon items. (Can only have one weapon, horse, gloves or boots treasure activated at a time.)

2. At the end of the phase: **Blocking.** A character or hired leader may block another *character, monster, or hired leader* if either individual ends a phase in the same clearing. Only characters/leaders who have found “Hidden Enemies” that day can block hidden characters or leaders. Both the blocking and blocked individuals become unhidden and end their move at that point. No further phases can be executed but both may block other individuals. Monsters always block unhidden characters and hired leaders in the same clearing at the end of the character/leader’s phase or when the monster arrives in the clearing. Hired non-leaders cannot block or be blocked, and unhired natives block only on “Block/Battle” Meeting Table rolls.

E. At end of a character’s DAYLIGHT phases, all face-down Warning counters (yellow) and Sound/Treasure Site counters (red or gold) turn face up. Unblocked prowling monsters in his hex will move to character’s clearing and block all unhidden characters. The first player to finish his turn in a hex tile each day causes prowling monsters and natives to move from the set-up table to the hex. Monsters summoned by Warning counters appear in the character’s clearing, monsters summoned by Sound or Site counters appear in the clearing with the same number as the counter.

III. SUNSET and EVENING (COMBAT)

Day spells end at Sunset.

Combat may occur in any clearing which contains a character or hired native **leader** and any other character, native, or monster. In addition combat rounds will be played in any clearing in which a character wishes to cast a spell, rearrange belongings, or run out of the clearing. No combat occurs in clearing with only hired non-leaders, monsters, and/or unhired natives.

Rounds of combat consisting of an **Encounter Step**, a **Melee Step**, and a **Fatigue Step**, are played until two successive rounds are completed with no wounds, fatigue, armor damage, kills, or spells cast, and no Tremendous monsters red-side-up. Each character, monster, or native should have an available Melee Sheet to plot attacks and maneuvers.

When Combat begins, each player who has a character or hired native (even if hidden) in a clearing with unhired natives must roll on the Meeting Table for each unhired native group to see if they are *battling* him (the character's die roll modifiers apply and he may "buy drinks" before the roll). A **"Block/Battle" result in combat** means that the character and his hired natives are *battling* all unhired members of that native group in the clearing for the rest of the day. (**"Block/Battle" rolled during daylight** only results in the native group **blocking** the character/leader.) Unhired natives will also begin to battle a character if he or his hired natives lure or attack one of the group.

At the start of Combat each day, all heavy and medium monsters are turned light side up. Tremendous monsters are turned red side down. Unhired native horses are turned walking (non-asterisk) side up.

A. ENCOUNTER STEP: In the Encounter Step, monsters and natives are assigned to characters and their hired natives, characters may run away or alert a weapon, and spells are cast. **Note: If natives and monsters are not assigned in the Encounter Step, they don't attack this round.**

1. **Luring:** Beginning with the first character to move that day and going around the board, characters may become unhidden and take any number of monsters or **unhired** natives on their Melee Sheet to fight (or run away from). Hired natives and their horses can be played either side up and take **one** monster or unhired native on their sheet. Monsters (except red-side-up tremendous monsters) or unhired natives attacking a character can be lured away, but a monster or native already lured by a native cannot be lured away by another character or native.
2. **Random Assignment:** All unassigned monsters or battling unhired natives are assigned by die roll to unhidden characters. If a character is hidden or not in the clearing, he rolls and assign monsters or battling natives to any of his unhidden hired natives in the clearing. There is no limit to the number of monsters or battling natives that can be assigned to a character (or hired native if the hiring character is hidden or not in the clearing) by random assignment. If everyone is hidden, monsters and unhired natives are not assigned and do not attack this round, **but they can be targeted and attacked by characters in the Melee Step.**
3. **Deployment/Charging:** Beginning with the first character to move and going around the board, each character can **deploy** any of his **unassigned** hired natives onto the sheet of another unhidden character, native, or monster to attack them. (A hired **leader** who has found Hidden Enemies that day can be deployed against a hidden target—unhiding it.) He may place his hired native and its horse either side up. A monster or native must be returned to their own sheet if attacked. Special: if the last attacker is removed from the sheet of a monster/native, the defender leaves his sheet and becomes the newest attacker on the ex-attackers sheet. *Example:* The Amazon's hired Lancer lures a heavy Troll onto its sheet. In the Deployment step, the Berserker assigns his hired Rogue to attack the Troll. The Troll becomes the defender on its own sheet and the Rogue is the attacker. Now alone on its sheet, the Lancer is put, along with his horse, on the sheet of the Troll as the last attacker. If the Berserker, instead, played his Rogue to attack the

Lancer, the Lancer would remain on his own sheet and the Troll and the Rogue would both be his attackers; in the Melee Step the Amazon would select one of them as the Lancer's target.

The character may also **charge** another character by putting a MOVE action chit or his active horse (either side up) on the other character's Melee Sheet if the other character is unhidden or if the character has found Hidden Enemies (both characters become unhidden if the player charges). Charging may prevent the other character from performing an *action* in the round.

4. **Actions:** Beginning with the first character and going around the board, each character can play a color chit to activate a permanent spell and, if he didn't Charge during the Deployment step, he can play a MOVE, FIGHT, or MAGIC chit to do one of the following actions. **Important: The action chit played must have a number less than (equal to or less than for MAGIC chit) any MOVE chit or horse counter, or any monster or native move time, on his Melee Sheet. (Smaller numbers are faster speeds.)**

a) play a FIGHT chit to alert his weapon.

b) play a MOVE chit to run out of the clearing. The character is put half-way between clearings on one of the paths leading out of the clearing. If he just entered the clearing that day, he must be on the same path he came in. He must move to one of the two clearings as his first activity the next day. Anything on his sheet is unassigned for this round. You cannot run away from a Tremendous monster turned red-side-up on your sheet, and natives never run away.

c) play a MAGIC chit to cast a spell. If the character is casting a recorded spell he must play a MAGIC chit of the same type as the spell; both the MAGIC chit and the recorded spell are tied up and can't be used again until the spell expires. Spells that have been awakened from an artifact by Reading Runes can be cast using the artifact instead of a MAGIC chit, as long as the artifact and spell are of the same type. Artifact spells and all *prepared* spells have a time of zero (cannot be stopped by a MOVE chit). All spells must have the correct color magic present at the time they are cast. The color magic can be present in the clearing or supplied by one of the spellcaster's transformed MAGIC chits. If all these conditions are met the spell is cast. It will go into effect when a target is selected in the Melee Step if it is not stopped by another character's spell. **Note: This is the only time that spells can be cast.**

c) If the character didn't Charge or do one of the actions above, he may activate and/or deactivate **one** weapon or treasure, or abandon any of his belongings in the clearing.

B. **MELEE STEP:** In the Melee Step, targets for spells and weapon attacks are chosen, characters play attacks and defensive maneuvers for themselves and their hired natives, and the attacks are resolved to see what harm is inflicted on the targets.

1. All horses played in the Encounter Step turn over (native and character horses played in the Encounter Step cannot be played on the same side in the Melee step). Monsters and unhired natives on their own sheets are assigned to attack the last hired native put on their sheet.

2. **Attention Counters:** Characters mix their attention counters and select them at random.

3. **Selecting Targets:** When his attention counter is chosen, each character makes the following placements:

a) He **selects a target for his own attack or spell** by putting his attention counter on the target (or on the target's Melee Sheet). Additional targets for multiple target spells are announced. If he Charged this turn, he must target the character he Charged or not attack at all. A character, unlike natives and monsters, can attack targets not on his own sheet. When he puts an attention counter on another character, monster, or native (or himself if he is

casting a spell on himself) the character and his target are immediately unhidden (unless the AMBUSH rule is used). *Note:* When a character selects a target, he does **not** know who will be targeted by a character who goes after him. This creates opportunities for deception.

b) He **selects a target for his hired natives that are on their own sheet** by putting one of the attacking monsters or natives on the sheet in a maneuver box.

c) He **positions his hired natives who are attackers on the sheet of a monster or unhired native**. (Those on the sheet of **hired** natives are positioned by the hiring character when *attacks and maneuvers* are plotted.) He cannot turn any counters over. The defending monster/unhired native is placed in the “CHARGE and THRUST” red box and its head/club or horse is put in the “DODGE and SWING” box. The defender’s target (the last hired native put on his sheet in the Encounter Step) is put in one the Maneuver boxes at the bottom of the Melee Sheet; his horse may be put in the same or another Maneuver box. Other attackers are positioned in one or more of the attack circles.

4. **Spell Effects:** If a character casting a spell is himself a target of a spell, his spell will be canceled if the speed of his spell is not equal to or faster than the spell aimed at him (prepared and artifact spells; speed=0). If a character’s spell is canceled he may choose to attack the target of his spell with a weapon. **An uncanceled spell goes into effect now unless it is an Attack Spell aimed at a character/native/monster, in which case it must hit like any attack (as in 7 below).**

5. **Attacks and Maneuvers:** Secretly and simultaneously each character can place a MOVE chit (or horse counter if not in a cave) in the CHARGE, DUCK, or DODGE maneuver boxes on his own Melee sheet and a FIGHT chit with a weapon (or MAGIC chit if attacking with an *Attack spell*) in the SMASH, SWING, and THRUST attack circles. The FIGHT chit strength (L=Light, M=Medium, H=Heavy, T=Tremendous) must equal or exceed the weight of the weapon, and the MOVE chit strength must equal or exceed the weight of any weapon, armor, or treasure carried. Even if otherwise unarmed, all characters are assumed to have a dagger with Negligible weight and one sharpness star that they can attack with by playing a FIGHT chit without a weapon. Active armor counters go in the appropriate armor boxes. **Important: A character may play no more than two asterisks total on his FIGHT, MOVE, and MAGIC chits in any round, including those he played in the Encounter Step.**

At the same time, character also secretly positions all the natives and monsters on his own sheet and on his hired natives’ sheets. Natives maneuver and fight in the same direction unless the native has a horse and is not in a cave, in which case the horse may be played as a move in one direction and the native as a fight in another. Attacking monsters/natives cannot be turned over.

a) **The attacking natives and monsters on a character’s sheet** are placed in the red boxes. The attackers must fill as many boxes as possible, and a native/monster cannot be played in the same box as his horse or head/club. You cannot leave one box empty and double up attackers in another box.

b) **The defending hired native on his own sheet** is positioned in one of the red boxes. He may be placed either side up, and his horse can be placed in the same or a different box.

c) **The attacking natives and monsters on his defending hired native’s sheet** are positioned. The defender’s target is placed in one of the maneuver boxes; the horse or head/club counter must be in a different box from the attacking native/monster. Other attackers are put in the attack circles, filling as many boxes as possible and separated from their head/club/horse.

6. **Randomizing:** The final *attack/maneuver* directions for all monsters, unhired natives, and hired natives not on their own sheet is determined by rolling one die and consulting the “Repositioning Denizens” chart. Then, two dice are rolled for each box with medium or heavy monsters and/or natives: they “change tactics” and their counters turn over if there is a 6 on either die. Tremendous monsters do not change tactics randomly; they turn over only if they hit as in Step 7 below. ***Hired natives on their own sheets do not change directions or tactics.***

7. **Resolving Attacks:** All attacks and maneuvers are now revealed simultaneously. The speed and direction of the attack (the FIGHT or MAGIC speed) is compared with the speed and direction of the maneuver (the MOVE speed). An attack hits under either of two conditions:

- a) If an attack matches direction with the maneuver of the target it always hits.
- b) An attack which missed directions still hits if it has a speed which is less than (“undercuts”) the move speed or MOVE chit played of the target. (The attack always undercuts a character who didn’t play a MOVE chit.) The speed of the attack is:
 - i) the weapon speed if the weapon counter has a number on the face-up side,
 - ii) the FIGHT speed if the weapon has no number (or for natives/ monsters),
 - iii) the number on the MAGIC chit if it is a magical attack (prepared magic, artifact spells: Speed=0)

8. Attacks that missed are removed, attacks that hit are checked to see which hit first.

- a) On the **first round of battle** in clearing the order of attack is determined by weapon length from longest to shortest. Attack speed breaks ties.
- b) On **successive rounds of battle** the lowest attack speed hits first with weapon length determining ties.

9. **Harm:** The effect of each attack is determined in order, before other hits are resolved.

- a) The strength of the attack—Tremendous, Heavy, Medium, Light, or Negligible—is determined from the weight of the weapon, adding one level for each sharpness star and subtracting one star if the attack hits armor. **Striking weapon attacks** are increased one level if the strength of the FIGHT chit exceeds the weight of the weapon. **Missile attacks and magical attacks** must roll on the MISSILE TABLE which may increase or decrease the attack strength. Negligible and lower level attacks have no effect and are removed.
- b) If the **attack direction does not intercept an armor counter**, the target is killed if the strength of the attack equals or exceeds the target’s weight/ vulnerability. If the attack strength is less than the vulnerability, monsters and natives are unharmed, and characters must remove one **active** action chit from play, wounded, in the Fatigue Step. The chit is turned over to signify the wound.
- c) If the **attack direction does intercept an armor counter**, the character receives only a wound if the attack strength is Medium or greater, and is unharmed if the attack strength is Light or less. The armor counter is damaged if the attack strength equals the armor weight and destroyed (and instantly removed) if it is exceeded. Damaged armor is destroyed if damaged again and is returned to the natives for repair. Armored natives or monsters are not wounded and their armor is not damaged; they are killed if the attack equals or exceeds their vulnerability. The only effect of natives’ or monsters’ armor is to reduce the level of the attack by one sharpness star.

d) If the target is killed ***all its subsequent attacks in the round are canceled*** and the counter is removed from the game. Characters can receive fame and notoriety for the monsters killed by him or his hired natives, and notoriety and gold for natives killed. If he kills another character, he gets the victim's notoriety points and all his gold and belongings. If he kills more than one victim by himself in a day, the character can multiply the fame/notoriety value of the monster/ native/ character by the order in which it was killed.

i) The armor, weapons, and treasures of a character who is killed are taken by the (unhired) native group, hired leader, or character who killed him, or abandoned in the clearing if killed by a monster or hired non-leader.

ii) If a character kills a native he gets the native's gold and notoriety bounty. If he kills a hired leader he takes any belonging carried, but the group's belongings stay on the set-up card. If he kills an unhired leader, the group's belongings are abandoned in the clearing. When a hired native is killed, the employer loses notoriety points equal to the notoriety bounty.

iii) A character who is killed can be reincarnated in the same or different form and start over fresh the next day.

e) An attack on a native/character who played a horse counter to maneuver inflicts damage on the horse alone. The character/native cannot be harmed until the horse is killed.

f) *Important exception:* A red-side-down Tremendous monster that hits its target inflicts damage and turns red-side-up. A red-side-up Tremendous monster that hits immediately kills its target without affecting the armor or horse and is then turned red-side-down.

10. Any weapon that hit its target, regardless of effect, is turned with its asterisk side down (unaltered). Weapons that miss are turned asterisk-side-up (alerted).

11. **Disengagement:** At the end of each round of combat, all red-side-up Tremendous monsters remain assigned to their targets, and monsters and unhired natives remain assigned to characters. All other natives and monsters become unassigned until the next round. Unhired natives and monsters remain on their light or dark side, as they finished the round.

C. FATIGUE STEP

A character who has played a total of two asterisks on his FIGHT and MOVE chits during the round of combat must remove a chit with one asterisk from play, fatigued. Fatigued chits are kept out of play but not turned over, to distinguish them from wounds. The chit removed must be the same type as the asterisks played (take choice if both FIGHT and MOVE asterisks were played). A two-asterisk chit can be removed and (if available) a one-asterisk chit of the same type can be returned to play. MAGIC and color chits automatically fatigue when played and do not count towards fatiguing FIGHT or MOVE chits. MAGIC chits prepared in an ALERT phase must be fatigued at the end of combat even if the spell was not used. After fatiguing, the character must remove from play ***active*** (not fatigued or committed to a spell) chits for his wounds. If he doesn't have enough active chits, he can wound fatigued chits. When runs out of chits to wound, he dies.

IV. MIDNIGHT

A. After the end of rounds of combat, players can rearrange belongings and trade with each other.

B. All weapon counters become unalerted, curses are removed at the Chapel, and potion cards activated during the day are discarded.

C. Permanent spells become inactivated until they are supplied with the proper color magic again.

D. If the day is the end of the month, the game ends and Victory Points are calculated.

The unofficial, updated THIRD EDITION of the

Magic Realm Rules



Welcome to the MAGIC REALM.

MAGIC REALM is a game of fantasy adventuring, set in a land filled with monsters, fabulous treasures, great warriors and magicians. The scene is set in the ruins of a mighty kingdom, now inhabited by sparse groups of natives and swarms of monsters. Beneath it all are the rich remnants of a magical civilization, scattered and lost across the map.

To this scene come the adventurers, seekers of riches and fame, to make a name for themselves in this promising field. Swordsman and Dwarf, Magician and Sorcerer, the humans and the half-humans come seeking to loot the legendary riches of a lost civilization. Now you can play the part of one of these adventurers, stepping into an unknown Realm of magic and monsters, battles and treasures.

As a player, you will take on the role of one of the sixteen major characters who are represented in detail in the game. You will control where he goes, what he tries to do, how he handles himself in combat and much more. In the course of the game you will run into deadly monsters, tribes of humans ranging from old friends to sworn enemies, and treasures that will enhance your abilities in many ways.

MAGIC REALM is a complex game designed to

recapture the suspense and desperate struggles of fantasy literature. The game creates a small but complete fantasy world, where each game is a new adventure with a new map where everything lies hidden at new locations. The game includes many more playing pieces than are actually used in a single playing. The additional pieces are set up and can appear, depending on the directions in which the characters explore, but many of the treasure troves, treasures and spells will still be set up, unfound, when the game ends, and many of the monsters and natives might never be met. The result is an extremely unpredictable game full of surprises, a game that plays very differently each time it is played.

The complete game system includes hiking, hiding and searching, fatigue, wounds, rest, trade, hiring natives and combat between characters, monsters, and natives using a variety of weapons on horseback and afoot, as well as many magical effects.

Between exploring a new land where the mountains, caves, valleys, and woods change every game, and not knowing what you will find in each place, you will find each game a new and unpredictable adventure, filled with surprises. You will find this like no other board game you have ever played.

And now, into the MAGIC REALM.

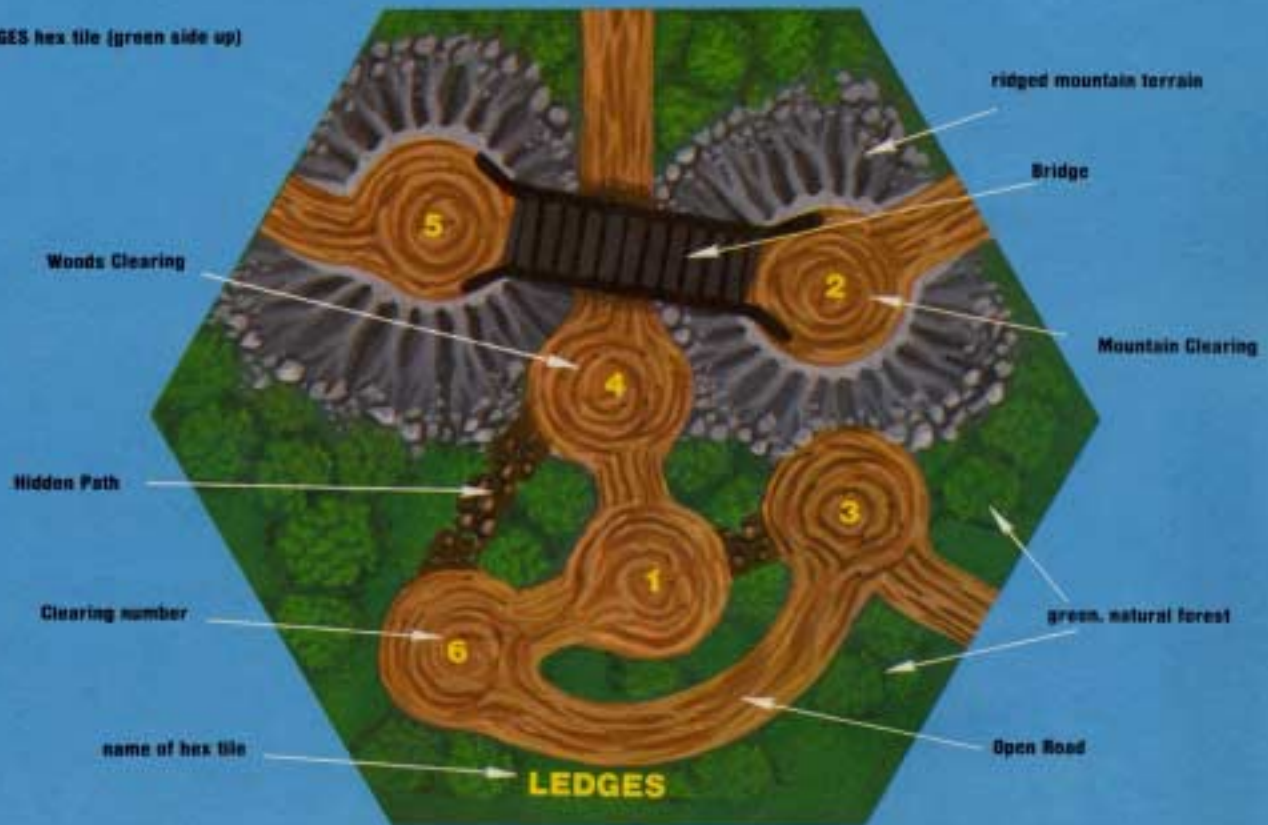
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HEX TILES

LEDGES hex tile (green side up)



BORDERLAND hex tile



1.0 INTRODUCTION TO THE THIRD EDITION RULES

1.1 PURPOSE OF THE THIRD EDITION RULES

The Third Edition Rules are the product of long-time Magic Realm players who came to the conclusion that a new rulebook is necessary for the true elegance of Magic Realm to emerge from the existing rules. While “unofficial” in the sense that they are not a product of the Avalon Hill Company, the Magic Realm publisher (now out of business), these rules are the product of over 50 collective years of experience with the game and represent the most complete interpretation of the game that we can muster. We have been assisted in this effort by extensive discussions and comments from the Magic Realm designer, Richard Hamblen, and by the collected wisdom of the on-line Magic Realm community. We welcome you to use these rules at your pleasure, to reproduce, and freely distribute them, as long as they are not sold and no charge is made for their use.

Unlike the Second Edition Rules, which made major changes to the First Edition Rules to rationalize and extend the play of Magic Realm, these Third Edition Rules reorganize and streamline the Second Edition Rules without making any significant rule changes. The Third Edition Rules are fully compatible with the full Second Edition Rules (with minor exceptions as noted), and players may use the Second Edition or the Third Edition interchangeably, depending on preference.

So, why then a new edition of the rulebook? First, following the footsteps of the First Edition rulebook, the Second Edition Rules were written as a number of “Encounters” of increasing complexity designed to let players learn the rules gradually, one Encounter at a time. While successful in separating out the basic rules (order of play, movement, hiding, trading, treasures) from the more difficult rules governing combat, hired natives, and magic, the Encounter structure left the rules covering many topics spread out over separate sections in the different Encounters. When referring to the rules on a topic in the Fourth Encounter it was often necessary to find and review sections in one or more of the first three Encounters. Moreover, the interaction of rules in the First Encounter with game features in the later Encounters was often not clear. In some cases rules in later Encounters superceded or modified the rules in earlier Encounters.

In the Third Edition Rules the Encounter structure is dropped. The rules are organized in order of the sequence of play, and rules from all the Encounters having to do with daylight activities or combat, for example, are collected together in the same section. The result, we hope, is a cleaner organization of rules for the whole game with greatly reduced redundancy. Beginning players can still play the early Encounters of the Second Edition Rules, or follow the suggestions below in the section “Advice to Beginners” to gradually increase the complexity of the game in stages using these Third Edition Rules.

The second major motivation of the Third Edition Rules is to fix some lingering holes in the Second Edition Rules. While, in

general, the Second Edition Rules have held up well over time, experience in play has identified some ambiguities and omissions that slipped through in considering all of the complex interactions that are possible in Magic Realm. In some cases, the interpretation of a particular rule can have important consequences in play. While such cases can always be decided by a friendly roll of the die, it is more satisfying to have an answer in the rules. We have tried to provide definitive answers within the structure of the rules to all the questions of play that have come to our attention. [\[Clarifications that are added to the Second Edition Rules are highlighted in blue text – like this.\]](#)

Other issues that have been partially addressed in the Third Edition Rules are some troublesome issues of play balance and unrealistic or undesirable strategies that are allowed by the Second Edition rules. These issues are unlikely to come to the attention of the casual player, but the on-line Magic Realm community has developed great expertise in character tactics and game strategies. Some of these tactics and strategies are so powerful that, although allowed by the rules, they make the game too predictable and reduce the enjoyment even of the players employing them. The charm of Magic Realm is that anything can happen in any given game. When each game starts to resemble the next, it defeats the goal of the game.

While we were constrained from making any fundamental changes in the game system by our principle of maintaining compatibility with the Second Edition Rules, we have addressed these play-balance issues by including some new optional rules. Many of these rules are not new; they were intended to be included in the Second Edition but did not make the cut, or they are new optional rules that have been extensively play-tested by the on-line player’s community. We have combined the original Advanced and Optional Rules and reorganized them into related topic areas that follow the format of the basic rules. All the Second Edition Advanced and Optional Rules are included, although it may take a few minutes to find the location of an optional rule with which you are familiar.

1.2 ORGANIZATION OF THE RULES

Sections 2, 3, and 4 bring together all the Second Edition rules related to game pieces, game set up, and game mechanics. General rules relating to treasures and magic are found here; discussions of specific treasures, items, spells, and wishes/curses are found in the Lists and Tables section. Section 5 is a detailed list of the sequence of play, suitable for reproducing as a double-sided reference sheet. The rest of the rules are organized in order of the Sequence of Play: Section 6 Birdsong and Sunrise, Section 7 Daylight activities, Section 8 Evening activities (including Combat), and Section 9 Ending the Game and scoring. Optional rules, organized by topic, follow the basic rules. The List and Tables sections has been expanded, and now contains all statistics for weapons, armor, horses, natives, monsters, and characters that are needed to play the game.

To reference a question on play, you can turn to the section of the game related to the event in question and find all the rules collected together. Alternatively, you can look up the subject in the Index, which lists the references to a topic in every stage of play. Because it contains all the details needed to play the game in full, the primary use of the Third Edition Rules is as a

complete reference for those who already know the rudiments of play. Beginners should look at the next section for advice on getting started in the Realm.

1.3 ADVICE TO BEGINNERS

If you are just beginning to play Magic Realm, here are some suggestions. Since the Third Edition Rules are compatible with the Second Edition Rules (which can be downloaded from the web at any of the sites listed in the reference section below) you can begin your journey into the Magic Realm by first playing the First Encounter and then the Second Encounter from the Second Edition Rules. The Board Setup and Prepare for Play sections are essentially identical between the editions. The First Encounter presents all the elements of play related to treasure hunting and the Second Encounter introduces combat with monsters. Hired natives, combat between characters, and between characters and natives are introduced in the Third Encounter. The rules for magic are contained in the Fourth Encounter.

Because the structure of the Third Encounter of the Second Edition Rulebook is particularly confusing, after playing the Second Encounter several times the novice player is well-advised to switch to the Third Edition Rules. Note that there are some changes to the rules on monster appearance, blocking, following, and exchanging items between the first two Encounters and the Third Encounter. These changes are highlighted in the Summary of the Third Encounter of the Second Edition Rules. This section, as well as the next two sections on “Following” and “Blocking Characters” should be reviewed before starting to use the Third Edition Rulebook.

Alternatively, if you prefer to begin with the Third Edition Rules, here are some suggestions for learning the game from this rulebook.

1) Download the rule summary file, *The Least You Need to Know to Play Magic Realm* from the same web site where you found this Rulebook. This is an eight-page summary of the sequence of play which contains, in a condensed form, the material on Sequence of Play, Daylight activities, and Evening activities from Section 5, 6, 7, and 8 of the Third Edition Rules. Reading through *The Least You Need to Know to Play Magic Realm* will give you a sense of the play sequence and activities that can be done, and it can serve as a “cheat sheet” while playing the game. You will need to follow the instructions in Sections 2, 3, and 4 from the Third Edition Rules to set up the board and prepare for play, and refer to the appropriate sections of the Third Edition for amplified information when questions arise.

2) Play the game without magic, hired natives, or character vs. character combat (approximately equivalent to the Second Encounter of the Second Edition) as a start. You can skip or ignore any reference to Hire phases or Enchant phases in the Daylight Section and to color magic, spell-casting, targeting other characters, and hired natives in combat in the Evening. Spell cards do not need to be set up, and magical items and artifacts can be treated as inert items with the listed Fame, Notoriety, and Gold prices. When using this variant, select your

characters from among those that are recommended for the first two Encounters in the Second Edition list of characters (magic-using characters will be very adversely affected if the use of spells is ignored!) After you have some confidence in the game at this level, add the rules on hired natives and character vs. character combat and play a game or two (approximately equivalent to the Third Encounter). Finally add the rules on magic.

3) Allow all beginners to play the first game (or the first week or two of the first game) without pre-recording moves. When taking their turns, they can do any activities allowed in each of their phases without being restricted to following orders written down during Birdsong. In essence, each beginner plays as if he had the Timeless Jewel in his possession.

Joel Yoder has written a paragraph-form rulebook, *Magic Realm in Plain English*, which is essentially equivalent to the Second and Third Edition rulebooks. Many beginning players have found this a useful alternative to the more “legalistic” style of the numbered rules in the Second and Third Edition rulebooks. You can find *Magic Realm in Plain English* available to download for free on the Magic Realm page on Boardgamegeek: <http://www.boardgamegeek.com/game/22>

Finally, if you can play with someone who already knows the game, it will make this jump-start into Magic Realm much easier! You may find play-by-e-mail games oriented towards beginners advertised in the web references below.

1.4 GAME SUMMARY

Note: This section provides a summary of more detailed and complete rules to be found in Sections 2-9. If there are any inconsistencies between this and later sections, use the more detailed rules found in later sections.

1.4.1 Each player plays the part of one character in the game. He controls that character’s pieces and uses that character’s counter to represent him on the map. The characters compete in accumulating Great Treasures, Usable Spells, Fame points, Notoriety points, and Gold. Before the start of play, each character records the number of points he needs in each category to win the game. He gains these points by owning or selling weapons, armor, horses, and Treasure cards, by reading runes at treasure sites or on magical Artifacts and Spell Books to learn new spells, or by fighting and killing monsters, natives, or other characters.

1.4.2 The game is played in the clearings on the map. The characters start the game in the same clearings with the Dwellings and move from clearing to clearing by following the roadways. Each character shows where he is currently located by putting his character counter in that clearing.

1.4.3 Also on the board, but turned face down at the beginning of the game, are chits representing treasure sites and sounds and warnings of monsters that may arrive on the map. When characters end a turn in the hex, these chits are revealed. As characters move around the board, more and more of these chits will be revealed, letting the players know where monsters and treasures are to be found.

a. In some clearings on the board the characters can find treasure sites, represented by the gold site chits, which they can loot to take treasures (represented by treasure cards) or, at some sites, read runes to learn the spells on the Spell cards there.

b. Hex tiles also have monster warnings (represented by the yellow Bones, Ruins, Smoke, Stink, and Dank chits) and sounds (represented by the red Howl, Flutter, Roar, Patter, and Slither chits). When characters enter a hex tile and reveal these chits, prowling monsters (as determined by the Monster Roll each day) may arrive on the board at the end of their turn and, in the evening, battle with the characters. Prowling monsters already on the board will move to a character's clearing and block unhidden characters from continuing their turn.

c. Combat occurs at the end of each day. During Combat characters may be able to run away from or avoid the monsters, or they may be able to kill them and earn Fame and Notoriety points toward their Victory Requirements. On the other hand, the monsters may kill the character, forcing the player to start over at the Inn as the same or different character, forfeiting all his possessions, Fame, Notoriety, Gold, and discoveries. Characters with magical abilities or items may also cast spells during rounds of combat in the evening.

d. At the Dwellings in the Valley or Woods tiles the characters will find groups of natives that they can trade with to sell treasures for gold or to buy the treasures and items kept by the group's leader. They may also attempt to hire the natives to help them search for treasure and battle monsters, characters, or other natives. The characters can battle with the natives, hoping to kill them and earn Notoriety points and Gold, and loot their abandoned possessions. On the other hand, characters may be killed by the battling natives, losing everything and having to start over. Natives that are not friendly or allied may block and battle a character unexpectedly.

e. Accompanying the native groups or at certain treasure sites, the characters may find chits representing visitors, individuals who have treasure or spells for sale and will buy items from characters for gold, missions that the characters can carry out for gold, and campaigns that the characters can undertake with various native groups as their allies.

1.4.4 Characters may cooperate with other characters to increase their chances of finding useful treasures and gaining Fame and Notoriety by battling monsters and natives. But beware! Characters may also attack and kill other characters to gain Notoriety and steal their gold and possessions.

1.4.5 At the end of the game, Victory Points are calculated by comparing the characters' Fame, Notoriety, Gold, Great Treasures, and Usable Spells with the Victory Requirements recorded at the beginning of the game. Characters who have achieved their requirements or earned a positive score have won the game. The character who has achieved the most Points above his Requirements is the victor.

1.5 WHERE TO FIND OUT MORE ABOUT MAGIC REALM

An excellent site with many game references is the Magic Realm Keep, at <http://www.geocities.com/finiasjynx/>. You will find instructions there about signing up for the Magic Realm list serve, where you can receive announcements about play-by-email games and discussions and debates about the finer point of

Magic Realm play. Another excellent Magic Realm site with files, software, and General articles on Magic Realm, can be found at http://www.geocities.com/n_and/mr00.htm. Boardgamegeek has a good collection of Magic Realm links and resources at <http://www.boardgamegeek.com/game/22>. Although the game is out of print, parts for the board game can be found at <http://www.tarotmoon.com/MRParts/mrparts.html>.

Many variants rules can also be found on the web. New victory conditions involving character Quests have been collected by Jay Richardson and are available for download at: http://www.geocities.com/n_and/mr00.htm. Teresa Michelson gamemastered a continuous online Extended Development game for over four years. Her extensively playtested rules for this game are collected on her site at: <http://www.tarotmoon.com/DEVMR2/rules.html>.

Robin Warren has developed a game expansion set with new tiles, new monsters, new treasures, new chits, and new rules at: <http://magicrealm.dewkid.com/expansion.htm>

Finally, *RealmSpeak*, a computer version of the game for solitaire or group play continues to be developed by Robin Warren to cover more and more of the game rules. It can be downloaded at: <http://magicrealm.dewkid.com>. *RealmSpeak* provides an opportunity to try out character strategies in solitaire adventures in the Realm and is highly recommended for learning the game.

1.6 DEFINITIONS

Active Chits – See In Play Chits.

Assigned – A denizen is assigned if it is on a character's or other denizen's sheet attacking him, or if it is on its own sheet being attacked by a character or other denizens.

Attention Chit – The action chit which has the character symbol on one side and is blank on the other.

Beast – A Frog, Squirrel, Bird, Eagle, Lion, or Dragon created by the Transform spell.

Cave Clearing – A clearing that is in a cave.

Caves Tile – Any tile with at least one cave on it, in which treasure sites can appear.

Character – One of the 16 adventurer types that can be played by a player. Described on the character cards.

Chit – The smallest square counters, including action chits, sound chits, warning chits, site chits, Lost City and Lost Castle chits, Monster Roll, Day (Turn), Weather chits, visitor chits, and number chits.

Counter – Any game piece other than the hex tiles, character cards, and chits.

Creature – A beast or monster.

Denizen – A monster or native of the Magic Realm.

Garrison Natives – Native groups that start out on the map at a dwelling, including the Order, Guard, Soldiers, and Rogues.

Hired Leaders – The HQ of each native group. When hired, the HQ gets a turn just like a character. Controlled monsters also play like hired leaders.

Hirelings – Any denizen who is hired by a character, including hired leaders, underlings, and hired monsters.

In Play Chits – Any chit that can be played during Daylight or Evening for any purpose. Includes regular action chits that are not fatigued or wounded and enchanted color chits.

Minion – Any native or monster that is hired or controlled by a character.

Mountain Clearing – A clearing that has ridges drawn around it on a mountain tile; not every clearing on a mountain tile is a mountain clearing.

Mountain Tile – A tile with at least one mountain clearing in which treasure sites can appear. Also includes the Deep Woods tile (even though there are no mountains in it) to round out the 5 Mountain tiles, along with the 5 Cave tiles, in which treasure sites can appear.

Native – A member of a native group which can be hired, traded with, or battled.

Out of Play Chits – Action chits that are unavailable for use during Daylight or Evening activities. Includes fatigued chits, wounded chits, and Magic chits dedicated to spells.

Player – A person who plays one of the characters. A distinction between the character and the player is made in some rules.

Prowling – The denizens that are prowling each day are those in the row corresponding to the day's Monster Roll. Prowling denizens will move from the Appearance Chart to the playing board if summoned by game chits, and prowling monsters will move within their hex tile when characters and hired leaders finish their turn.

Underlings – Hired natives who are not leaders (HQs) and hired monsters. Underlings do not get turns of their own and can only follow characters or hired leaders.

Visitors – One of the four individuals that can appear on the board when Row 6 is prowling. Can be traded with but not hired or battled.

Woods Clearing – Any clearing that is not a cave or mountain clearing.

2.0 A GUIDE TO THE PLAYING PIECES

This guide provides a quick reference to the information on the playing pieces. It is not necessary to memorize this information.

Notes:

1. The very large cardboard hexagons are referred to as “hex tiles” or “map tiles”. The smallest cardboard squares are referred to as “chits”. All other cardboard pieces are referred to as “counters”.
2. The round counters represent the characters and the items they can own. The square counters represent dwellings, monsters, and natives (and the personal mounts of the natives).

2.1 THE MAP

2.1.1 Tiles: The hexagonal Map Tiles (or “hex tiles”) show the terrain of the Magic Realm. The green side of each tile is the front or “normal” side; the varicolored reverse side is the “enchanted” side. The “enchanted” side stays face down unless the map tile is enchanted during the game (usually by a character in an Enchant phase).

a. The hex tiles are put side by side, green side up, to create the map of the Magic Realm. When assembled, the map shows a mountainous forest, dotted with clearings and caves that are interconnected by a network of roadways. Underground caves and tunnels are pictured in black, outlined with white dashes. The various types of terrain are illustrated in the figure following the Table of Contents.

b. Most of the game takes place in the circular *clearings*. The characters start the game in the same clearings with the Dwellings and move from clearing to clearing following the roadways. Each clearing contains a yellow numeral, so it can be identified by its number and tile. For example, “Nut Woods 2” (or the abbreviation “NW2”) identifies the clearing labeled “2” on the Nut Woods tile. There are three types of clearings: black underground clearings are cave clearings or “caves”; light brown clearings surrounded by grey mountain ridges are “mountain” clearings; and all other clearings are “woods” clearings.

c. The clearings are connected by four kinds of roadways: black underground “tunnels”, light brown “open roads”, dark brown “hidden paths” and grey-speckled black “secret passages”. There are no crossroads or forks between clearings – open roads run over tunnels without connecting to them, and bridges show where one road crosses over another road without connecting to it. Roadways connect from tile to tile. Roadways that run off the map edge are normally not used, except to leave the game (see Rule 9.2.2b). *Note:* “Mine openings” just show where open roads go underground to become tunnels. They do not affect play.

2.1.2 When a tile is “enchanted” side up, the tile itself automatically supplies an unlimited supply of color magic to everyone on that tile (see Rule 4.6.2e). The green side of the tile does not supply color magic.

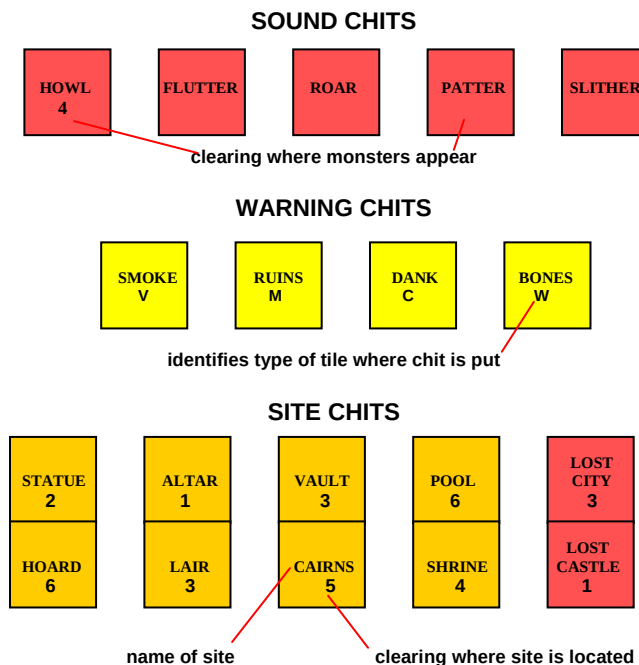
2.1.3 The map chits are put on the tiles face down to secretly define what is in each tile.

a. Each gold Site chit marks a treasure site. The number on the chit indicates the clearing where the site is located, and the name on the chit identifies the site. *Example:* The tile containing

the “Hoard 6” chit contains the Hoard site in clearing “6”.

b. The red Sound chits identify the sounds of the forest (sounds made by monsters) and mark a clearing where monsters can appear. The number on the chit indicates the clearing, and the word on the chit implies which monsters can appear there. The red *Lost City* and *Lost Castle* chits signify concentrations of Sound and Site chits. They identify regions thick with monsters and treasure.

c. Yellow Warning chits represent other clues that identify nearby monsters or dwellings. The letter on each chit defines the type of tile where it is put: “V” for Valley tiles, “W” for Woods tiles, “C” for tiles with caves, and “M” for Mountain tiles (and the mysterious Deep Woods). The Warning chits imply monsters that can appear in any clearing in the tile.



2.1.4 The Dwelling counters represent buildings and campsites inhabited by humans.

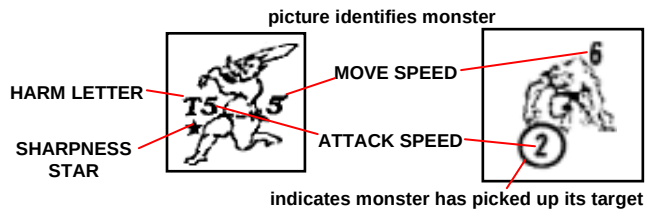
2.2 DENIZENS

2.2.1 The monster, native and visitor pieces represent the “denizens” who live in the Magic Realm.

2.2.2 The monster and native counters represent the monsters and humans pictured on them. The numbers, letters, and stars on these counters are combat values.

a. The letter on each counter defines the strength and harm inflicted by its attack, and any stars are “sharpness stars” that add to the damage it inflicts. The number with this letter defines his attack speed, and the other number on the counter defines his maneuver or move speed. These numbers show how much time it takes the denizen to complete an attack or a move. Lower numbers mean faster actions.

b. Each side of the counter shows different combat values (generally, the darker side is turned up when the monster or native is being more aggressive). Each monster or native always uses the values that are face up at the moment. **Monsters and natives that are not hired or controlled are always light side up during Daylight. They flip over only during combat.**



2.2.3 Monsters: Each monster counter represents the monster pictured on the counter. The size of each monster counter signifies the size and “vulnerability” of the monster – the largest counters are the largest, and toughest, monsters. The monster’s “vulnerability” is the damage that must be inflicted on it to kill it, and is the same as its size and its move or flying strength. The largest counters are Tremendous monsters, the middle-sized counters are Heavy monsters and the smallest counters are Medium monsters.

a. The List of Monsters identifies each monster and lists its size, weapon and weapon length, method of attack, Fame bounty, Notoriety bounty, and whether it is armored, and shows the combat values on both sides of each monster. The Fame bounty and Notoriety bounty are used to determine the points a character gets for killing the monster.

b. Most monsters have a weapon length of zero (“tooth/claw”), and attack by striking. If the monster has a weapon, head or club, its weapon and weapon length are listed. Demons and Imps attack using spells on their light side, but use tooth/claw on their red side.

c. The red side of the twelve Tremendous monster counters has a special meaning: it shows the monster’s combat values when it picks up an enemy to rip him apart! Tremendous monster counters are normally turned red side down, and other monster counters (including club and head counters) are normally turned lighter side up. These counters turn over only during combat, and when combat ends they turn normal side up again.

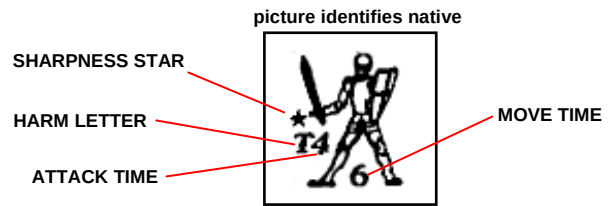
d. The Dragons, Trolls and Serpents (including Vipers) are the only armored monsters. These monsters are protected by armor in all directions; every attack that hits one of them hits armor and loses one sharpness star. A monster’s armor cannot be damaged or destroyed while the monster lives.



e. Five of the monsters have two counters: each Giant has an extra counter that pictures a club, and each Tremendous Dragon has an extra counter that pictures its head. Each extra counter moves with its monster, but it attacks separately, with its own combat values. The extra counters cannot be attacked; the only way to kill one of them is by killing the monster it belongs to.

f. Flying Values: Some monsters have “flying values” instead of move values (see the List of Monsters), and other denizens and characters can acquire flying values by magic. Flying values, like move values, consist of a strength letter and a move time. When a character or denizen has a flying strength that will carry him, he can use it to fly. Flying monsters always fly. They fly when they charge in combat, and when hired or

controlled they fly when they move.



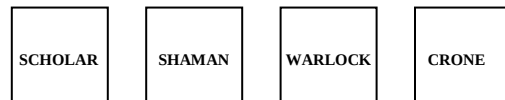
2.2.4 Natives: Each native counter represents the native pictured on the counter. The List of Natives identifies each type of native and indicates his Gold bounty, Notoriety bounty, weapon length, method of attack, weight, move strength, vulnerability, whether he is armored, and the basic “wage” that determines how much recorded gold it costs to hire him. Each native has the weapon length, method of attack and armor implied by the picture on his counter. Except for the Knights, each native’s move strength and vulnerability equal his weight. The Knights have Heavy weight but Tremendous move strength and vulnerability.

a. The natives are divided into nine groups. Each native counter has an identity code (or “ID code”) that identifies him and the group he belongs to. The *Company* (“C” ID code) are the blue counters, the *Bashkars* (“B”) and *Rogues* (“R”) are red, the *Guard* (“G”) and *Order* (“O”) are gold, the *Lancers* (“L”) and *Woodfolk* (“W”) are green, and the *Patrol* (“P”) and *Soldiers* (“S”) are brown.

b. The ID code on each native counter identifies the native and his group. The first letter identifies his group, and the rest of the code identifies him within the group: the leader of the group has the “HQ” code, and his underlings are identified by numbers.

c. The leader of a native group is special – he is the only one who trades, and he is the only one who summons visitor/mission chits, even when the group is scattered. When he is killed (or hired), no one in that native group can trade or summon visitor/mission chits. The leader also has greater capabilities than the other members of his native group when hired.

d. The other numbers, letters and symbols on each native are his combat values. The harm letter and sharpness stars define the harm he inflicts when he hits. The number with the harm letter defines his attack time and the other number is his move time. The Table of Natives lists all the natives in each native group and their combat values, including those of their horses.



2.2.5 Visitor/Mission Chits: The visitor/mission chits have a variety of uses. When a name (Crone, Scholar, Shaman, Warlock) is face up, the chit represents a *visitor* – a sage or magician who is visiting the Magic Realm. When Escort Party or Food/Ale is face up, the chit represents a helpless group of people who are on a *mission*. When Conquest, Pillage, Quest, Raid, Revolt or War is face up, the chit represents a messenger or demagogue with the authority to start a *campaign*. Missions and campaigns are described in Rule 7.2.4.

2.3 BELONGINGS AND SPELL CARDS

2.3.1 The weapon counters, armor counters, Treasure cards and round horse counters are “belongings” that the characters can

own; the weapons, armor and Treasure cards are “items” that must be carried. Spell cards represent information that can be learned.

2.3.2 Belongings carried by a character must be either “active” or “inactive”. Active items are available for immediate use by the character; inactive items must be activated before they can be used. Active and inactive items should be kept apart.



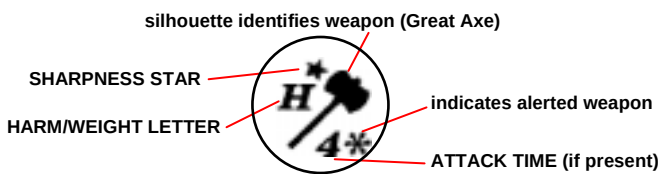
2.3.3 Horses: Each horse counter represents the horse pictured on it. There are three types of horses: ponies, workhorses and warhorses as shown on the List of Horses. When a character has a horse active, he is riding it. Inactive horses are being led and represent pack horses. Each horse counter has the strength letter and time number shown on the side of the counter that is face up at the moment.

a. The round horse counters are mounts that the characters can obtain and ride during the game. Hired natives can never use the round horse counters. They can use only their own native horses. The square horse counters are the personal mounts of the natives and cannot be used by the characters.

b. Each native horse belongs to the native with the matching ID code.

c. The letter on each horse counter defines its strength, and the number defines the time it takes to move. Each side of the counter shows different values; the side showing an asterisk is turned up when the horse is “galloping”, and the side without an asterisk is turned up when the horse is “walking”. The horse always has the values that are face up at the moment.

d. Each native and native horse counter is always light side up except during combat or when it is hired.



2.3.4 Weapons: Each weapon counter is identified by the silhouette on the counter. The List of Weapons identifies each weapon and defines its weapon length and its method of attack. Certain treasure cards also function as weapons, and their attributes are listed on the card or in the List of Treasures.

a. Each weapon has a length value from 0 to 18 (these numbers are not indicated on the counters; they are listed in the List of Weapons). Larger numbers indicate longer weapons.

b. The letters, numbers, and symbols printed on the weapons define how they function in combat.

b.1) The number on a weapon is its attack time, which defines how much time it takes the weapon to complete an attack (lower numbers mean faster attacks).

b.2) The letter on the weapon defines the weight of the weapon and also defines the harm it inflicts when it hits, measured in the same levels as weight (“L” for Light, and so

on). *Special:* When unalerted side up (with no letter), a Spear inflicts Negligible harm. It still has Medium weight.

b.3) Each sharpness star on the weapon adds one level of harm, but when the weapon hits armor one of the sharpness stars does not count (additional stars increase the damage normally). *Example:* A Light weapon with two sharpness stars inflicts Heavy damage normally, Medium damage against armor.

c. There are two methods of attacking: by *striking* (“striking weapons”) and by *missile* (“missile weapons”). The weapon’s method of attack modifies the harm it inflicts: missile weapons must roll on the Missile Table to adjust the harm level, and striking weapons gain one harm level when they are played with excessive Fight strength. The method of attack is listed on the List of Weapons.



d. A weapon counter is “alerted” when the red side of the counter that shows an asterisk is face up. When the other side is face up, it is “unalerted”. Each counter uses the values that are face up at the moment. Only active weapons can be alerted; when inactive or unowned, a weapon must have its unalerted side face up. Weapons can attack with either side up, but most weapons are more effective when the alerted side is face up. *Note:* Weapon cards cannot be alerted. Weapon cards stay face up whenever they are active and always have the values shown on the card.

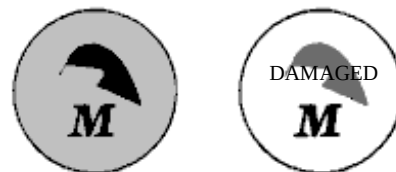
e. Weapon counters are placed unalerted side up just before the start of each day. They remain unalerted side up unless they are alerted during the day using an Alert phase or at certain times during combat. Whichever side is face up, it must keep that side face up until the counter is turned over again in an Alert phase or by hitting or missing in combat.

2.3.5 Armor: Each armor counter represents the armor pictured on it. There are four kinds of armor: helmets, breastplates, shields, and suits of armor.

a. Each armor card and counter displays a letter that defines the armor’s weight and toughness. This toughness defines the



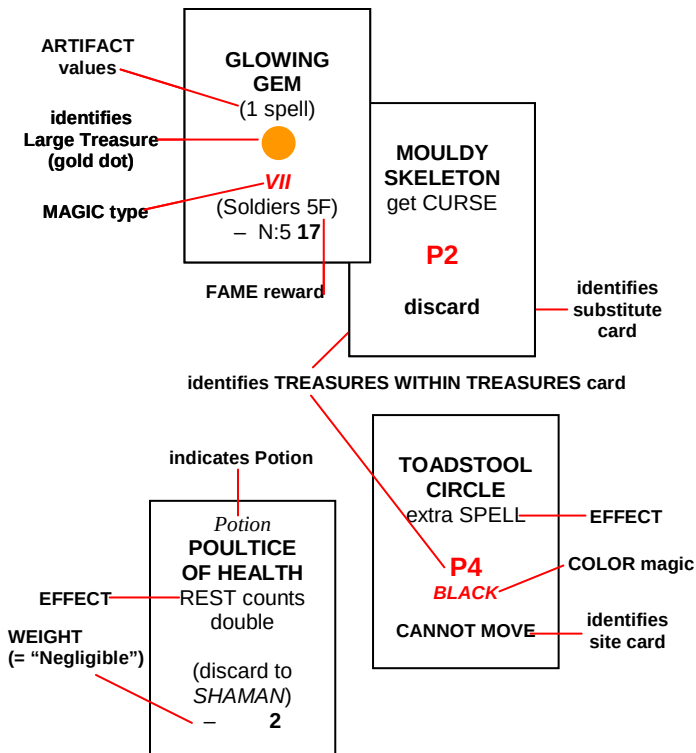
amount of harm needed to affect the armor – the armor ignores attacks that inflict less harm. *Example:* A Medium shield is unaffected by Light harm.



b. Each armor counter is turned “intact” side up at the start of the game. When damaged it is turned “Damaged” side up, and it remains damaged side up until it is repaired or destroyed. While damaged, it protects its owner normally.

2.3.6 Treasure Counters: The four gold weapon counters (the Bane, Truesteel, Living, and Devil Swords) and the four gold armor counters labeled Gold Helmet, Silver Breastplate, Jade Shield and “T” Armor) are valuable “treasure counters”; the other weapons and armor counters are ordinary items. The pony labeled “L2” on one side and “L4” on the other, and the war horse labeled “T3” on one side and “T5” on the other are also treated as treasure counters; the other horses are ordinary.

2.3.7 Treasure Cards: Treasure cards represent a variety of items including weapons, armor, boots, gloves, other clothing, jewelry, potions and more. Each Treasure card represents the item named on the card. Cards with a gold dot are “Large Treasures” with obvious value; cards with no gold dot are “Small Treasures” that are less valuable (or less obvious about



their value). Cards with a red dot are “Great Treasures”.

a. Each Treasure card has a letter that defines its weight and a number that defines its Gold price. The phrase in the center of the card indicates what it can be used for in the game. The List of Treasures explains how each Treasure card is used, and the Table of Treasures provides statistics for each Treasure card, such as Fame, Notoriety, Gold price, weight, spell type, Magic type, large and Great Treasures, and other information found on the Treasure card.

a.1) Some Treasure cards also have a Notoriety value and a Fame value or Fame reward. A Fame value is identified by the word “FAME:” followed by a number. A Fame reward is identified by the name of a native group, a number and “F”, all within parentheses.

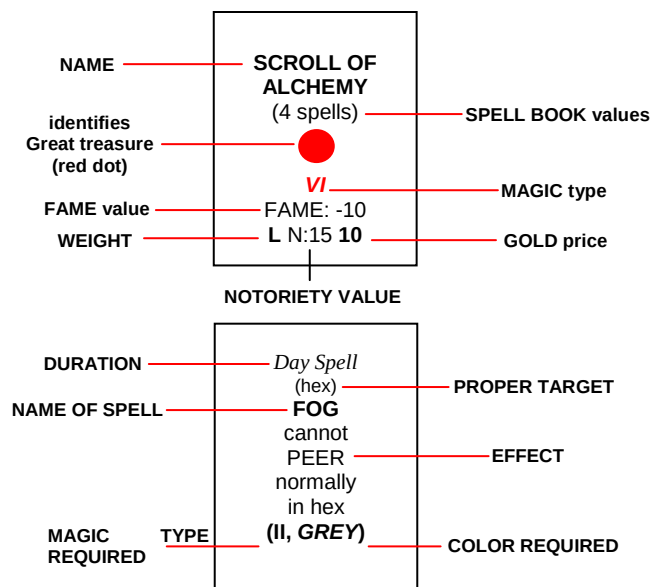
a.2) Colors and Roman numerals printed in red signify Enchanted cards with color magic or cards with Magic types that function in a limited way like a Magic chit. Each Enchanted card supplies the color named on it (in red), to every character in its clearing. The characters can use cards with a Magic type printed on them to cast spells.

b. The six cards labeled “P1” to “P6” in red are Treasures Within Treasures cards (or “TWT” cards) that contain other

treasures. The Chest (P1) is an item, but the Remains of Thief and Mouldy Skeleton are exchanged for items, while Toadstool Circle, Crypt of the Knight, and Enchanted Meadow are “Site cards” – places where treasures are located.

2.3.8 Spells: The Spell cards signify magic spells. Each Spell card displays the name of the spell and summarizes its qualities. It identifies the Magic type and color magic needed to cast the spell and specifies the target(s) it can be cast on, and it summarizes the spell’s effect and its duration (how long it remains in effect). The List of Spells explains each spell in detail.

2.3.9 Artifacts and Spell Books: Each Artifact contains one Spell card, and each Spell Book contains four Spell cards. Each Artifact and Spell Book card can be used as a Magic chit that is limited to casting the Spell card(s) contained in that Artifact or Book. The red Roman numeral on each card identifies the type



of Magic chit it can be used as.

2.4 THE TREASURE SETUP CARD

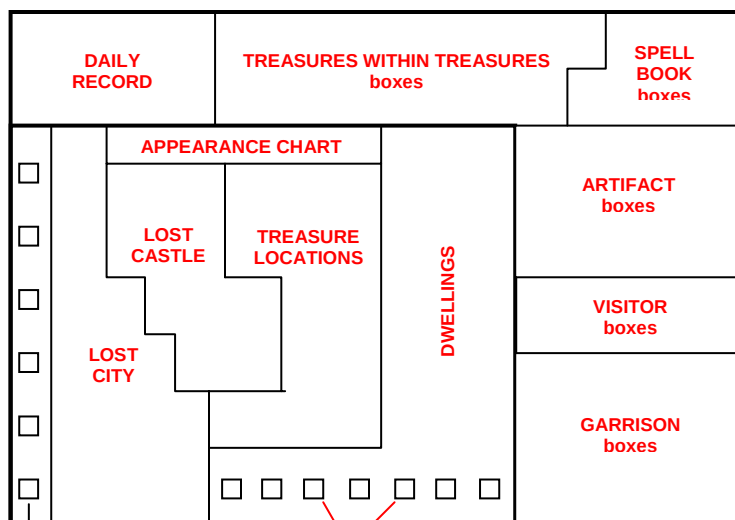
2.4.1 The Setup Card is used to hold pieces that are hidden somewhere on the map or that are just too bulky to keep on the map. Most of the denizens and items start the game on the Setup Card and move to the map during play. The Appearance Chart contains denizens that can appear on the map. The Treasure Locations and Treasures Within Treasures sections contain treasures hidden at the Site chits; the characters can obtain these treasure by discovering and looting the Site chits. The Dwellings, Garrisons and Visitors sections contain items and horses owned by the natives and visitors; the characters can obtain these by going to the natives and visitors and trading with them.

a. Each box in the Lost Castle and Lost City sections holds the type of monster pictured in the box. The large number in the box indicates the number of monsters in the box; boxes that contain no number contain only one monster.

b. Each box in the Treasure Locations section holds the treasure cards and Spell cards listed in the box, plus the monster pictured in the box. These treasures, spells and monsters are all hidden in clearings on the map.

c. Each pair of boxes in the Dwellings section holds the native group named in the rectangle, plus all of the items owned by that group. The natives (and any horses they are riding) are

TREASURE SET UP CARD SCHEMATIC



put in the square box; the large number in the box shows how many natives there are in the group. Any items owned by the group (including round horse counters) are put in the rectangular box.

d. The seven small boxes in the bottom row of the Dwelling section are used to hold the visitor/mission chits.

2.4.2 Each box in the Garrisons section holds the items owned by the native group named on the box. The native group itself is on the map, at the Dwelling pictured in the box.

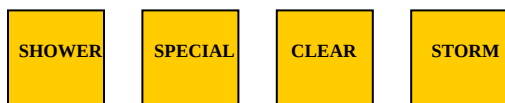
2.4.3 Each box in the Visitors section holds the items and spells owned by the visitor named on the box.

2.4.4 The boxes in the Artifacts and Spell Books section hold Spell cards that have been inscribed on items and books.

2.4.5 Each box in the Treasures Within Treasures section holds extra treasures that are hidden within one of the Treasure Locations boxes.

2.4.6 The Day (Turn) chit is put on the Daily Record track to identify the turn that is in progress. *Note:* If the optional Seasons/Weather rules are being used (see Rule 10.D.1), one of the four Weather chits and one of the six red number chits are also put on this track to keep track of the weather.

WEATHER CHITS



2.5 CHARACTER PIECES

2.5.1 Each character has one Character card, one character counter, one Attention chit and 12 action chits.

2.5.2 The character card provides a quick reference to the

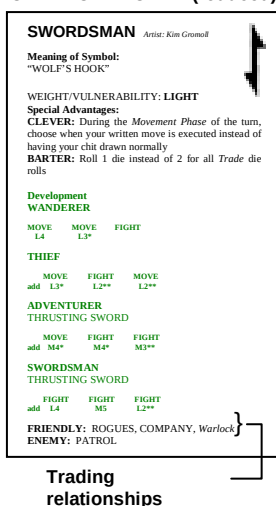
character. The front of the card names and pictures him, and shows the symbol that identifies all of his personal pieces. The back summarizes his qualities and lists the items he starts the game with. Each character is explained in detail in the List of Characters.

a. His Weight/Vulnerability defines his weight and vulnerability. His Special Advantages are special rules that apply only to him.

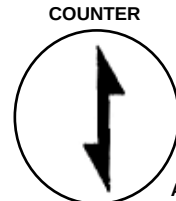
b. The Development section outlines the four stages he went through to become what he is. It shows the name, weapons, armor and spells he had at each stage, and the action chits he gained at each stage. The character is already at his fourth stage when the game begins. The earlier stages are used only with the optional Development Game rules (see Rule 10.E.5-6).

c. The bottom of the card shows the trading relationships that affect how he trades with visitors and native leaders.

CHARACTER CARD (reduced)



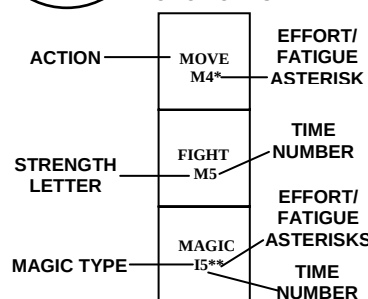
CHARACTER COUNTER



ATTENTION CHIT



ACTION CHITS



2.5.3 The character's character counter is the round counter that shows his symbol. It is colored green on one side, tan on the other. A character's counter is turned green side up when he is hidden, tan side up when he is not hidden.

2.5.4 The character's Attention chit is the chit that shows his symbol on one side and is blank on the other.

2.5.5 The character's action chits are the twelve chits that show his symbol on one side and either Move, Fight, Duck, Berserk, or Magic on the other side. He plays these chits to do actions in the game. The values on each chit define its qualities.

a. The word on each chit defines what actions it can do. Move and Duck chits are used to move and maneuver, Fight chits are used to attack, Magic chits are used to cast spells and do enchantments, and the Berserk chit causes a fighting frenzy.

b. The number on each chit defines the time needed to do that action; lower numbers mean faster actions.

c. The asterisks on each chit show the extra effort needed to do that action; two asterisks show twice as much effort as one asterisk, and chits with no asterisks require no extra effort at all.

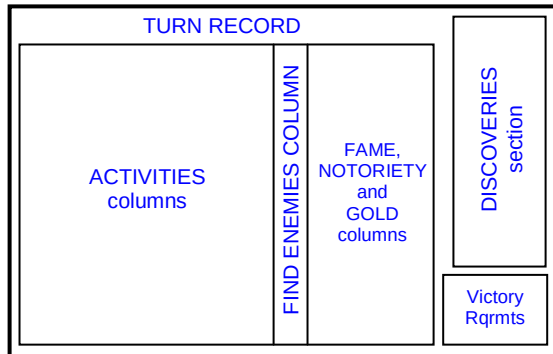
d. The letter on each Move, Fight, Duck and Berserk chit defines its strength. Magic chits have no strength.

e. The Roman numeral on each Magic chit defines its magic type. The eight types of Magic chits are used along with the colors of magic to cast spells.

2.6 PERSONAL HISTORY PAD

2.6.1 Each character takes one sheet of the Personal History Pad and uses it to keep a record of his status throughout the game. As each day is played he records the information for that day on the line for that day.

PERSONAL HISTORY SHEET SCHEMATIC



2.6.2 The front of the sheet contains a large Turn Record area, a Discoveries list and a Victory Requirements box.

a. At the start of the game he copies his Special Advantages and trading relationships from his Character card, and he records the Victory Points he needs to win the game in his Victory Requirements box. He must record any changes in trading relationships that occur during the game. He must reveal his current trading relationships whenever he is asked. His Victory Requirements are secret and need not be revealed.

b. The Turn Record is divided into nine “Activities” columns, one “Find Enemies” column, two “Fame” columns, two “Notoriety” columns and two “Gold” columns. It is ruled into 56 rows, grouped into two “lunar months” of 28 turns each. During the game, the character records each turn in the row for that turn. *Note:* Each Personal History sheet shows enough turns for two one-month games, or one longer game. All discoveries must be erased between games.

c. He records the activities he will do during his turn in the “Activities” section of his Turn Record. He records them from left to right in the order he plans to do them. When he does his turn he must do his activities in the order he recorded them.

d. Each character has personal Fame, Notoriety and Gold points that he can gain or lose during play. He keeps a record of these values in the Fame, Notoriety, and Gold columns of his Turn Record section.

d.1) His recorded Fame and recorded Notoriety both start at zero. They can increase or decrease without limit, and they can fall below zero – he can record negative Fame points and negative Notoriety points. His Fame represents how much he is admired (negative points show how much he is despised), and his Notoriety represents how much he is feared (negative points show how much he is scorned). These values are not secret: he must reveal his recorded Fame and his recorded Notoriety whenever he is asked.

d.2) His Gold points show the value of the coins and loose jewels he is carrying (there are no game pieces for gold and jewels). Recorded gold never weighs anything (large values represent valuable jewels). Each character must keep his recorded gold secret until the end of the game. He starts the game with 10 points of recorded gold, and it can increase

without limit. *Important:* His recorded gold can never fall below zero – he cannot spend gold he does not have (there is no credit in the Magic Realm).

e. He records discoveries by crossing them off his Discoveries list, which lists every hidden roadway and treasure site in the game, and in the Find Enemies column of his turn Record.

e.1) Each hidden path and secret passage is identified by the clearings it connects; roadways that are on different sides of the same tile are different roadways that are listed separately. *Example:* The secret passageway listed as “Borderland (green) 4-5” is the secret passageway connecting clearing 4 with clearing 5 on the green side of the Borderland tile. There is also a different “Borderland (enchanted) 4-5” secret passageway on the enchanted side of the tile.

e.2) Each Site chit is listed under “Treasure Locations”. Each Site card is listed under “Special Cards”.

e.3) On any turn in which a character discovers “Hidden enemies” by rolling on a Search Table, he checks the “Find Enemies” column.

2.6.3 He uses the back of his sheet for combat and magic. He uses the Melee Section to resolve his attacks and maneuvers during combat.

a. He records the spells he can use in the “Spells” boxes on the back of his Personal History sheet. Each character starts the game with a limited number of spells, and he can obtain more by learning them or buying them from visitors.

b. At the start of the game, the Spell cards are set up on the Setup Card to specify where new spells can be acquired. When a character acquires a spell, he records the spell on his sheet and leaves the Spell card for others to find.

2.7 GAME PIECE ERRATA

Several game pieces, especially in the first edition of the game, had errors printed on the pieces. Some of these errors can make setup and play confusing. To assist players, below is a list of all the known errata involving game pieces, and how to handle these errata in play.

2.7.1 Tremendous Monster Backs: In the first edition, several of the Tremendous Monsters were printed with their backs (red sides) transposed – the T Flying Dragon has the back of the T Spider, the T Spider has the back of the T Troll, and the T Troll has the back of the T Flying Dragon. *Solution:* A sheet was originally provided so that players could cut out the correct backs and paste them onto the pieces; however, that sheet may be missing from most sets by now. To fix your game pieces, you can either xerox the correct backs out of the List of Monsters in the rules, cut them out, and paste them on, or try to obtain second edition pieces.

2.7.2 Octopus Move Time: In the first edition, the Octopus was printed without a move time on the red side. *Solution:* The correct move time is 3; this can be written onto the piece. *Note:* The picture of the Octopus in the first and second edition rules List of Monsters is also shown without its move time and should be corrected.

2.7.3 Imp Magic Type: The Imp is shown as having a Type VIII attack. Actually, he has a Type V attack, for his Curse. This

normally does not affect play, unless a character absorbs the Imp using Absorb Essence. *Solution:* If a character absorbs the Imp, he should be considered to have a Type V attack.

2.7.4 Rogue Numbering: The numbers for R1 and R2 are transposed on the alerted side. Only the numbering is affected as these two rogues are the same type of native and have the same combat values on both sides. However, it could get confusing during combat as they flip over. *Solution:* Write the correct numbers on the alerted sides or keep track of which is which by using only the numbers on the unalerted side.

2.7.5 Bashkar Pony Numbering: Several of the Bashkar ponies have incorrect numbers on the alerted side. B3 has the number B4 on the alerted side, B4 has the number B5, and B5 has the number B6. Only the numbers are affected, the combat values can be used as is. *Solution:* Write the correct numbers on the alerted sides, or keep track of which is which using only the numbers on the unalerted side.

2.7.6 Magician Spell Types: On first edition character cards, the Magician has spell types listed for the 2nd and 3rd development levels (Trickster and Illusionist) that don't match the chits available to him at those levels. *Solution:* Revise the magic chits he receives at each level to match the spell types he is allowed to choose. At the Trickster level, the Magic VIII4* should be replaced by a Magic II3*. At the Illusionist level, the Magic V4** and VI4* chits should be replaced by Magic III3* and VIII4* chits. At the Magician level, the Magic II3* and III3* chits should be replaced with Magic V4** and VI4* chits. This gives him the least powerful spells at lower levels and more powerful spells at higher levels.

2.7.7 Magician VII Chit. In second edition, the Magician's Type VII4* chit was revised to have two effort asterisks, and became a Type VII4** chit. Most character cards in use are from first edition, and will not show this extra asterisk. *Solution:* Check your character card and add an extra effort asterisk to the Type VII4 chit if needed.

2.7.8 Order of Special Advantages: On many of the character cards, the order in which the Special Advantages are listed does not match the order in which they are described in the rules. This is important for the optional Development Game (see Rule 10.E.5-6), as the characters receive their Special Advantages in the order in which they are listed in the rules, *not* the order on the card. *Solution:* Number the Special Advantages on the cards to match the numbers in the rules. This affects the following characters:

- a. Amazon gets Aim before Stamina,
- b. Black Knight gets Aim before Fear,
- c. Captain gets Aim before Reputation,
- d. Dwarf gets Short Legs before Cave Knowledge,
- e. Magician gets Magical Paraphernalia before Knowledge,
- f. Sorcerer gets Lore before Aura of Power,
- g. Swordsman gets Barter before Clever,
- h. White Knight gets Health before Honor,
- i. Witch gets Knowledge before Familiar,
- j. Witch King gets Disembodied before Aura of Power,
- k. Wizard gets Lore before Experience.

For players who want to combine the Development Game (Rule 10.E.5) with the character Optional Abilities, suggestions for the stage of development that characters receive their Optional Abilities are included in the Advanced and Optional Rules (see Rule 10.A.6).

2.7.9 Sword Type: The White Knight's card lists a "Bustard Sword" for the first three development levels. This sword is referred to as a "Broadsword" in the Lists and Tables. *Solution:* Revise the White Knight's card or remember that the two sword types are the same.

2.7.10 Witch King Spells: On some second edition Witch King cards, the Witch-King is listed as having "Two Spells (VI, V, or VI)" at second level. The correct listing should be "Two Spells (IV, V, or VI)". First edition cards do not have this error. *Solution:* Revise the first "VI" to a "IV" on the card.

2.7.11 Spell Phases: In the first and second edition rules, the term "Spell phases" was used to describe the Daylight phase in which characters could enchant magic chits or hex tiles. This activity is now called an "Enchant phase" in these Third Edition Rules, to make the purpose of the phase more clear. However, the Sorcerer and Witch King cards, as well as copies of the First and Second Edition Rules, still refer to these as Spell phases. *Solution:* Annotate the Sorcerer and Witch King cards with the new phase name or simply remember that the two types of phases are the same.

2.7.12 Regent of Jewels: The treasure card for the Regent of Jewels has a typo, "Regent or Jewels". *Solution:* None needed; can be corrected with whiteout if preferred.

2.7.13 Vial of Healing: This potion says "Discard to Chapel" – what it should actually say is "Discard to Order", since the Chapel itself can't own treasures, and the OHQ may or may not be located at the Chapel. *Solution:* When this card is discarded, place it with the Order's treasures and treat it like the rest of their belongings.

2.7.14 Lost City and Lost Castle: The Lost City and Lost Castle chits were printed with numbers on them; however, these numbers are not used in play. These chits are not placed in specific clearings; they are put in the woods, away from the clearings. *Solution:* Ignore the numbers on these chits.

2.7.15 H6/T8 Workhorse: Some workhorses were printed with "H6*" on one side, and only an "8" on the other side. This counter should have a "T" above the horse on the side with the "8" to show that it can carry Tremendous weight. *Solution:* Print a "T" on the side of the horse counter with the "8".

2.7.16 Morning Star: Some early editions of the game have the unalerted side of the Morning Star weapon with no weapon time. It should have a time of "6" on the unalerted side. (The alerted side has a speed of "3.") *Solution:* Add a "6" to the unalerted side.

3.0 PREPARE FOR PLAY

The players start each game by constructing a completely new Magic Realm. They assemble the hex tiles to form a new map, they put the map chits on the tiles to define the special places in each tile, and they put various game pieces on the Treasure Setup Card to define the items and beings that are at each special place.

Constructing the Magic Realm is not as formidable as it appears. This section explains the entire process in detail in order to answer any questions that might arise. The tables summarize the critical points, but most of the necessary information is printed on the Setup Card. Once the players grasp how the pieces are placed they can set up without referring to the rules at all.

It takes experienced players up to 45 minutes to set up the Magic Realm, but this time can be reduced significantly if the pieces are sorted and stored in counter trays or baggies ahead of time.

STEP 1:

3.1 SETTING UP THE TREASURE SETUP CARD

3.1.1 All of the Treasure cards, Spell cards, weapon counters, armor counters, horse counters, native counters and monster counters (except the two Ghosts) are put in the boxes on the Treasure Setup Card. Put aside the six Dwelling counters, the two Ghosts, and the six visitor/mission chits. The visitor/mission chits are put on the Setup Card in Step 4, and the Ghosts and Dwellings are put directly on the map in Step 6.

3.1.2 Preparation: Punch out the pieces and sort them into groups.

a. Sort the monster counters according to the picture on each counter and the size of the counter. Turn the Tremendous monster counters red side down, and turn each of the other monster counters so that the lighter side is face up. Keep each Dragon's head counter with its Dragon, and keep each club counter with its Giant.

b. Sort the native counters into the nine native groups; each native's group is identified by the first letter in its ID code. Keep each square horse counter with the native who has the matching ID code. Turn each counter so its lighter side is face up.

c. Put the eight gold-colored treasure counters aside. Sort the grey armor counters into helmets, breastplates, shields and suits of armor. Separate the Spears and Bows and sort the remaining red weapon counters according to their weight letters into a group of seven "L" (Light) weapons, a group of five "M" (Medium) weapons and a group of five "H" (Heavy) weapons.

d. Sort the round horse counters into warhorses, workhorses and ponies. Find the warhorse with "T3" values on its galloping side and the pony with "L2" values on its galloping side, and put these two horses with the gold-colored treasure counters.

e. Sort the Treasure cards into one group of six Treasures Within Treasures cards (these cards are numbered "P1" to "P6" in red print), one group of 23 "Large Treasures" (each Treasure card that has a gold-colored dot is a "Large Treasure"), and one group of 45 "Small Treasures" (each Treasure card that has neither a gold dot nor a red "P" is a Small Treasure). Keeping the groups separate, turn each group face down and shuffle it.

f. The Roman numeral at the bottom of each Spell card defines the card's type. Divide the Spell cards into eight groups

by putting all the Type I cards in one group, all the Type II cards in another group, and so on. Keeping the groups separate, turn each group face down and shuffle it.

3.1.3 Placement: Put the pieces on the Setup Card one section at a time, in the order presented below. Each box indicates the pieces that are placed in that box. When directed to put a Treasure card in a box, pick the card at random from the specified pile and put it in the box without looking at it. All Treasure cards are set up secretly, face down, so no one knows which cards are in each box. The cards will remain face down and secret until they are identified during the game.

a. Treasures Within Treasures Section: Put the gold-colored treasure counters, the "L2" and "T3" horses and five of the Large Treasures in the boxes where they are listed. *Important:* When this section has been filled, shuffle the remaining Large Treasures and the six Treasures Within Treasures cards together, face down. *Explanation:* The Treasures Within Treasures cards cannot be put in the Treasures Within Treasures boxes. They are put aside until these boxes are filled.

b. Lost Castle and Lost City Sections: Put each monster in the box where it is pictured. The size of each box matches the size of the counters it contains – each counter fits exactly into the box where it is placed. The large number in the box indicates how many monsters the box contains. If a box contains no number, it contains only one monster. When these sections have been filled there will be eight monsters left over (not counting the Ghosts). *Example:* In the second row, the first box contains the two Vipers (the smallest snake counters), the second box contains the two Serpents, and the third box contains the Tremendous serpent (the largest snake).

c. Treasure Locations Section: Put the Small Treasures, Large Treasures, and spells (if any) in the boxes where they are listed. Put the Small Treasures in the box first, so the Large Treasures are above them (in order to make the Large Treasures harder to obtain – it is harder to obtain the treasures toward the top of a pile). Put the spells on top of the treasures. Then put each remaining monster in the box where it is pictured; except for the Imp in the Statue box, these monsters are all Tremendous in size.

d. Dwellings Section: Put the Small Treasures, round horse counters, armor, and weapons counters in the rectangles where they are listed, **in the order in which they are listed, with the treasures on the bottom and the smallest counters on top. Treasures, weapons and horses are each stacked randomly within their section of the pile.** Put each native group in the adjoining square box. The large number shows the number of natives in the group.

e. Garrisons Section: Put the Small Treasures, round horse counters, armor, and weapon counters in the box where they are listed, **in order of size**, and put the native group in the box where it is listed (the natives will be put with their Dwelling when it is put on the map).

f. Scholar: Put the three remaining Small Treasures in the Scholar box in the Visitors section.

g. Spells: Put the Spell cards in their boxes in the Spell Books, Artifacts, and Visitors sections of the Setup Card. *Hint: Place the Spell cards in the artifacts section last. That way you will continue to have eight piles corresponding to the eight different spell types until you have finished with the setup process.*

ITEMS AND HORSES

Section of Setup Card:	Box in Section:	Treasure cards		Weapons (weight)	Armor				Horses
		Small	Large		Helmets	Breast plates	Shields	Suits of Armor	
TREASURES WITHIN TREASURES	CHEST	—	2	—	—	—	—	—	—
	REMAINS OF THIEF	—	1	LIVING (L)	—	—	—	—	—
	MOULDY SKELETON	—	—	—	GOLD	SILVER	JADE	—	—
	TOADSTOOL CIRCLE	—	1	DEVIL (H)	—	—	—	—	—
	CRYPT OF THE KNIGHT	—	1	BANE (T)	—	—	—	“T”	“T3” warhorse
	ENCHANTED MEADOW	—	—	TRUESTEEL (M)	—	—	—	—	“L2” pony
TREASURE LOCATIONS	HOARD	4	5*	—	—	—	—	—	—
	LAIR	4	3*	—	—	—	—	—	—
	ALTAR	—	4*	—	—	—	—	—	—
	SHRINE	2	2*	—	—	—	—	—	—
	POOL	6	3*	—	—	—	—	—	—
	VAULT	—	5*	—	—	—	—	—	—
	CAIRNS	6	1*	—	—	—	—	—	—
DWELLINGS	STATUE	2	1*	—	—	—	—	—	—
	Row 1 (Company)	2	—	—	1	1	1	—	—
	Row 2 (Woodfolk)	2	—	2 Light bows (L)	—	—	—	—	—
				1 Medium bow (M)	—	—	—	—	—
	Row 3 (Patrol)	2	—	—	1	1	1	—	—
	Row 4 (Lancers)	2	—	4 Spears (M)	—	—	—	—	—
GARRISONS	Row 5 (Bashkars)	2	—	—	—	—	—	—	6 ponies
	CHAPEL (Order)	2	—	2 Great axes (H) 1 Great sword (H) 1 Morning star (H) 1 Crossbow (H)	—	—	—	2	3 warhorses
	HOUSE (Soldiers)	2	—	3 Short swords (L) 2 Thrusting swords (L) 2 Staffs (L)	3	—	2	—	—
	INN (Rogues)	2	—	—	—	—	—	—	6 workhorses
	GUARD house (Guard)	2	—	2 Maces (M) 2 Axes (M) 1 Broadsword (M)	1	1	—	—	—
VISITOR	SCHOLAR	3	—	—	—	—	—	—	—

g.1) Each box specifies how many Spell cards of each type it gets. When a box specifies a particular type of Spell card, pick one card at random from the specified group and put it in the box. The Spell Cards Table summarizes where the Spell cards are placed.

g.2) Only 41 of the Spell cards are used in each playing of the Magic Realm; the other six cards are out of play. When every box has received its Spell cards, put the remaining six cards back in the game box without looking at them.

g.3) The Spell cards remain face down and secret when they are put in their boxes. The players should not know which cards are in each box, and they should not know which cards are out of play.

g.4) Spell cards go into the boxes in order of Magic type; lower numbers spells are below the higher number spells and are harder to learn. (Option: If desired the spells types may be randomly shuffled together instead.)

SPELL CARDS

Section of Setup Card	Box in section:	Spell cards put in box:							
		Type I	Type II	Type III	Type IV	Type V	Type VI	Type VII	Type VIII
SPELL BOOKS	GOOD BOOK	2	—	—	—	—	—	2	—
	SCROLL OF NATURE	—	2	2	—	—	—	—	—
	BOOK OF LORE	—	—	—	4	—	—	—	—
	BLACK BOOK	—	—	—	—	2	—	—	2
	SCROLL OF ALCHEMY	—	—	—	—	—	4	—	—
ARTIFACTS	SACRED STATUE	1	—	—	—	—	—	—	—
	EYE OF THE IDOL	—	1	—	—	—	—	—	—
	GLIMMERING RING	—	—	1	—	—	—	—	—
	ENCHANTER'S SKULL	—	—	—	1	—	—	—	—
	BLASTED JEWEL	—	—	—	—	1	—	—	—
	HIDDEN RING	—	—	—	—	—	1	—	—
	GLOWING GEM	—	—	—	—	—	—	1	—
	BEAST PIPES	—	—	—	—	—	—	—	1
TREASURE LOCATIONS	ALTAR	—	1	1	—	—	—	—	—
	SHRINE	1	—	—	—	1	—	—	—
	STATUE	—	—	—	—	—	—	2	1
VISITORS	CRONE	—	—	—	—	1	—	—	1
	SHAMAN	—	1	1	—	—	—	—	—
	WARLOCK	—	—	—	1	—	1	—	—
Total Spell cards in play:		4	5	5	6	5	6	5	5
Spell cards out of play:		—	1	1	1	1	—	—	1
TOTAL SPELL CARDS:		4	6	6	7	6	7	5	6

STEP 2:

3.2 CONSTRUCTING THE MAP

Before play begins, the players create a new Magic Realm using the 20 map tiles. The map chits in each tile indicate the special places in that tile, and the game pieces on the Treasure Setup Card define what each special place contains. These chits and pieces are set up secretly, so that no one knows what is in each tile at the start of the game.

3.2.1 The players construct the map by placing the hex tiles side by side, green side up. Each player gets a group of tiles to place, and the players take turns placing the tiles, one by one.

3.2.2 Mix all 20 hex tiles together and then deal them out to the players at random. Deal out all 20 tiles, even if some players get more tiles than others.

3.2.3 The first tile to be placed must be the Borderland. The player who is dealt the Borderland places it in the middle of the playing surface. Then each player in turn adds one of his hex tiles to the growing map until all twenty tiles have been placed.

a. The players play their tiles in turn, going to the left (clockwise) around the map.

b. Each time it is a player's turn, he can play only one hex tile. He can play only his own tiles. He can put the tile in any position and rotate it to have any orientation, as long as he obeys all of the following rules:

b.1) The tile must be green side up. Map tiles are always green side up at the start of the game.

b.2) The tile must be put directly on the playing surface. It cannot be put on top of another tile.

b.3) The tile must be adjacent to at least two other tiles. It must be positioned and rotated so that at least two of its edges lie flush against the edges of tiles that have already been placed. The new tile cannot be placed off by itself, and it cannot be placed adjacent to only one tile. *Exceptions:* The first tile (the Borderland) is obviously played alone. The next tile must be adjacent to the Borderland. Thereafter, each new tile must be adjacent to two or more tiles.

b.4) Each road that runs off one tile where it meets another tile must join a road on that other tile. Road edges must join road edges and non-road edges must join non-road edges wherever tiles meet.

b.5) There must be a route following the roadways from the new tile to one of the clearings on the Borderland. This route can be of any length and it can use all roadways, including secret passages and hidden paths.

* If the new tile has six clearings, the entire tile must connect back to the Borderland. In practice, this affects only the High Pass and Ledges tiles, since all of the clearings in the other tiles are connected within the tile. *Note:* This rule prevents the Ledges and High Pass tiles from being played until at least two other tiles have been played. **If the second player to place a tile has only Ledges and/or High Pass, his turn is skipped and he has to wait until his next turn to place a tile.**

* If the new tile is a Woods or Valley tile, only one clearing needs to connect back to the Borderland. Clearings and roadways that do not connect to the Borderland are ignored **for normal movement.**

b.6) Each player must always play so that the player after him has a legal play. If a player has a tile but cannot play it within the rules, then the last player to play before him must take back the tile he played and make another play.

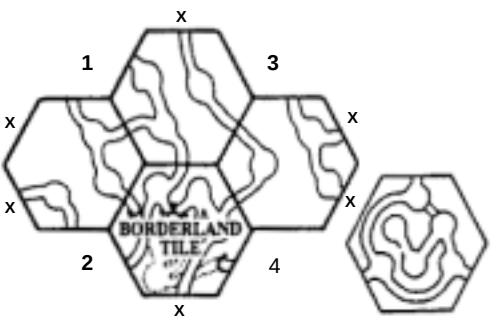
c. If a player has no tiles left when it is his turn to play a tile, he chooses the character he will play in the game (see STEP 3). If he has already chosen a character, he sets up one visitor/mission chit (see STEP 4). If all of the visitor/mission chits are already set up, he just skips his turn.

3.2.4 The players continue taking turns until all twenty tiles have been placed, every player has a character, and no more visitor/mission chits remain to be set up.

STEP 3:

3.3 SELECTING CHARACTERS.

Each player plays the part of one character in the game. He controls that character's pieces and uses that character's character counter to represent him on the map. The List of Characters explains each character, and his Character card summarizes his qualities. This information is common knowledge – anyone can examine the Character cards and list at any time.



PLACING TILES: The player wishes to place the Mountain tile.

1. He cannot put it in any of the positions marked "X" because he must put it adjacent to two tiles that have already been placed.
2. He cannot play it in position 1 or 2 because he cannot put a roadless edge against an edge that has a road.
3. He cannot play it in position 3 because it would not connect back to the Borderland by road.
4. He must play it in position 4, rotated so that one of its roads runs into the Borderland.

3.3.1 If a player has no hex tiles left when it is his turn to play, then instead of playing a tile he chooses the character he will play in the game. He can choose any character who has not yet been taken by another player. He takes his character's Character card, his character counter, his Attention chit and all 12 of his action chits.

3.3.2 He also takes the weapon and armor counters listed under the 4th stage of Development on his Character card. He gets only those counters listed for his 4th (final) stage, at the bottom of his Development section. He takes each item from the native group that has it; if several groups have an item, he can choose who to take it from. *Example:* The Black Knight must take a Mace from the Guard and a suit of armor from the Order. He also takes his shield from the Company, Patrol, or Soldiers. He cannot take the Crossbow or the other armor listed for his earlier stages.

a. All weapon counters are turned unalerted side up at the start of the game. All armor counters are placed on their undamaged (intact) side.

b. The player also takes a Personal History sheet and records his character's Special Advantages and trading relations on the sheet. **He also records his starting gold of 10 Gold.**

3.3.3 Each player gets the number and types of spells specified in the 4th stage of his Development section (he gets none of the spells listed for earlier stages); if no spells are listed, he gets no spells. He secretly records the spells he chooses in the spell boxes on the back of his Personal History sheet.

a. Each spell requires a specific color of magic and a specific type of Magic chit; the List of Spells explains each spell in detail, and the spell's Spell card summarizes its qualities. Characters can only choose starting spells that are of the type(s) listed on their Character card.

b. He chooses each spell from the List of Spells and notes in its box that it is one of his starting spells. He can record the same spell more than once, but each duplicate counts against the number of spells he can record. He does *not* keep the Spell cards for these spells.

3.3.4 When magic-using characters select their starting spells, they can also “enchant” their Magic chits to create color chits. As each character selects his spells, he can enchant any or all of his enchantable chits (Magic types I-V) by secretly turning them symbol side up. He reveals his chits when the Dwellings are placed in Step 6.

3.3.5 The player secretly chooses the Dwelling where he will start the game. He can start the game at any of the Dwellings listed for him on the List of Characters (none of the characters can start at the Large or Small Campfires). He secretly records the Dwelling on his sheet, and when the Dwelling is put on the map his character counter is put with it.

3.3.6 The player records the requirements he needs to win the game in his Victory Requirements box. The characters compete in accumulating Great Treasures, Fame points, Notoriety points, Gold points, and Spell points. Before the start of play, each character records the number of points he needs in each category to win the game. He gains these points by owning or selling weapons, armor, horses and Treasure cards, by learning spells from treasure locations and Artifacts, or by killing monsters, natives or other characters. He records his requirements for each category in the row for that category. He must keep his Victory Requirements section secret until the end of the game.

a. First he assigns from zero to five Victory Points to each category and records the points in the Points column for that category. He cannot assign fractions or negative numbers. He must assign a total of five Victory Points to all of the categories combined. *Note:* When playing with the Seasons/Weather optional rules (see Rule 10.E.1), the Season affects the number of Victory Points that must be recorded.

b. Then he multiplies the points assigned to each category by the factor shown for that category and records the product in the Needed column. This result is the number of points he needs to gain in that category.

b.1) The factor in the Great Treasures category is 1. Each point he assigns to Great Treasures commits him to having one Great Treasure at the end of the game.

b.2) The factor in the Spells category is 2. Each Victory Point he assigns to Spells commits him to learning two new spells over and above those that he started the game with.

b.3) The factor in the Fame category is 10. Each Victory Point he assigns to Fame commits him to gaining 10 Fame points.

b.4) The factor in the Notoriety category is 20. Each Victory Point he assigns to Notoriety commits him to gaining 20 Notoriety points.

b.5) The factor in the Gold category is 30. Each Victory Point he assigns to Gold commits him to gaining 30 Gold points, *in addition to* his starting gold and the value of his starting equipment. The value of each character’s starting gold and equipment is listed below; characters will normally use the “4th Level” column unless using the Development Rules.

c. When a character owns a belonging, he can count its Fame and Notoriety values towards his score. He does not record these values on his sheet – the belonging itself serves as the record. If he sells or loses the belonging, he no longer gets its values. He does not count the item’s Gold price; he counts only his recorded Gold points, although he may increase his recorded Gold points by selling the item to a native group, visitor, or other character.

VALUE OF GOLD AND STARTING EQUIPMENT

Character	1 st Level	2 nd Level	3 rd Level	4 th Level
Amazon	16	37	37	35
Berserker	19	26	35	23
Black Knight	30	34	37	40
Captain	23	35	35	35
Druid	10	10	10	10
Dwarf	19	19	23	23
Elf	10	10	16	16
Pilgrim	10	11	11	11
Sorcerer	10	10	10	10
Swordsman	10	10	16	16
White Knight	39	42	42	37
Witch	10	10	10	10
Witch King	10	10	10	10
Wizard	10	10	11	11
Woods Girl	10	10	16	16

d. If the belonging is a Great Treasure, he can also count it towards his Great Treasures score. Cards with red dots are Great Treasures. *Note:* Ignore the gold dots on the Treasure cards. The gold dots are used only when the game is being set up.

e. Each character also has personal Fame, Notoriety and Gold points that are not attached to any item. He keeps a record of these points on his Turn Record. When he spends or loses points he subtracts them from his recorded points, and when he gains points he adds them.

f. When a character sells a belonging, he adds its Gold price to his recorded gold. The Treasure Counters list shows the values of the treasure counters, the Price Lists show the Gold prices of the ordinary counters, and each Treasure card displays its own values. If a Treasure card also has a Fame reward and he sells it to the active group named on the card, he also adds its Fame reward to his recorded Fame. He does not get credit for these values while he holds the belonging – he must sell it to gain its prices. *Note:* A Fame value is not the same as a Fame reward. A character gets a Fame value when he holds the item; he gets a Fame reward when he sells it to the indicated native leader.

g. Only spells learned and recorded during the course of the game count toward the Spells Victory Requirements. A character’s starting spells are not counted. *Note:* If a character learns a spell that duplicates one of his starting spells, that spell can be counted towards the Spells Victory Requirement. Only recorded spells count towards the Victory Requirement. Spell cards belonging to Artifacts and Spell Books do not count.

3.3.7 The player’s turn ends as soon as he takes his pieces. He does not have to finish choosing his Victory Requirements, spells, enchanted chits, and the Dwelling where he will start until **just before** the Dwellings are put on the map in Step 6; he can continue to think about his choices while the other players take their turns and while the map chits are being put on the map in Step 5.

STEP 4:

3.4 PLACING VISITOR/MISSION CHITS

3.4.1 If a player has already selected a character when it is his turn to play a tile, he takes one of the six visitor/mission chits and puts it in one of the small boxes in the bottom row of the Dwellings section.

3.4.2 The player can take any available visitor/mission chit that has not already been put in a box. All six visitor/mission chits are used, and they can be placed either side up.

3.4.3 The player can put the chit in any empty box he chooses in the bottom row of the Dwelling section. He cannot put it in a box that already contains a chit (each box can hold only one chit).

3.4.4 Once placed in a box, the chit remains in that box until it moves to the map during the game.

STEP 5:

3.5 PLACING MAP CHITS

3.5.1 When every player has selected his character and all of the available visitor/mission chits have been set up, the players put the map chits on the tiles to secretly define what is in each tile. The map chits are placed secretly and randomly, and at the start of the game they are face down so that no one knows what is in each tile. The Site chits represent treasure sites, six of the Warning chits are exchanged for Dwellings, and the other Warning and Sound chits identify areas visited by monsters. The Lost City chit represents five secret map chits placed in the Lost City section of the Setup Card, and the Lost Castle represents five secret chits placed in the Lost Castle section. When one of these chits is revealed, its five chits are put in its tile, face up.

3.5.2 Preparation: Punch out the map chits and sort them into groups.

- a. Put the red Lost City and Lost Castle chits to one side.
- b. Put the eight gold-colored Site chits and the 10 red Sound chits in the same group.
- c. Sort the 20 yellow Warning chits into four groups according to the letter on each chit, so there is one group of “V” chits, one group of “W” chits, one group of “C” chits and one group of “M” chits. There will be five chits in each group.

3.5.3 The Lost City and Lost Castle Sections: Turn the 18 Site and Sound chits blank side up and mix them thoroughly. Then pick 10 chits at random and without looking at them put them on the Appearance Chart. Put five chits in the Lost City section and the other five chits in the Lost Castle section. No boxes are provided for these chits – just put them at the top of each section.

3.5.4 Map Chits: Put the map chits in one group of tiles at a time, in the order outlined below. Put the chits in each tile on the forest in the tile, away from the clearings. All of the chits are placed secretly, face down, so no one knows exactly which chits are in each tile. When directed to put a chit in a tile, pick the chit at random from the group specified and put it in the tile without looking at it. The players will know which group the chit came from, but not which chit it is.

a. Cave tiles (Borderland, Cavern, Caves, High Pass, Ruins): Turn the five “C” Warning chits blank side up, mix them together thoroughly, and put one of them in each of these tiles. Pick four of the remaining Sound/Site chits at random without looking at them. Turn the Lost City chit blank side up and mix it in with these chits, and then put one of these chits in each of these tiles. *Explanation:* The Lost City is located in one of the five Cave tiles.

b. Mountain tiles (Cliff, Crag, Deep Woods, Ledges, Mountain): Turn the five “M” Warning chits blank side up, mix them together thoroughly, and put one of them in each of these tiles. Turn the Lost Castle chit blank side up and mix it in with the remaining four chits, and then put one of these chits in each one of these tiles. *Explanation:* The Lost Castle is located in one of the five Mountain tiles.

c. Valley tiles (Awful Valley, Bad Valley, Cursed Valley, Dark Valley, Evil Valley): Turn the five “V” Warning chits blank side up, mix them together thoroughly, and put one of them in each of these tiles.

3.5.5 Woods tiles (Linden Woods, Maple Woods, Nut Woods, Oak Woods, Pine Woods): Turn the five “W” Warning chits blank side up, mix them together thoroughly, and put one of them in each of these tiles.

3.5.6 The Map Chits Table summarizes where the map chits are placed. When they are all in position, they are located as follows:

- a. Five secret Site and/or Sound chits will be in the Lost Castle section of the Appearance Chart.
- b. Five secret Site and/or Sound chits will be in the Lost City section of the Appearance Chart.
- c. Each Caves tile will contain two secret chits: one “C” Warning chit and one Site chit, Sound chit or the Lost City chit.
- d. Each Mountain tile will contain two secret chits: one “M” Warning chit and one Site chit, Sound chit or the Lost Castle chit.
- e. Each Valley tile will contain one secret “V” Warning chit. Each Woods tile will contain one secret “W” Warning chit.

STEP 6:

3.6 REVEALING DWELLINGS

3.6.1 When all of the map chits have been placed, the Warning chits in the Valley tiles are turned face up and four Dwellings and two Ghost counters are put in those tiles.

a. The only chits that are turned face up are the five Warning chits in the five Valley tiles. The chits in the other tiles remain face down and secret, and are still unknown when the game begins.

b. The players must not turn up the Valley chits until they have finished recording their Victory Requirements, spells, and the Dwellings where they will start the game. They cannot change Dwellings, spells, or change or add to their Victory Requirements once the Valley chits have been revealed.

3.6.2 The “V” Warning chit in each Valley tile defines what to put in that tile. Each chit represents a Dwelling or a pair of Ghosts, and when the chit is turned face up it is removed from play and the pieces it represents are put in its tile, in the clearing numbered “5”. *Exception:* The players must be able to trace a route along the roadways from the pieces to a clearing on the Borderland tile. The route can be of any length and it can follow any roadways, including hidden paths and secret passages. If clearing “5” does not connect to the Borderland by road, put the pieces in clearing “4” instead.

a. The Dwelling Exchange Chits Table summarizes the pieces that are exchanged for each “V” chit. The Stink V chit is exchanged for the Inn, the Smoke V chit is exchanged for the House, the Dank V chit is exchanged for the Chapel, the Ruins

V chit is exchanged for the Guard house, and the Bones V chit is exchanged for the pair of Ghosts.

b. The Campfires are not put on the map at this time. The Small Campfire will be exchanged for the Smoke W Warning chit and the Large Campfire will be exchanged for the Stink W Warning chit when these chits are revealed during the course of the game.

3.6.3 When a Dwelling counter is put on the map, all natives in that Dwelling's Garrison box are put on the map with it. The Garrison natives start the game at their Dwellings and do not move unless hired.

3.6.4 Finally, the players reveal the Dwellings they recorded as starting locations, and each character is put at the Dwelling he recorded. All of the character counters are turned green side up when they are put on the map. Explanation: All of the characters are hidden at the start of the game.

DWELLING EXCHANGE CHITS

Map chit:	is exchanged for:		
	Dwelling or Ghosts:	Native Group:	All characters in:
BONES V	two Ghosts	—	—
DANK V	CHAPEL	Order	CHAPEL clearing
RUINS V	GUARD house	Guard	GUARD house clearing
SMOKE V	HOUSE	Soldiers	HOUSE clearing
STINK V	INN	Rogues	INN clearing
SMOKE W	SMALL CAMPFIRE	---	---
STINK W	LARGE CAMPFIRE	---	---

4.0 GAME MECHANICS

4.1 ROLLING DICE

4.1.1 Whenever a character is directed to roll the dice and consult a table, he rolls two dice and uses the high roll to find his result. He must identify the table he is using before he rolls and he must roll the dice openly and reveal his result. *Example:* If he rolls “2” and “5” his result is “5”, the higher of the two numbers rolled.

4.1.2 Some Special Advantages, Treasure cards, and spells cause a character to roll one die to find his result, and others add to or subtract from each die roll. All such modifications are cumulative. Results greater than “6” convert to “6”, and results less than “1” convert to “1”. *Example:* If a character with two “+1” modifications rolls “2” and “5”, his result is “7” (his high roll +1 +1), which converts to “6”.

4.1.3 When making “game” die rolls such as the Monster Roll, simply roll one die and do not modify the result.

4.1.4 Die roll modifications that apply to a character do not apply to the denizens he controls. When a hired native or controlled monster uses a table, the die roll is affected only by those modifications that apply to that native or monster. Character Special Advantages do not apply to their hirelings.

4.2 ACTION CHITS

4.2.1 Each character’s action chits represent actions that he is able to do. Action chits can be either “active” or “inactive”. Active chits, including Magic chits enchanted to color chits, are in play and can be used to do actions. Inactive chits are out of play and cannot be used. Action chits are removed from play as a result of fatigue or wounds, and they can be returned to play by resting. A Magic chit is also out of play if it is dedicated to a spell, and can only be returned to play when the spell expires or is broken. When asked, the character must specify which of his chits are currently in play, and which are fatigued, wounded, or dedicated to spells.

4.2.2 Each character can play only his own active chits. During the Daylight segment of a turn, he can play Move chits to carry items when he moves, he can play a Berserk chit to increase his vulnerability to Tremendous, he can play chits with asterisks to search certain treasure sites, and he can play Magic chits in the presence of the appropriate color magic to enchant the board tile he is in. In the evening, Fight chits are used in combat to alert or attack with a weapon, Move chits are used to run away or maneuver in combat, and Magic chits are used to cast spells.

4.2.3 Each player keeps his character’s action chits off the map, in front of himself. He keeps his inactive chits to one side or in a separate container, out of play, with his fatigued chits face up (lettered side up) and his wounded chits face down (symbol side up). Enchanted color chits are placed with the in play chits, but are turned face down (symbol side up) to distinguish them from other Magic chits.

4.2.4 Fatigue: Asterisks on an action chit represent extra effort

needed to do that action. These chits can become “fatigued” when the character does strenuous actions, such as searching certain treasure sites, or combat maneuvers requiring extra strength or speed. Fatigued chits are removed from play but are left face up. Fatigue is measured by the effort asterisks on the chits.

a. When a character is directed to “fatigue one asterisk”, he must remove one effort asterisk from play. He can either fatigue a chit that shows one asterisk, or fatigue a two-asterisk chit and “make change” by activating a fatigued one-asterisk chit of the same type (e.g., if he fatigues a two-asterisk Fight chit he must activate a one-asterisk Fight chit to make change). If he cannot do either of these he must fatigue a two-asterisk chit and lose the extra asterisk. *Note:* For the purposes of making change, the “Berserk” chit is considered a Fight chit, and the “Duck” chit is considered a Move chit.

b. When a character is directed to fatigue two asterisks, he can fatigue one two-asterisk chit or two one-asterisk chits.

c. Chits that have no asterisks cannot be fatigued.

d. A character cannot carry out an action that would require him to fatigue a chit (such as looting the Cairns) if he has no unenchanted chits with asterisks in play. If he cannot do anything else that phase, the phase is treated as a blank phase and the character does nothing.

e. If a character is forced to fatigue asterisks (e.g., under Seasons/Weather rules) and has no other chits with asterisks in play, a character may fatigue color chits, and if he has no chits in play at all, he must wound chits that are fatigued Characters may not fatigue Magic chits that are dedicated to spells.

4.2.5 Wounds: When a character is directed to “wound” one chit, he must remove one of his action chits from play and turn it face down to show it is a wound.

a. He can choose any action chit he has in play, subject to the following restrictions:

a.1) If he has any chits in play that are not wounded, fatigued, enchanted to color, or dedicated to spells, he must wound these chits first.

a.2) If he has no remaining chits as described in a.1), Magic chits enchanted to color chits may be wounded.

a.3) If a character has no chits in play at all, he can wound chits that are fatigued.

a.4) Magic chits that are committed to spells (including Fly chits) cannot be wounded, and chits that are already wounded cannot be wounded again.

b. As soon as all of a character’s chits become wounded or committed to spells, the character dies. This can occur either as a result of receiving a wound, or if a character uses his last unwounded chit to cast a spell, committing that chit to the spell. *Exception:* Casting an Instant spell does not cause death because the Magic chit instantly fatigues, becoming available to take a wound. This exception applies only to Instant spells – if he uses his last unwounded, uncommitted chit to cast any other type of spell, he dies as soon as the spell takes effect.

4.3 BELONGINGS

4.3.1 Each character can obtain weapons, armor, horses and Treasure cards by searching and trading. Each player keeps his character’s belongings off the map, in front of himself; these belongings are always assumed to be with the character, in the clearing where he is located. Each belonging is either “active” or

“inactive”. He puts his active belongings with his active action chits, and his inactive belongings with his inactive chits. Inactive weapons, armor and Treasure cards represent items that are packed away, out of easy reach. Horses are active when they are being ridden, inactive when they are being led.

4.3.2 Whenever a character obtains a belonging he must either activate it, deactivate it, or abandon it, as he chooses. **He does this as soon as he obtains the item, before completing the phase or round of combat, regardless of whether he obtains it by looting, trading, or killing another character.** *Exception:* Enchanted cards immediately activate, regardless of the character’s wishes, and remain activated for the rest of the game (see Rule 4.4.2).

4.3.3 Rearranging Belongings: Each character can rearrange his belongings only at certain times. When he rearranges his belongings he can activate, deactivate or abandon each belonging he owns, as long as he obeys the rules governing that belonging. The character cannot rearrange his belongings at other times of day or when other characters or clearings are taking their turns.

a. Characters can rearrange belongings at the start of each phase of his turn during Daylight and after all rounds of combat are finished in the Evening, and

b. A character can also activate, deactivate, or abandon an item when he first obtains it, as noted above.

c. A character can activate and/or deactivate *one* item when it is his turn to do an action during the Encounter Step of combat, if he does not do another action. He cannot trade items with other characters during or before rounds of combat. *Exception:* See Optional Rule on Dropping Items (see Rule 10.A.5).

4.3.4 Abandoning Belongings: When a character abandons a belonging he puts it on the map, in the clearing where he is located. Pieces that are abandoned in the same clearing must be stacked into one pile; there can be only one pile of abandoned pieces in each clearing. If a character abandons several pieces at once, he must stack them into a pile but he can arrange them in any order he chooses. If the clearing already contains abandoned pieces, he must put the piece(s) he is abandoning under the pieces that are already there. Abandoned pieces are never put on the Setup Card, even if they are abandoned at a treasure site or Dwelling.

4.3.5 Each character owns only those belongings that he has with him. Anything he abandons is unowned and belongs to whoever finds it. He must reveal his belongings whenever he is asked to. *Important Exception:* He must reveal his Treasure cards only when they are active! He keeps his inactive Treasure cards face down. He can reveal them if he wishes, but he is not obliged to.

a. Each character can use his belongings as trade goods, and he can count them towards victory at the end of the game. He can buy and sell belongings and count them towards victory whether they are active or inactive.

b. Most belongings have special functions when they are active; some functions are automatic, while others occur only when their owner wishes. Inactive belongings have no special functions. *Exception:* Inactive horses can carry items.

4.3.6 Weapons: The characters use the weapons to attack denizens or other characters. Weapons can be used only if they are active. *Important:* Each character is limited to one active weapon (counter or card). He can own any number of weapons, but only one at a time can be active. *Note:* Monsters, natives, and visitors cannot use the weapon counters and cards.

4.3.7 Armor: When a character has armor counters or armor cards (Treasure cards that can be used as armor) active, they represent armor that he is wearing. A character can own any number of armor cards and counters, but there are limits on the pieces he can have active at the same time. He can have only one of each type of armor **counter** active: one active helmet, one active breastplate, one active shield and one active suit of armor. He can also have any or all of the four armor **cards** active at the same time. *Example:* A character can have one suit of armor, one helmet, one breastplate, one shield and all four armor cards active at the same time, but he can never have two shields active at the same time. *Explanation:* It is assumed that a breastplate can be attached to reinforce a suit of armor and a battle helmet can be worn over the suit’s basinet. *Note:* Monsters, natives, and visitors cannot use armor counters or cards.

4.3.8 Horses: The round horse counters represent horses that the characters can own and ride if active, or lead if inactive.

a. When a character has a horse active, he is riding it. He can activate a horse only if the strength letter shown on the face-up side of the horse counter is sufficient to carry him and all of his items. He can have only one horse at a time active. *Special:* Horses cannot be active in caves.

b. A character can play a horse to carry items during his turn whether it is active or not. When inactive, it represents a pack horse. Whenever a character moves, all of his horses automatically move with him.

c. When a character’s horse is killed, it is removed from play for the rest of the game.

4.4 TREASURE CARDS

4.4.1 Treasure Cards represent a variety of items including weapons, armor, boots, gloves, other clothing, jewelry, potions and more.

a. Before the game the Treasure cards are set up secretly and randomly on the Setup Card. The characters can count the cards in each box, but they cannot look at the faces of the cards and they cannot alter the order that they are stacked in each box.

b. When a character owns a Treasure card, he must turn it face up when it is active but he leaves it face down when it is inactive. He can reveal an inactive card if he wishes, but he is not obliged to reveal it.

c. Treasure cards remain face down and secret when a character finds them or buys them from characters, and they remain secret when he abandons them or sells them to characters. Treasure cards must be revealed when natives and visitors buy and sell them, but the cards are turned face down when they are put on the Setup Card. *Exception:* Enchanted cards always remain face up once found; see below.

4.4.2 Enchanted Cards display the name of a color, printed in red, and radiate color magic, as well as having other effects. When a character finds one of these cards he must turn it face up, and it stays face up for the rest of the game, even if it is put

back on the Setup Card or on the map. It cannot be deactivated.

a. Enchanted cards are considered found and are activated if they are looted by a character or hired leader, or if a character or hired leader sees them in the course of trading with a native group (even if he does not buy the card). Enchanted cards are not considered found and are not activated if the character receives a Wish for a Vision and sees the card while looking at the treasures at a treasure site. *Explanation:* A character or hired leader must be physically handling the item to activate the card.

b. If the card has a special effect, such as the Cloven Hoof's +1 to die rolls, this effect applies to every character who is in the same clearing with it, whether it is abandoned in the clearing or is being carried by a character, native or visitor. This is true even if a hired native leader owns it, even though his belongings are not accessible for trading. *Example:* The Captain trades with the Patrol and sees the Dragon Essence, but does not buy it. The Dragon Essence is activated and begins radiating Purple magic (and attracting Dragons). Later, the Captain hires the Patrol. The Dragon Essence still supplies Purple magic to everyone in the PHQ's clearing, and still acts as a Smoke chit, even though it is out of play and unavailable for trading.

4.4.3 Potions display the word Potion at the top of the card. When a Potion is activated it remains active until the end of the day. At Midnight the Potion and its special effect stops, and the card is put on the Setup Card, face down, in the box named on the card. The Potion can then be bought from that box's owner and used again. Potions can be bought and used any number of times.

a. A "reusable" Potion can be transferred, sold, or abandoned while active, and it can be used by its new owner.

b. A Potion that "expires when activated" is immediately used and removed from play when it is activated.

c. A Potion that is "consumed by activation" is used up by the character who activates it. He keeps the card until Midnight to represent the potion's effect, which cannot be transferred.

d. A Potion that is "applied to a weapon" is used up on the weapon the character has active when he activates the Potion (his dagger, if he has no other weapon active). The card is put with that weapon until Midnight to represent the potion's effect. The Potion cannot be transferred to any other weapon.

4.4.4 Boots Cards display the word "MOVE", a strength letter and a time number. When a character has a Boots card active, he can use it in place of a Move chit with the strength and time number shown on the card. He can play it to carry items when he moves.

a. A character can have a Boots card active only if its strength equals or exceeds the weight of the character and every item he owns. If he obtains an item whose weight exceeds the card's strength, he must instantly deactivate the Boots card or abandon the item.

b. A character can never have more than one Boots card active.

4.4.5 Gloves Cards display the word "FIGHT", a strength letter and a time number. He can use his active Gloves card as a Fight chit with the strength and speed shown on the card. A character can never have more than one Gloves card active.

4.4.6 Weapon and Armor Cards. Weapon and armor cards can be used like normal weapons and armor. These cards have

additional special effects listed in the List of Treasures.

4.4.7 Artifacts and Spell Books are identified by a Roman numeral printed on each card in red. Artifacts have one spell associated with them and Spell Books have four spells each. Artifacts and Spell Books can be used to cast spells of the same type as the Roman numeral on the card once a character reads runes successfully to free the spells. The Spells can also be learned by magic-using characters with the correct types of Magic chits.

4.4.8 Treasures with Spells: The Dragonfang Necklace, Eye of The Moon and Flying Carpet Treasure cards have spells that can be used by their owners. These spells cannot be learned or recorded, they can just be used. These spells are explained on the List of Spells and the List of Treasures.

4.5 SHARING INFORMATION AND SPYING

4.5.1 This section summarizes the information the characters can learn from one other, as opposed to what they can learn on their own through Search phases.

4.5.2 Map Chits: The only time a character can reveal a map chit is when he turns it face up to loot it, when he sells it as a discovery, to exchange it (if it is a substitute chit), or to allow it to summon monsters. He cannot reveal map chits privately.

4.5.3 Treasure Cards: A character must reveal Treasure cards when he has them active, when he buys them from a native or visitor, and when he sells them to a native or visitor. He has the option to reveal cards when he loots them, when he has them inactive, when he abandons them and when he trades with other characters. He cannot reveal cards on the map or on the Setup Card.

4.5.4 Recorded Information: A character must reveal his recorded Fame and Notoriety, whether he has found hidden enemies and his trading relationships whenever he is asked. He reveals his activities only when he does them and his discoveries only when he uses them or sells them. The rest of the information on his sheet is secret until the game ends.

4.5.5 Selling or Sharing Information: Information about the location of secret paths, hidden passages, and treasure sites is transferable. A character or hired leader can sell or give discoveries to other characters and hired leaders. The recipient then crosses off the discovery on his Personal History Sheet, and he can use it from then on as if he had discovered it himself.

a. Both individuals must be in the same clearing with the treasure site, hidden path, or secret passage in order to sell or transfer its location.

b. The individual selling or giving the information must have previously discovered the location of the hidden path, secret passage, or treasure site using a Search phase, or have previously received the information from another individual.

c. Each discovery can be sold or given separately, and it can be sold or given to some characters and hired leaders and not to others. *Exception:* When an individual sells or gives a Treasures Within Treasures location, he automatically sells or gives the location of the treasure site where that card has been found. The recipient crosses both the Treasures Within Treasures location

and the treasure site off his Discoveries list.

d. When an individual sells or gives the location of a face-down Site chit (or a Treasures Within Treasures card within a face-down Site chit), he must turn the Site chit face up for all to see. Then he puts the Site chit in its clearing, face down.

e. An individual cannot sell or give away a “Hidden enemies” result.

f. The characters cannot sell or give recorded spells to other characters.

g. An individual can sell or tell others secret information, including his future plans, but he is not allowed to verify it. For example, he could say what the chits were in a tile, but he could not allow others to look at the chits.

h. Information can be sold or shared at the same times when characters and hired leaders can normally trade with one another – either at the beginning of phases during Daylight, or at the end of combat in the Evening.

i. Individuals who agree to exchange belongings, gold or discoveries must honor the agreement and hand over what they agreed to. When they exchange unverified or secret information, let the buyer beware; the seller is not required to be honest about this information. *Note: The requirement to honor agreements only applies to trades in progress, not to promises of future trades.*

j. If a character is blocked or otherwise cannot trade with other characters, he cannot buy, sell, or share information either.

4.5.6 Spying: When a character or hired leader uses a discovery, other characters and hired leaders can discover it by spying on him.

a. Characters can spy on each other only when they are in the same clearing. An unhidden character is automatically spied on by everyone in his clearing. A hidden character is spied on by everyone who has found hidden enemies earlier that day.

a.1) Finding hidden enemies is not retroactive. A character starts spying on hidden characters at the moment he rolls the result.

a.2) The “Hidden enemies” result expires at Midnight of each game day. At the start of each day, no one can spy on hidden characters.

b. When a character uses a discovery, everyone who is spying on him discovers it and crosses it off their Discoveries list. Spies discover only what he uses – they discover nothing when he just looks at map chits or makes discoveries himself.

b.1) If he moves along a hidden path or secret passage, it is discovered by everyone who spies on him in the clearing he leaves and the clearing he enters. *Exception: When a character transformed into Mist uses a secret passage or hidden path, the other individuals in the clearing do not discover it, since the character transformed into Mist can use these roadways without discovering them.*

b.2) If he loots a treasure site, it is discovered by everyone who is spying on him. When he loots a Treasures Within Treasures card, everyone who is spying on him discovers both the Treasures Within Treasures card and the Site chit that contains that Treasures Within Treasures card.

b.3) When he sells a discovery, everyone who is spying on him discovers it. *Note: Spying on the buyer does no good – only those characters who can spy on the seller discover what he is selling.*

4.5.7 Secrecy: When a character is directed by the rules to keep

a piece of information secret, he can tell it to the other players but he is not allowed to show any proof. This means that he can lie – and he cannot prove whether he is telling the truth. *Example:* He can tell other characters what his Victory Requirements are, but he cannot show them what he actually recorded until the game ends. *Note:* The right to lie is limited to the information that the rules classify as secret. The character must speak truthfully when he provides information that the other characters are entitled to have. He must also keep an honest record of his values, and he can never allow his recorded gold to fall below zero.

4.6 MAGIC

4.6.1 There are three components to the magical arts: the **colors** of magic (representing the energies and spirits that cause magic), the **Magic chits** (representing the rituals that the character uses to establish control over the spirits) and the **spells** (that force the spirits to do specific tasks).

4.6.2 Colors of Magic: Each appearance of color magic indicates the presence of magical energies or spirits. The presence of these spirits makes it possible to do magic; magic is possible only where color magic is present.

a. There are five colors of magic, each representing a different sort of spirit that causes a different sort of magic: **White** magic represents Power from on High, working beneficial magic; **Grey** magic represents Natural Laws, controlling nature; **Gold** magic represents Woods Sprites, working elvish magic; **Purple** magic represents Elemental Energies, twisting and reshaping reality; and **Black** magic represents Demonic power, working infernal magic.

b. Each Enchanted card carries the color of magic that is printed in red on the card. There is one Enchanted card for each color of magic. The card always supplies an unlimited supply of this color to everyone in its clearing, even when it is being carried by someone else.

b.1) The card does not start supplying color magic until it is turned face up. Once it is turned face up it remains face up for the rest of the game, so characters always know when they are in the same clearing with the color.

b.2) When an Enchanted card is on a roadway between clearings, it supplies color magic to everyone on that roadway but not to the clearings at either end of the roadway.

c. The Chapel Dwelling automatically supplies an unlimited amount of White magic to everyone in its clearing. The Toadstool Circle Site card, once discovered, automatically supplies an unlimited amount of Black magic to everyone in its clearing.

d. On the seventh day of each week, an unlimited supply of color magic is supplied to everyone in the game. The Daily Record identifies the color of magic that is supplied to everyone on these days: both White and Black magic are supplied on Day 7, Grey magic is supplied on Day 14, Purple magic is supplied on Day 21, and Gold magic is supplied on Day 28. *Note:* When playing with the Seasons/Weather optional rule (see Rule 10.E.1), the color supplied on Day 7 varies with the Season.

e. The green side of each map tile is the “normal” side. The other side is the “enchanted” side that shows the same terrain when it has been enchanted by a character using an Enchant phase. When a tile is “enchanted” side up, the tile itself automatically supplies an unlimited supply of color magic to

everyone on that tile.

e.1) In an enchanted tile, each character or denizen is supplied with the color of magic that is pictured around the clearing where he is located. Grey magic is supplied in the five Valley tiles and the Ruins tile, Gold magic is supplied in the six Woods tiles, and Purple magic is supplied in the Mountain, Ledges, Cliff, High Pass, Caves and Cavern tiles. Grey, Gold and Purple magic are supplied in every clearing of the Crag tile. In the Borderland tile, Grey magic is supplied in Clearing 1, Gold magic is supplied in Clearings 2 and 3, Purple magic is supplied in Clearings 4 and 5, and both Grey and Purple magic are supplied in Clearing 6.

e.2) When an enchanted tile supplies color magic to a clearing, it also supplies color magic to every roadway that runs into that clearing. When a character is on a roadway between two clearings, both clearings supply him with color magic. *Example:* When a character is on a roadway between an enchanted Valley tile and an enchanted Woods tile, he is supplied with both Grey and Gold magic. *Note:* This rule does not apply to color magic supplied by the Chapel, Toadstool Circle, and Enchanted cards. Color magic from these sources does not extend into the surrounding roadways.

f. The characters can also use certain Magic chits to create personal color magic that only they can use (see Rule 4.6.4).

4.6.3 Magic Chits:

a. There are eight types of Magic chits, each represented by a different Roman numeral. Each type represents a different sort of magic, and causes a different sort of result. Type I chits are Righteous invocations, Type II chits are Pagan rites, Type III chits are Elvish lore, Type IV chits are Energy-binding alchemy, Type V chits are Diabolic ceremonies, Type VI chits are Conjuring techniques, Type VII chits are Good Luck knacks and Type VIII chits are Malicious tricks.

b. Each character's Magic chits represent the types of magic that he has mastered. The Roman numeral on each chit identifies its type, and the time number and effort asterisks define the time and effort needed to do it.

c. When a character does the Alert activity, he has the option to alert one of his Magic chits instead of turning over a weapon counter. The alerted chit can be used like any other Magic chit, but it automatically has a time number of "0" (zero) instead of the time number printed on the chit. At Midnight, all alerted Magic chits fatigue. *Note:* The characters cannot start the game with Magic chits alerted.

4.6.4 Color Chits: Type I, II, III, IV and V chits can be enchanted and turned into specific colors of magic using Enchant phases during Daylight. When a character enchants a Magic chit, the chit is transformed into a specific color of magic. The Magic chit's type defines what color of magic it becomes:

a. Type I chits become White magic

b. Type II chits become Grey magic

c. Type III chits become Gold magic

d. Type IV chits become Purple magic

e. Type V chits become Black magic.

f. Type VI, VII and VIII chits cannot be enchanted.

g. The player turns the enchanted chit symbol side up and leaves it in play. The chit is referred to as a color chit, representing one piece of color magic. It cannot be used as a Magic chit, but it can be used to supply color magic.

h. Each color chit remains enchanted indefinitely, until it is

used. It can be used only once, for one purpose; when used, it reverts to being a normal Magic chit and fatigues. Each chit is under the control of its owner: he decides when and how it is used.

i. Color chits may be voluntarily fatigued without being used, if the character wishes to convert the chit back to a magic chit. Color chits may be fatigued at the beginning of any phase during Daylight, or during the Encounter Step of a round of combat.

j. Special: The characters can start the game with their chits enchanted. As each character selects his spells, he can enchant any or all of his enchantable chits by secretly turning them symbol side up. He reveals his chits when the Dwellings are placed.

4.6.5 Spells: The spells cause the controlled color magic to do specific tasks. Each spell is identified by its name. Each spell has a Spell card that summarizes its qualities, and is explained in more detail in the List of Spells.

a. Each spell requires a specific color of magic and a specific type of Magic chit; a character can cast a spell only if he plays the required Magic chit and supplies the spell with the required color of magic. Each spell must be cast on a specific sort of target, and it has a specific effect that lasts for a specific amount of time (the duration of the spell).

b. Spells are cast *only* during rounds of combat in the Evening (See Rule 8.3.9b). Spells may be cast during the Evening even if no other combat or actions are taking place.

4.6.6 Artifacts and Spell Books: Each Artifact contains one Spell card, and each Spell Book contains four Spell cards. Each Artifact and Spell Book card can be used as a Magic chit that is limited to casting the Spell card(s) contained in that Artifact or Book. During the Evening, a character can play an active Artifact or Spell Book like a Magic chit, and use it to cast one of its awakened spells (see Rule 8.3.9c).

a. There is no limit to the number of Artifacts and Spell Books that a character can have active at the same time.

b. The red Roman numeral on each card identifies the type of Magic chit it can be used as. Spell books that contain Spells of other Types cannot be used to cast those Spells. *Example:* The Good Book has a Type I designation. It can be used to cast its two Type I spells, but not its two Type VII spells.

c. Spells must be awakened before they can be cast, by Reading Runes during a Search phase. When the spell is awakened, it is taken off the Setup Card and placed with its Artifact or Spell Book.

d. The only way that an Artifact or Spell Book can function as a Magic chit is by casting its awakened Spell cards. It cannot be enchanted, it cannot be used to enchant a tile, and it cannot be used to cast other spells or Spell cards. *Note:* The Enhanced Artifacts and Spell Books optional rule (see Rule 10.C.3) increases the number of ways in which Artifacts and Spell Books can be used.

4.6.7 Varieties of Spells. This section provides an overview of general spell types. Each individual spell is explained further on the List of Spells.

a. Each spell's duration defines when it expires and how it is implemented.

b. Instant spells, **Attack** spells, **Fly** spells and **Phase** spells have a one-time effect and then expire. The Magic chit that was

played to cast the spell is put with the target to represent this effect until it ends. When the spell expires, the effects end and the Magic chit fatigues.

c. When an **Instant** spell comes to life, its effect occurs immediately. As soon as it is resolved, it expires.

d. When a character casts an **Attack** spell, it attacks like a weapon. When it hits, it can hit armor and horses normally, like weapons. All other spells inflict their effects directly on the target, ignoring his armor and horse; they are not stopped by armor or horses. *Note:* Treasure cards that alter weapons do not affect Attack spells.

e. When a **Fly** spell comes to life it has no immediate effect, but it has a delayed effect. The spell creates a special “Fly” chit with the flying strength and time number defined by the spell, with no effort asterisks. *Put the Magic chit used to cast the spell on top of any unused action chit to represent the Fly chit, and place the Fly chit with the character’s active chits to show that it is available for use.* The target can play this Fly chit like a Move chit during his turn or during combat, and when he plays it he flies. Exactly when he can use the Fly chit depends on the spell (see the List of Spells).

e.1) The Fly chit remains in play indefinitely, until it is used (*Fly chits cannot be fatigued or wounded*). When it is used, the spell expires. If it is used to charge, it expires at the end of the Encounter Step. If it is used to maneuver in combat, it expires at the end of the Melee Step in which it is used. If it is used to fly away in combat or to fly from tile to tile during the day, it expires instantly when its owner lands.

e.2) When a native is the target of the spell, he can use the Fly chit in place of his own move values.

e.3) When the target cannot play action chits due to a spell, he cannot play the Fly chit.

f. The only **Phase** spell is Protection from Magic. This spell has no immediate effect, but it has a delayed effect. Its Magic chit is put with the target’s inactive items and is handled like an item. *Stack the Magic chit on top of an unused chit to distinguish it from fatigued chits.* While inactive it has no effect, but the target can activate it exactly as if it were an item.

f.1) If he activates the chit at the start of a phase of his turn, the spell affects him until that phase ends; at the end of the phase, the spell expires. If he activates the chit as his action during an Encounter Step, the spell affects him until that round of combat ends; at the end of the round, the spell expires. He cannot do any other action during that step.

f.2) If he cannot rearrange his belongings, he cannot activate the Magic chit.

g. When a **Combat** spell or **Day** spell is cast, its Magic chit is put with the target. This chit remains with the target until the spell ends by expiring or being broken; it represents a continuing effect that affects the target continuously while the spell is in effect. When the spell ends, the effect stops.

g.1) Each **Combat** spell remains in effect for the remainder of the Evening; it expires at Midnight.

g.2) Each **Day** spell remains in effect until the end of the next Daylight period; it expires at Sunset of the day after it is cast.

h. **Permanent** spells never expire, but they do not continuously affect their targets. A Permanent spell affects its target only when it is “energized”. When it does not affect its target, it is “inert”.

h.1) When a Permanent spell is cast, its Magic chit is put with the target and remains with the target until the spell is

broken, tying up both the spell and its Magic chit until then. The target is continuously bewitched by the spell, but the spell affects the target only when the spell is energized. When the spell is inert, the spell is ignored.

h.2) Each Permanent spell is automatically energized when it is cast. Thereafter, it is instantly re-energized whenever it is re-supplied with the color magic needed to cast it. Each time the spell is energized, it remains energized and affects its target until Midnight (unless it is broken first). At Midnight of each game day, all Permanent spells become inert. *Example:* The Transform spell can be energized only by Purple magic, the color needed to cast it. Bad Luck can be cast by any color, so it can be energized by any color.

h.3) Enchanted cards, the Chapel or Toadstool Circle, enchanted map tiles, and the seventh day of each week energize Permanent spells automatically, regardless of the wishes of the characters. A Permanent spell is automatically and instantly energized whenever its target is supplied with the required color magic from one of these sources. *Example:* The Transform spell is instantly energized whenever its target is in the same clearing with the Dragon Essence card, or when he is on an enchanted map tile that supplies Purple magic, or when it is the 21st day of the month.

h.4) Each character can use his color chits to energize Permanent spells. When a color chit energizes a spell, the chit immediately fatigues and reverts to being a normal Magic chit. Each color chit can energize only one spell before it fatigues.

h.5) A character can energize a spell using his color chits only if the spell’s target is in his clearing and he plays a chit that supplies the color magic required by that spell. If there are several spells requiring that color in his clearing, he can energize any one he wants, but only one of them. He has total control over his color chits: he is never forced to play a chit to energize a spell, even if he is the target. He can energize other spells in the clearing without energizing his own, if he wishes.

h.6) During Daylight, he can play color chits each time he or anyone else starts a phase of their turn in his clearing. During the Evening, he can play color chits only when it is his turn to do an action during the Encounter Step of a round of combat. He can play any number of color chits at the same time, but each chit can energize only one spell before it fatigues. Playing a color chit does not count as his action, and is not limited by the monsters or natives on his sheet.

h.7) When a hex tile is the target of a Permanent spell, the spell can be energized from anywhere on the tile, including roadways and woods. Once energized, the spell affects the whole tile, even the areas where the energizing color magic is not present.

4.6.8 Curses, Wishes, and Power of the Pit: The Curses, Wishes, and Power of the Pit Tables have special effects that need more explanation than is provided on the tables.

a. When a character rolls on the Curses Table, he gets a “Curse” that limits what he can do in the game until the Curse is removed. Once inflicted, a Curse remains in effect until it is removed (cancelled or broken). If he gets a Curse that he already has, he suffers no additional effects – repetitions of the same Curse have no effect. Additional curses of the same type are considered to be cancelled.

a.1) Curses have no effect on monsters or natives. Hired or controlled denizens just ignore Curses.

a.2) A target who is suffering from **Eyemist, Ill Health** or

Squeak can record an activity prohibited by the Curse, but if the Curse is still in effect when he does it, the activity is cancelled. *Note:* Eyemist prevents the target from Searching on any table, including the Peer Table, but does not affect the Enhanced Peer activity.

a.3) Wither prevents the target from having any action chits with asterisks in play. He must fatigue all of his action chits that have asterisks, including color chits, and he cannot activate them until the Curse is removed. He can Rest to convert wounds to fatigue, but no matter how much he rests, he cannot activate fatigued chits. *Special:* The Health Wish breaks the Wither Curse.

a.4) Ashes and Disgust do not alter the target's recorded gold and Fame, they just prevent these values from counting. The target can gain recorded gold and Fame normally, but his recorded values do not count until the Curse is removed. *Until the Curse is removed, he is considered to have -1 recorded gold or Fame, respectively.*

a.5) Removing Curses: At Midnight of each game day, the Chapel automatically removes all Curses in its clearing. If a character is in the same clearing with the Chapel at Midnight, all of his Curses are removed. Curses can also be removed by the Amulet or Remedy spell.

b. The Wishes and Power of the Pit Tables inflict a one-time effect.

b.1) When a character **Teleports** due to a Wish, he and all of his horses and items (regardless of their weight) instantly move to whatever clearing he chooses. If an individual teleports to the clearing where he is already located, he does not move. When a denizen teleports, it goes to the place where it started the game: a Ghost or Garrison native goes to the clearing where it started the game, and any other monster or native goes to its box on the Appearance Chart. *Note: If a hired native is teleported to the Appearance Chart, he instantly becomes unhired.*

b.2) When a character gets a Wish for a **Vision** he looks at all the Treasure cards in one pile, then puts the Treasure cards back exactly as he found them, without turning any of them face up.

b.3) The **Tremendous Strength** Wish always affects the next Fight chit (or Gloves card) the target plays. He can use this chit to open the Vault or Crypt of the Knight. He can never have more than one Tremendous Strength result ready to use – he cannot accumulate several Tremendous Strength results. *An attack using Tremendous Strength as a result of a Wish is not affected or modified by the weapons or chits played – it always inflicts T damage if it hits.*

b.4) The **Health** Wish and the **Terror, Blight, and Forget** Power of the Pit results alter the current status of the target's action chits without changing how he fatigues and rests thereafter.

4.6.9 Transmorphization Spells. The Absorb Essence and Transform spells “transmorphize” an individual into a creature (a monster or lesser beast), and the Melt Into Mist spell transmorphizes him into a cloud of mist.

a. Unless the spell specifies otherwise, when an individual is transmorphized he moves, blocks and selects targets normally, as if he were not transmorphized.

a.1) A transmorphized character still plays like a character: he records and does activities and he is still subject to the rules and spells that affect characters, not those that affect monsters. Denizens recognize him as a character: they appear and move at

the end of his turn, combat is resolved in his clearing, natives can battle him, monsters block and attack him automatically, and so on. He continues to record Fame and Notoriety normally and he handles his hired and controlled denizens normally. *Example:* A Witch King transmorphized into an Eagle must still use Magic Sight to search, and monsters still appear at the end of his turn.

a.2) A transmorphized monster or native continues to function as a monster or native. If it is hired or controlled, its owner continues to direct it. If unhired and uncontrolled, it prowls and moves at the times it normally would. *Example:* A Lancer who is transmorphized into a Dragon still prowls, blocks and is assigned to targets like a Lancer, not like a Dragon.

b. Transmorphizing alters the target's ability to carry things.

b.1) Unless the spell specifies otherwise, when an individual becomes transmorphized the recorded gold, items and horses he has with him are transmorphized with him. When he reverts to normal they reappear exactly as they were when they disappeared.

b.2) Transmorphized belongings and gold are frozen as they are, and they have no effect on the game: they cannot be used, rearranged, traded or abandoned. They have Negligible weight and move with their owner automatically. Active belongings remain active, but they have no effect. *Exception:* Enchanted cards continue to radiate their color magic and their effects while transmorphized.

b.3) Each native horse, head counter, and club counter is always transmorphized with its owner. Belongings owned by a native group are *not* transmorphized when the group's leader is transmorphized. These belongings are handled just as if the leader were not transmorphized. If a character becomes transmorphized while he is riding a flying monster, the flying monster is *not* transmorphized with him.

b.4) A character, hired leader, or controlled monster that is transmorphized into a monster or beast can carry untransmorphized gold and belongings and trade them with other characters, hired leaders and/or controlled monsters. He must keep the belongings inactive (except for Enchanted cards) while he is transmorphized, and he must carry his items normally, using the creature's move strength (or an untransmorphized horse, if he has one). Individuals transformed into Mist cannot carry untransmorphized gold or belongings.

c. A transmorphized character, hired leader, or controlled monster still records activities normally, but he must cancel certain activities if he is transmorphized when he tries to do them.

c.1) A transmorphized individual can never do the Trade, Hire, Rest, Alert, or Spell activities. He can always Move, Hide, and Follow.

c.2) If he is transmorphized into a monster or beast, he can do the Search activity and he can be followed. If he is transmorphized into mist, he cannot Search and he cannot be followed, *nor can he block or be blocked.*

d. In combat, a transmorphized individual uses the combat values defined by the spell instead of his own values. An individual cannot attack or be attacked when it is turned into mist. When a denizen is turned into a creature, it is assigned to its target normally, but it uses the creature's attack values, move values and vulnerability in place of its own (see Rule 8.4.5p).

e. While a character is transmorphized, his action chits are frozen and unusable. They cannot be activated, deactivated or played, *and he cannot specify a target for a spell* *Exception:* He can still use his color chits to energize Permanent spells

normally, and they fatigue normally when used. While he is transmorphized, a character cannot be wounded, and his chits are not activated or deactivated by spells or the Wither Curse. When the spell falls inert, Curses and other effects apply normally.

f. When a transmorphized individual is killed, he reverts to normal and his belongings, Fame points, Notoriety points and Gold points are disposed of normally. His Fame, Notoriety, and Gold bounty values are not affected by the spell.

g. If an individual is affected by several transmorphizing spells at once, the strongest one nullifies the others. Melt Into Mist is the strongest transmorphizing spell, Transform is the second strongest, and Absorb Essence is weakest.

4.6.10 Spell Effects and Interactions:

a. When a spell is activated or energized, its effect is instantaneous. If it alters an individual's combat values, his combat values change instantly. If it forbids him from playing an action chit he has already played, his play is cancelled.

b. When a spell stops affecting a target, the effect is instantaneous – the target immediately reverts to normal play. He instantly reverts to his normal combat values, he is free to play chits and pick targets the next time it is his turn, and so on. Stopping the spell's effect does not alter the consequences it has already caused: discoveries it caused remain discovered, targets chosen because of it remain chosen, denizens hired because of it remain hired, chits activated or deactivated by it remain as they are, and so on.

c. Altering Magic Chits: When a spell alters Magic chits, the spellcaster can alter only his own active Magic chits: he cannot alter inactive chits, enchanted chits, chits committed to spells, Artifacts, Spell Books or chits owned by other characters. He can choose exactly which of his Magic chits to alter. While the spell is in effect, each altered chit uses only its altered values: its original values are ignored. When the spell ends, the chits revert to their original status.

c.1) If the Magic chit's type (Roman numeral) is altered, it uses the altered type to cast spells (when the chit reverts to its original type, any spell it is committed to is broken), to do enchantments (if the chit is enchanted when it reverts, it fatigues), and to record new spells (the spellcaster keeps these spells when the chit reverts to its original type).

c.2) Altered chits can be altered again; the spellcaster must note each chit's current values. *Example:* Faerie Lights can change a Type III chit to Type II and Witch's Brew can change it from Type II to Type IV.

d. Stopping, Nullifying, and Ending Spells: Certain spells, Treasure cards and game events have effects that interfere with other spells. They can stop a spell from going into effect, temporarily nullify its effects, release one or more targets from the spell, or break the spell and end its effects. When a spell has several targets, its effect on each target is independent of its effects on the other targets.

d.1) When a spell's effect on a target is *nullified*, the spell and its Magic chit remain committed to the target but the spell does not affect the target at all. If the spell is still in existence when the nullification ends, the spell resumes its normal effects on the target. Nullifying a spell's effect on one target does not nullify its effects on the spell's other targets.

d.2) When a target is *released* from a spell, he is no longer considered to be a target of that spell. The spell and Magic chit are not committed to him, and he is not affected by the spell. If the spell also had other targets, releasing one target does not

break the spell and release its other targets, and they continue to be affected by the spell. If the spell has only one target, or if all of its targets are released, the spell is broken.

d.3) When a spell is *broken*, all of its targets are released from the spell. The targets are no longer affected by the spell, the spell and its Magic chit are no longer committed to the targets, and the Magic chit returns to its owner and fatigues.

e. Duplicate Spells: Unless specified otherwise on the List of Spells, a Combat spell, Day spell, or Permanent spell cannot go into effect if it duplicates a spell that is already bewitching the target. If a target is bewitched by one of these spells when a duplicate of the spell goes into effect, the target is released from the second spell. *Example:* If the target is already bewitched by a Transform spell, another Transform spell cannot go into effect against him.

e.1) The second spell is released only if the first spell is bewitching the target at the moment the second spell goes into effect. If the first spell is broken before the second spell goes into effect, the second spell goes into effect normally.

e.2) If duplicate spells with mutually exclusive effects go into effect against the same target simultaneously, they cancel each other out and neither one goes into effect against that target. *Example:* If two Transform spells go into effect simultaneously which would turn the target into two different creatures, they cancel each other out. If it happens that they would turn the target into the same creature, then the spells go into effect.

e.3) Duplicate Instant, Attack, Move and Phase spells can be cast on the same target without interfering with each other. *Example:* A target may be attacked by more than one Fiery Blast at the same time.

f. Conflicting Spells: "Conflicting" spells are different spells that inflict mutually exclusive effects on the same target: e.g., Melt Into Mist "conflicts" with Transform. If spells cause conflicting effects on the same target at the same time, the stronger effect nullifies the weaker effect until the stronger spell ends. If the spells have equal strength, they nullify each other and neither has any effect. The List of Spells, the Spell Tables and the rules governing each spell define the relative strength of the spells.

f.1) When conflicting spells affect different groups of targets, the conflicts are resolved separately for each target – if a target is affected by only one of the spells, there is no conflict over that target and the spell affects it normally.

f.2) One-use effects conflict only when they are used at the same time. When used at different times, each spell has its full effect. Attack spells never conflict with each other, and the only Phase spell does not conflict with duplicates of itself. Instant spells conflict only if they are simultaneous. The spells that affect action chits are all equal in strength: when they inflict conflicting results simultaneously, the results are determined separately for each chit. *Example:* If Make Whole conflicts with Terror caused by Power of the Pit, the spells nullify each others' effects on the target's Light and Medium chits, so these chits remain unchanged. There is no conflict over his other action chits or his armor, so the Make Whole spell repairs them normally.

f.3) Fly spells conflict only when their Fly chits are played at the same time. The chit with the greater flying strength nullifies the weaker strength. If the chits have equal flying strengths, the Fly chits nullify each other.

f.4) Continuing effects can conflict with other spells

whenever they are affecting the same target(s) at the same time. Permanent spells must be energized to nullify other spells – inert spells do not affect their targets, so they do not conflict with other spells.

f.5) Spells that do not have conflicting effects do not interfere with each other. Each spell has its full effect.

g. Spellbreaking: Certain “spellbreaking” spells can release targets from other spells. *Note:* These spells release targets only from spell effects, not from the effects of Treasure cards. They have no effect on enchantments.

g.1) To release targets from a spell, a spellbreaking spell must be cast in the clearing that contains the target or spellcaster of that other spell. If it goes into effect in the clearing that contains the spellcaster, the other spell is broken. If it goes into effect in a clearing that does not contain the spellcaster, all of the spell’s targets in that clearing (including the hex tile itself) are released from the spell, but the spell remains in effect against targets in other clearings.

g.2) A spellbreaking spell can release targets from another spell even if the other spell is inert, and even if the targets or

spellcaster cannot be named as targets themselves – the spell is a different target from the individual.

g.3) When a spellbreaking spell (or the Amulet) is used against a single spell, it affects only one spell cast by one Magic chit – duplicates of the spell are not affected. *Example:* If natives who are bewitched by several Persuade spells cast by different characters are released from one of the Persuade spells, the other Persuade spells remain in effect.

h. Automatic Spellbreaking: Spells are automatically broken at the end of the game, or when the spellcaster or target are killed.

h.1) All spells end at the end of the game. No spells are in effect when the characters calculate their scores at the end of the game. *Note:* Curses do remain in effect at the end of the game.

h.2) A spell that was cast by a Magic chit is broken when the chit’s owner is killed. Spells cast by a character using an Artifact or Spell Book remain in effect even when the character is killed.

h.3) When a character or denizen is killed, he is released from all spells that specified him as a target.

DIE ROLL PROCEDURES

1. When a character uses any table, he rolls two dice and uses the higher roll to find his result. *Example:* If he rolled “2” and “5”, he would use “5” to find his result.

2. This die roll can be modified by the character’s Special Advantages and by Treasure cards and spells that are affecting him. Some of these modifications add to the die roll or subtract from it, and others cause him to roll only one die instead of two. All of these modifications are cumulative – a character who is subject to two “+1” modifications adds two to his die roll.

2.1 A character never rolls less than one die.

2.2 A net result of less than one is converted to one. A net result of greater than six is converted to six.

3. Die roll modifications that apply to a character – including those due to his Special Advantages and Treasure cards in his possession – do not apply to the denizen that he controls. When a hired native or controlled monster uses a table, the die roll is affected only by those modifications that apply to that native or monster (including those that apply to every individual in the clearing).

5.0 TURN SUMMARY

Note: This section provides a compact summary of the sequence of play during one complete day, including Daylight turns and rounds of combat. It is intended as a quick reference and player

aide only, and does not replace the detailed rules. If any inconsistencies exist between the summaries below and the detailed rules, the detailed rules should be considered to have precedence.

5.1 DAILY SEQUENCE OF PLAY

1. Beginning a new DAY:

1.1 If it is the seventh day of a week, the day starts supplying its color magic everywhere on the map, energizing Permanent spells that require that color.

1.2 *Optional:* If it is the start of a week and the Seasons/Weather optional rules are being used, the Weather chit for the week is determined.

2. *BIRDSONG:* Each character records turns for himself, his hired leaders, and his controlled monsters.

3. *SUNRISE:*

3.1 Each character assigns his hired underlings and hired monsters to the guides they will follow. Then each character, hired leader, and controlled monster who is doing the Follow activity is assigned to the guide he is following.

3.2 Characters, hired leaders, and controlled monsters who are not following mix their Attention chits together, blank side up. A die is rolled to determine which denizens are prowling; on the seventh day of the week, prowling monsters and natives return to where they started the game and prowling visitor chits turn over.

4. *DAYLIGHT:* The Attention chits are picked at random, one at a time. When a chit belonging to a character, hired leader, or controlled monster is picked, he and his followers take their turns. When everyone has had a turn, Daylight ends.

4.1 If a character owns the first chit picked, he is the “first character” for the day. If a hired leader or controlled monster owns the first chit picked, the hiring or controlling character is the “first character”.

4.2 When his Attention chit is selected, a character, hired leader, or controlled monster becomes unhidden and he and his followers do the phases he recorded. Whenever a character, hired leader, or controlled monster becomes unhidden, his followers also become unhidden.

4.3 On each phase he and his followers do the following, in order:

4.3.1 He and his followers can rearrange their belongings and trade with each other and with other characters, hired leaders and controlled monsters in the clearing. He and his followers can also use color chits to energize Permanent spells in the clearing, and pick up mission or campaign chits in the clearing.

4.3.2 He and his followers do the activity he recorded for this phase, playing action chits as required by the activity.

a. At the start of the activity each follower can choose to stop following. When a follower stops following, his turn ends; if he is a character, hired leader, or controlled monster, at the end of the phase he can block and be blocked, and he causes denizens to appear, move, and block.

b. If the activity is his last Fly activity (i.e. if it is the last activity of his turn or his next activity is not Fly), then he and his followers must land at the end of the activity.

4.3.3 At the end of the phase, the individual who is taking his turn can block and be blocked by characters, hired leaders, controlled monsters, and unhired and uncontrolled monsters in his clearing. If he is unhidden, unhired/uncontrolled monsters in the clearing automatically block him. Monsters already in the

clearing block only the individual that is moving, not other individuals in the clearing. All individuals blocking or blocked become unhidden and end their turns (or lose them if they have not taken them yet).

4.3.4 When a character’s, hired leader’s, or controlled monster’s turn ends, the following things happen, in order:

a. Each unhired, uncontrolled monster that is prowling in his tile moves to his clearing (monsters that are hired or controlled do not move). Then he turns all of the map chits in his tile face up, exchanges any substitute chits, and the game pieces in his tile can summon new denizens from the Appearance Chart. Each monster that moves to or appears in his clearing automatically blocks any unhidden hired leaders, characters, and controlled monsters in his clearing, and it can be blocked by any of the characters, hired leaders, and controlled monsters in that clearing.

b. Anyone who is following him stops following and is put in his clearing. Characters, hired leaders, and controlled monsters among the followers can block and be blocked, and they cause monsters to move and block as described above.

5. *SUNSET:* All Day spells expire. Characters put to sleep by the Flowers of Rest wake up. One Attention chit is taken from each clearing that contains a character, hired leader, or controlled monster. The chits are mixed together, face down.

6. *EVENING:* The Attention chits are picked randomly one at a time. When a chit is picked, combat is resolved in its owner’s clearing. When combat is finished in a clearing, characters, hired leaders, and controlled monsters can trade and rearrange belongings. When combat is finished in all of the clearings, Evening ends.

7. *MIDNIGHT:* Map chits turn face down, weapon counters become unalerted, and Curses are removed at the Chapel. Active Potions expire, Combat spells expire, Permanent spells fall inert, terms of hire expire, and mission and campaign chits expire.

7.1 If it is the end of the seventh day of the week, the day stops supplying its color magic.

7.2 If this is the last day in the game, the game ends.

5.2 RESOLVING COMBAT IN A CLEARING

1. All unhired, uncontrolled monsters and unhired natives must be light side up. Tremendous monsters must be red side down. *Optional:* If using the Alerted Monsters optional rule, denizens (except Tremendous monsters) are turned dark side up if there are any unhidden characters or their minions in the clearing.
2. If the clearing contains any unhired natives, each character who is in the clearing or who has a hired native or a controlled monster in the clearing rolls on the Meeting Table to see if the unhired natives will battle him. He rolls separately for each unhired native group.
3. The individuals in the clearing do rounds of combat until there are no characters, hired natives, or controlled or hired monsters in the clearing, or until there are two consecutive rounds in which nothing is killed, no action chits are fatigued or wounded, no armor is damaged or destroyed, no spells are cast, and no Tremendous monsters are red side up.
4. When the rounds of combat end, the characters, hired leaders, and controlled monsters in the clearing can rearrange their belongings and trade with each other.

5.3 A ROUND OF COMBAT

1. **ENCOUNTER STEP:** Only the characters, monsters, and natives in the clearing take part in combat.
 - 1.1 All unhired native horses turn “walking” side up.
 - 1.2 **LURING:** Each character¹ can assign any number of unhired/uncontrolled denizens² to himself³ and one to each of his minions⁴.
 - 1.3 **RANDOM ASSIGNMENT:** Unhired/uncontrolled denizens who remain unassigned are assigned randomly to attack unhidden characters and their minions in the clearing.
 - 1.4 **DEPLOYMENT:** Each character gets a turn¹ for Deployment in which he can assign any of his currently unassigned minions⁴ to their targets. If he is in the clearing himself, he can charge another character in the clearing. Denizens who are unassigned after Deployment do not attack this round.
 - 1.5 **ACTIONS:** Each character¹ in the clearing can play his color chits to energize Permanent spells, and if he did not charge he can do one action: alert a weapon, run or fly away, or cast a spell. Characters who run or fly away leave the clearing immediately, and denizens attacking them become unassigned until the next round. A character who did not charge, run away, or do any other action can activate and/or deactivate one item, or abandon any number of items.
2. **MELEE STEP:** All native horses turn over. Character’s horses that were played on their galloping side in the Encounter Step also turn over. Each uncontrolled denizen that is on its own sheet is assigned to attack the minion most recently put on its sheet.
 - 2.1 **SELECTING TARGETS:** The characters⁴ mix and pick their Attention chits randomly, and when a character’s chit is picked he selects targets for himself³ and for his minions who are on their own sheets.
 - 2.2 **SPELL EFFECTS:** All spells that were played this round come to life in the order defined by their completion times, lower times first.
 - 2.2.1 When a spell comes to life it prevents its target from completing his spell (if he has not already done so).
 - 2.2.2 If a spell stops an individual from attacking, he cannot choose a new target until the next round.

2.3 **ATTACKS/MANEUVERS:** Each character⁴ secretly plays the attacks and maneuvers for himself (if he is in the clearing) and his minions who are on their own sheet. Players also distribute all denizens on their character’s own sheets and denizens on the sheets of their minions, filling as many boxes as possible. They position their minions who are on the sheets of unhired denizens. The characters reveal their plays simultaneously.

2.3. If a character played a spell that came to life this round, he cannot make a normal attack.

2.3.2 If a character cast an Attack spell this round, he plays his Attention chit in an Attack circle and it attacks like a weapon.

2.4 **RANDOMIZING ATTACKS:** Die rolls are made to randomize the attack/maneuver direction for all denizens except hired or controlled denizens on their own sheet. Each box of denizens also rolls to see if they change tactics, except hired or controlled denizens on their own sheet, who do not move or change tactics.

2.5 **RESOLVING ATTACKS:** Each attack is examined to see if it hits by matching directions with the target or by undercutting speed. Misses are removed, and weapons counters played by characters who miss are turned alerted side up.

2.6 **INFLECTING HARM:** Hits inflict harm in the order defined by their attack time and length.

2.6.1 In Round 1, longer weapons hit first and weapon speed breaks ties; in subsequent rounds, faster weapons hit first and length breaks ties.

2.6.2 Individuals and horses are removed instantly when they are killed, and armor is removed instantly when it is destroyed. An attack on or by an individual or denizen who is killed is cancelled.

2.6.3 Weapon counters used in attacks that hit and are not cancelled turn unalerted side up after harm has been inflicted.

3. **FATIGUE STEP:** Each character pays for his fatigue and wounds. Denizens on a sheet whose owner was killed become unassigned; unassigned Tremendous monsters turn red side down. Tremendous monsters who hit targets that are still alive turn red side up.

4. **DISENGAGEMENT:** Unhired/uncontrolled denizens remain light or dark side up as they finished the round. All unhired/uncontrolled denizens who are assigned to characters remain assigned. Other than that, all denizens become unassigned, except red-side-up Tremendous monsters and those who are being attacked by red-side-up Tremendous monsters.

Notes:

1. The characters play in turn, starting with the first character of the day and going to the left.
2. The “uncontrolled denizens” consist of all of the unhired, uncontrolled monsters and all of the battling natives in the clearing.
3. Only if the character is in the clearing himself.
4. A character has a turn if he is in the clearing himself or if any of his minions are in the clearing. His “minions” consist of his hired natives and his hired or controlled monsters.

6.0 BEGINNING A NEW DAY

Each turn represents one day of time in the Magic Realm. Seven days make up one week, and twenty-eight days make up one lunar month. The game lasts for one lunar month. At the end of the 28th day the game ends and the characters determine how well they did.

Each game day is broken up into six periods of time: Birdsong, Sunrise, Daylight, Sunset, Evening, and Midnight. During Birdsong each character determines how many phases he is entitled to, and secretly chooses and records the activity he will do on each phase.

6.1 DAY ADVANCEMENT

6.1.1 At the beginning of the game, the Day (Turn) chit is placed in the first box of the Daily Record section of the Treasure Setup Card. At the beginning of each new day after the first, the Day (Turn) chit is moved to the next box to show that a new turn has started. *Note:* If playing with the Seasons/Weather optional rule, days are sometimes skipped due to bad weather.

6.1.2 On the seventh day of each week, an unlimited supply of color magic is supplied to everyone in the game. The Daily Record section of the Treasure Setup Card identifies the color of magic that is supplied to everyone on these days: both *White* and *Black* magic are supplied on Day 7, *Grey* magic is supplied on Day 14, *Purple* magic is supplied on Day 21, and *Gold* magic is supplied on Day 28. *Notes:* 1) If playing a game that is longer than one month, White magic is supplied on the Day 7 of the first month and Black magic on Day 7 of the second month, and alternating thereafter. 2) If playing with the Seasons/Weather optional rule ((see Rule 10.E.1), the color magic supplied on Day 7 varies with the Season.

6.1.3 Color magic supplied on the seventh day of each week energizes permanent spells automatically, regardless of the wishes of the characters. As soon as the seventh day of the week starts, any permanent spells using that type of color magic become activated and stay activated until Midnight. If a character has duplicate spells in effect (such as two Absorb Essence spells), he may choose which one to activate.

6.2 BIRDSONG

6.2.1 Each character gets one turn per day in which he can do activities. During Birdsong he records his activities, and when he takes his turn during Daylight he does the activities he recorded. He uses the Move activity to move around the map, the Search activity to search, the Trade activity to trade with natives, the Hide activity to hide, the Rest activity to recover from fatigue and wounds, the Alert activity to alert weapons or magic, the Hire activity to hire denizens, the Enchant activity to enchant tiles or magic chits, and the Follow activity to follow other characters or hired leaders. All of the activities are described in detail in Section 7.

a. There are also special “enhanced” activities that are caused by certain Special Advantages, spells, and Treasure cards. A character can record and do an enhanced activity only if he has the appropriate Special Advantage, spell, or Treasure card.

b. The enhanced activities are as follows: the **Enhanced Peer** activity is used to search on the Peer Table (sometimes in a remote clearing), the **Fly** activity is used to fly around the board, and the **Remote Enchant** activity can be used to enchant tiles other than the one the character is in. *Note:* The Caching optional rule (see Rule 10.A.4) introduces the **Cache** activity, which is used to store items and gold in a clearing for later retrieval.

6.2.2 Each character’s turn is divided into “phases”, and the number of phases varies from day to day. He can do one activity per phase. Before recording his turn, he determines how many phases he is entitled to.

a. He always gets at least two phases – these are termed his Basic phases.

b. If he spends the whole day outside of the caves, he gets two additional Sunlight phases. If he starts the day in a cave clearing or records a Move into a cave clearing, he does not get these extra Sunlight phases. Thus, characters can normally do two activities per day in caves, four activities per day outside of the caves. *Exception:* The Dwarf cannot use Sunlight phases due to his Short Legs. He gets only the two Basic phases each day. *Note:* If playing with Seasons/Weather, the numbers and types of phases each day vary by Season and weather.

c. He also gets any “extra” phases caused by his Special Advantages, Treasure cards, spells, or horses. *Example:* The Amazon’s extra Move phase means she can do four activities plus a Move (or two activities plus a Move in the caves).

c.1) He can record an extra phase caused by a Treasure card or horse only if he has that Treasure card or horse active during Birdsong. He must have already activated it the previous day to record an extra phase due to the item. *Clarification:* A character cannot record any extra phases for a horse while he is in a cave during Sunrise, because a horse cannot be activated in a cave.

c.2) He can record an enhanced activity that is caused by a spell only if that spell is active during Birdsong. *Special:* He can record an activity caused by a Permanent spell even if the spell is inert during Birdsong. Once he records the activity he is committed to energizing the spell if he can.

c.3) Extra phases are cumulative. *Example:* When riding a workhorse, the Amazon gets two Basic phases plus two Sunlight phases plus her own extra Move plus an extra Move for the horse.

6.2.3 During Birdsong each character secretly chooses and records the activity he will do in each phase. He can record only one activity per phase, but he can record any activity in any phase, repeating or switching activities as he wishes. When asked, he must reveal how many phases he is entitled to, but he must keep each activity secret until he does it during his turn. All of the characters record their activities secretly and simultaneously.

6.2.4 The character records his activities on his Turn Record, in the line for the current game day. He records the activities from left to right in the order he plans to do them. He can leave phases blank and not use them. When he does his turn, he must do the activities in the order he records them.

a. He can record any activity for each Basic or Sunlight phase. Each extra phase that specifies an activity must be used for that activity – it cannot be used for other activities. *Example:* The Magician’s extra Alert phase can be used only to do the

Alert activity.

b. He can record an extra phase that is restricted to specific clearings even if he is not in a clearing where he can use it. He must be in the proper clearing when he starts the activity, not when he records it. *Example:* A character can record an extra phase for the Shielded Lantern even if he is not in a cave clearing. He must be in a cave when he starts the extra phase, however.

c. Each extra Move phase caused by a pony must be preceded by a Move phase that was not caused by the pony. Move phases caused by the pony must alternate with other Move phases, and the pony cannot cause the first Move in the turn. The Move phases need not be consecutive – other activities can intervene. *Example:* The Amazon could record her own extra Move phase, then some other activity, then a Move phase caused by a pony. She could not record another Move for the pony until she recorded some other Move phase.

d. He must note each extra phase and enhanced activity he records, and the Special Advantage, Treasure card, spell, or horse that caused it. *Important:* If a character uses a Treasure card or horse to record an extra activity or an enhanced activity, he is committed to keeping that belonging and having it active when he does that activity. He cannot voluntarily abandon or transfer the belonging until he has finished the phase it caused. He can deactivate the belonging normally, but it must be active when he starts to do the extra phase.

e. A character can record an impossible activity in hopes that it will be possible when the time comes to do it. *Example:* He can record a Move through an undiscovered hidden path, in hopes that he will discover the path before he has to move.

f. If he is unable to do an activity, it is cancelled and the phase is treated as a blank phase. The rest of his turn is not affected. An activity is cancelled if it violates the rules governing that activity.

g. When he does a blank phase, he does no activity. The blank phase can still be used for trading, rearranging items, and blocking.

6.2.5 On each day, each hired leader and controlled monster gets a turn in which he can do activities like a character. During Birdsong the hiring or controlling character records the leader or monster's activities on an extra Turn Record, at Sunrise the leader or monster's attention chit is mixed in with the others, and when his chit is picked he does the activities recorded for him. He gets two Basic phases plus two Sunlight phases plus any extra phases due to his native horse (if he has one), and he can record any activities a character can. *Note:* He cannot use Alert or Rest phases, but he can record them for the benefit of characters who are following him. **He cannot use Enchant phases, and neither can his followers.** Controlled monsters also cannot do Trade or Hire phases; they can only trade with other characters, hired leaders, or controlled monsters. Hired underlings cannot record activities or take a turn; they can only follow other characters or hired leaders.

6.2.6 Players use the abbreviations listed in the Activities Table to record activities for their characters and hired leaders. For certain activities, the associated clearing, tile, or individual must be specified along with the activity abbreviation. *Example:* To record a Move activity, he records "M" and the clearing he is moving to. He identifies the clearing by its number and the tile it is in. To move to Nut Woods, Clearing 2, record "M NW2".

Note: To avoid ambiguity, use "CG" to specify the Crag, "CL" for the Cliff, "CS" for the Caves, and "CN" for the Cavern.

6.2.7 To record the Follow activity, a character records "F" and the name of the character or hired leader he is following across the current day's row of his "Activities" section. He does not record any other activities. *Note:* Underlings cannot be followed.

a. Characters and hirelings can record the Follow activity only if they are in the same clearing with another character or hired leader during Birdsong. A follower can choose any character or hired leader in his clearing, whether they want to be followed or not, and even if the character or hired leader he plans to follow is hidden.

b. A character can record the Follow activity only if he is in a clearing. He cannot be on a roadway, "walking the woods", or flying (after running or flying away).

6.3 SUNRISE

At Sunrise, the characters prepare for their turns by revealing who is following whom, rolling the Monster Roll, and mixing their Attention chits together.

6.3.1 Before the characters reveal who is following whom, each character can assign his hired underlings to follow guides. Each underling can follow any character or hired leader in his clearing; underlings are not obliged to stay together in groups – they can split up. Each underling is put with his guide's belongings. Underlings that are not assigned will spend the day where they are.

a. Characters who disagree about who assigns his underlings first mix and pick their Attention chits randomly to determine the order of assignment.

b. Hired underlings are automatically unhidden at the beginning of each day. The only way they can hide is by following a character or leader when he hides.

6.3.2 Once underlings are assigned to their guides, each character, hired leader, and controlled monster who recorded the Follow activity must declare that he is following and whom he is following. His counter is immediately removed from the map and is put with the active belongings of the character or hired leader he is following.

a. Each follower keeps his Attention chit and does not mix it in with the others – he will take his turn with the guide, when the guide's chit is picked.

b. If a follower is himself being followed by another follower, then he puts his counter with the guide and puts the other follower's counter with his own belongings. When the guide does his turn, both followers will follow what the guide does. *Special:* Followers who follow each other do nothing that day.

6.3.3 Monster Roll: The monsters, natives, and visitors on the six rows of the Appearance Chart are hidden deep in the forests of the Magic Realm. On each game day one of these rows is "prowling" and can move (the denizens in the other five rows are "dormant" and cannot move that day). At Sunrise the players roll one die and the row that matches the number rolled is prowling; for the rest of that day, all of the denizens in that row are prowling, and all of the denizens in other rows are dormant. The Monster Roll chit is immediately put in the box to the left of the

prowling row to identify it.

6.3.4 End of the Week – Denizen Regeneration: On the seventh day of each game week (Day 7, Day 14, Day 21, and Day 28 of each game month), as soon as the Monster Roll chit is put on the Appearance Chart, all of the monsters and unhired natives (and their horses) who are prowling that day are taken off the map and put back in the places where they started the game. The Ghosts (who prowl every day) are put back in the clearing where they started the game, and all of the monsters and unhired natives who have boxes in the prowling row of the Appearance Chart are put back in their boxes. Dormant denizens in other rows stay where they are.

a. Prowling monsters, natives, and native horses are put back in their starting locations even if they have been killed; they regenerate and are brought back into play. This is the only way that killed denizens are brought back into play. Regenerated denizens represent new arrivals from outside the Magic Realm. The Ghosts regenerate every week. They simply cannot be permanently killed.

b. When Row 6 is prowling, visitors, missions, and campaign chits stay where they are, but flip over to the other side, whether they are on the Appearance Chart or the board. Mission and campaign chits in the possession of a character do not flip over.

c. Hired and controlled natives and monsters do not regenerate; they stay on the map in their current location. If some of the natives in a group are hired and others are not, the unhired natives and their horses return to their places but the hired natives and their horses do not. Natives that were once hired but have been killed do regenerate, as they are no longer considered hired. Horses that have been killed but belong to

natives that are still hired do not regenerate.

d. Garrison natives return to their Dwellings when the natives or visitor/mission chits of the same color are prowling at the end of the week. The Rogues (red counters) prowl when the Bashkars prowl, when Row “5” is prowling at the end of a week. The Soldiers (brown counters) prowl when the Patrol prowls, when Row “3” is prowling at the end of a week. The Guard and Order (gold counters) return to their Dwellings when the visitor/campaign chits prowl, when Row “6” is prowling at the end of the week.

e. Denizens who regenerate are released from all spells. If all the targets of a spell regenerate, the spell is broken. *Note: Hired and controlled monsters do not regenerate and are not released from their spells.*

f. Regenerated denizens continue to prowl for the rest of the day. They can (re)appear on the map and move normally.

REGENERATION TABLE

Monster Roll:	Regenerating Denizens:
1	Ghosts, Dragons, Company
2	Ghosts, Serpents, Demons, Woodfolk
3	Ghosts, Wolves, Ogres, Goblins, Octopus, Patrol, Soldiers
4	Ghosts, Giants, Trolls, Lancers
5	Ghosts, Spiders, Imp, Bashkars, Rogues
6	Ghosts, Bats, Visitor/Mission chits flip, Guard, Order

6.3.5 Lastly, the characters, hired leaders, and controlled monsters who are taking turns that day (not following) mix their Attention chits together, blank side up. For hired leaders and controlled monsters, use any unused Attention chit. These chits will be used during Daylight to determine the order of play.

7.0 DAYLIGHT

The characters take their turns in random order each day. During Daylight the chits are picked one at a time, and when a character's chit is picked he does the activities he recorded for his phases that day. When all characters have made their moves, Daylight ends at Sunset.

7.1 DETERMINING TURN ORDER

7.1.1 During Daylight the Attention chits that have been mixed together are picked one at a time, randomly, and when a character, hired leader, or controlled monster's chit is picked he takes his turn. He does his phases in the order he recorded them, and when he does each phase he does the activity he recorded for that phase.

7.1.2 Even if hidden the previous day, each character, hired leader, and controlled monster is automatically unhidden when he starts to take his turn. When his attention chit is picked, his counter is turned tan or light side up. *Note:* All of the characters are hidden at the start of the game and become unhidden at the start of their turn on Day 1.

7.2 BEGINNING OF A PHASE

At the beginning of every phase, certain actions can be taken before he does his recorded activity. These actions can be done in any order.

7.2.1 Trading with Other Characters, Hired Leaders, and Controlled Monsters: Each character, hired leader, and controlled monster can trade with other characters, hired leaders, and controlled monsters at the start of any of his phases. The other characters, hired leaders, and controlled monsters in his clearing can trade with him but they cannot trade with each other during his turn. He can also trade with them at the beginning of one of their phases.

a. They can trade with each other only when they are in the same clearing. They can give away or exchange belongings, gold, and information for whatever price they agree on (they are not bound by the Gold prices on the items). They cannot exchange recorded Fame or recorded Notoriety.

b. Individuals can trade with each other even if some or all of them are hidden. They do not have to have found hidden enemies to trade with hidden individuals. Hidden individuals can trade without becoming unhidden.

c. Characters, hired leaders, or controlled monsters that are following may also trade with other characters, hired leaders, or controlled monsters in the clearing whenever the guide they are following begins a phase.

d. Individuals cannot trade while flying or walking the woods, or while on a roadway. Individuals also cannot trade or exchange information while blocked.

7.2.2 Rearranging Belongings: Each character, hired leader, and controlled monster can rearrange his belongings at the start of each phase of his turn.

a. When a character rearranges his belongings he can activate, deactivate, or abandon each belonging he owns, as long as he obeys the rules governing that belonging.

b. Hired leaders and controlled monsters can abandon belongings, but cannot activate or deactivate them. *Exception:* Enchanted cards remain activated when they are carried by hired leaders and controlled monsters.

c. Any characters, hired leaders, or controlled monsters that are following may also rearrange their belongings whenever the guide they are following begins a phase.

d. Individuals who are flying cannot rearrange their belongings, except that they can abandon items. To determine where the abandoned item lands, the player rolls one die (unmodified) for the tile he is in at the start of his phase, and the item lands in the clearing that matches the number he rolled (even if it is a cave). If the tile has no clearing with this number, he keeps rolling until he rolls a number matching a clearing on the tile.

e. Individuals cannot rearrange belongings while walking the woods, or while on a roadway. They also cannot rearrange their belongings if they are blocked.

f. Individuals cannot rearrange their belongings at other times of day or when other individuals or clearings are taking their turns.

7.2.3 Activating Spells: Each character can activate certain types of spells at the beginning of any phase, subject to the restrictions below.

a. Protection from Magic creates a special chit for later use, which is put with the target's inactive items and is handled like an item. While inactive it has no effect, but the target can activate it exactly as if it were an item.

a.1) If he activates the chit at the start of a phase of his turn, the spell affects him until that phase ends; at the end of the phase, the spell expires.

a.2) If a character cannot rearrange belongings, he cannot activate the chit.

b. At the start of any phase, each character can use his color chits to energize Permanent spells. Once a color chit is used to energize a spell, it immediately reverts to being a normal magic chit and fatigues. He can play as many color chits as he chooses, but each color chit can energize only one spell before it fatigues (see Rule 4.6.7h).

c. He can play color chits without energizing spells, if he wishes. Each chit reverts to being a magic chit and fatigues.

d. He cannot play a color chit if he is on a roadway, in the woods, or flying at the start of the phase.

7.2.4 Picking Up Mission and Campaign Chits: Each time a character starts a phase of his turn, he can take any mission and campaign chits that are in his clearing, subject to the rules governing each chit. He puts it with his active belongings. Hired leaders and controlled monsters cannot take these chits.

a. A character can have no more than one campaign chit at a time. A character can have one or both of the mission chits (Food/Ale and Escort Party) whether he has a campaign chit or not.

b. When a character takes a mission or campaign chit, he must pay a certain cost in recorded Fame and/or Notoriety, and he commits himself to complete a task within a certain time limit. When the time limit runs out, or the character completes the task, or he is killed, the chit is put in his clearing and can be taken again by anyone. The character must keep the chit until then, unless he abandons it according to Rule 7.2.4j.

c. When a character takes a chit, he must immediately

subtract its cost from his recorded values. *Important:* He cannot take a chit if he has negative Fame or Notoriety points, or if paying for the chit would cause him to have negative Fame or Notoriety points.

d. If the character completes the task within the time limit, he regains the Fame and Notoriety points he paid to take the chit (he gets back the chit's cost). If he fails to complete the task within the time limit, or if he fails to complete the task before the game ends, then he gets no points back and he must pay the chit's cost again, as a penalty for failing.

e. The mission chits (Food/Ale and Escort Party) represent bands of hapless travelers who are going to a specific Dwelling and who will pay for an escort.

e.1) Each mission chit costs 5 Notoriety points. When a character takes a mission chit, his task is to deliver it to a particular Dwelling within 14 days. When he takes the chit, he counts the number of clearings along the shortest route from his clearing to the Dwelling, using any roadways. When he delivers the chit, he collects 2 Gold points for each clearing he counted as his reward. He must count along the shortest route to define the price he is paid, including hidden paths and secret passages if they shorten the route, but he is not obliged to follow this route when he moves. *Special:* If, when he picks up the chit, there is currently no legal route to the Dwelling it must be delivered to (or the Dwelling is not yet on the board), he collects 30 Gold points as his reward once he delivers it.

e.2) When a character picks up the **Food/Ale** chit anywhere except at the Inn, his task is to take it to the Inn. When a character picks up the Food/Ale chit at the Inn, his task is to take it to the House.

e.3) When a character picks up the **Escort Party** chit anywhere except at the Chapel, his task is to take it to the Chapel. When a character picks up the Escort Party chit at the Chapel his task is to take it to the Guard house.

e.4) To complete his task, he must move into the Dwelling's clearing while he is carrying the chit; when he enters the clearing the task is instantly completed, he collects his reward and regains the Notoriety points he paid, and the chit is put at the Dwelling. *Note:* Destinations for the mission chits and the reward for delivery vary by Season if playing with Seasons/Weather.

f. The campaign chits represent troublesome individuals who are trying to foment a military campaign in the Magic Realm. The cost and time limit of the campaign chits vary from chit to chit. When a character takes a campaign chit, certain native groups become his "partners" while other groups become his "foes". His task is to kill all of his foes.

f.1) The time limit for the War, Conquer, Quest, and Revolt chits is the end of the game. *Note:* In a game lasting more than one month, the time limit for these chits is 28 days.

f.2) The time limit for the Pillage and Raid chits is 14 days, counting the day that the character takes the chit as the first day. The character has until Midnight of the fourteenth day to complete the task, or the end of the game, whichever comes first.

f.3) The **Quest** chit costs 20 Notoriety points. When a character takes the Quest chit, his partners are the Order and his task is to kill all of the Dragons and Flying Dragons, of all sizes, in the game (including Dragons that are transmorphized into other beings, but *not* other beings that are transmorphized into Dragons).

f.4) The **Pillage** chit costs 10 Notoriety points. When a character takes the Pillage chit, his partners are the Bashkars and his foes are the Patrol and the Soldiers.

f.5) The **Raid** chit costs 8 Fame points. When a character takes the Raid chit, his partners are the Lancers and the Woodfolk, and his foes are the Bashkars and Rogues.

f.6) The **Revolt** chit costs 35 Notoriety points. When a character takes the Revolt chit, his partners are the Lancers, Woodfolk, Bashkars, and Rogues, and his foes are the Soldiers, Guard, Patrol, and Company.

f.7) The **War** chit costs 10 Fame points and 15 Notoriety points. When a character takes the War chit, his partners are the Soldiers, Guard, and Patrol, and his foes are the Company, Bashkars, and Rogues.

f.8) The **Conquer** chit costs 40 Notoriety points. When a character takes the Conquer chit, his partners are the Soldiers, Guard, Patrol, and Company, and his foes are the Woodfolk, Lancers, Bashkars, and Rogues.

g. A character can take a campaign chit only if one or more of its foes are on the map. He cannot take a campaign chit when all of its foes are out of play or are on the Setup Card. *Note:* Natives in the Garrisons boxes always count as being on the map (not the Setup Card).

h. When a character takes a campaign chit, it modifies his trading relationships with his partners and foes. The chit adds two levels of friendliness to his trading relationship with each group of partners, and he must always use the Enemy column when he rolls on the Meeting Table for his foes (he cannot buy drinks for foes).

h.1) If a campaign chit raises a character's trading relationship above the Ally level, he keeps track of the extra levels but they do not affect his die rolls. *Example:* When an Ally of the Order takes the Quest chit, he still uses the Ally column to trade with them. The extra levels of friendliness only allow him to accept extra boons from the Order.

h.2) These modifications last only while the character is carrying the campaign chit. When he puts the chit back on the map, he subtracts two levels of friendliness from his ex-partners and his foes revert to their normal relationships.

i. A character's campaign is complete when all of his foes are killed at the same time, whether he killed them himself or they were killed by others. His task is complete only if he has no foes on the map or on the Setup Card. *Note:* If his foes regenerate, he has to kill them again in order to complete his campaign.

j. A character has the option to abandon a campaign any time that none of his foes are on the map (for example, if native foes have regenerated and returned to the Setup Card). He can abandon his campaign while some foes are still alive, as long as they are all on the Setup Card. When he abandons his campaign he does not get back the cost of the chit, but he does not have to pay the cost again. He just puts the campaign chit in his clearing.

7.3 THE MOVE ACTIVITY

The game is played in the clearings on the map. The characters move from clearing to clearing by following the roadways, either walking or riding horses. Characters can also use magic to fly or walk the woods to travel between clearings.

7.3.1 Normal Movement: Each character, hired leader, or controlled monster uses the Move activity to move from clearing to clearing. He can record several Move phases to move several clearings in the same turn.

a. He must follow the roadways when he moves, and he

must end every move in a clearing. He cannot stop on the road between clearings, and he cannot move off the roads into the forest. Each time he moves he goes onto a roadway out of his clearing and moves along this roadway until he enters another clearing, which completes his Move phase. The roadway can be an open road, tunnel, bridge, secret passage, or hidden path, but it must run from the first clearing to the second without passing through any other clearings.

a.1) He can move along open roads, bridges, and tunnels freely.

a.2) He cannot move along a hidden path or secret passage until he has discovered it using the Search activity or learned its location from other players. Once he has discovered a hidden path or secret passage, he can move along it as if it were an open road for the rest of the game.

a.3) If he comes to a place where his roadway runs over or under another roadway, he must stay on the roadway he is using. He cannot change roadways where a tunnel runs under an open road, and he cannot change roadways where an open road runs under a bridge.

a.4) Leaving the Map: A character can move along a roadway to a map edge in the same way he moves to a clearing (he records "Edge" as the clearing he is moving to). When he does the activity he leaves the game (see Rule 9.2.2b).

b. When an individual does the Move activity he must move to the clearing he recorded, if it is connected to his clearing by a roadway he can use. If he cannot move to the clearing he recorded, he forfeits this phase.

c. Normally, it requires one Move phase to move one clearing, with the exceptions listed below.

c.1) Climbing Mountains: To enter a mountain clearing, he must do two Move activities on consecutive phases of the same day. He does not move at all until he does the second Move, whereupon he moves all the way to the mountain clearing. He must do two Move activities each time he enters a mountain clearing, even when he is moving from another mountain clearing. He needs only one Move phase to move from a mountain clearing to a woods or cave clearing. *Note:* If playing with the Seasons/Weather optional rule (Rule 10.E.1), the number of Move phases required to move into a mountain clearing may vary by Season.

c.2) Entering Caves: He cannot enter (or be in) a cave clearing on the same day he uses a Sunlight phase. *Example:* The Black Knight has already used two Basic phases to move to two woods clearings. He cannot move into a cave on his third phase because the third phase would be a Sunlight phase.

d. A character can do an extra Move phase that is limited to certain clearings only if he *starts* the Move in one of those clearings. *Example:* The Captain can use the extra phase he gets at Dwellings to leave a Dwelling, but he cannot use it to move to a Dwelling.

e. Carrying Items: When a character moves out of a clearing, he must have a Move chit active (or an active horse or Boots card), which defines the weight of the items he can carry with him. The character does *not* have the option to cancel a legal recorded move just because he is forced to abandon something. He must make the move and abandon the item.

e.1) Weapons, armor and Treasure cards are "items" that have to be carried. When a character moves from clearing to clearing his horses move with him automatically, but his weapons, armor and Treasure cards move with him only if he has an active Move chit with enough strength to carry them.

e.2) A character may also use an active horse or Boots card in place of a Move chit.

e.3) The strength letter on the Move chit defines the heaviest weight he can carry. He can carry any number of items, as long as each item's weight is less than or equal to this strength. He must abandon all items whose weight exceeds this strength when he moves. The letter on each item defines its weight. *Example:* If the Black Knight has only "M" (Medium) Move chits active, he can carry his "M" (Medium) Mace and shield but he must abandon his "H" (Heavy) suit of armor. If he has a Heavy Move chit active, he can carry his suit of armor too.

e.4) If he does not have an active Move chit (or horse or Boots card), he can move and he can carry any number of items with "Negligible" weight, but he must abandon all heavier items. He does not need to have a Move chit to carry himself, his horses, nor items with Negligible weight.

e.5) A character can own any number of items regardless of their weight, *as long as he stays in the same clearing*. He must "carry" items only when he moves from clearing to clearing.

f. Boots cards display the word "MOVE", a strength letter and a time number. When a character has a Boots card active, he can use it in place of a Move chit with the strength and time number shown on the card to carry items when he moves.

f.1) A character can have a Boots card active only if its strength equals or exceeds the weight of the character and every item he owns. If he obtains an item whose weight exceeds the card's strength, he must instantly deactivate the Boots card or abandon the item.

f.2) A character can never have more than one Boots card active at a time.

g. A hired leader's move strength defines the weight of the items he can carry. Move strengths for natives are listed in the List of Natives. A controlled monster's weight/vulnerability defines the weight of the items it can carry.

h. A character or hired leader acting as a guide can use the strength of the underlings who are following him, whether their hiring character approves or not. He can use their move strength to carry items as he moves instead of an active Move chit or Boots card, or in the case of a hired leader, in place of his own move strength.

i. Pack Horses: A character, hired leader, or controlled monster can assign inactive items to his inactive horses. The horses carry these items, reducing the weight that the individual has to carry. Inactive horses that are carrying items are "pack horses" that automatically follow the individual when he moves.

i.1) Horses are described on the List of Horses. Each horse counter has the strength letter and time number shown on the side of the counter that is face up at the moment.

i.2) A pack horse can carry any number of items, as long as its strength will carry the weight of each item. Items being carried by a pack horse are treated like any other inactive items, except they are put to one side with the horse counter. When an individual rearranges his belongings, he can rearrange the items being carried by his horses.

i.3) When an individual does Move phases, his pack horses automatically follow him, even when he does extra Move phases that exceed the horse's normal movement. Pack horses (and the items they are carrying) are left behind when an individual does a Fly phase. When a pack horse is left behind, or when its owner is killed, the horse and the items it is carrying are abandoned in the clearing normally.

i.4) When a character uses a Move chit to move from

clearing to clearing he does not have to carry the items being carried by his pack horses. Similarly, when he activates a horse or Boots card it does not have to carry the items being carried by his pack horses. This allows him to ride a fast, weak horse while a slow, strong horse carries his heavy items. *Example:* The Swordsman could activate a pony while he uses a warhorse to carry his heavy items. He can use the pony's extra Move phases during his turn and he can use its faster movement in combat, and the warhorse automatically keeps up with him.

i.5) Pack horses can carry items even in caves, as they are always inactive.

7.3.2 Riding Horses: When a character has a horse active, he is riding it.

a. A character can have only one horse active at a time, and he can have a horse active only if its strength letter equals or exceeds his weight and the weight of every item he is carrying (except those items being carried by pack horses). If the horse counter has different strengths on the front and back sides, he may use the strength letter on either side to fulfill this requirement. If he obtains an item whose weight exceeds his horse's strength, he must instantly deactivate the horse or abandon the item. *Note:* A character can have a Boots card and a horse active at the same time.

a.1) A character cannot have a horse active when he is in a cave. When an active horse enters a cave it is instantly deactivated, and can only be used as a pack horse.

a.2) A character can use an extra Move activity caused by a horse to enter a cave, but the horse is instantly deactivated when it arrives in the cave. The horse cannot be ridden while it is in the caves – the character cannot use it to move out of a cave clearing.

b. Certain active horses give their rider extra Move phases. To use these phases, he must have the horse active when he records the extra phase during Birdsong and he must have it already active at the beginning of the phase in which he plans to use it during Daylight. *He cannot activate the horse and use its bonus Move in the same phase. Example: A horse's bonus phase cannot be used immediately after leaving a cave, because in order to use a bonus phase the horse must have been active at the start of that phase (prior to the rearranging belongings step where the horse can be activated).*

b.1) Warhorses do not give their riders any extra Move phases.

b.2) Workhorses give their riders one extra Move phase per day.

b.3) A pony doubles his rider's movement. For each Move phase he gets from other sources, he can record a second Move phase due to the pony following that Move phase. Each extra Move phase caused by a pony must be preceded by a Move phase that was not caused by the pony. Move phases caused by the pony must alternate with other Move phases, and the pony cannot cause the first Move in the turn. The Move phases need not be consecutive; other phases can intervene.

c. When a character is riding a horse, he can use it instead of a Move chit to carry items when he moves, as long as all the items he is carrying are equal to or lower weight than the horse's move strength. Horses do not have to be carried. Whenever a character moves, all of his horses automatically move with him, even when he does an extra move.

d. Transmorphized characters cannot ride horses.

e. Hired natives cannot ride the round horse counters. They

can only ride their own native horses (square horse counters). Controlled monsters cannot ride horses.

e.1) Hired natives receive the same extra Move phases for their own horses as do characters.

e.2) Hired natives and their horses must follow the same rules regarding caves as characters. They cannot ride their horses while in caves. They can ride their horses to enter a cave but not to leave a cave. Hired leaders cannot record extra phases due to their horses while in a cave.

7.3.3 Flying: Some monsters have "flying values" instead of move values (see the List of Monsters), and characters and other denizens can acquire flying values through magic. Flying values, like move values, consist of a strength letter and a move time. When a character or denizen has a flying strength that will carry him, he can use it to fly.

a. The Fly activity: When a character has flying ability and wishes to use it, he records and uses the Fly activity rather than the Move activity. When a character or denizen does the Fly activity, he moves from tile to tile without following the roadways or entering the clearings. He must either fly within his own tile without leaving, or move from tile to adjacent tile without skipping over any tiles. He can fly directly from a clearing (even a cave clearing) to his own tile or any adjacent tile.

a.1) To record each Fly activity, he records "FL" and the tile he will fly to. He can record "FL" and any tile he chooses even if he has no flying values at the moment. When he does the Fly phase, if he is able to do the Fly activity he must fly to the tile he recorded, otherwise he forfeits that phase. His counter is put on the forest in that tile, away from the clearings.

a.2) To do the Fly activity, he must meet both conditions explained below. If he fails either condition, the activity is cancelled. 1) He must have flying strength (a Fly chit, his own transmorphized flying values, a flying steed, or the Magic Carpet) that is able to carry him. 2) He must be in the tile he recorded, or in a tile that is adjacent to the tile he recorded.

a.3) When he flies, he instantly becomes unhidden and he must abandon his untransmorphized horses and any items his flying strength cannot carry. While flying he cannot block or be blocked.

a.4) A follower can follow a flying guide only if the follower is able to fly. Otherwise, he is left behind.

a.5) Individuals can fly in and out of caves freely; it is assumed that they are using chimneys leading to the surface.

b. Landing: When an individual stops doing the Fly activity, he must land. He must land before doing any other activity (he cannot do other activities while flying) and he must land at the end of his turn. *He cannot land in between consecutive Fly phases (except when he lands after flying away during combat, see 8.3.8e2).* *Note:* The Flying Activities optional rule (Rule 10.A.3) allows certain activities to be done while flying.

b.1) He rolls one die (unmodified) and lands in the last tile he flew to, in the clearing that matches the number he rolled (even if it is a cave). If the tile has no clearing with this number, he keeps rolling until he rolls a clearing on the tile. *Special:* If he lands in a cave after using a Sunlight phase during his turn, the remaining phases of his turn are cancelled.

b.2) When an individual lands, he can block and be blocked normally.

b.3) A flying character or denizen must land at the end of

his last phase during Daylight. He cannot continue flying during the Evening.

c. A character or non-flying denizen can gain flying ability in four ways: by using a magical Fly chit created by a spell, by being transmorphized into a flying monster or beast, by riding a flying steed, or by riding the Flying Carpet.

d. Certain spells, such as Broomstick, create special Fly chits that allow individuals to fly around the board instead of walking or riding from clearing to clearing.

d.1) When such a spell is cast it has no immediate effect, but it has a delayed effect. The spell's Magic chit becomes a special Fly chit with the flying strength and time number defined by the spell (it has no effort asterisks). The target can play this Fly chit like a Move chit during his turn, and when he plays it he flies. A Fly chit created by a spell remains in existence indefinitely, until it is used. The Fly chit can be used for multiple consecutive Fly phases, but expires as soon as the flier lands.

d.2) When a denizen is the target of the spell, he can use the Fly chit in place of his own move values.

d.3) If the target cannot rearrange belongings at the beginning of a phase, he cannot play the Fly chit that phase.

e. If a character is transmorphized into a flying monster or creature, he must use the Fly activity instead of the Move activity. He can move normally only by following a guide who is moving normally.

f. Hired or controlled monsters that fly must also use the Fly activity instead of the Move activity when they move. They can move normally only by following guides who are moving normally.

g. When a controlled Bat or Flying Dragon follows a character, the character can ride the monster and fly during his turn. He can ride the monster only if its flying strength can carry him. He can also ride a transmorphized character or denizen who is following him, if its flying strength can carry him. A character cannot ride another character who is using a Fly chit to fly.

g.1) Only characters can ride monsters. Hired or controlled denizens cannot ride monsters.

g.2) The only monsters that can be ridden are the Bats and Flying Dragons. The Winged Demon and the other monsters cannot be ridden.

g.3) The flying strength of a monster is the same as its weight/vulnerability, and its speed is the move time shown on the side of the counter that is face up at the moment. The flying values of flying creatures are given in the Transform Table.

g.4) A transmorphized character can ride flying monsters only if he is transmorphized into a Goblin, Ogre, Imp, or Heavy Troll. If he is transmorphized into anything else, he cannot ride flying monsters.

g.5) If his steed stops following him, he and the steed must land (in the same clearing).

h. The Flying Carpet is considered to have a permanent flying spell on it, which can be energized using Purple magic. A character who owns the Flying Carpet may use it repeatedly and without limit to fly during the day, as long as he and his belongings do not exceed its weight limit, and as long as it is supplied with Purple magic. If he uses a Purple Magic chit to energize the Flying Carpet, it remains energized for the whole day, regardless of how often he lands.

7.3.4 Walking the Woods: When transformed into a beast that "walks the woods", a character or denizen can move from clearing to clearing within a tile without following the roadways.

He can record and do a Move to any clearing in his tile. He must follow the roadways normally when he moves from one tile to another.

a. When he moves, his horses move with him.

b. When a beast moves from clearing to clearing, a follower can follow it only if he is also a beast or if the clearings are connected by a roadway. If the clearings are joined by a hidden path or secret passage, everyone who is following the beast discovers it.

7.4 THE HIDE ACTIVITY

7.4.1 A character, hired leader, or controlled monster uses the Hide activity to try to hide. To record a Hide activity, he records "H". When he does the Hide activity he rolls the dice and consults the Hide Table to find his result. *Important:* Once he hides successfully he remains hidden. He does not have to roll for any additional Hide phases he has recorded – he automatically remains hidden.

7.4.2 A character's counter is placed tan side up when unhidden and green side up when hidden. A hired or controlled denizen's counter is placed light side up when unhidden and dark side up when hidden.

7.4.3 A character, hired leader, or controlled monster who hides successfully remains hidden until he starts his next turn, unless he is revealed by being blocked during Daylight, being targeted in combat, [selecting a target in combat \(note: see rule 10.A.2 Ambushes\)](#), [flying](#), or voluntarily becoming unhidden. He can choose to stop hiding at any time.

7.4.4 Characters, hired leaders, and controlled monsters can continue to do activities while they are hidden. They remain hidden as they move, search, trade, hire, etc.

7.4.5 Underlings become unhidden at the beginning of the day and can hide only by following a guide who hides successfully.

7.5 THE SEARCH ACTIVITY (Including Enhanced Peer Activity)

7.5.1 A character, hired leader, or controlled monster uses the Search activity to search. To record a Search activity, he records "S". When he does the activity he states where he is searching and specifies the Search table he will use. Then he uses the table he specified to find his result.

7.5.2 The places where the individual can search depend on the clearing that he is in, and what is in that clearing. The table that he can choose depends on where he is searching and what he is searching for. There are eight Search tables: Peer, Locate, Loot, Reading Runes, Magic Sight, and three Treasure Within Treasure Site card tables. *Note:* Hired leaders and controlled monsters cannot use the Reading Runes and Magic Sight tables.

7.5.3 The individual does not have to specify where he is searching and the table he will use until he does the activity, just before he rolls the dice. He can roll the dice only once, on one Search table, per Search activity.

7.5.4 Peer and Locate: The hidden paths, secret passages and treasure sites are considered to be concealed in the clearings where they are located. Individuals must “discover” these roadways and sites before they can use them.

a. He can discover a hidden path, secret passage, or treasure site by searching in the clearing where it is located, using the Peer and Locate search tables. (They can also be discovered by Spying [4.5.6] on characters who use the paths or passages, or loot the site.) Each treasure site can be discovered in the clearing indicated by its Site chit. Each hidden path and secret passage can be discovered in either clearing it runs into; when an individual discovers one end of the roadway he discovers the whole roadway. He can discover only those roadways that are on the side of the tile that is face up.

b. The only clearing he can search is the clearing he is in. *Important Exception:* If he is in a mountain clearing, he can use the Peer Table to search any woods or mountain clearing in his tile or any adjacent tile (he cannot search from a mountain into a cave). He must use the Peer Table, he can search only one clearing and he must specify the clearing before rolling the dice.

c. If an individual gets a secret look at map chits through a Clues result, no one else sees them. Finding a Site chit in this way does not “discover” the site; the number on the chit just identifies the clearing that contains the site. If he finds a substitute chit, he can either exchange it or put it back without revealing it; if he exchanges the Lost City or Lost Castle for its five chits, he gets a secret look at the five chits.

d. When he discovers a roadway or treasure site, he is the only one who discovers it; it remains concealed from others, who must discover it on their own if they wish to use it. He does not have to admit whether he actually discovers a treasure site. He must reveal what he rolled, but he does not have to reveal whether there is a treasure site chit in his clearing.

e. Once an individual discovers a hidden path, secret passage or treasure site, he never has to discover it again. He keeps a record of each discovery by crossing it off the Discoveries list on his Personal History sheet.

e.1) Once he has discovered a hidden path or secret passage, he can use it for movement for the rest of the game.

e.2) Once he has discovered a treasure site, he can search it for treasure whenever he is in its clearing.

f. The Peer or Locate tables cannot be used to discover Treasures Within Treasures Site cards (the only way to discover a Treasures Within Treasures Site card is by drawing the card while looting **or by learning its location from another individual.**).

g. Finding hidden enemies allows the individual to spy on hidden individuals when they are in the same clearing with him (see 4.5.6 Spying), and to block them. This ability remains in effect for the rest of the day, in each clearing he moves to. When an individual finds hidden enemies, he records this result in the Find Enemies column of his Turn Record.

g.1) Finding hidden enemies is not retroactive. He starts spying on hidden individuals at the moment he rolls the result.

g.2) The “Hidden enemies” result expires at Midnight of each game day. At the start of each day, no one can spy on hidden individuals.

h. Hired leaders and controlled monsters have their own Personal History sheet, and record their discoveries just like characters, by crossing them off the Discoveries section of their sheets.

h.1) The hiring character looks at any map chits the hired

leader or controlled monster finds, but any other discoveries the hired leader or controlled monster makes are crossed off his own list, not the character’s. The character cannot use these discoveries until they have been transferred to him, as described in 7.7.2a1.

h.2) When a hired leader or controlled monster finds “Hidden enemies”, check off the “Find Enemies” column on the his own sheet, not the character’s. This result cannot be transferred.

i. Enhanced Peer Activity: A character can record and do the Enhanced Peer activity only when he is enabled to by a Special Advantage, spell, or Treasure card. The Enhanced Peer activity allows characters to Peer into clearings in other areas of the board. To record an Enhanced Peer activity, he records “P” and the clearing he is searching. He identifies the clearing by its number and the tile it is on. When he does the activity he rolls the dice and consults the Peer Table to find his result. He cannot use any other Search table. The Phantasm and Familiar also record (normal) Peer activities using a “P”, as their Search phases are also limited to Peers.

7.5.5 Looting Treasures: The treasures are hidden within the treasure site chits. Each Site chit has a box in the Treasure Location section of the Setup Card that contains the Treasure cards that are hidden at that site. To obtain these treasures, a character, hired leader, or controlled monster must search the site. Each time he searches successfully, he takes one treasure from the site’s box. Searching for treasures is termed “looting”. Individuals can also loot abandoned piles of belongings in a clearing.

a. To obtain treasures, an individual must: 1) identify a Site chit so he knows where to look for a site; 2) discover the site using the Locate Table or from another individual by Spying (4.5.6) or trading (7.2.1); and 3) loot the site to take treasures from its box, using the Loot Table.

b. If he is in the same clearing with a treasure site he has discovered or a pile of abandoned belongings, he can loot it (search it for treasures). He must declare exactly which site or pile he is looting before he rolls the dice.

b.1) He can loot a pile of abandoned belongings any time he is in its clearing; he can loot a treasure site only if he has crossed it off his Discoveries list.

b.2) When he loots a face-down Site chit, or a Treasures Within Treasures Site card that is in a box that belongs to a face-down Site chit, he must turn the Site chit face up and show it to all the other players (if the chit has not yet been put in its clearing he can look through the chits in the tile to find it). Then he turns the Site chit face down and puts it in the clearing where the site is located.

c. When an individual loots a Site chit or a pile of belongings, he uses the Loot Table. His result indicates which treasure he gets, counting from the top of the pile. If his result is larger than the number of items in the pile, he gets nothing. *Example:* If he rolls a “1” and a “3”, he gets the third item from the top. If there are only two items in the pile, he gets nothing.

d. Certain conditions must be met to loot certain sites. If an individual cannot meet the conditions, he cannot loot the site.

d.1) A character must fatigue chits to loot the Cairns and Pool. This reflects the effort needed to search these sites. He can use any chits showing an asterisk, including Magic chits. He cannot use any horses or items. Hired leaders, controlled monsters, and characters transmorphized into creatures or

monsters can loot these sites without paying a penalty. **Looting a Treasures Within Treasures site at the Pool or Cairns does not require fatiguing asterisks; instead, the rules and special search tables pertaining to those sites are used.**

Tearing apart the Cairns: He must fatigue one asterisk each time he rolls to loot the Cairns box, whether he gets an item or not.

Wading and diving in the Pool: He must fatigue one asterisk each time he takes an item from the Pool box, whether he keeps it or not. He does not have to pay if he failed to get an item. **Finding a Treasures Within Treasures site at the Pool does not count as getting an item.**

d.2) To loot the Vault or Crypt of the Knight, a character must either have the Lost Keys card active (to open doors) or he must play a piece with Tremendous strength (to break down doors). He can use a Fight chit, a Move chit, a Duck chit, a Berserk chit, a horse, a Gloves card, or a Boots card, as long as it has Tremendous strength. He can also use the T strength of any of his followers. If he plays an action chit, it is fatigued. He can use a T strength attack created by the Wish for Strength; **he cannot use any other spell with T strength to open these sites.** A hired native, controlled monster, or transmorphized character can loot these sites if they have T move or fight strength.

Prying into the Crypt: He must use the Lost Keys or Tremendous strength each time he rolls to loot the Crypt of the Knight, whether he gets an item or not.

Opening the Vault: The Vault cannot be looted until someone uses the Lost Keys or Tremendous strength to open it. This penalty is paid only once per game – once the Vault is open anyone can loot it. It cannot be closed again.

e. When an individual draws an Enchanted card, a Site card, the Mouldy Skeleton or the Remains of Thief, he must reveal it instantly (see the List of Treasures). When he draws any other card he keeps it secret until he activates it.

f. As soon as a character loots an item, he can decide to activate it, keep it inactive, or abandon it in the clearing. Native leaders and controlled monsters can choose whether to keep or abandon an item, but cannot activate or deactivate items. **If the item is an Enchanted card, it activates automatically, and it energizes permanent spells after he decides whether to keep it or abandon it.**

g. Three of the cards hidden at the treasure sites are Treasures Within Treasures Site cards that identify minor treasure sites (see the List of Treasures). Each minor site contains the treasures that are in its box in the Treasures Within Treasures section of the Setup Card.

g.1) When an individual draws a Treasures Within Treasures Site card he crosses it off his Discoveries list, and thereafter he can loot it like any other treasure site. The only way to discover one of these sites is by drawing its Site card, or by learning its location from another individual.

g.2) After being drawn, the Site card is turned face up and is put back in the box it came from, at the bottom of the other treasures in that box. This gives others a chance to draw the card and discover the site.

g.3) When an individual uses a Search Phase to loot a Treasures Within Treasures Site card, he must use its special table instead of the Loot Table (see the List of Treasures).

7.5.6 Reading Runes and Learning Spells: When a character does the Search activity, he can specify an Artifact, Spell Book, or Site chit and use the Reading Runes Table to try to learn one

of its spells. He can specify an Artifact or Spell Book only if he owns it and has it active. He can specify a Site chit only if it is in his clearing and he has discovered it.

a. Each Spell card in the Spell Books, Artifacts and Treasure Locations sections belongs to the Artifact, Spell Book or Site chit named above its box. Each Spell card remains secret until it is found during the game.

b. He can try to learn only one spell per Search activity. He can specify only one item or site, and he must try to learn the topmost Spell card in its box on the Setup Card. *Exception:* If he specifies an Artifact or Spell Book with awakened Spell cards, he can specify one of its awakened cards instead of the top card in its box. The card he specifies remains face down and secret.

c. He rolls the dice and consults the Reading Runes Table to find his result, as explained on the table.

c.1) If he “awakens” a Spell card, he looks at it; if it belongs to an Artifact or Spell Book he puts it with its item, but if it belongs to a Site chit, he puts it back in its box, underneath any other Spell cards in that box.

c.2) If he rolls a “learn” result, he can record the spell only if he has a Magic chit of the type needed to cast that spell; the Magic chit can be active, inactive or enchanted, as long as it has the proper Roman numeral.

c.3) If he neither learns nor awakens the Spell card, he does not look at it and he leaves it on top of the Spell cards in its box.

d. When a character learns a spell from a site he does *not* take its spell card – he records the spell on his sheet and leaves the spell card for others to find.

e. Each character records spells he learns in the “Spells” boxes on his sheet. He records one spell per box and notes its name, Magic type, the color magic it requires and where he got it. He keeps his spells secret until he uses them (he covers the spells when he uses the Melee Section). He can use only those spells that he has recorded. *Note:* Hired leaders and controlled monsters cannot record spells.

f. A character can learn only one spell from each Spell card. He cannot duplicate a spell that he has already recorded from a Spell card – he cannot learn the same spell twice. He *can* record a spell that duplicates one of his starting spells. *Example:* If he starts the game with the Persuade spell, he can record it again, in a separate box, when he finds the “Persuade” Spell card and learns the spell.

g. The number of spells a character can record is limited by the number of boxes he has. He can erase old spells to make room for new spells, if he wishes, but he loses the spells he erases. He can use spells only when they are recorded on his sheet.

h. When a character has an Artifact or Spell Book active, he can look at its awakened Spell cards. He does not “learn” the spells by looking at the cards, he just learns what spells the item contains. He cannot look at cards that are still on the Setup Card.

7.5.7 Magic Sight: Magic Sight is caused by the “Disembodied” Special Advantage, the Phantom Glass Treasure card, and the World Fades spell. When a character is affected by one of these causes, each time he does a Search phase he must use the Magic Sight Table instead of the Peer, Locate, Loot, and Reading Runes tables. He has no choice – he must use the Magic Sight Table instead of the others.

a. Magic Sight affects him only when he does the Search activity (he still uses the Peer Table when he does the Peer activity), and it does not affect the Treasures Within Treasures

Site card tables. When he loots a Treasures Within Treasures Site card he still must use its special table.

b. Magic Sight is self-canceling; when a character is affected by two causes of Magic Sight they cancel each other out and he must use the normal tables. When he is affected by all three, he must use Magic Sight again. *Example:* The Witch King uses Magic Sight normally. When he is bewitched by an active World Fades spell, he stops using Magic Sight and searches normally. If he then activates the Phantom Glass, he starts using Magic Sight again.

c. When a character uses the Magic Sight Table, he can find hidden enemies only if they have spells or certain belongings. On a “Spells” result he finds everyone who has spells recorded, on a “Counters” result he finds everyone who owns a weapon, armor or horse counter, including all natives, Goblins, Ogres, and Giants. On a “Treasure Cards” result, he finds everyone who owns Treasure cards. The character notes on his sheet which types of hidden enemies he can see; other hidden enemies remain hidden to him. He loses sight of these hidden enemies if he loses his Magic Sight, or if they dispose of the spells or belongings that enable him to see them. *Note:* If a character has found hidden enemies earlier in the day without using Magic Sight, he keeps that result when he starts using Magic Sight, and can still block, spy on, and attack all hidden enemies normally.

d. When a character rolls a “Counters” or “Treasure cards” result, he can also take one belonging from any Site chit he has discovered in his clearing or from a pile of abandoned belongings in the clearing. On a “Counters” result he takes the top counter (weapon, armor, or horse) in the pile. On a “Treasure cards” result he takes the top Treasure card. *Note:* He must still follow the restrictions listed in Rule 7.5.5d to loot the Cairns, Pool, or Vault. Specifically, the Vault must be opened using T strength before he can take any items from it using Magic Sight. Similarly, he must fatigue chits when looting the Pool or Cairns. However, he only fatigues a chit when he actually takes an item from the Cairns, not every time he rolls on the Magic Sight Table in a clearing with the Cairns. *Explanation:* Unlike the Loot Table, not every Magic Sight result would involve searching the Cairns, and he also has the choice to take items from other locations, such as a treasure pile in the clearing.

e. A “Spells” result allows him to learn one spell without awakening it. He can specify an Artifact or Spell Book he has active, or a Site chit (with Spell cards) that he has discovered in his clearing, look at all of the Spell cards that belong to that item or site (without changing their order) and choose the one he learns. He looks at the cards after specifying the item or site.

f. The only way he can discover hidden paths and secret passages is by rolling a “1”, which allows him to choose any result from the Peer or Locate tables. *If he rolls a “1”, he can only choose results from the Peer or Locate tables; he cannot choose a result from the Magic Sight Table.*

7.6 THE TRADE ACTIVITY

7.6.1 When a character or hired leader trades with native leaders and visitors, he can get recorded gold by selling belongings to them, and he can spend recorded gold to buy their belongings. Each native leader and visitor owns the belongings in his box on the Setup Card, and he always has these belongings with him, ready to trade (his methods for transporting these belongings are not represented in the game). Natives and visitors also have an unlimited amount of gold to spend (this gold is not recorded

anywhere, it just appears when they buy something).

a. The leader of each native group is the only one who can trade, even when the group is scattered. When he is killed, no one in the group can trade.

b. Characters cannot trade with hired leaders using a Trade phase. When a leader is hired, his group’s belongings become unavailable for trading and he has only the gold and items he has acquired since being hired, if any.

c. A hired leader can use the gold and belongings he has acquired to trade on behalf of the hiring character, using the character’s trading relationships. Any belongings he obtains are put with the belongings he is carrying and any gold he obtains is recorded on his sheet, but they belong to the hiring character. Any boons he accepts or repays affect the character’s trading relationships. Controlled monsters cannot trade with native leaders or visitors.

7.6.2 Each belonging has a basic Gold price that defines how much recorded gold the natives and visitors will pay for it; this price is also used to set the price when they sell it. Each Treasure card shows its own Gold price, and the List of Weapons, List of Armor, and List of Horses show the prices for each weapon counter, armor counter, and horse counter, respectively.

a. The Visitor Prices list defines special prices that visitors use to buy or sell certain Treasure cards. When trading with a visitor, use these special prices instead of the prices on the cards.

b. The List of Armor lists special prices for damaged armor. When selling damaged armor, use the price listed for damaged armor. When natives or visitors buy armor they instantly repair it. It is immediately available to be bought back from them for its full, “intact” price. This is the only way that armor can be repaired (other than a Make Whole spell).

7.6.3 A character or hired leader uses the Trade activity to trade with native leaders and visitors. To record a Trade activity, he records “T”. When he does the Trade activity he specifies one native leader or visitor in his clearing and states whether he is buying or selling. *Note:* Individuals can trade while hidden. Think of them as hooded figures making deals off in the shadows.

a. He can specify any unhired native leader or visitor in his clearing, regardless of who he traded with previously that day, but he can specify only one native leader or visitor. He cannot specify a character, hired leader, or controlled monster – these individuals trade with each other as explained in Rule 7.2.1.

b. He can either buy or sell during each Trade activity, but he cannot both buy and sell in the same activity. *Exception:* He can use items to make up part or all of the purchase price when he buys.

c. He has the option to cancel the Trade phase instead of using it, if he wishes.

7.6.4 Selling: Natives and visitors always buy everything that is offered them. A character or native leader can sell any number of belongings at the same time. He gets the basic Gold price for each belonging he sells. He must reveal each card he sells, to verify its price. Everything he sells is put in the buyer’s box in the order of the counter size, and each item is put underneath any items of the same type already in the box. *Example:* A character sells a treasure, horse, and sword to a native group that already has two treasures. The new treasure goes on the bottom, beneath the two existing treasures, the horse counter goes immediately

above the treasures, and the sword (the smallest counter) goes on the top of the pile. The character or hired leader does *not* look at the buyer's cards and he does *not* use the Meeting Table. (Selling and buying procedures are modified by the Commerce optional Rule 10. D.2,)

7.6.5 Buying: A character or native leader can buy only one belonging per Trade activity. He gets a secret look at all of the seller's Treasure cards, and then he specifies the belonging he will try to buy; if he specifies a Treasure card, he leaves it face down and secret (once he looks at the seller's cards, he must specify something and roll on the Meeting Table, even if he does not intend to actually buy it). *Special:* If, when he looks at the native's or visitor's items, he finds an Enchanted card, that card turns face up and immediately begins radiating color magic.

a. He rolls the dice and finds his result on the Meeting Table, in the column that shows his current trading relationship with the seller; when he buys from an Ally he uses the "Ally" column, and so on. If the seller is not listed among his trading relationships, he uses the Neutral column. Hired leaders use the hiring character's trading relationships. *Example:* The Black Knight uses the Ally column to buy from the Company, and the Neutral column to buy from the Bashkars (who are not listed on his Character card). *Special:* If a spellcaster has cast a Persuade spell that is still in effect, he uses the trading relationship defined by the spell rather than his normal trading relationships.

b. Before buying from a native leader, a character or hired leader can "buy drinks" for the leader's group. Buying drinks costs him one Gold point for each member of the group in the clearing (both hired and unhired), but it makes the native group one level friendlier – he uses the Meeting column that is one level friendlier than the column he would normally use. He can buy drinks only for natives, not visitors, and he can buy drinks only once per phase, just before he rolls the dice. The effect ends at the end of the phase – he must use the normal column if he trades with the group again (unless he buys drinks again).

c. If he rolls a Price result he can buy the belonging for the indicated price, or he can end the activity by buying nothing and paying nothing. He can pay part or all of the price in belongings, valuing each belonging at its basic Gold price (the seller keeps any overpayment – he does not give change). He cannot buy if paying the price would cause his recorded gold to drop below zero.

d. "No Deal" or "Block/Battle" results mean the seller refuses to sell. "Block/Battle" means the seller also blocks the character or hired leader.

e. If a character or hired leader accepts a boon (after rolling a "Boon" result), it costs him no gold but the seller becomes one level less friendly to him until the boon is repaid. In effect, he pays for the boon with the lost level of friendliness, as if the level were an item with the same Gold price as the boon. *Example:* If the Black Knight takes a boon from the Company, they drop from Ally to Friendly and he uses the Friendly column to buy from them thereafter. If he takes another boon from them they drop to Neutral, and so on. *Special:* If a spellcaster using the Persuade spell takes a boon from the natives, it subtracts from his permanent trading relationship with the group, not the relationship caused by the spell. The relationship caused by the spell never changes.

e.1) To regain the lost level of friendliness, the character or hired leader must use a Trade phase to buy it back exactly as if it were an item with the same Gold price as the boon. *Important:*

He gets only one chance to buy back the lost level of friendliness. If he fails to purchase it on his first roll on the Meeting Table, it is lost permanently. If he does purchase it, he regains the level of friendliness.

e.2) He notes each change in friendliness in the trading relationships section of his Personal History sheet. Any changes in friendliness resulting from trades by a hired leader affect the trading relationships of the hiring character.

f. A character or hired leader must reveal each Treasure card that he actually obtains, whether he buys it or gets it as a boon.

7.6.6 Certain Treasure cards specify a Fame reward: a native group and a number of Fame points (in parentheses). Whenever a character or his hired leader sells the card to the specified group, he gains the Fame points indicated; when he buys or accepts the card from the group as a boon, he loses the Fame points. This is in addition to any gold that changes hands. *Note:* Under the optional Grudges and Gratitude rule (see Rule 10.B.6), buying and selling items with a Fame reward also affects a character's trading relationships with that group.

7.6.7 Buying Spells: The characters can buy and learn spells from visitors. Each Spell card in the Visitors section can be bought from the visitor named above its box. The basic Gold price of a spell is 10 Gold points.

a. When a character uses a Trade activity to buy and learn a Spell from a visitor, he looks at the visitor's Spell cards, selects which one he will try to buy and rolls on the Meeting Table to find his result.

b. He can try to learn only one spell per Trade phase, and can learn the spell only if it fulfills the conditions explained in Rule 7.5.6c.2). He does *not* reveal the spell he learns.

c. If he buys and learns a spell, he does not take the card, but leaves it with the Visitor for others to learn.

d. Hired leaders cannot buy and learn spells on behalf of their hiring character.

e. The visitors never buy spells from the characters.

7.7 THE HIRE ACTIVITY

Characters and hired leaders can use the Hire activity to "hire" native groups for a period of time, spending recorded gold to gain the ability to move the natives and use them in combat. During Daylight, hired natives can move around the map and hide by following the characters. In the Evening, the hired natives can fight characters, monsters and natives in the clearings where they are located. Each character controls what his hired natives do.

7.7.1 To record a Hire phase, a character or hired leader records "HR". When he does the activity he specifies one of the native groups in his clearing and then rolls on the Meeting Table to determine how much recorded gold it will cost him to hire the native(s) involved. He can either hire the native(s) by paying the indicated price, or he can pay nothing and hire no one. *Note:* He can cancel the Hire activity before rolling on the Meeting Table, if he wishes.

a. He can specify only one group per Hire phase, but he can specify any native group that has one or more unhired members in his clearing, whether the group's leader is in the clearing or not. He cannot hire natives who are in other clearings, and he cannot hire natives who are already under hire to other

characters. The characters cannot hire natives away from each other.

a.1) If he specifies the Rogues or Order, he can hire only one native per Hire phase. He cannot choose which unhired native he hires – the only unhired native that can be hired is the one with the highest ID code number in the clearing (the leader is hired last of all). *Example:* It takes four Hire phases to hire the entire Order; the “O3” knight must be hired first, “O2” second, “O1” third, and “OHQ” last of all.

a.2) When he specifies any other native group, he must hire every unhired member of that group in his clearing. He cannot hire some members of the group and not hire others in the same clearing. He can hire only those members of the group who are in his clearing when he does the Hire phase. He uses the same Hire phase to hire all of them at once.

b. The character or hired leader uses the same procedure to hire natives that he uses to buy from them (see Rule 7.6.5). He finds his result on the Meeting Table in the column that matches his current trading relationship with the group, and he can “buy drinks” before rolling (if he buys drinks, he does so for all the members of the group in the clearing, hired and unhired, even when he is hiring only one native). The results are explained on the table.

b.1) Each native’s basic “wage” defines the basic Gold price of hiring that native; if he rolls a Price result, he multiplies it by the total wages of all of the natives he is hiring to find the amount of recorded gold it costs to hire the natives. To hire the natives, he must pay this price in recorded gold (not items). If he rolls a “Boon” result he can hire the native(s) for free as a boon, as explained in Rule 7.6.5e. *Note:* If a boon is repaid, it must be repaid to the group’s leader when he is not hired.

b.2) The native’s basic wage is the same whether he has a horse or not.

b.3) If a spellcaster has cast a Persuade spell which is still in effect, he uses the trading relationship defined by the spell to hire the native(s). *Special:* If the spellcaster takes a boon from the natives, it subtracts from his permanent trading relationship with the group, not the relationship caused by the spell.

c. Each native remains hired for 14 game days (counting the day of hire as the first day); this is the native’s “term of hire”. When a character hires natives, he must record their ID codes and the day their term of hire expires.

d. While natives are hired, the character who hired them can use Hire phases to hire the natives again, using exactly the same procedure he used to hire them in the first place. Each rehiring adds 14 days to their term of hire. He must rehire the Rogues and Order individually, and when he rehires any other group he must rehire all of the members of the group that are in his clearing. He may choose which of his hired Order or Rogues he rehires, and he may choose to use a Hire phase to rehire his own natives rather than additional unhired natives in his clearing. He can rehire only those natives who are in his clearing; he does not pay for (and cannot rehire) natives in other clearings.

e. Natives stop functioning normally when they are hired. No one can trade with them, and the only character who can rehire them is the character who originally hired them. While hired, native leaders do not summon visitor/mission chits. While hired, natives do *not* return to the Appearance Chart (and the Garrison natives do *not* return to their Dwellings) when their row is prowling at the end of a week. Also, their killed horses do not regenerate. If part of a group is hired and part is not, the unhired natives (and their horses) regenerate normally.

f. Hired natives function as extensions of the hiring character. *Important:* Each character controls what his hired natives do. This section refers to hired natives as doing things, but it is always the hiring character who controls what they do.

f.1) Each hired native deals with other denizens as if he were the hiring character. Monsters will attack him, natives that are battling the character will attack him, and he uses the character’s trading relationships when dealing with unhired natives. *Exception:* When a hired native rolls the dice and consults a table, his die roll is affected by only those modifiers that apply to him. The character’s die roll modifiers do *not* apply to his hired natives. *In addition, a character’s Special Advantages do not apply to his hirelings.*

f.2) The character always gets credit for the Fame and Notoriety his hired natives earn. When a hired native earns recorded Fame or Notoriety points, the hiring character instantly records these points on his own sheet, regardless of where he is on the map.

g. During Daylight, hired natives and their horses are placed light side up when they are unhidden, dark side up when they are hidden.

7.7.2 Hired Leaders: The leader of each group is much more powerful than the rest of his group. When hired, he functions like a character: he gets an Attention chit and a Personal History sheet, records activities for his Daylight phases, can be followed like a character, and he can record discoveries and carry belongings and recorded gold for the hiring character. He does not record Fame and Notoriety (see 7.7.1.f.2 above). For an Attention chit, the leader takes an unused character’s chit or a red numbered chit (a red chit numbered “1” to “6”).

a. The leader records his discoveries and gold on his own sheet, and the belongings he is carrying are put with his sheet. These Gold points, belongings and discoveries belong to the hiring character, but while they are with the leader the character cannot use them himself and they do not count towards his Victory Requirements.

a.1) When the hired leader and the hiring character are in the same clearing, they can transfer items, gold, and information at the usual times when characters and hired leaders can trade and rearrange belongings. They must be in the same clearing with the discoveries to exchange information about sites, paths, and passages.

a.2) The leader can carry Enchanted cards while they are active, but he cannot activate any other belongings.

a.3) The leader’s own belongings (his native group’s) are left on the Setup Card, out of play. *Special: If the native group’s belongings include an activated Enchanted card, that card continues to radiate color magic in the clearing in which the hired leader is located, even though it is otherwise out of play.*

a.4) When a leader becomes unhired, his group takes any belongings he is still carrying: the belongings are put in his group’s box on the Setup Card. His recorded gold and discoveries are cancelled, and he has nothing recorded the next time he is hired.

b. The leader can use the gold and belongings he is carrying to trade and hire for the hiring character, using the character’s trading relationships. Any Fame and Notoriety points he gains or loses are instantly credited to the hiring character. Any natives he hires are hired by the character. *Note:* A hired leader cannot rehire himself, but he can hire other unhired members of his group.

c. A hired leader can loot the Cairns and Pool without fatiguing. If he has a Tremendous harm letter on either side of his counter, or if he (or his horse) has Tremendous move strength, he can open the Vault and Crypt of the Knight.

d. When a hired leader ends his turn, monsters move and denizens appear exactly as if he were a character.

7.7.3 Underlings: Hired non-leaders are termed “underlings”. Underlings cannot carry belongings nor record points or discoveries. Underlings can do only the Follow activity, and when they follow they can only move and hide – they cannot share in any other activities.

a. Underlings can be left behind as explained in Rule 7.11.5. The hiring character decides when they will stay behind.

b. When the following underling’s turn ends, he is put back on the map. *Important:* Unlike characters and hired leaders, underlings do not cause monsters to move and they do not cause denizens to appear.

7.7.4 When a native stops being hired, he reverts to being an unhired native. *If he is hidden, he becomes unhidden.* He remains where he is until he is hired again, or until his group regenerates normally. Natives that are left scattered across the map when their group becomes unhired can be hired by characters or hired leaders who move to their clearings, but only the group’s leader can trade for the group’s belongings, and only he can summon visitor/mission chits from the Appearance Chart. There are four ways that a native can become unhired:

a. A native automatically becomes unhired at Midnight of the last day in his term of hire.

b. When a character is killed *or leaves the board*, all of his hired natives instantly become unhired. *Although they become unhidden, they do not change sides until they change tactics normally or combat ends.*

c. When a hired native is killed, he instantly becomes unhired. *Note:* When a hired native is killed, the hiring character loses Notoriety points equal to the native’s Notoriety bounty.

d. *Special:* When a character commits “treachery” (see Rule 8.4.2g) against a native group in combat, all members of that group who are currently under hire to him instantly become unhired. Natives hired by other characters and natives in other groups are not affected.

7.7.5 Hired and Controlled Monsters: Certain spells, such as Deal with Goblins or Control Bats, allow monsters to be hired or controlled as if they were hired natives.

a. When such a spell is in effect during Daylight, the spellcaster and his hired leaders can use Hire phases to hire the target denizens. He uses the trading relationship defined by the spell, and he can buy drinks before rolling on the Meeting Table. The term of hire is 14 days, and the denizens remain hired after the spell ends. The denizens can be rehired, but only when the spell is in effect.

b. The target monsters must be hired together, as a group. Each monster’s basic Gold wage is equal to its Notoriety bounty. Monsters must be hired for gold. They cannot be hired free, as a boon (boon results are treated as Price x 1).

c. When a character or hired leader hires a denizen, the denizen is released from all pacification spells cast by other characters. While a denizen is hired, only the hiring character can cast pacification spells on it – pacification spells cast by other characters cannot go into effect against a hired denizen.

Exception: Hirelings can still be targeted by the Peace spell.

d. Hired and controlled monsters function like hired natives; they do not prowl and they do not return to the Appearance Chart. In Daylight, unhidden monsters turn light side up, hidden ones turn dark side up (hidden Tremendous monsters turn red-side-up).

e. Each *controlled* monster functions like a hired *leader*. It gets an Attention chit and a sheet, it gets a turn to record and do activities, it can carry belongings and record Gold and discoveries. Its move strength (same as its weight/vulnerability) defines the weight it can carry.

e.1) Controlled monsters cannot do the Trade and Hire activities. They can trade only with characters and hired leaders at the beginning of a phase and at the end of the Evening.

e.2) When the spell ends, the monster’s recorded values vanish and its belongings are abandoned in its clearing.

f. Each *hired* monster functions like a hired *underling*. It can only Follow, and when it follows it can only move and hide.

g. The spellcaster gains and loses Fame and Notoriety for his hired and controlled monsters as if they were hired natives. He gains the points they earn and he loses Notoriety when they are killed. *Exception:* When a spellcaster commits “treachery” against monsters he does not lose any Fame points.

7.8 THE REST ACTIVITY

7.8.1 Each character can use the Rest activity to return his inactive action chits to play. A guide can record this activity for the benefit of his followers. He records “R” to record each Rest activity.

7.8.2 When he does the activity, he can bring fatigued or wounded chits back into play or convert a wounded chit to a fatigued chit.

a. He can Rest using any *one* of the following options:

a.1) he can place a fatigued one-asterisk chit or a wounded chit that has no asterisks back into play;

a.2) he can put into play a fatigued two-asterisk chit and “make change” by fatiguing an active one-asterisk chit;

a.3) he can convert a wounded one-asterisk chit into a fatigued chit;

a.4) or he can convert a wounded two-asterisk chit into a fatigued chit and “make change” by fatiguing an active one-asterisk chit.

b. When a character “makes change”, he must fatigue an active chit; he *cannot* make change by converting a fatigued or active chit into a wound. The chit can be of any type as long as it shows the right number of asterisks. *Example:* He could activate or convert a Move chit and use a Magic chit to make change.

7.8.3 When a character converts a wounded chit into a fatigued chit, he turns it face up but leaves it out of play.

7.8.4 When all of a character’s chits are fatigued, wounded, *and/or committed to spells*, he can do only the Rest activity. *Any other recorded activities are cancelled and he must rest at the next opportunity.* If he cannot do the Rest activity (due to the Ill Health Curse *or because all his chits are still committed to spells*), he is killed.

7.9 THE ALERT ACTIVITY

7.9.1 A character can use the Alert activity to alert (or unalert) his weapon during his turn, or to prepare magic spells for use during combat. A guide (including a hired leader) can record this activity for the benefit of his followers. To record the Alert activity, he records “A”.

7.9.2 When a character uses the Alert activity with a weapon, he can turn his active weapon either side up, as he wishes. All alerted weapons turn unalerted (light) side up at Midnight.

7.9.3 When a character does the Alert activity, he has the option to alert one of his Magic chits instead of turning over a weapon counter. The alerted chit can be used like any other Magic chit, but it automatically has a time number of “0” (zero) instead of the time number printed on the chit. At Midnight, all alerted Magic chits fatigue. *Note:* The characters cannot start the game with Magic chits alerted.

7.10 THE ENCHANT ACTIVITY (formerly the Spell Activity)

Note: This activity has been renamed to the Enchant activity to better reflect its purpose, and to prevent confusion regarding the casting of spells, which can only be done in the Evening.

7.10.1 Characters who have Type I, II, III, IV, or V Magic chits can use the Enchant activity to do “enchantments”. Each character can do nothing on the first Enchant phase he does each day; he is considered to be “meditating” in preparation for the enchantment, and records “EM” for this phase. On each subsequent Enchant phase he does that day, he can do one “enchantment” – he can either 1) enchant a Magic chit or 2) enchant the map tile where he is located. He records “E” for each of these subsequent Enchant phases.

a. The character can do only one enchantment per “E” phase. He can specify and use only one Magic chit. He can do as many of these phases as he likes on the same day without recording another EM phase; only one EM phase is required per day.

b. The character cannot voluntarily cancel the activity. If he has an active chit of the required type, he must do the activity.

7.10.2 When he does the activity, he must specify one of his Type I, Type II, Type III, Type IV, or Type V Magic chits which he is enchanting or using to enchant the tile where he is located. He can do the Enchant activity only if he has an active Magic chit that is Type I, Type II, Type III, Type IV, or Type V. If he does not have one of these chits active when he does the Enchant activity, then the activity is cancelled. Type VI, VII, and VIII chits cannot do enchantments.

7.10.3 When a character enchants a Magic chit, the chit is transformed into a specific color of magic. The Magic chit’s type defines what color of magic it becomes: Type I chits always become White magic, Type II chits always become Grey magic, Type III become Gold magic, Type IV become Purple magic, and Type V become Black magic. Characters can enchant only one Magic chit per Enchant phase.

a. The character turns the enchanted chit symbol side up and

leaves it in play. The chit is referred to as a color chit, representing one piece of color magic. It cannot be used as a Magic chit, but it can be used to supply color magic.

b. Each color chit remains enchanted indefinitely, until it is used. It can be used only once, for one purpose; when used, it reverts to being a normal Magic chit and fatigues. Each chit is under the control of its owner: he decides when and how it is used.

7.10.4 To enchant a map tile, the specified Magic chit must be supplied with a specific color of magic. If there is no source of that color magic in the clearing, the character can use a color chit of the proper type (the color chit immediately fatigues and reverts to being a Magic chit). **The Magic chit used to enchant the tile does not fatigue, but remains in play.** If he cannot supply the proper color magic, then he cannot enchant the tile; he must enchant the Magic chit instead. *Note:* The map tile itself can supply the color magic, if it supplies the proper color of magic and is enchanted side up. Color can also be supplied by the day or by an Enchanted card or site radiating color magic in the clearing.

a. The color magic that is required to enchant a tile depends on the Magic chit that was specified:

a.1) A Type I Magic chit requires White magic.

a.2) A Type II Magic chit requires Grey magic.

a.3) A Type III Magic chit requires Gold magic.

a.4) A Type IV Magic chit requires Purple magic.

a.5) A Type V Magic chit requires Black magic.

b. If the Magic chit is supplied with the proper color magic, then the tile where the character is located is turned over and put back in place with its other side face up. The tile turns over regardless of which side is currently face up – if the tile is green side up it turns enchanted side up, and if it is enchanted side up then it turns green side up. *Important:* When putting the tile back, orient it so that the name of the tile is along the same edge that it occupied before it was turned over. This will ensure that the roadways match up with the surrounding tiles.

c. Before turning the tile over, remove all of the pieces that are on the tile and note the number of the clearing where each piece was located. After turning the tile over put each piece back on the tile, in the clearing that has the same number as the clearing that the piece was removed from. If a character is on a roadway between two clearings when the tile turns over, then after the tile turns over he is put on the roadway that connects the same two clearings.

d. On some tiles, the roadways change when the tile turns over. If the roads change so as to make a character’s recorded Move activity illegal before he does it, then the Move is cancelled. *Reminder:* The hidden paths and secret passages on the “enchanted” side of the tile are different from those on the green side. They are listed separately on the Discoveries list, and they must be discovered separately. *Example:* If a character discovers the secret passage on the Borderland when the tile is green side up, he crosses off only the “Borderland (green) 4-5” secret passage. He cannot use the secret passage when the tile is enchanted side up.

d.1) On the day a character enters a clearing, the only roadway he can run away onto is the roadway he used to enter the clearing. If this roadway has vanished or has turned into a hidden roadway he cannot use, he cannot run away that day.

d.2) If a character is on a roadway when it vanishes or turns into a hidden path or secret passage that he has not discovered,

he is put in the forest. He must start his next turn by moving back to the clearing he just ran out of.

7.10.5 The Remote Enchant Activity: The remote Enchant activity is an “enhanced activity” that a character can do only as a result of a Treasure card or a spell. To record the remote Enchant activity, a character records “RE” and the clearing (tile and clearing number) where he will do the activity. When he does the activity, he does it exactly as if he were doing a normal Enchant activity in that clearing – he can either enchant one of his Magic chits or use it to enchant the tile that contains the clearing he recorded, and he must record an earlier “EM” phase. If the character enchants the tile, he can use color magic that is supplied in his own clearing, or he can use color magic that is supplied in the clearing that he recorded.

7.10.6 Artifacts and Spell Books cannot be enchanted into color magic, nor can they be used to enchant a tile. (Exception: See optional rule 10.C.3 Enhanced Artifacts and Spell Books.)

7.11 THE FOLLOW ACTIVITY

7.11.1 The Follow activity is a special activity that the characters can use to move as a group. It does not have a separate function of its own – it is used to do other activities. One character, native leader, or controlled monster (the “guide”) records his turn normally, and the other characters or hired or controlled denizens (the “followers”) use the Follow activity to share in his activities as he does them. (Also see Rule 6.2.7)

7.11.2 Doing the Follow activity changes the way an individual does his turn. If he uses the Follow activity he must use it throughout his turn; he cannot do any independent activities on the same day he uses the Follow activity.

7.11.3 Followers are assigned to follow their guides during Birdsong of each day. *Important:* Hirelings do not begin following as soon as they are hired. They must wait until Birdsong of the following day when they can be assigned to follow a character or hired leader.

7.11.4 When the guide’s Attention chit is picked he and all of his followers become unhidden, and then he does his turn as he recorded it. Each time he does a phase of his turn, all of the individuals who are following him share in what he does.

7.11.5 Each time the guide starts an activity, each follower has the option to stop following. If he stops following then he does not share in the activity or [affect it in any way](#). His turn ends and he is put in the clearing on the map where the guide was when the phase began. When the guide finishes the phase the game pieces in the ex-follower’s tile summon denizens in the normal manner, and the ex-follower can then block and be blocked normally. *Note: This means a follower can end his turn and summon monsters in the middle of the guide’s turn.*

7.11.6 When the guide does an activity, each follower who is still following him shares in it as explained below:

a. When the guide does a Move activity, each follower who can do that activity moves along with him. If the follower is unable to do the move, he stops following and is left behind in the clearing that the guide is leaving.

a.1) If the guide is hidden when he moves, he has the option to leave behind any followers who have not found hidden enemies that day, whether the followers want to be left behind or not. He can choose who is left behind. Followers who have found hidden enemies cannot be left behind in this way.

a.2) When the guide does a Move phase that is caused by a pony, all of his followers who do not have ponies are automatically left behind. The followers can stay with him when he does other extra Move phases (such as one provided by a workhorse, treasure, or Special Advantage), but they are left behind when he uses a pony to move.

a.3) Hidden paths and passages do not stop followers. When a guide uses a hidden path or secret passage, his followers discover it and move with him.

a.4) When a character transformed into a beast is acting as a guide and moves from clearing to clearing by walking the woods, a follower can only follow it if he is also a beast or if the clearings are connected by a roadway. If the clearings are joined by a secret passage or hidden path, everyone who is following the beast discovers it.

a.5) A follower can follow a flying guide only if the follower is able to fly. Otherwise he is left behind.

a.6) Transmorphized characters and hired or controlled monsters that usually must fly can move normally if they are following a guide that is using the roadways.

a.7) Flying Steeds: When a controlled Bat or Flying Dragon follows a character, the character can ride the monster and fly during his turn. He can ride the monster only if its flying strength can carry him and all his belongings, and only during Daylight. Only characters can ride monsters. Hired or controlled denizens cannot ride monsters.

a.8) If the guide teleports, he teleports alone and his followers are left behind.

b. When the guide does a Hide activity, the guide’s result applies to all of his followers: if he hides they hide, if he fails they fail. They do not roll on the Hide Table themselves.

c. When the guide does a Search phase, all of his followers who are characters, native leaders, or controlled monsters look at any map chits he looks at, they cross off any discoveries that he crosses off, and if he finds hidden enemies then they do also. They do not share in other results – he is the sole owner of any treasures he draws. Hired non-leaders cannot do these activities.

d. The guide can use the strength of the underlings who are following him, whether the hiring character approves or not. He can use their move strength to carry items as he moves, and if their move strength or harm letter (on either side of the counter) is Tremendous, he can use them to open the Vault or the Crypt of the Knight. He cannot use them to loot the Pool or the Cairns.

e. Followers spy normally while following. *Example:* If the Elf is unhidden and loots the Altar while the Captain and his followers are in the clearing, the Captain and all his followers learn the location of the Altar.

f. When the guide does a Rest or Alert activity, each follower who is a character can do the activity or not, as he chooses. The followers do the activity secretly and simultaneously. Hired and controlled denizens cannot do these activities, but hired leaders who are guides can record Rest and Alert phases for the benefit of following characters.

g. When the guide does any other activities the followers do nothing. When he does a Trade or Hire activity, he is the only one who trades or hires. The followers meekly let him deal with the natives and visitors alone. [When he does an Enchant activity,](#)

his followers do nothing.

7.11.7 By following a guide who has extra phases, followers can do more activities and can move farther than they could move on their own. *Explanation:* The members of the group are assumed to be aiding one another, with the guide blazing the trail. *Example:* Despite his short legs, the Dwarf can follow the Amazon for five phases a day (six if she is riding a workhorse!).

7.11.8 When the guide's turn ends, the following stops and all of the followers are put back on the map in his clearing. Characters and hired leaders who are put back on the map cause monsters to move and summon denizens normally, **and separately from the guide.** *Example:* The Wizard and the Patrol HQ are following the Magician. The Magician ends his turn first, summoning a Dragon from the Appearance Chart to another clearing in their tile. Then, the Wizard and Patrol HQ end their turn simultaneously, summoning the Dragon to their clearing. The guide and followers do their evening activities and combat normally.

7.12 END OF PHASE – BLOCKING

7.12.1 Monsters can interrupt each character, hired leader, and controlled monster at the end of each phase as he takes his turn. These interruptions are referred to as “blocking”. The characters, hired leaders, and controlled monsters can also “block” the monsters to stop them from prowling, and can block other characters, hired leaders, and controlled monsters. Underlings cannot block or be blocked. *Note:* An individual can never block himself.

a. Blocking is mutual. A character or denizen who blocks another individual is also blocked.

b. Individuals can block each other only if they are in the same clearing and one of them has just finished a phase of his turn. Similarly, an individual and monster can block each other if they are in the same clearing and the individual has just finished a phase of his turn, or if the monster has just arrived in the clearing at the end of his or another individual's turn.

c. Individuals cannot block nor be blocked while they are following. They can block and be blocked normally as soon as they are put back on the map.

7.12.2 Each time an individual ends a phase of his turn, blocking can occur in his clearing.

a. If he is unhidden, he is automatically blocked by all of the monsters in his clearing, and all of the individuals in his clearing have the option to block him. Prowling has no effect on blocking; monsters block regardless of whether they are prowling or dormant. They can block an individual whether he did an activity that phase or not, but if he was doing an activity he finishes it before he can be blocked. *Example:* If he starts his turn in the same clearing with a monster, he can use his first phase to hide or move away, thus avoiding the block. *Clarification:* When an individual tries to use two Move phases to move to a mountain clearing, he does not move until he completes the second Move activity. If he is unhidden, all the monsters in his clearing block him at the end of the first Move activity, before he can move.

b. If he is hidden, the monsters cannot block him and only those individuals who have found hidden enemies that day can block him.

c. If he has found hidden enemies that day, he can block any or all of the individuals and monsters in his clearing. If he has not found hidden enemies he can block the monsters and unhidden individuals, but he cannot block hidden individuals. An individual can block while hidden, but becomes instantly unhidden when he blocks.

d. An individual cannot be blocked if he is flying and still in the air at the end of a phase. He can block and be blocked normally when he lands.

7.12.3 Blocking can also occur when monsters arrive in a clearing at the end of a turn.

a. When an individual ends his turn, all monsters that move or appear on the map automatically block all of the unhidden individuals in the clearings that they move to. At the same time, the monsters can be blocked by any of the individuals in those clearings. *Example:* On a day when Goblins prowl, a character ends his turn in Clearing 2 of a caves tile containing the “Howl 5” chit. Any Goblins already in the tile move to Clearing 2 and block all of the unhidden individuals there, and any Goblins that appear in Clearing 5 block all unhidden individuals in that clearing. At the same time, both the hidden and unhidden individuals in each clearing can block the Goblins as they arrive.

b. **Monsters that were already present in the clearing at the start of the day do not block unhidden individuals in the clearing at the end of another individual's turn, even if they are prowling that day.** *Example:* The Dwarf starts the day unhidden in a clearing with a Giant. The Swordsman moves first that day and ends his turn by moving unhidden into the clearing. At the end of the Swordsman's last phase, the Giant blocks the Swordsman. However, even if the Giant is prowling that day, it does not block the Dwarf at the end of the Swordsman's turn.

7.12.4 If an individual blocks or is blocked before the end of his turn, the rest of his turn is cancelled and it ends instantly. If he blocks or is blocked before he takes his turn, he does not get a turn that day (**and does not attract prowling monsters**). If he blocks or is blocked after he takes his turn, he loses nothing except his “hidden” status.

a. An individual is instantly unhidden when he is blocked.

b. **Once blocked, an individual cannot trade with other individuals as they are taking their turns later in the day.** *Explanation:* He is fully engaged in eluding his blocker or preventing someone else from leaving the clearing. He can still block additional individuals or monsters that may appear in the clearing later in the day.

7.12.5 When a denizen blocks or is blocked, it stops prowling and cannot move for the rest of the day. Blocking has no other effects on denizens: natives and visitors who have blocked one character can still trade with others, and dormant monsters can still block.

7.12.6 Unhired natives and visitors can block a character or hired leader only when he rolls on the Meeting Table as part of a Trade or Hire phase. They can block him even if he is hidden, and when he is blocked, he becomes unhidden. Characters and hired leaders cannot block unhired natives or visitors.

7.13 END OF TURN – PROWLING DENIZENS

7.13.1 Prowling: On each game day, some denizens are

“prowling” and the rest are “dormant”. Prowling denizens can move from the Appearance Chart to the map, and prowling monsters that are already on the map can move from clearing to clearing. Denizens cannot appear or move when they are dormant.

a. The Ghosts are always prowling and can move every day. Garrison natives are always dormant and never move away from their dwelling unless they are hired.

b. On each game day, one row of the Appearance Chart will be prowling. This chart is divided into six rows, numbered 1 to 6; the small “Die Roll” boxes along the left edge of the chart define the rows (the arrow in each box points to the row, and the number identifies it). At Sunrise of each game day one die is rolled and the Monster Roll chit is put in the box that matches the number rolled. All of the denizens pictured or listed in this row are prowling that day, whether they are on the map or are still on the Appearance Chart (the visitor/mission chits are prowling when the Monster Roll is “6”). The denizens in the other five rows are dormant. *Example:* When the Monster Roll is “4”, only the Giants, Trolls, Lancers, and Ghosts (who prowl every day) can appear on the board or move.

7.13.2 Ending a Turn: When each character, hired leader, or controlled monster ends his turn, all prowling monsters that are already in his tile move to his clearing, and new prowling denizens appear in his tile. The only time that monsters can move and denizens can appear is when an individual ends his turn – they do not appear or move during his turn. *Exception:* See Rule 7.11.5.

a. All prowling monsters that are already in his tile (and not already blocked) move to his clearing, whether he is hidden or not. Natives and visitors in the tile stay where they are – monsters are the only denizens that move once they are on the map.

b. The chits in his tile are then turned face up. When a gold Site or red Sound chit is turned face up, it is put in its clearing and it stays in that clearing for the rest of the game, both when it is face up and when it is face down. Yellow Warning chits are placed in other parts of the tile, away from the clearings. If the Lost City or Lost Castle chit is turned up, it remains in the tile and its five chits are removed from the Appearance Chart and placed in the tile, face up.

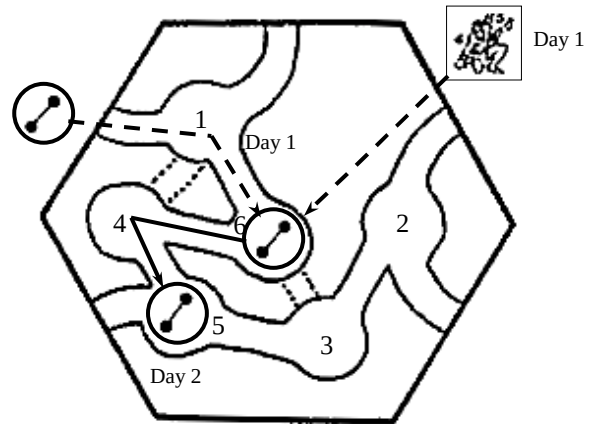
c. If the Smoke W or Stink W chit appears, it is exchanged for the S Campfire or L Campfire, respectively. When one of these chits is revealed, it is removed from play and the Campfire it represents is put in its tile in Clearing 5. *Exception:* If Clearing 5 does not connect to the Borderland by road, put the Campfire in Clearing 4 instead. If Clearing 4 does not connect to the Borderland either, put the Campfire in Clearing 2. In determining whether a clearing connects to the Borderland, use whichever side of the tile is face up at the moment.

d. Prowling denizens may then arrive from the Appearance Chart into the individual’s tile if they are “summoned” by the chits in his tile. If the chits are already face up, as a result of a previous individual’s turn, they cannot summon any more monsters that day; chits only summon monsters once a day.

7.13.3 Monsters: Each box of monsters is summoned by the map chits listed above the box. When a character or hired leader ends his turn in a tile that contains face down map chits, he turns all of the map chits in his tile face up. If one of the chits in his tile is listed above a box of prowling monsters, those monsters

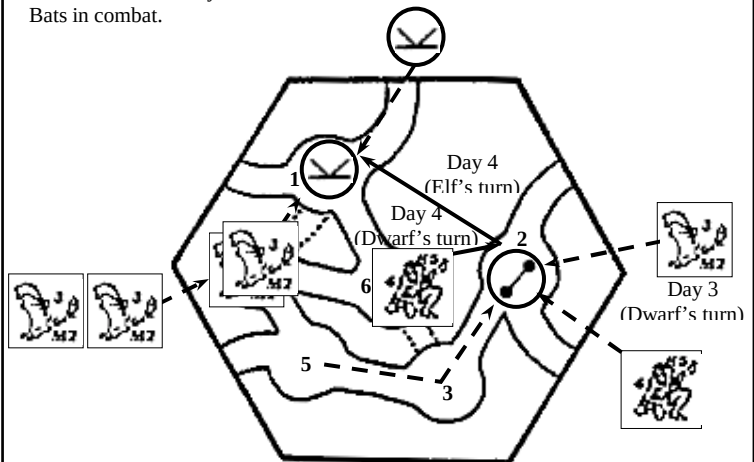
MONSTERS

Day 1: The Monster Roll at Sunrise is 4. The Dwarf ends his turn hidden in Clearing 6, so he turns up the Bones M and Howl 4 chits in his tile and checks to see if they are listed in row 4 of the Appearance Chart. The Howl chit is not listed, but the Bones M chit is listed above the Giants. The Giant in the first box moves to the Dwarf’s clearing. At Midnight the chits turn face down again.



Day 2: The Monster Roll is 3. To avoid being blocked by the Giant at the end of his first phase, the Dwarf starts his turn by moving away. He is unhidden when he ends his turn, but the Giant does not move because it is not prowling, and the map chits do not summon monsters because they are not listed in row 3 of the Appearance Chart. *Note:* The Howl 4 chit counts as a “Howl (M)” because it is in the same tile with an “M” Warning chit. It cannot summon the Goblins who require a “Howl (C)”.

Day 3: The Monster Roll is 6. When the Dwarf ends his turn unhidden and turns up the chits, he finds that both chits are listed in row 6, above the Bats. Warning chits summon monsters first, so the Bones M chit summons the Bat in the first box to the Dwarf’s clearing, where it blocks him. Then the Howl 4 chit summons the two Bats in the second box to Clearing 4. Later in the day, the unhidden Elf ends his turn in Clearing 1. The map chits can summon no more monsters today – each chit can summon only one box of monsters per day – but the two Bats in Clearing 4 move to the Elf’s clearing and block him. The Bat in Clearing 2 does not move because it has already blocked the Dwarf. The Dwarf and the Elf each defeat their Bats in combat.



Day 4: The Monster Roll is 4 again. The Dwarf and Elf both hide during their turns. When the Dwarf ends his turn, the Giant in the tile moves to the Dwarf’s clearing and another Giant appears in his clearing from the Appearance Chart. Both Giants move to the Elf’s clearing when the Elf ends his turn.

move to his tile. *Special:* If the box lists a Sound chit with a letter (C or M), that Sound chit summons the monsters only if the chit is in the same tile with a Warning chit that shows the same letter. *Example:* The Bat boxes list the “Howl (M)” chit. This means that a Howl chit can summon the Bats to a tile only if the tile contains an “M” Warning chit (such as “Dank M”). It

cannot summon Bats to a tile that contains a “C” Warning chit (such as “Dank C”). *Note:* The Lost City and Lost Castle chits never summon monsters. They are left on the map solely to identify their tiles.

a. When the map chits in the tile are turned face up, any substitute chits that turn up must be exchanged for the pieces they represent. If the Lost City or Lost Castle is turned up, its five chits are also turned face up and they attract prowling monsters.

b. Each map chit can summon only one box of monsters per day. If the tile contains several chits that are listed in the prowling row, each chit summons one box of monsters. When all of the boxes that list a chit are empty, that chit summons nothing.

b.1) If a chit is listed above a group of boxes, only one box of monsters moves to the map. Take the monsters from the first (leftmost) box that contains monsters. *Example:* When a Flutter chit summons the Bats from row “6”, take the single Bat from the first box. If this box is empty, take the two Bats from the second box. If this box is also empty, take the three Bats from the third box. If all three boxes are empty, the Flutter chit summons nothing.

b.2) Once a map chit is turned face up it stays face up until the end of the day, to show that it has summoned all the monsters it can that day. When an individual ends his turn in a tile where the map chits are already face up, they do not summon any more monsters. At Midnight the map chits are turned face down again, so they can summon monsters on the next day. *Note:* Once found, map chits can be left face up to help the players remember the locations of the chits. However, the players should remember that only the first individual ending his turn in that tile each day will cause the chits to summon monsters from the Appearance Chart.

c. The clearing where each monster appears depends on the chit that summoned it.

c.1) Monsters that are summoned by a Warning chit move directly to the individual’s clearing. Monsters that are summoned by a Sound chit or Site chit move to the clearing that matches the number on the chit. *Example:* Bats summoned by “Ruins M” are put in the individual’s clearing, while Bats summoned by “Howl 5” are put in Clearing 5 of the individual’s tile, regardless of which clearing he is in.

c.2) If several chits are listed above the same group of boxes, the chits summon monsters one box at a time. Warning chits summon monsters first, then Sound chits. Sound chits with lower numbers summon monsters before Sound chits with higher numbers. *Example:* If a tile contains Ruins M, Flutter 1, and Howl 5 on a day when Row 6 is prowling, the Ruins M chit summons the first box (one Bat) to the individual’s clearing, the

Flutter 1 chit summons the second box (two Bats) to Clearing 1, and the Howl 5 chit summons the third box (three Bats) to Clearing 5.

d. Once a prowling monster is on the map, it can move from clearing to clearing within its tile. It cannot move directly from one tile to another – it must stay in the same tile until it returns to the Appearance Chart.

d.1) Each time an individual ends his turn, all prowling monsters that are already in his tile move to his clearing, whether he is hidden or not. Prowling monsters can keep moving from clearing to clearing until they block or are blocked.

d.2) When an individual’s turn ends, only those prowling monsters that are already in his tile move to his clearing. Monsters that appear when his turn ends do not move – they must stay in the clearings where they appeared until another individual ends his turn in the tile.

e. Hired and controlled monsters do not prowl; they move only under the direction of their controlling character.

7.13.4 Natives: When a native group is prowling, it is summoned by the Dwellings listed above its box. If the individual ends his turn in the same clearing with one of these Dwellings, the native group appears in the clearing. The native group appears whether the individual is hidden or not, but only if he is in the same *clearing* with the Dwelling (it does not appear if he is elsewhere in the tile). Once a native group appears in a clearing, it stays in that clearing until it returns to the Appearance Chart – it does not move around the tile.

7.13.5 Visitors and Campaign Chits: The visitors and campaign chits start the game in the small boxes in row “6” of the Appearance Chart. The first (leftmost) five boxes list native groups; chits in these boxes are summoned by the *leaders* of these groups (only if they are unhired). The last two boxes list Site chits and Site cards. When Row 6 is prowling, each visitor or campaign chit is summoned by the leader or sites listed above its box. If the individual ends his turn in the same *clearing* with one of these native leaders or sites, the visitor or campaign chit appears in his clearing. The chit appears whether the individual is hidden or not, but only if he is in the same clearing with the native leader or site (not if he is elsewhere in the tile). Once a visitor or campaign chit appears in a clearing, it remains there for the rest of the game, unless taken by a character. It never returns to the Appearance Chart and does not move around the tile.

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SUMMARY OF DENIZEN APPEARANCE

LOST CITY AND LOST CASTLE SECTIONS

Map chits:	"M" WARNING LETTER		"C" WARNING LETTER	
	MONSTER ROLL:	MONSTERS APPEARING:	MONSTER ROLL:	MONSTERS APPEARING:
BONES	4 6	Giants Giant Bats	4	Trolls
DANK	5	Spiders	2	Serpents
RUINS	6	Giant Bats	3	Goblins
SMOKE	1	Flying Dragons	1	Dragons
STINK	4 5	Giants Spiders	4	Trolls
FLUTTER	1 6	Flying Dragons Giant Bats	1 6	Flying Dragons Giant Bats
HOWL	6	Giant Bats	3	Goblins
PATTER	5	Spiders	3	Goblins
ROAR	4	Giants	1 4	Dragons Trolls
SLITHER	1 2	Dragons Serpents	1 2	Dragons Serpents

SUBSTITUTE CHITS

Map chits: Exchange for:		NATIVES APPEARING:	
		MONSTER ROLL	
BONES V	Ghosts	—	—
DANK V	CHAPEL	3 4	Patrol Lancers
RUINS V	GUARD house	3	Patrol
SMOKE W	S Campfire	2 4 5	Woodfolk Lancers Bashkars
SMOKE V	HOUSE	2 3	Woodfolk Patrol
STINK W	L Campfire	1 4 5	Company Lancers Bashkars
STINK V	INN	1 3	Company Patrol

WOODS MONSTERS

Map chits:	MONSTERS APPEARING:	
	MONSTER ROLL:	MONSTERS:
BONES W	3	Ogres
DANK W	2	Vipers
RUINS W	3	Wolves

SITE CHITS

Map chits:	MONSTERS APPEARING:	
	MONSTER ROLL:	MONSTERS:
ALTAR	2	Demon
CAIRNS	5	Spider
HOARD	1	Flying Dragon
LAIR	1	Dragon
POOL	3	Octopus
SHRINE	2	Winged Demon
STATUE	5	Imp
VAULT	4	Troll

8.0 EVENING

All combat takes place in the Evening, one clearing at a time. When combat takes place in a clearing, monsters and unhired natives can attack the characters spontaneously, the characters can attack natives, monsters, or each other, and the characters can use their hired natives to fight monsters, natives, and other characters. Combat can cause a character to fatigue or wound action chits, it can damage or destroy his armor, it can kill his horse, and it can kill him. During combat, characters can also cast spells; this is the only time when spells can be cast.

The characters, natives, and monsters fight by doing “rounds of combat”, each representing one exchange of blows or spells, including preparations and after effects. Each round consists of an Encounter Step, a Melee Step, and a Fatigue Step. The characters and denizens in the clearing repeat the rounds of combat until there are no characters or hired natives left in the clearing, or until there are two consecutive rounds in which nothing is killed, damaged, destroyed, fatigued or wounded, and no Tremendous monsters are red side up. At the end of the last round, characters in the clearing can rearrange belongings and trade.

8.1 SUNSET AND START OF EVENING

8.1.1 Sunset: At the beginning of Sunset, all Day spells cast during the Evening of the day before expire, and their associated Magic chits fatigue. Characters put to sleep by the Flowers of Rest awake refreshed, with all their fatigued chits activated. *Note:* All of the spells that allow monsters to be controlled are Day spells, and expire just before combat begins! Careful planning of Daylight activities is needed if you wish to avoid combat with your previously controlled monsters.

8.1.2 Determining Combat Order: During Sunset the players take one Attention chit from each clearing that contains one or more characters or hired leaders and then they mix these chits together blank side up.

a. Take only one Attention chit per clearing with characters present, regardless of how many characters there are in that clearing.

b. Combat takes place in clearings that contain hired leaders even if no characters are present. When taking one Attention chit from each clearing, take a leader’s chit if there is no character in the clearing.

c. Combat does not take place in clearings that contain only underlings, monsters, and/or unhired natives. No attention chits are taken for these clearings and no Evening activities take place there.

8.1.3 Evening: During the Evening, the attention chits that were mixed together during Sunset are picked in random order, and when a clearing’s chit is picked the individuals in that clearing do their activities. When all of the chits have been drawn, Evening ends. No evening activities take place in clearings without attention chits.

a. If there are no monsters, hostile natives, or hostile characters in a clearing when it takes its turn, no fighting takes place, but the characters in the clearing still do at least two rounds of combat in which they can run away, cast spells, activate items, or do nothing. Following these two rounds, characters, hired leaders, and controlled monsters can trade with each other and rearrange their belongings.

b. When a clearing’s attention chit is chosen, only the

characters and denizens in that clearing take part in rounds of combat; play stops in the other clearings, and the characters and denizens in those clearings do nothing. *Note:* To speed up play, at Sunset the players can agree to do combat in all of the clearings simultaneously, but only if all of the players agree to it. If even one player vetoes it, then combat is done in one clearing at a time.

c. Only the characters and denizens who are in the clearing can attack or be attacked. If a character has hired natives in the clearing but is not there himself, he can use his hired natives to fight during combat but he himself cannot attack and he cannot be attacked.

8.1.4 Initial Placement of Denizens:

a. At the beginning of combat in a clearing, all unhired natives and monsters in the clearing start with their counters light side up. Tremendous monsters are turned red side down and their heads and clubs are light side up. These counters turn over only during combat, and when combat ends they turn light side up again.

b. At the beginning of combat, put hired monsters and natives that are hidden to one side to identify them, since hired denizens can turn dark side up in combat even if unhidden. Hidden denizens are put aside until they enter the battle and become unhidden. At the end of combat, hidden denizen counters will be turned dark side up and unhidden denizen counters will be turned light side up. During combat, hired and controlled monsters fight just like hired natives. *Exception:* Tremendous monsters (see rule 8.4.7c).

8.2 BATTLING NATIVES

8.2.1 During combat, characters and their hirelings can attack unhired natives and the unhired natives can also initiate an attack spontaneously. Unhired natives that are fighting characters and their hirelings are said to be “batTLing” those characters and hirelings.

a. Natives do not start fighting automatically – they start fighting only when something causes them to start fighting: when they are lured or attacked, [when they are chosen as the target of any spell](#), or when they roll to battle a character at the beginning of combat.

b. Unhired natives fight as groups: when one unhired native starts fighting, all of the unhired natives of his group in that clearing also start fighting. *Important:* A hired native does not count as part of his group. When he starts fighting, his group does not start fighting, and he is not obliged to start fighting when his group starts fighting. Hired natives fight only as directed by the character who hired them.

c. Each unhired native group fights specific characters: it might battle all of the characters in its clearing, but more often it will battle some characters and not others. Whether a group is batTLing a character is defined separately for each group and character: different groups can battle different characters at the same time in the same clearing. Each character is attacked by only those groups that are batTLing him in that clearing that evening.

d. Once a group starts batTLing a character, it keeps batTLing him until combat ends in the clearing. BatTLing does not carry over from day to day – when combat ends, the group stops batTLing until something happens to make it start batTLing again on another day.

8.2.2 When combat begins in a clearing, each character in that clearing must roll on the Meeting Table to see if the unhired native groups in that clearing will battle him. He must roll even if he is hidden. He must also roll if he has hirelings in that clearing, even if he is not present himself. *Note:* No combat takes place in clearings with only monsters, unhired natives and underlings. However, if combat starts in a clearing because other characters or hired leaders are present, characters who have only underlings in that clearing still must roll for battling natives.

a. The character rolls once for each group that has any unhired natives in the clearing. He finds his result in the Meeting Table that matches his trading relationship with the group using any of the character's die-roll modifiers that apply to the Meeting Table. If he is in the clearing, he can "buy drinks" before rolling to make the group one level friendlier.

b. If he rolls "Block/Battle" for a group, or if he rolls "Insult" or "Challenge" and does not pay the penalty points, then that group battles him and his hirelings for the rest of the evening. If he rolls any other result, the group is not battling him (and the result has no other effect). His result applies only to that group. He rolls only once per group per day, at the very start of combat. *Note:* Meeting Table "Block/Battle" rolls start battles only during the Evening. Rolls during Daylight cause blocking, not battles.

8.2.3 A character or his hirelings can cause a group to start battling him in other ways:

a. When a character specifies an unhired native as a target of a weapon attack [or any spell](#), lures an unhired native into attacking, or assigns a hireling to lure or attack an unhired native, then that native's group starts battling him. *Note:* The native's group starts battling only if the native being lured or attacked is unhired.

b. Natives that are battling a character will also attack his hired and controlled natives and monsters, even if the character is not in the clearing himself. Battling does not carry over from clearing to clearing: a group that is battling a character and his hirelings in one clearing does not automatically battle him in other clearings.

c. Battling natives fight like monsters, except that they attack only those characters and hirelings that they are battling.

8.2.4 [Characters never roll for battling natives once rounds of combat begin in a clearing. If hired natives become unhired in the middle of combat \(due to treachery or the death of their hiring character\), the characters in the clearing do not have to roll to see if they are battled by the newly unhired natives.](#)

8.3 ENCOUNTER STEP

8.3.1 At the start of the Encounter Step, all horses belonging to unhired natives are turned "walking" side up in clearings where combat is taking place (they will use their "galloping" side in the Melee Step). When combat takes place in a woods or mountain clearing, each native must always use his native horse, if he has one. Characters cannot choose to play hired natives without their horses. In cave clearings, horses cannot be used.

8.3.2 The character who had the first turn during Daylight on this game day is the "first character"; if a hired leader or controlled monster had the first turn, the hiring or controlling character is the first character. During the Encounter Step, when

the characters take turns they start with the first character and go to the left, skipping anyone who is not taking part. The turns start with the first character even if he has been killed or is not in the clearing. *Note:* [For Internet games, it may be more convenient to go in the order in which individuals took their turns during Daylight.](#)

8.3.3 Uncontrolled and unhired natives and monsters that are already assigned to characters as a result of previous rounds of combat remain assigned to those characters when the new round of combat starts. Red-side-up Tremendous monsters also remain assigned to their targets from one round to the next (see Rule 8.6.1).

8.3.4 Luring: Starting with the first character and going to the left, each character in turn can take monsters and unhired natives onto the Melee Section of his Personal History sheet voluntarily, "luring" them into attacking him. He can take any or all of the unhired denizens in the clearing, including unhired denizens that are assigned to other characters, and place them in one of the red boxes on his Melee Section. *Comment:* This tactic is often used in cooperation with other characters: one character takes several monsters and plays his best maneuver, allowing others to play their best attacks against the monsters.

a. A character cannot remove denizens from his Melee Section or put denizens on other Melee Sections – he can only take denizens onto his own sheet.

b. A hidden character can lure denizens onto his sheet, but if he does so he instantly becomes unhidden.

c. Luring with Hirelings: When he takes his turn to lure, a character can also cause his hirelings to lure. The character can lure denizens with his hirelings even if he himself doesn't lure.

c.1) Controlled or hired monsters act like hired natives: they can lure attackers, they cannot be lured, and so on. In the following sections, the term "hireling" will be used to refer to hired natives, hired monsters, and controlled monsters alike.

c.2) Each hireling can lure *one* attacker by taking an unused Melee Section and [putting the hireling who is luring in the red "Charge and Thrust" box and the lured denizen in the "Thrust" attack circle](#). The hireling who is luring is the defender and owner of the melee sheet, and the denizen who is lured is the attacker.

c.3) If a hidden hireling lures a denizen, the hireling becomes unhidden.

d. Hired natives, hired or controlled monsters, denizens that are assigned to hired natives, and red-side-up Tremendous monsters cannot be lured. A monster or battling native who has been lured by a hireling cannot be lured away by other characters or natives.

e. When a character or his hireling lures an unhired native, the unhired native's group begins battling him and his hirelings.

f. If a spell prohibits a character from specifying an unhired or uncontrolled denizen as a target, he can still lure it (unless the spell specifies otherwise), and it can be assigned to him randomly. *Note:* The restriction on the character does not affect his hirelings. They can lure and attack the individual normally.

g. A character and his hirelings can lure pacified natives into attacking (which breaks the spell used to pacify them).

8.3.5 Random Assignment: After characters and their hirelings finish luring, all of the remaining unassigned monsters and battling natives in the clearing are assigned to attack unhidden

targets in the clearing. Monsters and unhired natives cannot be assigned to a hidden character or hireling.

a. Each monster or battling native in the clearing that is unassigned after luring is assigned to a character at random. The players specify which denizen is being assigned; each character rolls two dice and uses the number rolled on the higher die as his result. Characters who tie for high result roll again to break the tie.

a.1) A character must roll only if he is unhidden and in the clearing, or if he has an unhidden hireling in the clearing. He must roll for a battling native only if it is battling him. A spellcaster who has cast a pacification spell on a denizen does not have to roll for that denizen.

a.2) Die roll modifiers do modify these rolls, and results greater than “6” are allowed – they are not converted to “6”. *Exception:* If the character is not in the clearing, his die roll modifiers do not affect his die rolls.

a.3) The character who rolls highest must assign the attacker to himself, if he is unhidden and in the clearing; otherwise, he must assign it to one of his unhidden hirelings. There is no limit to the number of attackers that can be assigned to a hireling randomly.

b. Monsters and battling natives that have no unhidden targets remain unassigned. If all of the characters and hirelings in the clearing are hidden, the denizens remain unassigned and the round of combat continues.

c. When a monster or native is assigned to attack a target, put the attacking counter on the target’s Melee Section. If the target is a character, put the attacker in one of the red boxes on his Melee Section. If the target is a denizen, give the target an unused Melee Section and put him in the red “Charge and Thrust” box, and put the attacker in the “Thrust” attack circle.

8.3.6 Deployment and Charging: During this step, characters can assign their unassigned hirelings to attack targets. Hirelings that are left unassigned or that become unassigned after Deployment cannot attack this round. If the character himself is in the clearing, he can also play a Move chit to “charge” another character. These actions can be taken in whatever order the character chooses, and hirelings are deployed one at a time.

a. Deployment: Starting with the first character and going to the left, each character in turn can assign each of his hirelings that is not already being attacked to attack one character, monster, or native by putting it on its target’s Melee Section. Each hired native who has a horse must always be played with his horse (except in caves). He cannot choose to dismount.

a.1) When a hireling is assigned to attack a character, it is put in a red box on his Melee Section, like a monster, and it limits the action chits the character can play during the Encounter Step.

a.2) When one denizen is assigned to attack another denizen, the denizen who is being assigned is termed the “attacker” and the denizen being attacked is the “defender.” The attacker and defender are put on an unused Melee Section to resolve the combat. The defender is the “owner” of the Melee Section and is put in the “Charge and Thrust” red box. The attacker is put in the “Thrust” attack circle. Each Melee Section can have only one owner: each defender gets his own Melee Section.

a.3) When additional denizens are assigned to attack a defender, they join the attackers on the defender’s sheet. Stack the attackers up in order in the “Thrust” attack circle so that the

last attacker is on top.

a.4) During Deployment, characters can turn each of their hirelings (including native horses) either side up, as they choose, anytime the hireling is placed as an attacker on another sheet (*Exception:* Tremendous Monsters, see rule 8.4.7c). Hirelings who are defenders on their own sheets will be positioned either side up later in the round when the hiring character plays his Attacks and Maneuvers.

a.5) When an attacking denizen is itself attacked by another denizen, the attacking denizen is removed from the sheet it was on and becomes a defender on its own sheet.

a.6) Special: When the last attacker on a defending denizen’s sheet is removed, leaving the denizen alone on its sheet, then the denizen leaves his sheet and becomes the newest attacker on the ex-attacker’s sheet. *Deployment Example:* The Amazon’s hired Lancer lures a heavy Troll onto his sheet. During Deployment, the Berserker assigns his hired Rogue to attack the Troll. The Troll becomes the defender on its own sheet and the Rogue is placed either side up as the attacker in the Thrust circle. Now alone on his sheet, the Lancer is moved to the Troll’s sheet as the last attacker, and placed on top of the Rogue in the Thrust circle. The Amazon can turn the Lancer and his horse either side up when they move to the new sheet. If the Berserker instead played his Rogue to attack the Lancer, the Lancer would remain on his own sheet and the Troll and the Rogue would both be his attackers; in the Melee Step the Amazon would select one of them as the Lancer’s target.

a.7) A denizen who is being attacked by one or more other denizens must attack one of the denizens who is attacking it. It cannot attack a character, and it cannot attack a denizen who is not on its sheet. *Note:* This rule does not apply to characters. Characters may defend on their own sheet and simultaneously attack on a target’s sheet. Attacks by characters do not affect who the denizen attacks.

a.8) Tremendous monsters that are red side up do not change targets when they are attacked by other denizens. A red-side-up Tremendous monster can attack a character while it is being attacked by a denizen. If a red-side-up Tremendous monster is assigned to a character when it is attacked by a hireling, the monster is put on its own Melee Section but it picks no target: it continues to attack the character as if it were in the matching red box on his sheet. If all of the attackers leave the monster’s sheet, the monster returns to the character’s sheet.

a.9) If a character deploys a hired or controlled denizen against an unhired native, all members of that native group in the clearing battle the character and his hirelings for the rest of the day.

b. Charging: A character can charge another character by playing a Move chit and placing his Attention chit on his target’s Melee Section. The Attention chit functions like a monster counter, with the move time shown on the Move chit; it restricts the action chits that the target character can play during the Encounter Step. Characters cannot charge denizens. *Comment:* The most common use of charging is to prevent the target from running away.

b.1) Charging counts as the character’s action for the Encounter Step – he cannot do any other action that Encounter Step. The Move chit counts towards his fatigue and effort limit, and it is subject to the normal restrictions. A character cannot charge if a Tremendous monster is red side up on his sheet. Otherwise, the Move chit he plays is not limited by the denizens on his sheet.

b.2) Charging specifies the character's target for the round. He cannot change targets during the Melee Step.

b.3) If a spell prohibits a character from specifying a certain individual as a target, he cannot charge that individual.

b.4) A character transmorphized into a flying beast, with a Fly chit, or using the Magic Carpet can use his flying values like move values to charge during his Deployment. When he charges, he stays in the clearing. He cannot ride a flying steed to charge.

c. Hidden Targets. A character can charge a hidden character only if he has found hidden enemies that day, and a hireling can be deployed against a hidden character only if he is a hired leader who has found hidden enemies that day. Underling and monsters can never be assigned to hidden targets. A hidden character who is charged or has a hired leader deployed against him immediately becomes unhidden; the charging character or deployed leader also becomes unhidden. *Example:* The Amazon has found hidden enemies. She charges the hidden Druid. She can then deploy her hired Patrol against the unhidden Druid. If the Patrol HQ had found hidden enemies but the Amazon had not, she could deploy the Patrol HQ against the Druid and then charge him after he became unhidden.

8.3.7 Encounter Actions: After all of the denizens have been assigned, starting with the first character and going to the left, each character who did not charge this round can do one action. If he can play the required chit, he can either: 1) play a Fight chit or active Gloves card and turn his active weapon counter over, alerting or unalerting it; 2) play a Move chit, Fly chit, or active Boots card, horse, or Magic Carpet to run or fly away; or 3) play a magic chit (or Artifact/Spell Book) to cast a spell.

a. The monsters, natives, and Move chits (from charging players) on his sheet limit the action chits he can play. Each native who is riding a native horse uses the move time shown on the horse counter, not his own move time. *Explanation:* Each denizen or charging character's move time defines the time before the denizen or character reaches the character trying to complete the action. If he plays a Move or Fight chit that ties or exceeds (or a Magic chit that exceeds) this time, the charging individual reaches him and interrupts the action before he can complete it.

a.1) He can play a Fight, Move, or Fly chit, Boots or Gloves card, horse, or Magic Carpet only if its time number is less than the move time of all of the denizens and Move chits on his sheet.

a.2) He can play a Magic chit only if its time number is less than or equal to the move times of all the denizens and Move chits on his sheet. Alerted Magic chits, Artifacts, and Spell Books have a completion time of "0" and cannot be interfered with.

b. He can play a Fight chit only if its strength is equal to or greater than the weight of his active weapon.

c. He can only play a chit or item to run or fly away if its carrying capacity is sufficient to carry himself and everything he is carrying. *Exception:* If he is leading a packhorse, the packhorse can carry any of his inactive items that do not exceed the packhorse's carrying capacity. The items the packhorse carries must already have been inactive at the start of the round.

d. If he does not charge or play an action chit, the character can either: 1) activate one belonging and/or deactivate one belonging; or 2) abandon any of his belongings in the clearing. Denizens and charging characters do not interfere with these actions.

e. Hirelings never do actions. They never run away.

8.3.8 Running or Flying Away

a. Running Away: When a character plays a Move chit, Boots card or horse as his action during an Encounter Step, he "runs away". The character is not required to play a Boots card or horse, even if it is active; he can play a Move chit instead.

b. When a character runs away, he immediately moves onto one of the roadways that leads out of his clearing, taking all of his belongings with him. If he moved into the clearing that day, he must run onto the roadway he used to enter the clearing; if this roadway has vanished or has turned into a hidden roadway he cannot use, he cannot run away that day. If he started the day in the clearing and never left, he can run onto any roadway that he is able to use for movement, including ones that lead to mountain or cave clearings.

c. The character takes no further part in combat that day. He removes any denizens that are on his sheet and leaves them behind in the clearing; they are now unassigned and cannot be assigned to new targets until the next round of combat. *Note:* If the character played a Move chit with two asterisks, he fatigues normally at the end of the round.

d. The character ends the day on the roadway, between clearings. While between clearings he cannot block or be blocked, he cannot rearrange or abandon belongings and he cannot trade with other characters.

d.1) He must start his turn on the next day by moving to one of the clearings at either end of the roadway. He must use a Move phase to move to a clearing, even if he moves back to the clearing he ran out of; if he moves to a mountain clearing he must use two Move phases to move. He does not have to play a Move chit to carry items during this move – the Move chit he played to run away has already paid for what he is carrying.

d.2) A character who runs out of a cave toward a non-cave clearing can record Sunlight phases on his next turn, as long as he does not enter a cave clearing.

d.3) If a character is on a roadway when it vanishes or turns into a hidden roadway that he has not discovered, he is put in the forest. He must start his next turn by moving back to the clearing he just ran out of.

e. Flying Away: Each character can use his flying values to "fly away" (instead of running away) as his action during the Encounter Step.

e.1) When he flies away, he ignores non-flying move times. The only denizens and Attention chits on his Melee Section that can stop him from flying away are those that fly, and red-side-up Tremendous monsters, which are impossible to run or fly away from (see Rule 8.4.7d2).

e.2) Instead of moving onto a roadway, his counter is put half in the tile he is in, and half in an adjacent tile of his choice (both tiles can supply color magic to him). He must start his next turn with a Fly phase to fly into either tile and land, even if his flying values vanished at Midnight. He must land, but if he still has flying values he can take off again (assuming he is not blocked).

f. Special Movement: A character transmorphized into a beast can run away onto a roadway or into the forest, as he chooses. If he runs into the forest, he must start his next turn with Move phases to move to any clearing in his tile. While in the forest, he is supplied with color magic by the whole tile.

g. If a character runs out of a clearing on the same day that he used special movement (flying or walking the woods) to enter that clearing, he can run onto any roadway that enters the clearing.

h. A character can run or fly out of his clearing even if no monsters are present. Rounds of combat are done in every clearing that contains characters even if no monsters are present (the rounds will end after two uneventful rounds), and during these rounds the characters can run away or do other actions.

8.3.9 Activating and Casting Spells: During the Encounter Step, spells are cast that later come to life and have their effects during the Melee Step. In addition, Permanent spells can be activated by playing a color chit.

a. Activating Permanent Spells: When it is his turn to do an action in the Encounter Step, each character can use his color chits to energize Permanent spells. When a color chit energizes a spell, the chit fatigues and reverts to being a normal Magic chit. He can play any number of color chits at the same time, but each color chit can energize only one spell before it fatigues.

a.1) The character energizes a spell only if the spell's target is in his clearing and he plays a chit that supplies the color magic required by that spell. If there are several spells requiring that color in his clearing, he can energize any one he wants. He has total control over his color chits: he is never forced to play a chit to energize a spell, even if he is the target. He can energize other spells in the clearing without energizing his own, if he wishes.

a.2) Playing color chits does not count as his action – he can also charge, run or fly away, activate/deactivate or abandon items, or do an action. Playing a color chit is not limited by Move chits, monsters, or natives on the character's sheet.

a.3) He can play color chits without energizing spells, if he wishes. Each chit fatigues and reverts to being a Magic chit.

b. Casting Spells: As his action during the Encounter Step, each character can play a Magic chit in the presence of the correct color magic to cast one of his recorded spells.

b.1) The only time that a character can cast spells is during rounds of combat in his clearing. He cannot cast spells at other times of day or when combat is being resolved in other clearings.

b.2) Each character can cast one spell per round of combat.

b.3) To cast a spell, a character must play a Magic chit when it is his turn to do an action during the Encounter Step. He puts the Magic chit in the spell box (on his Melee Section) that belongs to the spell. The Magic chit must be the same type as the spell (the Magic chit and spell must show the same Roman numerals) and the spell must be supplied with the color of magic it requires, or the Magic chit cannot be played to cast that spell. A character who plays a Magic chit to cast a spell is referred to as a "spellcaster".

b.4) The time number on the Magic chit is the spell's "completion time", the time it takes to complete the spell. Lower numbers mean faster spells. Alerted Magic chits automatically have a time number of zero instead of the number printed on the chit.

b.5) He can play a Magic chit only if its time number is less than or equal to the move time of every monster, native or Attention chit on his sheet. If the Magic chit is alerted, its time number is "0". Red-side-up Tremendous monsters do not automatically stop the playing of Magic chits. A spellcaster can play a Magic chit while a red-side-up monster is on his sheet, as long as the monster's move time is greater than or equal to the Magic chit's time number. *Important:* Notice that a Magic chit (unlike other action chits) is not stopped by move times that equal its time number.

b.6) The color magic can be supplied by any of the sources

of color, including the map tile, the seventh day of the week, the Chapel or an Enchanted card anywhere in the clearing. The spellcaster can use one of his own color chits to supply the color magic, but he cannot use another character's color chits, even if that other character is willing.

b.7) A color chit counts only as a source of color magic – the time number and effort asterisks on the chit are ignored. The effort asterisks do not count towards the spellcaster's effort limit.

c. Artifacts and Spell Books: As his action during an Encounter Step, a character can play an active Artifact or Spell Book like a Magic chit, and use it to cast one of its awakened spells, with a time number of "0". To play the item he puts it and the Spell card it is casting in one of his vacant spell boxes, face up. This counts as his action for that Encounter Step. If he has no vacant spell boxes, he can play the cards anywhere on his sheet. *Note:* Spell cards that are in treasure site boxes or that are owned by visitors cannot be cast. They can only be learned.

c.1) He can play only one Artifact or Spell Book per round, and it can cast only one of its Spell cards each time it is played. He can play the item and Spell card only if the item is active, the Spell card is awakened, and both the item and spell card have the same Magic type. *Example:* The Good Book can be used to cast its two Type I Spell cards, but it cannot cast its two Type VII Spell cards.

c.2) The spell must be supplied with the proper color magic as explained above, or the Spell card cannot be played.

c.3) The item and Spell card remain committed to the target(s) until the spell ends. Until then, the item must stay face up, like an Enchanted card, even if it is sold or abandoned. Neither the item nor the Spell card can be played again while they are committed, but the Spell card (and the item's other Spell cards) can be learned by Reading Runes while they are committed.

c.4) Each Artifact or Spell Book can be used only once per Evening. Once it is played, it cannot be played again that day. When a spell cast by an Artifact or Spell Book ends, the Artifact or Spell Book cannot be used again until the start of the next Evening: if it ends during an Evening the item cannot be used again until the next Evening, but if it ends at Sunset or before, the item can be used during the Evening of that day.

c.5) The Artifact or Spell Book itself functions as the "spellcaster" of the spell. The character who currently owns the item controls the effects of the spell. *Important:* If no one owns the item, the spell is nullified (but not broken) until another character owns the item or the spell expires. *Example:* If the spell controls monsters, the owner of the item controls the monster. If no character has the item, the monsters are uncontrolled.

c.6) The spell cannot be broken by killing the current owner of the item – the item itself is really the spellcaster, and it cannot be killed. A spellbreaking spell used in the item's clearing can break the spell.

d. Spells cast by a spellcaster, Artifact, or Spell Book do not go into effect immediately; they go into effect after targets have been selected in the Melee Step.

8.4 MELEE STEP

8.4.1 Native Horses: At the start of the Melee Step, all native horses being ridden by unhired natives turn dark side up, and all native horses being ridden by hired natives turn over. Native

horses keep this new side face up throughout the rest of the combat round.

8.4.2 Selection of Targets: Next, targets for uncontrolled denizens are determined, and the characters select targets for their own attacks and spells. Unhired natives and monsters cannot target each other, and the visitors cannot attack nor be attacked.

a. Uncontrolled Denizens: A monster or unhired native on its own sheet (a defender being attacked) automatically attacks the denizen who was most recently put on its sheet: as each attacker is put on its sheet it is stacked in the “Thrust” attack circle, with the most recent attacker on top. The only attackers on its sheet at this point are hirelings previously assigned during Deployment. At the start of the Melee Step the attacker on top of the stack becomes the defender’s target. The defending denizen is put in the red “Charge and Thrust” box and its head, club or horse is put in the red “Dodge and Swing” box. The targeted attacker is placed in the area of the Maneuver boxes, and the remaining attackers stay in the “Thrust” attack circle (the attackers will be repositioned by their controlling characters later in the round).

b. Characters: The characters in the clearing (including hidden characters) and the characters with hirelings in the clearing mix their Attention chits together blank side up. The chits are picked randomly, one at a time, and when a chit is picked its owner takes his turn. He selects the target for each of his hirelings who is on its own sheet, and if he is in the clearing he puts his Attention chit on his own target. The character also positions his hirelings who are on Melee Sections owned by uncontrolled denizens.

b.1) If a character is not in the clearing but is taking part in combat because of his hirelings, he picks no target for himself.

b.2) When a hidden character or hireling specifies a target or is specified as a target of an attack or a spell, he and his target are instantly unhidden. *Note:* See Ambush optional Rule 10.A.2 for exceptions.

b.3) A character is not obliged to pick a target; he can leave his chit unplayed if he wishes, but if he does so he cannot attack a target that round. If a hidden character leaves his chit unplayed, he remains hidden.

b.4) If a character charged this round, the only target he can attack is the character he charged.

b.5) A character can select a hidden target only if he has found hidden enemies that day. *Note:* Characters and hired natives can stop hiding voluntarily at any time.

b.6) A character may select a target that is on another sheet, even if there are attackers on his sheet.

b.7) If a spell prohibits a character from specifying a certain individual as a target, he cannot specify that individual as the target of an attack or spell. *Note:* The restriction on the character does not affect his hirelings. They can lure and attack the individual normally.

c. If a character is attacking with a weapon, when his Attention chit is picked he puts it on the denizen or character he is attacking. To specify another character as his target, the character puts his Attention chit on the target’s Melee Section, by the Attack circles. To specify a monster or native as his target, he puts his chit on the target’s counter. He can put his chit on any denizen or character in the clearing, including denizens and monsters that are unassigned or that are assigned to other characters. Being named as a target does not affect the denizen –

it is not re-assigned to attack the character that is attacking it. *Note:* When there is no possibility of confusion, the players may simply announce their targets.

d. If a character has cast a spell in the Encounter Step, when his Attention chit is picked he puts it on the appropriate target for the spell. If his spell has multiple targets, he announces all the targets and places his Attention chit on one of them. He must specify the sort of target required by his spell, or the spell is broken before it goes into effect. The various sorts of targets are outlined below, and are described more precisely on the List of Spells.

d.1) When he specifies characters, denizens and items as targets, the spellcaster is limited to targets that are in his clearing. A “character” target can be any character, including the spellcaster himself. A “monster” or “Demon” is the monster specified in the spell. An “individual” can be any character, native, or monster, unless specified otherwise by the spell.

d.2) A “multiple” target is any assortment of characters, natives and/or monsters that the spellcaster chooses. A “human group” is either one native group, or all of the Giants in the spellcaster’s clearing, or all of the Ogres in his clearing. A “Goblins” target must include all of the uncontrolled Goblins in his clearing, and a “Bats” target must include all of the uncontrolled Bats in his clearing.

d.3) A “clearing” target must be the spellcaster’s clearing (the spell affects everyone in the clearing), a “hex” target must be his hex tile (the spell affects everyone in that tile), and a “hex/human” target can be either his hex tile or a character or hired leader in his clearing. A “one Sound” target can be any face-up Sound chit anywhere on the map.

d.4) A “weapon” target can be any active or inactive weapon counter owned by anyone in the spellcaster’s clearing, or any native, Goblin, Ogre, or club counter in his clearing. An “artifact” target must be an Artifact or Spell Book the spellcaster owns and has active. A “Magic chits” target can be any or all of the spellcaster’s own active Magic chits (only the chits he specifies are affected by the spell).

d.5) A “spell” target can be any spell whose spellcaster or target is in the spellcaster’s clearing (including spells in effect in his tile generally). The target spell must already be in effect – it cannot be a spell that is being cast in the current round.

d.6) When a spellcaster specifies a character or denizen as his target, he and his target are instantly unhidden; if he specifies anything else as his target (such as a weapon, spell, Magic chit, hex tile, etc.), he remains hidden. He can specify a hidden target only if he has found hidden enemies that day. *Exception:* He can always cast a spell on himself, even if he is hidden and has not found hidden enemies; however, he still becomes unhidden when the spell is cast. *Note:* See the Ambush optional Rule 10.A.2 for circumstances under which a spellcaster may cast a spell and remain hidden.

d.7) When a spellcaster specifies an unhired native as the target of any spell, that native’s group instantly starts battling him (see Rule 8.2.3). When the spellcaster specifies one of his hired natives as the target of any spell, all of his hired natives belonging to that native group instantly rebel (see Rule 8.4.2g). *Exception:* The Benevolent Spells optional Rule 10.C.2 allows some spells to be cast on hirelings without causing them to rebel.

e. Hirelings: When his Attention chit is chosen, each character chooses targets for his hirelings who are on their own Melee Sections. A hireling who is being attacked by denizens must choose a target from among the attackers on his sheet; if

there are no denizens on his sheet, he does not choose a target. He cannot choose not to attack, choose a target on another sheet, or attack a character (even if the character has targeted him). The character puts the hireling's target in the Maneuver boxes and puts the other attackers in the Attack circles. He will secretly position his hireling in one of the red squares later in the round when he plays his Attacks and Maneuvers.

f. At the same time that a character selects targets for himself and his hirelings, he also positions his hirelings who are on Melee Sections owned by uncontrolled denizens. He cannot turn any counters over. The defending denizen is in the red "Charge and Thrust" box with its head/club/horse in the "Dodge and Swing" box. Its target can be put in any Maneuver square, and the remaining attackers can be put in any Attack circles; they do not have to fill all the circles. Each native horse can be put in the same circle or square with its rider, or a different one. Each character positions only his own hirelings. He does not position hirelings who are on Melee Sections owned by other characters or their hirelings.

g. Treachery: When a character specifies one of his own hired natives as a target for himself or one of his hirelings, all members of the target's group that are currently under hire to that character instantly "rebel", no matter where they are on the map. **Hirelings also rebel if they are chosen as the target of any spell** (Exception: Benevolent Spells optional Rule 10.C.2). Natives hired by other characters and natives in other groups are not affected. The rebels instantly become unhired and the character loses Fame points equal to the Notoriety bounty of each rebel.

g.1) Rebels cannot attack nor be attacked by monsters and unhired natives. All such attacks are instantly cancelled.

g.2) Rebels are automatically battling all characters and hirelings who are attacking them or who they are attacking.

h. Breaking Pacification Spells: A spell that pacifies or controls a group of denizens is instantly broken when the spellcaster specifies one of the spell's targets as a target for himself or one of his hirelings. When the spell is broken, all of the targets revert to normal behavior.

h.1) If any of the spellcaster's hirelings are assigned to attack any of the spell's targets at the moment when the spell goes into effect, then the spell is stopped from going into effect. The spell is cancelled.

h.2) When the spellcaster assigns a hireling to attack one of the spell's targets, or when he specifies one of the spell's targets as his own target for a spell or attack, then the spell is broken.

8.4.3 Spell Activation and Cancellation: When all of the characters have specified their targets, the spells that have been played come to life and start working in the order defined by their completion times (lower time numbers first). All spells with a completion time of zero come to life first, then all spells with a completion time of "1", and so on. Spells with equal time numbers start working simultaneously. All of the spells start working before the characters play their attacks and maneuvers.

a. Each spell's completion time is equal to the time number on the Magic chit that was played to cast it; alerted Magic chits automatically have a time number of zero instead of the number printed on the chit. A Spell card cast by an Artifact or Spell Book also has a completion time of zero.

b. Important: When characters cast spells on each other, faster spells interrupt and cancel slower spells. When a spellcaster casts a spell on a character who is casting a slower

spell, the spellcaster's spell stops the target from completing his spell. When the spellcaster's spell starts working he compares the completion time of his spell to the completion time of his target's spell. If the spellcaster's completion time is lower, the target's spell is cancelled. If the times are equal or the target's time number is lower, the target's spell is not cancelled.

b.1) The target's spell is cancelled only if he himself was named as one of the spellcaster's targets. For example, spells aimed at a clearing cannot interrupt characters in that clearing, and spells aimed at a spell cannot interrupt the character on whom that spell is cast.

b.2) The target's spell is cancelled regardless of the effect caused by the spellcaster's spell. Any spell that is aimed at a character stops him from completing a slower spell. **Exception:** The Demons and Imp cast their spells as attacks during the Melee Step, not as actions in the Encounter Step. Their spells cannot stop a character's spell and his spell cannot stop theirs. **Note:** The Power of the Pit optional Rule 10.C.4 modifies this exception.

b.3) The characters must be careful to implement their spells in the order of their completion times. If the spellcaster's spell is itself cancelled by someone else before it starts working, it cannot cancel his target's spell.

b.4) If a character's spell is cancelled before it goes into effect, the Magic chit he played fatigues. Its effort asterisks still count towards his effort limit for the round. He leaves his Attention chit on his target – he can still attack with a weapon if he chooses, but he cannot change targets.

c. The spell remains on its target(s) until it ends by expiring or being broken. Until then, both the spell and its Magic chit remain committed to the target it is affecting. The spell cannot be cast again and the Magic chit cannot be used in any way until the spell ends. When a spell is committed to a target, it is said to be "bewitching" that target. **Note:** The Enhanced Magic optional Rule 10.C.1 modifies this rule.

c.1) The Magic chit that was played to cast the spell is used to symbolize the spell's effects. When the spell goes into effect, the spellcaster takes back his Attention chit and puts the Magic chit on the target to represent the effect of the spell. When the spell ends, the Magic chit returns to its owner and fatigues. If the spell was cast by an Artifact or Spell Book, the Spell card is put on the target (in place of a Magic chit) to represent the effect of the spell, and it returns to the Artifact or Spell Book when the spell ends. **Alternatively, any unused chit may be placed on the target instead of the Spell card to represent the effects of the spell.**

c.2) The spellcaster notes the targets of the spell in its spell box. While the spell remains in effect, he cannot use the spell box (nor erase its spell). When the spell ends, he crosses off the note and he can use the box again. If he has duplicates of the spell in other boxes, each duplicate is treated as a separate spell: the duplicates can be cast separately by playing separate Magic chits in separate rounds of combat.

c.3) Unless the spell's description specifies otherwise, the spellcaster does not have the option to break his spell arbitrarily. He cannot simply take back his Magic chit and end the spell.

8.4.4 Spell Effects in Combat: When a spell starts working, its special effects start affecting the target(s). The List of Spells indicates the effects caused by each spell. Certain spells affect combat in special ways, described below.

a. Attack Spells: Most spells take effect immediately.

However, when a character casts an Attack spell, it attacks like a weapon, and must hit by undercutting or matching directions as would a weapon. When Attack spells hit, they hit armor and horses normally, like weapons. All other spells inflict their effects directly on the target, ignoring his armor and horse; they are not stopped by armor or horses. Damage from Attack spells occurs at the same time as damage from normal weapons. When all of the attacks have been resolved, the spell expires. An Attack spell must attack in the same round it is cast. It cannot be saved and used in a later round. If not used, it expires at the end of the Melee Step.

b. Pacification spells: Pacification spells cause denizens to act like unhired natives who are not battling the spellcaster: they stop attacking and blocking him and his hirelings, but they continue to block and attack other characters normally. When the spell goes into effect, all of its targets who are assigned to attack the spellcaster or his hirelings become unassigned. The spellcaster does not roll to see if they battle him. *Special:* Different spellcasters can cast duplicates of the same spell to pacify the same denizens at the same time. *Note:* If any of the spellcaster's hirelings are assigned to attack any of the spell's targets at the moment when the spell goes into effect, then the spell is stopped from going into effect. The spell is cancelled.

c. Controlling Monsters: When a spell that controls monsters goes into effect, it can control only those monsters who are not already controlled. Monsters that are already controlled remain under their owner's control. When the spell goes into effect, the spellcaster can cancel the assignments of any or all of the target monsters. He cannot assign the monsters to new targets until the next round. *Note:* Leaving a monster assigned to one of his hired natives constitutes "treachery" against the native (see Rule 8.4.2g).

d. Preventing Attacks: If a spell prohibits a character from specifying a target, and he has already played a charge against that target, his charge is cancelled. If he has already specified that individual as his target, his specification of that target is cancelled and he cannot specify a new target until the next round (if he also had other targets, he keeps them). *Note:* The restriction on the character does not affect his hirelings. They can continue to attack the individual normally.

e. If the spell forbids a denizen from attacking a target it is already assigned to, the denizen becomes unassigned and it cannot be assigned to a new target until the next round. If it is a Tremendous monster, it turns red side down.

8.4.5 Playing Attacks and Maneuvers: After all of the spells have started working or have been cancelled, the characters secretly play their attacks and maneuvers to resolve weapon attacks and Attack spells by comparing attack direction and speed with maneuver direction and speed.

a. A character cannot attack with a weapon or Fight chit in the same round that he successfully casts a spell. He can play a maneuver normally. If a character's spell was cancelled before it started working, he can play a normal attack. The only target he can attack is the target where his Attention chit is located. If this target is not a character or denizen, he cannot attack.

b. An attack represents a single blow that is coming at the target from a specific direction. Each attack has a direction and a time number (or attack time). There are three attack directions: Thrust (straight ahead), Swing (from side to side) and Smash (downwards). The attack time defines the amount of time before the blow hits; lower numbers represent faster attacks.

c. A maneuver represents a move in one direction to evade attacks that are coming from the other directions. Each maneuver has a direction and a maneuver time. The three maneuver directions are Charge (straight ahead), Dodge (sideways) and Duck (downwards). The maneuver time defines the amount of time before the target completes his maneuver; lower numbers mean faster maneuvers.

d. During the Melee Step each character can make one attack against one other character or denizen, and each denizen makes one attack against one character or another denizen. (*Exception:* Attack spells can attack multiple characters or denizens.) Each character and denizen can also do a defensive maneuver to avoid enemy attacks.

e. Character Attacks and Maneuvers: Each character can play an attack, a maneuver and his armor, if he has armor active. He can choose not to play an attack or maneuver if he wishes, but if he has a shield or other armor active he must play it. All of the characters make their plays secretly, concealing their Melee Sections from each other. When they have finished they reveal their plays simultaneously. The plays cannot be changed once they are revealed.

e.1) To attack with a weapon, a character puts his active weapon and a Fight chit in one of the Attack circles on his Melee Sheet. His attack is always directed against the target he placed his Attention chit on at the beginning of the Melee Step. The circle he chooses defines his attack direction: each circle names the direction it represents and the maneuver it intercepts. His attack time equals the time number printed on his weapon; if his weapon has no time number, his attack time equals the time number on the Fight chit.

e.2) To play a maneuver, a character puts a Move chit in one of his Maneuver squares. The square he chooses defines his maneuver direction: each square names the direction it represents. His maneuver time equals the time number on the Move chit.

e.3) Once the plays have been revealed, a character's weapon counter and attack chit may be moved onto his target's melee sheet to assist in resolving combat accurately.

f. Playing Restrictions: There are limits on the action chits that a character can play during combat. However, the monsters or natives on his sheet do not restrict what chits he can play during the Melee Step.

f.1) One Use: Each action chit can be played only once per round. At the end of each Encounter Step and Melee Step, each character puts the action chits he played in the Used This Round box on his Melee Section. These chits stay in the Used This Round box until the end of the round, when he gets them back to use in the next round of combat.

f.2) Effort Limit: Each character can play no more than a total of two effort asterisks per round of combat. If he plays a chit that causes his asterisks for the round to total more than two, then the play is cancelled. *Example:* If the White Knight plays his Move H4** chit to maneuver, he cannot play his Fight T5* chit to attack. Magic chits are also subject to the effort limit: if the Druid plays his Magic I13* chit to cast a spell, he cannot play a Move L2** chit to maneuver.

f.3) Strength Restrictions: The character's items limit the action chits he can play. He can play a Fight chit only if its strength equals or exceeds the weight of his active weapon. He can play a Move chit only if its strength equals or exceeds the weight of every item he is carrying (this does not include inactive items being carried by a pack horse). If he plays a chit

that has insufficient strength, he must cancel the play – during the Melee Step he does not have the option of abandoning the over-weight item(s). *Example:* The Black Knight cannot use his Move M4 chit to maneuver as long as he has his Heavy armor (even if inactive). To use his Medium Move chits to maneuver in the Melee Step, he would have to abandon his armor and any other Heavy items he was carrying during the Encounter Step.

g. Illegal plays are cancelled and have no effect, and the chits that were played are put in their owner's Used This Round box. They cannot be played again that round and their effort asterisks do count towards their owner's effort limit and fatigue.

h. Weapons: Weapons can be used only if they are active. *Important:* Each character is limited to one active weapon (counter or card). He can own any number of weapons, but only one at a time can be active. Monsters and other denizens cannot use the weapon counters and cards. He can use his active weapon whether it is alerted or unalerted (alerted weapons usually have better combat values). When a character has a weapon active when he plays a Fight chit to attack, he must play

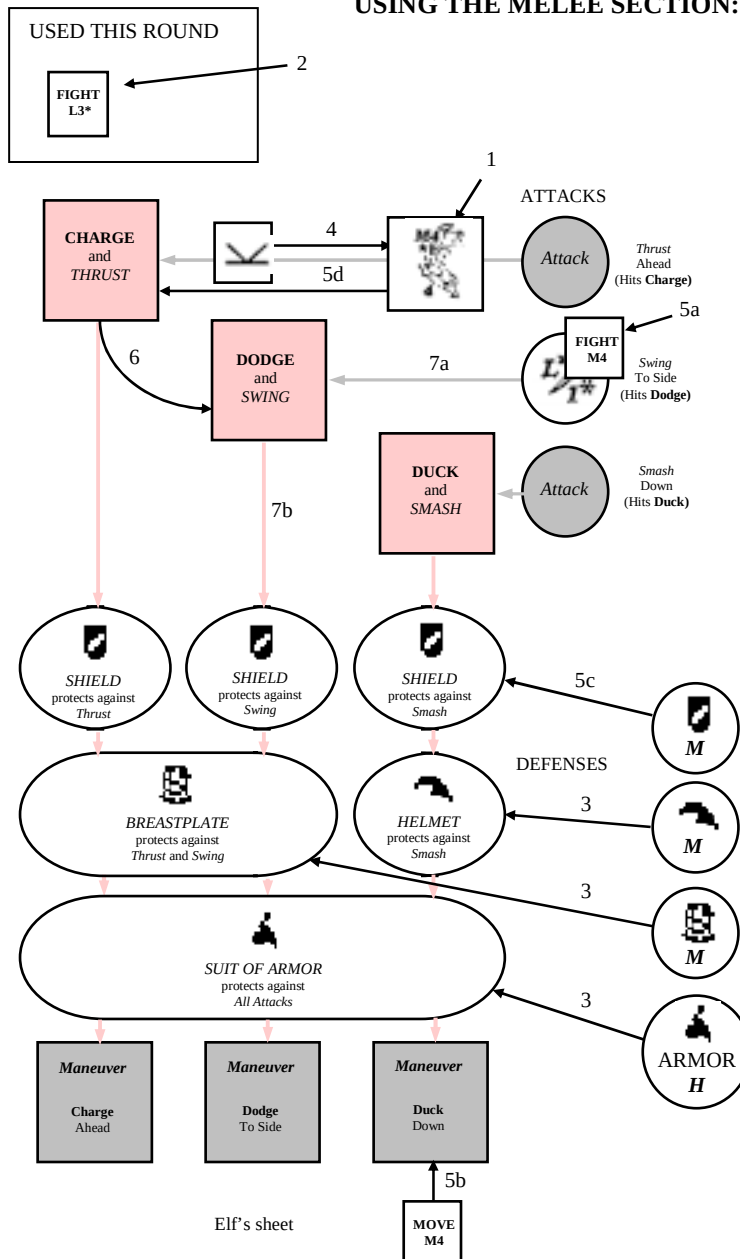
the weapon in the attack. Combat characteristics of alerted and unalerted weapons are shown in the List of Weapons.

h.1) If his weapon has a time number, this number must define his attack time – he does not have the option to use the chit's time number instead. If his weapon has no time number, then the time number on his Fight chit defines his attack time.

h.2) Each time a weapon hits in combat, it must be turned unalerted side up. Each time it attacks and misses, it must be turned alerted side up. In place of an attack, a character can play a Fight chit during the Melee Step without specifying a target; if he does so, he can turn his weapon either side up at the end of the round. This is normally done to alert a weapon for a later round of combat.

h.3) If he does not have an active weapon, he can attack with a Fight chit alone. *Explanation:* He is assumed to own a dagger that he uses when no better weapon is available. The dagger does Negligible harm with one sharpness star and no time number. He cannot use this dagger when he has a weapon active – he must play the weapon.

USING THE MELEE SECTION: Single Character vs. Monster



1. At the start of the Encounter Step monsters can be lured and the remaining monsters are assigned randomly; the monsters assigned to the character are put on his sheet. In the example, the Elf is unhidden in a clearing with a Goblin. The Elf does not lure and the Goblin is randomly assigned to the Elf's sheet.

2. The character gets a turn to do an action, but the monsters on his sheet limit the action chits he can play. The Elf alerts his Light Bow with a Fight L3* which is faster than the Goblin's move time (4). The Fight L3* is put in the "Used This Round" box.

3. All of the character's active armor, including any armor he just activated, must be put in the armor ovals. The Elf has no armor to place.

4. At the start of the Melee Step the character puts his Attention chit on the monster he will attack. He is not limited to the monsters on his sheet. The Elf puts his Attention chit on the Goblin.

5. Then each character secretly plays an attack (5a), a maneuver (5b), and his shield (5c), if he has one. He also positions the monsters in the red boxes (5d). The Elf puts his alerted Light Bow with a Fight M4 in the Swing circle as an attack and puts his Move M4 in the Duck box as a maneuver. The Goblin is placed in the "Charge and Thrust" red box.

6. After revealing his plays, he rolls to reposition the monsters and to see if they change tactics. The Elf rolls a "5" on one die for repositioning ("Down and to the Right"), and the Goblin moves to the "Dodge and Swing" red box. The Elf rolls a "5" (5,3) on the "Change Tactics" Table, so the Goblin does not turn over.

7. The grey arrows show which maneuver the character's attack intercepts (7a), and the red arrows show which maneuver the monster's attack intercepts (7b). The Goblin in Dodge and Swing does not intercept the Elf's maneuver in Duck and his attack speed (M4) is not faster than the Elf's Move M4 chit, so the Goblin's attack misses. The Elf's attack in Swing intercepts and hits the Goblin (his alerted Light Bow with speed 1 would have undercut and hit the Goblin even if he didn't match directions). The Elf rolls a "5" on the "Missile Table" which decreases the harm by two levels. The Bow's Light harm is increased by two levels to Heavy by the two sharpness stars, and reduced two levels to Light by the Missile Table. The Goblin's vulnerability is Medium, so he is unharmed. The Bow becomes unalerted because it hit its target, and the Goblin remains assigned to the Elf for next round of combat.

i. Armor: During combat, each character must put all of his active armor pieces in the ovals on his Melee Section. He cannot put inactive armor on his sheet. Each active armor piece protects him from the attack directions named in the oval where it is put.

i.1) He must put his helmet, breastplate and suit of armor counters in the ovals where they are pictured.

i.2) If he has an active shield, he must put it in one of the Shield ovals. It protects only the direction named in the oval. He secretly puts the shield in the oval during the Melee Step, at the same time that he plays his attack and maneuver.

i.3) The Ointment of Steel armor card protects all three directions, like a suit of armor. It is put in the Suit of Armor oval. If a suit of armor is also present in that oval, any attack which intercepts the oval hits the Ointment of Steel before it hits the Armor. The suit of armor cannot be damaged or destroyed until the Ointment of Steel is destroyed.

i.4) The other three armor cards are put in the Shield ovals: the Bejeweled Dwarf Vest must be put in the oval labeled “Thrust”, the Golden Arm Band must be put in the oval labeled “Swing”, and the Golden Crown must be put in the oval labeled “Smash”. **If a shield is also present in an oval with an armor card, any attack which intercepts the oval hits the shield before it hits the armor card. The armor card cannot be destroyed until the shield is destroyed.**

j. Boots and Gloves Cards: Boots and Gloves cards can be used instead of Move and Fight chits for attacks and maneuvers. **Like Move and Fight chits, they can only be played once per round.**

j.1) Boots cards display the word “MOVE”, a strength letter and a time number. When a character has a Boots card active, he can use it in combat as a Move chit with the strength and time number shown on the card. A Boots card can be active only if its strength equals or exceeds his weight and the weight of every item he is carrying (not including inactive items being carried by a pack horse). *Example:* The Pilgrim cannot use the Shoes of Stealth to maneuver because they have only Light strength and his weight is Medium.

j.2) Gloves cards display the word “FIGHT”, a strength letter and a time number. When a character has a Gloves card active, he can use it in combat as a Fight chit with the strength and attack speed shown on the card. He can play the Gloves card only if its strength equals or exceeds the weight of his active weapon.

k. Horses: When a character has a horse active, he can play it as if it were a Move chit with the strength and time number shown on the face-up side of the counter. He can play it only if its Move strength equals or exceeds his weight and the weight of everything he is carrying (not including inactive items being carried by a pack horse). *Example:* If the Captain has the L3/M4 pony active during combat, he can only play it on the M4 walking side because his Medium weight exceeds the pony’s carrying capacity on the L3 side.

k.1) The character can play a horse only if it is active (horses cannot be used in caves, where they are automatically inactive). He can choose whether or not to use the horse – he is not obliged to play it just because it is active.

k.2) He can play his horse during both the Encounter Step and the Melee Step (it is not put in the Used This Round box when it is played), and when he plays it he can turn it either side up, but he can play it “galloping” side up only once per round (either in the Encounter Step or the Melee Step).

k.3) When he uses a horse to maneuver in the Melee Step,

any attacks that hit him inflict harm on the horse instead of the character. *Note:* Warhorses are protected by armor in all directions. Every attack that hits a warhorse hits armor and loses one sharpness star. This armor cannot be damaged while the warhorse lives.

k.4) Each hired native who has a horse must always be played with his horse (except in caves). He cannot choose to dismount.

l. Attack Spells: When a character successfully casts an Attack spell, it attacks like a weapon. He plays his attack secretly at the normal time, when he plays his maneuver, but instead of playing a weapon or Fight chit he puts either the Attention chit (or the Magic chit) he is using in an Attack circle to define his attack direction. His attack time is equal to the completion time of his spell.

l.1) The attack is resolved like an attack by a weapon. The List of Spells specifies each spell’s weapon length and method of attack, and the harm it inflicts. *Note:* Treasure cards that alter weapons do not affect Attack spells.

l.2) The spell attacks all of the targets the spellcaster specified. It uses the same direction and attack time against each target. If it attacks like a missile weapon and gets multiple hits, the spellcaster makes a separate die roll on the Missile Table for each hit. Before each roll he specifies which hit he is rolling for, and his result affects only that hit.

m. Positioning Denizens: As each character makes his own plays, he also puts the denizen counters on his Melee Section in the red boxes without turning the counters over. He can put each denizen in any box he chooses, as long as he puts “**attacking counters**” in as many boxes as possible: he cannot leave one of his boxes empty while he doubles up the attacking counters in another box. **“Attacking counters” are monster, native, head, or club counters. Native horses are not considered attacking counters, and cannot be used to fill an empty box by themselves if an attacking counter is available to put in that box.** An unhired, uncontrolled denizen cannot be put in the same box with its head, club, or horse.

n. Hirelings: For a defending hireling on his own Melee Section, the hiring character positions all of the counters that are on the hireling’s sheet. He positions only those counters that are on the sheets owned by his hirelings; hirelings on other sheets are positioned by the owners of those sheets.

n.1) He can put the defender in any red box, either side up. The defender’s horse can be put in the same box or a different red box, but cannot be turned over. **This positioning should be made secretly if the defender is being targeted by another character.**

n.2) He can put the defender’s target in any of the Maneuver squares, and he can put each remaining attacker in any Attack circle. He must put **attacking counters (monsters, natives, heads, or clubs)** in as many attack circles as possible. He cannot put a head, club, or native horse in the same circle or square as its owner. He cannot turn any of these counters over.

o. Unassigned Denizens: Each unassigned denizen who is being attacked only by characters is positioned on an unused Melee Section by one of the characters who is attacking it. Each denizen is put on a separate Melee Section. Unassigned denizens that are not being attacked can be ignored this round. *Example:* At the end of the Encounter Step, the Black Knight is hidden in the same clearing with an unassigned Heavy Dragon and an unassigned Giant Bat. In the Melee Step, the Black Knight selects the Dragon as his target, becoming unhidden. The

Dragon is put on an unused Melee Section, and the Black Knight plays his Mace with a Fight chit in an attack circle on his own sheet to attack the Dragon. The Dragon does not attack the Black Knight this round. The Giant Bat is not given a Melee Section and does not take part in combat this round.

p. Transmorphized Characters: Instead of playing his own chits, a transmorphized character plays unused chits symbol side up as dummies, and each chit has the values defined by the spell.

COMBAT: DENIZEN VERSUS DENIZEN: The Goblin is the defender who “owns” the Melee Section, the Lancer is his target and the Archer is an extra attacker. Both natives are attacking the Goblin.

Random assignments: The Goblin was assigned to the Elf.

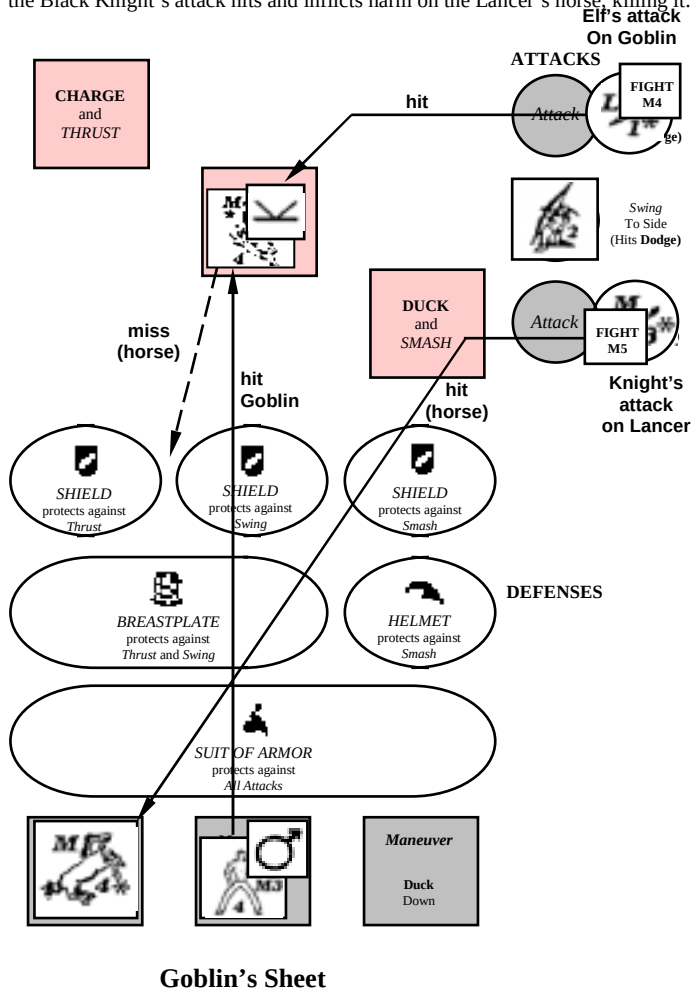
Deployment turns: The Elf assigned his hired Archer to attack the Goblin, which was immediately put on its own sheet. The Wizard later added two hired Lancers to the attack, but then the Black Knight assigned a hired Bashkar to attack one of them, so that Lancer has been put on his own sheet to fight the Bashkar (not shown).

Targets: The remaining Lancer was the last attacker put on the Goblin’s sheet, so it becomes the Goblin’s target. The Black Knight chooses the Lancer as his target and the Elf chooses the Goblin as his target. They place their attacks (weapons and Fight counters) on their own sheets in the directions shown.

Randomizing: The Goblin, Lancer and Archer all make separate rolls for repositioning and changing tactics. The Archer changes tactics to his light side.

Removing misses: Since the Lancer has a horse, the Goblin’s attack is compared to the horse’s maneuver: it fails to intercept or undercut the horse, so it misses. The Black Knight hits by undercutting the horse’s maneuver time (alerted Mace speed=3). The Elf hits by undercutting and the Lancer hits by intercepting. The light-side-up Archer does not attack.

Inflicting harm: The Elf kills the Goblin, cancelling the Lancer’s attack. Then the Black Knight’s attack hits and inflicts harm on the Lancer’s horse, killing it.



p.1) If he is transmorphized into mist, he does not take part in combat and cannot play an attack or maneuver. The only chit he can use is a Move chit that he can use only to run away during the Encounter Step (he cannot carry anything, and he cannot be blocked, so the Move chit does not have a time or weight).

p.2) If he is transmorphized into a creature or monster, his chits match the creature’s or monster’s values. He uses its move values to charge, run away, and maneuver, and he uses its attack values to attack. He must specify exactly which combat value he is using when he plays the chit. Unlike a normal monster, he does not have to maneuver in the same direction in which he attacks.

p.3) If he is transmorphized into a Tremendous monster with a head or club, he must use both attacks against the same target. He may play both attacks in the same direction or different directions.

q. Flying in Combat: A character or denizen cannot ride flying steeds in combat. He can use his own flying values only if his flying strength will carry him and all of his items. He can use his flying time only if he uses his flying strength. He can use his flying values like move values, to charge during Deployment, and to maneuver during the Melee Step. The owner of the Flying Carpet has the option to use it repeatedly whenever it is energized, but only once per round of combat. When a character or denizen uses flying values to charge or maneuver, he stays in the clearing.

8.4.6 Repositioning Denizens and Changing Tactics: After playing his own attacks and maneuvers, the character rolls the dice to position the denizens on his sheet randomly. At the same time he rolls the dice to position the attacking denizens on the sheet of any of his hirelings that are on their own Melee Sheets. Any player can roll to reposition the denizens on the sheet of a monster or unhired native. Each monster and native also has two sets of "tactics" in combat which are represented by the different values on the two sides of their counter. One is typically a stronger but slower attack and the other is a weaker and faster attack. The rolls to "change tactics" that are made throughout combat represent a random chance for denizens to switch from one set to the other.

a. Character's Sheet: After revealing his plays, the character randomly determines the final positions of the denizens he placed on his own sheet. He rolls one die, and the denizen counters on his Melee Sheet move among the red boxes as indicated by the result. This roll is not affected by modifiers. The results of each die roll are shown in the Repositioning Denizens Table.

b. Each denizen’s final placement defines its attack and maneuver. Its attack time is the attack time printed on the counter, its maneuver time is the move time on the counter, and the denizen’s red box defines its attack and maneuver direction: each box names the directions it represents. Example: Monsters in the top left box are doing the Thrust attack and the Charge maneuver. A native in the middle box with its horse in the bottom right box is attacking in the Swing direction and maneuvering in the Duck direction.

c. After the denizen counters have been repositioned, the character randomly determines whether they turn over. He specifies one of the red boxes, rolls two dice (die roll modifiers do not affect these die rolls) and consults the Change Tactics Table: if either die rolls a “6”, all of the denizens in that box

turn over. He rolls separately for each red box that contains denizens, and the results apply only to the counters in that box. Once a counter turns over, it keeps its new side face up until it “changes tactics” again. Whether hired or not, native horses never turn over randomly. They never change tactics. Tremendous monsters also do not change tactics (see Rule 8.4.7c).

d. Denizen’s Sheets: A denizen (including a hireling) on his own sheet is the “defender” and is positioned in one of the red boxes on an unused Melee Section. After the plays are revealed, the attackers on each sheet (including the defender’s target) can change positions and change tactics randomly. Roll separately for each sheet. Die roll modifiers do not affect these die rolls.

d.1) Roll once to reposition the defender’s target in the maneuver squares and once more to reposition all the extra attackers in the attack circles. The counters move as shown on the appropriate Repositioning Denizens Table. When changing tactics, roll for each circle or square that contains denizens (except for the horse counters and Tremendous monsters, who never change tactics).

d.2) If the sheet’s defender is an uncontrolled denizen, it can also change positions and change tactics: roll separately for him.

d.3) If the defender is a hireling, he remains as he was placed: he cannot be repositioned and he does not change tactics.

8.4.7 Special Monsters: The monsters in this section are exceptions to the normal rules. They play and fight normally, except as noted below.



a. Spear-Carrying Goblins do not attack when they are light side up. They are assigned normally and interfere with their target’s ability to play action chits during the Encounter Step, but they do not attack. They attack normally when dark side up. *Denizens transformed into Birds, Frogs, or Squirrels behave similarly – they do not attack but are assigned normally and interfere with their target’s ability to play action chits.*



b. Demon, Winged Demon, and Imp: One side of these counters shows a Roman numeral in place of a harm letter. These Roman numerals signify magic: when the Roman numeral side of the monster counter hits, instead of inflicting harm the attack causes the target to roll on a spell table. When he has rolled and applied the results, the attack ends.

b.1) When the “V” side of either Demon counter hits, the target must roll on the Power of the Pit Table with himself as the target.

b.2) When the “VIII” side of the Imp counter hits, the target must roll for a Curse on the Curses Table.

b.3) These attacks ignore the target character’s armor and horses and hit the character himself.

b.4) The monster makes this attack only when it is red side

down; when it is red side up it makes a striking attack with a weapon length of “0” (tooth/claw).

b.5) Both Demons are Tremendous monsters and flip over only as described in the next section. The Imp changes tactics normally.



c. Tremendous monsters do not change tactics and turn over like other monsters. The only time a Tremendous monster turns red side up is when it hits its target in combat; when the monster (or its head or club) hits its target, it turns red side up *at the end of that round of combat (but its head or club, if it has one, stays on the side it is on)*. Once it turns red side up, it stays red side up until it is killed or its target is killed. When its target is killed, the Tremendous monster turns red side down again. Controlled or hired Tremendous monsters must be played red side down by the hiring character; their head or club can be played either side up. Controlled or hired Tremendous monsters turn red side up if they (or their head or club) hit and behave just as uncontrolled red-side-up Tremendous monsters do.

d. When a Tremendous monster is red side up, it has picked up its target and is trying to tear him apart. The monster’s attack time is in a circle (instead of with a harm letter) to signify that the monster is holding his target. When the monster hits its target, instead of inflicting harm it just kills the target outright. If the target is a character, the attack is not affected by armor or horses, and it does not affect armor or horses: the character is just killed without hurting his armor or horses.

d.1) When a Tremendous monster is red side up, it cannot change targets. It cannot be lured away by other characters or hired natives.

d.2) When a red-side-up Tremendous monster is on a character’s Melee Section, it restricts the action chits he can play. During the Encounter Step, the character cannot play Move chits, *Fly chits*, Boots cards, or horses to run or fly away. He can play Fight chits and Gloves cards to turn over his weapon counter, and he can do other actions. During the Melee Step, the character cannot play a horse. He can play an attack normally, and he can play a Move chit or Boots card to do a maneuver; in terms of the game, he is wriggling around in hopes of delaying the final, fatal attack.

d.3) When a Tremendous monster or its head or club hits a native (or his horse) without killing the native, the monster turns red side up and stays assigned to him until the monster or native is killed. If the native’s horse survives, he continues to play it; the monster picks it up, too. When a red-side-up Tremendous monster hits a native (or his horse), the native and his horse are both killed.

d.4) Combat cannot end in a clearing while a Tremendous monster is red side up. *Special: Use of the Elusive Cloak can cause an “infinite loop” where neither the character nor the Tremendous monster can be killed, and combat extends indefinitely. If there is no chance for the Tremendous monster to be killed by either the character or anyone else in the clearing (or the other characters decline to help), then the character is killed. Explanation: It is assumed that the character will tire before the*

monster does.

e. Head and Club Counters: Each head or club counter is assigned with the monster it belongs to. When the monster is assigned to a character, its head or club is automatically assigned to the same character. Each head or club makes a separate attack against the target, using its own weapon length, harm letter, and sharpness stars.

e.1) A head or club cannot be put in the same red box with the monster it belongs to. When a character positions the monster counters in the red boxes, he must put the monster and its head or club in different boxes.

e.2) Head and club counters can be repositioned and can change tactics just like other monster counters (even though they are red on the flip side).

e.3) When a head or club counter hits, the Tremendous monster is considered to have hit, and the Tremendous-sized monster counter representing its body turns over to its red side. However, the head or club counter stays on its current side and continues to change tactics normally.

e.4) Head and club counters cannot be attacked. The only way to destroy them is to kill the monster they belong to.

f. Characters Transmorphized into Tremendous Monsters. Characters transmorphized into Tremendous monsters follow many of the same rules in combat as untransmorphized Tremendous monsters. They must be played red-side-down initially, and flip red-side-up if their body, head, or club hit. Unless otherwise specified, while red-side up they stay assigned to their target until either they or their target are killed.

8.4.8 Resolving Attacks: After the denizens are randomized and change tactics, compare each attack with its target's maneuver to see if the attack misses. Attacks that hit do not go into effect yet – they can still be stopped by killing the attacker before his attack hits.

a. Compare the attack time of each attack to its target's maneuver time. If the attack time is lower, the attack will hit the target by "undercutting" the target's maneuver time.

b. If the attack did not undercut, compare the direction of the attack to the direction of its target's maneuver. If the attack direction matches the target's maneuver direction, the attack will hit the target by "intercepting" the target's maneuver. The arrows on the Melee Section illustrate which attack directions intercept which maneuver directions.

b.1) The grey arrows show which red box is hit by each Attack circle. Follow the grey arrow from the circle containing the attack until it comes to a red box. If the target is in this box or in a matching box on another sheet, the attack intercepts and hits. *Note:* The attack cannot hit other denizens in the box. The only denizen that can be hit is the designated target. *Example:* If a character has played his Fight chit in the Smash Attack circle, he intercepts his target if the individual marked with his Attention chit on it is in any "Duck and Smash" box on any sheet.

b.2) The red arrows show which Maneuver square is hit by each red box. If a red box contains denizens, follow the red arrow from that box until it comes to a Maneuver square (after passing through the armor ovals). If this square contains the target's maneuver, all of the denizens in that red box intercept the maneuver and hit. *Special:* If a character does not play a maneuver, all of the denizen counters on his sheet intercept and hit him.

c. When one character attacks another, his Attention chit attacks with the combat values defined by the weapon and Fight chit he played. His chit attacks from the red box on the target's sheet that matches the direction of the attack. *Example:* If he plays a Swing attack, he attacks from the "Dodge and Swing" box on his target's sheet. If the targeted character has played his Move counter, Boots card, or horse in the "Dodge" maneuver box, he is intercepted.

d. If a character attacks a target on a denizen's Melee Sheet, his attack circle intercepts the matching circle on that Melee Sheet, the red box that this circle points to, and the Maneuver square that this red box points to. *Example:* If he plays a Smash attack, he intercepts his target if it is in the "Smash" circle, the "Duck and Smash" box, or the "Duck" square.

e. On a denizen's sheet, each attacker in an Attack circle intercepts the red box his circle points to, the owner intercepts the Maneuver square that his red box points to, and the attacker in the Maneuver square intercepts the red box that points to his square.

f. Whether or not an Attack spell hits is determined in exactly the same manner as a weapon. It must either undercut (based on the spell's completion time) or intercept the target(s) to hit.

g. If an attack neither undercuts nor intercepts its target, it misses. *Explanation:* The target completes his maneuver and gets out of the way of the attack. When a character misses, he removes his attack from its circle and turns his active weapon alerted side up. When a denizen misses, it is left on the sheet if it is the target of anyone else's attack. If it is not the target of any attacks, it is placed at the top of the target's Melee Section to indicate that it is still engaged with its target even though it has missed this round.

8.4.9 Inflicting Harm: Attacks that hit go into effect one at a time, in the order defined by their weapon length and attack times.

a. On the first round of combat in each clearing each day, attacks hit in the order defined by their weapon length, longer weapons before shorter. If attacks have the same weapon length, the attack with the faster attack time hits first.

b. In all subsequent rounds of combat in that clearing that day, attacks hit in the order defined by their attack times, faster attack times before slower. If attacks have the same attack time, the attack with the greater weapon length hits first. *Note:* If two or more attacks have both the same time and the same weapon length, they are simultaneous and inflict damage at the same time (see Rule 8.4.9m).

c. Hits inflict harm one by one, in the order defined by their length and attack time. When a hit inflicts harm the results go into effect instantly, before the next hit inflicts harm: if the hit changes the situation then the next hit inflicts harm in accordance with the new situation. *Note:* Wounded action chits are not removed from play until the Fatigue Step. A character who has received a wound which will cause death does not actually die until the Fatigue Step, and his attack that round is not cancelled.

c.1) When a denizen or character is killed, all attacks that are waiting to inflict harm are cancelled. Any weapons making the cancelled attacks turn alerted side up.

c.2) If a character or denizen is killed before his attack inflicts harm, his attack is cancelled and has no effect. *Example:* If a character and monster play killing attacks against each other,

the one whose attack is resolved first survives.

d. When a character's attack hits (if it is not cancelled before it can take effect), his weapon becomes unalerted.

e. When an attack hits, it inflicts harm on its target. Harm is measured in the same levels as weight: "T" for Tremendous, "H" for Heavy, "M" for Medium and "L" for Light. The harm that a weapon or monster counter inflicts is equal to the harm letter on

the attacking counter, plus levels for any sharpness stars on the counter.

e.1) If the attack does not hit armor, each sharpness star increases the harm one level.

e.2) If the attack does hit armor, one of the sharpness stars does not add to the harm (the star is not lost permanently, it just does not count in the current attack), but each additional star

RESOLVING ATTACKS: Two Characters vs. Two Monsters

The Swordsman and the Elf are in a clearing with a Giant and a Bat. The Swordsman lures the Giant and the Bat in the Encounter Step. For his action, the Elf uses a Fight L3* to alert his Bow (not shown). In the Melee Step the characters target the monsters indicated by their Attention chits. The Swordsman put one monster in each box because he had to fill as many boxes as possible (in any case the Giant and its club must be put in different boxes), and after the die rolls for repositioning and changing tactics the monsters are placed as shown and the attacks are resolved.

Removing misses: Compare each attack to its target's maneuver to see if it hits:

Giant: The Giant's attack does not match the Swordsman's maneuver and its time (5) does not undercut the Swordsman's maneuver time (3), so the Giant counter misses and is removed from the box.

Club: The club intercepts the Swordsman's maneuver direction, so it will hit.

Bat: The Bat's attack time of "2" undercuts the Swordsman's maneuver time, so the Bat will hit.

Swordsman: The Swordsman's attack intercepts and hits the Bat.

Elf: The Elf uses the attack time shown on his weapon, so his attack time of "1" undercuts and hits the Giant.

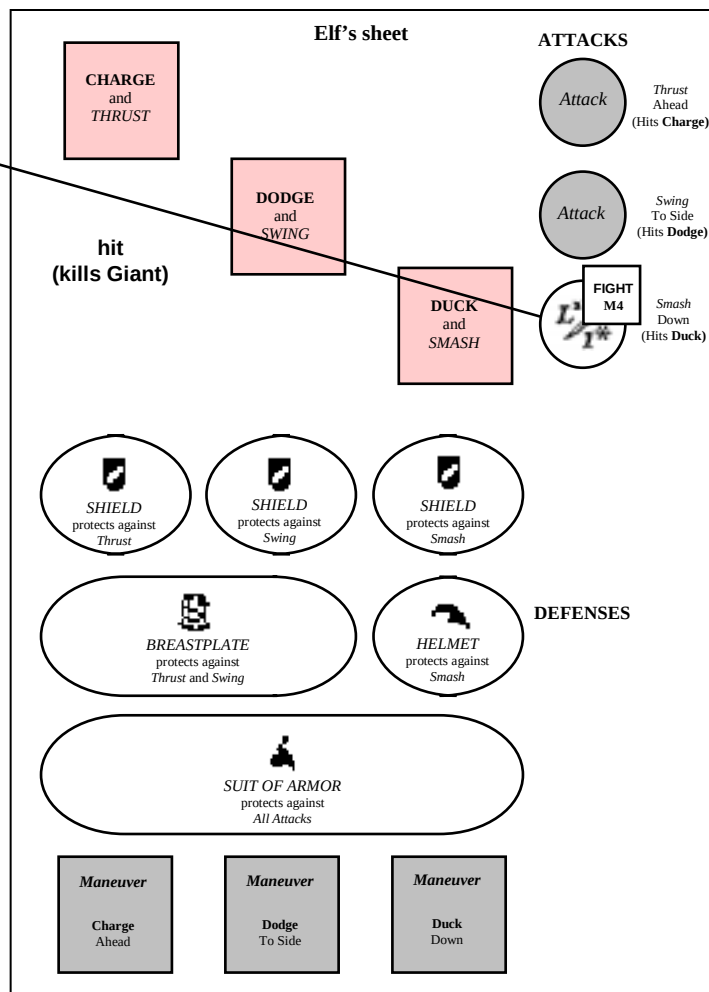
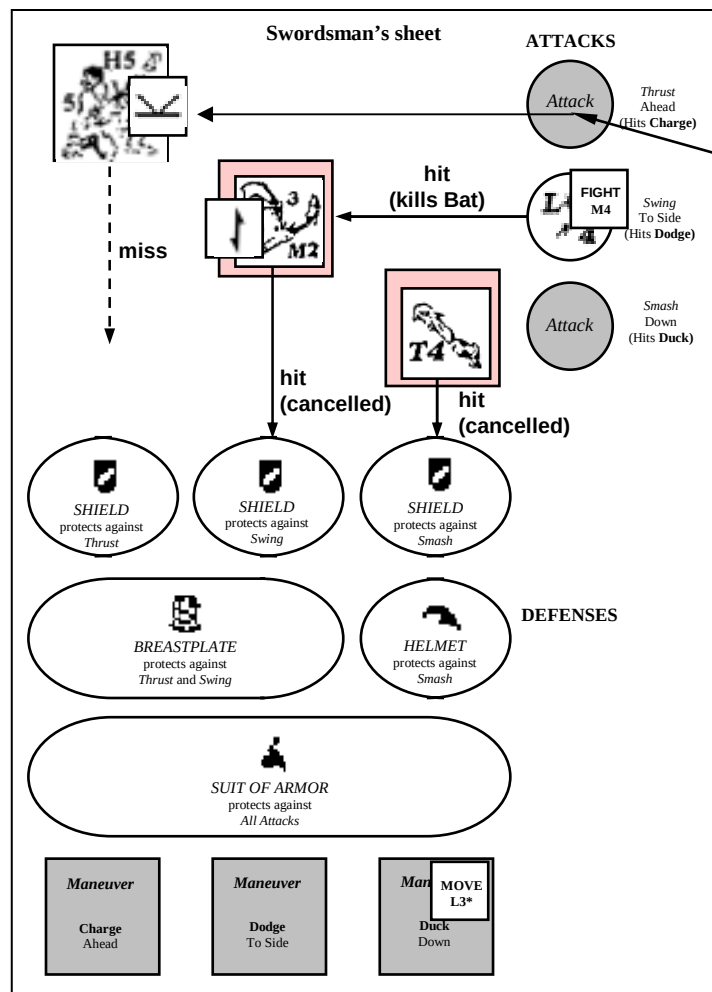
Order of hits: It is the first round of combat in the clearing today, so the attacks hit in the order defined by their weapon length. They hit in the following order: Elf, Club, Swordsman, and Bat. *Note:* On later rounds, the attacks would hit in the order defined by their attack times, and the order would be: Elf, Bat, club (greater length wins ties), Swordsman.

Elf: The Elf's attack inflicts Heavy harm (Light harm plus two sharpness stars), and since the Bow is a missile weapon he rolls on the Missile Table. He rolls a "2", which increases the harm one level to Tremendous, killing the Giant.

Club: When the Giant is killed, his club's attack is cancelled.

Swordsman: The Swordsman's attack inflicts Light harm plus one level for sharpness. Since he played a Fight chit whose strength exceeds the weight of his striking weapon, he gains an extra level, so his attack inflicts Heavy harm, killing the Bat.

Bat: When the Bat is killed its attack is cancelled.



increases the harm one level. *Example:* A counter with an “M” (Medium) harm letter and two sharpness stars inflicts Tremendous harm normally, but only Heavy harm when it hits armor.

e.3) If the attacking piece has no sharpness stars, the harm it inflicts is not affected by armor. *Example:* A Heavy counter with no sharpness stars inflicts Heavy harm whether it hits armor or not.

e.4) Armored Monsters: When an attack hits a monster, the attack hits armor only if the monster is a Dragon, Troll, or Serpent (including Vipers).

e.5) Armored Natives: Each Knight, Great Swordsman, Pikeman, Short Swordsman, and Crossbowman is protected by armor in all directions, as are all warhorses (no other natives have armor). Every attack that hits one of these natives hits armor and is reduced by one sharpness star.

f. Modifying Harm: The method of attack of the character’s weapon can modify the harm he inflicts.

f.1) If he hits with a *missile* weapon, he must roll on the Missile Table and adjust the harm level as indicated by his result.

f.2) If he plays a *striking* weapon with a Fight chit whose strength exceeds the weight of the weapon, the harm increases one level. The harm increases only one level no matter how much extra strength the Fight chit has. *Example:* If he plays a Medium, Heavy or Tremendous Fight chit with a Light striking weapon, the harm increases one level (to Medium, plus any sharpness).

f.3) Special: A “dagger” (a Fight chit played alone) is a “Negligible” striking weapon with one sharpness star. It always gains a level for excess Fight strength, so it inflicts Medium harm when it misses armor, Light harm when it hits armor.

g. Bowmen: The Archers and Crossbowmen fire missile weapons, so the harm they inflict is modified by the Missile Table. When an Archer or Crossbowman hits, one of the players rolls for him on the Missile Table and the result modifies the harm he inflicts.

g.1) The player’s die roll modifiers do not affect this roll – he is rolling for the native, not for himself. Any player can roll.

g.2) The Archers have their own die roll modifier: when a player rolls on the Missile Table for an Archer’s attack, he rolls only one die. This does not apply to the Crossbowmen, who roll two dice. *Note:* When light side up (the side with no attack values), an Archer counter cannot attack.

h. When the target is a denizen, compare the final harm inflicted by the attack to the denizen’s vulnerability. Monsters’ vulnerabilities are defined by counter size. Natives’ vulnerabilities are defined in the List of Natives, and horses’ vulnerabilities (belonging to both characters and natives) are shown in the List of Horses. If the harm equals or exceeds its vulnerability, the denizen is killed. If the harm is less than the vulnerability, the harm has no effect. After the hit takes effect, the attacking weapon counter is turned unalerted side up.

i. Native Horses: If a native is riding a horse, his own counter defines his attack direction but each attack aimed at him is resolved against his horse: the attack is compared to the maneuver time and direction of the horse counter to see if it hits, and if it hits it inflicts harm on the horse, not the rider. If the horse is killed before all of the hits against it have taken effect, the remaining hits inflict harm on the rider; the hits and misses previously defined by the horse’s maneuver remain in effect for the rest of the Melee Step. *Example:* Two Thrust attacks with

different attack times intercept a horse doing the Charge maneuver. The first one kills the horse. The second Thrust inflicts harm on the rider, regardless of what maneuver he used.

j. When the target is a character, determine whether the attack harms his horse, his armor or himself.

j.1) If the character played a horse to maneuver in the Melee Step, then the attack hits the horse and no harm is inflicted on the character or his armor. Compare the final harm level to the horse’s vulnerability (see the Horses list). If the harm equals or exceeds the horse’s vulnerability, the horse is killed and is removed from play for the rest of the game. If the harm is less than the vulnerability, the horse is not affected. *Note:* If the horse is a warhorse, the attack strikes armor and is reduced by one sharpness star.

j.2) If the character did not play a horse, then the attack inflicts harm on him or his armor. If the red arrow from the attacker’s box leads to an oval that contains an armor piece, then the attack hits that armor and is reduced by one sharpness star, and most of the harm is inflicted on the armor instead of the character. *Exception:* If the final harm from a missile attack exceeds Tremendous (see Missile Table), it kills the target without affecting his armor (it hits a vital unarmored spot).

j.3) The direction of the attack (not the character’s maneuver) defines what armor is hit. The attack hits only one piece of armor: it stops and hits the first piece of armor it comes to. If it hits an oval that contains both an armor card and an armor counter, it hits only the counter, not the card. *Exception:* The Ointment of Steel stops all attacks before they hit armor.

j.4) If the attack inflicts Medium or greater harm on the armor, the character suffers one wound (see Rule 8.5.3).

k. When an armor counter is struck by harm equal to its toughness, the armor becomes “damaged”. When struck by harm that exceeds its toughness, the armor is destroyed. *Example:* A Medium shield is damaged by Medium harm, destroyed by Heavy or Tremendous harm.

k.1) Each armor counter is turned “intact” side up at the start of the game. When damaged it is turned “damaged” side up, and it remains damaged side up until it is repaired or destroyed. While damaged, it protects its owner normally.

k.2) When damaged armor is damaged again, it is destroyed.

k.3) When an ordinary armor counter is destroyed, its owner gets no compensation. The destroyed counter is immediately turned intact side up and is put on the Setup Card: helmets and shields go in the Soldiers box, breastplates go in the Guard box, and suits of armor go in the Order box. *Explanation:* The regenerated counter represents newly manufactured armor. Each ordinary armor counter is always in the game – each time it is destroyed it immediately reappears as a new piece of armor.

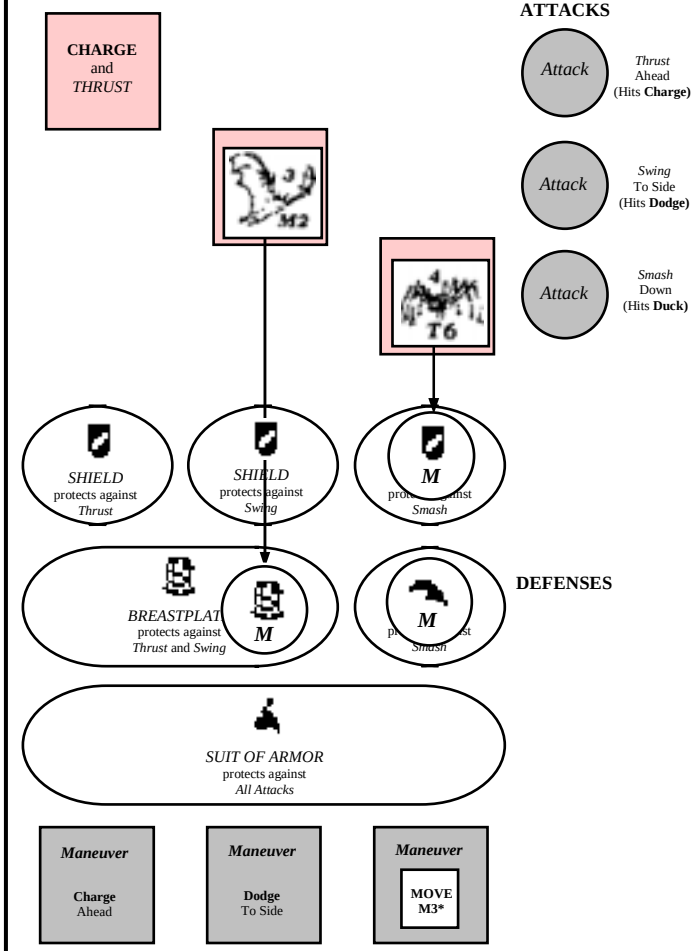
k.4) When an armor card or treasure counter is destroyed, it is removed from play for the rest of the game. *Special:* The owner of the armor gains recorded gold to reflect the value of the jewels and metal in the shattered treasure. The Treasure Counters list shows the value of each destroyed treasure counter, and the Armor list shows the value of each destroyed armor card.

k.5) Armor cards cannot be damaged. When an armor card is struck by harm that equals or exceeds the armor’s toughness, the armor card is destroyed.

l. When a piece of armor or a horse is destroyed it is instantly removed from play. It does not protect its owner from attacks that inflict harm after that. *Example:* Three Heavy Smash

COMBAT: EFFECT OF ARMOR

Both monsters hit the Amazon who played a Move M3* in Duck. (The Spider matches directions and the Bat's M2 attack undercuts her Move time.) The arrow from the Bat's box runs into her breastplate, so the Bat inflicts Medium damage on the breastplate, damaging it and inflicting one wound on the Amazon. The Spider's arrow runs into her shield, so its attack inflicts Tremendous damage on the shield, destroying it and inflicting another wound on the Amazon. Her helmet is not affected.



attacks with different attack times hit the Captain, who played a workhorse and who is wearing a helmet. The first hit kills the horse, the second hit destroys the helmet, and the third hit kills the Captain.

m. Simultaneous attacks (attacks with the same weapon length and attack time) inflict harm at the same instant, before the situation changes. If two individuals simultaneously inflict killing blows on each other, they both die. If two attacks hit the same armor or horse they all inflict harm on it, even if they inflict enough harm to destroy it several times over; the armor or horse is not removed until all of the simultaneous attacks are over. If two or more attacks damage the same piece of armor it is destroyed. *Example:* Three simultaneous Heavy attacks hit a character's Heavy suit of armor. Each attack inflicts a wound and two of them destroy the armor, but the third attack also hits the armor, not the character.

n. If the red arrow does not pass through an oval that contains armor, the attack inflicts harm directly on the character. Compare the final harm level to the character's vulnerability (from his Character card). If the harm equals or exceeds his vulnerability, he is killed. If the harm is less than his vulnerability but more than "Negligible", then he suffers one

wound. Attacks that inflict "Negligible" harm have no effect at all. *Note:* The Serious Wounds optional Rule 10.A.1 allows equal harm to cause multiple wounds rather than killing the character outright.

o. When an individual is transmorphized into a creature, he uses the creature's vulnerability when he is hit.

p. When a character is killed, all of the denizens on his sheet become unassigned; they will be assigned to new targets at the start of the next Encounter Step. **All of his hirelings become instantly unhired. If his former hirelings are attacking or being attacked by monsters or unhired natives, they immediately disengage and discontinue their attacks. If his former hirelings are attacking or being attacked by another character or his hired natives, the former hirelings and their native group instantly begin battling that character and his hired natives, and continue their attacks.**

q. When a native or native horse is killed, it is removed from play until it regenerates. When a native is killed, his horse is killed also. When his horse is killed the native survives, unless he is killed separately.

r. Attack spells attack and inflict harm like weapons. When they hit, they can hit armor and horses normally, like weapons. All other spells inflict their effects directly on the target, ignoring his armor and horse; they are not stopped by armor or horses.

s. After all of the attacks have hit or been cancelled, each character takes his Attention chit back to use in the next round of combat and puts any monsters and unhired natives on his sheet back at the top of his sheet without turning them over. They start the next round on the same side that they ended the round on.

8.5 FATIGUE AND WOUNDS

At the end of each round of combat, during the Fatigue Step, each character must deactivate action chits to pay for the fatigue and wounds he incurred during the round.

8.5.1 Fatigue: Each character can normally play Fight and Move chits totaling up to two asterisks per round (some Treasures allow more asterisks to be played). If he plays chits with no asterisks or a total of one asterisk, he does not fatigue. If he played chits with a total of two or more asterisks, he must fatigue by moving chits with asterisks from active status to inactive (fatigued) status. The number of asterisks he must fatigue is equal to the number of asterisks he played, minus one.

a. He can fatigue any chits with asterisks he has in play, including chits he played this round, as long as they are of the same type as the extra asterisks he played. If he played only Move chits, he must fatigue a Move chit, and if he played only Fight chits, he must fatigue a Fight chit. If he played both Move and Fight chits, he must specify which asterisk does not fatigue, and fatigue asterisks of the same type(s) as the remaining asterisks played. If he fatigues a double-asterisk chit he can bring back a single-asterisk chit of the same type to "make change" (see Rule 4.2.5).

b. When a character plays no asterisks he does not gain asterisks – he just does not have to fatigue any.

c. Normally a character will play no more than two asterisks, but if he uses the Potion of Energy or Girdle of Energy Treasure cards to play more than two asterisks, then the extra asterisks also fatigue. The number of asterisks he fatigues is always one less than the number he played.

COMBAT: SPELLCASTING

Sunset: The Pilgrim and the White Knight, with the White Knight's hired native O3, are unhidden in a clearing with their sworn enemies, the Sorcerer (unhidden) and the Druid (hidden).

Encounter Step – Deployment and Actions: The White Knight deploys O3, with his horse on its galloping 4* side, against the Sorcerer. The Sorcerer, unable to run away because his fastest move is Move M4, uses a Magic VI4* chit and a Purple magic color chit to cast "Transform" as his action. He can cast a spell because his Magic chit is equal in speed to O3's horse. The Pilgrim casts "Exorcise" using his Magic I4* and a White magic color chit, and the Druid casts "Stones Fly" with his Magic II2** and a Grey magic color chit. The White Knight alerts his sword with a Fight H6.

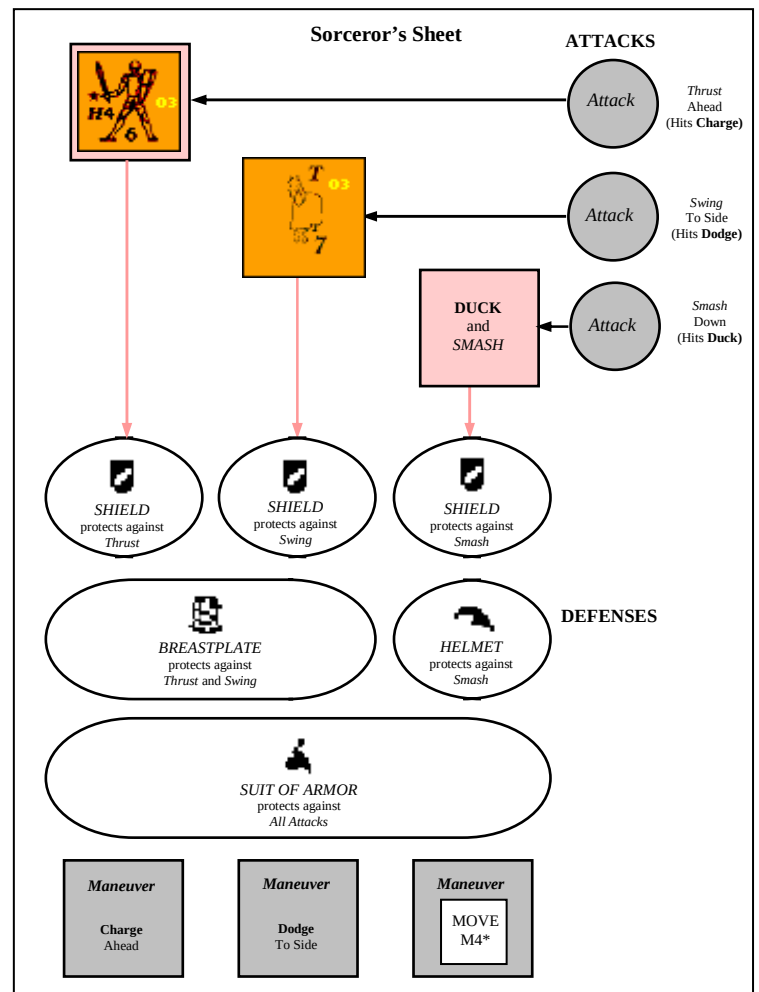
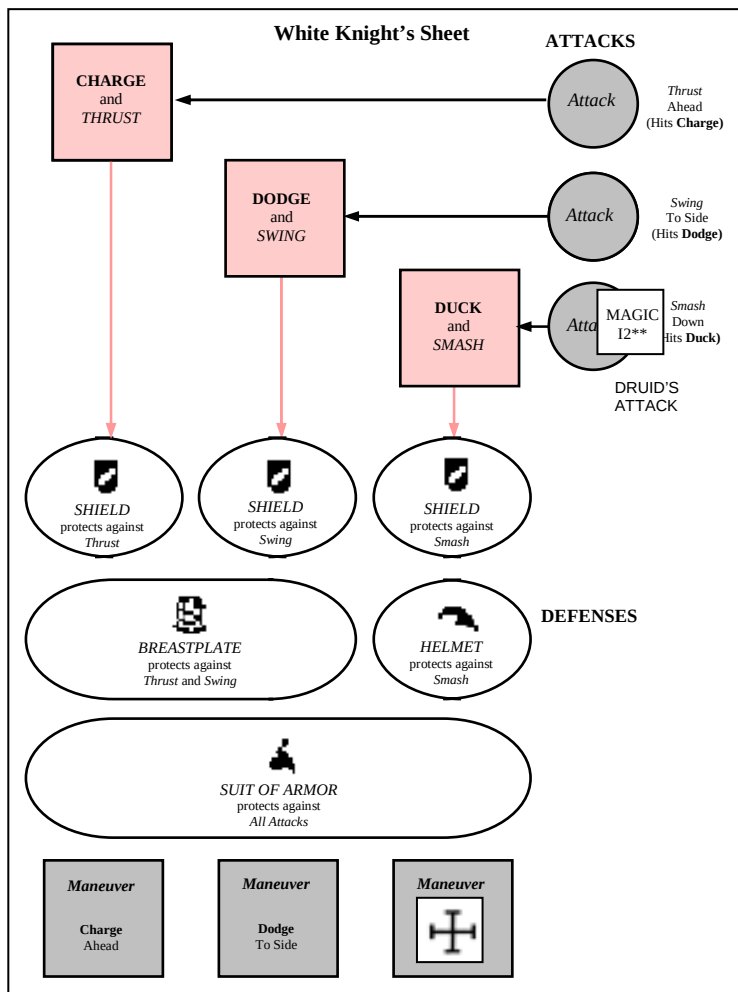
Melee Step – Targeting: The White Knight targets the Sorcerer, the Pilgrim selects the clearing as the target of his spell, the Sorcerer targets the White Knight, and the Druid targets the Pilgrim and the White Knight, becoming unhidden.

Spell Activation: In order of their completion time, the Druid's "Stones Fly" with speed "2" goes into effect first. This Attack spell will have to match directions or undercut the Pilgrim's and White Knight's maneuver speed when attacks and maneuvers are played. Since the Pilgrim is the target of the Druid's faster spell, his spell is broken and his Magic I4* counter fatigues. The Pilgrim cannot attack with his staff this round because his target for the round is the clearing. The Sorcerer's "Transform" is the next spell to come to life, affecting the White Knight. The Sorcerer rolls "5" (5,3) on the Transform Table, and the White Knight is transformed into a Squirrel!

Attacks and Maneuvers: On his Melee Sheet, the Sorcerer places O3 in "Charge and Thrust" and O3's horse, flipped to its walking side, in "Dodge and Swing". He has played one asterisk Move M4* chit in Duck to avoid O3's attack. The Pilgrim, not fast enough to avoid the Druid's attack, maneuvers with Move M5 in Dodge. The White Knight, now transformed into a Squirrel, plays an action chit in Duck to represent the Squirrel's move speed "2". As a Squirrel, he cannot play an attack. The Druid places his Magic II2** in the Smash attack circle on his sheet to attack his two targets. The Sorcerer rolls "No Change" for O3's repositioning roll and O3 does not change tactics, and the attacks and maneuvers are revealed (see diagram).

Resolving Attacks: The Druid hits the Pilgrim by undercutting and the White Knight / Squirrel by matching directions. O3 misses the Sorcerer. The Druid has four attacks, two against each target. He rolls "5" (5,3) and "2" (2,1) on the Missile Table for two L* attacks against the Pilgrim. The second attack inflicts Heavy damage (Light harm plus one sharpness star increased one level from the Missile Table) and kills the Pilgrim. The Druid rolls "6" (6,5) and "4" (4,3) on the Missile Table against the White Knight / Squirrel, inflicting Light damage which equals the Squirrel's vulnerability. The White Knight is killed, breaking the Sorcerer's spell. Both the Sorcerer's and the Druid's Magic chits fatigue.

Aftermath: O3 is now unhired and on the Sorcerer's sheet, battling the Sorcerer for the rest of the day. In Round 2, the Sorcerer runs away from O3 using a Move M5, which is faster than O3's horse on its walking side. The Druid and O3 end the day in the clearing, and the Druid receives the White Knight's and Pilgrim's gold, possessions, and notoriety.



d. A transmorphized character pays his fatigue costs normally on the round he is transmorphized

8.5.2 Magic chits and color chits that are played during a round of combat do not count towards fatigue at the end of the round. They pay their own fatigue costs by fatiguing automatically: color chits fatigue when they are used, and Magic chits fatigue when the spell ends. Magic chits do count towards the spellcaster's effort limit, but color chits do not. *Example:* If the Druid plays a Magic II3* to cast a spell and his Move L3* to maneuver in the same round, he does not have to fatigue a Move chit. His Magic II3* will fatigue when the spell expires, paying the fatigue cost of the step. If he plays his Magic II2** he cannot play a Move chit with an asterisk because it would exceed his effort limit.

8.5.3 Wounds: Each character must wound one active chit for each wound that was inflicted on him during this round. He gets one wound for each attack that inflicts Light or heavier harm on him, or Medium or heavier harm on his armor. He is not wounded by attacks that hit his horse. He can wound any action chits he has in play, including chits he played this round (see Rule 4.2.5). A transmorphized character cannot be wounded.

8.6 DISENGAGEMENT

8.6.1 At the end of each round of combat, all red-side-up Tremendous monsters remain assigned to their targets and all monsters and unhired natives who are assigned to characters remain assigned to them. All other denizens, hired or not, become unassigned.

8.6.2 If a red-side-up Tremendous monster is assigned to a native at the end of a round, at the start of the next round the monster becomes the defender on his own sheet and the native automatically becomes his target. Other natives can be assigned to attack the monster, but the native cannot be attacked by other denizens.

8.6.3 Uncontrolled denizens remain on their light or dark side as they finished the round.

8.7 SPOILS OF COMBAT

8.7.1 When a character kills a monster, he immediately gains recorded Fame and Notoriety points. He gets the bounty points for the monster, multiplied by the number of monsters he has killed that day (including the monster he just killed). *Example:* He collects the basic bounty points for the first monster he kills each day, double points for the second monster he kills, triple points for the third monster, and so on. *Note:* Head and club counters do not count as separate kills.

a. As he kills monsters he lines them up to keep track of how many he has killed that day. He starts a new line each day.

b. If two or more characters kill the same monster simultaneously, they divide the bounty points equally, retaining fractions, and each character counts it as a kill: he gains his share of the bounty points multiplied by his number of kills (including the shared monster). *Example:* The Elf and Druid simultaneously kill a Wolf, worth 1 Notoriety point. Each character gets half a Notoriety point, multiplied by his number of kills. It is the Elf's

fourth kill of the day, so he gains 2 Notoriety and his next kill will count as his fifth. It is the Druid's first kill of the day, so he gets only half a point of Notoriety, and his next kill will be his second.

c. Characters share a kill only if their attacks are perfectly simultaneous, equal in attack time and length. If one character hits first, he gets all the points and the characters who hit later get nothing.

8.7.2 Each character or native that a character kills counts as a kill just like a monster. He adds it to his line of kills for the day, and it multiplies the Fame and Notoriety he gets when he kills a denizen.

a. When a character kills a native, he gains its Notoriety bounty, multiplied by the number of kills he made that day (including the native he just killed), and he gains the native's Gold bounty, without multiplication. Natives do not have a Fame bounty.

b. When he kills another character, he takes the victim's recorded Notoriety, without multiplication. (If his victim has negative Notoriety recorded, he loses Notoriety.) He does not get his victim's Fame points – when a character is killed, his Fame just vanishes. The victim does count as a kill.

c. When a spell kills a character or denizen, the spellcaster counts it as his kill and gets the points for it. If he kills several individuals simultaneously, he calculates their points as if he had killed them one at a time, starting with the individual worth the most points (without multiplication) and ending with the one worth the least.

d. When a character kills a character or hired leader, he also takes any belongings and recorded gold the victim has with him. When a character is killed, his recorded spells vanish. The killer does not get them.

e. When a character kills a horse, he gets nothing. Horses do not count as kills except for the purpose of extending rounds of combat in a clearing (8.8.3).

8.7.3 Hirelings: When a hireling kills a victim, the hiring character instantly gets the Fame and Notoriety points for it, no matter where he is on the map. The character cannot count the victim as a kill; he can count a kill only if he kills it himself.

a. When any hireling kills a monster, the hiring character gets its basic Fame and Notoriety bounty, without multiplication. When a hireling kills a native, the hiring character gets its basic Notoriety bounty, without multiplication. When a hireling kills a character, the hiring character gets the victim's recorded Notoriety, without multiplication.

b. In addition, when a hired leader or controlled monster kills a native, the leader adds its Gold bounty to his recorded gold. When he kills a character or hired leader, he also takes any recorded gold and belongings the victim has with him. He keeps the belongings and gold for the hiring character. When an underling or hired monster kills a victim, no one gets any gold and the victim's belongings are abandoned in the clearing.

8.7.4 Monsters: When a monster kills a character or hired leader, the victim's gold vanishes and his belongings are abandoned in the clearing.

8.7.5 Unhired Natives: When any unhired native (whether he is a leader or not) kills a character or hired leader, the victim's gold vanishes and his belongings are put in the native's box on the

Setup Card.

8.7.6 Killing Denizens: When a monster or native is killed, it is removed from play until it regenerates and returns to play at the end of a week. Visitors can never be killed.

8.7.7 When a hired native is killed, he instantly becomes unhired, and the hiring character loses Notoriety points equal to the native's Notoriety bounty.

8.7.8 When an unhired leader is killed, his group's belongings are abandoned in his clearing, in the same order they are stacked in the group's box. When a hired leader is killed, his group's belongings remain on the Setup Card, out of play, until he regenerates.

8.7.9 When a character is killed, his hired leaders keep the belongings they are carrying; these belongings are placed on the Setup Card with his group's belongings.

8.8 ENDING COMBAT IN A CLEARING

8.8.1 End of the Round: After the Fatigue Step the characters determine whether there will be another round of combat. If combat continues, the characters and denizens start the next round of combat.

8.8.2 If characters or hired or controlled denizens remain in the clearing, combat ends if there are two consecutive rounds in which **no chits are fatigued or wounded; no armor is damaged or destroyed; no spells are cast; no characters, denizens, or horses are killed; and there are no red-side-up Tremendous monsters.** Combat ends even if the clearing contains monsters and unhidden characters. *Explanation:* The monsters quiet down when they cannot come to grips with the characters. *Note:* **Characters may extend combat if they cause any of these things to happen (for example, casting a spell or voluntarily fatiguing a color chit), even if all of the characters are hidden.**

8.8.3 **Whether or not there is any fighting going on, when there is a character or hired or controlled denizen in a clearing combat continues until two consecutive rounds pass without consequences as described above. Characters may run out of the clearing during these two rounds.**

8.8.4 Combat in a clearing ends immediately when there are no characters, hired natives, or controlled monsters in the clearing.

8.8.5 Trading and Rearranging Belongings: At the end of the last round of combat in a clearing, any characters who remain in the clearing can rearrange their belongings and trade with each other normally (see Rule 7.2.1), even if they are unhidden and there are monsters in the clearing. *Note:* To speed up play, the players can agree to trade in all of the clearings simultaneously (each character still trades only in his own clearing). Simultaneous trading is allowed only if all of the players agree; if even one player vetoes it, then only one clearing trades at a time.

8.8.6 At the end of combat, counters for hired and controlled denizens are turned dark side up if they are still hidden and light side up if unhidden. Counters for unhired and uncontrolled monsters and denizens are turned light side up.

8.9 MIDNIGHT

8.9.1 At Midnight the game day ends. If it is the 28th game day, the game ends and the players determine who won.

8.9.2 If the game is not over, various effects automatically take place:

a. Each Potion that was activated that day expires and is returned, face down, to the box named on the card. The Potion can then be bought from that box's owner and used again. Potions can be bought and used any number of times.

b. All weapon counters are turned unalerted side up.

c. All alerted Magic chits fatigue.

d. All Permanent spells become inert, unless they are supplied with a continuous supply of color magic.

e. All Combat spells expire.

f. Curses are removed on any character in the same clearing with the Chapel.

8.9.3 A native automatically becomes unhired at Midnight of the last day in his term of hire.

8.9.4 **A character can suicide at Midnight of any day.**

8.9.5 Lastly, all face-up map chits (except the Lost City and Lost Castle) are turned face down, and play proceeds to the next day.

9.0 ENDING THE GAME

9.1 CHARACTER DEATHS AND RESTARTS

9.1.1 Character Deaths: Characters may be killed by monsters, natives, other characters, or Power of the Pit spell results. Characters may also be killed by wounds or fatigue, or by suiciding.

a. Characters can be killed outright by taking a direct blow in combat that has an attack strength equal to or greater than their vulnerability. *Note:* Under the Serious Wounds optional Rule 10.A.1, blows equal to their vulnerability may result in multiple wounds rather than death.

b. Characters can also be wounded to death in combat by multiple blows or by wounds received due to involuntary fatiguing when all chits are already fatigued. As soon as all of a character's chits become wounded or committed to spells, he is killed. *When determining which chits to wound, players must first wound all of their unenchanted in-play chits, then their enchanted in-play chits, then any fatigued chits. This is the only time that fatigued chits can be wounded. Chits dedicated to spells cannot be wounded and do not count when determining whether all chits have been wounded (see Rule 4.2.5).*

c. When all of a character's chits are fatigued, wounded, or dedicated to spells, the only activity he can record and carry out is a Rest phase. If the character cannot do a Rest phase on the next Daylight phase (for example, due to the Ill Health curse), he is killed. *Note:* Certain types of weather in the Seasons/Weather optional Rules 10.E.1 require involuntary fatiguing of chits, and can eventually result in death. See the Seasons/Weather rules for details.

d. If the character is killed his items are abandoned in the clearing, and his recorded Fame, Notoriety, gold, spells, and discoveries are lost. *The dying character determines the order that the abandoned items are stacked.*

9.1.2 Fresh Starts: When a character is killed, he can start over on the next day. The new character is considered to be a completely different individual from the one who was just killed. A relative, perhaps.

a. When a player's character is killed, he can pick any character that is not in use (including the one just killed) and re-enter the game at the start of the next game day. He takes a fresh Personal History sheet, records new Victory Requirements and proceeds as if it were the start of the game. If he cannot get his starting weapons and armor from the natives, he takes them from the abandoned items on the map; if they are not on the map, he must do without them (he cannot take any substitutes), but he collects the Gold price for each item he cannot get. *Important:* He must start at the Inn. *Note:* New players can join the game in progress by following the same procedure.

b. If two players lose characters on the same day, the player who lost his character first picks a new one first. If the old characters were killed simultaneously, each player rolls one die and the high roll gets first pick.

9.2 QUITTING THE GAME

9.2.1 The players can agree to end the game at any time (they can play to a set hour, for example). If they all quit together, the game ends as if it were the end of the month. If any players

refuse to quit, the game continues.

9.2.2 Individual characters can quit the game in two ways:

a. Suiciding: A player can kill his own character at *Midnight of any day*. When he suicides, his belongings are abandoned in his clearing. When a player suicides, he must stay out of the game for at least one complete game day. After sitting out a day, he can rejoin the game as explained in Rule 9.1.2 (he loses his recorded values and belongings before re-entering the game).

b. Leaving the Map: Characters can move along a roadway to the edge of the map and leave the game early, by recording a "M EDGE" phase. When a player moves his character off the map, his belongings are removed from play for the rest of the game, and his score is immediately calculated as if it were the end of the game. *Any of his hired natives remaining on the board become unhired.*

9.3 WINNING THE GAME AND SCORING

9.3.1 Ending the Game: At the end of the game, each character must discard those items that exceed the carrying capacity of his strongest in play Move chit, active horse, or active Boots card – he cannot count items he can't carry toward his victory. Then he uses his remaining belongings and his recorded values to calculate his score and compares this score to his requirements.

a. When a character leaves the game, his score is calculated immediately. If he moves off the map before the end of the game, he uses his belongings and recorded values to calculate his score normally. If he is killed or suicides and does not restart, his score is automatically –100. If the player rejoins the game, he uses only his new character to define his score at the end of the game; his previous characters do not count and are ignored.

b. All spells are broken at the end of the game. No spells are in effect when the characters calculate their scores. *Note:* Curses do remain in effect at the end of the game and can affect the scores as described below.

9.3.2 Scoring: Each character determines what he earned in each category and subtracts the requirement he recorded for that category. The result is his score in that category. *Important:* If the result for a category is less than zero, multiply it by three as a penalty.

a. His **Great Treasures** score is the number of Great Treasures he owns when the game ends, minus the number of Great Treasures needed for his Victory Requirements.

b. His **Spells** score is the number of spells he has learned during the game, minus the number of spells needed for his Victory Requirements. He can count a spell only if he learned it from a Spell card. He cannot count spells he had at the start of the game. If he learns a spell from a Spell card that duplicates one that he had at the start of the game, he can count the duplicate but not the starting spell. Spell cards belonging to Artifacts and Spell Books in his possession do not count toward his score unless he has learned them.

c. His **Fame** score is his recorded Fame plus the Fame value of the belongings he owns at the end of the game, minus the Fame needed for his Victory Requirements. Belongings with negative Fame values subtract from his score. He does not count the Fame reward of belongings he still owns. *If he has the Curse of Disgust, his recorded Fame is treated as –1. This negative recorded Fame can be offset by belongings with a positive Fame*

value.

d. His **Notoriety** score is his recorded Notoriety plus the Notoriety value of the belongings he owns at the end of the game, minus the Notoriety needed for his Victory Requirements. Belongings with negative Notoriety values subtract from his score.

e. His **Gold** score is his recorded gold only, minus the Gold points needed for his Victory Requirements. He does *not* count the Gold price of the belongings he owns; only recorded gold counts toward victory. *If he has the Curse of Ashes, his recorded gold is treated as -1. Special:* To adjust for the Gold points that he had available at the start of the game, he must reduce his Gold score by subtracting 10 points, plus the Gold price of all of the weapons and armor he had at the start of the game.

f. **Basic score:** He divides each category by its factor (1 for Great Treasures, 2 for Spells, 10 for Fame, 20 for Notoriety, and 30 for Gold) to convert to Victory Points. Round fractions down, including negative fractions, to his disfavor. The result is his **basic score** in each category.

g. **Bonus score:** He multiplies his basic score in each category by the number of Victory Points he assigned to that category, and the result is his **bonus score** in that category. *Explanation:* The points that a character assigns to each category defines how much he values that category. Excess points are worth more to him if they are in a category he values, and a shortfall in a category hurts him more if it is a category he values.

h. **Total score:** He adds together all of his basic scores and his bonus scores, and the result is his **total score**.

i. Each character who has a total score of zero or more has fulfilled his victory requirements and thus can fairly be said to have won the game. There can be several winners in a game, or none. Notice that a character who falls short in one category can still win by gaining excess points in other categories. This is difficult, however, because the shortfall is tripled.

j. The character who has the most points is the most successful. He is the “victor”. There will be a victor even if nobody “wins”!

Scoring Example: At the beginning of the game, the Wizard selected his Victory Points as shown in the table below.

VICTORY REQUIREMENTS

CATEGORY	POINTS		NEEDED
GREAT TREASURES	1	times 1	1
USABLE SPELLS	2	times 2	4
FAME	1	times 10	10
NOTORIETY	1	times 20	20
GOLD	0	times 30	0

He ended the game with 1 Great Treasure, 16 recorded Fame points, 11 recorded Notoriety points, 8 Spells learned (over and above the two spells he started with), and 43 Gold, but he has an unbroken Ashes curse. His Great Treasure is the Scroll of Alchemy (SoA) with a Fame Value of -10 and a Notoriety Value of 15. He also has the Scroll of Nature (SoN) with 5 Notoriety. At the end of combat on Day 28 he abandoned the Sacred Grail so he wouldn't have to count its -25 Notoriety. His score is calculated as follows:

Great Treasure Score:

$$1 - 1 \text{ (required)} = 0$$

Fame Score:

$$16 - 10 \text{ (SoA)} = 6 - 10 \text{ (required)} = -4 \times 3 \text{ (penalty)} = -12$$

Notoriety Score:

$$11 + 15 \text{ (SoA)} + 5 \text{ (SoN)} = 31 - 20 \text{ (required)} = 11$$

Spells Score:

$$8 - 4 \text{ (required)} = 4$$

Gold Score:

$$-1 \text{ (from Ashes)} - 11 \text{ (for starting Gold and staff)} = -12 - 0 \text{ (required)} = -12 \times 3 \text{ (penalty)} = -36$$

Basic Score: -2

$$\text{Great Treasure: } 0 \div 1 = 0$$

$$\text{Fame: } -12 \div 10 = -2$$

$$\text{Notoriety: } 11 \div 20 = 0$$

$$\text{Spells: } 4 \div 2 = 2$$

$$\text{Gold: } -36 \div 30 = -2$$

Bonus Score: +2

$$\text{Great Treasure: } 0 \times 1 \text{ VP} = 0$$

$$\text{Fame: } -2 \times 1 \text{ VP} = -2$$

$$\text{Notoriety: } 0 \times 1 \text{ VP} = 0$$

$$\text{Spells: } 2 \times 2 \text{ VP} = 4$$

$$\text{Gold: } -2 \times 0 \text{ VP} = 0$$

Total score: 0

$$\text{Basic Score} + \text{Bonus Score} = -2 + 2 = 0$$

The Wizard has won the game by fulfilling his Victory Requirements! Another character, the Elf, earns a score of +2, and is the victor.

10. ADVANCED AND OPTIONAL RULES

This section combines the Advanced Rules and Optional Rules sections of the Second Edition Rulebook. Some of these rules increase the capabilities of the characters, some affect the play balance, and some add entirely new systems that enhance certain aspects of the game. The rules have been reorganized into sections depending on how they affect the game

The players can use these rules to increase verisimilitude, modify play balance, or emphasize the aspects of the game that they find most appealing. The players must agree on exactly which rules they will use before they start to play. The rules they choose overrule any conflicting rules in the basic game.

A. EXTENDED CHARACTER CAPABILITIES

The following rules affect the capabilities of the characters.

1. SERIOUS WOUNDS

This rule gives characters a chance to survive harm that exactly matches their vulnerability.

When a character suffers harm exactly equal to his vulnerability, he suffers a “serious wound” instead of being killed. He rolls two dice and suffers a number of wounds equal to the number rolled on the higher die (the die roll is modified normally by treasures and spells).

2. AMBUSHES

Characters can use missile weapons or spells while hidden and possibly retain their hidden status.

When a hidden character who is using a missile weapon specifies a target, he rolls on the Hide Table (normal modifications apply). If he rolls a Hide! result he remains hidden. If he fails to roll a Hide! result, he becomes unhidden. Once he becomes unhidden, he remains unhidden normally. Native archers still become unhidden when they are assigned to targets.

This rule also applies to a hidden character when he casts a spell on a *single* individual including himself: when he specifies his target, he rolls on the Hide Table and becomes unhidden only if he fails to roll a Hide! result. If he attacks multiple targets, he must become unhidden. *Example:* If he specifies one target for Fiery Blast, he can remain hidden. If he specifies several targets, he is unhidden.

3. FLYING ACTIVITIES

Flying characters can inspect the tiles they fly over and do the Alert activity.

When an individual is flying, he can do the Alert and Enhanced Peer activities without landing. He must still land before doing any other activities, and when his turn ends. *Special:* When an individual is flying, he can use his Basic and Sunlight phases to record and do the Enhanced Peer activity. He can search any mountain or woods clearing in his tile or any adjacent tile; he must record the clearing when he records the activity. He cannot search cave clearings.

4. CACHING (The Optional Cache Activity)

This rule and the next rule create alternatives to abandoning items that are too heavy for a character to carry.

4.1 Any character can use the Cache activity to store belongings in a clearing while he moves on; in effect, he creates a private treasure site that only he knows about. He can store belongings and recorded gold in this cache, but while they are in the cache he cannot use them and they do not count towards his VICTORY REQUIREMENTS. All characters, hired leaders and controlled monsters can do the Cache activity.

4.2 To record the Cache activity, an individual records “C”. When he does the activity, he can either create a new cache or “open” a cache that he already has in the clearing. He can create or open only one cache per Cache phase.

4.2.1 To start a new cache, he puts an unused chit in his clearing to represent the cache, and he records the chit and the gold and belongings he is storing. He puts the belongings in a pile (in any order he chooses) to one side, and he subtracts the gold from his recorded gold.

a. The cache can contain any amount of recorded gold and any number of horses and/or items (stored horses are assumed to be penned up in a concealed corral with forage available). The cache must contain at least one belonging or gold point – it cannot be totally empty. The gold and Treasure cards in the cache are secret (except for Enchanted cards).

b. An individual can create any number of caches, in the same clearing or in different clearings. If he runs out of unused chits he can use anything that is small and unique to mark his caches: coins, pieces from other games, and so on. He puts each cache’s belongings in a separate pile. He can create only one cache per Cache phase.

4.2.2 When an individual opens an existing cache, he can add and remove gold and belongings freely. An individual can open only those caches that he himself has created, and he can open only one cache per Cache phase.

4.3 Individuals can discover and loot caches as if they were sites. Each individual keeps a record of the caches he has discovered.

4.3.1 When an individual “Discovers Site chit(s),” he discovers all caches in his clearing. A cache can be transferred like any other discovery: it can be sold; it can be discovered by spying on someone when he creates, opens, or loots it, and so on.

4.3.2 When an individual is in the same clearing with a cache he has discovered, he can loot it like a treasure site. *Special:* The top treasure in the cache’s “pile” is always the cache chit itself, representing the gold stored at the cache. When a looter is directed to take the “top treasure”, he takes the cache’s gold; if it has no gold, he gets nothing. *Note:* The cache chit is neither a counter nor a Treasure card – it cannot be taken by Magic Sight.

4.3.3 When a hired or controlled denizen creates a cache, the hiring/controlling character cannot open the cache. If the denizen does not transfer the discovery to him, he must discover and loot it like anyone else.

4.4 The player who creates a cache is responsible for keeping a record of what it currently contains, adding and subtracting gold and belongings as they are added or removed. When all of the belongings and gold are removed from a cache, it vanishes and

its chit is removed from the map.

4.5 Once an individual creates a cache, the cache remains on the map until it is emptied, even if the individual is killed.

5. DROPPING (AND LOSING) BELONGINGS

With this rule, characters have a choice of dropping an item in plain sight (where anyone can find it), or throwing it away (so it can only be found by searching).

5.1 There are two ways a belonging can be abandoned: it can be “lost” in the forest, or it can be “dropped” out in the open.

5.1.1 When an individual abandons a belonging involuntarily, either because he is killed or because he becomes unhired or uncontrolled, he must lose the belonging. Lost belongings are handled in exactly the same way that abandoned belongings are handled under the basic rules. They are put in a pile and the only way to obtain them is to loot the pile.

5.1.2 When an individual abandons a belonging voluntarily, he can either lose it or drop it, as he chooses. He must specify his choice when he abandons it. *Exception:* If he abandons it while he is flying, it must be lost in the clearing where it lands.

5.2 When an individual drops a belonging, he puts it in front of himself to one side; if it is a Treasure card, he turns it face up. He no longer owns the belonging. When he leaves the clearing, the belongings he has dropped are put in the clearing on the map (Treasure cards remain face up). Dropped belongings should be put in a separate pile from any lost belongings in the clearing.

5.3 An individual can pick up dropped belongings simply by being in the same clearing with them, but he can pick them up only at certain times. When a hidden individual picks up a belonging that is in front of himself, he remains hidden. He must become unhidden before he can pick up dropped belongings that are not in front of himself. He can choose to become unhidden for this purpose.

5.4 During Daylight, an individual can pick up dropped belongings at the start and end of each phase of his turn. He can pick up any number of belongings, one at a time, until he is blocked. At the start of each phase he cannot be blocked, but he can pick up only the belongings that are in front of himself. At the end of each phase he can pick up any dropped belongings in his clearing, but each time he starts to pick up a belonging individuals who are able to block him can block him before he picks up the belonging.

5.5 Denizens cannot pick up dropped belongings during combat. Each character can pick up one dropped belonging per Encounter Step. This counts as his action – if he picks up a belonging he cannot charge or do any other action that Encounter Step.

5.5.1 He can pick up a dropped belonging that is in front of himself automatically, without playing an action chit.

5.5.2 To pick up a dropped belonging that is not in front of himself he must play a Move chit, subject to the restrictions governing Move chits: its move time must undercut the move times on his sheet, and there cannot be a red-side-up Tremendous monster on his sheet.

5.6 When combat ends in a clearing, each individual in that clearing can pick up the dropped belongings that are in front of

him. If any belongings remain unclaimed, the individuals take turns claiming them, one at a time, starting with the first character and going to the left. When it is a character’s turn, each individual he has in the clearing can pick up one belonging.

6. OPTIONAL ABILITIES

This rule describes ways to modify certain characters for play balance purposes. [Suggestions for combining Optional Abilities with the Development Game](#), if desired, are also provided below.

6.1 Certain characters are intended to operate in teams, where they can combine their strengths to offset their weaknesses. When diplomacy is absent from the game due to a lack of cooperative players, these characters are at a serious disadvantage. This rule modifies these characters to make them more competitive when they operate independently. *Note:* The players are not obliged to modify all of the characters listed. They should agree on which characters will be modified before selecting their characters.

6.2 CAPTAIN: Due to his reputation for victory, the Captain rolls one die instead of two whenever he does the Hire activity. He rolls two dice normally when trading or rolling for battling natives. [He receives this additional ability at 3rd Level.](#)

6.3 DRUID: The Druid gains two advantages. First, [at 4th Level](#) his Peace with Nature extends to Site chits: when he ends his turn, the Site chits in his tile do not summon monsters from the Appearance Chart. Second, he is immune to Curses – no Curses can take effect on him. [This added ability is gained at 3rd Level.](#)

6.4 MAGICIAN: The Magician’s alerted Magic chits do not fatigue at Midnight. Instead, they merely become unprepared. [This optional ability is granted as an extension of the Magician’s normal Magical Paraphernalia ability, at 2nd Level.](#)

6.5 WIZARD: The Wizard is modified in two ways. First, treat his [2nd level](#) “MOVE M5” chit as a “MAGIC III2*” chit. Second, he can do enchantments on every Enchant phase of his turn; he is not obliged to do the “EM” activity before doing “E” activities. [He receives this ability at 3rd level of development.](#)

6.6 WOODS GIRL: [Beginning at 2nd level](#), the Woods Girl’s tracking skills extend to all woods clearings except those on the Ruins and Valley tiles. When in a woods clearing (any non-cave and non-mountain clearing) in any other tile, she uses one die for all Hide, Search, and Meeting rolls.

6.7 ELF: The Elf is a special case. His abilities are intended to antagonize other characters, putting him at a disadvantage during diplomacy, but if there is no diplomacy his abilities just give him too big an advantage. To compensate for this, when a player selects the Elf [at the beginning of the game](#) he must choose to be either a Light Elf or a Great Elf. If he is a Light Elf, he cannot play his Medium strength Fight and Move chits during the game. If he is a Great Elf, he cannot play his “MOVE L2*” chit. He can use his unplayable chit(s) to pay for fatigue and wounds he incurs during combat, but he cannot play them for any purpose.

6.8 THE KNIGHTS: The White Knight and Black Knight have unique trading advantages that give them an excellent chance of [gaining a boon from their allies](#). In many cases this allows them to gain overwhelming equipment or hired native advantages at the beginning of the game. To limit their advantage, their trading relationship with their allies is reduced; the White Knight is “Friendly” with the Order and the Black Knight is “Friendly” with the Company, [beginning at 3rd Level.](#)

B. DENIZEN OPTIONAL RULES

As difficult as it is to believe for a beginning player struggling to survive for a month in the Realm, experienced players often find the denizens, particularly the natives, to be too weak to adequately defend themselves. The following rules generally increase the uncertainty, aggressiveness, and danger of the denizens.

1. QUIET MONSTERS

This rule makes the monsters less aggressive, if desired by beginning players.

1.1 If a character is hidden when he ends his turn, he does not turn up the map chits in his tile and monsters cannot move to his tile from the Appearance Chart. If he is unhidden, he turns up the map chits and monsters appear normally. Monsters already in his tile move normally and natives and visitors appear normally.

1.2 This rule has two important effects: as long as the characters remain hidden, the map chits remain face down and the monsters cannot appear. Careful characters can keep away from monsters longer, and they can keep the identity of the Site chits secret longer.

1.3 Site chits must still be revealed when they are looted, as explained in Rule 7.5.5b.2.

1.4 This rule also applies to hired and controlled denizens. When hidden, they do not turn up map chits or summon monsters.

1.5 In combat, the attackers on a character's sheet do not have to be put in as many red boxes as possible. Each head, club and native horse must still be put in a different box from its owner, but otherwise the character can group the attacking denizens as he wishes (so he can always leave at least one red box vacant). This rule also applies when he positions attackers on sheets owned by his hired or controlled denizens. *Note:* This rule can be used by itself or with the rest of optional Rule 10.B.1.

2. ALERTED MONSTERS

This rule makes denizens fight more aggressively against unhidden attackers.

When combat starts in a clearing that contains any unhidden characters or any unhidden hired or controlled denizens, all of the unhired and uncontrolled denizens in that clearing (and their heads and clubs) turn dark side up (Tremendous monsters remain red side down). They change tactics normally during combat. If all of the characters and hired or controlled denizens are hidden when combat starts, the unhired and uncontrolled denizens turn light side up as usual.

Variant: Alerted Monsters is sometimes not satisfactory because characters, by remaining unhidden, can deliberately make the monsters slower and easier to run away from. To make the monsters more unpredictable, roll two dice for "Change Tactics" for each medium or heavy monster, club, or head when combat begins in the clearing – regardless of whether characters are hidden or unhidden. If a "6" is rolled on either die, the monster begins combat on its dark side. Otherwise the monster begins on its light side.

3. DRAGON HEADS

Tremendous Dragons become fire-breathing. This rule makes the Dragons less dangerous in the regular game, but more dangerous with the Optional Combat Rules (10.D.3).

Instead of striking, Dragon head counters "breathe fire" and attack like missile weapons. When a head counter hits, the target rolls on the Missile Table for the attack (the die roll is not modified). Tremendous Dragon heads have a weapon length of 15, and the Tremendous Flying Dragon's head has a length of 13.

4. WATCHFUL NATIVES

This rule makes the natives less vulnerable to attacks by characters. It was intended to be part of the Second Edition Rules, but was left out because of space limitations.

4.1 Unhired natives that are unassigned at the end of random assignment, or become unassigned when they are left behind by a character who runs away, are termed to be "watchful" against surprise attack. When an unhired native is assigned to a Melee Section (either his own or someone else's), he immediately stops being watchful. Monsters and hired natives are never watchful.

4.2 If a watchful native is targeted by a character in the Melee Step, the attacked native and all other watchful natives from the same native group as the target are immediately put on the character's sheet and attack normally in that round. *Exception:* If the character remains hidden by making his Hide roll under optional Rule 10.A.2 (Ambushes), the natives of that group remain unassigned and watchful.

4.3 If a character deploys a minion (hired native or hired or controlled monster) against a watchful native, all other watchful natives of the target's group are immediately assigned to attack the character. The character finishes deploying his minions before the watchful natives are assigned. Those unhired natives who have a minion deployed against them are assigned to fight the deployed minion and stop being watchful.

4.4 In 4.2 and 4.3 above, if the character is hidden or is not in the clearing, all the watchful natives will be assigned to any unhidden minions the character has in the clearing as in Random Assignment (Rule 8.3.5). If the attacking character and all his minions are hidden (for example if the character attacks from Ambush and passes his hide roll) the watchful natives remain unassigned and watchful.

4.5 It is possible for some members of a native group to be watchful and others not to be. *Example:* Berserker lures one Soldier. Amazon lures the other three and runs away. The three Soldiers that the Amazon lured are watchful. If another character targets one of them, all three attack that character in the same round. On the other hand, the Soldier that is assigned to the Berserker is not watchful. If the Berserker or any other character targets the Soldier on his sheet, the three watchful Soldiers who were lured by the Amazon don't attack him.

4.6 Natives are watchful of all characters, not just those that are battling them.

4.7 The Watchful Natives Optional Rule does not affect Rule 8.3.4e: if a character lures or targets an unhired native or has one of his hired natives lure or deploy against an unhired native, the target native's group is battling that character for the rest of the day. *Example:* Berserker is not battling the Soldiers. Soldiers

are unassigned and watchful at the end of random assignment. In the Melee Step he attacks one of the Soldiers. He is now battling the Soldiers for the rest of the day. In addition, his target and all the other Soldiers are put on his sheet and counterattack him in the same round.

5. EXTENDED TREACHERY

Ordering a hired native to attack another member of his group now counts as treachery.

5.1 If a character causes one of his hired natives to lure or be deployed against an unhired native of the same native group, the character has committed treachery against the native group, triggering all the consequences of Rule 8.4.2g.

5.2 The hired native and all other hired natives from the same group immediately rebel and become unhired. Those attacking unhired natives or monsters are immediately unassigned. Those assigned to other characters or their hired natives are battling for the rest of the day.

5.3 The hiring character loses Notoriety equivalent to the Notoriety of his rebels.

6. GRUDGES AND GRATITUDE

Natives now remember a character who does them a good turn... or a bad one.

Events during the game can permanently change a character's trading relationships. If a relationship goes above Ally he still uses the Ally column but he keeps track of the extra levels of friendship and counts them against levels he loses later in the game. Similarly, if his relationship goes below Enemy he uses the Enemy column but he keeps track of the extra levels and counts them against any levels he gains later. *Example:* If he buys drinks for a leader who is worse than an enemy, he still uses the Enemy column.

6.1 When a character (or one of his hired or controlled denizens) kills an **unhired** native who is currently a friend, the native's group instantly becomes **two levels** less friendly. When he kills an **unhired** native who is currently an Ally, the native's group becomes **four levels** less friendly. If he commits treachery against a group (see Rule 8.4.2g), the group becomes **five levels** less friendly towards him.

6.2 There is no penalty when a character kills a native hired by some other player, or an unhired native who is neutral, unfriendly, or an enemy.

6.3 When a character (or one of his hired leaders) sells a card with a Fame price to the group named on the card, he gains one level of friendliness with that group. If he buys the card from the group, the group becomes one level less friendly.

7. EXTENDED GRUDGES AND GRATITUDE

Killing natives that are not your friends makes them like you even less.

7.1 Killing an unhired neutral, unfriendly or enemy native reduces one's friendship level with the native's group one level for the rest of the game.

C. ADVANCED MAGIC RULES

The following rules enhance the importance of magic and the capabilities of the magic-using characters

1. ENHANCED MAGIC

Spells and Magic chits are not tied up by the casting of a spell, which allows the casting of multiple instances of a single spell.

1.1 Casting a spell does not tie up the spell or the Magic chit. The spell is free to be cast on the next round, and the Magic chit fatigues like any other action chit at the end of the round (it must fatigue).

1.2 Similarly, casting a Spell card does not tie up the card, and using an Artifact or Spell Book to cast a Spell card (or spell) does not tie up the item. However, each item can still be used only once per Evening.

2. BENEVOLENT SPELLS

With this rule, some spells can be cast on your hired natives without causing them to attack you. This is another rule that was intended for the Second Edition.

2.1 Certain spells are deemed benevolent and can be cast by a character on his hired natives without constituting “Treachery” and causing the natives to rebel (see Rule 8.4.2g). They can also be cast on unhired natives without causing the natives to battle the spellcaster.

2.2 Benevolent spells are all Day spells, all Combat spells, and Peace with Nature. All other spells, including Attack spells and all Permanent spells except Peace with Nature are not benevolent.

3. ENHANCED ARTIFACTS AND SPELL BOOKS

This rule allows characters to use Artifacts and Spell Books as extra Magic chits.

3.1 Each Artifact and Spell Book can be used exactly like a Magic chit by the character who owns it. It can be enchanted into color magic, it can be used to enchant a map tile, it allows its owner to record spells and it can be played to cast recorded spells. *Special:* If a character uses an Artifact or Spell Book to record a spell, he can count that spell towards victory only if he has that Artifact or Spell Book at the end of the game.

3.1.1 Each Artifact and Spell Book’s type is defined by the red Roman numeral on its card. It has a time number of zero.

3.1.2 Each Artifact and Spell Book still can be used only once per Evening.

3.2 The awakened Spell cards that belong to an Artifact or Spell Book can be cast by Magic chits like recorded spells. They also count towards victory at the end of the game, if the owner of the item has the Magic chits to cast them.

3.3 When an Artifact or Spell Book is enchanted to color magic, it ceases to be an Artifact or Spell Book. It can no longer be used to cast spells or read runes, it cannot be the target of an Enchant Artifact spell, and it cannot be bought, sold, or given away. The color magic must be expended – turning it back into an Artifact or Spell Book – before it can again be used for these activities. The color magic can be voluntarily expended at any time, and disappears immediately if the item is dropped or lost.

3.4 An Artifact or Spell Book can only be enchanted to one type of color magic – the color corresponding to the red Roman numeral on the card – even if it contains multiple Magic types.

3.4.1 If the Enchant Artifact spell is used to add a spell to an Artifact or Spell Book, a red Roman numeral matching that spell’s type is also added, and is present whenever the Enchant Artifact spell is energized. The Artifact or Spell Book can be enchanted to color magic matching either this new red Roman numeral or the original printed red Roman numeral. An Artifact or Spell Book may not be enchanted to more than one type of color magic simultaneously.

3.4.2 If an Artifact or Spell Book is enchanted to color magic using a red Roman numeral provided by an energized Enchant Artifact spell, the color magic will automatically be expended at Midnight (if unused) when the Enchant Artifact spell falls inert.

3.5 When an Artifact or Spell Book that has been enchanted to color magic is used to supply color during combat, it is placed in the “Used this Round” box. It cannot be used to cast a spell until the next round of combat. In the following rounds of combat, the Artifact or Spell Book can be used to cast spells normally, once for each Magic type it has. *Explanation:* Use of an Artifact or Spell Book as a color chit does not count against the daily usage restrictions for Artifacts and Spell Books.

4. POWER OF THE PIT

This rule requires the Power of the Pit attack to hit like an attack spell.

4.1 Monsters and characters use the same procedure to cast the Power of the Pit spells. The spells are cast during the Encounter Step, even when they are cast by Demons, but they are resolved like Attack spells during the Melee Step. The Imp and the Curse spell are not affected by this rule. They continue to function as explained in the basic rules.

4.2 A Demon’s spell comes to life at the start of the Encounter Step like a character’s spell, and it cancels any spell that its target has played but not completed. If a character specifies a Demon as his target and his spell comes to life before the Demon’s spell, the Demon’s spell is cancelled. *Example:* If he casts Ask Demon with a completion time of zero, the Demon does not cast its spell.

4.3 All Power of the Pit spells are resolved as attacks during the Melee Step. The direction of a Demon’s attack is determined as explained in the basic rules. A character puts his Magic chit in an Attack circle to specify the direction of his attack. If the spell hits, it inflicts its effect directly on the target, not on his armor or horses. If the spell fails to hit, it has no effect. Notice that Power of the Pit can cancel its target’s spell even if it ultimately misses the target.

5. AUTOMATIC ENCHANTING

Certain map tiles flip over automatically at the end of each week, changing many of the roadways and making more color magic available.

5.1 On the seventh day of each game week, certain map tiles turn over automatically, without any action by the characters. Only automatic sources of color magic can turn tiles over automatically; color chits cannot be used. Each tile turns over as explained in as explained in Rule 7.10.4. All of the tiles turn over at the very start of the day, immediately after Midnight of

the day before.

5.2 The color magic supplied by the seventh day automatically turns certain tiles over. It turns over each tile that contains an Enchanted card or Dwelling that supplies the same color magic, and it turns over all tiles that have that *color* on their enchanted side (the tiles turn over whether they are enchanted side up or green side up, as long as the enchanted side has the matching *color*).

5.3 On day 7, White magic will turn over the tiles that contain the Chapel and the Sacred Grail, and Black magic will turn over the tiles that contain the Toadstool Circle and the Cloven Hoof. If optional Rule 10.E.2 (Changing the Game Time) is being used to play a game longer than one month, only Black or White magic (not both at once) will be supplied on the seventh day of each month. If optional Rule 10.D.1 (Seasons and Weather) is being used, the color magic supplied on day 7 will vary according to the current Season. If colors other than White or Black are supplied, tiles will turn over as described below.

5.3.1 On day 14, the Grey magic turns over the five Valley tiles, the Ruins, the Crag, the Borderland, and the tile that contains the Golden Icon.

5.3.2 On day 21, the Purple magic turns over the Borderland, Cavern, Caves, Cliff, Crag, High Pass, Ledges and Mountain tiles, and the tile that contains the Dragon Essence card.

5.3.3 On day 28, the Gold magic turns over the six Woods tiles, the Crag, the Borderland and the tile that contains the Flowers of Rest card.

5.4 An Enchanted card also causes its tile to turn over if the card is in the same clearing with another Enchanted card or Dwelling that supplies the same color, or if it is in a clearing (or roadway) that supplies that color when the tile is enchanted side up (the tile turns over whether it is enchanted side up or green side up, as long as its enchanted side supplies the matching color to the card's clearing or roadway). *Note:* Enchanted cards cause tiles to turn over only on the seventh day of the week (days 7, 14, 21, and 28).

5.4.1 If the Chapel and Sacred Grail are in the same clearing, their tile turns over.

5.4.2 If the Golden Icon is in a clearing or roadway that supplies Grey magic when enchanted, its tile turns over.

5.4.3 If the Flowers of Rest card is in a clearing or roadway that supplies Gold magic when enchanted, its tile turns over.

5.4.4 If the Dragon Essence is in a clearing or roadway that supplies Purple magic when enchanted, its tile turns over.

5.4.5 If the Toadstool Circle and Cloven Hoof are in the same clearing, their tile turns over.

5.4.6 If an Enchanted card is on a roadway between tiles when it causes a tile to turn over, it causes both tiles to turn over.

5.5 A tile can turn over automatically only once at the end of each week. If several causes make it turn over, it turns over only once.

D. EXTENDED GAME SYSTEMS

The following rules extend the game system, adding texture, increasing the importance of trading with natives, and introducing more uncertainty into the Combat system.

1. SEASONS AND WEATHER

This rule brings the dramatic effects of weather into the game, and allows games to take place in different seasons of the year.

1.1 In the Magic Realm, the year is divided into thirteen Seasons, each coinciding with one lunar month. Each game of Magic Realm takes place within one of these Seasons. This rule allows the players to select the Season in which the game takes place.

1.2 The Calendar of Seasons specifies the peculiarities of each Season. The Season in which the game is played defines the number of Victory Points each character must assign to his Victory Requirements, the number of days in each week, the number of phases in each turn, the number of Move phases it takes to enter a mountain clearing, where the mission chits must be taken to collect a reward and what the reward is, and the *color* magic that is present on the seventh day of the month.

1.2.1 When a character records his Victory Requirements at the start of the game, he must assign the number of Victory Points defined by the Season instead of the five Victory Points specified in the basic rules.

1.2.2 Each week consists of the number of days specified by the Season instead of the seven days specified in the basic rules.

(i) When a week has fewer than seven days, the lost days are skipped over – no one gets a turn, no denizens appear, no combat takes place, characters who are between clearings remain between clearings, and so on. The days are always lost from the beginning of the week: if the week has four days, the players skip days 1, 2, and 3 and play days 4, 5, 6 and 7.

(ii) The game lasts for four weeks regardless of the number of days in each week. The game ends on the last day of the fourth week.

1.2.3 Each individual's turn consists of the Basic, Sunlight and Sheltered phases specified by the Season instead of the two Basic phases and two Sunlight phases specified in the basic rules. Everyone who does a turn gets the number of phases defined by the Season: characters, hired leaders, controlled monsters, familiars and phantasms.

a. The Season does not affect extra phases. Each individual can still do the extra phases to which he is entitled.

b. "Sheltered" phases are the exact opposite of Sunlight phases, except that they can be done in buildings. An individual can use a Sheltered phase only if he stays in a cave or at a building throughout his turn; he can move from one cave or building to another, but he cannot fly or enter a building-less woods or mountain clearing in the same turn that he uses a Sheltered phase. The Inn, Chapel, House and Guard house are the only buildings; individuals cannot do Sheltered phases at campfires.

1.2.4 To enter a mountain clearing, an individual must do the number of Move phases defined by the Season (instead of the two Move phases required in the basic rules). The Move phases must be done consecutively, in the same turn.

1.2.5 The Escort Party and Food/Ale chits must be taken to the Dwellings defined by the Season instead of the Dwellings specified in the basic rules. When a character delivers them, he collects the reward defined by the Season instead of the normal reward.

1.2.6 The color magic that is present on day 7 of the month is the *color* specified by the Season, not the Black and White magic specified in the basic rules.

1.3 The players must agree on the Season to be used before they start to prepare for play. They can set the Season by mutual agreement, or each player can write his choice on a slip of paper and they can pick one of the slips at random to determine the Season.

1.4 WEATHER defines the number of days in the week, the number of phases in each turn, and occasionally inflicts additional penalties. See the Calendar of Seasons. *Note:* If the players prefer, they can assume that the weather is Clear every week.

1.4.1 This rule uses the four Weather chits and the six red chits numbered "1" to "6". These chits cannot be used for other purposes when weather is being used.

1.4.2 The weather is either Clear, Showers, Storm, or Special. At the start of each week, place a Weather chit on the first day of the week on the Daily Record, face up. The chit defines the weather and remains in effect until the end of the week.

1.5 Each game starts with one week of clear weather. At the start of the game the "CLEAR" chit is put in the box for Day 1.

1.6 The weather for subsequent weeks is defined by randomly picking a red numbered chit and rolling one die. The number on the chit is compared to the number on the die, and the higher number defines the weather for the week. The Weather Table shows the weather caused by each number. *Important:* The chit is picked a week in advance and remains secret until it goes into effect. At the start of the game a random chit is secretly put on Day 8 of the Daily Record. At Midnight of Day 7 the chit is revealed (and a die is rolled) to define the weather for the upcoming week. Then the six chits are mixed together and the next random chit is secretly put in box 15. This continues from week to week until the game ends.

CALENDAR OF SEASONS

LUNAR SEASON	WEATHER CHITS			
	CLEAR	SHOWERS	STORM	SPECIAL
1. CHRISTMAS <i>Light snow swirls across the frozen earth</i> assign 4 Victory Points FOOD to INN (CHAPEL) Mountains: 3 phases to enter ESCORT to CHAPEL (GUARD) 7 th day: WHITE magic Reward: 3 GOLD/clearing	Cold 7 days/week 2 Basic, 2 Sunlight	Flurries 5 days/week 3 Basic, 1 Sunlight	Snowstorm 4 days/week 3 Basic, 1 Sheltered	Icy Winds 5 days/week ¹ 3 Basic, 2 Sunlight
2. ICE <i>Ice-crusted snow underfoot and still, frigid air</i> assign 4 Victory Points FOOD to GUARD (INN) Mountains: 4 phases to enter ESCORT to INN (CHAPEL) 7 th day: BLACK magic Reward: 3 GOLD/clearing	Cold 7 days/week 2 Basic, 1 Sunlight	Ice Storm 4 days/week 4 Basic	Snowstorm 3 days/week 4 Basic, 1 Sheltered	Frigid Air 4 days/week ² 4 Basic, 2 Sunlight
3. SNOW <i>Deep, drifting snow blankets the world</i> assign 3 Victory Points FOOD to INN (HOUSE) Mountains: 4 phases to enter ESCORT to INN (GUARD) 7 th day: PURPLE magic Reward: 4 GOLD/clearing	Snowdrifts 5 days/week 3 Basic, 1 Sunlight	Sleet 4 days/week 4 Basic	Snowstorm 3 days/week 1 Sheltered	Blizzard 2 days/week 4 Basic, 2 Sheltered
4. EASTER <i>Melting snows and late blizzards</i> assign 4 Victory Points FOOD to CHAPEL (INN) Mountains: 3 phases to enter ESCORT to CHAPEL (GUARD) 7 th day: WHITE magic Reward: 3 GOLD/clearing	Cool 7 days/week 2 Basic, 2 Sunlight	Showers 5 days/week 3 Basic, 1 Sunlight	Snowstorm 4 days/week 3 Basic, 1 Sheltered	Soft Ground 7 days/week ³ 2 Basic, 2 Sunlight
5. FRESHET <i>Flooding as snows melt and cold rains run off</i> assign 5 Victory Points FOOD to INN (HOUSE) Mountains: 2 phases to enter ESCORT to S Camp (GUARD) 7 th day: GREY magic Reward: 2 GOLD/clearing	Cool 7 days/week 2 Basic, 2 Sunlight	Showers 5 days/week 2 Basic, 3 Sunlight	Rain 4 days/week 2 Basic, 4 Sunlight	Flooding 3 days/week 2 Basic, 4 Sunlight
6. SPRING <i>Sprouts and blossoms bloom in milder weather</i> assign 5 Victory Points FOOD to INN (GUARD) Mountains: 2 phases to enter ESCORT to L Camp (HOUSE) 7 th day: GOLD magic Reward: 2 GOLD/clearing	Warm 7 days/week 2 Basic, 2 Sunlight	Showers 6 days/week 2 Basic, 3 Sunlight	Rain 6 days/week 2 Basic, 2 Sunlight	Beautiful 7 days/week 2 Basic, 3 Sunlight
7. MIDSUMMER <i>Full, green trees in long, sunny days</i> assign 6 Victory Points FOOD to L Camp (INN) Mountains: 2 phases to enter ESCORT to S Camp (L Camp) 7 th day: All except WHITE Reward: 2 GOLD/clearing	Warm 7 days/week 2 Basic, 3 Sunlight	Showers 7 days/week 2 Basic, 2 Sunlight	Soft Rain 7 days/week 2 Basic, 2 Sunlight	Nuts and Berries 7 days/week 2 Basic, 3 Sunlight
8. HIGH SUMMER <i>Hot, clear days</i> assign 5 Victory Points FOOD to GUARD (L Camp) Mountains: 2 phases to enter ESCORT to S Camp (GUARD) 7 th day: GOLD magic Reward: 2 GOLD/clearing	Warm 7 days/week 2 Basic, 2 Sunlight	Showers 7 days/week 2 Basic, 2 Sunlight	Rain 5 days/week 2 Basic, 3 Sunlight	Heat Wave 5 days/week ⁴ 3 Basic, 3 Sunlight
9. SWELTER <i>Verv hot, humid and still air</i> assign 5 Victory Points FOOD to CHAPEL (S Camp) Mountains: 2 phases to enter ESCORT to INN (S Camp) 7 th day: PURPLE magic Reward: 2 GOLD/clearing	Hot 5 days/week 3 Basic, 2 Sunlight	Showers 7 days/week 2 Basic, 2 Sunlight	Thunderstorm 7 days/week 2 Basic, 1 Sunlight	Ball Lightning 4 days/week ⁵ 2 Basic, 2 Sunlight
10. HARVEST <i>Golden fields of ripening crops</i> assign 6 Victory Points FOOD to INN (L Camp) Mountains: 2 phases to enter ESCORT to GUARD (L Camp) 7 th day: GREY magic Reward: 2 GOLD/clearing	Warm 7 days/week 2 Basic, 3 Sunlight	Showers 7 days/week 2 Basic, 2 Sunlight	Rain 7 days/week 2 Basic, 1 Sunlight	Ripening 7 days/week 2 Basic, 3 Sunlight
11. AUTUMN <i>Brightly colored leaves on frosty mornings</i> assign 5 Victory Points FOOD to GUARD (L Camp) Mountains: 2 phases to enter ESCORT to GUARD (S Camp) 7 th day: PURPLE magic Reward: 2 GOLD/clearing	Cool 7 days/week 2 Basic, 2 Sunlight	Showers 7 days/week 2 Basic, 2 Sunlight	Cold Rain 7 days/week 2 Basic, 1 Sunlight	Autumn Summer 7 days/week 2 Basic, 3 Sunlight
12. HALLOWEEN <i>Dead leaves blowing in long, cold nights</i> assign 5 Victory Points FOOD to CHAPEL (INN) Mountains: 2 phases to enter ESCORT to INN (L Camp) 7 th day: All colors Reward: 2 GOLD/clearing	Cold 7 days/week 2 Basic, 3 Sunlight	Cold Showers 7 days/week 2 Basic, 1 Sunlight	Cold Rain 7 days/week 2 Basic, 1 Sunlight	Blowing Leaves 7 days/week ⁶ 2 Basic, 2 Sunlight
13. DESOLATE <i>Cold rains on barren trees and ground</i> assign 5 Victory Points FOOD to INN (HOUSE) Mountains: 2 phases to enter ESCORT to INN (CHAPEL) 7 th day: GREY magic Reward: 2 GOLD/clearing	Cold 7 days/week 2 Basic, 2 Sunlight	Flurries 5 days/week 3 Basic, 1 Sunlight	Freezing Rain 7 days/week 2 Basic, 1 Sunlight	Early Snow 7 days/week ³ 2 Basic, 2 Sunlight

Explanation of Calendar: The LUNAR MONTH column summarizes the effects of each Season. The WEATHER CHITS columns summarize the effects caused by each Weather chit. The effects caused by each chit are listed in that chit's column. assign ... Victory Points: The number of Victory Points that the characters must assign to their Victory Requirements when they play this Season. Mountains: The number of consecutive Move phases a character must do (in one turn) to enter a mountain clearing during this Season. 7th day: The color magic that is supplied everywhere on the map on the seventh day of the Season. FOOD to...: The Dwelling where the FOOD/ALE chit must be taken to complete the mission and collect the reward. If the chit is already at this Dwelling, it must be taken to the Dwelling named in parentheses instead. The "L Camp" and "S Camp" are the campfires. ESCORT to...: The Dwelling where the ESCORT PARTY chit must be taken to complete the mission and collect the reward. If the chit is already at this Dwelling, it must be taken to the Dwelling named in parentheses instead. The "L Camp" and "S Camp" are the campfires.	...days/week: The number of days in the week that this Weather chit is in effect. The remaining days in the week are skipped over (the days are skipped at the beginning of the week). ...Basic: The number of Basic phases each character, hired leader, controlled monster, familiar, or phantasm gets in his turn each day in the week that this Weather chit is in effect. ...Sunlight: The number of "Sunlight" phases each character, hired leader, controlled monster, familiar, or phantasm gets in his turn each day in the week that this Weather chit is in effect. An individual can use a Sunlight phase only if he stays out of the cave clearings for his entire turn. <i>Special:</i> The Dwarf can never do Sunlight phases. ...Sheltered: The number of "Sheltered" phases each character, hired leader, controlled monster, familiar, or phantasm gets in his turn each day in the week that this Weather chit is in effect. An individual can use a Sheltered phase only if he spends his whole turn in caves and/or in buildings. If the Dwarf fulfils this requirement, he can do Sheltered phases in addition to his Basic phases. ...Reward: The reward for completing a mission is 2 gold per clearing for the shortest path at the time the chit is taken. If at the time the mission chit is taken there is currently no path to the Dwelling or the Dwelling has not yet been found, the reward is 30 gold.	Notes: 1. If a character is not in a cave or Dwelling during Birdsong, he must immediately fatigue one asterisk. 2. Each time a character ends a phase of his turn outside of a cave or Dwelling, he must fatigue one asterisk. If he is blocked outside of caves and Dwellings before completing his turn, he must also fatigue asterisks for the phases he cancelled. 3. No one can use the Hide Table. This affects both the Hide activity and Hide rolls caused by the World Fades spell. 4. If a character is not in a cave or mountain clearing during Birdsong, he must fatigue one asterisk. 5. Each time a character ends a phase of his turn in a mountain clearing, he must fatigue one asterisk. If he is blocked in a mountain clearing before completing his turn, he must also fatigue asterisks for the phases he cancelled. 6. No one can use the Search activity to roll on the Peer Table. The Enhanced Peer activity is not affected. Notes 1, 2, 4 and 5: The order that chits can be fatigued in is specified in Section 4.2.4. Notes 1 and 2: Campfires count as Dwellings to prevent this fatigue (see Rule 2.1.4).	<table><tr><th>Die Roll:</th><th>WEATHER Weather chit:</th></tr><tr><td>1-3</td><td>SPECIAL</td></tr><tr><td>4</td><td>STORM</td></tr><tr><td>5</td><td>SHOWERS</td></tr><tr><td>6</td><td>CLEAR</td></tr></table>	Die Roll:	WEATHER Weather chit:	1-3	SPECIAL	4	STORM	5	SHOWERS	6	CLEAR
Die Roll:	WEATHER Weather chit:												
1-3	SPECIAL												
4	STORM												
5	SHOWERS												
6	CLEAR												
Explanation of the WEATHER table: At the start of each week a red numbered chit is secretly picked for the next week's weather. At the start of the next week this chit is revealed and its number is compared with the number rolled on one die (no modifications). The high number defines the Weather chit for the upcoming week. <i>Note:</i> The first week of the game is always CLEAR weather.													

2. COMMERCE

This rule enhances the importance of trading.

2.1 Natives now have special prices they use for buying and selling certain treasures. A native group will value some treasures very highly, while others will be worthless, or even repulsive, to them.

2.1.1 Red and blue natives: For the Rogues, Bashkars and Company, each item's special price is equal to the item's Gold price plus its Notoriety value. *Example:* To the Rogues, the Beast Pipes have a basic price of 13 (a Gold price of 8 plus 5 for its Notoriety).

2.1.2 Green and brown natives: For the Woodfolk, Lancers, Soldiers and Patrol, each item's special price is equal to its Gold price plus its Fame and Notoriety values. *Example:* To the Lancers, the Beast Pipes have a price of 8 (a Gold price of 8 plus 5 for its Notoriety minus 5 for its negative Fame).special price is equal to its Gold price plus its Fame value. *Example:* To Order and Guard, the Beast Pipes have a price of 3 (a Gold price of 8 minus 5 for its negative Fame value).

2.1.3 A card's Fame price also adds to its special price, but only when trading with the group named on the card. *Example:* The Sacred Statue is worth an extra 10 Gold points to the Order, but not to anyone else.

2.1.4 When a character rolls to buy an object that has a negative special price for the selling group, if he rolls any purchase result the native group will give the object to the purchaser and give

him the negative gold price (without multiplication) to take the item off their hands. *Example:* The Dwarf attempts to buy the Black Book from the Order. Its special price is 10 – 15 Fame = -5. The Dwarf rolls Price x4. The Order gives him the Black Book and 5 gold.

2.1.5 If you use one or more belongings to help pay for an item you are buying, the value of the belongings is their basic price, adjusted by the modifiers given above.

2.2 THE COMMERCE TABLE: When a character (or hired leader) **sells** belongings to natives and visitors, he must roll on the Commerce Table to set the price he collects. He finds his result in the column that matches his current trading relationship with the leader or visitor, and he can buy drinks to gain one level of friendliness during the roll. The results are indicated on the table. *Note:* Trade phases used to **buy** items (and Hire phases) are still rolled on the Meeting Table.

2.2.1 All treasures and Special Abilities that affect Trade rolls on the Meeting Table also apply to the Commerce Table.

2.2.2 As in the basic game, a character or native leader can sell any number of belongings at the same time. Any price adjustment from the Commerce Table (positive or negative) applies to the total price of all the items being sold, and not to the price of each individual item.

COMMERCE TABLE

COMMERCE TABLE					
Die Roll:	Trading Relationship:				
	ENEMY	UNFRIENDLY	NEUTRAL	FRIENDLY	ALLY
1	DEMAND GOLD – 10	OFFER GOLD - 5	OPPORTUNITY	OPPORTUNITY	OFFER GOLD + 10
2	DEMAND GOLD – 15	OFFER GOLD - 10	OFFER GOLD	OFFER GOLD + 5	OFFER GOLD + 5
3	DEMAND GOLD – 20	OFFER GOLD - 10	OFFER GOLD - 5	OFFER GOLD	OFFER GOLD + 5
4	DEMAND GOLD – 30	DEMAND GOLD – 5	OFFER GOLD - 10	OFFER GOLD	OFFER GOLD
5	Block/Battle	DEMAND GOLD – 10	OFFER GOLD - 15	OFFER GOLD - 5	OFFER GOLD
6	Block/Battle	DEMAND GOLD – 20	TROUBLE	OFFER GOLD - 10	OFFER GOLD - 5
Explanation of Results:		DEMAND GOLD: The final price is equal to the basic price plus the indicated number of GOLD points (minus numbers subtract from the price). You can sell the belonging(s) for this price, or keep them and collect nothing. <i>Important:</i> If you refuse to sell for the final price, the denizen blocks you! If the price is below zero, the denizen automatically blocks you.		Block/Battle: The denizen blocks the individual who is trying to sell. TROUBLE: Immediately roll again and find your result in the UNFRIENDLY column. OPPORTUNITY: Immediately roll again and find your result in the next friendlier column (so if you roll “OPPORTUNITY” in the NEUTRAL column, roll again and find your new result in the FRIENDLY column).	
OFFER GOLD: The final price is equal to the basic price plus the indicated number of GOLD points (minus numbers subtract from the price). If no addition or subtraction is listed, the final price equals the basic price. You can sell the belonging(s) for this price, or keep them and collect nothing. If the price is below zero, the denizen refuses to buy.					

3. OPTIONAL COMBAT RULES

These rules increase the combat power of all denizens and characters, making the Realm a much deadlier place, and making combat more realistic. They are not recommended for beginners! Alerted Monsters (10.B.2) and Dragon Heads (10.B.3) work much better with these rules than they do with the basic game, but Optional Abilities (10.A.6) should be used with caution, as some of those play balance adjustments may no longer be necessary.

3.1 Move actions: When a character plays a Move chit, Boots card, or horse to run away or pick up a dropped belonging, he must roll on the Stumble Table to see if his play works or is cancelled. His move time does *not* have to be lower than the move times of the attackers (denizens and Action chits) on his sheet, although playing a low move time will increase his chances of success. He still cannot play a Move chit if a Tremendous monster is red side up on his sheet.

3.1.1 In addition to his normal die roll modifiers, he modifies the die roll by adding the number of attackers on his sheet and subtracting his time advantage over the fastest attacker. His time advantage equals the attacker's move time minus his own move time. If the result is negative, subtracting it adds to the die roll: in effect, he adds his own move time to the die roll and then subtracts the attacker's move time. *Example:* If he plays a move time of "2" when three attackers are on his sheet and the fastest has a move time of "4", he adds 3 (for three attackers) plus 2 (his move time) and subtracts 4 (the attacker's move time), for a net adjustment of +1. If he rolls "6" his final result is "7".

3.1.2 If his final result is 6 or less, he completes his action successfully. If it is 7 or more, his play is cancelled.

3.1.3 A character must also use the Stumble Table when he flies, but only flying attackers count towards altering his die roll.

3.2 RIDING HORSES: When a character has an active horse, it is the only piece he can play to move. He cannot play Move chits or Boots cards to charge or run away, and he must play the horse to do his maneuver. *Special:* When a character or native uses a horse to maneuver, he can also play a maneuver of his own to provide extra protection against a character who targets him directly (Rule 3.3). A character can play a Move chit or Boots card in any Maneuver square, subject to the normal restrictions. A native is always assumed to be maneuvering with his own counter in addition to his horse (if he has one).

3.3 Characters are able to attack riders without attacking the horses they are riding (inactive horses cannot be attacked). When a character specifies a target who is riding a horse, he must specify whether he is attacking the target or his horse. Denizens continue to attack as explained in the basic rules: they always attack the horse first. *If a horse is killed, any subsequent attacks that would also have hit the horse automatically hit the rider instead.*

3.3.1 If he attacks the horse, his Attention chit is put on the horse and the attack is resolved normally, against the horse.

3.3.2 If he attacks the rider, he must still intercept or undercut the horse's maneuver to hit the rider. If the rider also played a maneuver of his own, it merely alters the harm that the attack inflicts (see rule 3.4.2).

3.4 ATTACKS: When any attack hits, the harm it inflicts is modified by the OPTIONAL COMBAT TABLES. After

calculating the harm caused by the attack's harm letter and sharpness, the attacker rolls the dice and consults the appropriate table to adjust the harm. When making a striking attack, he uses the Fumble Table to adjust the harm. When making a missile attack, he uses the Optional Missile Table (instead of the regular Missile Table). The effects are indicated on the tables.

Exception: There are two instances in which the Optional Combat Tables are not used: Red-side-up Tremendous monsters automatically kill their target if they hit it; and attackers that have received "Wish for Strength" automatically inflict Tremendous final harm if they hit their target

3.4.1 In addition to the normal modifications to his die roll, he subtracts his attack's time advantage over the target's maneuver time. If his attack did not intercept the direction of the target's maneuver, he also adds 4 to his result (the "undercut penalty"). His time advantage equals his target's maneuver time minus his own attack time. If the result is negative, subtracting it adds to the die roll: in effect, he adds his attack time to the die roll and subtracts the target's maneuver time. *Example:* If his attack time is "2" and the target's maneuver time is "3" his time advantage is 1, subtracting 1 from the die roll. If his attack fails to intercept the target's direction, he adds "4" to make the net adjustment +3; if he rolls a "6" it becomes a "9".

3.4.2 If the target played both a horse and a maneuver of his own, the die roll is altered by both the horse's maneuver and the rider's maneuver. The attacker calculates his time advantage over each maneuver and subtracts both advantages from his die roll, and he adds 4 for each maneuver his attack does not intercept. *Example:* If his attack time of "3" hits a horse and rider with move times of "5" and "2", he subtracts 2 (his advantage over the horse) and adds 1 (his disadvantage over the rider), for a net adjustment of -1. If he intercepts the rider but not the horse (or the horse but not the rider) he adds 4, making his final adjustment +3. If he had intercepted neither the horse nor the rider, he would add another 4, making his final adjustment +7.

3.4.3 The attacker uses the normal procedure to determine whether his attack hits; misses are removed without being rolled for. Attacks that hit armor still lose one sharpness star. The die roll is affected by the attacker's modifications, not the defenders. *All die roll modifications for an attack are determined at the moment of hit determination. The die roll modifications for an attack never change regardless of what occurs as the attacks are resolved. Example:* If a horse is killed early in a round of combat, the horse's move speed and maneuver direction are still used to determine the die roll modifications for any subsequent attacks in that round against its rider.

3.4.4 If the defender is a character who did not play any maneuver at all (no Move chit, Fly chit, Boots card, or horse), the adjustment is calculated as if he had played a move time of "8" without applying the +4 undercut penalty. *Example:* An attack time of "1" would have an advantage of 7, subtracting 7 from the roll.

3.4.5 Prepared magical attacks have an attack time of "0" and roll on the Optional Missile Table. *Special:* Prepared Fiery Blast or Lightning Bolt attack with an attack time of "0", but subtract one sharpness star from their harm, in addition to any sharpness lost due to armor. *Comment:* This special adjustment for alerted Fiery Blasts and Lightning Bolts was added by the designer Richard Hamblen, for play-balance purposes.

3.5 PENETRATING ARMOR: When a missile attack hits a character’s armor, the harm is inflicted on the character but the armor reduces the harm. The armor is not damaged or destroyed. This rule applies to all missile attacks that hit characters. Missile attacks that hit armored denizens and all striking attacks that hit armor continue to inflict harm as explained in the basic rules.

3.5.1 If the final harm of a missile attack (including any sharpness star that would normally be lost for hitting armor) exceeds Tremendous, it simply ignores the armor – even if the character has multiple pieces of armor blocking the attack – and kills the character. (*Explanation:* It hits a vital unarmored spot.) Otherwise, the harm is compared to the toughness of the armor. If the armor exceeds the harm, the attack has no effect – the target is not wounded. If the harm equals the armor, and there is no other armor blocking the attack (it hit the character’s final piece of armor, if he had more than one activated), the target gets

one wound but there is no further effect: he is not killed and the armor is not damaged. If the harm exceeds the armor, the harm drops one level (in addition to the sharpness star it has already lost) and the resulting harm is inflicted on the target as if he were not armored. The armor is not damaged nor destroyed. *Example:* If Heavy harm hits a Medium piece of armor, the harm drops to Medium and Medium harm is inflicted on the target.

3.5.2 A missile attack can penetrate several pieces of armor, losing one level for each armor piece it penetrates. If it reaches a piece of armor it cannot penetrate, it stops. Regardless of how many pieces of armor the attack penetrates, only one sharpness star is lost for striking armor. *Example:* If a Tremendous missile attack hits a shield and breastplate, it drops to Heavy when it penetrates the shield and drops to Medium when it penetrates the breastplate. Medium harm is inflicted on the target.

OPTIONAL COMBAT TABLES					
Adjusted Die Roll:	MISSILE TABLE	Adjusted Die Roll:	FUMBLE	Adjusted Die Roll:	STUMBLE
	Effect on harm inflicted:		Effect on harm inflicted:		Effect on action:
-2 or less	increase three levels	1	increase two levels	1-6	completed
-1	increase two levels	2-3	increase one level	7-10	cancelled
0-1	increase one level	4-6	no change		
2-4	no change	7-8	decrease on level		
5-6	decrease one level	9	decrease two levels		
7	decrease two levels	10	Negligible		
8 or more	decrease three levels				

Explanation of the OPTIONAL COMBAT TABLES: These tables allow results from 1 to 10. If the adjusted die roll is from 1 to 10, use it to find the result. If the adjusted die roll exceeds 10, convert it to 10. If it is lower than 1, convert it to 1. [The Missile Table reflects a correction by Richard Hamblen from the Second Edition.](#)

MISSILE and FUMBLE tables: In addition to the normal die roll modifications, the attacker subtracts his time advantage from the die roll. If his attack fails to intercept, he also adds 4 to the die roll. See optional rule 10.D.3. If the result is “Negligible” harm or

less, the hit inflicts no harm but it still counts as a hit: if a weapon attacks it is unalerted, if a Tremendous monster attacks it turns red side up.

increase . . . : Increase the harm inflicted by the indicated number of levels.

decrease . . . : Decrease the harm inflicted by the indicated number of levels.

no change: The harm remains unchanged.

Negligible: The hit inflicts Negligible harm.

STUMBLE table: In addition to the normal die roll modifications, the character subtracts his time advantage from the die roll, and then he adds the number of attackers (denizens and Attention chits) on his sheet.

completed: The character completes his action.

cancelled: The character’s action is cancelled.

E. EXPANDING THE REALM

These rules explain how to change the size of the Magic Realm, increasing or decreasing the number of characters, changing the length of the game and combining games to create a larger Magic Realm. Additions and subtractions to the number of Victory Points that a character must record are cumulative: if one rule increases his Victory Points by two and another rule reduces them by one, he must record one extra Victory Point.

1. SOLITAIRE PLAY

1.1 This section explains how a player can play *Magic Realm* by himself, with no other players.

1.2 The player sets up the game secretly as explained under 3.0 PREPARE FOR PLAY, except as explained below.

1.3 To construct the map, he puts the Borderland down as the first tile and shuffles the remaining tiles and puts them in a pile. Then he takes each tile in turn from the top of the pile and adds it to the map as explained in step 2 under PREPARE FOR PLAY.

1.3.1 He must always take the top tile in the pile and add it to the map, if it can be placed within the restrictions explained under step 2 of PREPARE FOR PLAY. *Special:* If it is a Woods or Valley tile, he cannot put it next to another Woods or Valley tile if any other placement is possible. If no other placement is possible, he can put it next to another Woods or Valley tile.

1.3.2 If he cannot place the tile legally, he puts it at the bottom of the pile and takes the next tile.

1.3.3 If the last tile cannot be placed, the player picks up the map and starts all over again.

1.4 When all twenty tiles have been placed he selects his character, places the visitor/mission chits and selects his Victory Requirements normally. He must meet his victory requirements normally to win the game.

1.4.1 One of the most interesting aspects of solitaire play is working out the style of play that best suits each character. Different characters have very different styles of play, and it takes several playings to learn their subtleties. *Note:* Some characters rely on advantages in diplomacy that vanish in solitaire play. It is recommended that these characters be given the optional abilities explained in optional Rule 10.A.6.

1.4.2 The player can take several characters as explained in as explained in optional Rule 10.E.4 below, but all of his characters must win for him to win.

1.5 The player does *not* turn up the chits in the Valley tiles. These chits remain face down and secret at the start of a solitaire game. The Dwellings and Ghosts in the Valley tiles will appear like campfires, when their chits are turned up during the game.

1.6 The player starts the game by moving onto the map along any road that runs from the edge of the map to the Borderland. His first activity must be a Move activity to enter the map. *Note:* If the player starts a new character after his old character is killed, the new character enters the map along the same roadway that the original character used.

1.7 The player plays the game normally, except that two rows of denizens are prowling each day, and both rows can appear and

move on the map. At Sunrise the player rolls twice and puts a Monster Roll chit in each row he rolls (using an extra chit to represent the second Monster Roll chit). If he rolls doubles, he puts both chits in the same row and that is the only row that prowls.

1.8 The optional rules are highly recommended for solitaire players who are familiar with the game. These rules add diversity that enhances a solitaire game. In particular, the optional combat rules add a charming uncertainty to individual battles.

2. CHANGING THE GAME TIME

2.1 A game can begin on the first day of any week and it can last for any number of weeks. It cannot start or end part way through a week. The players must agree on the starting day and length of the game before starting to set it up.

2.2 The game's length defines the number of Victory Points that each character must assign to his Victory Requirements. He must assign one basic point, plus one point for each week in the game. *Example:* In an eight-week game, he must assign nine Victory Points.

2.3 In games longer than one month, instead of supplying *Black* and *White* magic, the seventh day of each month alternates between *White* and *Black* from month to month. On the first month it is *White* magic, on the second month it is *Black* magic, and so on.

2.4 When characters use optional Rule 10.D.1 (Seasons and Weather) in games that run from Season to Season, the Seasons in the game define the number of Victory Points each character must assign to his Victory Requirements.

2.4.1 The Calendar of Seasons lists the number of points that must be assigned for each Season. If the game includes a fraction of a Season, multiply the fraction by the Season's points (rounding up) to calculate the points that must be assigned for that Season. *Example:* The characters must record three Victory Points to play half (two weeks) of MIDSUMMER.

2.4.2 The seventh day of each Season supplies the *color* magic specified for the Season instead of the normal *Black* or *White* magic.

2.5 JOINING A GAME IN PROGRESS: If a new player wishes to join a game that is already in progress, the number of weeks remaining in the game defines the number of Victory Points he must assign. If he joins part way through a week, he counts it as a whole week.

2.6 EXTENDING PLAY: If the players wish to continue playing at the end of the agreed time, they can agree on extension and add the corresponding number of Victory Points to their Victory Requirements. They cannot rearrange the points they have already assigned.

3. SUDDEN DEATH GAME

3.1 Instead of ending on a specific day, the game continues until one character has fulfilled all of his Victory Requirements. When the game ends, the characters calculate their scores normally. *Comment:* This was the standard rule in the original *Magic Realm* rulebook, but occasionally it causes the game to end before it really gets started. The rule was changed to give the

other characters a chance to catch up, but the old version is included here as an option for those who prefer it. [Scoring calculations can be avoided by declaring the player who ends the game to be the winner.](#)

3.2 A character can end the game only if he has a total score of zero or better in each category at *Midnight* of any game day. He cannot have a minus score in any category, regardless of his score in the other categories. He can end the game at *Midnight* of any day, but only at *Midnight*. He is not required to end the game – he can keep silent and allow play to continue, if he wishes.

3.3 Recommended: [A player can only end the game if he is in the clearing where he started the game.](#)

3.4 This rule usually shortens the game: a typical game lasts from three to five weeks. The players can adjust the length of the game by changing the number of Victory Points they assign. Each additional point adds roughly a week to the game.

4. MULTIPLE CHARACTERS

4.1 Each player can control more than one character. The players can all have the same number of characters, or different players can have different numbers of characters. Before starting, the players must agree on how many characters each player is to have.

4.2 The players select their characters when the map is being set up. When a player is out of tiles, each time it is his turn he can pick one of his characters. He can select only one character per turn. When he has all of his characters, on his next turn he places a visitor/mission chit normally.

4.3 Each player records separate Victory Requirements for each of his characters. *Important:* Each additional character must record an extra Victory Point in his Victory Requirements. The first character a player takes must record five Victory Points, the second character must record six Victory Points, the third character must record seven Victory Points, and so on.

4.4 Each player treats his characters as separate beings. He keeps their belongings separate, he uses a separate Personal History sheet for each character, and so on. When a character's Attention chit is picked, only that character takes his turn.

4.5 During combat, when it is a player's turn to lure attackers all of his characters in the clearing can lure attackers. When it is his turn to do actions, all of his characters in the clearing can do actions. The players go in turn, starting with the player whose character had the first turn that day and going to the left.

4.6 At the end of the game, each player averages the scores of all of the characters he had in the game. He totals the scores of all of his characters and divides by the number of characters he had at the start of the game, and the result is the player's score. If his total is zero or greater, he wins. The player with the largest average score is the victor.

4.7 If a player's character is killed, he can start a new character to replace him, [using the same number of Victory Requirements as the killed character.](#) At the end of the game he gets no points for the killed character, but he can count the new character's points instead. Whether he takes a new character or not, at the end of the game he must divide his total score by the total number of characters he had at the *start* of the game.

5. DEVELOPMENT

5.1 Each character has four stages of development, outlined in the Development section on the back of his Character card. The levels are listed in order, with the earliest (first) level at the top and the last (fourth) level at the bottom. Each level lists the name and the weapon, armor or spell(s) the character has at that level and the three action chits he gains at that level.

5.2 Each character can start the game at an earlier stage of development than the fourth. He gets the weapon, armor and/or spells listed for the level he starts at, plus all of the action chits listed for that level and all previous levels (his other action chits are removed from play).

5.2.1 Each character gets his Special Advantages at his second and fourth levels. His Special Advantages are numbered "1", and "2" on the List of Characters; when he starts at (or reaches) second or third level he gets the Advantage numbered "1", and when he starts at (or reaches) fourth level he gets both Special Advantages. When he starts at first level, he has no Special Advantages. *Example:* At first level, the Dwarf does not get the Short Legs and Cave Knowledge advantages (his youthful energy offsets his short legs).

5.2.2 Each character gets his trading relationships at his third level – he gets these trading relationships only if he starts the game at his third or fourth level. If he starts at first or second level, all of the natives and visitors start the game Neutral to him.

5.3 When a player records the Dwelling where his character will start the game, he also records his character's starting level. When he puts his character counter on the map, he announces his character's level. Reducing his character's level reduces the number of Victory Points he assigns to his Victory Requirements. Each level is worth one Victory Point (regardless of the length of the game), so if he starts two levels lower than normal he records two fewer Victory Points at the start of the game. *Exception:* A character must always record at least two Victory Points, regardless of the level he starts at or the length of the game.

5.4 A character's development can increase during the game (particularly if the game is a long one). Each time he gains a certain number of points towards fulfilling his Victory Requirements, he gains one of the action chits listed for his next development level. He can choose which chit to take. When he has obtained all three of the chits that belong to his next level, he advances to that level.

5.4.1 The number of points a character must obtain to gain a chit depends on his current level. At first level, he gains a chit each time he gains one Victory Point. At second level, he must gain two Victory Points for each chit, and so on.

5.4.2 The character's Great Treasures, and the Fame and Notoriety values of his belongings, count towards his development. He gains a Victory Point only when his Victory Point total increases: if he loses points, he must regain the lost points before he can progress towards his next chit. A Victory Point counts towards his development only if it counts towards his Victory Requirements. *Example:* If he assigns 3 points to Gold, only the first 90 Gold points he gets counts towards his development.

5.4.3 Once a character gains a chit, he keeps it and can use it

normally in the game thereafter. When he completes his second level he gains his first Special Advantage, and when he completes his fourth level he gains his second Special Advantage. Gaining levels does not change his weapons, armor, spells and trading advantages; these change only as a result of the normal events of the game.

6. EXTENDED DEVELOPMENT

The following rules, published by Richard Hamblen in the Avalon-Hill General magazine, allow a player to keep a character from game to game and develop his strength. Some options suggested by on-line playtesting are noted. A link to alternate rules for a continuous Extended Development game that have been developed and play-tested extensively by the online community is given in Section 1.5.

6.1 The Development section on the back of each character card is used. The first time a character is used he starts at his first stage of development, with the appropriate combat counters, Spells and equipment.

6.2 During each game, each character must record and acquire a number of Victory Points equal to the next stage in his development. Thus, if a character was at his first stage of development he must record and acquire two Victory Points; a fourth-stage character would have to acquire five Victory Points. (Players who prefer longer games can agree to double or triple these numbers if they wish.)

6.3 When a character fulfills his victory requirements, he wins and the game is over. *Option:* Alternatively, the game may be played to a fixed number of days and scoring calculated as Section 9.3. Six weeks (42 days) is recommended as a game length since lower stage characters accumulate Victory Points slowly.

6.3.1 Each character who has survived without being killed gains one action chit (in addition to any gained during the game as in optional Rule E.5.4). He gains one of the chits listed in the next stage after his current stage, and can use it in the next game.

6.3.2 A character who is at first stage and who has two extra chits is still at first stage.

6.3.3 When a character gets all three of the chits of a stage, the next game he starts at that new stage with the appropriate spells and equipment.

6.3.4 The character who won the game jumps a full stage in the next game. If he were first stage with one extra chit, the next game he would be second stage with one extra chit. *Option:* Players may find that advancing the winning character one entire stage gives him too much advantage in the next game. The winner may be given only one extra chit in addition to the chit for surviving the game, or no extra chit at all, since he will most probably have gained chits during the game from Rule E.5.4.

6.3.5 A character who is killed drops a full stage (three chits) for the next game.

6.4 If the revival rule is being used and a character is killed, he loses three chits before he is revived – and if he is killed again he loses another stage.

6.5 A character can never be lower than first stage; he can never have less than three chits.

6.6 When a character reaches fourth stage he should continue to keep track of the stages and chits he has earned even though he cannot get additional chits.

6.7 Instead of extra chits, a character gains certain advantages for each full stage he has earned above the fourth (he gains nothing for chits that do not complete a stage). He takes these items when he places his first hex tile.

6.7.1 Fifth stage and above: 15 extra gold.

6.7.2 Sixth stage and above: Take one random Treasure card from any native group.

6.7.3 Seventh stage and above: 10 Notoriety and 5 Fame.

6.7.4 Eighth Stage and above: Take one horse from any native group.

6.7.5 Ninth stage and above: Gets bonus phase every day.

6.7.6 Tenth stage: Take one weapon or armor counter from any native group; or record one extra spell of any type.

6.7.7 Eleventh stage: The character should be declared an “immortal” and retired, and his owner should start over with a new (and preferably different) character. Over the really long haul the players can compete to see who can reach “immortal” status with the most characters.

6.8 A character must record and acquire extra Victory Points for his excess stages of development, so a seventh-stage character needs eight points to win.

6.9 The players will find that games can end quickly when some of the players are at low stages; when a game ends too quickly the characters can leave the board setup, move to the start of the next lunar month and start the next game from there.

6.10 *Option:* Because it is difficult for lower stage characters to acquire Victory Points, Extended Development games may be played where the characters are not required to select Victory Requirements at the beginning of the game. Victory Points of any kind acquired during the game entitle the character to earn an extra chit as in Rule E.5.4. Any Victory Points lost will have to be regained before a character can qualify for the next extra chit, and negative Victory Points (negative Fame or Notoriety divided by 10 or 20 and rounded down – no x3 penalty) must be compensated for by a greater number of positive Victory Points to earn a chit. The winner of each game is the character who has gained the most extra chits at the end of the agreed-upon game length. A longer-term goal can also be established, such as the first character to reach 5th level, regardless of the number of games required to reach that goal.

7. COMBINING REALMS

7.1 The players can combine games of Magic Realm to expand the size and ferocity of the game. To simply combine games, set up and play normally except as explained below.

7.2 Pieces that belong to the same game should be marked with the same identifying symbol. Each game should have its own distinctive symbol, so pieces from one game will show a different symbol from other games.

7.2.1 Each game’s symbol is put on its Treasure Set Up Card and on each map chit, Dwelling, denizen, visitor/mission chit, ordinary armor counter, Treasures Within Treasures card, Lost

Keys card, Potion, Artifact, Spell Book, Spell card, each Treasure card that has a Fame price, and on all of the character pieces (cards, counters and action chits) that belong to the game. Map tiles and other cards and counters need not be marked.

7.2.2 On cards, the symbol is put only on the face of the card; on chits, the symbol is put only on the non-blank side of the chit.

7.3 When setting up the Set Up Cards, set up the Treasure cards without discriminating between games – mix all of the Large treasures together and place them on all of the Set Up Cards at random, and so on.

7.3.1 Put the proper armor, weapon and horse counters in each Treasures Within Treasures section, and put the proper number of Spears and armor counters in each native box.

7.3.2 Mix the Light weapons together and put seven at random on each Set Up Card. Distribute Medium weapons, Heavy weapons, Bows and horses similarly, so that natives from different games will have different assortments of counters.

7.3.3 All denizens and Spell cards must set up on their game's card.

7.4 Mix all of the map tiles together and deal all of them out. The first Borderland dealt is the starting tile, and all of the remaining tiles are added to the map normally. Other Borderland tiles are added to the map just like any other tile.

7.4.1 Put the map chits on the map without discriminating between games. Mix chits from different games together before placing them, and so on. The chits in each Lost City and Lost Castle section can come from any game(s).

7.4.2 Characters can be chosen from any of the games. Each character gets only those pieces that belong to his own game; his trading relationships apply to all of the natives in all of the games, and his Special Advantages apply to all of the games. He can take his starting weapons and armor from any game. He must start the game at a Dwelling that belongs to his game.

7.4.3 Each game's Garrison natives set up at that game's Dwellings.

7.5 Only one Monster Roll is made each day, and all of the Monster Roll chits are adjusted accordingly. *Alternative:* The players can make a separate Monster Roll for each Set Up Card, if they wish. Doing so is more exciting – [but it also makes the game more difficult](#).

7.5.1 Each game piece can summon denizens only from its own Set Up Card. Regenerating denizens return to their own game's Set Up Card or Dwellings.

7.5.2 If optional Rule 10.D.1 (Seasons and Weather) is used, only one Weather chit is picked and it affects the whole map.

7.6 When an individual loots a site, he takes his loot from the Set Up Card that belongs to his site's game. When he exchanges a substitute card, the treasures that enter play come from the substitute's Set Up Card. Each Lost Keys card opens only the Chest, Vault, and Crypt on its own Set Up Card.

7.7 Natives from different games are treated as separate groups: they must be traded with and hired separately.

7.7.1 Each native leader and visitor owns only the box that is on his own Set Up Card.

7.7.2 Gold prices remain the same from game to game. A card is

worth its Fame price only to those natives who belong to its game.

7.7.3 A mission chit can be delivered to a Dwelling only if the Dwelling and chit belong to the same game.

7.7.4 A campaign chit affects only those denizens that belong to its game. *Example:* When a character takes a game's QUEST chit, only the Knights that belong to that game become friendlier and he must kill only the Dragons that belong to that game.

7.8 When a Potion expires or an ordinary armor counter is destroyed, it returns to its game's Set Up Card.

7.9 A game's Artifacts and Spell Books contain only the Spell cards that are on that game's Set Up Card.

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LISTS

LIST OF CHARACTERS



AMAZON: The Amazon is a skilled warrior and soldier, with excellent speed and fair strength. She is deadliest against Medium and Heavy opponents. She should avoid or run from Tremendous and armored Heavy monsters, who are too dangerous for her to handle even if she obtains heavier equipment.

Weight/Vulnerability: Medium

Special Advantages:

1. **AIM:** The Amazon subtracts one from each die roll whenever she rolls on the Missile Table to attack with a missile weapon.
2. **STAMINA:** The Amazon can record and do an extra Move phase each turn. She gets this bonus even when she is riding a horse - her stamina includes being an excellent horsewoman.

Starting Location: Inn

Trading Relationships:

Friendly: Lancers, Patrol, *Shaman*. **Unfriendly:** Company, Bashkars.

Development/Combat Chits:

Scout: *Light Bow*, Move M4, Move M3*, Fight L4

Warrior: *Spear, Helmet, Breastplate, Shield*, Move M4, Fight M5, Fight M4*

Champion: *Spear, Helmet, Breastplate, Shield*, Move M3*, Fight M3**, Fight H4**

Amazon: *Short Sword, Helmet, Breastplate, Shield*, Fight M4*, Fight M3**, Move M3*.



BERSERKER: The Berserker is a powerful fighting man with the strength to dispatch the largest monsters and humans and the speed to outmaneuver them. He is not fast enough to escape faster opponents, so against them he must rely on going berserk to survive and on his robust health to help him recover from his wounds.

Weight/Vulnerability: Heavy

Special Advantages:

1. **ROBUST:** The Berserker can record and do an extra Rest phase each day.
 2. **BERSERK:** The Berserker can play his Berserk chit to increase his vulnerability to Tremendous for the rest of the day. Once he plays it, it takes Tremendous harm to kill him. At *Midnight* he reverts to normal.
- Note:* For purposes of fatiguing, the Berserk chit counts as a Fight chit. It cannot be used as a Fight chit in any other way.

2.1 He can play his Berserk chit during an Alert phase (instead of alerting a weapon). It fatigues instantly.

2.2 He can play his Berserk chit as his action during the encounter step. This counts as his action for the step, and the denizens on his sheet restrict his ability to play it (as if it were a Fight chit). It counts towards his effort limit and fatigue normally.

Starting Location: Inn

Trading Relationships:

Friendly: Rogues, Lancers, *Shaman*. **Unfriendly:** Patrol, Guard.

Development/Combat Chits:

Youth: *Axe, Helmet*, Move H6, Move H5*, Fight H4*

Raider: *Axe, Helmet, Shield*, Move T6*, Move H4**, Fight H5

Viking: *Axe, Helmet, Breastplate, Shield*, Move H4**, Fight T6*, Fight T4**

Berserker: *Great Axe, Helmet*, Berserk T4**, Fight T5*, Fight T4**



BLACK KNIGHT: The Black Knight is a deadly and feared veteran of many battlefields. He is at his best against humans. He is too weak to dispatch Tremendous monsters until he gets a heavier weapon.

Weight/Vulnerability: Medium

Special Advantages:

1. **AIM:** The Black Knight subtracts one from each die roll whenever he rolls on the Missile Table to attack with a missile weapon.
2. **FEAR:** Whenever the Black Knight rolls on the Meeting Table he rolls one die instead of two. His deadly reputation makes it easier for him to trade and hire natives, and it makes his enemies think twice before blocking or battling him.

Starting Location: Inn

Trading Relationships:

Ally: Company. **Friendly:** Soldiers, *Crone*. **Unfriendly:** Lancers. **Enemy:** Guard.

Development/Combat Chits:

Spearman: *Spear, Helmet, Breastplate*, Move M5, Move H5*, Fight H5*

Mercenary: *Crossbow, Helmet, Breastplate*, Move H6, Move M4*, Fight H6

Heavy Footman: *Mace, Helmet, Breastplate, Shield*, Fight M4*, Fight M4*, Fight M5

Black Knight: *Mace, Armor, Shield*, Move H4**, Fight H4**, Fight M3**



CAPTAIN: The Captain is a renowned hero of many wars. His strength, weapon and armor make him dangerous when facing Medium or Heavy opponents, but he needs heavier equipment to deal with heavily armored foes. He is not really strong enough to face Tremendous foes.

Weight/Vulnerability: Medium

Special Advantages:

1. **AIM:** The Captain subtracts one from each die roll whenever he rolls on the Missile Table to attack with a missile weapon.
2. **REPUTATION:** The Captain can record and do an extra phase each day he is at a Dwelling (including a campfire). He must be at the Dwelling when he starts to do the phase, not when he records it. He can use the extra phase to do any normal activity.



DRUID: The Druid is an elusive magician at peace with nature. Since he cannot deal with most opponents even if he gets a weapon, he must operate alone, avoiding and hiding from monsters and running from them at need. He needs to win without combat, if possible.

Weight/Vulnerability: Light

Special Advantages:

1. **CONCEALMENT:** The Druid rolls one die instead of two each time he makes a Hide die roll.
2. **PEACE WITH NATURE:** When the Druid ends his turn, the Warning and Sound chits in his tile do not summon monsters. Individuals following the Druid will summon monsters normally.
- 2.1 If the map chits in his tile are face down he reveals them normally, but he turns the Warning and Sound chits face down again to show they have not summoned monsters yet (chits are turned face

Starting Location: Inn, House, or Guardhouse

Trading Relationships:

Friendly: Patrol, Soldiers, Guard, *Scholar*. **Unfriendly:** Woodfolk. **Enemy:** Bashkars.

Development/Combat Chits:

Spearman: *Spear, Shield*, Move M4*, Move M5, Fight H5*
Soldier: *Short Sword, Helmet, Breastplate, Shield*, Fight M5, Fight M3**, Move M3**
Lieutenant: *Short Sword, Helmet, Breastplate, Shield*, Move M4*, Fight H5*, Fight M4*
Captain: *Short Sword, Helmet, Breastplate, Shield*, Move M4*, Fight H6, Fight M4*

up only if they have had the opportunity to summon monsters). The chits react normally when anyone else ends his turn in the tile.

2.2 Peace With Nature does not affect Dwellings, Site chits and Site cards, and it does not affect the Dragon Essence Treasure card. When the Druid ends his turn in a tile that contains one of these pieces, it summons denizens normally.

Starting Location: Inn

Trading Relationships:

Ally: Bashkars. **Friendly:** Lancers. **Unfriendly:** Order, *Shaman*. **Enemy:** Woodfolk.

Development/Combat Chits:

Herbalist: Move L3*, Move L4, Fight L3*
Animalist: Fight L4, Move L2**, Fight L2**
Soothsayer: *Spell (II or VIII)*, Magic II3*, Magic VIII4*, Magic VIII3*
Druid: 2 *Spells (II or VIII)*, Magic II2**, Magic II3*, Magic VIII2**



DWARF: The Dwarf is a slow and powerful fighter who is at his best in the caves, where he is respected as a master of searching, hiding and fighting the monsters that live there. Outside of the caves he is slow and clumsy. In battle his ability to duck allows him to swiftly escape enemy blows and out-manuever the largest and slowest denizens.

He must be careful to avoid the fast opponents who live outside of the caves, however, and he is extremely vulnerable to attacks made by other characters, who can always Smash him as he ducks. Since he relies heavily on the ducking maneuver, his helmet is a critical part of his defenses.

Weight/Vulnerability: Heavy

Special Advantages:

1. **SHORT LEGS:** This "advantage" is a mixture of advantages and disadvantages:
 - 1.1 The Dwarf can never use sunlight phases - he can only use basic phases (plus any extra phases due to belongings or spells). [He can Follow characters normally, even if they are using sunlight phases.](#) [Note: When using the optional Seasons/Weather rules, the Dwarf can also use Sheltered phases.](#)
 - 1.2 The doughty Dwarf can rest an extra effort asterisk each time he does a Rest activity.

1.3 The Dwarf can use his Duck chit as a special Move chit. He can play it only to do the "Duck" maneuver during the Melee Step. He cannot use it for any other purpose (except as a T chit for looting): he cannot use it to carry items, to charge or run away during the Encounter Step, and he cannot use it to do any maneuver except "Duck". For purposes of fatigue, it counts as a Move chit. [Note: In the Development Game, he can use the Duck chit even as a Youngster, before he receives the Short Legs special advantage.](#)

2. **CAVE KNOWLEDGE:** The Dwarf rolls one die instead of two whenever he uses the Hide table, the Meeting Table, or any Search table when he is in a cave clearing. This gives him some powerful advantages in the caves, somewhat offsetting his short legs. Obviously, the Dwarf prefers to spend as much time as possible in the caves.

Starting Location: Inn or Guardhouse

Trading Relationships:

Friendly: Company, Guard, *Scholar*. **Unfriendly:** Woodfolk, Bashkars.

Development/Combat Chits:

Youngster: *Axe, Helmet*, Duck T3*, Move H6, Fight H5*
Smith: *Axe, Helmet*, Move T6*, Fight H6, Fight H4**
Warrior: *Great Axe, Helmet*, Move H5*, Fight T6*, Fight H4**
Dwarf: *Great Axe, Helmet*, Move T5**, Fight T5**, Fight T5**



ELF: The Elf is an elusive and graceful warrior and magician. With his Light Bow he is a deadly match for anything less than an armored Heavy foe, and with a Medium Bow he can face any opponent. He has the speed to escape numerous opponents.

Weight/Vulnerability: Light

Special Advantages:

1. **ELUSIVENESS:** The Elf can record and do an extra Hide phase each day.
2. **ARCHER:** The Elf rolls one die Instead of two whenever he rolls on the Missile Table to make an attack with a bow or crossbow.

Starting Location: Inn

Trading Relationships:

Ally: Woodfolk. **Friendly:** Bashkars. **Unfriendly:** Order, Scholar. **Enemy:** Lancers.

Development/Combat Chits:

Stripling: *Spell (III or VII)*, Magic III3*, Magic III4*, Magic VII4*
Faerie: 2 *Spells (III or VII)*, Magic VII3*, Magic III3*, Magic III2*
Hunter: *Light Bow*, 2 *Spells (III or VII)*, Move L3*, Fight L3*, Move L2*
Elf: *Light Bow*, 2 *Spells (III or VII)*, Move M4, Fight M3*, Fight M4



MAGICIAN: The Magician knows a little about a lot of different types of magic. He can cast nearly any spell - if he can obtain the right color magic. He must make the best use of the color magic he finds in the game, for he lacks the paired Magic chits necessary to enchant tiles. Obviously, he values Enchanted cards above all else. When he picks his starting spells, he must be very careful to pick spells that he can cast with the chits he has available.

Weight/Vulnerability: Light

Special Advantages:

1. **MAGICAL PARAPHERNALIA:** The Magician can record and do an extra Alert phase each day. This reflects the effects of the magical

implements he is carrying; the phase is best used to alert Magic chits.
 2. **KNOWLEDGE:** The Magician subtracts one from each die he rolls when he uses the Reading Runes table.

Starting Location: Inn

Trading Relationships:

Friendly: Company, Rogues. **Unfriendly:** Patrol, Soldiers, Crone.

Development/Combat Chits:

Student: Fight L3*, Move L4, Move L3*
Trickster: *Spell (II)*, Fight L4, Magic II3*, Move M4*
Illusionist: 2 *Spells (II, III, VII, or VIII)*, Magic III3*, Magic VII4**, Magic VIII4*
Magician: 3 *Spells (II, III, IV, V, VI, VII, or VIII)*, Magic IV3*, Magic V4**, Magic VI4*



PILGRIM: The Pilgrim is an adventurous cleric who must rely on his alliance with the Order and his ability to swiftly dispatch Medium opponents. With better weapons and armor he can defeat heavier opponents, but he is very slow and must choose his battles cautiously. He can wield powerful white magic, and his choice of a starting spell is critical in determining his strategy.

Weight/Vulnerability: Medium

Special Advantages:

1. **HEAVENLY PROTECTION:** The Demon, Winged Demon and Imp cannot block the Pilgrim and they cannot be assigned to attack him: he cannot lure them into attacking, and [they cannot be assigned to](#)

[him randomly](#). He can block and attack them normally. His hirelings are not protected and can lure and be assigned Demons and Imps.

2. **LEARNING:** The Pilgrim rolls one die instead of two each time he uses the Reading Runes table.

Starting Location: Inn or Chapel

Trading Relationships:

Ally: Order. **Unfriendly:** Bashkars, Company, Crone.

Development/Combat Chits:

Acolyte: Move M4*, Move M5, Fight M3*
Guardian: *Staff*, Move H5*, Fight M4, Fight M2**
Missionary: *Staff, Spell (I or VII)*, Magic I6*, Magic VII3*, Fight M3*
Pilgrim: *Staff, Spell (I or VII)*, Move H6, Fight H4*, Magic I4*

Enchant phase each turn.

Starting Location: Inn

Trading Relationships:

Ally: Lancers. **Friendly:** Company, Bashkars. **Unfriendly:** Order, Soldiers, Warlock. **Enemy:** Guard.

Development/Combat Chits:

Apprentice: Move M5, Fight L3*, Move M4*
Alchemist: *Spell (IV)*, Magic IV4*, Magic IV4*, Magic IV4*
Conjuror: 2 *Spells (IV or VI)*, Magic VI5*, Magic VI6*, Magic VI4*
Sorcerer: 3 *Spells (IV or VI)*, Magic IV3*, Magic IV3*, Magic IV5*



SORCEROR: The Sorcerer is the master of elemental magic and conjuring. He is helpless in combat, so he does best when he takes some of the excellent Type IV *Attack* spells at the start of the game, which make him formidable in combat. His favorite Treasures are the Book of Lore and the Scroll of Alchemy, which can vastly increase the powers he can call on.

Weight/Vulnerability: Medium

Special Advantages:

1. **LORE:** The Sorcerer rolls one die instead of two each time he rolls on the Reading Runes table.
2. **AURA OF POWER:** The Sorcerer can record and do an extra



SWORDSMAN: The Swordsman is a wily and nimble rascal, quick to react to an opportunity or threat. In combat he is extremely fast with his sword and with his feet: against individual Light, Medium and Heavy opponents his speed makes him a deadly antagonist, and he can run away when he faces Tremendous monsters, armored Heavy monsters and enemies who outnumber him.

Weight/Vulnerability: Light

Special Advantages:

1. BARTER: The Swordsman rolls one die instead of two whenever he uses the Meeting Table during a Trade activity. Note: He gets this advantage only during the Trade activity. He does not get it during the Hire activity or when he rolls for battling natives.

2. CLEVER: Instead of taking his turn when his Attention chit is picked, the Swordsman chooses when he will take his turn.

2.1 At *Sunrise* he keeps his Attention chit instead of mixing it in with the others, and each time a new Attention chit is about to be picked during *Daylight* he can preempt and take his turn at that point. He can preempt only once per day (he gets only one turn per day), he cannot

interrupt another character's turn once that other character's chit has been picked, and if he has not taken his turn when all of the Attention chits have been picked he must take his turn at that point.

2.2 The ability to preempt applies only during *Daylight*. It does not work when chits are picked during other periods of the day.

2.3 If several characters have the ability to preempt (due to spells or duplicate Swordsmen in the game), they can preempt or pass in turn, starting with the last character to take a turn and going to the left, skipping any characters who do not have the ability to preempt. When no chits remain to be picked, any characters who have not yet taken their turns cannot pass.

Starting Location: Inn

Trading Relationships:

Friendly: Rogues, Company, *Warlock*. **Enemy:** Patrol.

Development/Combat Chits:

Wanderer: Move L4, Move L3*, Fight L3*

Thief: Move L3*, Fight L2**, Move L2**

Adventurer: *Thrusting Sword*, Move M4*, Fight M4*, Fight M3**

Swordsman: *Thrusting Sword*, Fight L4, Fight M5, Fight L2**



WHITE KNIGHT: The White Knight is famous for his virtue and his prowess in battle. He is among the most powerful fighters and can handle the largest and most terrible monsters, but he moves slowly and fatigues easily. Against smaller and faster foes he must rely on his armor to stay alive, and he must use his health to recover from the fatigue and wounds he suffers in combat.

Weight/Vulnerability: Heavy

Special Advantages:

1. HEALTH: The White Knight can record and do an extra Rest phase each day.

2. HONOR: The White Knight subtracts one from each die he rolls whenever he rolls on the Meeting Table; this includes all rolls he makes during trading, hiring and rolling to see if the natives will battle him. His noble accomplishments and reputation make even his

enemies less likely to attack him, and all of the native groups are likely to give him a little price break when he deals with them.

Starting Location: Inn or Chapel

Trading Relationships:

Ally: Order. **Friendly:** Lancers. **Unfriendly:** Bashkars, *Crone*. **Enemy:** Company.

Development/Combat Chits:

Squire: *Broadsword, Helmet, Breastplate, Shield*, Move H5*, Move H6, Fight H5*

Knight-Errant: *Broadsword, Armor, Shield*, Move H4**, Fight H6, Fight H4**

Crusader: *Broadsword, Armor, Shield, Spell (I)*, Fight H4**, Fight H5*, Magic I5**

White Knight: *Great Sword, Armor, Spell (I)*, Move T6*, Fight T4**, Fight T5*



WITCH: The Witch is the mistress of natural and demonic powers. Nearly helpless in combat, she must select some spells that allow her to fight or avoid combat. She usually does best by going off by herself, preferably to some place where she can find grey magic.

Weight/Vulnerability: Light

Special Advantages:

1. KNOWLEDGE: The Witch subtracts one from each die she rolls when she uses the Reading Runes table.

2. FAMILIAR: The Witch has an invisible companion that can move around the map separately and discover things for her.

2.1 She uses an extra game piece to represent this "familiar". Each day she records a separate turn for the familiar: it gets the same basic and sunlight phases as do the characters, and it can do only the Move, Follow, and Peer activities (the only clearing it can search is the clearing it is in). It takes its turn just before she takes her turn, when her Attention chit is picked. The familiar cannot block or be blocked, it does not summon denizens nor cause monsters to move,

and it cannot take part in combat.

2.2 The familiar can follow and spy like a character. When it follows the Witch, she can carry it like an item with Negligible weight, even when she flies. The familiar cannot be followed or spied on.

2.3 The familiar cannot carry belongings or recorded Gold.

2.4 The Witch and her familiar share the same Discoveries list. Anything either of them discovers can be used by both of them. *If the familiar discovers Hidden Enemies, the Witch can only see them if she is in the same clearing with the Familiar.*

Starting Location: Inn (Witch and familiar)

Trading Relationships:

Ally: Company. **Friendly:** Bashkars. **Unfriendly:** Order, Lancers, Soldiers, *Shaman*.

Development/Combat Chits:

Old Woman: Move L4, Move L3*, Move M4*

Medium: *Spell (II, V, or VIII)*, Magic VIII4*, Magic V6*, Magic II3*

Hag: 2 *Spells (II, V, or VIII)*, Magic V5*, Magic II3*, Fight L3*

Witch: 3 *Spells (II, V, or VIII)*, Magic V4*, Magic II2*, Magic VIII2*



WITCH KING: The Witch King is an incorporeal manifestation of magic. He can Move and do other activities, but without magic he does not even have a Move chit to allow him to carry items (so he can carry only items of Negligible weight). With magic, however, he is masterful.

He controls the powerful Elemental, Demonic and Conjuring spells (Types IV, V, and VI), which give him a great deal of choice in how he will play the game. His best choice of spells at the start of the game depends on his Victory Requirements and strategy, but usually he needs some kind of spell to move, some kind of spell to attack, and some kind of spell to protect him in combat.

Weight/Vulnerability: Light

Special Advantages:



WIZARD: The Wizard is an elderly wanderer familiar with the ways of the *Magic Realm*. During his travels he has made many friends and he has learned all of the secret roads of the land. In combat he is slow and weak, so he must choose his battles cautiously.

His long study of the colors of magic enables him to create grey, gold and purple magic at the same time, giving him great powers with enchantments and spells, particularly Artifacts and Spell Books. His strengths and weaknesses make him a valuable member of a party, but he is extremely vulnerable when he tries to work alone.

Weight/Vulnerability: Medium

Special Advantages:

1. LORE: The Wizard rolls one die instead of two whenever he rolls on the Reading Runes table.



WOODS GIRL: The Woods Girl is the elusive mistress of the wooded lands, an expert tracker who is deadly with the bow against Light, Medium or Heavy opponents. When facing heavier opponents or overwhelming numbers, she is fleet enough to run away.

Weight/Vulnerability: Light

Special Advantages:

1. TRACKING SKILLS: The Woods Girl rolls one die instead of two whenever she uses the Hide table, the Meeting table or any Search table while she is in one of the six tiles labeled "Woods" (specifically, the Deep Woods, Linden Woods, Maple Woods, Nut Woods, Oak Woods and Pine Woods). She does not get this advantage in other tiles, even when she is in woods clearings in those tiles.

1. DISEMBODIED: The Witch King must use Magic Sight. See Rule 7.5.7.

2. AURA OF POWER: The Witch King can record and do an extra Enchant phase each turn.

Starting Location: Inn or in the clearing with the Ghosts

Trading Relationships:

Ally: Bashkars. **Friendly:** Company. **Unfriendly:** Lancers, Scholar. **Enemy:** Order

Development/Combat Chits:

Wraith: *Spell (IV, V, or VI)*, Magic IV4*, Magic V4*, Magic VI4*

Wight: 2 *Spells (IV, V, or VI)*, Magic IV4*, Magic V3*, Magic VI3*

Evil Spirit: 3 *Spells (IV, V, or VI)*, Magic IV3*, Magic V3*, Magic VI3*

Witch-King: 4 *Spells (IV, V, or VI)*, Magic IV3*, Magic V2*, Magic VI2*

2. EXPERIENCE: The Wizard knows the location of every hidden path and secret passage in the *Magic Realm*. At the start of the game he crosses all of the hidden paths and secret passages off of his Discoveries list. He can use them all.

Starting Location: Inn, House, or Guardhouse

Trading Relationships:

Friendly: Woodfolk, Patrol, Soldiers, Guard. **Unfriendly:** Company, Bashkars, Warlock. **Enemy:** Lancers.

Development/Combat Chits:

Apprentice: Move M5, Move M4*, Fight M3*

Scholar: Move M5, Move M5, Fight M5

Wise One: *Staff, Spell (II, III, or IV)*, Magic II4*, Magic IV4*, Fight L4

Wizard: *Staff, 2 Spells (II, III, or IV)*, Magic II3*, Magic III3*, Magic IV3*

2. ARCHER: The Woods Girl rolls one die instead of two each time she rolls on the Missile Table to make an attack with a bow or crossbow.

Starting Location: Inn or House

Trading Relationships:

Ally: Woodfolk. **Friendly:** Lancers. **Unfriendly:** Soldiers, Warlock. **Enemy:** Bashkars.

Development/Combat Chits:

Maid: Move L3*, Move L4, Move L2**

Sprite: *Spell (VII)*, Fight L4, Move L2**, Magic VII6**

Huntress: *Light Bow, Spell (VII)*, Fight L3*, Fight M5, Fight L4

Woods-Girl: *Light Bow, Spell (VII)*, Move L3*, Fight M4*, Fight L3*

AMAZON



AMAZON

Arist: Ralph King

Meaning of Symbol:

"SWORD AND SHIELD"

WEIGHT/VULNERABILITY: MEDIUM

Special Advantages

1. **AIM:** When using a missile weapon, subtract 1 from all *Missile Table* die rolls.
2. **STAMINA:** Get one extra *Move* phase every day.

Development:

SCOUT

LIGHT BOW

MOVE	MOVE	FIGHT
M4	M3*	L4

WARRIOR

SPEAR, HELMET, BREASTPLATE, SHIELD

add	MOVE	FIGHT	FIGHT
	M4	M5	M4*

CHAMPION

SPEAR, HELMET, BREASTPLATE, SHIELD

add	MOVE	FIGHT	FIGHT
	M3*	M3**	H4**

AMAZON

SHORT SWORD, HELMET, BREASTPLATE, SHIELD

add	FIGHT	FIGHT	MOVE
	M4*	M3**	M3*

Must start at INN, with 10 GOLD plus:

Short Sword, helmet, breastplate, shield

FRIENDLY: LANCERS, PATROL, *Shaman*

UNFRIENDLY: COMPANY, BASHKARS



BERSERKER



BERSERKER

Artist: Chris White

Meaning of Symbol:

"LETOPHORO": Death and Destruction

WEIGHT/VULNERABILITY: **HEAVY**



Special Advantages

1. **ROBUST:** Get one extra *Rest* phase every day.
2. **BERSERK:** Increase your ability to take damage to *Tremendous* by playing your **BERSERK** chit during an *Alert* phase or an encounter step. See page 62.

Development:

YOUTH

AXE, HELMET

MOVE	MOVE	FIGHT
H6	H5*	H4*

RAIDER

AXE, HELMET, SHIELD

add	MOVE	MOVE	FIGHT
	T6*	H4**	H5

VIKING

AXE, HELMET, BREASTPLATE, SHIELD

add	MOVE	FIGHT	FIGHT
	H4**	T6*	T4**

BERSERKER

GREAT AXE, HELMET

add	BERSERK	FIGHT	FIGHT
	T4**	T5*	T4**

Must start at **INN**, with 10 **GOLD** plus:

Great Axe, helmet

FRIENDLY: ROGUES, LANCERS, *Shaman*

UNFRIENDLY: PATROL, GUARD

BLACK KNIGHT



BLACK KNIGHT

Artist: Kim Gronoll



Meaning of Symbol:

"MARS": God of War

WEIGHT/VULNERABILITY: MEDIUM

Special Advantages

1. **AIM:** Subtract 1 from all *Missile Table* die rolls.
2. **FEAR:** Roll 1 die instead of 2 for all *Meeting Table* die rolls.

Development:

SPEARMAN

SPEAR, HELMET, BREASTPLATE

MOVE	MOVE	FIGHT
M5	H5*	H5*

MERCENARY

CROSSBOW, HELMET, BREASTPLATE

add	MOVE	MOVE	FIGHT
	H6	M4*	H6

HEAVY FOOTMAN

MACE, HELMET, BREASTPLATE, SHIELD

add	FIGHT	FIGHT	FIGHT
	M4*	M4*	M5

BLACK KNIGHT

MACE, ARMOR, SHIELD

add	MOVE	FIGHT	FIGHT
	H4**	H4**	M3**

Must start at **INN**, with 10 **GOLD** plus:

Mace, suit of armor, shield

ALLY: COMPANY

FRIENDLY: SOLDIERS, *Crone*

UNFRIENDLY: LANCERS

ENEMY: GUARD

CAPTAIN



CAPTAIN

Artist: Chris White

Meaning of Symbol:

"CHEVRON": Military Leadership

WEIGHT/VULNERABILITY: MEDIUM

Special Advantages

1. **AIM:** Subtract 1 from all *Missile Table* die rolls.
2. **REPUTATION:** When at a Dwelling, get one extra phase. Limit one per day. See page 62.

Optional Advantage (see Optional rule 1.3)

1. **LEADERSHIP:** Roll 1 die instead of 2 for all *Hire* die rolls.

Development:

SPEARMAN

SPEAR, SHIELD

MOVE	MOVE	FIGHT
M4*	M5	H5*

SOLDIER

SHORT SWORD, HELMET, BREASTPLATE, SHIELD

add	FIGHT	FIGHT	MOVE
	M5	M3**	M3**

LIEUTENANT

SHORT SWORD, HELMET, BREASTPLATE, SHIELD

add	MOVE	FIGHT	FIGHT
	M4*	H5*	M4*

CAPTAIN

SHORT SWORD, HELMET, BREASTPLATE, SHIELD

add	MOVE	FIGHT	FIGHT
	M4*	H6	M4*

Start at **INN**, **HOUSE**, or **GUARD** house, with 10 **GOLD** plus:

Short Sword, helmet, breastplate, shield

FRIENDLY: PATROL, SOLDIERS, GUARD, *Scholar*

UNFRIENDLY: WOODFOLK

ENEMY: BASHKARS

DRUID



DRUID

Artist: Steve Bickel

Meaning of Symbol:

“WOOD”

WEIGHT/VULNERABILITY: LIGHT

Special Advantages

1. **CONCEALMENT:** Roll 1 die instead of 2 for all *Hide* die rolls.
2. **PEACE WITH NATURE:** At the end of the Druid's turn, Sound and Warning chits in his tile do not summon monsters from the **APPEARANCE CHART**. See page 63.

Optional Advantages (see Optional rule 1.6)

1. **EARTH ABSORBS:** Curses have no effect on you.
2. **LULL:** At the end of the Druid's turn, Site chits in his tile do not summon monsters from the **APPEARANCE CHART**.

Development:

HERBALIST

MOVE	MOVE	FIGHT
L3*	L4	L3*

ANIMALIST

add	FIGHT	MOVE	FIGHT
	L4	L2**	L2**

SOOTHSAYER

Spell (II or VIII)

add	MAGIC	MAGIC	MAGIC
	II3*	VIII4*	VIII3*

DRUID

two Spells (II or VIII)

add	MAGIC	MAGIC	MAGIC
	II2**	II3*	VIII2**

Must start at **INN**, with 10 **GOLD** plus:

two Spells (types II and/or VIII)

ALLY: BASHKARS

FRIENDLY: LANCERS

UNFRIENDLY: ORDER, *Shaman*

ENEMY: WOODFOLK



DWARF



DWARF

Artist: Chris White

Meaning of Symbol:
"OPPOSITION"

WEIGHT/VULNERABILITY: **HEAVY**

Special Advantages

1. **SHORT LEGS:** You cannot use "sunlight" phases, you rest one extra effort asterisk per *Rest* phase, and you can play the DUCK chit to *Duck*. See page 61.
2. **CAVE KNOWLEDGE:** When in a Cave clearing, roll 1 die instead of 2 for all *Search*, *Hide*, and *Meeting* die rolls.

Development:

YOUNGSTER

AXE, HELMET

DUCK	MOVE	FIGHT
T3*	H6	H5*

SMITH

AXE, HELMET

add	MOVE	FIGHT	FIGHT
	T6*	H6	H4**

WARRIOR

GREAT AXE, HELMET

add	MOVE	FIGHT	FIGHT
	H5*	T6*	H4**

DWARF

GREAT AXE, HELMET

add	MOVE	FIGHT	FIGHT
	T5**	T5**	T5**

Start at INN or GUARD house, with 10 GOLD plus:
Great Axe, helmet

FRIENDLY: COMPANY, GUARD, *Scholar*

UNFRIENDLY: WOODFOLK, BASHKARS



ELF

ELF

Artist: Steve Bickel



Meaning of Symbol:

"SEXTILE": Half-human

WEIGHT/VULNERABILITY: LIGHT

Special Advantages

1. **ELUSIVENESS:** Get one extra *Hide* phase every day.
2. **ARCHER:** When using a bow or crossbow, roll 1 die instead of 2 on the *Missile Table*.

Optional Disadvantage: Must choose either 1 or 2. See Optional rule 1.7.

1. **LIGHT ELF:** Cannot play Medium strength MOVE and FIGHT chits.
2. **GREAT ELF:** Cannot play "MOVE L2*" chit.

Development:

STRIPLING

Spell (III or VII)

MAGIC	MAGIC	MAGIC
III3*	III4*	VII4*

FAERIE

two *Spells* (III or VII)

add	MAGIC	MAGIC	MAGIC
	VII3*	III3*	III2*

HUNTER

LIGHT BOW, two *Spells* (III or VII)

add	MOVE	FIGHT	MOVE
	L3*	L3*	L2*

ELF

LIGHT BOW, two *Spells* (III or VII)

add	MOVE	FIGHT	FIGHT
	M4	M3*	M4

Must start at INN, with 10 GOLD plus:

Light Bow

two *Spells* (types III and/or VII)

ALLY: WOODFOLK

FRIENDLY: BASHKARS

UNFRIENDLY: ORDER, *Scholar*

ENEMY: LANCERS

MAGICIAN



MAGICIAN

Artist: Chris White



Meaning of Symbol:

“GINNER”: Divine and demonic

WEIGHT/VULNERABILITY: LIGHT

Special Advantages

1. **MAGICAL PARAPHERNALIA:** Get one extra *Alert* phase every day.
 2. **KNOWLEDGE:** Subtract 1 from all *Reading Runes* die rolls.
- Optional Advantage (see Optional rule 1.5)
1. **CHARMS:** At *Midnight*, your prepared **MAGIC** chits become unprepared without fatiguing.

Development:

STUDENT

FIGHT	MOVE	MAGIC
L3*	L4	L3*

TRICKSTER

Spell (II only)

add	FIGHT	MAGIC	MOVE
	L4	II3*	M4*

ILLUSIONIST

two *Spells* (II, III, VII or VIII only)

add	MAGIC	MAGIC	MAGIC
	VIII4*	III3*	VII4**

MAGICIAN

three *Spells* (II, III, IV, V, VI, VII or VIII)

add	MAGIC	MAGIC	MAGIC
	V4**	VI4*	IV3*

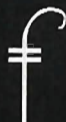
Must start at **INN**, with 10 **GOLD** plus:

three *Spells* (types II, III, IV, V, VI, VII, and/or VIII)

FRIENDLY: COMPANY, ROGUES

UNFRIENDLY: PATROL, SOLDIERS, *Crone*

PILGRIM



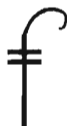
PILGRIM

Artist: Kim Gromoll

Meaning of Symbol:

"CROZIER": Shepherd's staff

WEIGHT/VULNERABILITY: **MEDIUM**



Special Advantages

1. **HEAVENLY PROTECTION:** Demons and the Imp cannot attack you. See page 63.
2. **LEARNING:** Roll 1 die instead of 2 for all *Reading Runes* die rolls.

Development:

ACOLYTE

MOVE	MOVE	FIGHT
M4*	M5	M3*

GUARDIAN

STAFF

add	MOVE	FIGHT	FIGHT
	H5*	M4	M2**

MISSIONARY

STAFF, *Spell* (I or VII)

add	MAGIC	MAGIC	FIGHT
	I6*	VII3*	M3*

PILGRIM

STAFF, *Spell* (I or VII)

add	MOVE	FIGHT	MAGIC
	H6	H4*	I4*

Start at **INN** or **CHAPEL**, with 10 **GOLD** plus:

Staff

one *Spell* (type I or VII)

ALLY: ORDER

UNFRIENDLY: BASHKARS, COMPANY, *Crone*

SORCEROR



SORCEROR

Artist: Steve Bickel

Meaning of Symbol:

"CONTROLLED INTELLECT"

WEIGHT/VULNERABILITY: MEDIUM



Special Advantages

1. **LORE:** Roll 1 die instead of 2 for all *Reading Runes* die rolls.
2. **AURA OF POWER:** Get one extra *Spell* phase every day.

Development:

APPRENTICE

MOVE	FIGHT	MOVE
M5	I.3*	M4*

ALCHEMIST

Spell (IV only)

add	MAGIC	MAGIC	MAGIC
	IV4*	IV4*	IV4*

CONJUROR

two *Spells* (IV or VI)

add	MAGIC	MAGIC	MAGIC
	VI5*	VI6*	VI4*

SORCEROR

three *Spells* (IV or VI)

add	MAGIC	MAGIC	MAGIC
	IV3*	IV3*	IV5*

Must start at **INN**, with 10 **GOLD** plus:
three *Spells* (types IV and/or VI)

ALLY: LANCERS

FRIENDLY: COMPANY, BASHKARS

UNFRIENDLY: ORDER, SOLDIERS, *Warlock*

ENEMY: GUARD

SWORDSMAN



SWORDSMAN

Artist: Kim Gromoll

Meaning of Symbol:
"WOLF'S HOOK"

WEIGHT/VULNERABILITY: LIGHT

Special Advantages

1. **BARTER:** Roll 1 die instead of 2 for all *Trade* die rolls.
2. **CLEVER:** During *Daylight*, choose when to take your turn, See page 61.

Development:

WANDERER

MOVE	MOVE	FIGHT
L4	L3*	L3*

THIEF

add	MOVE	FIGHT	MOVE
	L3*	L2**	L2**

ADVENTURER

THRUSTING SWORD

add	MOVE	FIGHT	FIGHT
	M4*	M4*	M3**

SWORDSMAN

THRUSTING SWORD

add	FIGHT	FIGHT	FIGHT
	L4	M3	L2**

Must start at **INN**, with 10 **GOLD** plus:

Thrusting Sword

FRIENDLY: ROGUES, COMPANY, *Warlock*

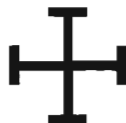
ENEMY: PATROL

WHITE KNIGHT



WHITE KNIGHT

Artist: Kim Gromoll



Meaning of Symbol:

"CROSS POMMEE": Potent Cross

WEIGHT/VULNERABILITY: **HEAVY**

Special Advantages

1. **HEALTH:** Get one extra *Rest* phase every day.
2. **HONOR:** Subtract 1 from all *Meeting Table* die rolls.

Development:

SQUIRE

BROADSWORD, HELMET, BREASTPLATE, SHIELD

MOVE	MOVE	FIGHT
H5*	H6	H5*

KNIGHT-ERRANT

BROADSWORD, ARMOR, SHIELD

add	MOVE	FIGHT	FIGHT
	H4**	H6	H4**

CRUSADER

BROADSWORD, ARMOR, SHIELD, *Spell* (I)

add	FIGHT	FIGHT	MAGIC
	H4**	H5*	I5**

WHITE KNIGHT

GREAT SWORD, ARMOR, *Spell* (I)

add	MOVE	FIGHT	FIGHT
	T6*	T4**	T5*

Start at **INN** or **CHAPEL**, with 10 **GOLD** plus:
Great Sword, suit of armor
one *Spell* (type I)

ALLY: ORDER

FRIENDLY: LANCERS

UNFRIENDLY: BASHKARS, *Crone*

ENEMY: COMPANY

WITCH



WITCH

Artist: Kelly Glancy



Meaning of Symbol:

"VITRIOLE": Poison

WEIGHT/VULNERABILITY: LIGHT

Special Advantages

1. **KNOWLEDGE:** Subtract 1 from all *Reading Runes* die rolls.
2. **FAMILIAR:** The Witch has an invisible companion that can *Move*, *Follow*, and *Peer* separately from her. See page 64.

Development:

OLD WOMAN

MOVE	MOVE	MOVE
L4	L3*	M4*

MEDIUM

Spell (II, V or VIII)

add	MAGIC	MAGIC	MAGIC
	VIII4*	V6*	II3*

HAG

TWO Spells (II, V or VIII)

add	MAGIC	MAGIC	FIGHT
	V5*	II3*	I3*

WITCH

three Spells (II, V or VIII)

add	MAGIC	MAGIC	MAGIC
	V4*	II2*	VIII2*

Must start at **INN**, with 10 **GOLD** plus:

three Spells (types II, V, and/or VIII)

ALLY: COMPANY

FRIENDLY: BASHKARS

UNFRIENDLY: ORDER, LANCERS, SOLDIERS, *Shaman*

WITCH-KING



WITCH KING

Artist: Michael Brown



Meaning of Symbol:

"CHAOTIC INTELLECT"

WEIGHT/VULNERABILITY: LIGHT

Special Advantages

1. **DISEMBODIED:** You must use *Magic Sight* when you search.
See page 64.
2. **AURA OF POWER:** Get one extra *Spell* phase every day.

Development:

WRAITH

Spell (IV, V or VI)

MAGIC
IV4*

MAGIC
V4*

MAGIC
VI4*

WIGHT

two *Spells* (VI, V or VI)

add

MAGIC
IV4*

MAGIC
V3*

MAGIC
VI3*

EVIL SPIRIT

three *Spells* (IV, V or VI)

add

MAGIC
IV3*

MAGIC
V3*

MAGIC
VI3*

WITCH-KING

four *Spells* (IV, V or VI)

add

MAGIC
IV3*

MAGIC
V2*

MAGIC
VI2*

Start at INN, or with Ghosts, with 10 GOLD plus:
four *Spells* (types IV, V, and/or VI)

ALLY: BASHKARS

FRIENDLY: COMPANY

UNFRIENDLY: LANCERS, *Scholar*

ENEMY: ORDER

WIZARD



WIZARD

Arist: Chris White



Meaning of Symbol:

"CELESTIAL POWER"

WEIGHT/VULNERABILITY: MEDIUM

Special Advantages

1. **LORE:** Roll 1 die instead of 2 for all *Reading Runes* die rolls.
2. **EXPERIENCE:** Use secret passages and hidden paths freely.
See page 62.

Optional Advantages (see Optional rule 1.2)

1. **ELVISH STUDIES:** Treat one "MOVE M 5" chit as a "MAGIC III 2*" chit.
2. **LONG PRACTICE:** Use *Spell* phases to do enchantments without doing "SPX".

Development:

APPRENTICE

MOVE	MOVE	FIGHT
M5	M4*	M3*

SCHOLAR

add	FIGHT	MOVE	FIGHT
	L4	M5	M5

WISE ONE

STAFF, one *Spell* (II, III or IV)

add	MAGIC	MAGIC	MOVE
	II4*	IV4*	M5

WIZARD

STAFF, two *Spells* (II, III or IV)

add	MAGIC	MAGIC	MAGIC
	II3*	III3*	IV3*

Start at **INN**, **HOUSE**, or **GUARD** house, with 10 **GOLD** plus:
one Staff

two *Spells* (types II, III, and/or IV)

FRIENDLY: WOODFOLK, PATROL, SOLDIERS, GUARD

UNFRIENDLY: COMPANY, BASHKARS, *Warlock*

ENEMY: LANCERS

WOODS GIRL



WOODS GIRL

Artist: Ralph King



Meaning of Symbol:

"EROSIA": Love and Earth

WEIGHT/VULNERABILITY: LIGHT

Special Advantages

- 1. TRACKING SKILLS:** When on any tile labelled "WOODS", roll 1 die instead of 2 for all *Search*, *Hide*, and *Meeting* die rolls. See page 62.
- 2. ARCHER:** When using a bow or crossbow, roll 1 die instead of 2 on the *Missile Table*.

Optional Advantage (see Optional rule 1.4)

- 1. EXPERT WOODCRAFT:** When on a Woods clearing (except on the RUINS and VALLEY tiles), roll 1 die instead of 2 for all *Search*, *Hide*, and *Meeting* die rolls.

Development:

MAID

MOVE	MOVE	MOVE
L3*	L4	L2**

SPRITE

Spell (VII)

add	FIGHT	MOVE	MAGIC
	L4	L2**	VII6**

HUNTRESS

LIGHT BOW, Spell (VII)

add	FIGHT	FIGHT	FIGHT
	L3*	M5	L4

WOODS GIRL

LIGHT BOW, Spell (VII)

add	MOVE	FIGHT	FIGHT
	L3*	M4*	L3*

Start at **INN** or **HOUSE**, with 10 **GOLD** plus:

Light Bow

one *Spell* (type VII)

ALLY: WOODFOLK

FRIENDLY: LANCERS

UNFRIENDLY: SOLDIERS, *Warlock*

ENEMY: BASHKARS

LIST OF WEAPONS
(in decreasing order of length)



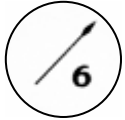
MEDIUM BOW
attack: missile
length: 16
price: 8 Gold



LIGHT BOW
attack: missile
length: 14
price: 6 Gold



CROSSBOW
attack: missile
length: 12
price: 10 Gold



SPEAR
attack: striking
length: 10
price: 6 Gold



STAFF
attack: striking
length: 9
price: 1 Gold



GREAT SWORD
attack: striking
length: 8
price: 10 Gold



BANE SWORD
attack: striking
length: 8
price: 20 Gold



BROADSWORD
attack: striking
length: 7
price: 8 Gold



DEVIL SWORD
attack: striking
length: 7
price: 20 Gold



TRUESTEEL SWORD
attack: striking
length: 7
price: 25 Gold



MORNING STAR
attack: striking
length: 6
price: 8 Gold



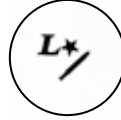
GREAT AXE
attack: striking
length: 5
price: 8 Gold



THRUSTING SWORD
attack: striking
length: 4
price: 6 Gold



LIVING SWORD
attack: striking
length: 4
price: 25 Gold



SHORT SWORD
attack: striking
length: 3
price: 4 Gold



AXE
attack: striking
length: 2
price: 4 Gold



MACE
attack: striking
length: 1
price: 6 Gold

Dagger (FIGHT chit)
attack: striking
length: 0
harm: N* (negligible + one sharpness star)

Tooth/claw (monster)
attack: striking
length: 0
harm: see list of monsters

ARMOR



SUIT OF ARMOR
protects against:
all directions
price: 17 intact,
12 damaged



BREASTPLATE
protects against:
Thrust and Swing
price: 9 intact,
6 damaged



HELMET
protects against:
Smash
price: 5 intact,
3 damaged



SHIELD
protects against:
any one direction
price: 7 intact,
5 damaged



TREMENDOUS ARMOR
protects against:
all directions
price: 25 intact,
18 damaged,
5 destroyed



SILVER BREASTPLATE
protects against:
Thrust and Swing
price: 25 intact,
21 damaged,
15 destroyed



GOLD HELMET
protects against:
Smash
price: 30 intact,
27 damaged,
20 destroyed



JADE SHIELD
protects against:
any one direction
price: 20 intact,
16 damaged,
10 destroyed

Notes: 1) When natives and visitors buy or otherwise obtain damaged armor, they repair it instantly. It is immediately available to be repurchased from them in an intact state. 2) When destroyed, normal helmets and shields are returned to the Soldiers, breastplates to the Guard, and suits of armor to the Order.

HORSES



PONY
VUL: Medium
Move Bonus: Double movement



WORKHORSE
VUL: Heavy
Move Bonus: Extra move phase



WARHORSE
VUL: Tremendous and armored
Move Bonus: None

PONIES

gallop/walk values:	GOLD price:
L2/L4	16
M2/M5	16
M3/M4	15
M3/M5	14
L3/M4	14
L3/M5	12
M4/M5	12

WORKHORSES

gallop/walk values:	GOLD price:
H6/T8	12
H6/H7	11
M5/H7	11
M5/M6	10
L4/M6	9
L4/L5	8

WARHORSES

gallop/walk values:	GOLD price:
T3/T5	25
T5/T7	22
H4/T7	20
H4/H6	18

LIST OF MONSTERS



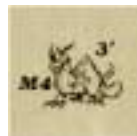
TREMENDOUS FLYING DRAGON
size: Tremendous and armored
bounty: 12 Fame and 12 Notoriety
This monster flies



HEAVY FLYING DRAGON
size: Heavy and armored
bounty: 5 Fame and 5 Notoriety
This monster flies



T FLYING DRAGON HEAD
weapon: striking
length of 7 (broadsword)



HEAVY DRAGON
size: Heavy and armored
bounty: 5 Fame and 5 Notoriety



TREMENDOUS DRAGON
size: Tremendous and armored
bounty: 10 Fame and 10 Notoriety



HEAVY TROLL
size: Heavy and armored
bounty: 5 Fame and 5 Notoriety



T DRAGON HEAD
weapon: striking
length of 9 (staff)



HEAVY SERPENT
size: Heavy and armored
bounty: 4 Fame and 4 Notoriety



GIANT
size: Tremendous
bounty: 8 Fame and 8 Notoriety



GIANT BAT
size: Heavy
bounty: 3 Fame and 3 Notoriety
This monster flies



GIANT CLUB
weapon: striking
length of 8 (great sword)



HEAVY SPIDER
size: Heavy
bounty: 3 Fame and 3 Notoriety



WINGED DEMON
size: Tremendous
bounty: 8 Fame and 8 Notoriety
weapon: Power of the Pit
length of 17
This monster flies



IMP
size: Medium
bounty: 2 Fame and 1 Notoriety
weapon: Curse
length of 17



DEMON
size: Tremendous
bounty: 8 Fame and 8 Notoriety
weapon: Power of the Pit
length of 17



GOBLIN with Spear
size: Medium
bounty: 1 Fame and 1 Notoriety
weapon: striking,
length of 10 (Spear)



TREMENDOUS TROLL
size: Tremendous and armored
bounty: 8 Fame and 8 Notoriety



GOBLIN with Great Sword
size: Medium
bounty: 1 Fame and 1 Notoriety
weapon: striking,
length of 8 (Great Sword)



OCTOPUS
size: Tremendous
bounty: 8 Fame and 8 Notoriety



GOBLIN with Axe
size: Medium
bounty: 1 Fame and 1 Notoriety
weapon: striking,
length of 2 (Axe)



TREMENDOUS SERPENT
size: Tremendous and armored
bounty: 7 Fame and 7 Notoriety



VIPER
size: Medium and armored
bounty: 1 Fame and 2 Notoriety



TREMENDOUS SPIDER
size: Tremendous
bounty: 6 Fame and 6 Notoriety



GHOST
size: Medium
bounty: 0 Fame and 2 Notoriety



OGRE
size: Medium
bounty: 0 Fame and 2 Notoriety



WOLF
size: Medium
bounty: 0 Fame and 1 Notoriety

LIST OF NATIVES



KNIGHT

Weapon: striking,
length of 7 (Broadsword)
VUL: Tremendous and armored
Basic Gold wage: 8 Gold
Bounty: 12 Notoriety and 8 Gold
Move strength: Tremendous
Weight: Heavy



GREAT SWORDSMAN

Weapon: striking,
length of 8 (Great Sword)
VUL: Heavy and armored
Basic Gold wage: 4 Gold
Bounty: 6 Notoriety and 4 Gold
Move strength: Heavy
Weight: Heavy



GREAT AXEMAN

Weapon: striking,
length of 5 (Great Axe)
VUL: Heavy
Basic Gold wage: 4 Gold
Bounty: 6 Notoriety and 4 Gold
Move strength: Heavy
Weight: Heavy



PIKEMAN

Weapon: striking,
length of 10 (Spear)
VUL: Medium and armored
Basic Gold wage: 2 Gold
Bounty: 3 Notoriety and 2 Gold
Move strength: Medium
Weight: Medium



SHORT SWORDSMAN

Weapon: striking,
length of 3 (Short Sword)
VUL: Medium and armored
Basic Gold wage: 2 Gold
Bounty: 3 Notoriety and 2 Gold
Move strength: Medium
Weight: Medium



CROSSBOWMAN

Weapon: missile,
length of 12 (Crossbow)
VUL: Medium and armored
Basic Gold wage: 2 Gold
Bounty: 4 Notoriety and 2 Gold
Move strength: Medium
Weight: Medium



LANCER

Weapon: striking,
length of 10 (Spear)
VUL: Light
Basic Gold wage: 2 Gold
Bounty: 4 Notoriety and 2 Gold
Move strength: Light
Weight: Light



RAIDER

Weapon: striking,
length of 3 (Short Sword)
VUL: Light
Basic Gold wage: 2 Gold
Bounty: 4 Notoriety and 2 Gold
Move strength: Light
Weight: Light



ARCHER

Weapon: missile,
see Archer notes at right
VUL: Medium
Basic Gold wage: 2 Gold
Bounty: 4 Notoriety and 2 Gold
Move strength: Medium
Weight: Medium



SWORDSMAN

Weapon: striking,
length of 4 (Thrusting Sword)
VUL: Medium
Basic Gold wage: 1 Gold
Bounty: 2 Notoriety and 1 Gold
Move strength: Medium
Weight: Medium



ASSASSIN

Weapon: striking,
length of 3 (Short Sword)
VUL: Medium
Basic Gold wage: 1 Gold
Bounty: 2 Notoriety and 1 Gold
Move strength: Medium
Weight: Medium

Explanation:

Weapon: The length of the monster's weapon and its method of attack (when it is not a striking weapon with a length of zero).

VUL: The native's vulnerability and armor.

Basic Gold wage: The basic Gold price of hiring the native. Multiply by the Price result to arrive at the final cost.

Bounty: The Notoriety and Gold bounty for killing the native.

Archer Notes:

1. The WHQ has a Medium Bow (length 16); all other native Archers have a Light Bow (length 14).

2. When rolling for an Archer's attack on the Missile Table, roll only one die. *Special:* Archers do not attack when they are light side up. They remain assigned to their targets normally.

Price to Hire Native Groups:

Bashkars: 12 Gold

Company: 16 Gold

Guard: 12 Gold

Lancers: 8 Gold

Order: Must be hired individually

Patrol: 6 Gold

Rogues: Must be hired individually

Soldiers: 10 Gold

Woodfolk: 6 Gold

NATIVE COMBAT STATISTICS

Native	Type	Unalerted Native		Alerted Native		Horse Type	Unalerted Horse		Alerted Horse	
		Attack	Move	Attack	Move		Weight	Speed	Weight	Speed
Bashkars										
BHQ	Raider	L4*	2	M4*	3	Pony	M	4	M	3
B1	Raider	M3*	3	L3*	3	Pony	M	5	M	3
B2	Raider	M4*	2	L3*	3	Pony	M	5	M	4
B3	Raider	L4*	2	M3*	4	Pony	M	4	L	3
B4	Raider	M5*	2	L2*	4	Pony	M	5	L	3
B5	Raider	L2*	4	L2*	4	Pony	L	5	M	2
Company										
CHQ	S. Swordsman	M3*	5	L4*	3					
C1	S. Swordsman	L3*	4	M4*	3					
C2	Pikeman	H6*	4	M4*	5					
C3	Pikeman	H6*	4	M4*	5					
C4	Pikeman	H6*	4	M4*	5					
C5	G. Swordsman	T4*	6	H5*	5					
C6	Crossbowman	H6	5	H1	4					
Guard										
GHQ	G. Swordsman	H5*	5	T4*	6					
G1	G. Swordsman	H5*	5	T4*	6					
G2	G. Swordsman	H5*	5	T4*	6					
Lancers										
LHQ	Lancer	H5*	3	M3*	4	Pony	M	4	M	3
L1	Lancer	H6*	2	M3*	4	Pony	M	5	M	3
L2	Lancer	M4*	3	H4*	4	Pony	M	5	M	4
L3	Lancer	H4*	5	M4*	4	Pony	L	4	L	2
Order										
OHQ	Knight	H6*	4	T4*	6	Warhorse	T	5	T	3
O1	Knight	H4*	6	T5*	5	Warhorse	H	6	H	4
O2	Knight	H5*	5	T5*	6	Warhorse	T	7	T	5
O3	Knight	H4*	6	T5*	6	Warhorse	T	7	H	4
Patrol										
PHQ	S. Swordsman	M4*	3	L2*	5	Workhorse	H	7	M	5
P1	S. Swordsman	L4*	3	M4*	4	Workhorse	H	7	H	6
P2	S. Swordsman	M5*	3	L4*	3	Workhorse	M	6	H	6
Rogues										
RHQ	Assassin	M3*	4	L4*	2					
R1	G. Axeman	H5*	4	T3*	5					
R2	G. Axeman	H5*	4	T3*	5					
R3	S. Swordsman	M5*	3	L3*	4					
R4	Archer	--	2	L1**	4					
R5	Assassin	M3*	4	L4*	2					
R6	Swordsman	M3*	5	L3*	4					
R7	Swordsman	M3*	5	L3*	4					
Soldiers										
SHQ	G. Swordsman	T4*	6	H5*	5					
S1	Pikeman	H6*	4	M4*	5					
S2	Pikeman	H6*	4	M4*	5					
S3	Crossbowman	H6	5	H1	4					
Woodfolk										
WHQ	Archer	--	2	M1**	4					
W1	Archer	--	2	L1**	4					
W2	Archer	--	2	L1**	4					

LIST OF TREASURES

This list describes the special effects or abilities that each treasure provides. One treasure, the Imperial Tabard, is not listed because it has no special abilities – its only value is in its potential contribution to victory conditions. Statistics for all treasures, including fame, fame reward, notoriety, gold, magic or color type, spells, large or great treasure, and treasure within treasure values are provided in the Treasure Table, following this section.

1. TREASURES WITHIN TREASURES

Each of these cards has a box of treasures on the Set Up Card. When a card is found, its treasures become available in some way.

Substitute cards: Each of these cards is exchanged for the treasures in its box. When the card is exchanged, it is removed from play for the rest of the game.

CHEST: The only way to open the Chest is with the Lost Keys; it stays in play like any other item until it is opened and its card exchanged. A character can open the Chest only if he has the Lost Keys and the Chest active at the same time. When he opens the Chest, he immediately exchanges it for its treasures, and the Chest card is removed from play. He keeps the treasures and adds 50 points to his recorded Gold. *Note:* The Chest cannot be reused once it is opened.

MOULDY SKELETON: When a character draws this card, he must immediately reveal it and roll for a Curse. Then he exchanges the card, but he does not keep its treasures - he must put them in the site box he was searching when he drew the Mouldy Skeleton, and the only way to obtain them is by further looting of that site. He puts the treasures on top of any other treasures in that box, with the Gold helmet on top, the Silver breastplate next and the Jade shield third from the top.

REMAINS OF THIEF: When a character draws this card, he must immediately reveal it and roll for a Curse. Then he exchanges the card and keeps its treasures; he also adds 20 points to his recorded Gold.

Site cards: When a character draws one of these cards, he turns it face up and crosses it off his Discoveries list (this is the only way a Site card can be discovered by searching). Then he returns it to the box he drew it from, at the *bottom* of the pile of treasures in that box, face up. The card stays in that box, but it is assumed to be in the same clearing with that box's chit. If several Site cards are in the same box, the one that was drawn most recently is the one that is on the bottom of the pile. When a character is in the same clearing with a Site card that he has crossed off, he can use Search phases to loot it. He must use the special table for that card - he cannot use the Loot table (nor Magic Sight) to loot a site card. He rolls two dice and uses the high roll to find his result, and all die roll modifications that apply to Loot rolls apply to his roll. The table for each Site card is given below, and an abbreviated version is shown on the Set Up Card.

TOADSTOOL CIRCLE

Die Roll:	Effect on the searching character:
1	He takes the Devil sword. If it is gone, he gets nothing.
2	He takes the treasure card. If it is gone, he gets nothing.
3	He instantly teleports to any cave clearing he chooses, remaining hidden if he was hidden, and he continues his turn from there. If he is already in a cave, he can choose to stay there. All followers are left behind.
4	For the rest of the day each time he uses the Peer table he can search any clearing (including caves). Similarly, each time he does an Enchant activity he can do it in any clearing, as if he were in that clearing.
5	He must roll on the Power of the Pit table with himself as the target.
6	He must roll for a Curse.

CRYPT OF THE KNIGHT

Die Roll:	Effect on the searching character:
1	He takes the warhorse. If it is gone, he gets nothing.
2	He takes the "T" suit of armor. If it is gone, he gets nothing.
3	He takes the Bane sword. If it is gone, he gets nothing.
4	He takes the treasure card. If it is gone, he gets nothing.
5	He adds one point to his recorded Gold. These Gold points remain available when all of the treasures are gone.
6	He must roll for a Curse.

ENCHANTED MEADOW

Die Roll:	Effect on the searching character:
1	He takes the pony. If it is gone, he gets nothing.
2	He takes the Truesteel sword. If it is gone, he gets nothing.
3	He must roll for a Wish. He is both the spellcaster and target.
4	All of his fatigued and wounded action chits instantly return to play, rested. <i>Note:</i> This result automatically breaks the Wither curse.
5	He must roll for a Curse.
6	He gets nothing.

2. BIRDSONG cards

Each of these cards gives its owner the option to alter how he records one (or more) of the phases in his turn. He can use a card only if he has it active when he records the altered phase during *Birdsong* and when he does it. He can choose whether or not to use the card - he is not obliged to use it just because it is active. *Important:* Recording an altered phase commits him to keep the card active until he does that phase. Once he uses a card to record an altered phase, he cannot inactivate, sell or voluntarily abandon the card until he has completed the altered phase. If he does not have enough Move strength to carry the card when he moves then he must abandon it and cancel the activity. He must make available adequate Move strength to carry the card if he is able to (e.g., by activating a Horse or Boots card).

CRYSTAL BALL: This card allows its owner to use his regular phases to record the enhanced Peer or remote Enchant activity. When he records the enhanced Peer activity, he can record any clearing on the map, and when he records the remote Enchant activity, he can record any tile on the map. When he does the activity he searches the clearing, or enchants the tile, that he recorded.

Extra phases: Each of the following cards allows its owner to record an extra phase. He must record which phase is caused by each card and keep the card active until he does that phase.

ANCIENT TELESCOPE: This card gives its owner an extra phase that he can use to do the enhanced Peer activity, peering from one mountain clearing to any other mountain clearing on the board. When he records the activity he must record the mountain clearing he will search. When he does the activity he must be in a mountain clearing or the activity is canceled.

CLOAK OF MIST: This card allows its owner to record an extra phase to do the Hide activity.

MAGIC SPECTACLES: This card allows its owner to record an extra phase to do the Search activity.

REGENT OF JEWELS: This card allows its owner to record an extra phase to do the Trade activity.

ROYAL SCEPTRE: This card allows its owner to record an extra phase to do the Hire activity.

7-LEAGUE BOOTS: This card allows its owner to record an extra phase to do the Move activity, even if he is riding a horse.

SHIELDED LANTERN: This card allows its owner to record an extra phase that he can use to record any normal activity. He must be in a cave clearing when he starts the phase or the activity is canceled.

TOADSTOOL CIRCLE: This site card allows each character in its clearing to record an extra phase to do the Enchant activity, if he is in that clearing both when he records the phase and when he does it. This card is also an Enchanted card which supplies *black* color magic to everyone in its clearing, as well as being a Site card which can be looted.

TOADSTOOL RING: This card allows its owner to record an extra phase to do the Enchant activity.

3. DAYLIGHT cards

These cards are automatically in effect whenever they are active. They have effects that apply only during Daylight.

DRAGON ESSENCE: This Enchanted card affects everyone in its clearing. It summons monsters just like a "Smoke" Warning chit whenever a

character ends his turn in the clearing. It affects only its own clearing - it does not summon monsters when someone ends his turn in another clearing. In a cave tile it counts as a SMOKE C chit, and in a mountain tile (including the Deep Woods tile) it counts as a SMOKE M chit. **In a Valley or Woods tile (except Deep Woods), it does not summon monsters.** It also supplies purple color magic to everyone in its clearing.

FLOWERS OF REST: During *Daylight*, this card instantly activates all fatigued chits in its clearing, but when it activates a chit it causes the chit's owner to fall asleep until *Sunset*. He skips his turn (if he has not already taken it) and he cannot block or be blocked **or summon monsters**. At *Sunset* he returns to normal, and all of his fatigued action chits are rested at no cost (wounded chits are not affected). This effect occurs only during *Daylight* and only if he has one or more fatigued action chits - the flowers have no effect after *Sunset*, and they have no effect if all of his action chits are active and/or wounded. This card also supplies Gold color magic to everyone in its clearing.

1. Characters can fall asleep only when they are in the clearings, not when they are on roadways.

2. If a character is affected by the Flowers of Rest and the Wither curse at the same time, his chits cannot be activated or rested and he does not fall asleep. As soon as the Wither curse is removed, the Flowers of Rest has its normal effect.

POULTICE OF HEALTH: When a character has this card active, each time he does a Rest activity, he rests two effort asterisks instead of one. *Note:* When a character activates this card he uses all of the Potion on himself. The card cannot be transferred while active.

TIMELESS JEWEL: The owner of this card chooses what to do on each phase of his turn as he does the phase. He gets the same number of phases and types of activities he is normally allowed, except that he can use an extra or enhanced activity caused by a belonging as soon as he activates that belonging, whether it was active during *Birdsong* or not. *Exception:* Only one horse per day can give him extra phases. Once he uses an extra phase caused by one horse, for the rest of that day he cannot use extra phases caused by other horses.

1. If he activates the Timeless Jewel during his turn, he can choose how to do the remaining phases of his turn as he does them.

2. If he inactivates the Timeless Jewel during his turn he is instantly blocked.

4. ONE-USE CARDS

When a character activates one of these cards, he must use it immediately. If he cannot use it, he cannot activate it. Each card can be used only once before it is removed from play or returned to a Visitor.

AMULET: This card can cure one character in its clearing of one Curse, or it can break (or partially break) one Spell whose spellcaster or target is in his clearing. The card's owner chooses exactly which Curse or Spell is canceled. At *Midnight* it returns to the Shaman's box.

1. The Amulet can break one Curse on one character. Other characters and other Curses are not affected. **Characters are not affected by more than one copy of the same Curse – only one use of the Amulet is needed to remove a curse even if the character has received it more than once.**

2. When used against a spell, the Amulet functions like a spell-breaking spell. It releases some or all of the spell's targets from the spell. It can be used against a spell only if the spell already exists at the moment the Amulet is activated - it cannot affect a spell that is in the process of being cast. The Amulet affects only one spell - duplicates of the spell are not affected.

CHEST: A character can activate this card only if he also has the Lost Keys active. When he opens the Chest he exchanges it for the items in its box, and he adds 50 points to his recorded Gold. The Chest cannot be opened without the Lost Keys, and once its card is exchanged it is removed from play for the rest of the game.

WITHERED CLAW: When a character activates this card, he immediately rolls for a Wish and a Curse. He uses the same die roll to find his result on both tables (so if his result is "4" he gets the "I wish for peace" Wish and the "Ill Health" Curse). At *Midnight* it returns to the Shaman's box.

5. USING TABLES

These cards modify how the characters use one or more of the tables in the game. They are in effect whenever they are active, and their effects are cumulative. *Example:* If a character has the Map of Lost City and the Map of Ruins active in a tile that contains both a Ruins chit and the Lost City chit, he subtracts two from his Locate rolls. *Note:* Die roll modifications do not apply

to combat tables such as repositioning and changing tactics, or to game rolls such as the Monster Roll or Weather. These rolls are not considered to be character rolls. A character's die roll modifications also do not apply to his hirelings; they use their own die roll modifications, if any.

CLOVEN HOOF: Whenever a character rolls on a table while he is in the same clearing with the Cloven Hoof, he adds one to his result. This Enchanted card is also a source of Black color magic to everyone in its clearing.

DEFT GLOVES: This card affects the Loot table and the three special tables used to loot the Site cards. If a character has this card active when he uses one of these tables, he rolls only one die to find his result.

LOST KEYS: When a character has this card active, he does not have to play a piece with Tremendous strength to loot the Vault or Crypt of the Knight. This card is also used to open the Chest.

LUCKY CHARM: When a character has this card active when he uses a table, he rolls only one die (including Curse or Power of the Pit).

MAGIC WAND: This card affects only the Spell tables (Wish, Curse, Power of the Pit, Transform, Lost and Violent Storm). It also affects the Missile Table when it is used to resolve an Attack spell. If a character has this card active when he uses one of these tables, he chooses what the red die rolls instead of rolling it. If he must roll two dice he must still roll the white die, after choosing what the red die rolls, and the higher number is his result. If he must roll only one die (as a result of the Lucky Charm, for example), he can use the red die and choose his result.

MAP OF LOST CASTLE: This card affects all Locate rolls made in the tile that contains the Lost Castle chit. If a character has this card active when he is in this tile, then when he uses the Locate table he subtracts one from his result.

MAP OF LOST CITY: This card affects all Locate rolls made in the tile that contains the Lost City chit. If a character has this card active when he is in this tile, then when he uses the Locate table he subtracts one from his result.

MAP OF RUINS: This card affects all Locate rolls made in the Ruins tile or in any tile that contains a yellow Ruins Warning chit. If a character has this card active in one of these tiles, then when he rolls on the Locate table he subtracts one from his result. *Note:* If the Ruins tile contains a Ruins chit, the subtraction is still one - not two.

PHANTOM GLASS: This card causes its owner to use Magic Sight when he searches (see Rule 7.5.7).

SHOES OF STEALTH: When a character has this card active, he rolls only one die each time he uses the Hide table.

6. ALTERING ACTION CHITS

When a character has one of these cards active, it alters one of the values on each of his action chits (it affects only action chits, not Treasure cards or horses). This alteration is automatic whenever the card is active - he does not have the option of using the printed values on the chits.

BELT OF STRENGTH: This card alters the strength of its owner's Move, Fight, Duck and Berserk chits (his Magic chits are not affected). The asterisks on each chit define its strength: each chit with two asterisks has Tremendous strength, each chit with one asterisk has Heavy strength, and each chit with no asterisks has Medium strength.

DRAUGHT OF SPEED: This card alters the time numbers on all of its owner's action chits (including his Magic chits). The asterisks on each chit defines its time number: each chit with two asterisks has a time of "2", each chit with one asterisk has a time of "3", and each chit with no asterisks has a time of "4". This Potion is used up by the character who activates it. It cannot be transferred while active. At *Midnight*, it returns to the Warlock.

GARB OF SPEED: This card alters the time numbers on all of its owner's action chits (including his Magic chits). The asterisks on each chit defines its time number: each chit with two asterisks has a time of "3", each chit with one asterisk has a time of "4", and each chit with no asterisks has a time of "5". *Note:* If a character has both the Garb of Speed and Draught of Speed active, the Draught of Speed defines the time numbers on his action chits and the Garb of Speed has no effect.

7. INSTANT REST

These cards instantly bring action chits closer to being in play. Each card is automatically in effect when it is active.

FLOWERS OF REST: During *Daylight*, this card instantly activates all fatigued chits in its clearing, but when it activates a chit it causes the chit's owner to fall asleep until *Sunset*. See detailed description under 3. *Daylight Cards*.

VIAL OF HEALING: This card converts its owner's wounds into fatigue instantaneously, at no cost. While a character has this card active, all of his wounded action chits are instantly converted into fatigued chits, and any new wounds he receives are also converted to fatigued chits. This card does not affect fatigued chits. This *Potion* is reusable and can be transferred while active, but it expires at *Midnight* and is returned to the Chapel.

8. BOOTS cards

A character can never have more than one Boots card active (he can carry more than one Boots card, but only one of them can be active). He can use his active Boots card as a Move chit with the strength and time values shown on the card. He is not obliged to use the card as a Move chit just because it is active. A character can activate a Boots card only if its strength equals or exceeds his weight (as shown on his character card) and the weight of everything he is carrying. *Example:* The Captain's card lists his weight as Medium, so he can never activate the Shoes of Stealth or the Elven Slippers because they have only Light strength.

ELVEN SLIPPERS: Light strength, time number of 2.

POWER BOOTS: Heavy strength, time number of 4.

QUICK BOOTS: Medium strength, time number of 3.

7-LEAGUE BOOTS: Tremendous strength, time number of 5. This card can be used to open the Vault and Crypt of the Knight. It also allows its owner to record an extra Move phase during *Birdsong*.

SHOES OF STEALTH: Light strength, time number of 3. This card also allows its owner to roll one die on the Hide table.

9. GLOVES CARDS

A character can never have more than one Gloves card active (he can carry more than one Gloves card, but only one of them can be active). He can use his active Gloves card as a Fight chit with the strength and time values shown on the card. He is not obliged to use the card as a Fight chit just because it is active.

DEFT GLOVES: Light strength, time number of 2. This card also allows its owner to roll one die on the Loot table.

GLOVES OF STRENGTH: Tremendous strength, time number of 5. This card can be used to open the Vault and Crypt of the Knight.

HANDY GLOVES: Medium strength, time number of 3.

POWER GAUNTLETS: Heavy strength, time number of 4.

10. WEAPON AND ARMOR CARDS

Weapon Cards: Weapons cards can be used just like weapons, and can be modified by *Potions* that alter weapons.

ALCHEMIST'S MIXTURE: This *Potion* represents pinches of deadly powder that are thrown at a target. It is a missile weapon, length 11, weight Negligible, impact Medium, with three sharpness stars. Once activated, it can attack one target per round of combat until *Midnight*, when it expires and returns to the Warlock. It is not limited to the character who activates it - it can be transferred while active.

Armor Cards: Armor cards can be played just like armor, and in addition to a character's other armor, during combat.

BEJEWELLED DWARF VEST: When active, this card intercepts *Thrust* attacks. It is destroyed when Heavy (or greater) harm is inflicted on it. When it is destroyed, its owner gets 23 GOLD points to represent the value of its jewels.

GOLDEN ARM BAND: When active, this card intercepts *Swing* attacks. It is destroyed when Medium (or greater) harm is inflicted on it. When it is destroyed, its owner gets 11 GOLD points to represent the value of the gold.

GOLDEN CROWN: When active, this card intercepts *Smash* attacks. It is destroyed when Medium (or greater) harm is inflicted on it. When it is destroyed, its owner gets 48 GOLD points to represent the value of its gold and jewels.

OINTMENT OF STEEL: When active, this card intercepts all attacks. It

is destroyed when Tremendous (or greater) harm is inflicted on it. When it is destroyed, its owner gets nothing. When a character activates this card, he uses all of the *Potion* on himself. This card returns to the Shaman at *Midnight*.

11. ALTER WEAPONS

When a character activates one of these Potions he automatically uses it all on the weapon he has active (his dagger, if he has no other weapon active); the *Potion* cannot affect any other weapon. The card is put with the weapon and stays with it until the *Potion's* effect expires at *Midnight*.

GRIPPING DUST: This card keeps the weapon alerted side up at all times, even when it hits. This card returns to the Warlock at *Midnight*.

OIL OF POISON: This card adds one sharpness star to the damage the weapon inflicts when it hits. This card returns to the Crone at *Midnight*.

OINTMENT OF BITE: This card causes the weapon to hit whenever its attack time undercuts or ties its target's maneuver time. This card returns to the Crone at *Midnight*.

PENETRATING GREASE: This card causes the weapon to ignore armor. It inflicts damage on all monsters and natives as if they were unarmored. When it hits a character it inflicts damage directly on him as if he were not wearing any armor. The weapon does not damage or destroy armor - it just ignores all armor. This card returns to the Crone at *Midnight*.

12. COMBAT EFFECTS

When a character has one of these cards active, it alters how he plays during a round of combat.

REFLECTING GREASE: When a character has this card active, he cannot be wounded by any attack that strikes armor. If an attack hits him and strikes armor, he does not wound any action chits. His armor can still be damaged and destroyed normally, and attacks that hit him without striking armor can still wound and kill him. This *Potion* is used up by the character that activates it - it cannot be transferred while active. This card returns to the Crone at *Midnight*.

Increased effort: Each of these cards allows its owner to play more than two effort asterisks during a round of combat. The number of asterisks he must fatigue is always one less than the number he uses. *Example:* If he plays three asterisks, then he must fatigue two asterisks.

GIRTLE OF ENERGY: This card allows its owner to play up to three effort asterisks (instead of two) during each round of combat.

POTION OF ENERGY: This card allows its owner to play any number of asterisks in each round of combat. This *Potion* is used up by the character who activates it - it cannot be transferred while active. *Note:* If the same character has both the Girtle of Energy and the *Potion of Energy* active, the *Potion* takes precedence; there is no limit to the asterisks he can play. This card returns to the Warlock at *Midnight*.

Changing directions: A character who has one of these cards active can use it during the melee step, after attacks and maneuvers are revealed but before they are resolved. If the indicated conditions are met, the card allows him to change the direction of his attack or his maneuver. He cannot change any pieces that he played, but he can move them to a different box.

BATTLE BRACELETS: If he is attacking a target whose maneuver time is 5 or more, he can shift his attack to any *Attack* circle he chooses. If his target's maneuver time is 4 or less, he cannot shift his attack. *Note:* If he is attacking multiple targets, he can shift his attack only if every target has a maneuver time of 5 or more.

ELUSIVE CLOAK: If all the attacks aimed at him have an attack time of 5 or more, he can move his maneuver to any *Maneuver* square he chooses. If an attack with a time of 4 or less is aimed at him he cannot shift his maneuver. *Note:* The Dwarf can never shift his Duck chit - it can be played only in the *Duck* maneuver square.

* If the Battle Bracelets and Elusive Cloak are used in the same melee step, the attack is shifted first, then the maneuver.

13. SOURCES OF COLOR MAGIC

Each of these cards supplies an infinite supply of one color of magic to every character in its clearing, whether he wants it or not. This color magic automatically activates any Permanent spells bewitching targets in that clearing, and it can also be used to cast any number of spells and enchantments there. *Reminder:* The Chapel counter is also a source of *White* color magic in its clearing.

CLOVEN HOOF: This card is a source of *Black* magic.

DRAGON ESSENCE: This card is a source of *Purple* magic.

FLOWERS OF REST: This card is a source of *Gold* magic.

GOLDEN ICON: This card is a source of *Grey* magic.

SACRED GRAIL: This card is a source of *White* magic.

TOADSTOOL CIRCLE: This Site card is a source of *Black* magic.

14. ARTIFACTS AND SPELL BOOKS

Artifacts: Each Artifact contains one Spell card that can be learned and awakened by Reading Runes. Once the spell is awakened, the Artifact can be used to cast it once per day, with a completion time of 0.

BEAST PIPES: This card contains one Type VIII Spell card. It can be used as a "MAGIC VIII" chit to cast this spell.

BLASTED JEWEL: This card contains one Type V Spell card. It can be used as a "MAGIC V" chit to cast this spell.

ENCHANTER'S SKULL: This card contains one Type IV Spell card. It can be used as a "MAGIC IV" chit to cast this spell.

EYE OF THE IDOL: This card contains one Type II Spell card. It can be used as a "MAGIC II" chit to cast this spell.

GLIMMERING RING: This card contains one Type III Spell card. It can be used as a "MAGIC III" chit to cast this spell.

GLOWING GEM: This card contains one Type VII Spell card. It can be used as a "MAGIC VII" chit to cast this spell.

HIDDEN RING: This card contains one Type VI Spell card. It can be used as a "MAGIC VI" chit to cast this spell.

SACRED STATUE: This card contains one Type I Spell card. It can be used as a "MAGIC I" chit to cast this spell.

Spell Books: Each Spell Book contains four Spell cards that can be learned and awakened by Reading Runes. It can be used to cast only those Spells that match the red Roman numeral on the book's card - the other Spell cards can be learned from the book but they cannot be cast by it. Each Spell Book can be played only once per day, and it can cast only one spell each time it is played, with a completion time of 0.

BLACK BOOK: This card contains two Type V Spell cards and two Type VIII Spell cards. Once per day it can be used as a "MAGIC V" chit to cast one of the Type V spells. It cannot cast the Type VIII spells.

BOOK OF LORE: This card contains four Type IV Spells. Once per day it can be used as a "MAGIC IV" chit to cast one of them.

GOOD BOOK: This card contains two Type I Spell cards and two Type VII Spell cards. Once per day it can be used as a "MAGIC I" chit to cast one of the Type I spells. It cannot cast the Type VII spells.

SCROLL OF ALCHEMY: This card contains four Type VI Spell cards. Once per day it can be used as a "MAGIC VI" chit to cast one of them.

SCROLL OF NATURE: This card contains two Type II Spell cards and two Type III Spell cards. Once per day it can be used as a "MAGIC II" chit to cast one of the Type II spells. It cannot cast the Type III spells.

15. TREASURES WITH SPELLS

Certain Treasure cards have spells that do not appear elsewhere in the game. These spells cannot be learned by Reading Runes (or in any other way) - the only way to cast them is by using the items.

DRAGONFANG NECKLACE: The Dragonfang Necklace can be played exactly like an Artifact to cast its spell. It can be played only once per Evening, and its spell has a completion time of zero. This spell requires purple magic to cast, and targets one Dragon or Flying Dragon of any size. The character who owns this card controls the Dragon. When no character has the card, the spell is nullified. This *Day* spell expires at the next *Sunset*. This spell can be broken just like other spells.

EYE OF THE MOON: The Eye of the Moon can be played exactly like an Artifact to cast its spell. It can be played only once per Evening, and its spell has a completion time of zero. This *instant* spell can be cast only if the optional Seasons/Weather rules are being used. This spell requires grey magic to cast, and targets the face-down number chit that will define next week's weather. When the spell goes into effect the spellcaster can either look at this chit secretly or, without looking at it, insist that a new chit be picked using the normal method. If a new chit is picked, he does not look at it. *Comment:* A character usually must cast this spell several times to get the weather he wants. He must cast it once to look at the chit, a second time to change it, a third time to look at the new chit, and so on. This spell can be broken just like other spells.

FLYING CARPET: The Flying Carpet is the target of an unbreakable *Permanent* spell that can be energized by Purple magic. This spell cannot be broken - when a spellbreaking spell is used against it the spell just falls inert until it is resupplied with Purple magic. When the spell is energized, the Flying Carpet can be used as a Fly chit with Medium strength and a time number of "2". The owner of the card can play it once per round of combat, using it repeatedly (the spell does not expire after one use). The card's owner can also use it to fly during his turn.

TREASURE TABLE

Treasure Cards	Section	Gt. Treas.	Lg. Treas.	Chit	Spells	Discard	Weight	Fame Reward	Fame	Not.	Gold
7-League Boots	2. Birdsong			Move T5			--			2	5
Alchemist's Mixture	10. Weapon					Warlock	--				4
Amulet	4. One-Use					Shaman	--				5
Ancient Telescope	2. Birdsong						--				5
Battle Bracelets	12. Combat		●				--		2	4	12
Beast Pipes	14. Artifacts			Magic VIII	1 VIII		--		-5	5	8
Bejeweled Dwarf Vest	10. Armor	●	●				M	10 (Soldiers)		5	27
Belt of Strength	6. Altering Chits		●				--		3	6	16
Black Book	14. Spell Books	●		Magic V	2 V, 2 VIII		L		-15	15	10
Blasted Jewel	14. Artifacts	●	●	Magic V	1 V		H		-15	15	30
Book of Lore	14. Spell Books			Magic IV	4 IV		L		-5	10	10
Chest	1. TWTs		P1				T				0
Cloak of Mist	2. Birdsong						--			2	4
Cloven Hoof	5. Using Tables	●		Black			--		-20	40	4
Crypt of the Knight	1. TWTs		P5				N/A				
Crystal Ball	2. Birdsong		●				M			5	20
Deft Gloves	5. Using Tables			Fight L2			--	5 (Order)		6	10
Dragon Essence	3. Daylight	●		Purple			--		-10	20	3
Dragonfang Necklace	15. Tr. w/Spells	●					--	12 (Lancers)		12	8
Draught of Speed	6. Altering Chits					Warlock	--				6
Elusive Cloak	12. Combat						--			2	10
Elven Slippers	8. Boots			Move L2			--			2	5
Enchanted Meadow	1. TWTs						N/A				
Enchanter's Skull	14. Artifacts	●	●	Magic IV	1 IV		L		-10	10	17
Eye of the Idol	15. Artifacts		●	Magic II	1 II		M		-5	10	34
Eye of the Moon	15. Tr. w/Spells		●				M			13	13
Flowers of Rest	3. Daylight			Gold			--				2
Flying Carpet	15. Tr. w/Spells		●				M			12	17
Garb of Speed	6. Altering Chits		●				--		2	6	16
Girtle of Energy	12. Combat		●				--		2	4	13
Glimmering Ring	14. Artifacts		●	Magic III	1 III		--			10	15
Gloves of Strength	9. Gloves			Fight T5			--	5 (Order)		6	8
Glowing Gem	14. Artifacts		●	Magic VII	1 VII		--	5 (Soldiers)		5	17
Golden Arm Band	10. Armor		●				L	3 (Lancers)			15
Golden Crown	10. Armor	●	●				H	20 (Guard)		-15	50
Golden Icon	13. Color	●	●	Grey			T		-10	20	100
Good Book	14. Spell Books			Magic I	2 I, 2 VII		L		5	5	10
Gripping Dust	11. Alter Weap.					Warlock	--				3
Handy Gloves	9. Gloves			Fight M3			--		1	2	6
Hidden Ring	14. Artifacts	●	●	Magic VI	1 VI		--		-10	10	20
Imperial Tabard	N/A	●	●				M	20 (Guard)		-10	17
Lost Keys	5. Using Tables		●				--				5
Lucky Charm	5. Using Tables		●				--				14
Magic Spectacles	2. Birdsong						--			2	6
Magic Wand	5. Using Tables	●	●				--		-10	10	17
Map of Lost Castle	5. Using Tables						--				3
Map of Lost City	5. Using Tables						--				3
Map of Ruins	5. Using Tables						--				3
Mouldy Skeleton	1. TWTs		P2			Discard	N/A				
Oil of Poison	11. Alter Weap.					Crone	--				3
Ointment of Bite	11. Alter Weap.					Crone	--				5
Ointment of Steel	10. Armor					Shaman	--				4
Penetrating Grease	11. Alter Weap.					Crone	--				4
Phantom Glass	5. Using Tables						L			2	8
Potion of Energy	12. Combat					Warlock	--				5
Poultice of Health	3. Daylight					Shaman	--				2
Power Boots	8. Boots			Move H4			--			3	8
Power Gauntlets	9. Gloves			Fight H4			--		3	4	7
Quick Boots	8. Boots			Move M3			--		1	2	8
Reflecting Grease	12. Combat					Crone	--				3
Regent of Jewels	2. Birdsong	●	●				L	10 (Soldiers)		10	67
Remains of Thief	1. TWTs		P3			Discard	N/A				
Royal Sceptre	2. Birdsong	●					L	20 (Guard)		-15	8
Sacred Grail	13. Color	●	●	White			M	50 (Order)		-25	12
Sacred Statue	14. Artifacts	●		Magic I	1 I		L	10 (Order)		-5	10
Scroll of Alchemy	14. Spell Books	●		Magic VI	4 VI		L		-10	15	10
Scroll of Nature	14. Spell Books			Magic II	2 II, 2 III		L			5	10
Shielded Lantern	2. Birdsong						L				8
Shoes of Stealth	5. Using Tables			Move L3			--			2	7
Timeless Jewel	3. Daylight		●				L	5 (Soldiers)		7	34
Toadstool Circle	1. TWTs		P4	Black			N/A				
Toadstool Ring	2. Birdsong						--			3	9
Vial of Healing	7. Instant Rest					Chapel	--				2
Withered Claw	4. One-Use					Shaman	--				3

LIST OF SPELLS

The spells are grouped by type and each spell is listed in the following format:

NAME OF SPELL (Type/color magic needed to cast spell), **target of the spell**, **Duration of spell**: Explanation of the spell's effects.

TYPE I SPELLS

EXORCISE (I/WHITE), **the spellcaster's clearing**, *Instant*: Every Demon and Imp in the clearing is killed. Every spell and Curse that is in effect in the clearing or that is being cast in the clearing this round is instantly broken. All color chits in the clearing instantly fatigue. This spell is the strongest of all, and it nullifies and breaks all other spells.

MAKE WHOLE (I/WHITE), **one character**, *Instant*: This spell activates all of the target's fatigued and wounded action chits and repairs all of his damaged armor (including his inactive armor). It affects only those chits that are already inactive and only that armor that is already damaged - it does not affect fatigue, wounds and damage that are inflicted during the current round of combat. This spell's strength is equal to the Power of the Pit results that affect action chits and armor (it does not conflict with the other Power of the Pit results). *Special*: This spell breaks the Wither Curse on the target. *Note*: **Make Whole does not repair the Magic chit used to cast the spell, because it fatigues after the spell takes effect.**

PEACE (I/WHITE), **one character, native or monster**, *Combat*: When this spell goes into effect, it is instantly broken if its target is currently the target of any other character or denizen. If he is not someone else's target, the spell

goes into effect.

1. If the target is a denizen, whether hired, controlled or not, it is instantly unassigned. While the spell remains in effect, it cannot be assigned to a new target. If it is hired or controlled, it cannot lure attackers.

2. If the target is a character, he takes back his Attention chit and any spell or attack he is playing is cancelled. While the spell remains in effect, he cannot charge or specify a target for an attack or spell. He can maneuver, run away and do other actions. He cannot lure attackers into attacking him, but attackers can be assigned to him randomly.

3. The spell is instantly broken when the bewitched target is named as the target of a spell or attack. The spell is broken only if the target himself is named as a target - he is not released by spells aimed at other targets, even if the results affect him.

SMALL BLESSING (I/WHITE), **one character**, *Instant*: The target character immediately rolls the dice and consults the Wishes table. See Rule 4.6.8 and the Wishes table for information on specific Wish results.

TYPE II SPELLS

BLEND INTO BACKGROUND (II/GREY), **one character, hired leader or controlled monster**, *Day*: The target can record and do an extra Hide phase during his turn.

FOG (II/GREY), **the spellcaster's hex tile**, *Day*: This spell prevents an individual who is doing the Search activity from using the Peer table. The spell affects every character, hired leader and controlled monster who is in the target tile or who is trying to search a clearing in the target tile (he cannot Peer into the tile from a mountain in an adjacent tile). This spell affects only the Search activity. It does not prevent an individual from using spells or Treasure cards to do the Peer activity in the tile.

PROPHECY (II/PURPLE), **one character**, *Day*: The target character ignores his recorded turn and chooses what to do on each phase of his turn as he does the phase. He gets the same number of phases and types of activities he is normally allowed, except that he can use an extra or enhanced activity caused by a belonging as soon as he activates that belonging, whether it was active during *Birdsong* or not. Only one horse per day can provide him with extra phases - once he has used an extra phase caused by one horse, for the rest of that day he cannot use extra phases caused by other horses. If this spell is broken before he finishes his turn, he is instantly blocked. *Note*: His hired leaders, controlled monsters, familiars, and phantasms must still do

the turns recorded for them.

STONES FLY (II/GREY), **any number of character(s), native(s), and/or monster(s)**, *Attack*: This spell attacks each target like a missile weapon with a length of 15, and it inflicts Light damage with one sharpness star. *Special*: This spell always makes at least four attacks. If the spellcaster specifies one target, all four attacks are made against that target. If he specifies two targets, two attacks are made against each target. If he specifies three targets, two attacks are made against the target where he put his Attention chit, and one attack is made against each other target. If he specifies four or more targets, one attack is made against each target. The spellcaster rolls separately on the Missile Table for each hit.

TALK TO WISE BIRD (II/GOLD), **one character**, *Instant*: The target character immediately does a remote Peer activity. He specifies any clearing on the map and uses the Peer table to search that clearing.

WITCH'S BREW (II/GREY), **any of the spellcaster's type II and type VIII MAGIC chits that he chooses**, *Day*: Each targeted Type II chit is transformed into a Type IV chit, and each targeted Type VIII chit is transformed into a Type III chit (see Rule 4.6.10c).

TYPE III SPELLS

ELVEN GRACE (III/GOLD), **one character, monster or native**, *Combat*: If the target is a character, this spell alters the time numbers on all of his Move chits. The strength on each Move chit defines its time number: each Light chit has a time of 1, each Medium chit has a time of 2, each Heavy chit has a time of 3, and each Tremendous chit has a time of 4. If the target is a monster or native, his size redefines the Move time on both sides of his counter: a Light target has a move time of 1 on both sides of his counter, a Medium target has a move time of 2, and so on. This Spell affects only move times. It does not affect attack times, Duck chits, horses or Boots cards, and it does not affect "Move/Fight" chits created by the Unleash Power Spell.

1. Elven Grace ignores any strength changes caused by the Belt of Strength; it always uses the strength that is actually printed on each Move chit to define that chit's time number.

2. The Draught of Speed and Garb of Speed nullify Elven Grace. When the target has one of these Treasure cards active, the card defines the time number on each chit and the Elven Grace is ignored.

FAERIE LIGHTS (III/GOLD), **any of the spellcaster's type III and type VII MAGIC chits that he chooses**, *Day*: Each targeted Type III chit is transformed into a Type II chit, and each targeted Type VII chit is transformed into a Type VI chit (see Rule 4.6.10c).

ILLUSION (III/GOLD), **one character or the spellcaster's hex tile**, *Permanent*: Each affected individual adds one to his result whenever he uses

any Search table. If the target is a tile, the spell affects every character, hired leader, controlled monster or phantasm in that tile.

LOST (III/GOLD), **one character or the spellcaster's hex tile**, *Permanent*: Each affected individual moves randomly whenever he uses the Move activity to leave a clearing: instead of moving to the clearing he recorded, he must use the Lost table to determine which adjacent clearing he moves to.

1. This spell affects an individual only when he uses the Move activity to leave a clearing. It does not affect him when he runs out of a clearing or when he starts a move between clearings, and it does not affect him when he flies.

2. If the target is a tile, the spell affects every character, hired leader, controlled monster or phantasm who starts a Move activity in any clearing on that tile. The spell does not affect Move activities that start in other tiles.

PERSUADE (III/GOLD), **one native group, or all of the Giants in the spellcaster's clearing, or all of the Ogres in his clearing**, *Day*: The spellcaster pacifies the targets. To hire them, he uses the Friendly column of the Meeting table. *Special*: When this spell is cast by an Artifact or Spell Book, the character who holds the item is the one who has pacified the denizens. If no character holds the item, the spell is nullified.

SEE HIDDEN SIGNS (III/GOLD), **one character**, *Day*: The target can record and do one extra Search phase during his turn.

TYPE IV SPELLS

BLAZING LIGHT (IVIPURPLE), cave clearing, Day: The spellcaster must be in a cave clearing to cast this spell, and his target is that clearing. Each character, hired leader or controlled monster in that clearing during *Birdsong* has the option to record an extra phase to do any normal activity. He must also be in the clearing when he starts the phase or the activity is cancelled.

ELEMENTAL SPIRIT (IVIPURPLE), any of the spellcaster's type IV and type VI MAGIC chits he chooses, Day: Each targeted Type IV chit is transformed into a Type VIII chit, and each targeted Type VI chit is transformed into a Type V chit (see Rule 4.6.10c).

FIERY BLAST (IVIPURPLE), any number of character(s), monster(s) and/or native(s), Attack: This spell attacks each target like a missile weapon with a length of 13, and it inflicts Light damage plus three sharpness stars.

HURRICANE WINDS (IVIPURPLE), one character, monster or native, Fly: This spell can be cast only in a mountain clearing. It creates a Fly chit with Tremendous strength and a time number of "1". The target *must* use this chit to fly away just before the next encounter step begins; the Fly chit overrules the target's normal behavior. *When this spell is cast on a red-side-up T monster or its target, the monster immediately drops its target and turns red-side-down, and the target of the spell flies away.* When the target flies out of the clearing, all of his belongings, including his horses, fly and land with him. The spellcaster chooses which adjacent tile the target flies to. *If the target is a denizen that does not record turns, it lands at the beginning of Daylight, just before the first attention chit is chosen. Otherwise, the target lands during his turn, as usual.*

LIGHTNING BOLT (IVIPURPLE), one character, monster or native, Attack: This spell can be used only in a mountain clearing. It attacks like a missile weapon with a length of 18, and it inflicts Medium damage plus three sharpness stars.

ROOF COLLAPSES (IVIPURPLE), the spellcaster's (cave) clearing, Attack: This spell can be used only in a cave clearing. It automatically attacks every character, monster and native in the cave clearing, including the spellcaster. Hidden individuals in the clearing are also attacked, and can play maneuvers without becoming unhidden. It attacks like a striking weapon with a length of 18, and it inflicts Heavy damage with no sharpness stars. *Important:* This spell always attacks each target in the *Smash* direction with a time number of "4", regardless of the chit or card that was used to cast it.

VIOLENT STORM (IVIPURPLE), the spellcaster's hex tile, Day: The spellcaster rolls the dice and consults the Violent Storm table. The result is the number of phases each character, hired leader and controlled monster must cancel when he ends a phase in a woods or mountain clearing in that tile. He pays this penalty only once per turn, and he can choose which activities to cancel. He can cancel only those activities that remain in his current turn - if he loses more activities than he has remaining, the excess losses are ignored.

* Violent Storm affects only the target tile, and it affects only woods and mountain clearings that do not contain the Inn, House, Chapel or Guardhouse (campfires are affected). A character is not affected until he is in an affected clearing - he is not affected between clearings, in caves (or buildings), or when he is flying.

TYPE V SPELLS

ABSORB ESSENCE (VBLACK), one monster, Permanent: This spell can be cast on any monster, even if it is controlled or hired. It cannot be cast on a character who has been transmorphized into a monster (he would be a "character" target, not a monster). This spell transmorphizes the spellcaster into the monster he named as target. His items and horses are *not* transmorphized.

1. The spellcaster and monster become one entity, even when the spell is inert. The spellcaster continues to be represented by his character counter, but the absorbed monster simply ceases to exist - it is removed from play and is put in the spell's spell box, where it remains until the spell ends. The monster no longer functions as a monster: any denizens and Attention chits assigned to it become unassigned, and it is released from any spells bewitching it. It is not killed and cannot regenerate.

1.1 If the spellcaster is killed the monster is also killed. The killer gets the spellcaster's points plus the monster's bounty points, without multiplication, and both the spellcaster and the monster count as kills towards the killer's daily total.

1.2 If the spell is broken without killing the spellcaster, the monster instantly appears in the spellcaster's clearing.

2. When the spell is energized, the spellcaster plays dummy chits and uses the monster's combat values instead of his own. He must always use the combat values that are on the face-up side of the monster's counter. If the monster is Medium or Heavy, he can turn it either side up whenever he plays a chit (it does not change tactics). If it is Tremendous, it turns red side up only when it gets a hit; once it is red side up, he can turn it red side down whenever he plays a chit. The counter automatically turns red side down when he changes targets, or when his target is killed.

2.1 If the monster has a head or club, the spellcaster can play it during combat as a second attack against his target. *Heads and Clubs can be played either side up, even when the body is red-side-up.*

2.2 If the monster is a Demon or Imp with red side down, he casts its spell as an attack (like a monster, not a character). He cannot change the spell it casts. *Special:* When the spell is energized, the spellcaster can use the monster's Magic type to record spells.

3. If a spellcaster has duplicate Absorb Essence spells, he can absorb one monster per spell. As each spell is energized, he transmorphizes into its monster (so he will always be transmorphized into the monster that belongs to the most recently energized spell). When the spells are energized simultaneously, the spellcaster chooses which one transmorphizes him.

4. When Absorb Essence is cast by an Artifact or Spell Book, the item transmorphizes when the spell becomes energized. The character holding the item transmorphizes into the monster; if the item is not held by a character, the item itself becomes the monster, and it functions like a normal monster in all respects. When the monster is killed the spell is broken and the item reappears.

ASK DEMON (VBLACK), one Demon or Winged Demon, Instant: The spellcaster can ask one question of any other player (in the context of the game he is asking the Demon, who knows all about the character), and the other player *must* answer truthfully. The question must be answerable by "yes", "no", or a number, it must be about recorded information or one or more game pieces and it must be about the present or past - the spellcaster cannot ask about ideas or future intentions (except that he can ask about Victory Requirements). Question and answer must be kept secret from the other players. *Note:* The spell has no effect on how the Demon fights.

BROOMSTICK (VBLACK), one Light character, Fly: This spell creates a Fly chit that the target can use to fly. This Fly chit has Light strength and a time number of "1". It can be cast only on a target with Light weight. The spellcaster controls when this chit is used, but it can be used only when the target uses a Light Move chit. *Exception:* If the spellcaster plays this spell on himself, he can play the Fly chit directly, without playing a Move chit. *Example:* The Witch King can cast Broomstick on himself and play the Fly chit even though he does not own a Light Move chit.

1. When the target plays a Light Move chit during the encounter step, the spellcaster can interrupt his play and force him to use the Fly chit to charge or fly away, as the spellcaster chooses. When the target plays a Light Move chit to maneuver, when the final maneuvers are revealed the spellcaster can invoke the Fly chit. He cannot change the direction of the target's maneuver.

2. When the target starts to do a Fly phase, the spellcaster can invoke the Fly chit and allow him to fly. If he does not invoke the Fly chit, the activity is cancelled (unless the target has another source of flying strength).

3. If the target does a Move phase and plays a Light Move chit to carry items, then the spellcaster can invoke the Fly chit and force him to Fly to the tile he is moving to instead of moving to a particular clearing.

4. Any time the target uses a Move chit that is stronger than Light, the spellcaster can invoke the Fly chit. When this happens, the Fly chit has no effect and the spell is broken.

CURSE (VIGREY), one character, Instant: The spellcaster rolls on the Curses table and applies the Curse to the target. See Rule 4.6.8 and the Curses table for information on specific Curse results.

PENTANGLE (VBLACK), one character, native or monster, Combat: The Demon, Winged Demon, and Imp cannot attack the target, all spells and Curses that are bewitching him are temporarily nullified, and no new spells can go into effect against him. Pentangle stops only those spells that are aimed specifically against the target. He is still affected normally by spells that are aimed at other targets, such as Roof Collapses.

POWER OF THE PIT (VBLACK), one character, native or monster, Instant: The spellcaster rolls on the Power of the Pit table and applies the result to the target. See Rule 4.6.8 and the Power of the Pit table for information on specific Power of the Pit results.

TYPE VI SPELLS

DISSOLVE SPELL (VI/PURPLE), one spell in the spellcaster's clearing, *Instant:* The target spell must already exist when it is specified as a target - it cannot be a spell that is being cast during the current round. When Dissolve Spell goes into effect, the target spell is broken. Duplicates of the target spell are not affected. *Note:* This spell cannot break Curses.

ENCHANT ARTIFACT (VI/PURPLE), one Artifact or Spell Book that the spellcaster has active, *Permanent:* When the spellcaster names his target, he must also name one of his recorded spells. This spell and its Magic type are added to the target. [The Magic type and Spell can be new or the same as the artifact already has.](#)

1. Whenever the Enchant Artifact spell is energized, the target contains the added type and spell in addition to its own type and spell(s). The character who is holding the target item can read runes to learn the spell, and he can play the item to cast the spell (which is automatically awakened). He must specify which Magic type and spell he is using when he plays the item.

2. A new Magic type can also be used to cast Spell cards of the same type that belong to the item. *Example:* If Enchant Artifact is used to add Type VII to the Good Book, the Good Book can be used to cast its Type VII spells.

3. Each Magic type on the target item can be used once per day, so an item with two Magic types can be used twice per day - once with each Magic type. Similarly, when one Magic type is committed to a target, the item can still be played to use the other Magic type.

4. The same item can be enchanted any number of times, adding a new Magic type and spell with each casting, but each casting ties up one Enchant Artifact Spell and the chit or card used to cast it.

MELT INTO MIST (VI/PURPLE), one character, native or monster, *Permanent:* This spell transmorphizes the target into mist. His horses and items are all transmorphized with him. He cannot carry untransmorphized items while turned into mist.

1. If the target is a character or hired or controlled denizen, he can do only the Move, Hide and Follow activities. *Special:* The target can move along hidden paths and secret passages that he has not discovered. He does not discover them as he moves.

2. The target is not affected by spells. Any other spells and curses that are currently bewitching him are nullified, new spells cannot go into effect against him and he is not affected by spells aimed at other targets (he is immune to Power of the Pit results, for example). *Important:* The Melt into Mist spell itself is *not* immune to spells. It can be broken while energized (or inert).

3. [The target cannot block or be blocked.](#) The target takes no part in combat - he cannot charge or attack, and he cannot be charged or attacked. If he is a character, he has a T4 Move chit that he can use only to run away.

PHANTASM (VI/PURPLE), one character, *Day:* This spell creates an ethereal being (or "phantasm") that the target controls.

1. During *Birdsong* of the next day he puts an unused piece with himself to represent the phantasm, and he records a separate turn for the phantasm. The phantasm gets the same number of basic and sunlight phases as other characters. It can do only the Move, Peer and Enchant activities.

2. The phantasm takes its turn just before the target character, when the target character's Attention chit is picked, and it does its Peer and Enchant activities in the clearing it is in. It uses the target character's Magic chits to do the Enchant activity, and it shares his discoveries list; it can use his discoveries, and he discovers what it discovers, even if they are in different clearings. [If the Phantasm discovers Hidden Enemies, the controlling character can only see Hidden Enemies if he is in the same clearing as the Phantasm.](#)

3. The phantasm cannot carry belongings or recorded Gold, it cannot follow or be followed, it cannot spy or be spied on, it cannot block nor be blocked, and it does not summon denizens or cause monsters to move.

TRANSFORM (VI/PURPLE), one character, monster or native, *Permanent:* The spellcaster rolls the dice and consults the Transform table, and the target is transmorphized into the creature (monster or beast) indicated by the result. [Each time he energizes the spell, he is transformed into the same creature; he does not roll again.](#)

1. All of the recorded Gold and belongings (Including horses) the target has with him are transmorphized with him.

2. If the target is a character, hired native or controlled monster, he can gain new recorded Gold and belongings which are not transmorphized. He must keep his transmorphized Gold and belongings separate from those that are untransmorphized; when the spell falls inert, he merges the two groups. *Note:* If he ends the day in a location where the color magic needed to energize the spell is supplied automatically, the Transform spell does not fall inert - it remains energized without a break.

UNLEASH POWER (VI/PURPLE), any number of the spellcaster's Magic chits that he chooses, *Day:* Each Magic chit that is specified as a target is transformed into a "Move/Fight" chit that can be used as both a Move chit and a Fight chit, but not both at the same time (it can carry items like a Move chit, and in combat it can be used once per round, as either a Move chit or a Fight chit). It has the effort asterisks and time number printed on it, and its time number defines its strength: each chit with a time of 2 or 3 has Light strength, each chit with a time of 4 has Medium strength, each chit with a time of 5 has Heavy strength, and each chit with a time of 6 or more has Tremendous strength. These chits cannot be used as Magic chits while they are transformed.

1. Unleash Power ignores any changes in time numbers caused by the Draught of Speed or Garb of Speed; it always uses the time number printed on the Magic chit to define that chit's strength.

2. When the target has the Belt of Strength active, it overrides Unleash Power. The Belt of Strength defines the final strength of each Move/Fight chit.

WORLD FADES (VI/BLACK), one character, *Permanent:* If the target character is unhidden and there are no denizens on his Melee Section at the end of a round of combat, he rolls on the Hide table. If he hides successfully, he remains hidden until he is revealed normally (he can hide and be discovered repeatedly). The target character must also start (or stop) using Magic Sight when he does the Search activity. See Rule 7.5.7.

TYPE VII SPELLS

CONTROL BATS (VII/any), all of the Bats in the spellcaster's clearing, *Day:* The spellcaster controls all of the Bats in his clearing. *Special:* When this spell is cast by an Artifact or Spell Book, the Bats are controlled by the character who holds the item. When no character holds the item, the spell is nullified.

PEACE WITH NATURE (VII/GOLD), one character, hired leader or controlled monster, *Permanent:* This spell prevents Warning and Sound chits from summoning monsters when the target ends his turn. If the chits are face down he reveals them as usual but turns the Warning and Sound chits face down again to show they have not summoned monsters yet (chits are face up only if they have had the opportunity to summon monsters). The chits react normally when anyone else ends his turn in the tile, including followers. This spell does not affect Site chits, Dwellings, Site cards or the Dragon Essence card, which continue to summon denizens normally, and it does not affect prowling monsters that are already in the tile, who still move to the target's clearing. *Note:* If the target is a hired or controlled denizen, he remains bewitched when he becomes unhired and uncontrolled.

PREMONITION (VII/GREY), one character, *Day:* The target character

chooses when he takes his turn during Daylight. He keeps his Attention chit instead of mixing it with the others, and each time a new chit is about to be picked he can either preempt and take his turn or pass and let the next chit be drawn. When no chits are left, he cannot pass - he must take his turn. He still gets only one turn per day. If this spell is broken before he preempts, his Attention chit is immediately mixed in with the remaining chits and is picked normally to determine when he takes his turn. *Special:* If several characters can preempt, they must preempt or pass in turn, going clockwise from the last character to take a turn and skipping anyone who cannot preempt.

PROTECTION FROM MAGIC (VII/GOLD), one character, *Phase:* The target character is protected from spells and curses for one round of combat or one phase of his turn. He keeps the spell's Magic chit to represent its effect, and he activates it like an item. When he activates it, it nullifies all spells and curses that are bewitching him, and prevents new spells from being cast on him; he is still vulnerable to spells aimed at other targets. At the end of the phase or round, the spell expires.

SENSE DANGER (VII/PURPLE), one character, *Permanent:* The target can record and do an extra Alert phase on his turn.

TYPE VIII SPELLS

BAD LUCK (VIII/*any*), **one character**, *Permanent*: The target character adds one to his result whenever he uses any table (except where specified in the rules or table descriptions).

DEAL WITH GOBLINS (VIII/*BLACK*), **all of the Goblins in the spellcaster's clearing**, *Day*: The spellcaster pacifies the Goblins. To hire them, he uses the Neutral column of the Meeting Table. *Special*: When this spell is cast by an Artifact or Spell Book, the Goblins are pacified by the character who holds the item. When no character holds the item, the spell is nullified.

GUIDE SPIDER OR OCTOPUS (VIII/*GREY*), **one Spider or Octopus**, *Day*: The spellcaster controls the monster. *Special*: When this spell is cast by an Artifact or Spell Book, the monster is controlled by the character who holds the item. When no character holds the item, the spell is nullified.

POISON (VIII/*GREY*), **one weapon counter, native counter, Goblin**

counter, Ogre counter or Giant's club, *Day*: Add one sharpness star to the harm the target counter inflicts when it hits. This spell cannot be cast on the Alchemist's Mixture or a Dagger.

REMEDY (VIII/*GREY*), **one spell or curse in the spellcaster's clearing**, *Instant*: The target spell or curse must already exist when it is specified as a target - it cannot be a spell that is being cast during the current round. The target can be one Curse on one character, or one spell. The target spell or curse is broken. Duplicates of the spell are not affected.

WHISTLE FOR MONSTERS (VIII/*PURPLE*), **one face-up Sound chit anywhere on the map**, *Instant*: This spell cannot be cast in a tile that contains less than six clearings, and it cannot be cast on a chit that is face-down. If the target chit is not in the spellcaster's tile, then it is moved to his tile. If it is already in his tile, then he can move it to any other tile that contains six clearings. Thereafter, the Sound chit summons monsters to its new tile.

THE SPELL TABLES

POWER OF THE PIT		
Die Roll:	Event:	Effect:
1	FIERY CHASM OPENS	All unhidden characters, natives and monsters in the clearing are killed ¹ . Visitors and hidden characters, natives and monsters are not affected by this result.
2	CARRIED AWAY	The target is instantly killed ¹ .
3	TERROR	Each character in the clearing must wound all of his Light and Medium strength Move and Fight chits. All Light and Medium monsters, natives and horses in the clearing are killed.
4	BLIGHT	All of the target's active chits that show effort asterisks become wounded ² . Chits that are already fatigued or that show no asterisks are not affected.
5	FORGET	All of the target's active Magic chits become fatigued ² .
6	RUST	All of the target's active armor counters suffer damage ² . Intact armor counters become damaged, damaged armor counters are destroyed. Armor cards and inactive counters are not affected.
Notes: See Rule 4.6.8 for further explanation of Power of the Pit results. 1. When an individual is killed his belongings and recorded Gold are disposed of normally. 2. This event does not affect denizens or horses.		
WISHES		
Die Roll:	Wish:	Effect:
1	"I wish I were elsewhere"	You teleport ¹ to any clearing of your choice.
2	"I wish you were elsewhere"	You must specify one character, monster or native in your clearing ² , and he teleports ¹ . You cannot specify yourself – if you are alone in the clearing, no one teleports.
3	"I wish for a vision"	You look at the Treasure cards in any one box on the Set Up Card. Return the cards to their box without turning them up or changing their order. Do not roll for Curses.
4	"I wish for peace"	Combat ends for the day in your clearing. All spells that have not yet gone into effect are cancelled ³ and all characters and denizens are prohibited from specifying targets or attacking for the rest of the day ⁴ .
5	"I wish for health"	All of your action chits are rested and returned to play. This result automatically cancels the Wither and Ill Health Curses. Its strength is equal to the Power of the Pit results that affect chits.
6	"I wish for strength"	The next Fight chit or Gloves card you play that hits inflicts Tremendous harm. Regardless of how many times you get this wish, it affects only your next hit – you cannot "store up" several hits. <i>Note</i> : You can use this hit to open the Vault or Crypt of the Knight.
Notes: See Rule 4.6.8 for further explanation of Wishes. 1. When an individual teleports, he is released from any spells that have not yet gone into effect (also see note 3). When a character teleports, he must leave the clearing but he can move to any other clearing he chooses. 2. You can specify a hidden character or denizen only if you have found "Hidden enemies". If you specify a monster or native (hired, controlled, or not), it returns to the Set Up Card box or clearing where it started the game (if it started in this clearing, it does not move). <i>Note</i> : When a denizen returns to the Set Up Card, he is released from all spells that are bewitching him and becomes unhired. 3. Spells that are simultaneous with this wish are not affected by this wish. 4. Rounds of combat continue for two rounds to allow characters to do actions. This "peace" cannot be broken before it expires.		

CURSES

Die Roll:	Curse:	Effect:
1	EYEMIST	The target character cannot do the Search activity. He can still do the enhanced Peer activity.
2	SQUEAK	The target cannot be hidden. He can do the Hide activity, but regardless of the result he remains unhidden.
3	WITHER	The target cannot have any active effort asterisks. All of his active chits with asterisks become fatigued, including color chits. While the Curse remains in effect, his wounded chits can be converted to fatigue, but his fatigued chits cannot be activated. <i>Special:</i> This Curse is removed by the Make Whole spell and the Wish for Health.
4	ILL HEALTH	The target cannot do the Rest activity. <i>Special:</i> This Curse is removed by the Wish for health.
5	ASHES	The target's recorded Gold is worthless and cannot be spent or given away. He can add to his recorded Gold normally, but he cannot subtract from it, and it counts as a value of -1 recorded Gold (see Rule 9.3.2e).
6	DISGUST	The target's recorded FAME is worthless. He can add to his FAME normally but he cannot do any game function that would cause him to subtract from it. It counts as a value of -1 recorded Fame (see Rule 9.3.2c).

See Rule 4.6.8 for further explanation of Curses.

TRANSFORM

Die Roll:	Target Becomes:	ATTACK VALUES		MOVEMENT VALUES				SIZE vulnerability and weight:
		harm inflicted:	attack time:	strength:	type:	time:	special movement:	
1	DRAGON	Tremendous	4	Tremendous	flying	4	must fly	Tremendous & armored
2	LION	Heavy	3	Heavy	move	4	walks woods	Heavy
3	EAGLE	Medium	2	Medium	flying	2	must fly	Medium
4	BIRD	cannot attack		Light	flying	1	must fly	Light
5	SQUIRREL	cannot attack		Light	move	2	walks woods	Light
6	FROG	cannot attack		Light	move	3	walks woods	Light

See Rule 4.6.9 for further explanation of Transmorphizing spells.

VIOLENT STORM

Die Roll:	Upon first entering the tile:
1	cancel 4 phases
2-3	cancel 3 phases
4-5	cancel 2 phases
6	cancel 1 phase

LOST

Die Roll:	Individual must move:
1	to clearing "1"
2	to clearing "2"
3	to clearing "3"
4	to clearing "4"
5	to clearing "5"
6	to clearing "6"

Explanation of the LOST table:

1. The character rolls the dice and consults the table to determine where he moves. He must move to the adjacent clearing that matches the number he rolled. An adjacent clearing is any clearing that is connected to the character's clearing by a roadway, including those in adjacent tiles.

a. While LOST, he can use paths and passages that he has not discovered. He does not discover these roadways when he uses them.

b. When "walking the woods", he is forced to follow the roadways only when he moves from tile to tile.

2. If several adjacent clearings match the indicated number, he can choose which one to move to. If none of the adjacent clearings matches the number, then the individual does not move and the Move phase is cancelled.

3. If the individual moves to a mountain clearing, his next Move activity is cancelled (this Move activity need not be consecutive and it need not specify the mountain clearing). This represents the second Move activity needed to enter a mountain clearing. If he does not have another Move activity in his turn, he does not move and the first Move activity is cancelled.

ENCOUNTER STEP ACTIONS

ACTION:	CHIT PLAYED:
Run out of clearing	MOVE chit ¹
Turn over weapon counter	FIGHT chit ²
Activate one belonging and/or inactivate one belonging	none ³
Abandon/drop* belongings	none ³
Charge character	MOVE chit ⁴
Cast spell	MAGIC chit ⁵
Activate Phase spell	none ³
Fly out of clearing	FLY chit ⁶
Play color chits	see note 7
Pick up dropped belonging* in front of character	none ³
elsewhere in clearing	MOVE ¹ or FLY ⁶

*This action is explained in the Optional Dropping rules.

Notes: A character can do only one action per encounter step.

- There can be no red-side-up Tremendous monsters on the character's sheet, and the chit's time number must be lower than the move times of all of the attackers (monsters, natives and Move chits) on the character's sheet.
- The chit's time number must be lower than the move times of all of the attackers on the character's sheet.
- The attackers on the character's sheet do not restrict this play.
- There can be no red-side-up Tremendous monsters on the character's sheet. Charging is not exactly an action – it is done during the deployment turn. A character cannot do an action if he charges.
- Or an Artifact, Spell Book or Treasure card that can cast a spell. The chit's time number must be lower than or equal to the move times of all of the attackers on the character's sheet.
- Or flying values (when the character is transmorphized into a flying creature). The character's flying time number must be lower than the move times of all of the flying attackers (monsters, natives, and Attention chits) on his sheet. There can be no red-side-up Tremendous monsters on the character's sheet.
- Playing color chits does not count as an action. A character can play any number of color chits in addition to his action.

MISSILE TABLE

Die Roll:	Effect on harm inflicted:
1	increase two levels
2	increase one level
3	no change
4	decrease one level
5	decrease two levels
6	decrease three levels

Explanation of the MISSILE TABLE: When a missile attack hits, roll the dice and adjust the harm inflicted as indicated on the table. If the result is Negligible or less, the hit inflicts no harm but it still counts as a hit: if a weapon attacks it is unaltered, if a Tremendous monster attacks it turns red side up. *Armor:* If the attack hits armor, it loses one sharpness star (if it has no stars it loses nothing), and the final harm is inflicted on the armor. **Missile attacks** can damage and destroy armor.

Exception: If the final harm exceeds Tremendous, it kills the target without affecting his armor (it hits a vital unarmored spot).

increase...: Increase the harm inflicted by the indicated number of levels.

decrease...: Decrease the harm inflicted by the indicated number of levels.

no change: The harm remains unchanged.

REPOSITIONING DENIZENS

DENIZENS IN RED BOXES

Die Roll:	Effect:	Starting red box:	CHARGE and THRUST	DODGE and SWING	DUCK and SMASH
1	Top left box unchanged	CHARGE and THRUST	CHARGE and THRUST	DUCK and SMASH	DODGE and SWING
2	Middle box unchanged	DUCK and SMASH	DUCK and SMASH	DODGE and SWING	CHARGE and THRUST
3	Bottom right box unchanged	DODGE and SWING	DODGE and SWING	CHARGE and THRUST	DUCK and SMASH
4	No change	CHARGE and THRUST	CHARGE and THRUST	DODGE and SWING	DUCK and SMASH
5	Shift down and to the right	DODGE and SWING	DODGE and SWING	DUCK and SMASH	CHARGE and THRUST
6	Shift up and to the left	DUCK and SMASH	DUCK and SMASH	CHARGE and THRUST	DODGE and SWING

DENIZENS IN RED BOXES

Die Roll:	Effect:	Starting circle:	Thrust	Swing	Smash
1	Top circle unchanged	Thrust	Thrust	Smash	Swing
2	Middle circle unchanged	Smash	Smash	Swing	Thrust
3	Bottom circle unchanged	Swing	Swing	Thrust	Smash
4	No change	Thrust	Thrust	Swing	Smash
5	Shift down	Swing	Swing	Smash	Thrust
6	Shift up	Smash	Smash	Thrust	Swing

DENIZENS IN MANEUVER SQUARES

Die Roll:	Effect:	Starting square:	CHARGE	DODGE	DUCK
1	Left square unchanged	CHARGE	CHARGE	DUCK	DODGE
2	Middle square unchanged	DUCK	DUCK	DODGE	CHARGE
3	Right square unchanged	DODGE	DODGE	CHARGE	DUCK
4	No change	CHARGE	CHARGE	DODGE	DUCK
5	Shift to right	DODGE	DODGE	DUCK	CHARGE
6	Shift to left	DUCK	DUCK	CHARGE	DODGE

Instructions: Cross-index the die roll with the denizen's starting box, circle or square to find the box, circle or square he moves to.

- On a character's sheet, use one roll to reposition all of the denizens. When rolling to see if denizens change tactics, roll separately for each red box.
- On a denizen's sheet, use one roll to reposition the denizens on the circles and use another roll to reposition the denizen who is in the Maneuver squares.

If the owner of the sheet is unhired and uncontrolled, use a third roll to reposition the owner in the red boxes. When rolling for changing tactics, roll once for each circle and once for each square, and, if the owner of the sheet is unhired and uncontrolled, once for each red box. *Note:* If the owner of the sheet is hired or controlled, he is not repositioned and he does not change tactics.

- Die roll modifiers do not affect any of these die rolls.

CHANGE TACTICS

Die Roll:	Effect on counters:
1-5	No effect
6	Change tactics!

Explanation of the change tactics table: After the characters reveal their attacks and maneuvers, roll for each red box that contains monsters or natives. On a "Change tactics" result, all of the Medium monsters, Heavy monsters, head counters, club counters, and unhired natives in that box turn over.

Tremendous monsters and native horses do not turn over – they cannot "Change tactics".

PRICE LISTS

TREASURE COUNTERS

ARMOR COUNTERS

counter:	FAME value	NOTORIETY value	GOLD prices:		
			intact	damaged	destroyed
"T" suit of armor	6	3	25	18	5
GOLD helmet	4	4	30	27	20
SILVER breastplate	4	4	25	21	15
JADE shield	4	4	20	16	10

WEAPON COUNTERS

counter:	FAME value	NOTORIETY value	GOLD price	weapon length
BANE Great Sword	6	3	20	8
TRUESTEEL Broadsword	6	3	25	7
DEVIL Broadsword	0	15	20	7
LIVING Thrusting Sword	3	9	25	4

Explanation:

FAME value: A character gets these Fame points only if he owns the counter at the end of the game.

NOTORIETY value: A character gets these Notoriety points only if he owns the counter at the end of the game.

GOLD prices:

Intact - The price of the armor counter when it is intact.

Damaged - The price of the armor counter when it is damaged.

Destroyed - The Gold points that the counter's owner gets when the armor counter is destroyed. These points represent the value of the jewels and metal in the shattered treasure.

VISITOR PRICES

item:	SCHOLAR	CRONE	SHAMAN	WARLOCK
GOOD BOOK	50 GOLD	—	—	—
SCROLL OF NATURE	50 GOLD	—	50 GOLD	—
BOOK OF LORE	50 GOLD	—	—	50 GOLD
BLACK BOOK	50 GOLD	50 GOLD	—	—
SCROLL OF ALCHEMY	50 GOLD	—	—	50 GOLD
SACRED STATUE	20 GOLD	—	—	—
EYE OF THE IDOL	20 GOLD	—	—	—
GLIMMERING RING	20 GOLD	—	20 GOLD	—
ENCHANTER'S SKULL	20 GOLD	—	—	20 GOLD
BLASTED JEWEL	20 GOLD	—	—	—
HIDDEN RING	20 GOLD	—	—	—
GLOWING GEM	20 GOLD	—	—	—
BEAST PIPES	20 GOLD	20 GOLD	—	—
one spell	none	10 GOLD	10 GOLD	10 GOLD

Explanation: This chart shows the Gold price that the visitors will pay for certain items. This is also the basic price that a character must use when buying these items from the visitors. "—" indicates that the normal price is used. *Note:* The visitors never buy spells. The "one spell" price is used only as the base price when buying spells from them.

MEETING TABLE

Die Roll:	Trading Relationship:				
	ENEMY	UNFRIENDLY	NEUTRAL	FRIENDLY	ALLY
1	INSULT	PRICEx4	OPPORTUNITY	OPPORTUNITY	BOON(x1)
2	CHALLENGE	NO DEAL	PRICEx3	PRICEx2	PRICEx1
3	BLOCK/BATTLE	NO DEAL	PRICEx4	PRICEx2	PRICEx2
4	BLOCK/BATTLE	INSULT	NO DEAL	PRICEx3	PRICEx3
5	BLOCK/BATTLE	CHALLENGE	NO DEAL	PRICEx4	PRICEx4
6	BLOCK/BATTLE	BLOCK/BATTLE	TROUBLE	NO DEAL	PRICEx4

Explanation of Results

PRICE: The final price is equal to the basic price times the indicated number. You can either pay this price and complete the deal, or pay nothing and get nothing. If this is rolled in the *Evening*, nothing happens.

BOON (x1): You can either treat this as a "PRICEx1" result (so that the final price is equal to the basic price), or you can take the belonging or hire the native(s) for free, as a "boon". If you take a "boon", the group becomes one level less friendly towards you until you repay the boon. If this is rolled in the *Evening*, nothing happens.

NO DEAL: No result. No deal is made and the natives do not block or battle.

BLOCK/BATTLE: When rolled during a Trade or Hire phase, the native group blocks the individual who is trying to deal with them. When a character rolls this result during the *Evening*, the native group starts battling him (and his hired and controlled denizens) in that clearing.

CHALLENGE: The character who rolled this result can choose to lose 5 recorded Fame points and treat this as "NO DEAL", *even if this would result in negative Fame*. If he does not (or cannot) pay the points, treat it as a "Block/Battle" result. *Note:* He cannot pay if he is under the Disgust curse.

INSULT: The character who rolled this result can choose to lose 5 recorded Notoriety points and treat this as "NO DEAL", *even if this would result in negative Notoriety*. If he does not pay the points, treat it as a "Block/Battle" result.

TROUBLE: Immediately roll again and find your result in the UNFRIENDLY column.

OPPORTUNITY: Immediately roll again and find your result in the next friendlier column (so if you roll "OPPORTUNITY" in the NEUTRAL column, roll again and find your new result in the FRIENDLY column).

DAYLIGHT ACTIVITIES

ACTIVITY:	RECORD:	RESULT:
HIDE	H	roll on Hide table
MOVE	M (clearing)	move to clearing recorded
SEARCH	S	use one Search table once
TRADE	T	buy from or sell to one leader or visitor ³
REST	R	rest one effort asterisk
ALERT	A	turn over weapon or alert one Magic chit
HIRE	HR	hire denizen(s) from one group ³
FOLLOW	F (individual)	follow individual throughout turn
ENCHANT	EM	nothing (first Enchant phase of day)
	E	enchant one Magic chit or turn over tile
PEER ¹	P (clearing)	use Peer table to search clearing
FLY ¹	F (tile)	fly to specified tile
Remote ENCHANT ¹	RE (clearing)	enchant one Magic chit or turn over tile
CACHE ²	C	start or open one cache

Notes:

1. A character can do this activity only when he is affected by a Special Advantage, Treasure card, or Spell that enables him to do it.
2. This activity is explained in the optional rules.
3. The Trade and Hire phases can be cancelled. All other phases must be performed if it is possible to do so.

PEER

Die Roll:	Result:
1	Choice
2	Clues and Paths
3	Hidden enemies and Paths
4	Hidden enemies
5	Clues
6	Nothing

LOCATE

Die Roll:	Result:
1	Choice
2	Passages and Clues
3	Passages
4	Discover chits
5	Nothing
6	Nothing

LOOT

Die Roll:	Result:
1	Take top treasure in pile
2	Take 2 nd treasure in pile
3	Take 3 rd treasure in pile
4	Take 4 th treasure in pile
5	Take 5 th treasure in pile
6	Take 6 th treasure in pile

READING RUNES

Die Roll:	Result:
1	Learn and awaken spell
2	Learn and awaken spell
3	Learn and awaken spell
4	Awaken spell
5	Curse!
6	Nothing

MAGIC SIGHT

Die Roll:	Result:
1	Choice
2	Counters
3	Treasure cards
4	Perceive spell
5	Discover chits
6	Nothing

THE SEARCH TABLES

Explanation of Results:

“Nothing”: You find nothing.

“Hidden enemies”: Check off the Enemies column for this day. For the rest of the day, you can spy on, block, attack, and cast spells on hidden enemies.

“Paths”: Cross off (on your Discoveries list) all of the hidden paths that run into the clearing you are searching. You may use these hidden paths freely for the rest of the game.

“Passages”: Cross off (on your Discoveries list) all of the secret passages that run into the clearing you are searching. You may use these secret passages freely for the rest of the game.

“Clues”: You secretly look at the map chits in the tile that you are searching, but do not cross any sites off your Discoveries list. You have found rubble or monster spoor that allows you to deduce what is in the tile, but you do not discover the sites themselves.

“Discover chits”: You secretly look at the map chits in the tile you are searching. You discover every Site chit in the clearing you are searching and cross it off your Discoveries list. Henceforward, you can LOOT this Site chit whenever you are in its clearing.

“...and...”: You get both results.

“Choice”: You can choose any one result on the PEER or LOCATE tables, including a double result such as “Clues and Paths”.

“Take ... treasure in pile”: Take the indicated treasure from the pile, counting from the top of the pile. Treasure cards, armor counters, weapon counters and horse counters all count as treasures and can be taken. If the result is larger than the number of treasures in the pile, he gets nothing.

“Learn and awaken spell”: You look at the Spell card and if you have a Magic chit that matches the spell's type you can record it (if you have not already learned it). If the Spell card belongs to an Artifact or Spell Book, it is also awakened.

“Awaken Spell”: You look at the Spell card but you do not learn the spell. If the Spell card belongs to an Artifact or Spell Book, put it with its Artifact or Spell card.

“Curse!”: Immediately roll on the Curses table. The Curse is inflicted on you.

“Counters”: You find “Hidden enemies”, but only those hidden enemies who have weapon counters, armor counters or horse counters. If your clearing contains a Site chit you have discovered or a pile of abandoned belongings, you can take the topmost counter (weapon, armor or horse) from the site or pile. You can take only one counter from one box or pile.

“Treasure cards”: You find “Hidden enemies”, but only those hidden enemies who have Treasure cards. If your clearing contains a Site chit you have discovered or a pile of abandoned belongings, you can take the topmost Treasure card from the site or pile. If there are several such piles, you can take only one card from one pile (do not look at the cards before you draw).

“Perceive spell”: You find “Hidden enemies”, but only those hidden enemies who have spells recorded. If you have an Artifact or Spell Book active, or if you have discovered a Site chit with Spell cards in your clearing, you can look at its Spell cards and learn the one you want without awakening any spells. You can look at only one group of Spell cards and learn only one spell.

HIDE TABLE

Die Roll:	Effect on individual:
1-5	Hide!
6	no effect

Explanation of the HIDE table: Roll for each Hide phase. On a “Hide!” result, the individual hides. On a “no effect” result, his status does not change – if hidden he remains hidden, if unhidden he remains unhidden.

The Avalon Hill Game Company

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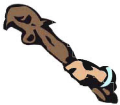
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Bashkars 1 (L)  N: 4 G: 2 L3* (3) 3	Company 4 (M)  N: 3 G: 2 M4* (10) 5	Lancers 1 (L)  N: 4 G: 2 M3* (10) 4	Rogue 1 (H)  N: 6 G: 4 T3* (5) 5	Soldier 1 (M)  N: 3 G: 2 M4* (10) 5	Order 1 (T) Warhorse  H 4	Lancers 1 (M) Pony  M 3
Bashkars 2 (L)  N: 4 G: 2 L3* (3) 3	Company 5 (H)  N: 6 G: 4 H5* (8) 5	Lancers 2 (L)  N: 4 G: 2 H4* (10) 4	Rogue 2 (H)  N: 6 G: 4 T3* (5) 5	Soldier 2 (M)  N: 3 G: 2 M4* (10) 5	Order 2 (T) Warhorse  T 5	Lancers 2 (M) Pony  M 4
Bashkars 3 (L)  N: 4 G: 2 M3* (3) 4	Company 6 (M)  N: 4 G: 2 H1 (12) 4	Lancers 3 (L)  N: 4 G: 2 M4* (10) 4	Rogue 3 (M)  N: 3 G: 2 L3* (3) 4	Soldier 3 (M)  N: 4 G: 2 H1 (12) 4	Order 3 (T) Warhorse  H 4	Lancers 3 (M) Pony  L 2
Bashkars 4 (L)  N: 4 G: 2 L2* (3) 4	Company HQ (M)  N: 3 G: 2 L4* (3) 3	Lancers HQ (L)  N: 4 G: 2 M3* (10) 4	Rogue 4 (M)  N: 4 G: 2 L1** (14) 4	Soldier HQ (H)  N: 6 G: 4 H5* (8) 5	Order HQ (T) Warhorse  T 3	Lancers HQ (M) Pony  M 3
Bashkars 5 (L)  N: 4 G: 2 L2* (3) 4	Guard 1 (H)  N: 6 G: 4 T4* (8) 6	Order 3 (T)  N: 12 G: 8 T5* (7) 6	Rogue 5 (M)  N: 2 G: 1 L4* (3) 2	Woodfolk 1 (M)  N: 4 G: 2 L1** (14) 4	Patrol HQ (H) Workhorse  M 5	Bashkars 2 (M) Pony  M 4
Bashkars HQ (L)  N: 4 G: 2 M4* (3) 3	Guard 2 (H)  N: 6 G: 4 T4* (8) 6	Order HQ (T)  N: 12 G: 8 T4* (7) 6	Rogue 6 (M)  N: 2 G: 1 L3* (4) 4	Woodfolk 2 (M)  N: 4 G: 2 L1** (14) 4	Patrol 1 (H) Workhorse  H 6	Bashkars 3 (M) Pony  L 3
Company 1 (M)  N: 3 G: 2 M4* (3) 3	Guard HQ (H)  N: 6 G: 4 T4* (8) 6	Patrol 1 (M)  N: 3 G: 2 L4* (3) 3	Rogue 7 (M)  N: 2 G: 1 L3* (4) 4	Woodfolk HQ (M)  N: 4 G: 2 M1** (16) 4	Patrol 2 (H) Workhorse  H 6	Bashkars 4 (M) Pony  L 3
Company 2 (M)  N: 3 G: 2 M4* (10) 5	Order 1 (T)  N: 12 G: 8 T5* (7) 5	Patrol 2 (M)  N: 3 G: 2 M5* (3) 3	Rogue HQ (M)  N: 2 G: 1 L4* (3) 2	Ghost (M)  N: 2 F: 0 L2 (0) 2	Bashkars HQ (M) Pony  M 3	Bashkars 5 (M) Pony  M 2
Company 3 (M)  N: 3 G: 2 M4* (10) 5	Order 2 (T)  N: 12 G: 8 T5* (7) 6	Patrol HQ (M)  N: 3 G: 2 M4* (3) 3		Ghost (M)  N: 2 F: 0 L2 (0) 2	Bashkars 1 (M) Pony  M 3	

Lancers 1 Pony  M 5	Order 1 Warhorse  H 6	Soldier 1  N: 3 G: 2 H6* (10) 4	Rogue 1  N: 6 G: 4 H5* (5) 4	Lancers 1  N: 4 G: 2 H6* (10) 2	Company 4  N: 3 G: 2 H6* (10) 4	Bashkars 1  N: 4 G: 2 M3* (3) 3
Lancers 2 Pony  M 5	Order 2 Warhorse  T 7	Soldier 2  N: 3 G: 2 H6* (10) 4	Rogue 2  N: 6 G: 4 H5* (5) 4	Lancers 2  N: 4 G: 2 M4* (10) 3	Company 5  N: 6 G: 4 T4* (8) 6	Bashkars 2  N: 4 G: 2 M4* (3) 2
Lancers 3 Pony  L 4	Order 3 Warhorse  T 7	Soldier 3  N: 4 G: 2 H6 (12) 5	Rogue 3  N: 3 G: 2 M5* (3) 3	Lancers 3  N: 4 G: 2 H4* (10) 5	Company 6  N: 4 G: 2 H6 (12) 5	Bashkars 3  N: 4 G: 2 L4* (3) 2
Lancers HQ Pony  M 4	Order HQ Warhorse  T 5	Soldier HQ  N: 6 G: 4 T4* (8) 6	Rogue 4  N: 4 G: 2 4	Lancers HQ  N: 4 G: 2 H5* (10) 3	Company HQ  N: 3 G: 2 M3* (3) 5	Bashkars 4  N: 4 G: 2 M5* (3) 2
Bashkars 2 Pony  M 5	Patrol HQ Workhorse  H 7	Woodfolk 1  N: 4 G: 2 4	Rogue 5  N: 2 G: 1 M3* (3) 4	Order 3  N: 12 G: 8 H4* (7) 6	Guard 1  N: 6 G: 4 H5* (8) 5	Bashkars 5  N: 4 G: 2 L2* (3) 4
Bashkars 3 Pony  M 4	Patrol 1 Workhorse  H 7	Woodfolk 2  N: 4 G: 2 4	Rogue 6  N: 2 G: 1 M3* (4) 5	Order HQ  N: 12 G: 8 H6* (7) 4	Guard 2  N: 6 G: 4 H5* (8) 5	Bashkars HQ  N: 4 G: 2 L4* (3) 2
Bashkars 4 Pony  M 5	Patrol 2 Workhorse  M 6	Woodfolk HQ  N: 4 G: 2 4	Rogue 7  N: 2 G: 1 M3* (4) 5	Patrol 1  N: 3 G: 2 M4* (3) 4	Guard HQ  N: 6 G: 4 H5* (8) 5	Company 1  N: 3 G: 2 L3* (3) 4
Bashkars 5 Pony  L 5	Bashkars HQ Pony  M 4	Ghost  N: 2 F: 0 H4 (0) 4	Rogue HQ  N: 2 G: 1 M3* (3) 4	Patrol 2  N: 3 G: 2 L4* (3) 3	Order 1  N: 12 G: 8 H4* (7) 6	Company 2  N: 3 G: 2 H6* (10) 4
Bashkars 1 Pony  M 5	Ghost  N: 2 F: 0 H4 (0) 4	Patrol HQ  N: 3 G: 2 L2* (3) 5	Order 2  N: 12 G: 8 H5* (7) 5	Company 3  N: 3 G: 2 H6* (10) 4		

Bat H N: 3 F: 3  M3 (0) 2	Goblin M N: 1 F: 1  T5* (8) 5	Goblin M N: 1 F: 1  H5* (10) 5	Goblin M N: 1 F: 1  M4* (2) 4	Tremendous Octopus T N: 8 F: 8  4 3	Tremendous Giant Club  T4	
Bat H N: 3 F: 3  M3 (0) 2	Goblin M N: 1 F: 1  T5* (8) 5	Goblin M N: 1 F: 1  H5* (10) 5	Goblin M N: 1 F: 1  M4* (2) 4	Tremendous Serpent T N: 7 F: 7  4 5	Tremendous Giant T N: 8 F: 8  4 6	Wolf M N: 1 F: 0  L3 (0) 4
Bat H N: 3 F: 3  M3 (0) 2	Goblin M N: 1 F: 1  T5* (8) 5	Goblin M N: 1 F: 1  H5* (10) 5	Goblin M N: 1 F: 1  M4* (2) 4	Tremendous Flying Demon T N: 8 F: 8  5 2	Tremendous Giant Club  T4	Wolf M N: 1 F: 0  L3 (0) 4
Bat H N: 3 F: 3  M3 (0) 2	Goblin M N: 1 F: 1  T5* (8) 5	Goblin M N: 1 F: 1  H5* (10) 5	Goblin M N: 1 F: 1  M4* (2) 4	Tremendous Flying Dragon Head  T3	Tremendous Giant T N: 8 F: 8  4 6	Wolf M N: 1 F: 0  L3 (0) 4
Bat H N: 3 F: 3  M3 (0) 2	Goblin M N: 1 F: 1  T5* (8) 5	Goblin M N: 1 F: 1  H5* (10) 5	Goblin M N: 1 F: 1  M4* (2) 4	Tremendous Flying Dragon T N: 12 F: 12  6 4	Tremendous Spider T N: 6 F: 6  5 4	Wolf M N: 1 F: 0  M4 (0) 4
Bat H N: 3 F: 3  M3 (0) 2	Goblin M N: 1 F: 1  T5* (8) 5	Goblin M N: 1 F: 1  H5* (10) 5	Goblin M N: 1 F: 1  M4* (2) 4	Tremendous Dragon Head  T4	Tremendous Troll T N: 8 F: 8  2 6	Wolf M N: 1 F: 0  M4 (0) 4
Dragon H N: 5 F: 5  M4 (0) 3	Imp M N: 1 F: 2  M4 (0) 3	Tremendous Demon T N: 8 F: 8  4 4	Spider H N: 3 F: 3  T6 (0) 4	Tremendous Dragon T N: 10 F: 10  3 6	Tremendous Troll T N: 8 F: 8  2 6	Wolf M N: 1 F: 0  M4 (0) 4
Flying Dragon H N: 5 F: 5  L4 (0) 3	Ogre M N: 2 F: 0  H5 (0) 4	Serpent H N: 4 F: 4  H5 (0) 4	Spider H N: 3 F: 3  T6 (0) 4	Tremendous Dragon Head  T4	Troll H N: 5 F: 5  H5 (0) 4	Viper M N: 2 F: 1  L2 (0) 2
Flying Dragon H N: 5 F: 5  L4 (0) 3	Ogre M N: 2 F: 0  H5 (0) 4	Serpent H N: 4 F: 4  H5 (0) 4	Spider H N: 3 F: 3  T6 (0) 4	Tremendous Dragon T N: 10 F: 10  3 6	Troll H N: 5 F: 5  H5 (0) 4	Viper M N: 2 F: 1  L2 (0) 2

	<i>Tremendous Giant Club</i>  H6	<i>Tremendous Octopus</i> (T)  N: 8 F: 8 L4 (0) 2	<i>Goblin</i> (M)  N: 1 F: 1 L4* (2) 3	<i>Goblin</i> (M)  N: 1 F: 1 3	<i>Goblin</i> (M)  N: 1 F: 1 H6* (8) 3	<i>Bat</i> (H)  N: 3 F: 3 M2 (0) 3
<i>Wolf</i> (M)  N: 1 F: 0 M5 (0) 3	<i>Tremendous Giant</i> (T)  N: 8 F: 8 H5 (0) 5	<i>Tremendous Serpent</i> (T)  N: 7 F: 7 L4 (0) 4	<i>Goblin</i> (M)  N: 1 F: 1 L4* (2) 3	<i>Goblin</i> (M)  N: 1 F: 1 3	<i>Goblin</i> (M)  N: 1 F: 1 H6* (8) 3	<i>Bat</i> (H)  N: 3 F: 3 M2 (0) 3
<i>Wolf</i> (M)  N: 1 F: 0 M5 (0) 3	<i>Tremendous Giant Club</i>  H6	<i>Tremendous Flying Demon</i> (T)  N: 8 F: 8 V3 (17) 3	<i>Goblin</i> (M)  N: 1 F: 1 L4* (2) 3	<i>Goblin</i> (M)  N: 1 F: 1 3	<i>Goblin</i> (M)  N: 1 F: 1 H6* (8) 3	<i>Bat</i> (H)  N: 3 F: 3 M2 (0) 3
<i>Wolf</i> (M)  N: 1 F: 0 M5 (0) 3	<i>Tremendous Giant</i> (T)  N: 8 F: 8 H5 (0) 5	<i>Tremendous Flying Dragon Head</i>  M3	<i>Goblin</i> (M)  N: 1 F: 1 L4* (2) 3	<i>Goblin</i> (M)  N: 1 F: 1 3	<i>Goblin</i> (M)  N: 1 F: 1 H6* (8) 3	<i>Bat</i> (H)  N: 3 F: 3 M2 (0) 3
<i>Wolf</i> (M)  N: 1 F: 0 L4 (0) 3	<i>Tremendous Spider</i> (T)  N: 6 F: 6 M4 (0) 3	<i>Tremendous Flying Dragon</i> (T)  N: 12 F: 12 M3 (0) 4	<i>Goblin</i> (M)  N: 1 F: 1 L4* (2) 3	<i>Goblin</i> (M)  N: 1 F: 1 3	<i>Goblin</i> (M)  N: 1 F: 1 H6* (8) 3	<i>Bat</i> (H)  N: 3 F: 3 M2 (0) 3
<i>Wolf</i> (M)  N: 1 F: 0 L4 (0) 3	<i>Tremendous Troll</i> (T)  N: 8 F: 8 H4 (0) 4	<i>Tremendous Dragon Head</i>  H4	<i>Goblin</i> (M)  N: 1 F: 1 L4* (2) 3	<i>Goblin</i> (M)  N: 1 F: 1 3	<i>Goblin</i> (M)  N: 1 F: 1 H6* (8) 3	<i>Bat</i> (H)  N: 3 F: 3 M2 (0) 3
<i>Wolf</i> (M)  N: 1 F: 0 L4 (0) 3	<i>Tremendous Troll</i> (T)  N: 8 F: 8 H4 (0) 4	<i>Tremendous Dragon</i> (T)  N: 10 F: 10 H5 (0) 6	<i>Spider</i> (H)  N: 3 F: 3 L4 (0) 3	<i>Tremendous Demon</i> (T)  N: 8 F: 8 V2 (17) 4	<i>Imp</i> (M)  N: 1 F: 2 V2 (17) 2	<i>Dragon</i> (H)  N: 5 F: 5 H4 (0) 4
<i>Viper</i> (M)  N: 2 F: 1 M4** (0) 4	<i>Troll</i> (H)  N: 5 F: 5 M4 (0) 4	<i>Tremendous Dragon Head</i>  H4	<i>Spider</i> (H)  N: 3 F: 3 L4 (0) 3	<i>Serpent</i> (H)  N: 4 F: 4 M4 (0) 3	<i>Ogre</i> (M)  N: 2 F: 0 T5 (0) 5	<i>Flying Dragon</i> (H)  N: 5 F: 5 H4 (0) 4
<i>Viper</i> (M)  N: 2 F: 1 M4** (0) 4	<i>Troll</i> (H)  N: 5 F: 5 M4 (0) 4	<i>Tremendous Dragon</i> (T)  N: 10 F: 10 H5 (0) 6	<i>Spider</i> (H)  N: 3 F: 3 L4 (0) 3	<i>Serpent</i> (H)  N: 4 F: 4 M4 (0) 3	<i>Ogre</i> (M)  N: 2 F: 0 T5 (0) 5	<i>Flying Dragon</i> (H)  N: 5 F: 5 H4 (0) 4

Alternate Monsters for Magic Realm

Special Notes

Orc Archer

Orc archers change tactics on a 5 or 6, not just a 6. This is indicated on the counter.

Venerable Wurm

These creatures are considered to be Dragons. The wurm does not fly. Has a separate Head counter. The venerable wurm has a red sided instant kill attack.

Firedrake

The Firedrake is considered to be a Dragon. The firedrake does fly. Has a separate head counter. The attack length of the firedrake head changes from light side to dark side. The light side at length 7 represents a bite attack at the end of its long neck. The dark side at length 14 represents a fiery breath attack. The firedrake has a red sided instant kill attack.

Crow

Crows can fly.

Swamp Haunt

The swamp haunt has a red sided instant kill attack. It behaves like normal 'T' monsters.

Cockatrice

The cockatrice can turn opponents into stone. This is represented by the Max4 attack on the back side of the counter. The cockatrice will change tactics as normal, but if it hits while dark side up, the Max attack will instantly kill its target. The cockatrice can fly.

Tomb Guard

The tomb guard makes a Power of the Pit attack when light side up.

Frost Giant

Frost giants have a separate counter to represent their massive battle axe. Frost giants have a red sided instant kill attack.

Wraith

The wraith has a red sided instant kill attack even though it is not a tremendous vulnerability monster. It does not change tactics like a normal monster. Once it scores a hit, it will "latch on" with an icy death grip and attempt to suck the life force out of its foe.

Balrog

The balrog makes a Power of the Pit attack when light side up. It has a red sided instant kill attack even though it is not a 'T' monster. The balrog can fly.

Griffon

Griffons can fly.

Alternate Setup Chart

One way of using the alternate monsters is to use the alternate setup chart. This chart replaces the appearance chart section of the standard magic realm setup. Visitors, natives, treasure locations etc. should still be used as normal. This chart only replaces how wandering monsters appear due to warning and sound chits.

Treasure Location Monsters

The alternate monsters include a replacement/alternate for every treasure location. Each of the treasure location monsters has an alternate as follows;

T. Flying Dragon (Hoard)	Firedrake
T. Dragon (Lair)	Venerable Wyrn
T. Demon (Altar)	Wraith
T. Flying Demon (Shrine)	Balrog
Octopus (Pool)	Swamp Haunt
T. Troll (Vault)	Frost Giant
T. Spider (Cairns)	Tomb Guard
Imp (Statue)	Cockatrice

You can choose to simply replace monsters as you wish on the setup card. However, you could also randomly choose a monster or its alternate the first time a monster is summoned for each treasure location. For example, at the Vault roll a d6, 1-3 T. Troll, 4-6 F. Giant. However my favorite method is to place both the original monster and its alternate on the setup chart. When a location is discovered, the monster guarding it depends upon the tile type.

Location	Caves	Mountains
Hoard	Firedrake	T. Flying Dragon
Lair	T. Dragon	Venerable Wyrn
Altar	Wraith	T. Demon
Shrine	Balrog	T. Flying Demon
Pool	Octopus	Swamp Haunt
Vault	T. Troll	Frost Giant
Cairns	Tomb Guard	T. Spider
Statue	Imp	Cockatrice

Kobold **L**



N:1
F:0

L4* (3) **3**

Kobold **L**



N:1
F:0

L4* (3) **3**

Kobold **L**



N:1
F:0

L4* (3) **3**

Sword Orc **M**



N:2
F:2

H4* (7) **6**

Sword Orc **M**



N:2
F:2

H4* (7) **6**

Sword Orc **M**



N:2
F:2

H4* (7) **6**

Kobold **L**



N:1
F:0

L4* (3) **3**

Kobold **L**



N:1
F:0

L4* (3) **3**

Kobold **L**



N:1
F:0

L4* (3) **3**

Orc Archer **M**



N:2
F:2

L1** (14) **4**

Orc Archer **M**



N:2
F:2

L1** (14) **4**

Orc Archer **M**



N:2
F:2

L1** (14) **4**

Firedrake Head



T3 (14)

Firedrake **T**



N:15
F:15

5 (0) **4**

Venerable Wyrn Head



T4 (9)

Venerable Wyrn Head



T4 (9)

Venerable Wyrn **T**



N:13
F:13

5 (0) **4**

Venerable Wyrn **T**



N:13
F:13

5 (0) **4**

Cockatrice **H**



N:8
F:8

Max4 (3) **3**

Swamp Haunt **T**



N:7
F:7

4 (0) **4**

Crow **L**



N:1
F:0

L1 (0) **3**

Crow **L**



N:1
F:0

L1 (0) **3**

Crow **L**



N:1
F:0

L1 (0) **3**

Crow **L**



N:1
F:0

L1 (0) **3**

Scorpion **L**



N:1
F:1

M4 (0) **3**

Scorpion **L**



N:1
F:1

M4 (0) **3**

Scorpion **L**



N:1
F:1

M4 (0) **3**

Tomb Guard **H**



N:6
F:6

H3 (0) **4**

Minotaur **H**



N:6
F:6

T4* (5) **5**

Minotaur **H**



N:6
F:6

T4* (5) **5**

Balrog **H**



N:10
F:10

3 (0) **5**

Wraith **H**



N:6
F:6

3 (0) **4**

Frost Giant's Battle Axe



T5 (8)

Frost Giant's Battle Axe



T5 (8)

Frost Giant **T**



N:10
F:10

4 (0) **5**

Frost Giant **T**



N:10
F:10

4 (0) **5**

Sabretooth Tiger **H**



N:4
F:4

H3 (0) **3**

Sabretooth Tiger **H**



N:4
F:4

H3 (0) **3**

Lizardman **L**



N:1
F:1

M3* (5) **3**

Lizardman **L**



N:1
F:1

M3* (5) **3**

Lizardman **L**



N:1
F:1

M3* (5) **3**

Lizardman **L**



N:1
F:1

M3* (5) **3**

Orc Archer **M**



N:2
F:2

L1** (14) **4**

Sword Orc **M**



N:2
F:2

H4* (7) **6**

Behemoth **T**



N:6
F:6

H5 (0) **4**

Lizardman **L**



N:1
F:1

M3* (5) **3**

Griffon **H**



N:5
F:5

H4 (0) **3**

Griffon **H**



N:5
F:5

H4 (0) **3**

Sword Orc (M)



N:2
F:2

M5* (7) 4

Sword Orc (M)



N:2
F:2

M5* (7) 4

Sword Orc (M)



N:2
F:2

M5* (7) 4

Kobold (L)



N:1
F:0

L3* (3) 4

Kobold (L)



N:1
F:0

L3* (3) 4

Kobold (L)



N:1
F:0

L3* (3) 4

Orc Archer (M)



N:2
F:2

5+ 4

Orc Archer (M)



N:2
F:2

5+ 4

Orc Archer (M)



N:2
F:2

5+ 4

Kobold (L)



N:1
F:0

L3* (3) 4

Kobold (L)



N:1
F:0

L3* (3) 4

Kobold (L)



N:1
F:0

L3* (3) 4

Venerable Wyrn (T)



N:13
F:13

H4 (0) 5

Venerable Wyrn (T)



N:13
F:13

H4 (0) 5

Venerable Wyrn Head



H4 (9)

Venerable Wyrn Head



H4 (9)

Firedrake (T)



N:15
F:15

M3 (0) 5

Firedrake Head



M3 (7)

Crow (L)



N:1
F:0

L2 (0) 2

Crow (L)



N:1
F:0

L2 (0) 2

Crow (L)



N:1
F:0

L2 (0) 2

Crow (L)



N:1
F:0

L2 (0) 2

Swamp Haunt (T)



N:7
F:7

H3 (0) 3

Cockatrice (H)



N:8
F:8

M3 (3) 3

Minotaur (H)



N:6
F:6

T6* (5) 4

Minotaur (H)



N:6
F:6

T6* (5) 4

Tomb Guard (H)



N:9
F:9

V2 (17) 3

Scorpion (L)



N:1
F:1

L3** (0) 4

Scorpion (L)



N:1
F:1

L3** (0) 4

Scorpion (L)



N:1
F:1

L3** (0) 4

Frost Giant (T)



N:10
F:10

T5 (0) 4

Frost Giant (T)



N:10
F:10

T5 (0) 4

Frost Giant's Battle Axe



H4 (8)

Frost Giant's Battle Axe



H4 (8)

Wraith (H)



N:6
F:6

M4 (0) 3

Balrog (H)



N:10
F:10

V2 (17) 5

Lizardman (L)



N:1
F:1

M6 (5) 3

Lizardman (L)



N:1
F:1

M6 (5) 3

Lizardman (L)



N:1
F:1

M6 (5) 3

Lizardman (L)



N:1
F:1

M6 (5) 3

Sabretooth Tiger (H)



N:4
F:4

M5 (0) 3

Sabretooth Tiger (H)



N:4
F:4

M5 (0) 3

Griffon (H)



N:5
F:5

M3 (0) 4

Griffon (H)



N:5
F:5

M3 (0) 4

Lizardman (L)



N:1
F:1

M6 (5) 3

Behemoth (T)



N:6
F:6

H4 (0) 5

Sword Orc (M)



N:2
F:2

M5* (7) 4

Orc Archer (M)



N:2
F:2

5+ 4



Dank W



Smoke M, Flutter (M)



Smoke C, Slither



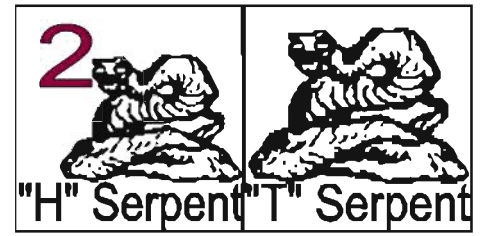
Ruins W, Flutter (M)



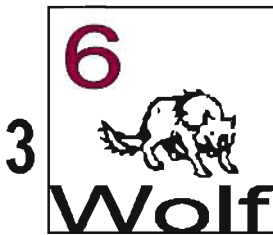
Stink M, Patter (M)



Howl (C)



Dank C, Slither (C)



Ruins W, Howl (M)



Roar (M)



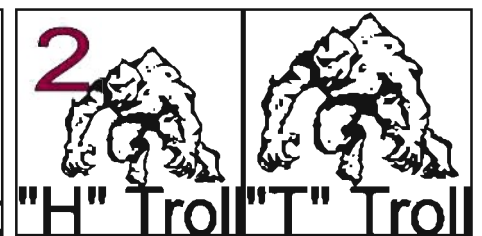
Ruins C, Patter (C)



Bones W



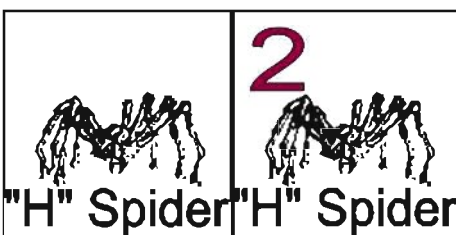
Bones M, Roar (M)



Stink C, Roar (C)



Dank W, Flutter (C)



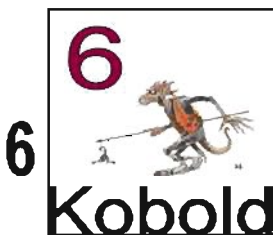
Dank M, Patter (M)



Slither (M), Patter (C)



Bones C, Howl (C)



Bones W, Howl (M)



Ruins M, Flutter (C)



Roar (C)

Personal History Pad

		Fame	Notoriety	Gold
1				
2				
3				
4				
5				
6				
7	 			
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				
21				
22				
23				
24				
25				
26				
27				
28				

H	Hide
A	Alert
M	Move (clearing)
S	Search
T	Trade
R	Rest
HR	Hire
F	Follow (who)
EX	Enchant
E	Enchant
P	Peer (clearing)
F	Fly (tile)
RE	Remote Enchant (clearing)
C	Cache

LOCATE

1	Choice
2	Clues/Passages
3	Passages
4	Chit(s)
5	Nothing
6	Nothing

PEER

1	Choice
2	Clues/Paths
3	Enemies/Paths
4	Enemies
5	Clues
6	Nothing

READ RUNES

1	Learn/Awaken
2	Learn/Awaken
3	Learn/Awaken
4	Awaken
5	Curse!
6	Nothing

MAGIC SIGHT

1	Choice
2	Counters
3	Treasure Cards
4	Perceive Spell
5	Discover Chit(s)
6	Nothing

CURSE

1	Eyemist
2	Squeak
3	Wither
4	Ill Health
5	Ashes
6	Disgust

HIDDEN PATHS/PASSAGES

	NORMAL	ENCHANTED
BORDERLAND	4-5	4-5
CAVERN	1-4	1-2
	3-5	4-5
CAVES	2-3	1-6
CLIFF	2-5	2-5
	3-6	3-6
CRAG	1-6	4-5
	2-3	2-3
DEEP WOODS	1-4	3-4
		3-6
	3-6	4-6
LEDGES	1-3	1-3
	4-6	4-6
MOUNTAIN		1-4
	4-6	3-6
		5-6
RUINS		1-2
	1-5	1-4
		2-6
		3-6

MEETING TABLE

D6	Enemy	Unfriendly	Neutral	Friendly	Ally
1	Insult (5N)	Price x4	Opportunity	Opportunity	Boon (x1)
2	Challenge (5F)	No Deal	Price x3	Price x2	Price x1
3	Block/Battle	No Deal	Price x4	Price x2	Price x2
4	Block/Battle	Insult (5N)	No Deal	Price x3	Price x3
5	Block/Battle	Challenge (5F)	No Deal	Price x4	Price x4
6	Block/Battle	Block/Battle	Trouble	No Deal	Price x4

SPECIAL LOCATIONS

Toadstool Circle	
Crypt of the Knight	
Enchanted Meadow	
Altar	Pool
Cairns	Shrine
Hoard	Statue
Lair	Vault

VICTORY REQUIREMENTS

Category	Points		Total Needed		
Great Treasures		x1			
New Spells		x2			
Fame		x10			
Notoriety		x20			
Gold		x30	+	=	

STUMBLE TABLE (O)	
1-6	Flees
7+	Fails to Flee
Subtract time advantage +1 each attacker	

FUMBLE TABLE (O)	
1	Increase 2 lvls
2-3	Increase 1 lvl
4-6	No Change
7-8	Decrease 1 lvl
9	Decrease 2 lvls
10	Negligible
Subtract time advantage +4 if undercutting	

MISSILE TABLE (O)	
1	Increase 3 lvls
2	Increase 2 lvls
3	Increase 1 lvl
4	No Change
5	Decrease 1 lvl
6	Decrease 2 lvls
7	Decrease 3 lvls
8-9	Wound
10	Negligible
Subtract time advantage +4 if undercutting	

COMMERCE TBL 1 (O)	
R B C	Gold + Not
W L S P	Gold + Fame + Not
O G	Gold + Fame

COMMERCE TABLE 2 (O)					
D6	Enemy	Unfriendly	Neutral	Friendly	Ally
1	-10	-5	Opp.	Opp.	+10
2	-15	-10	+0	+5	+5
3	-20	-10	-5	+0	+5
4	-30	-5	-10	+0	+0
5	BL/BT	-10	-15	-5	+0
6	BL/BT	-20	Trble	-10	-5

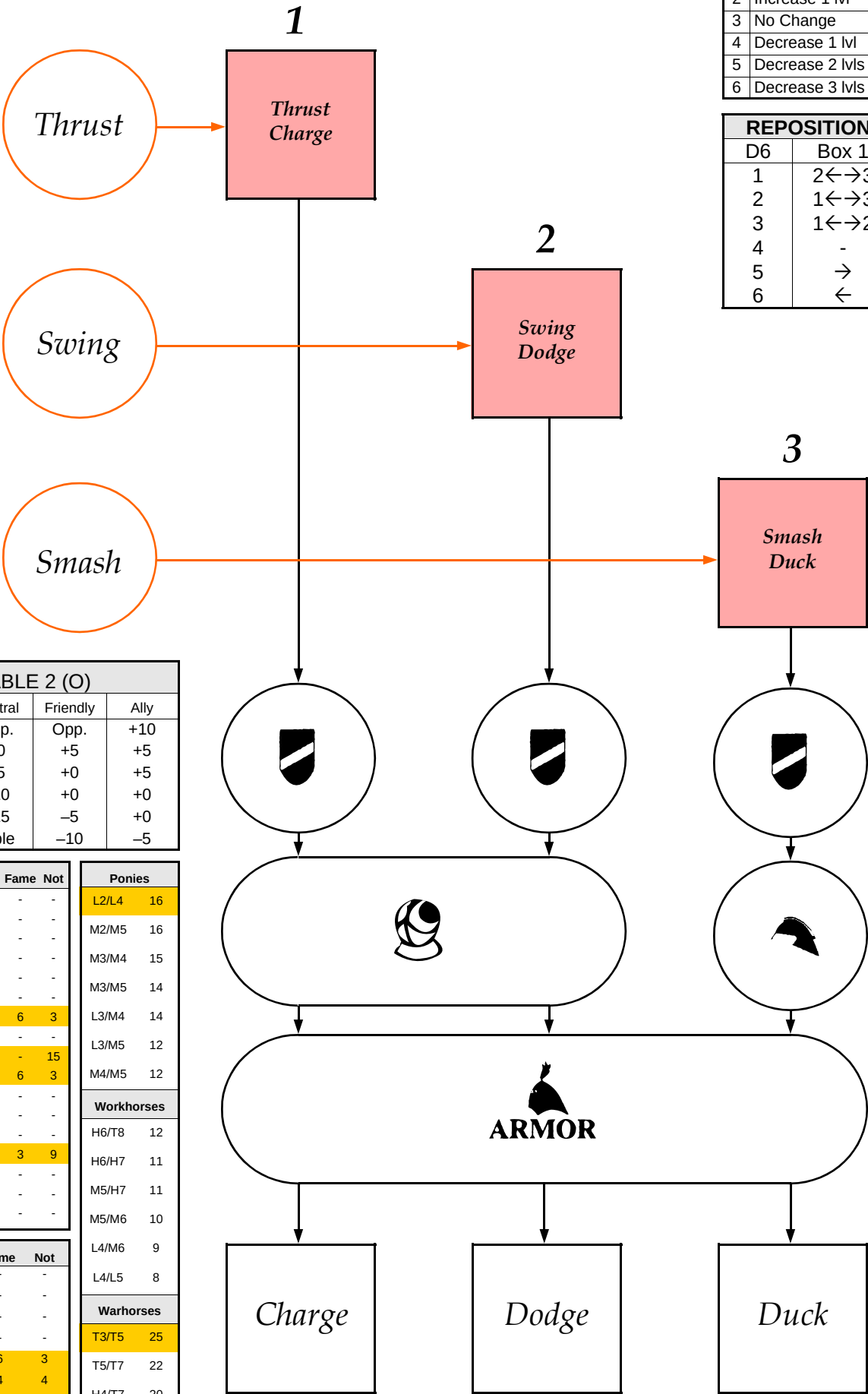
Weapon	Attack	Length	Gold	Fame	Not
Medium Bow	M/M1**	16	8	-	-
Light Bow	L/L1**	14	6	-	-
Crossbow	H/H1*	12	10	-	-
Spear	N6/M*	10	6	-	-
Staff	L	9	1	-	-
Greatsword	H6*/H*	8	10	-	-
Bane Sword	T8*/T2*	8	20	6	3
Broadsword	M5*/M*	7	8	-	-
Devil Sword	H4*/H3*	7	20	-	15
Truesteel Sword	M**	7	25	6	3
Morning Star	H/H3	6	8	-	-
Great Axe	H*/H4*	5	8	-	-
Thrusting Sword	L4*/L*	4	6	-	-
Living Sword	L3*/L2*	4	25	3	9
Shortsword	L*	3	4	-	-
Axe	M5*/M*	2	4	-	-
Mace	M/M3	1	6	-	-

Armor	Wgt	Gold	Fame	Not
Suit of Armor	H	17/12/0	-	-
Breastplate	M	9/6/0	-	-
Helmet	M	5/3/0	-	-
Shield	M	7/5/0	-	-
Suit of Armor	T	25/18/5	6	3
Silver Breastplate	H	25/21/15	4	4
Gold Helmet	H	30/27/20	4	4
Jade Shield	H	20/16/10	4	4

Ponies	
L2/L4	16
M2/M5	16
M3/M4	15
M3/M5	14
L3/M4	14
L3/M5	12
M4/M5	12
Workhorses	
H6/T8	12
H6/H7	11
M5/H7	11
M5/M6	10
L4/M6	9
L4/L5	8
Warhorses	
T3/T5	25
T5/T7	22
H4/T7	20
H4/H6	18

MISSILE TABLE	
1	Increase 2 lvls
2	Increase 1 lvl
3	No Change
4	Decrease 1 lvl
5	Decrease 2 lvls
6	Decrease 3 lvls

REPOSITION	
D6	Box 1
1	2←→3
2	1←→3
3	1←→2
4	-
5	→
6	←



CHARACTER MELEE SECTION

ATTACKS

CHARGE
and
THRUST

1

DODGE
and
SWING

2

DUCK
and
SMASH

3



Thrust
Ahead
(Hits **Charge**)



Swing
To Side
(Hits **Dodge**)



Smash
Down
(Hits **Duck**)



SHIELD
protects against
Thrust



SHIELD
protects against
Swing



SHIELD
protects against
Smash



BREASTPLATE
protects against
Thrust and Swing



HELMET
protects against
Smash



SUIT OF ARMOR
protects against
All Attacks

Maneuver
Charge
Ahead

Maneuver
Dodge
To Side

Maneuver
Duck
Down

Repositioning Denizens

1 Die Roll	Box 1	Box 2	Box 3
1	stay	3	2
2	3	stay	1
3	2	1	stay
4	stay	stay	stay
5	2	3	1
6	3	1	2

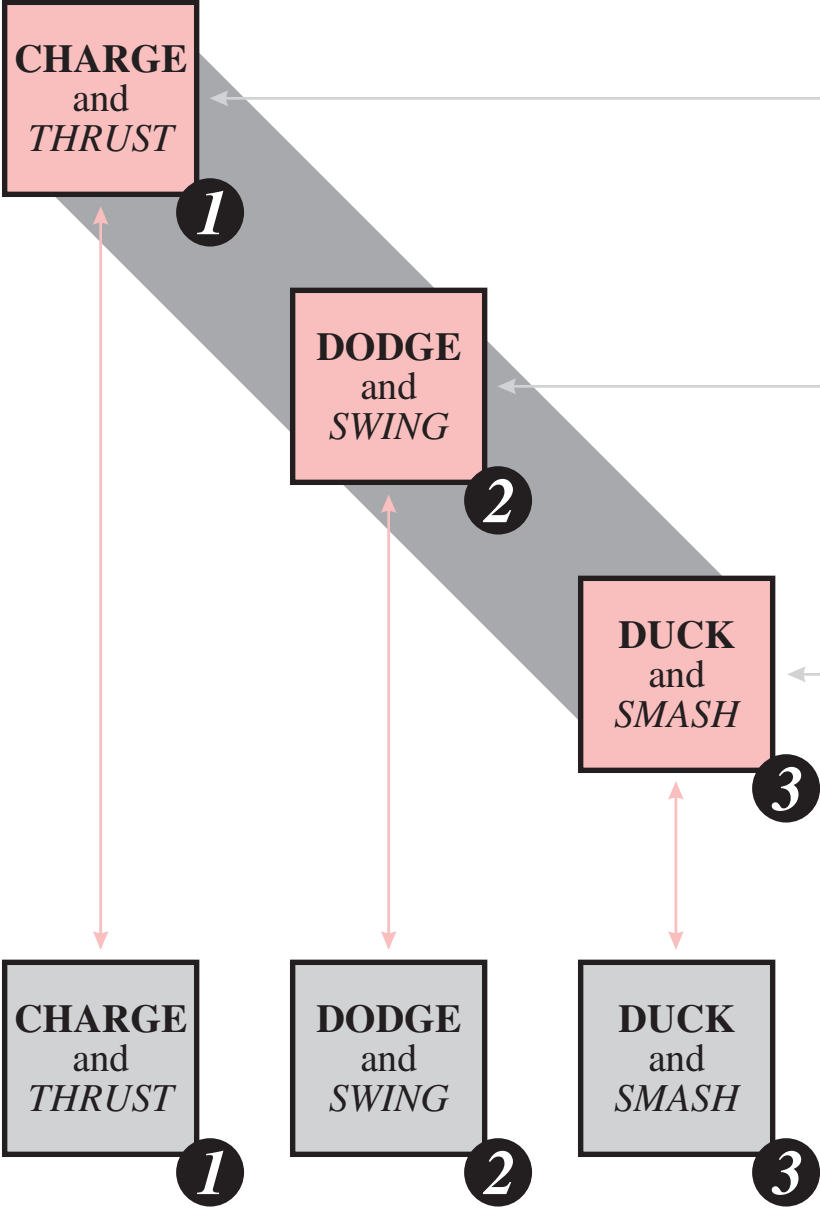
Used this Round

DEFENSES

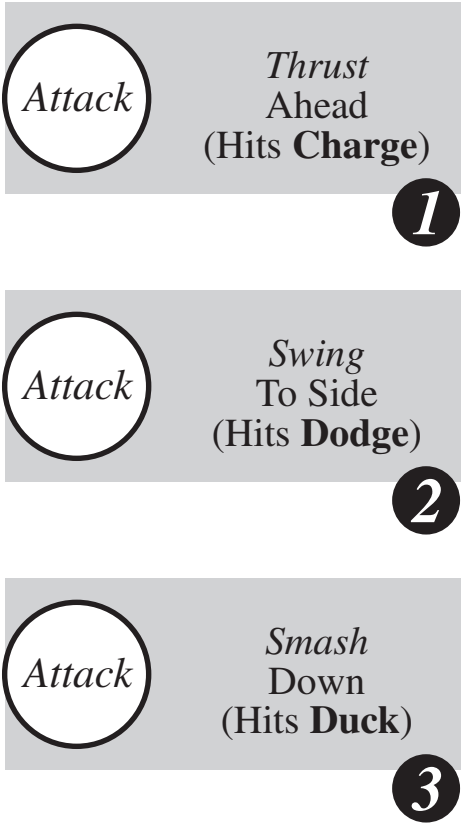
DENIZEN MELEE SECTION

D E N I Z E N

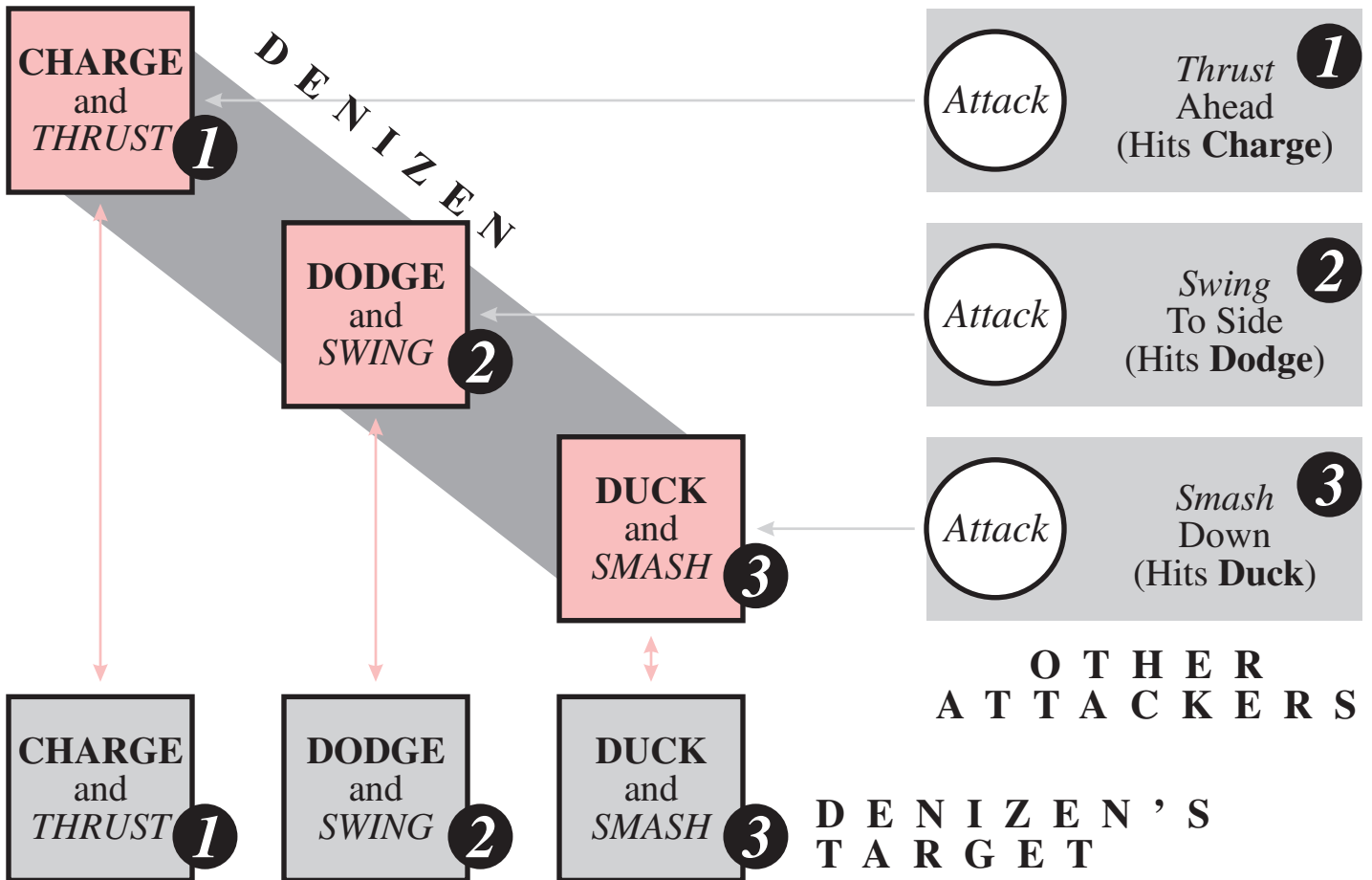
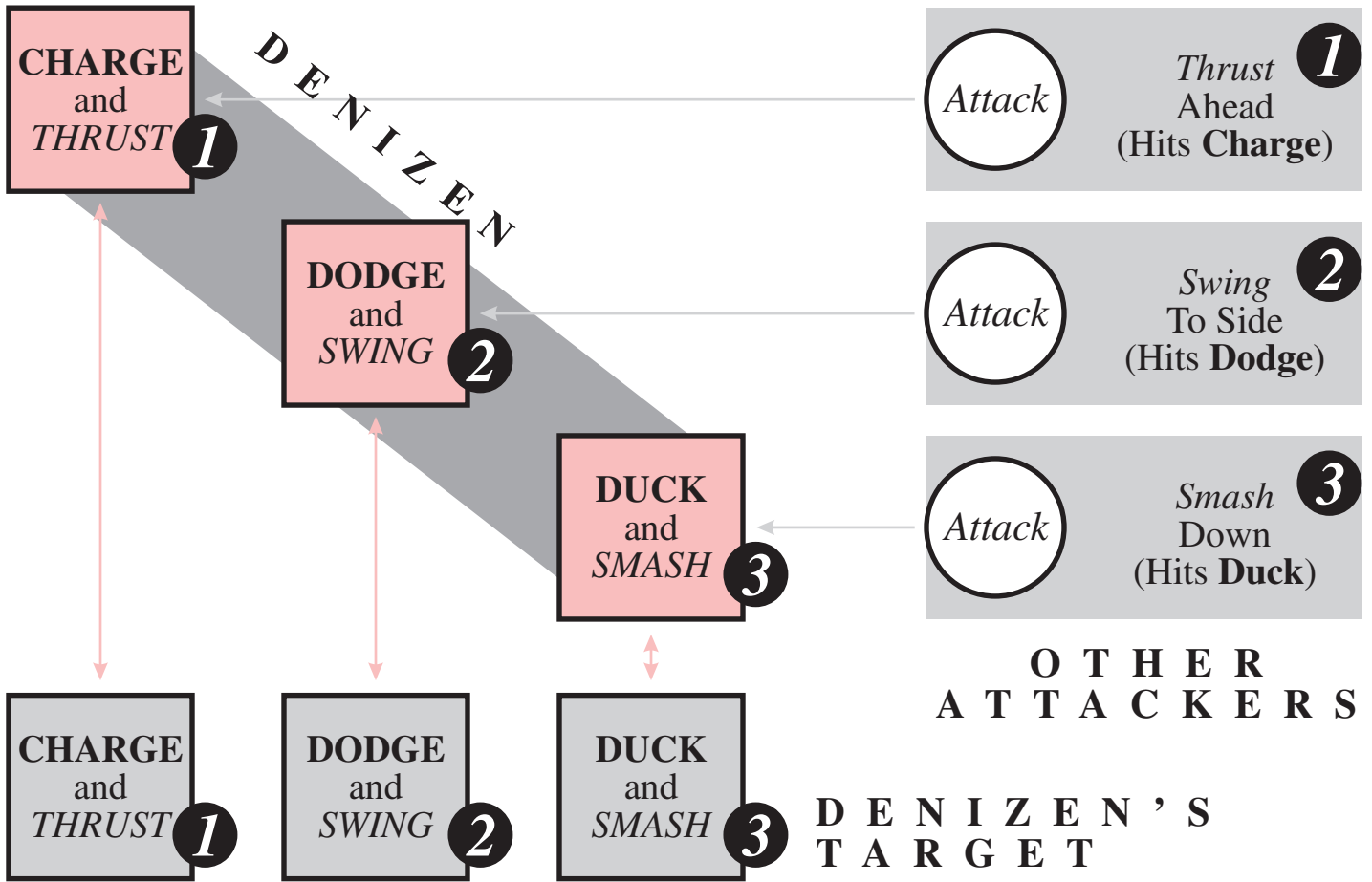
O T H E R
A T T A C K E R S



D E N I Z E N ' S T A R G E T



Repositioning Denizens			
1 Die Roll	Box 1	Box 2	Box 3
1	stay	3	2
2	3	stay	1
3	2	1	stay
4	stay	stay	stay
5	2	3	1
6	3	1	2
Hired natives defending on their own sheet do not reposition or change tactics			



<i>Instant Spell</i> (spell) DISSOLVE SPELL cancel spell (VI, PURPLE)	<i>Instant Spell</i> (character) SMALL BLESSING gets one WISH (roll) (I, WHITE)	<i>Instant Spell</i> (character) MAKE WHOLE repair damage, wounds, and fatigue (I, WHITE)	<i>Combat Spell</i> (individual) ELVEN GRACE change MOVE L=1, M=2 H=3, T=4 (III, GOLD)	<i>Day Spell</i> (MAGIC chits) FAERIE LIGHTS change MAGIC III to II VII to VI (III, GOLD)	<i>Day Spell</i> (character) SEE HIDDEN SIGNS extra SEARCH phase (III, GOLD)
<i>Day Spell</i> (MAGIC chits) ELEMENTAL SPIRIT change MAGIC IV to VIII VI to V (IV, PURPLE)	<i>Permanent</i> (hex/human) LOST MOVE randomly roll for clearing (III, GOLD)	<i>Permanent</i> (hex/human) ILLUSION add one to all SEARCH die rolls (III, GOLD)	<i>Attack Spell</i> (multiple) STONES FLY L* MISSILE attack on each target (specify) (II, GREY)	<i>Combat Spell</i> (weapon) POISON add one * to damage caused by weapon (VIII, GREY)	<i>Instant Spell</i> (spell) REMEDY cancels one spell or curse (VIII, GREY)
<i>Day Spell</i> (human group) PERSUADE group becomes 'FRIENDLY' works on giants, ogres (III, GOLD)	<i>Instant Spell</i> (one SOUND) WHISTLE FOR MONSTERS Move SOUND to or from your hex (VIII, PURPLE)	<i>Day Spells</i> (monster) GUIDE SPIDER OR OCTOPUS move and fight with one monster (VIII, GREY)	<i>Permanent</i> (individual) PEACE WITH NATURE WARNING, SOUND chits do not attract monsters (VII, GOLD)	<i>Permanent</i> (character) WORLD FADES roll HIDE each round MAGIC SIGHT (VI, BLACK)	<i>Instant Spell</i> (Demon) ASK DEMON ask question with yes/no or number answer (V, BLACK)

<i>Day Spell</i> (hex) VIOLENT STORM roll to see number of phases lost (IV, PURPLE)	<i>Day Spell</i> (character) PREMONITION choose when your written move is executed (VII, GREY)	<i>Day Spell</i> (individual) BLEND INTO BACKGROUND extra HIDE phase (II, GREY)	<i>Day Spell</i> (MAGIC chits) WITCH'S BREW change MAGIC II to IV VIII to III (II, GREY)	<i>Day Spell</i> (character) PROPHECY do not write move in advance (II, PURPLE)	<i>Day Spell</i> (hex) FOG cannot PEER normally in hex (II, GREY)
<i>Day Spell</i> (character) PHANTASM move unseen SEARCHER (PEER only) can spell (VI, PURPLE)	<i>Day Spell</i> (MAGIC chits) UNLEASH POWER MOVE/FIGHT 2,3=L 4=M 5=H 6=T (VI, PURPLE)	<i>Day Spell</i> (goblins) DEAL WITH GOBLINS group becomes 'NEUTRAL' can deal (VIII, BLACK)	<i>Day Spell</i> (bats) CONTROL BATS move and fight with bats (VII, any)	<i>Day Spell</i> (clearing) BLAZING LIGHT extra phase cave only (IV, PURPLE)	<i>Permanent</i> (monster) ABSORB ESSENCE become monster (V, BLACK)
<i>Permanent</i> (individual) TRANSFORM become beast (roll for TRANSFORM) (VI, PURPLE)	<i>Permanent</i> (artifact) ENCHANT ARTIFACT add spell, MAGIC chit to artifact (VI, PURPLE)	<i>Permanent</i> (character) SENSE DANGER extra ALERT phase/turn (VII, PURPLE)	<i>Permanent</i> (individual) MELT INTO MIST can only MOVE T4 (no fight) (VI, PURPLE)	<i>Permanent</i> (character) BAD LUCK plus one to all die rolls (VIII, any)	<i>Instant Spell</i> (individual) POWER OF THE PIT roll for POWER OF THE PIT attack (V, BLACK)

<i>Instant Spell</i> (character) TALK TO WISE BIRD immediate PEER in any hex (II, GOLD)	<i>Instant Spell</i> (clearing) EXORCISE remove all magic demons, imp (I, WHITE)	<i>Instant Spell</i> (character) CURSE gets one CURSE roll (V, GREY)	<i>Combat Spell</i> (individual) PENTANGLE not affected by spells, curses, demons, imp (V, BLACK)	<i>Phase Spell</i> (character) PROTECTION FROM MAGIC immune to spells for one phase (VII, GOLD)	<i>Move Spell</i> (individual) HURRICANE WINDS must FLY T1 one hex mountain only (IV, PURPLE)
<i>Move Spell</i> (individual) BROOMSTICK can FLY L1 in encounter and movement (V, BLACK)	<i>Attack Spell</i> (clearing) ROOF COLLAPSES all attacked SMASH H4 cave only (IV, PURPLE)	<i>Attack Spell</i> (multiple) FIERY BLAST L*** MISSILE attack on each target (IV, PURPLE)	<i>Attack Spell</i> (individual) LIGHTNING BOLT M*** MISSILE attack mountain only (IV, PURPLE)	<i>Combat Spell</i> (individual) PEACE cannot attack until attacked (I, WHITE)	

MAP OF LOST CITY -1 to LOCATE rolls in LOST CITY - 3	SACRED GRAIL  <i>WHITE</i> (Order, 50F) M N: -25 12	VIAL OF HEALING move all wounds to fatigue (discard to CHAPEL) - 2	BOOK OF LORE (4 spells) <i>IV</i> FAME: -5 L N:10 10	SCROLL OF NATURE (4 spells) <i>II</i> L N:5 10	QUICK BOOTS MOVE M3 FAME: 1 - N:2 8
LOST KEYS opens CHEST, CRYPT, VAULT - 5	ELVEN SLIPPERS MOVE L2 - N:2 5	SHOES OF STEALTH MOVE L3 HIDE 1 die - N:2 7	ANCIENT TELESCOPE extra PEER mountain only - 5	CLOAK OF MIST extra HIDE - N: 2 4	DEFT GLOVES FIGHT L2 LOOT 1 die (Order 5F) - N: 6 10
ELUSIVE CLOAK re-place MOVE (enemy over 4) - N: 2 10	MAP OF THE RUINS -1 to LOCATE rolls in any RUINS hex - 3	MAGIC SPECTACLES extra SEARCH - N:2 6	<i>Potion</i> POULTICE OF HEALTH REST counts double (discard to SHAMAN) - 2	<i>Potion</i> WITHERED CLAW roll, get WISH and CURSE (discard to SHAMAN) - 3	<i>Potion</i> AMULET cancels one spell or CURSE (discard to SHAMAN) - 5

<i>Potion</i> OINTMENT OF STEEL counts like T armor, any blow (discard to SHAMAN) - 4	POWER GAUNTLETS FIGHT H4 FAME: 3 - N: 4 7	<i>Potion</i> PENETRATING GREASE weapon ignores all armor (discard to CRONE) - 4	SHIELDED LANTERN extra phase in caves L 8	7 LEAGUE BOOTS MOVE T5 extra MOVE - N:2 5	TOADSTOOL RING extra SPELL - N: 3 9
HANDY GLOVES FIGHT M3 FAME: 1 - N: 2 6	GOOD BOOK <i>(4 spells)</i> FAME: 5 L N: 5 10	GLOVES OF STRENGTH FIGHT T5 <i>(Order 5F)</i> - N: 6 8	PHANTASM GLASS use MAGIC SIGHT L N: 2 8	POWER BOOTS MOVE H4 - N:3 8	<i>Potion</i> ALCHEMIST'S MIXTURE one MISSILE attack M*** (discard to WARLOCK) - 4
<i>Potion</i> POTION OF ENERGY no limit to EFFORT* in combat (discard to WARLOCK) - 5	<i>Potion</i> DRAUGHT OF SPEED *s determine speed **=2 *=3 zero=4 (discard to WARLOCK) - 6	<i>Potion</i> GRIPPING DUST weapon stays alerted (discard to WARLOCK) - 3	<i>Potion</i> OINTMENT OF BITE FIGHT hits on tie speed (discard to CRONE) - 5	<i>Potion</i> REFLECTING GREASE any armor stops wounds (discard to CRONE) - 3	<i>Potion</i> OIL OF POISON add * to weapon (discard to CRONE) - 3

FLYING CARPET FLY M2 (in PURPLE)  M N: 12 17	LUCKY CHARM roll 1 die all rolls  - 14	CRYSTAL BALL PEER or SPELL in any hex  M N: 5 20	GIRTLE OF ENERGY EFFORT limit is 3*/round  FAME: 2 - N: 4 13	EYE OF THE MOON see/change next weather (in GREY)  M N: 13 13	GLIMMERING RING (1 spell)  /// - N: 10 15
GLOWING GEM (1 spell)  VII (Soldiers 5F) - N: 5 17	BATTLE BRACELETS re-place FIGHT (enemy over 4)  FAME: 2 - N: 4 12	GARB OF SPEED *'s determine speed **=3 *=4 zero=5  FAME: 2 - N: 6 16	BELT OF STRENGTH *'s determine force **=T *=H zero=M  FAME: 3 - N: 6 16	HIDDEN RING (1 spell)   VI FAME: -10 - N: 10 20	BEJEWELED DWARF VEST H armor vs. THRUST   (Soldiers 10F) M N: 5 27
GOLDEN ARM BAND M armor vs. SWING  (Lancers 3F) L 15	EYE OF THE IDOL (1 spell)  II FAME: -5 M N: 10 34	TIMELESS JEWEL don't write move  (Soldiers 5F) L N: 7 34	BLACK BOOK (4 spells)  V FAME: -15 L N: 15 10	DRAGON ESSENCE treat like SMOKE chit  PURPLE FAME: -10 - N: 20 3	CLOVEN HOOF plus one to all rolls  BLACK FAME: -20 - N: 40 4

DRAGONFANG NECKLACE control one dragon (in PURPLE)  (Lancers 12F) - N: 12 8	IMPERIAL TABARD   (Guard 20F) M N: -10 17	ROYAL SCEPTRE extra HIRE  (Guard 20F) L N: -15 8	REGENT OF JEWELS extra TRADE   (Soldiers 10F) L N: 10 67	ENCHANTER'S SKULL (1 spell)   IV FAME: -10 L N: 10 17	BLASTED JEWEL (1 spell)   V FAME: -15 H N: 15 30
SCROLL OF ALCHEMY (4 spells)  VI FAME: -10 L N: 15 10	GOLDEN ICON   GREY FAME: -10 T N: 20 100	SACRED STATUE (1 spell)  I (Order 10F) L N: -5 10	GOLDEN CROWN M armor vs. SMASH   (Guard 20F) H N: -15 50	FLOWERS OF REST lose turn rest fatigue GOLD - 2	BEAST PIPES (1 spell) VIII FAME: -5 - N: 5 8
CHEST must have LOST KEYS to open P1 T 0	MOULDY SKELETON get CURSE P2 discard	REMAINS OF THIEF get CURSE, treasures P3 discard	TOADSTOOL CIRCLE extra SPELL P4 BLACK CANNOT MOVE	CRYPT OF THE KNIGHT (display) P5 CANNOT MOVE	ENCHANTED MEADOW (display) P6 CANNOT MOVE

MAGIC WAND control red die on Spell rolls FAME: -10 - N: 10 17					

Personal History Pad

CHARACTER:

TURN RECORD

Lunar Month:		Special Advantages:		ALLIES:		FIND ENEMIES	FAME		NOTORIETY		GOLD	
Day / Turn	Activities:	1.	2.	FRIENDS:	UNFRIENDLY:		GAIN	TOTAL	GAIN	TOTAL	GAIN	TOTAL
1												
2												
3												
4												
5												
6												
7	WHITE											
8												
9												
10												
11												
12												
13												
14	GREY											
15												
16												
17												
18												
19												
20												
21	PURPLE											
22												
23												
24												
25												
26												
27												
28	GOLD											

Lunar Month:						FIND ENEMIES						
Day / Turn	Activities:											
1												
2												
3												
4												
5												
6												
7	BLACK											
8												
9												
10												
11												
12												
13												
14	GREY											
15												
16												
17												
18												
19												
20												
21	PURPLE											
22												
23												
24												
25												
26												
27												
28	GOLD											

NOTES:

Discoveries:

Hidden Paths		
CLIFF	(green)	2-5
	(enchanted)	2-5
CRAG	(green)	2-3
	(enchanted)	2-3
DEEP WOODS	(green)	1-4
	(green)	3-6
	(enchanted)	3-4
	(enchanted)	3-6
	(enchanted)	4-6
LEDGES	(green)	1-3
	(green)	4-6
	(enchanted)	1-3
	(enchanted)	4-6
MOUNTAIN	(green)	4-6
	(enchanted)	3-6
	(enchanted)	5-6
RUINS	(green)	1-5
	(enchanted)	1-2
	(enchanted)	1-4
	(enchanted)	2-6
Secret Passages		
BORDERLAND	(green)	4-5
	(enchanted)	4-5
CAVERN	(green)	1-4
	(green)	3-5
	(enchanted)	1-2
	(enchanted)	4-5
CAVES	(green)	2-3
	(enchanted)	1-6
CLIFF	(green)	3-6
	(enchanted)	3-6
CRAG	(green)	1-6
	(enchanted)	4-5
MOUNTAIN	(enchanted)	1-4
RUINS	(enchanted)	3-6

Special Cards

TOADSTOOL CIRCLE

CRYPT OF THE KNIGHT

ENCHANTED MEADOW

Treasure Locations

ALTAR	POOL
CAIRNS	SHRINE
HOARD	STATUE
LAIR	VAULT

VICTORY REQUIREMENTS

CATEGORY	POINTS		NEEDED
GREAT TREASURES		times 1	
USABLE SPELLS		times 2	
FAME		times 10	
NOTORIETY		times 20	
GOLD		times 30	



MOVEMENT

Quick
Reference

MEETING TABLE

Die Roll	ENEMY	UNFRIENDLY	NEUTRAL	FRIENDLY	ALLY
1	INSULT	Price x 4	OPPORTUNITY	OPPORTUNITY	BOON (x 1)
2	CHALLENGE	NO DEAL	Price x 3	Price x 2	Price x 1
3	Block / Battle	NO DEAL	Price x 4	Price x 2	Price x 2
4	Block / Battle	INSULT	NO DEAL	Price x 3	Price x 3
5	Block / Battle	CHALLENGE	NO DEAL	Price x 4	Price x 4
6	Block / Battle	Block / Battle	TROUBLE	NO DEAL	Price x 4

CHALLENGE: lose 5 FAME INSULT: lose 5 NOTORIETY

COMMERCE TABLE

Die Roll	ENEMY	UNFRIENDLY	NEUTRAL	FRIENDLY	ALLY
1	DEMAND GOLD -10	OFFER GOLD -5	OPPORTUNITY	OPPORTUNITY	OFFER GOLD +10
2	DEMAND GOLD -15	OFFER GOLD -10	OFFER GOLD	OFFER GOLD +5	OFFER GOLD +5
3	DEMAND GOLD -20	OFFER GOLD -10	OFFER GOLD -5	OFFER GOLD	OFFER GOLD +5
4	DEMAND GOLD -30	DEMAND GOLD -5	OFFER GOLD -10	OFFER GOLD	OFFER GOLD
5	Block / Battle	DEMAND GOLD -10	OFFER GOLD -15	OFFER GOLD -5	OFFER GOLD
6	Block / Battle	DEMAND GOLD -20	TROUBLE	OFFER GOLD -10	OFFER GOLD -5

Bashkars, Company, Rogues: GOLD + NOTORIETY (+ FAME price)
 Lancers, Patrol, Soldiers, Woodfolk: GOLD + FAME + NOTORIETY (+ FAME price)
 Guard, Order: GOLD + FAME (+ FAME price)

LOCATE

Die Roll	Result:
1	Choice
2	Passages and Clues
3	Passages
4	Discover chit(s)
5	Nothing
6	Nothing

PEER

Die Roll	Result:
1	Choice
2	Clues and Paths
3	Hidden enemies and Paths
4	Hidden enemies
5	Clues
6	Nothing

MAGIC SIGHT

Die Roll	Result:
1	Choice
2	Counters
3	Treasure cards
4	Perceive spell
5	Discover chit(s)
6	Nothing

LOOT

Die Roll	Result:
1	Take top treasure
2	Take 2nd treasure
3	Take 3rd treasure
4	Take 4th treasure
5	Take 5th treasure
6	Take 6th treasure

READING RUNES

Die Roll	Result:
1	Learn and awaken spell
2	Learn and awaken spell
3	Learn and awaken spell
4	Awaken spell
5	Curse!
6	Nothing

LOST

Die Roll	Individual must move:
1	to clearing "1"
2	to clearing "2"
3	to clearing "3"
4	to clearing "4"
5	to clearing "5"
6	to clearing "6"

VIOLENT STORM

Die Roll	Upon first entering the tile:
1	cancel 4 phases
2-3	cancel 3 phases
4-5	cancel 2 phases
6	cancel 1 phase

HIDE

Die Roll	Effect on individual:
1-5	Hide!
6	no effect



COMBAT Quick Reference

Die Roll	WISHES	
1	"I wish I were elsewhere"	You teleport to any clearing
2	"I wish you were elsewhere"	Character, monster, or native teleports
3	"I wish for a vision"	Look at Treasure cards on SET UP CARD
4	"I wish for peace"	Combat ends in your clearing
5	"I wish for health"	All action chits are rested
6	"I wish for STRENGTH"	Tremendous harm next hit

Die Roll	CURSES	
1	EYEMIST	Cannot SEARCH; may do enhanced PEER
2	SQUEAK	Cannot be hidden
3	WITHER	Action chits with asterisks become fatigued
4	ILL HEALTH	Cannot REST
5	ASHES	Recorded GOLD is worthless and cannot be spent
6	DISGUST	Recorded FAME is worthless

Die Roll	POWER OF THE PIT	
1	FIERY CHASM OPENS	All unhidden individuals are killed
2	CARRIED AWAY	Target is instantly killed
3	TERROR	All Light & Medium wounded or killed
4	BLIGHT	Target's active chits with asterisks are wounded
5	FORGET	Target's MAGIC chits are fatigued
6	RUST	Target's armor counters are damaged

ACTIONS		Restricted by attacker's move time
Action	Chit	
Run out of clearing	MOVE	Yes
Turn over weapon counter	FIGHT	Yes
Activate one belonging and/or inactivate one belonging		
Abandon belongings		
Charge character	MOVE	
Cast spell	MAGIC	Yes
Activate <i>Phase</i> spell		
Fly out of clearing	FLY	Flying
Play <i>color</i> chits (you may play any number in addition to one action)		
Pick up dropped belonging in front of character		
Pick up dropped belonging elsewhere in clearing	MOVE FLY	Yes

STUMBLE	
Die Roll	Effect on action:
1-6	completed
7-10	cancelled

Add your move time
Subtract fastest attacker's move time
Add number of attackers

TRANSFORM							
Die Roll	Target becomes:	Attack Values	Strength	Movement Type	Move Time	Special Movement	Vulnerability and Weight
1	DRAGON	T4	T	flying	4	must fly	T
2	LION	H3	H	move	4	walk woods	H
3	EAGLE	M2	M	flying	2	must fly	M
4	BIRD	cannot attack	L	flying	1	must fly	L
5	SQUIRREL	cannot attack	L	move	2	walk woods	L
6	FROG	cannot attack	L	move	3	walk woods	L

MISSILE					
Die Roll	Basic harm inflicted				
	L	M	H	T	T+
1	H	T	Kill	Kill	Kill
2	M	H	T	Kill	Kill
3	L	M	H	T	Kill
4	—	L	M	H	T
5	—	—	L	M	H
6	—	—	—	L	M

FUMBLE					
Die Roll	Basic harm inflicted				
	L	M	H	T	T+
1	H	T	T+	T+	T+
2-3	M	H	T	T+	T+
4-6	L	M	H	T	T+
7-8	—	L	M	H	T
9	—	—	L	M	H
10	—	—	—	—	—

Add attack time
Subtract target's move time
Undercut target: +4

OPTIONAL MISSILE					
Die Roll	Basic harm inflicted				
	L	M	H	T	T+
1	T	Kill	Kill	Kill	Kill
2	H	T	Kill	Kill	Kill
3	M	H	T	Kill	Kill
4	L	M	H	T	Kill
5	—	L	M	H	T
6	—	—	L	M	H
7	—	—	—	L	M
8-9	wound	wound	wound	wound	wound
10	—	—	—	—	—



MAGIC

Quick Reference

VARIETIES OF SPELLS

<i>Instant</i>	Effect is immediate. Spell expires as soon as it is resolved.
<i>Attack</i>	Attacks like a weapon, but no weapon or FIGHT chit is played. Attack time is equal to the completion time of the spell.
<i>Move</i>	MAGIC chit becomes FLY chit and may be played like an active horse. Spell expires after one use.
<i>Phase</i>	No immediate effect. Activate for use during one phase or round of combat.
<i>Combat</i>	Immediate effect. Spell expires at <i>Midnight</i> .
<i>Day</i>	Immediate effect. Spell expires at <i>Sunset</i> of the next day.
<i>Permanent</i>	Immediate effect. Spell falls inert at <i>Midnight</i> ; is energized by the presence of the appropriate <i>color</i> magic.

SPELL DISTRIBUTION

	Type I	Type II	Type III	Type IV	Type V	Type VI	Type VII	Type VIII
ALTAR		1	1					
SHRINE	1				1			
STATUE							2	1
CRONE					1			1
SHAMAN		1	1					
WARLOCK				1		1		
SACRED STATUE I	1							
EYE OF THE IDOL II		1						
GLIMMERING RING III			1					
ENCHANTER'S SKULL IV				1				
BLASTED JEWEL V					1			
HIDDEN RING VI						1		
GLOWING GEM VII							1	
BEAST PIPES VIII								1
GOOD BOOK I	2						2	
SCROLL OF NATURE II		2	2					
BOOK OF LORE IV				4				
BLACK BOOK V					2			2
SCROLL OF ALCHEMY VI						4		

ALTERING MAGIC CHITS

	Type I	Type II	Type III	Type IV	Type V	Type VI	Type VII	Type VIII
WITCH'S BREW II / GREY		IV						III
FAERIE LIGHTS III / GOLD			II				VI	
ELEMENTAL SPIRIT IV / PURPLE				VIII		V		

MAGIC CHITS

Type I	Righteous invocations
Type II	Pagan rites
Type III	Elvish lore
Type IV	Energy-binding alchemy
Type V	Diabolic ceremonies
Type VI	Conjuring techniques
Type VII	Good Luck knacks
Type VIII	Malicious tricks

COLOR MAGIC

WHITE	Power from On High, working beneficial magic
GREY	Natural Laws, controlling nature
GOLD	Woods Sprites, working elvish magic
PURPLE	Elemental Energies, twisting and reshaping reality
BLACK	Demonic power, working infernal magic



MONSTER APPEARANCE

Map Chit:	MOUNTAINS		MONSTER ROLL	Monster	CAVES		MONSTER ROLL	Monster	WOODS		MONSTER ROLL	Monster
BONES	4	Giants			4	Trolls			3	Ogres		
	6	Giant Bats										
DANK	5	Spiders			2	Serpents			2	Vipers		
FLUTTER	1	Flying Dragons			1	Flying Dragons						
	6	Giant Bats			6	Giant Bats						
HOWL	6	Giant Bats			3	Goblins						
PATTER	5	Spiders			3	Goblins						
ROAR	4	Giants			1	Dragons						
					4	Trolls						
RUINS	6	Giant Bats			3	Goblins			3	Wolves		
SLITHER	1	Dragons			1	Dragons						
	2	Serpents			2	Serpents						
SMOKE	1	Flying Dragons			1	Dragons						
STINK	4	Giants			4	Trolls						
	5	Spiders										

NATIVES		GOLD wage	Weapon Length	Vulnerability	Armored	Bashkars	Company	Guard	Lancers	Order	Patrol	Rogues	Soldiers	Woodfolk
Archer	2	16/14	M									1	3	
Assassin	1	3	M									2		
Crossbowman	2	12	M	●		1							1	
Great Axeman	4	5	H									2		
Great Swordsman	4	8	H	●		1	3						1	
Knight	8	7	T	●					4					
Lancer	2	10	L						4					
Pikeman	2	10	M	●		3							2	
Raider	2	3	L		6									
Short Swordsman	2	3	M	●		2					3	1		
Swordsman	1	4	M									2		

HIRE costs 12 16 12 8 8 6 1 10 6

PROBABILITIES						
Die Roll	Roll Exact Number			Roll Number or Less		
	2D	2D -1	1D	2D	2D -1	1D
1	2.8	11.1	16.7	2.8	11.1	16.7
2	8.3	13.9	16.7	11.1	25.0	33.3
3	13.9	19.4	16.7	25.0	44.4	50.0
4	19.4	25.0	16.7	44.4	69.4	66.7
5	25.0	30.6	16.7	69.4	100.0	83.3
6	30.6	—	16.7	100.0	100.0	100.0

8
8
8
8
1
1
2
2
4
4
1

WEAPONS		Length	Missile	Harm		Hands	GOLD Price
				Alerted	Unalerted		
LIGHTNING BOLT		18	●	M★★★			
ROOF COLLAPSES <i>Smash - all</i>				H			
Demon or Imp		17		varies			
Medium Bow		16	●	M★★1	M	2	8
Dragon Head*		15	●	T4	H4		
STONES FLY <i>4 attacks minimum</i>			●	L★			
Light Bow		14	●	L★★1	L	2	6
FIERY BLAST <i>multiple targets</i>		13	●	L★★★			
Flying Dragon Head*			●	T3	M3		
Crossbow		12	●	H★1	H	2	10
ALCHEMIST'S MIXTURE		11	●	M★★★		1	4
Spear		10		M★	n6	2	6
Dragon Head		9		T4	H4		
Staff				L	L	2	1
BANE Great Sword				T★2	T★8	2	20
Giant's Club		8		T4	H6		
Great Sword				H★	H★6	2	10
Broadsword				M★	M★5	1	8
DEVIL Broadsword		7		H★3	H★4	1	20
Flying Dragon Head				T3	M3		
TRUESTEEL Broadsword				M★★	M★★	1	25
Morning Star		6		H3	H6	2	8
Great Axe		5		H★4	H★	2	8
LIVING Thrusting Sword		4		L★2	L★3	1	25
Thrusting Sword				L★	L★4	1	6
Short Sword		3		L★	L★	1	4
Axe		2		M★	M★5	1	4
Mace		1		M3	M	1	6
Dagger (FIGHT chit)				n★		1	
tooth/claw (monster)		0		varies			

* Fire-breathing; used only with Advanced Rule 4.6

TREASURE SET UP CARD

1	2	3	4	5	6	7 varies
8	9	10	11	12	13	14 GREY
15	16	17	18	19	20	21 PURPLE
22	23	24	25	26	27	28 GOLD

DAILY RECORD (One Month, by Weeks)

CHEST

(use LOST KEYS)

take
2 large Treasures
plus 50 gold pieces

REMAINS OF THIEF

take
Living Sword
1 large Treasure
plus 20 gold pieces
roll for CURSE

TREASURES WITHIN TREASURES

MOULDY SKELETON
role for CURSE
add treasures
to Location pile

GOLD h.
SILVER b.
JADE s.

TOADSTOOL CIRCLE

roll each SEARCH
1. Take Devil Sword
2. Take Treasure Card
3. Teleport to any cave
4. PEER or SPELL any hex
5. Roll POWER/PIT attack
6. Roll for CURSE

Devil Sword
1 large Treasure

CRYPT OF THE KNIGHT

use LOST KEYS or
fatigue "T" and
roll each SEARCH
1. Take warhorse
2. Take "T" armor
3. Take BANE sword
4. Take Treasure Card
5. Take 1 gold piece
6. Roll for CURSE

1 warhorse ("T3, T5")
"T" armor
Bane Sword
1 large Treasure

ENCHANTED MEADOW

roll each SEARCH
1. Take pony
2. Take Truesteel Sword
3. Roll for WISH
4. Repair wounds, fatigue
5. Roll for CURSE
6. No effect

1 pony ("L2, L4")
Truesteel Sword

SCROLL OF NATURE

2 Type II Spells
2 Type III Spells

SCROLL OF ALCHEMY

4 Type VI Spells

SPELL BOOKS

GOOD BOOK

2 Type I Spells
2 Type VII Spells

BOOK OF LORE

4 Type IV Spells

BLACK BOOK

2 Type V Spells
2 Type VIII Spells

ARTIFACTS

SACRED STATUE

1 Type I Spell

EYE OF THE IDOL

1 Type II Spell

GLIMMERING RING

1 Type III Spell

ENCHANTER'S SKULL

1 Type IV Spell

BLASTED JEWEL

1 Type I Spell

HIDDEN RING

1 Type VI Spell

GLOWING GEM

1 Type VII Spell

BEAST PIPES

1 Type VIII Spell

VISITORS

SCHOLAR

3 small Treasures

SHAMAN

1 Type II Spell
1 Type III Spell

WARLOCK

1 Type IV Spell
1 Type VI Spell

CRONE

1 Type V Spell
1 Type VIII Spell

GARRISONS

The Order (O) at the CHAPEL

2 small Treasures
3 warhorses
2 suits of armor
5 heavy (H) weapons



The Rogues (R) at the INN



2 small Treasures
6 horses

The Soldiers (S) at the HOUSE

2 small Treasures
3 helmets
2 shields
7 light (L) weapons



The Guard (G) at the GUARD house



2 small Treasures
1 helmet
1 breastplate
5 medium (M) weapons

LOST CASTLE

FLUTTER SMOKE M



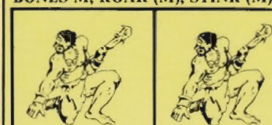
DANK W



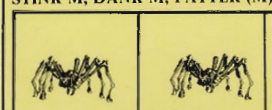
RUINS W



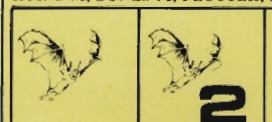
BONES M, ROAR (M), STINK (M)



STINK M, DANK M, PATTERN (M)



RUINS M, BONES M, FLUTTER, HOWL (M)



LOST CITY

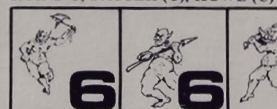
SMOKE C, SLITHER, ROAR (C)



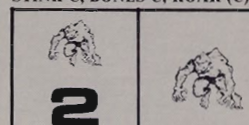
DANK C, SLITHER



RUINS C, PATTERN (C), HOWL (C)



STINK C, BONES C, ROAR (C)



CAIRNS (fatigue each SEARCH)



TREASURE LOCATIONS

HOARD



LAIR



ALTAR



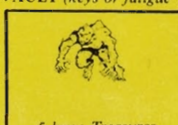
SHRINE



POOL (fatigue each draw)



VAULT (keys or fatigue T)

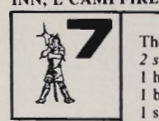


STATUE



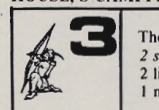
DWELLINGS

INN, L CAMPFIRE



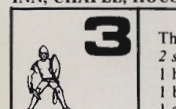
The Company (C)
2 small Treasures
1 helmet
1 breastplate
1 shield

HOUSE, S CAMPFIRE



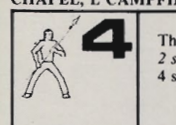
The Woodfolk (W)
2 small Treasures
2 light bows
1 medium bow

INN, CHAPEL, HOUSE, GUARDHOUSE



The Patrol (P)
2 small Treasures
1 helmet
1 breastplate
1 shield

CHAPEL, L CAMPFIRE, S CAMPFIRE



The Lancers (L)
2 small Treasures
4 spears

L CAMPFIRE, S CAMPFIRE



The Bashkars (B)
2 small Treasures
6 ponies

ENCHANTED MEADOW ALTAR

TOADSTOOL CIRCLE SHRINE

COMPANY

WOODFOLK

PATROL

LANCERS

BASHKARS

Spell

Spell

Spell

Spell

Spell

Spell

Spell

Spell

Spell

Spell

Spell

Spell

Spell

Spell

Spell

Spell

Spell

Spell

I

Instant

Exorcise

Every Demon and Imp in the clearing is killed. Every spell and Curse that is in effect in the clearing or that is being cast in the clearing this round is instantly broken. All *color* chits in the clearing instantly fatigue. This spell is the strongest of all, and it nullifies and breaks all other spells.

Spellcaster's Clearing

I

Instant

Make Whole

This spell activates all of the target's fatigued and wounded action chits and repairs all of his damaged armor (including his inactive armor). It affects only those chits that are already inactive and only that armor that is already damaged - it does not affect fatigue, wounds and damage that are inflicted during the current round of combat. This spell's strength is equal to the Power of the Pit results that affect action chits and armor (it does not conflict with the other Power of the Pit results). *Special:* This spell breaks the Wither Curse on the target.

One Character

I

Combat

Peace

When this spell goes into effect, it is instantly broken if its target is currently the target of any other character or denizen. If he is not someone else's target, the spell goes into effect.

1. If the target is a denizen, whether hired, controlled or not, it is instantly unassigned. While the spell remains in effect, it cannot be assigned to a new target. If it is hired or controlled, it cannot lure attackers.
2. If the target is a character, he takes back his Attention chit and any spell or attack he is playing is cancelled. While the spell remains in effect, he cannot charge or specify a target for an attack or spell. He can maneuver, run away and do other actions. He cannot lure attackers into attacking him, but attackers can be assigned to him randomly.
3. The spell is instantly broken when the bewitched target is named as the target of a spell or attack. The spell is broken only if the target himself is named as a target - he is not released by spells aimed at other targets, even if the results affect him.

One Character, Native, or Monster

I

Instant

Small Blessing

The target character immediately rolls the dice and consults the Wishes table. See Rule 4.6.8 and the Wishes table for information on specific Wish results.

1	I wish I were elsewhere.
2	I wish you were elsewhere.
3	I wish for a vision.
4	I wish for peace.
5	I wish for health.
6	I wish for strength.

One Character

II

Day

Blend Into Background

The target can record and do an extra Hide phase during his turn.

One Character, Hired Leader, or Controlled Monster

II

Day

Fog

This spell prevents an individual who is doing the Search activity from using the Peer table. The spell affects every character, hired leader and controlled monster who is in the target tile or who is trying to search a clearing in the target tile (he cannot Peer into the tile from a mountain in an adjacent tile). This spell affects only the Search activity. It does not prevent an individual from using spells or Treasure cards to do the Peer activity in the tile.

Spellcaster's Tile

II

Day

Prophecy

The target character ignores his recorded turn and chooses what to do on each phase of his turn as he does the phase. He gets the same number of phases and types of activities he is normally allowed, except that he can use an extra or enhanced activity caused by a belonging as soon as he activates that belonging, whether it was active during *Birdsong* or not. Only one horse per day can provide him with extra phases - once he has used an extra phase caused by one horse, for the rest of that day he cannot use extra phases caused by other horses. If this spell is broken before he finishes his turn, he is instantly blocked. *Note:* His hired leaders, controlled monsters, *familiars*, and phantasms must still do the turns recorded for them.

One Character

II

Attack

Stones Fly

This spell attacks each target like a missile weapon with a length of 15, and it inflicts Light damage with one sharpness star. *Special:* This spell always makes at least four attacks. If the spellcaster specifies one target, all four attacks are made against that target. If he specifies two targets, two attacks are made against each target. If he specifies three targets, two attacks are made against the target where he put his Attention chit, and one attack is made against each other target. If he specifies four or more targets, one attack is made against each target. The spellcaster rolls separately on the Missile Table for each hit.

Any Number of Characters, Natives, and/or Monsters

II

Instant

Talk to Wise Bird

The target character immediately does a remote Peer activity. He specifies any clearing on the map and uses the Peer table to search that clearing.

One Character

II

Day

Witch's Brew

Each targeted Type II chit is transformed into a Type IV chit, and each targeted Type VIII chit is transformed into a Type III chit (see Rule 4.6.10c).

Any of the Spellcaster's Type II and/or Type VIII Chits

III

Combat

Elven Grace

If the target is a character, this spell alters the time numbers on all of his Move chits. The strength on each Move chit defines its time number: each Light chit has a time of 1, each Medium chit has a time of 2, each Heavy chit has a time of 3, and each Tremendous chit has a time of 4. If the target is a monster or native, his size redefines the Move time on both sides of his counter: a Light target has a move time of 1 on both sides of his counter, a Medium target has a move time of 2, and so on. This Spell affects only move times. It does not affect attack times, Duck chits, horses or Boots cards, and it does not affect "Move/Fight" chits created by the Unleash Power Spell.

1. Elven Grace ignores any strength changes caused by the Belt of Strength; it always uses the strength that is actually printed on each Move chit to define that chit's time number.
2. The Draught of Speed and Garb of Speed nullify Elven Grace. When the target has one of these Treasure cards active, the card defines the time number on each chit and the Elven Grace is ignored.

One Character, Monster or Native

III

Day

Faerie Lights

Each targeted Type III chit is transformed into a Type II chit, and each targeted Type VII chit is transformed into a Type VI chit (see Rule 4.6.10c).

Any of the Spellcaster's Type III and/or Type VII Chits

III

Permanent

Illusion

Each affected individual adds one to his result whenever he uses any Search table. If the target is a tile, the spell affects every character, hired leader, controlled monster or phantasm in that tile.

One Character or the Spellcaster's Tile

III

Permanent

Lost

Each affected individual moves randomly whenever he uses the Move activity to leave a clearing: instead of moving to the clearing he recorded, he must use the Lost table to determine which adjacent clearing he moves to.

1. This spell affects an individual only when he uses the Move activity to leave a clearing. It does not affect him when he runs out of a clearing or when he starts a move between clearings, and it does not affect him when he flies.
2. If the target is a tile, the spell affects every character, hired leader, controlled monster or phantasm who starts a Move activity in any clearing on that tile. The spell does not affect Move activities that start in other tiles.

One Character or the Spellcaster's Tile

III

Day

Persuade

The spellcaster pacifies the targets. To hire them, he uses the Friendly column of the Meeting table. *Special:* When this spell is cast by an Artifact or Spell Book, the character who holds the item is the one who has pacified the denizens. If no character holds the item, the spell is nullified.

*One Native Group
Or all Giants in the clearing
Or all Ogres in the clearing*

III

Day

Hidden Signs

The target can record and do one extra Search phase during his turn.

One Character

IV

Day

Blazing Light

The spellcaster must be in a cave clearing to cast this spell, and his target is that clearing. Each character, hired leader or controlled monster in that clearing during *Birdsong* has the option to record an extra phase to do any normal activity. He must also be in the clearing when he starts the phase or the activity is cancelled.

Cave Clearing

IV

Day

Elemental Spirit

Each targeted Type IV chit is transformed into a Type VIII chit, and each targeted Type VI chit is transformed into a Type V chit (see Rule 4.6.10c).

Any of the Spellcaster's Type IV and/or Type VI Chits

IV

Attack

Fiery Blast

This spell attacks each target like a missile weapon with a length of 13, and it inflicts Light damage plus three sharpness stars.

Any number of Characters, Monsters or Natives

IV

Fly

Hurricane Winds

This spell can be cast only in a mountain clearing. It creates a Fly chit with Tremendous strength and a time number of "1". The target *must* use this chit to run away at the start of the next encounter step; the Fly chit overrules the target's normal behavior. When the target flies out of the clearing, all of his belongings, including his horses, fly and land with him. The spellcaster chooses which adjacent tile the target flies to. *If the target is a denizen that does not record turns, it lands at the beginning of Daylight, just before the first attention chit is chosen. Otherwise, the target lands during his turn, as usual.*

One Character, Monster or Native

IV

Attack

Lightning Bolt

This spell can be used only in a mountain clearing. It attacks like a missile weapon with a length of 18, and it inflicts Medium damage plus three sharpness stars.

One Character, Monster or Native

IV

Attack

Roof Collapses

This spell can be used only in a cave clearing. It automatically attacks every character, monster and native in the cave clearing, including the spellcaster. Hidden individuals in the clearing are also attacked, and can play maneuvers without becoming unhidden. It attacks like a striking weapon with a length of 18, and it inflicts Heavy damage with no sharpness stars.

Important: This spell always attacks each target in the *Smash* direction with a time number of "4", regardless of the chit or card that was used to cast it.

The Spellcaster's Clearing

IV

Day

Violent Storm

The spellcaster rolls the dice and consults the Violent Storm table. The result is the number of phases each character, hired leader and controlled monster must cancel when he ends a phase in a woods or mountain clearing in that tile. He pays this penalty only once per turn, and he can choose which activities to cancel. He can cancel only those activities that remain in his current turn - if he loses more activities than he has remaining, the excess losses are ignored.

* Violent Storm affects only the target tile, and it affects only woods and mountain clearings that do not contain the nn, House, Chapel or Guardhouse (campfires are affected). A character is not affected until he is in an affected clearing - he is not affected between clearings, in caves (or buildings), or when he is flying.

The Spellcaster's Tile

V

Permanent

Absorb Essence

This spell can be cast on any monster, even if it is controlled or hired. It cannot be cast on a character who has been transmorphized into a monster (he would be a "character" target, not a monster). This spell transmorphizes the spellcaster into the monster he named as target. His items and horses are *not* transmorphized.

See the spell description in the rulebook for more information.

One Monster

V

Instant

Ask Demon

The spellcaster can ask one question of any other player (in the context of the game he is asking the Demon, who knows all about the character), and the other player *must* answer truthfully. The question must be answerable by "yes", "no", or a number, it must be about recorded information or one or more game pieces and it must be about the present or past - the spellcaster cannot ask about ideas or future intentions (except that he can ask about Victory Requirements). Question and answer must be kept secret from the other players. *Note:* The spell has no effect on how the Demon fights.

One Demon or Winged Demon

V

Fly

Broomstick

This spell creates a Fly chit that the target can use to fly. This Fly chit has Light strength and a time number of "1". It can be cast only on a target with Light weight. The spellcaster controls when this chit is used, but it can be used only when the target uses a Light Move chit. *Exception:* If the spellcaster plays this spell on himself, he can play the Fly chit directly, without playing a Move chit. *Example:* The Witch King can cast Broomstick on himself and play the Fly chit even though he does not own a Light Move chit.

1. When the target plays a Light Move chit during the encounter step, the spellcaster can interrupt his play and force him to use the Fly chit to charge or fly away, as the spellcaster chooses. When the target plays a Light Move chit to maneuver, when the final maneuvers are revealed the spellcaster can invoke the Fly chit. He cannot change the direction of the target's maneuver.
2. When the target starts to do a Fly phase, the spellcaster can invoke the Fly chit and allow him to fly. If he does not invoke the Fly chit, the activity is cancelled (unless the target has another source of flying strength).
3. If the target does a Move phase and plays a Light Move chit to carry items, then the spellcaster can invoke the Fly chit and force him to Fly to the tile he is moving to instead of moving to a particular clearing.
4. Any time the target uses a Move chit that is stronger than Light, the spellcaster can invoke the Fly chit. When this happens, the Fly chit has no effect and the spell is broken.

One Light Character

V

Instant

Curse

The spellcaster rolls on the Curses table and applies the Curse to the target. See Rule 4.6.8 and the Curses table for information on specific Curse results.

1	Eyemist
2	Squeak
3	Wither
4	Ill Health
5	Ashes
6	Disgust

One Character

V

Combat

Pentangle

The Demon, Winged Demon, and Imp cannot attack the target, all spells and Curses that are bewitching him are temporarily nullified, and no new spells can go into effect against him. Pentangle stops only those spells that are aimed specifically against the target. He is still affected normally by spells that are aimed at other targets, such as Roof Collapses.

One Character, Native or Monster

V

Instant

Power of the Pit

The spellcaster rolls on the Power of the Pit table and applies the result to the target. See Rule 4.6.8 and the Power of the Pit table for information on specific Power of the Pit results.

1	Fiery Chasm Opens
2	Carried Away
3	Terror
4	Blight
5	Forget
6	Rust

One Character, Native or Monster

VI

Instant

Disolve Spell

The target spell must already exist when it is specified as a target - it cannot be a spell that is being cast during the current round. When Dissolve Spell goes into effect, the target spell is broken. Duplicates of the target spell are not affected. *Note:* This spell cannot break Curses.

One Spell in the Spellcaster's Clearing

VI

Permanent

Enchant Artifact

When the spellcaster names his target, he must also name one of his recorded spells. This spell and its Magic type are added to the target. *The Magic type and Spell can be new or the same as the artifact already has.*

1. Whenever the Enchant Artifact spell is energized, the target contains the added type and spell in addition to its own type and spell(s). The character who is holding the target item can read runes to learn the spell, and he can play the item to cast the spell (which is automatically awakened). He must specify which Magic type and spell he is using when he plays the item.
2. A new Magic type can also be used to cast Spell cards of the same type that belong to the item. *Example:* If Enchant Artifact is used to add Type VII to the Good Book, the Good Book can be used to cast its Type VII spells.
3. Each Magic type on the target item can be used once per day, so an item with two Magic types can be used twice per day - once with each Magic type. Similarly, when one Magic type is committed to a target, the item can still be played to use the other Magic type.
4. The same item can be enchanted any number of times, adding a new Magic type and spell with each casting, but each casting ties up

One Artifact or Spellbook the Spellcaster has Active

VI

Permanent

Melt Into Mist

This spell transmorphizes the target into mist. His horses and items are all transmorphized with him. He cannot carry untransmorphized items while turned into mist.

1. If the target is a character or hired or controlled denizen, he can do only the Move, Hide and Follow activities. *Special:* The target can move along hidden paths and secret passages that he has not discovered. He does not discover them as he moves.
2. The target is not affected by spells. Any other spells and curses that are currently bewitching him are nullified, new spells cannot go into effect against him and he is not affected by spells aimed at other targets (he is immune to Power of the Pit results, for example). *Important:* The Melt into Mist spell itself is *not* immune to spells. It can be broken while energized (or inert).
3. *The target cannot block or be blocked.* The target takes no part in combat—he cannot charge or attack, and he cannot be charged or attacked. If he is a character, he has a T4 Move chit that he can use only to run away.

One Character, Native or Monster

VI

Day

Phantasm

This spell creates an ethereal being (or "phantasm") that the target controls.

1. During *Birdsong* of the next day he puts an unused piece with himself to represent the phantasm, and he records a separate turn for the phantasm. The phantasm gets the same number of basic and sunlight phases as other characters. It can do only the Move, Peer and remote Enchant activities.

2. The phantasm takes its turn just before the target character, when the target character's Attention chit is picked, and it does its Peer and Enchant activities in the clearing it is in. It shares the target character's discoveries list; it can use his discoveries, and he discovers what it discovers, even if they are in different clearings. *If the Phantasm discovers Hidden Enemies, the controlling character can only see Hidden Enemies if he is in the same clearing as the Phantasm.*

3. The phantasm cannot carry belongings or recorded Gold, it cannot follow or be followed, it cannot spy or be spied on, it cannot block nor be blocked, and it does not summon denizens or cause monsters to move.

VI

Permanent

Transform

The spellcaster rolls the dice and consults the Transform table, and the target is transmorphized into the creature (monster or beast) indicated by the result. *Each time he energizes the spell, he is transformed into the same creature; he does not roll again.*

1. All of the recorded Gold and belongings (including horses) the target has with him are transmorphized with him.

2. If the target is a character, hired native or controlled monster, he can gain new recorded Gold and belongings which are not transmorphized. He must keep his transmorphized Gold and belongings separate from those that are untransmorphized; when the spell falls inert, he merges the two groups. *Note: If he ends the day in a location where the color magic needed to energize the spell is supplied automatically, the Transform spell does not fall inert - it remains energized without a break.*

One Character, Monster or Native

VI

Day

Unleash Power

Each Magic chit that is specified as a target is transformed into a "Move/Fight" chit that can be used as both a Move chit and a Fight chit, but not both at the same time (it can carry items like a Move chit, and in combat it can be used once per round, as either a Move chit or a Fight chit). It has the effort asterisks and time number printed on it, and its time number defines its strength: each chit with a time of 2 or 3 has Light strength, each chit with a time of 4 has Medium strength, each chit with a time of 5 has Heavy strength, and each chit with a time of 6 or more has Tremendous strength. These chits cannot be used as Magic chits while they are transformed.

1. Unleash Power ignores any changes in time numbers caused by the Draught of Speed or Garb of Speed; it always uses the time number printed on the Magic chit to define that chit's strength.

2. When the target has the Belt of Strength active, it overrides Unleash Power. The Belt of Strength defines the final strength of each Move/Fight chit.

Any of the Spellcaster's
Magic Chits

VI

Permanent

World Fades

If the target character is unhidden and there are no denizens on his Melee Section at the end of a round of combat, he rolls on the Hide table. If he hides successfully, he remains hidden until he is revealed normally (he can hide and be discovered repeatedly). The target character must also start (or stop) using Magic Sight when he does the Search activity. See Rule 7.5.7.

One Character

VII

Day

Control Bats

The spellcaster controls all of the Bats in his clearing. *Special:* When this spell is cast by an Artifact or Spell Book, the Bats are controlled by the character who holds the item. When no character holds the item, the spell is nullified.

All Bats in the
Spellcaster's Clearing

VII

Permanent

Peace with Nature

This spell prevents Warning and Sound chits from summoning monsters when the target ends his turn. If the chits are face down he reveals them as usual but turns the Warning and Sound chits face down again to show they have not summoned monsters yet (chits are face up only if they have had the opportunity to summon monsters). The chits react normally when anyone else ends his turn in the tile, including followers. This spell does not affect Site chits, Dwellings, Site cards or the Dragon Essence card, which continue to summon denizens normally, and it does not affect prowling monsters that are already in the tile, who still move to the target's clearing. *Note: If the target is a hired or controlled denizen, he remains bewitched when he becomes unhired and uncontrolled.*

One Character, Hired Leader
Or Controlled Monster

VII

Day

Premonition

The target character chooses when he takes his turn during Daylight. He keeps his Attention chit instead of mixing it with the others, and each time a new chit is about to be picked he can either preempt and take his turn or pass and let the next chit be drawn. When no chits are left, he cannot pass - he must take his turn. He still gets only one turn per day. If this spell is broken before he preempts, his Attention chit is immediately mixed in with the remaining chits and is picked normally to determine when he takes his turn. *Special:* If several characters can preempt, they must preempt or pass in turn, going clockwise from the last character to take a turn and skipping anyone who cannot preempt.

One Character

VII

Phase

Protection From Magic

The target character is protected from spells and curses for one round of combat or one phase of his turn. He keeps the spell's Magic chit to represent its effect, and he activates it like an item. When he activates it, it nullifies all spells and curses that are bewitching him, and prevents new spells from being cast on him; he is still vulnerable to spells aimed at other targets. At the end of the phase or round, the spell expires.

One Character

VII*Permanent*

Sense Danger

The target can record and do an extra Alert phase on his turn.

*One Character***VIII***Permanent*

Bad Luck

The target character adds one to his result whenever he uses any table (except where specified in the rules or table descriptions).

*One Character***VIII***Day*

Deal With Goblins

The spellcaster pacifies the Goblins. To hire them, he uses the Neutral column of the Meeting Table. *Special:* When this spell is cast by an Artifact or Spell Book, the Goblins are pacified by the character who holds the item. When no character holds the item, the spell is nullified.

*All Goblins in the Spellcaster's Clearing***VIII***Day*

Guide Spider or Octopus

The spellcaster controls the monster. *Special:* When this spell is cast by an Artifact or Spell Book, the monster is controlled by the character who holds the item. When no character holds the item, the spell is nullified.

*One Spider or Octopus***VIII***Day*

Poison

Add one sharpness star to the harm the target counter inflicts when it hits. This spell cannot be cast on the Alchemist's Mixture.

*One Weapon Counter, Native Counter, Goblin Counter, Ogre Counter or Giant's Club***VIII***Instant*

Remedy

The target spell or curse must already exist when it is specified as a target - it cannot be a spell that is being cast during the current round. The target can be one Curse on one character, or one spell. The target spell or curse is broken. Duplicates of the spell are not affected.

*One Spell or Curse in the Spellcaster's Clearing***VIII***Instant*

Whistle for Monsters

This spell cannot be cast in a tile that contains less than six clearings, and it cannot be cast on a chit that is face-down. If the target chit is not in the spellcaster's tile, then it is moved to his tile. If it is already in his tile, then he can move it to any other tile that contains six clearings. Thereafter, the Sound chit summons monsters to its new tile.

One face-up Sound Chit anywhere on the map.

TREASURE SETUP CARD

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28

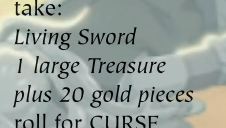
DAILY RECORD (One Month, by Weeks)

CHEST



use LOST KEYS
take:
2 large Treasures
plus 50 gold pieces

REMAINS OF THIEF



take:
Living Sword
1 large Treasure
plus 20 gold pieces
roll for CURSE

MOULDY SKELETON



Gold Helmet
Silver Breastplate
Jade Shield

TOADSTOOL CIRCLE



Devil Sword
1 large Treasure

CRYPT OF THE KNIGHT

Use LOST KEYS or fatigue
"T" and roll each SEARCH

1. Take Warhorse
2. Take "T" armor
3. Take Bane Sword
4. Take Treasure Card
5. Take 1 gold piece
6. Roll for CURSE

ENCHANTED MEADOW



1 Pony (L2, L4)
Truesteel Sword

SACRED STATUE

1 type I Spell

EYE OF THE IDOL

1 type II Spell

GLIMMERING RING

1 type III Spell

ENCHANTER'S SKULL

1 type IV Spell

BLASTED JEWEL

1 type V Spell

HIDDEN RING

1 type VI Spell

GLOWING GEM

1 type VII Spell

BEAST PIPES

1 type VIII Spell

GOOD BOOK



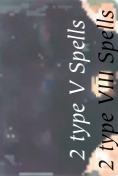
2 type I Spells
2 type VII Spells

BOOK OF LORE



4 type IV Spells

BLACK BOOK



2 type V Spells
2 type VIII Spells

The Order (O) at the CHAPEL

2 small Treasures
3 Warhorses
2 suits of armor
5 heavy (H) weapons
CHAPEL



The Soldiers (S) at the HOUSE

2 small Treasures
3 helmets
2 shields
7 light (L) weapons
HOUSE



The Rogues (R) at the INN

INN



2 small Treasures
6 Workhorses

The Guard (G) at the GUARD house

GUARD



2 small Treasures
1 helmet
1 breastplate
5 medium (M) weapons

SCROLL OF NATURE



2 type II Spells
2 type III Spells

SCROLL OF ALCHEMY



4 type VI Spells

SCHOLAR



3 small Treasures

SHAMAN



1 type II Spell
1 type III Spell

WARLOCK



1 type V Spell
1 type VI Spell

CRONE



1 type V Spell
1 type VIII Spell

Treasure

Treasure

Treasure

Treasure

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Treasure

MAGIC REALM WEATHER CARDS

Print these cards out on heavy cover weight paper and trim where indicated. Cards are 6.5" x 2.25".

When playing, select the card for the season currently in effect and place it next to the map for easy reference by all players.

Alternate method for selecting the season: Each player selects the card corresponding to the season he wishes to be in effect and places it in front of him. Players then roll dice to select one of these seasons (high roll wins; re-roll ties).

MAGIC REALM WEATHER CARDS

1. Christmas

Light snow swirls across the frozen earth

add 4 victory points

Mountains: 3 phases to enter

7th day: WHITE magic

FOOD to INN (CHAPEL)

ESCORT to CHAPEL (GUARD)

Reward: 3 GOLD/clearing

DIE ROLL	1-3	ICY WINDS*	5 days/week – 3 basic, 2 sunlight
	4	SNOWSTORM	4 days/week – 3 basic, 1 sheltered
	5	FLURRIES	5 days/week – 3 basic, 1 sunlight
	6	COLD	7 days/week – 2 basic, 2 sunlight

***NOTE:**

If a character is not in a cave or Dwelling during Birdsong, he must immediately fatigue one asterisk.

2. Ice

Ice-crusted snow underfoot and still, frigid air

add 4 victory points

Mountains: 4 phases to enter

7th day: BLACK magic

FOOD to GUARD (INN)

ESCORT to INN (CHAPEL)

Reward: 3 GOLD/clearing

DIE ROLL	1-3	FRIGID AIR*	4 days/week – 4 basic, 2 sunlight
	4	SNOWSTORM	3 days/week – 4 basic, 1 sheltered
	5	ICE STORM	4 days/week – 4 basic
	6	COLD	7 days/week – 2 basic, 1 sunlight

*NOTE:

Each time a character ends a phase of his turn outside of a cave or Dwelling, he must fatigue one asterisk. If he is blocked outside of caves and Dwellings before completing his turn, he must also fatigue asterisks for the phases he cancelled.

3. Snow

Deep, drifting snow blankets the world

add 3 victory points

Mountains: 4 phases to enter

7th day: PURPLE magic

FOOD to INN (HOUSE)

ESCORT to INN (GUARD)

Reward: 4 GOLD/clearing

DIE ROLL	1-3	BLIZZARD	2 days/week – 4 basic, 2 sheltered
	4	SNOWSTORM	3 days/week – 4 basic, 1 sheltered
	5	SLEET	4 days/week – 4 basic
	6	SNOWDRIFTS	5 days/week – 3 basic, 1 sunlight

4. Easter

Melting snows and late blizzards

add 4 victory points

Mountains: 3 phases to enter

7th day: WHITE magic

FOOD to CHAPEL (INN)

ESCORT to CHAPEL (GUARD)

Reward: 3 GOLD/clearing

DIE ROLL	1-3	SOFT GROUND*	7 days/week – 2 basic, 2 sunlight
	4	SNOWSTORM	4 days/week – 3 basic, 1 sheltered
	5	SHOWERS	5 days/week – 3 basic, 1 sunlight
	6	COOL	7 days/week – 2 basic, 2 sunlight

*NOTE:

No one can use the Hide Table. This affects both the Hide activity and Hide rolls caused by the World Fades spell.

5. Freshet

Flooding as snows melt and cold rains run off

add 5 victory points

Mountains: 2 phases to enter

7th day: GREY magic

FOOD to INN (HOUSE)

ESCORT to SMALL CAMPFIRE (GUARD)

Reward: 2 GOLD/clearing

DIE ROLL	1-3	FLOODING	3 days/week – 2 basic, 4 sunlight
	4	RAIN	4 days/week – 2 basic, 4 sunlight
	5	SHOWERS	5 days/week – 2 basic, 3 sunlight
	6	COOL	7 days/week – 2 basic, 2 sunlight

6. Spring

Sprouts and blossoms bloom in milder weather

add 5 victory points

FOOD to INN (GUARD)

Mountains: 2 phases to enter

ESCORT to LARGE CAMPFIRE (HOUSE)

7th day: GOLD magic

Reward: 2 GOLD/clearing

DIE ROLL	1-3	BEAUTIFUL	7 days/week – 2 basic, 3 sunlight
	4	RAIN	6 days/week – 2 basic, 2 sunlight
	5	SHOWERS	6 days/week – 2 basic, 3 sunlight
	6	WARM	7 days/week – 2 basic, 2 sunlight

7. Midsummer

Full, green trees in long, sunny days

add 6 victory points

FOOD to LARGE CAMPFIRE (INN)

Mountains: 2 phases to enter

ESCORT to SMALL CAMPFIRE (LARGE CAMPFIRE)

7th day: all except WHITE

Reward: 2 GOLD/clearing

DIE ROLL	1-3	NUTS AND BERRIES	7 days/week – 2 basic, 3 sunlight
	4	SOFT RAIN	7 days/week – 2 basic, 2 sunlight
	5	SHOWERS	7 days/week – 2 basic, 2 sunlight
	6	WARM	7 days/week – 2 basic, 3 sunlight

8. High Summer

Hot, clear days

add 5 victory points

FOOD to GUARD (LARGE CAMPFIRE)

Mountains: 2 phases to enter

ESCORT to SMALL CAMPFIRE (GUARD)

7th day: GOLD magic

Reward: 2 GOLD/clearing

DIE ROLL	1-3	HEAT WAVE*	5 days/week – 3 basic, 3 sunlight
	4	RAIN	5 days/week – 2 basic, 3 sunlight
	5	SHOWERS	7 days/week – 2 basic, 2 sunlight
	6	WARM	7 days/week – 2 basic, 2 sunlight

*NOTE:

If a character is not in a cave or mountain clearing during Birdsong, he must fatigue one asterisk.

9. Swelter

Very hot, humid and still air

add 5 victory points

FOOD to CHAPEL (SMALL CAMPFIRE)

Mountains: 2 phases to enter

ESCORT to INN (SMALL CAMPFIRE)

7th day: PURPLE magic

Reward: 2 GOLD/clearing

DIE ROLL	1-3	BALL LIGHTNING*	4 days/week – 4 basic, 2 sunlight
	4	THUNDERSTORM	7 days/week – 2 basic, 1 sunlight
	5	SHOWERS	7 days/week – 2 basic, 2 sunlight
	6	HOT	5 days/week – 3 basic, 2 sunlight

*NOTE:

Each time a character ends a phase of his turn in a mountain clearing, he must fatigue one asterisk. If he is blocked in a mountain clearing before completing his turn, he must also fatigue asterisks for the phases he cancelled.

10. Harvest

Golden fields of ripening crops

add 6 victory points

Mountains: 2 phases to enter

7th day: GREY magic

FOOD to INN (LARGE CAMPFIRE)

ESCORT to GUARD (LARGE CAMPFIRE)

Reward: 2 GOLD/clearing

DIE ROLL	1-3	RIPENING	7 days/week – 2 basic, 3 sunlight
	4	RAIN	7 days/week – 2 basic, 1 sunlight
	5	SHOWERS	7 days/week – 2 basic, 2 sunlight
	6	WARM	7 days/week – 2 basic, 3 sunlight

11. Autumn

Brightly colored leaves on frosty mornings

add 5 victory points

Mountains: 2 phases to enter

7th day: PURPLE magic

FOOD to GUARD (LARGE CAMPFIRE)

ESCORT to GUARD (SMALL CAMPFIRE)

Reward: 2 GOLD/clearing

DIE ROLL	1-3	AUTUMN SUMMER	7 days/week – 2 basic, 3 sunlight
	4	COLD RAIN	7 days/week – 2 basic, 1 sunlight
	5	SHOWERS	7 days/week – 2 basic, 2 sunlight
	6	COOL	7 days/week – 2 basic, 2 sunlight

12. Halloween

Dead leaves blowing in long, cold nights

add 5 victory points

Mountains: 2 phases to enter

7th day: all colors

FOOD to CHAPEL (INN)

ESCORT to INN (LARGE CAMPFIRE)

Reward: 2 GOLD/clearing

DIE ROLL	1-3	BLOWING LEAVES*	7 days/week – 2 basic, 2 sunlight
	4	COLD RAIN	7 days/week – 2 basic, 1 sunlight
	5	COLD SHOWERS	7 days/week – 2 basic, 1 sunlight
	6	COLD	7 days/week – 2 basic, 3 sunlight

*NOTE:

No one can use the Search activity to roll on the Peer Table. The enhanced Peer activity is not affected.

13. Desolate

Cold rains on barren trees and ground

add 5 victory points

Mountains: 2 phases to enter

7th day: GREY magic

FOOD to INN (HOUSE)

ESCORT to INN (CHAPEL)

Reward: 2 GOLD/clearing

DIE ROLL	1-3	EARLY SNOW*	7 days/week – 2 basic, 2 sunlight
	4	FREEZING RAIN	7 days/week – 2 basic, 1 sunlight
	5	FLURRIES	5 days/week – 3 basic, 1 sunlight
	6	COLD	7 days/week – 2 basic, 2 sunlight

*NOTE:

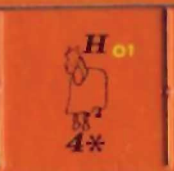
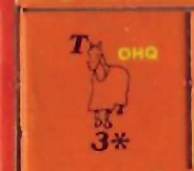
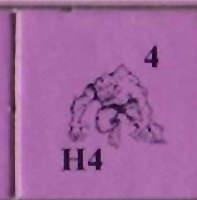
No one can use the Hide Table. This affects both the Hide activity and Hide rolls caused by the World Fades spell.

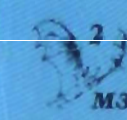
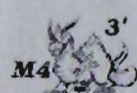
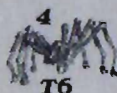
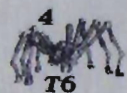
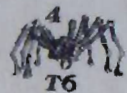
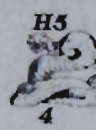
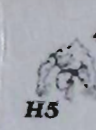
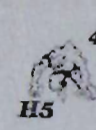
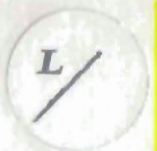
Magic Realm Treasure/Spell Cards

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Instant Spell (character) MAKE WHOLE repair damage wounds and fatigue (I, WHITE)	Instant Spell (character) SMALL BLESSING gets one WISH (roll) (I, WHITE)	Day Spell (MAGIC chits) WITCH'S BREW change MAGIC II to IV VIII to III (II, GREY)	Instant Spell (character) TALK TO WISE BIRD immediate PEER in any hex (II, GOLD)	Combat Spell (individual) PEACE cannot attack until attacked (I, WHITE)	Instant Spell (clearing) EXORCISE remove all magic demons imp (I, WHITE)	Day Spell (character) PROPHECY do not write move in advance (II, PURPLE)	Day Spell (hex) FOG cannot PEER normally in hex (II, GREY)	DRAGON ESSENCE treat like SMOKE chit PURPLE FAME: -10 - N 20 3	CLOVEN HOOF plus one to all rolls BLACK FAME: -20 - N 40 4	GLOVES OF STRENGTH FIGHT T5 (Order 5F) - N 6 8
Combat Spell (individual) ELVIN GRACE change MOVE L=1, M=2 H=3, T=4 (III, GOLD)	Day Spell (MAGIC chits) FAERIE LIGHTS change MAGIC III to II VII to VI (III, GOLD)	Day Spell (character) SEE HIDDEN SIGNS extra SEARCH phase (III, GOLD)	Day Spell (MAGIC chits) ELEMENTAL SPIRIT change MAGIC IV to VIII VI to V (IV, PURPLE)	Permanent (hex/human) LOST MOVE randomly (roll for clearing) (III, GOLD)	Permanent (hex/human) ILLUSION add one to all SEARCH die rolls (III, GOLD)	Attack Spell (multiple) STONES FLY L* MISSILE attack on each target (specify) (II, GREY)	Instant Spell (Demon) ASK DEMON ask question with yes/no or number answer (V, BLACK)	POWER GAUNTLETS FIGHT H4 FAME:3 - N 4 7	HANDY GLOVES FIGHT M3 FAME:1 - N 2 6	POWER BOOTS MOVE H4 - N 3 8
Attack Spell (individual) LIGHTNING BOLT MISSILE M*** attack mountain only (IV, PURPLE)	Attack Spell (multiple) FIERY BLAST L*** MISSILE attack on each target (IV, PURPLE)	Day Spell (clearing) BLAZING LIGHT extra phase cave only (IV, PURPLE)	Attack Spell (clearing) ROOF COLLAPSES all attacked SMASH H4 cave only (IV, PURPLE)	Combat Spell (individual) PENTANGLE not affected by spells curses demons, imp (V, BLACK)	Instant Spell (character) CURSE gets one CURSE (roll) (V, GREY)	Day Spell (character) PHANTASM move unseen SEARCHER (PEER only) can SPELL (VI, PURPLE)	Permanent (individual) TRANSFORM become beast (roll for TRANSFORM) (VI, PURPLE)	7 LEAGUE BOOTS MOVE T5 extra MOVE - N 2 5	DEFT GLOVES FIGHT L2 LOOT 1 die (Order 5F) - N 6 10	TIMELESS JEWEL don't write move (Soldiers 5F) L N:7 34
Day Spell (hex) VIOLENT STORM roll to see number of phases lost (IV, PURPLE)	Move Spell (individual) HURRICANE WINDS must FLY T1 one hex mountain only (IV, PURPLE)	Permanent (monster) ABSORB ESSENCE become monster (V, BLACK)	Instant Spell (individual) POWER OF THE PIT roll for POWER/PIT attack (V, BLACK)	Permanent (character) BAD LUCK plus one to all die rolls (VIII, any)	Combat Spell (weapon) POISON add one* to damage caused by weapon (VIII, GREY)	Instant Spell (spell) REMEDY cancels* one spell or curse (VIII, GREY)	Day Spell (human group) PERSUADE group becomes 'FRIENDLY' works on giants, ogres (III, GOLD)	ANCIENT TELESCOPE extra PEER mountain only - 5	CLOAK OF MIST extra HIDE - N 2 4	TOADSTOOL RING extra SPELL - N 3 9
Day Spell (MAGIC chits) UNLEASH POWER MOVE/FIGHT 2,3=L, 4=M 5=H, 6=T (VI, PURPLE)	Instant Spell (spell) DISSOLVE SPELL cancel spell (VI, PURPLE)	Permanent (individual) MELT INTO MIST can only MOVE T4 (no fight) (VI, PURPLE)	Permanent (character) WORLD FADES roll HIDE each round MAGIC SIGHT (VI, BLACK)	Day Spell (individual) BLEND INTO BACKGROUND extra HIDE phase (II, GREY)	Move Spell (individual) BROOMSTICK can FLY L1 in encounter combat and movement (V, BLACK)	Day Spell (character) PREMONITION choose when your written move is executed (VII, GREY)	Phase Spell (character) PROTECTION FROM MAGIC immune to spells for one phase (VII, GOLD)	QUICK BOOTS MOVE M3 FAME:1 - N 2 8	ELVEN SLIPPERS MOVE L2 - N 2 5	SHOES OF STEALTH MOVE L3 HIDE 1 die - N 2 7

Permanent (artifact) ENCHANT ARTIFACT add spell, MAGIC chit to artifact (VI, PURPLE)	Day Spell (bats) CONTROL BATS move and fight with bats (VII, any)	Permanent (character) SENSE DANGER extra ALERT phase/turn (VII, PURPLE)	Day Spell (goblins) DEAL WITH GOBLINS group becomes 'NEUTRAL' can deal (VIII, BLACK)	Permanent (individual) PEACE WITH NATURE not attacked by Warning or Sound chits (VII, GOLD)	Day Spell (monster) GUIDE SPIDER OR OCTOPUS move and fight with one monster (VIII, GREY)	Instant Spell (one Sound) WHISTLE FOR MONSTERS move Sound to or from your hex (VIII, PURPLE)	GOOD BOOK (4 spells) I FAME:5 L N:5 10	BLACK BOOK (4 spells) V FAME:-15 L N:15 10	BOOK OF LORE (4 spells) IV FAME:-5 L N:10 10	SCROLL OF NATURE (4 spells) II L N:5 10
Potion ALCHEMIST'S MIXTURE one MISSILE attack M*** (discard to WARLOCK) - 4	Potion POTION OF ENERGY no limit to EFFORT* in combat (discard to WARLOCK) - 5	Potion DRAUGHT OF SPEED *s determine speed, **=2 *=3, zero=4 (discard to WARLOCK) - 6	Potion GRIPPING DUST weapon stays alerted (discard to WARLOCK) 3	LOST KEYS opens CHEST CRYPT, VAULT - 5	BEJWELED DWARF VEST H armor vs. THRUST (Soldiers 10F) M N:5 27	GOLDEN CROWN M armor vs. SMASH (Guard 20F) H N:-15 50	GOLDEN ARM BAND M armor vs. SWING (Lancers 3F) L 15	SCROLL OF ALCHEMY (4 spells) VI FAME:-10 L N:15 10	SACRED STATUE (1 spell) I (Order 10F) L N:-5 10	EYE OF THE IDOL (1 spell) II FAME:-5 M N:10 34
Potion OINTMENT OF BITE FIGHT hits on tie speed (discard to CRONE) - 5	Potion REFLECTING GREASE any armor stops wounds (discard to CRONE) - 3	Potion OIL OF POISON add * to weapon (discard to CRONE) - 3	Potion PENETRATING GREASE weapon ignores all armor (discard to CRONE) - 4	IMPERIAL TABARD (Guard 20F) M N:-10 17	SHIELDED LANTERN extra phase in caves L 8	ROYAL SCEPTRE extra HIRE (Guard 20F) L N:-15 8	REGENT OR JEWELS extra TRADE (Soldiers 10F) L N:10 67	ENCHANTER'S SKULL (1 spell) IV FAME:-10 L N:10 17	BLASTED JEWEL (1 spell) V FAME:-15 H N:15 30	HIDDEN RING (1 spell) VI FAME:-10 - N:10 20
Potion POULTICE OF HEALTH REST counts double (discard to SHAMAN) - 2	Potion WITHERED CLAW roll, get WISH and CURSE (discard to SHAMAN) - 3	Potion AMULET cancels one spell or CURSE (discard to SHAMAN) - 5	Potion OINTMENT OF STEEL counts like T armor, any blow (discard to SHAMAN) - 4	LUCKY CHARM roll 1 die all rolls - 14	FLYING CARPET FLY M2 (in PURPLE) M N:12 17	DRAGONFANG NECKLACE control one dragon (in PURPLE) (Lancers 12F) - N:12 8	PHANTOM GLASS use MAGIC SIGHT L N:2 8	BEAST PIPES (1 spell) VIII FAME:-5 - N:5 8	SACRED GRAIL WHITE (Order 50F) M N:-25 12	FLOWERS OF REST lose turn rest fatigue GOLD - 2
Potion VIAL OF HEALING move all wounds to fatigue (discard to CHAPEL) - 2	MAP OF LOST CITY -1 to LOCATE rolls in LOST CITY - 3	MAP OF LOST CASTLE -1 to LOCATE rolls in LOST CASTLE - 3	MAP OF RUINS -1 to LOCATE rolls in any RUINS hex - 3	CRYSTAL BALL PEER or SPELL in any hex M N:5 20	GIRTLE OF ENERGY EFFORT limit is 3*/round FAME:2 - N:4 13	EYE OF THE MOON see/change next weather (in GREY) M N:13 13	MAGIC WAND control red die on Spell rolls FAME:-10 - N:10 17	GLIMMERING RING (1 spell) III - N:10 15	GLOWING GEM (1 spell) VII (Soldiers 5F) - N:5 17	GOLDEN ICON GREY FAME:-10 T N:20 100
GARB OF SPEED *s determine speed, **=3 *=4, zero=5 FAME:2 - N:6 16	BELT OF STRENGTH *s determine force, **=T *=H, zero=M FAME:3 - N:5 16	ELUSIVE CLOAK re-place MOVE (enemy over 4) - N:2 10	BATTLE BRACELETS re-place FIGHT (enemy over 4) FAME:2 - N:4 12	CHEST must have LOST KEYS to open P1 T O	MOULDY SKELETON get CURSE P2 discard	REMAINS OF THIEF get CURSE, treasures P3 discard	TOADSTOOL CIRCLE extra SPELL P4 BLACK CANNOT MOVE	CRYPT OF THE KNIGHT (display) P5 CANNOT MOVE	ENCHANTED MEADOW (display) P6 CANNOT MOVE	MAGIC SPECTACLES extra SEARCH - N:2 6

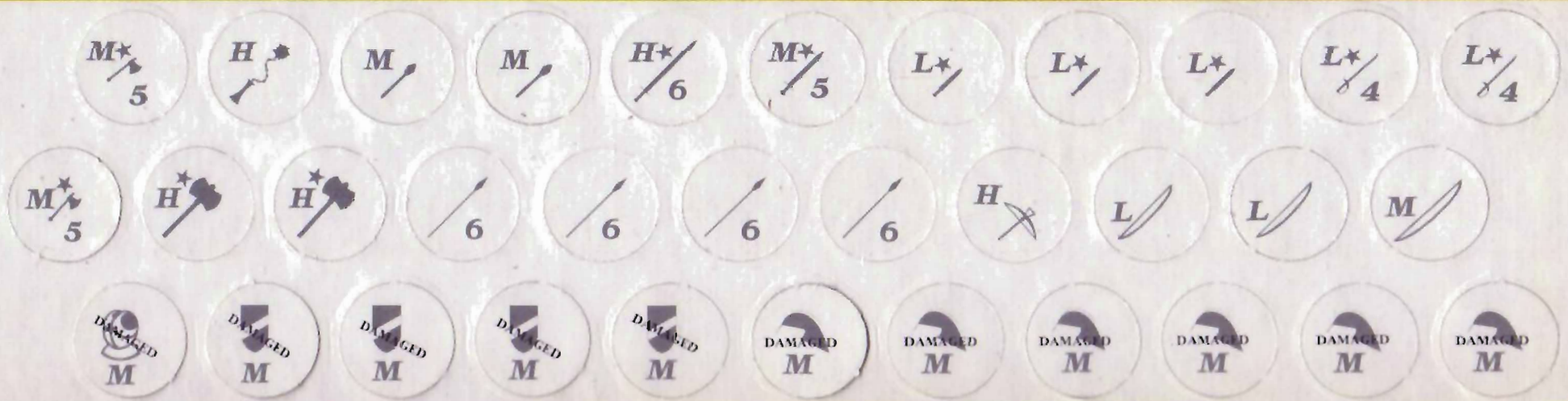
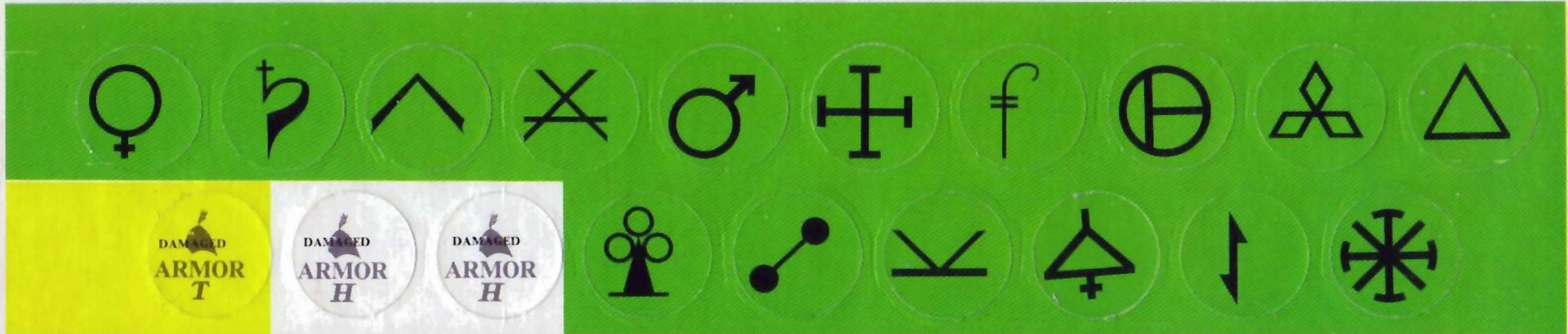


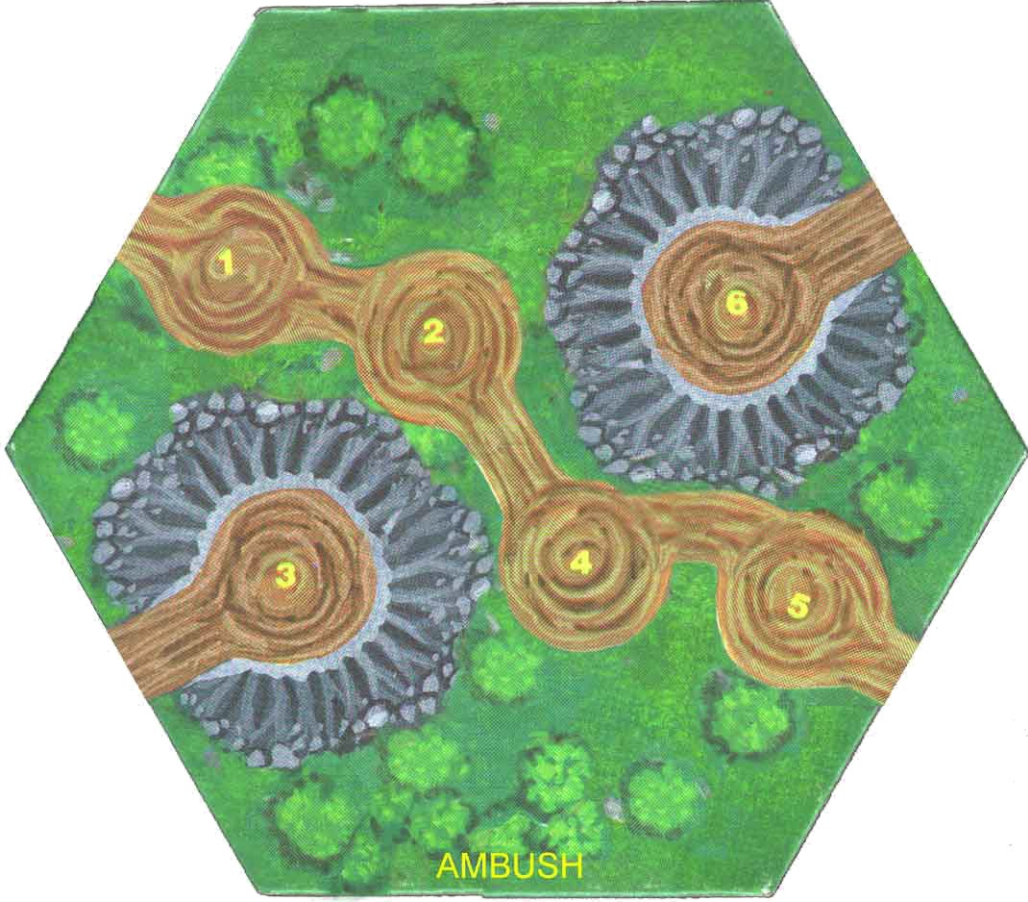


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Magic Realm Major Counters

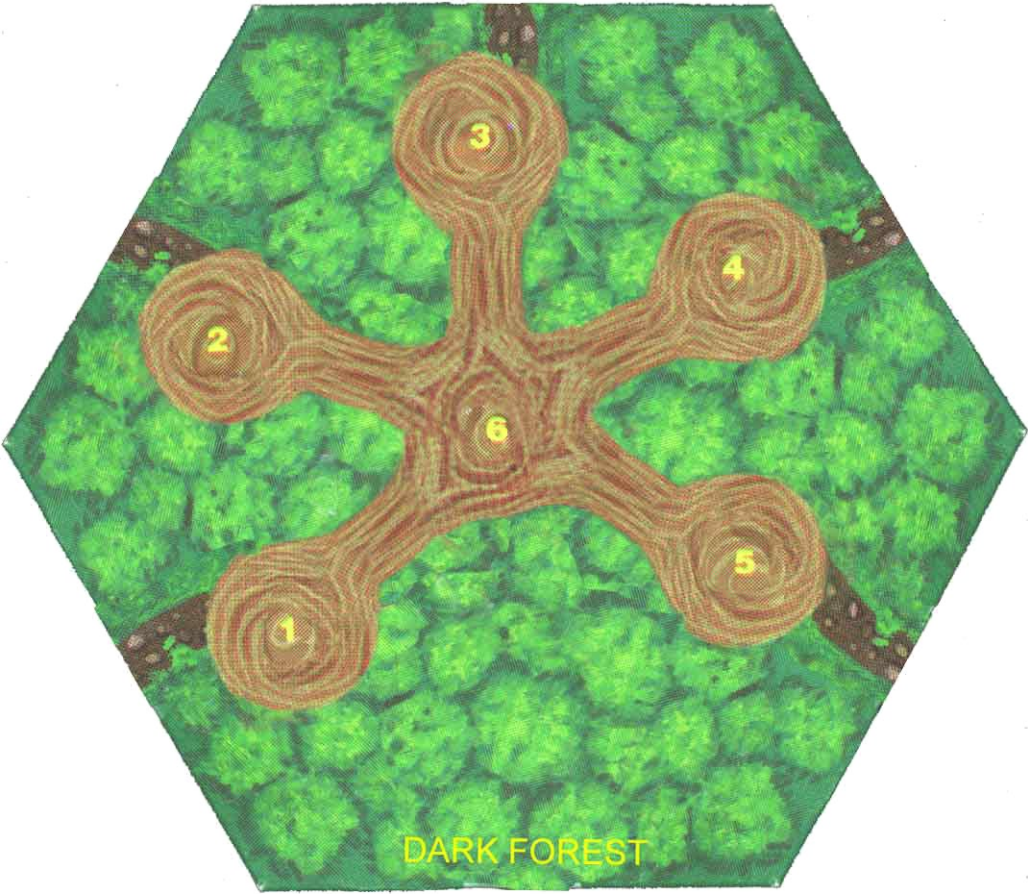




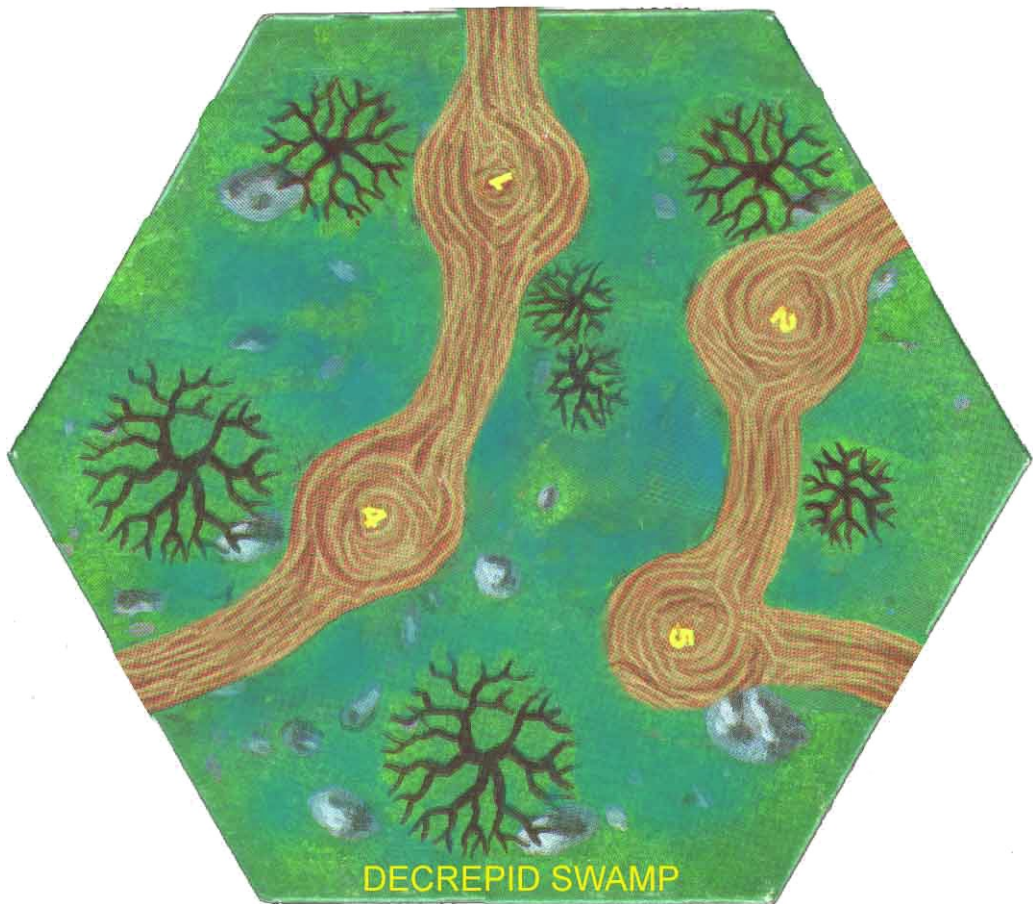


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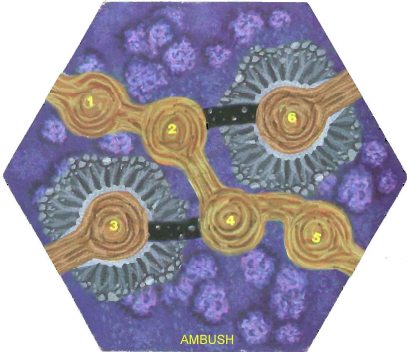




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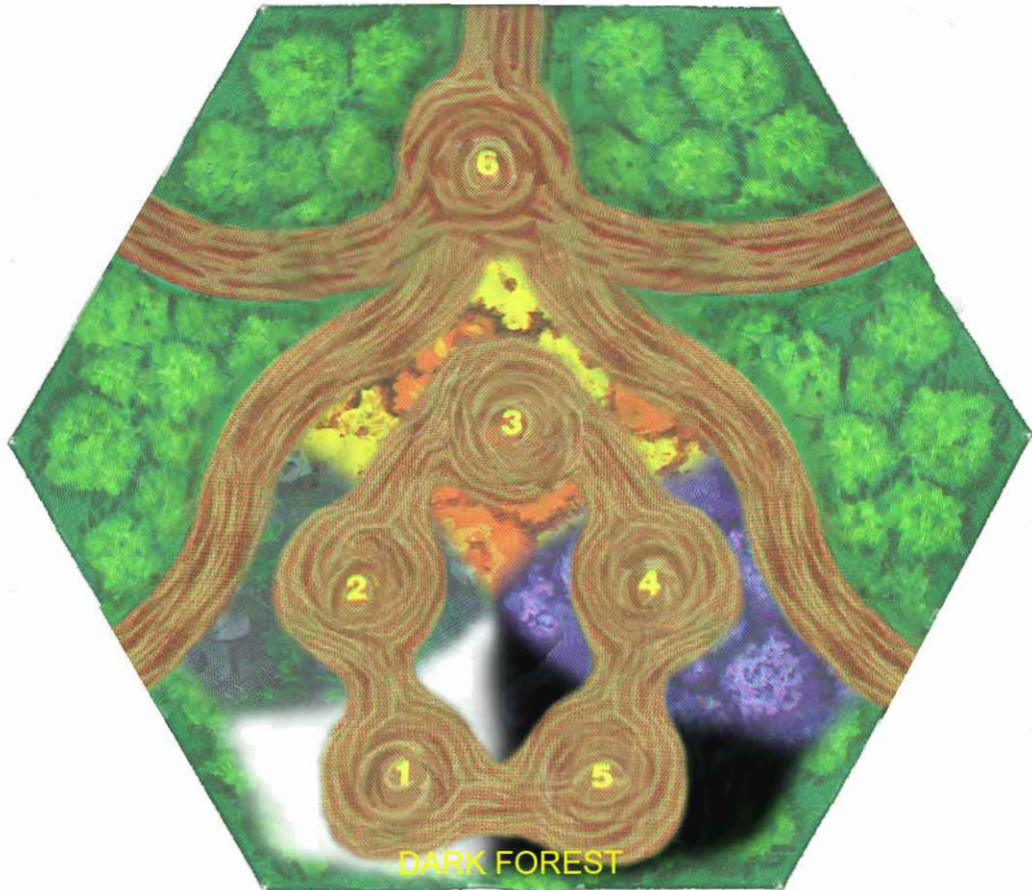




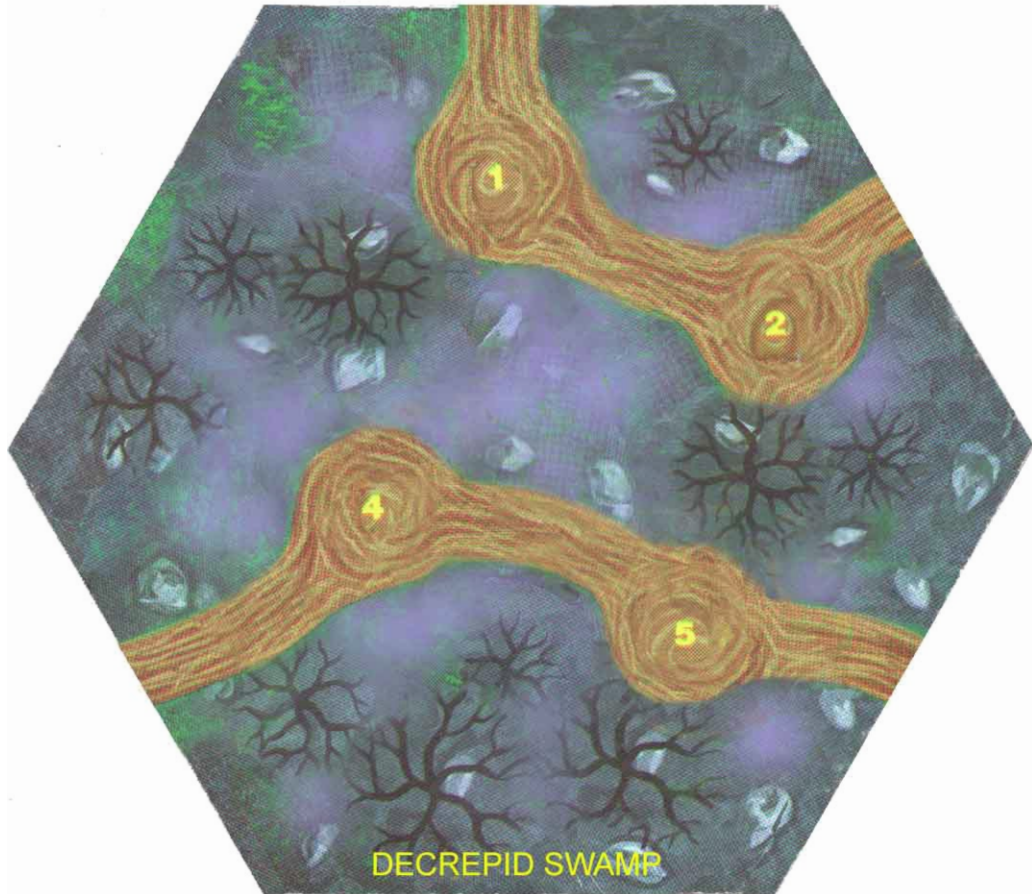




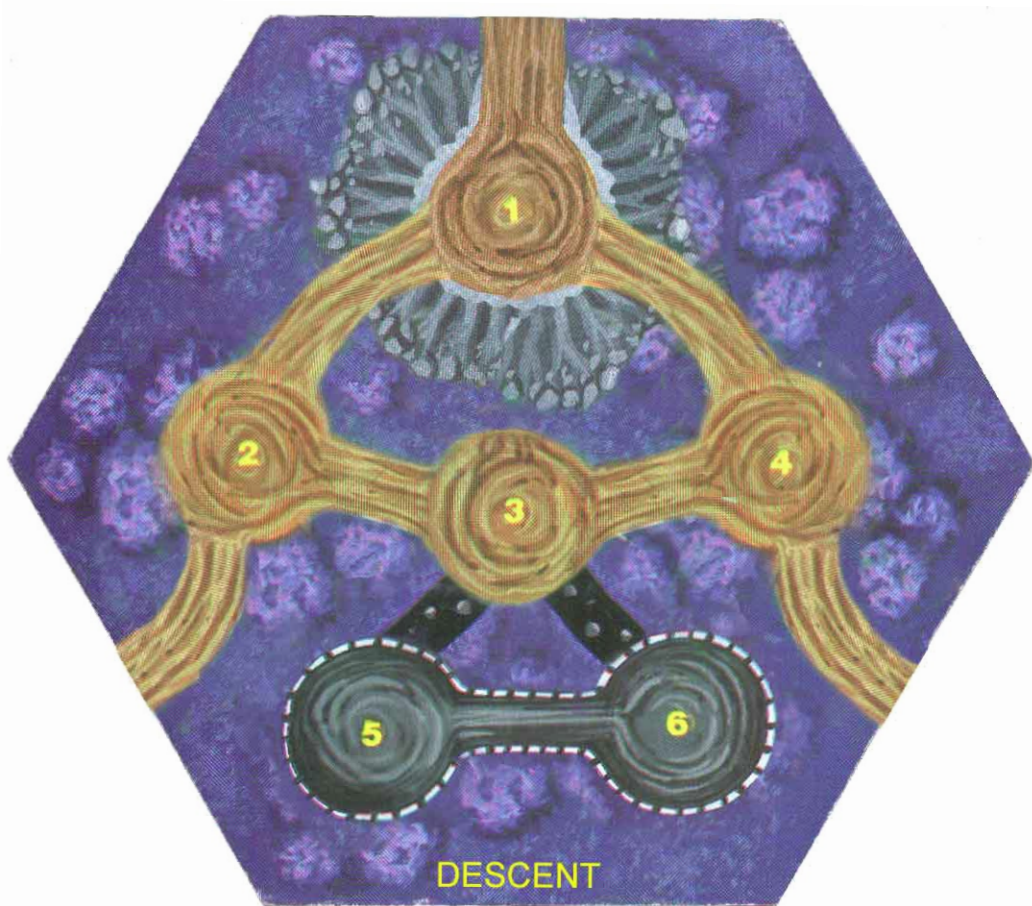
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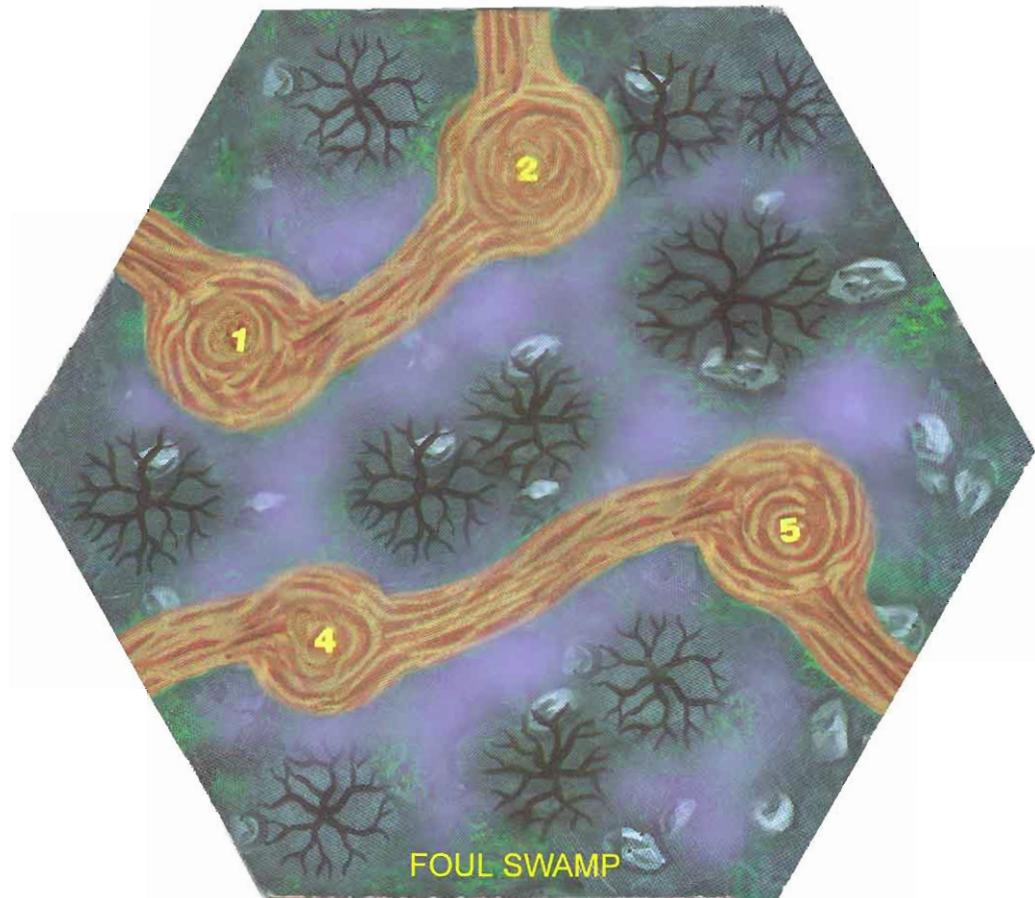


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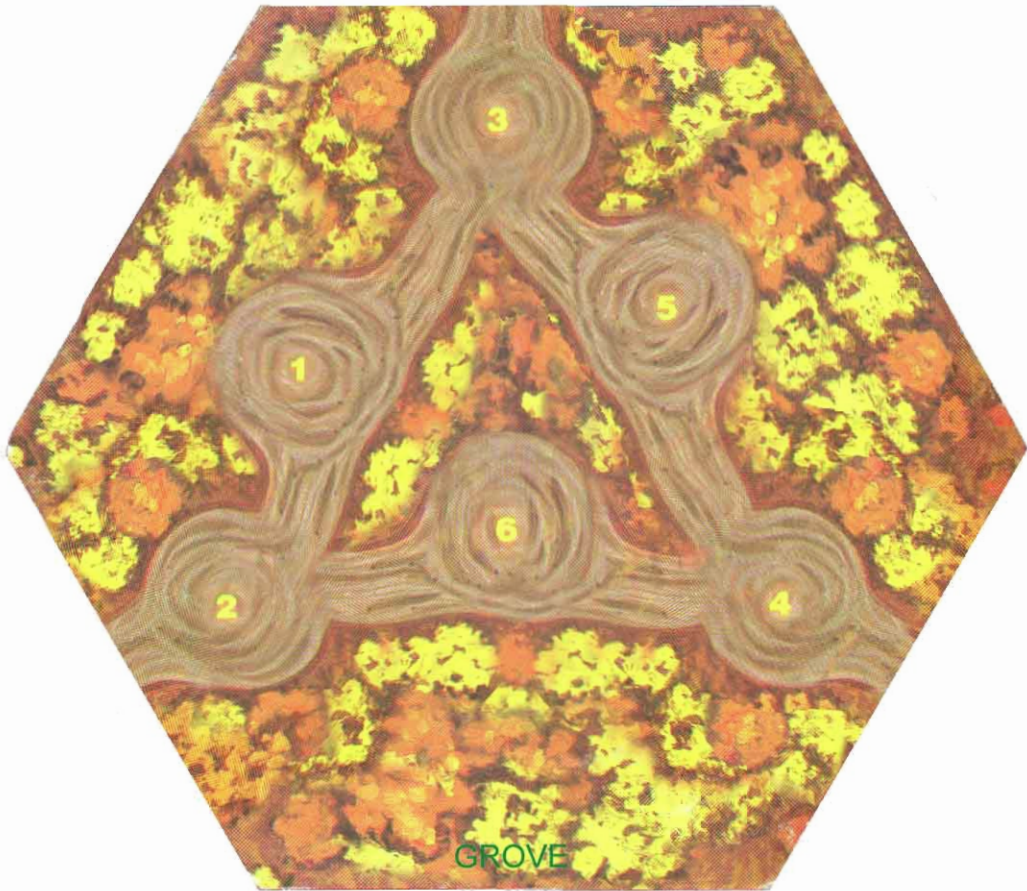


DECREPID SWAMP

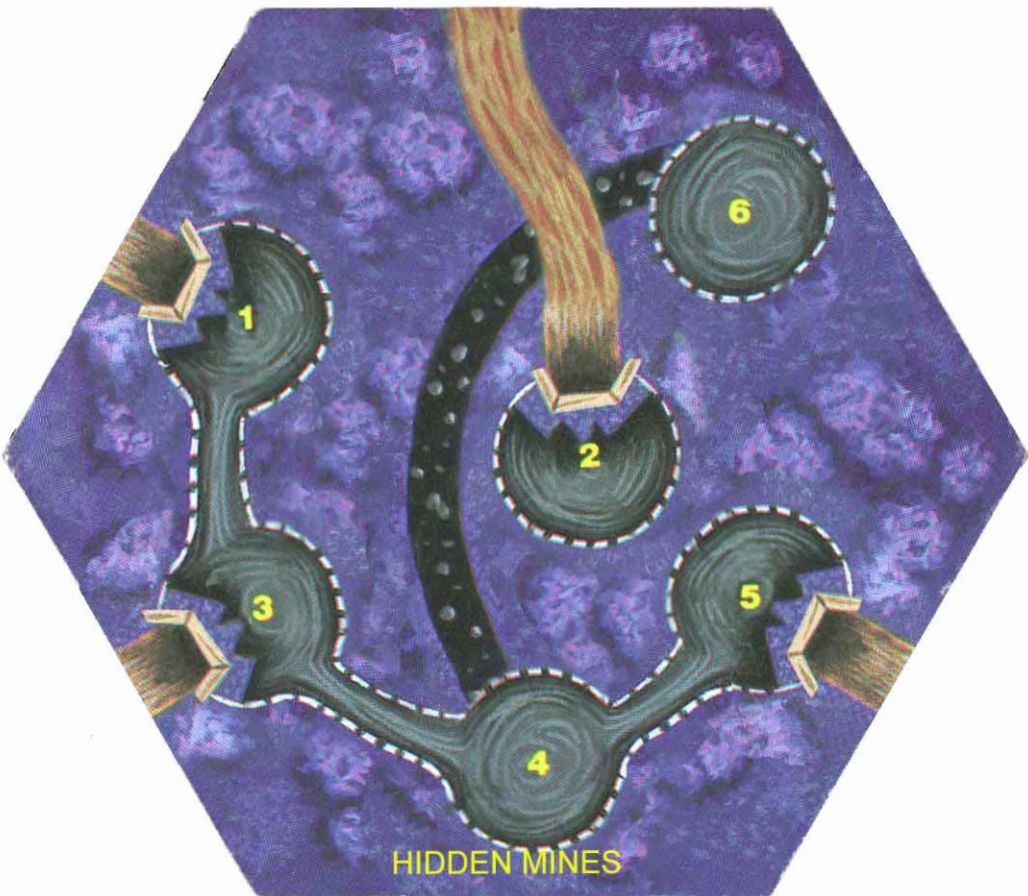


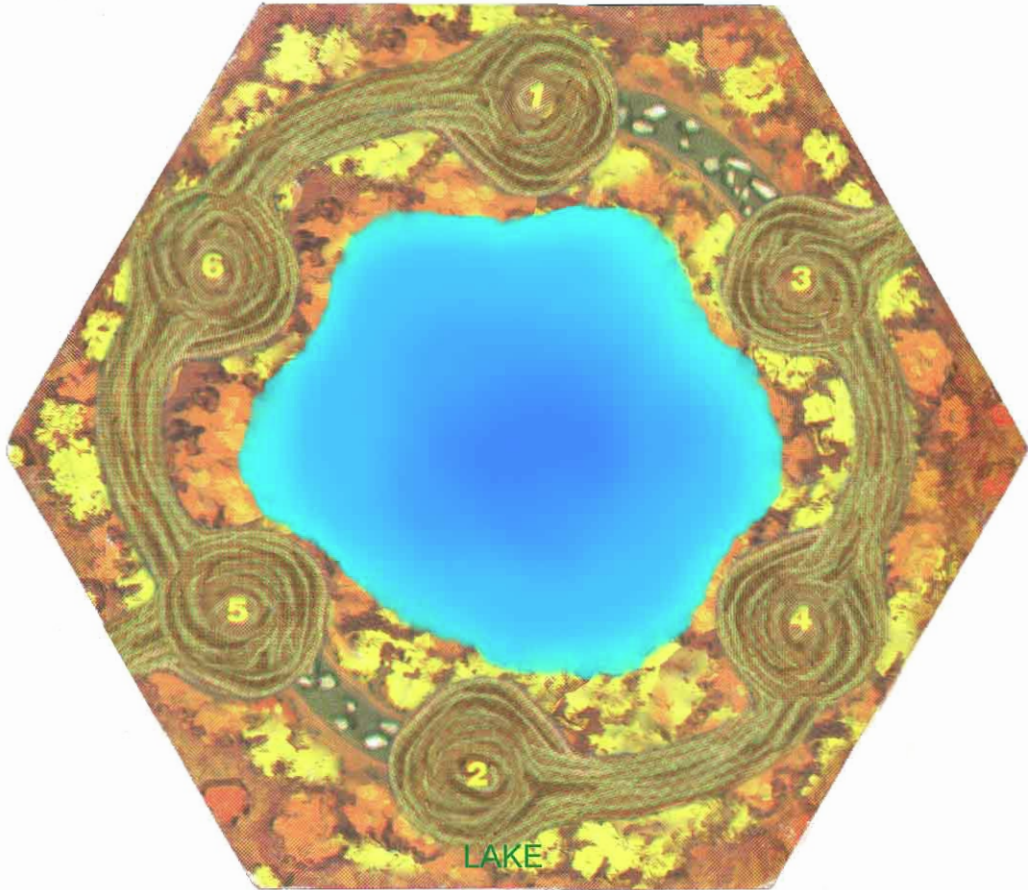


FOUL SWAMP



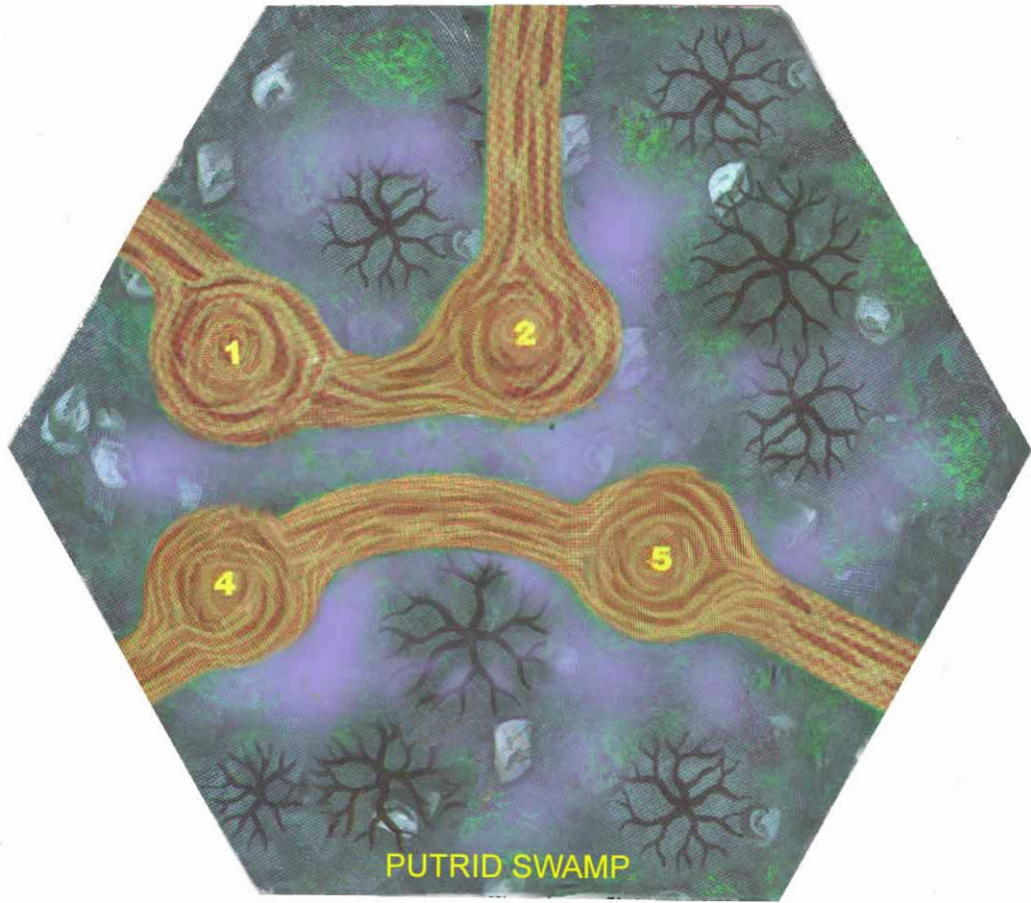
GROVE



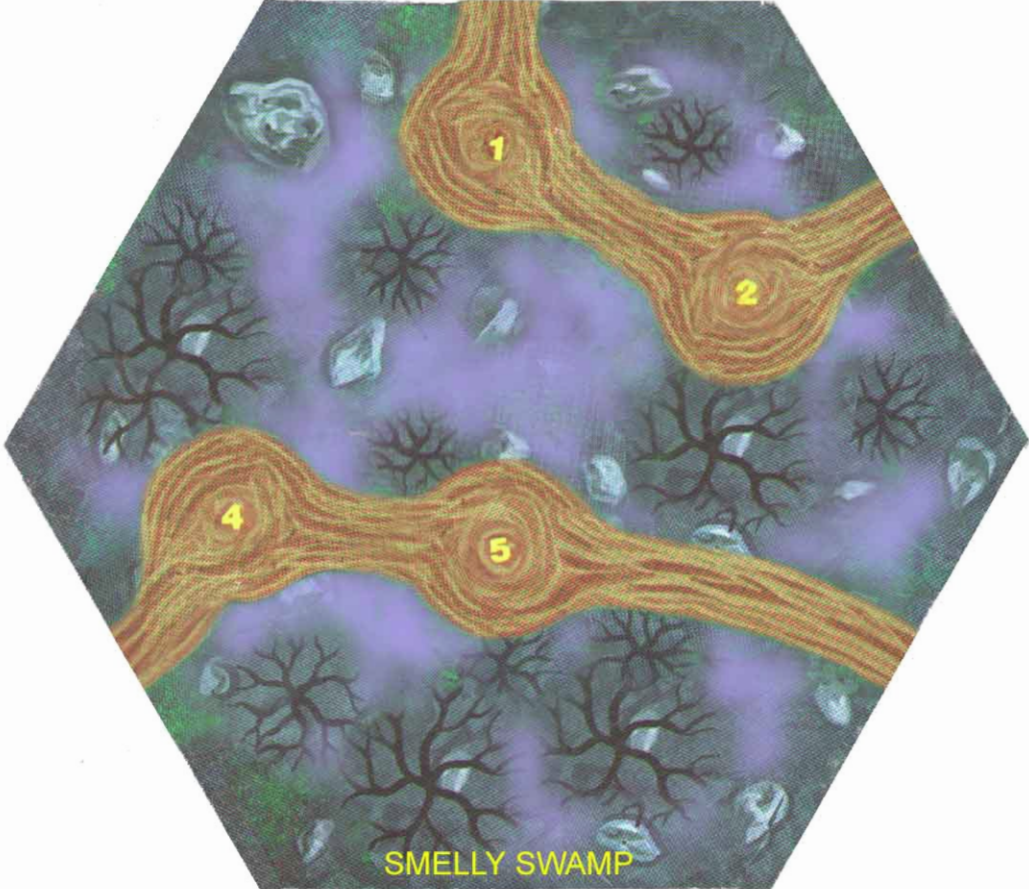


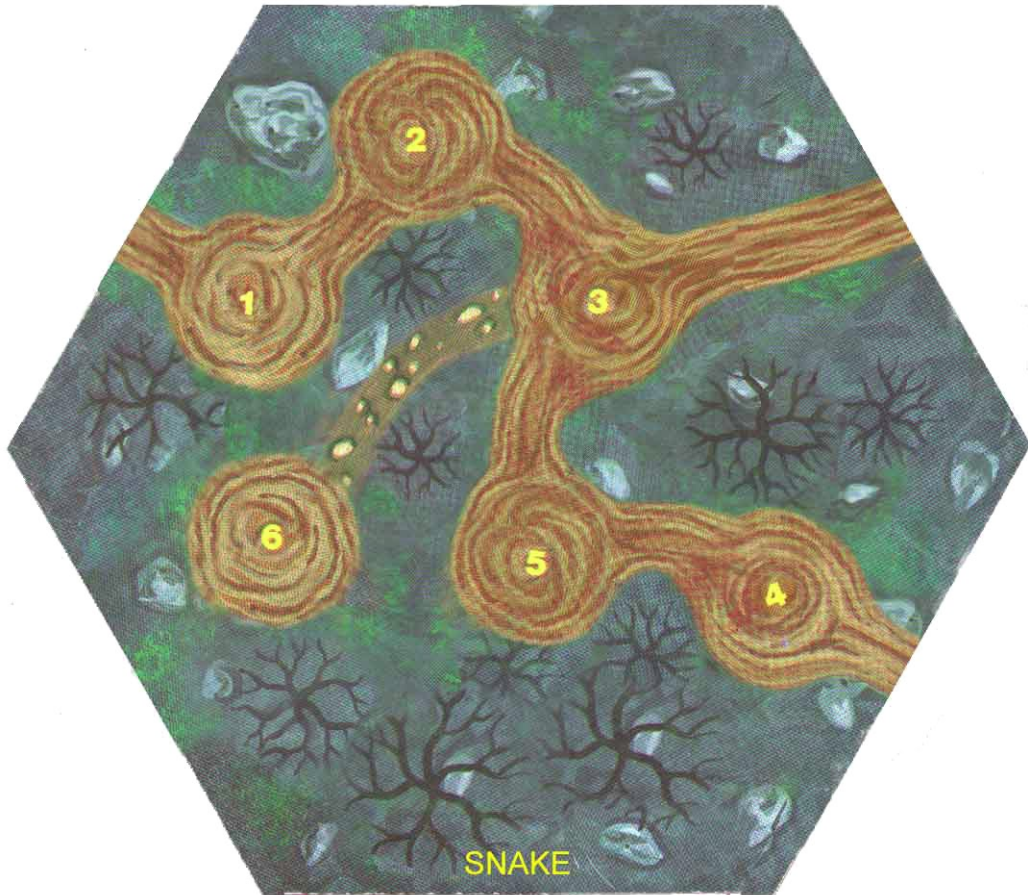
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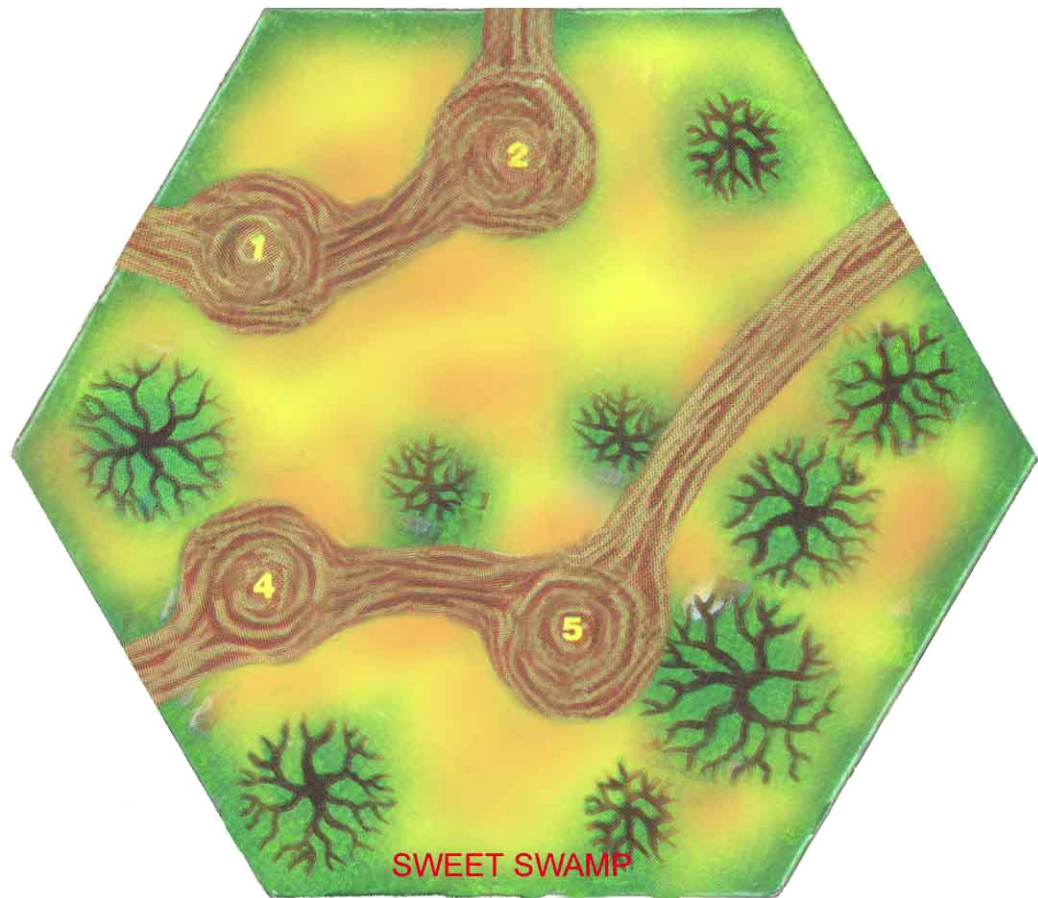


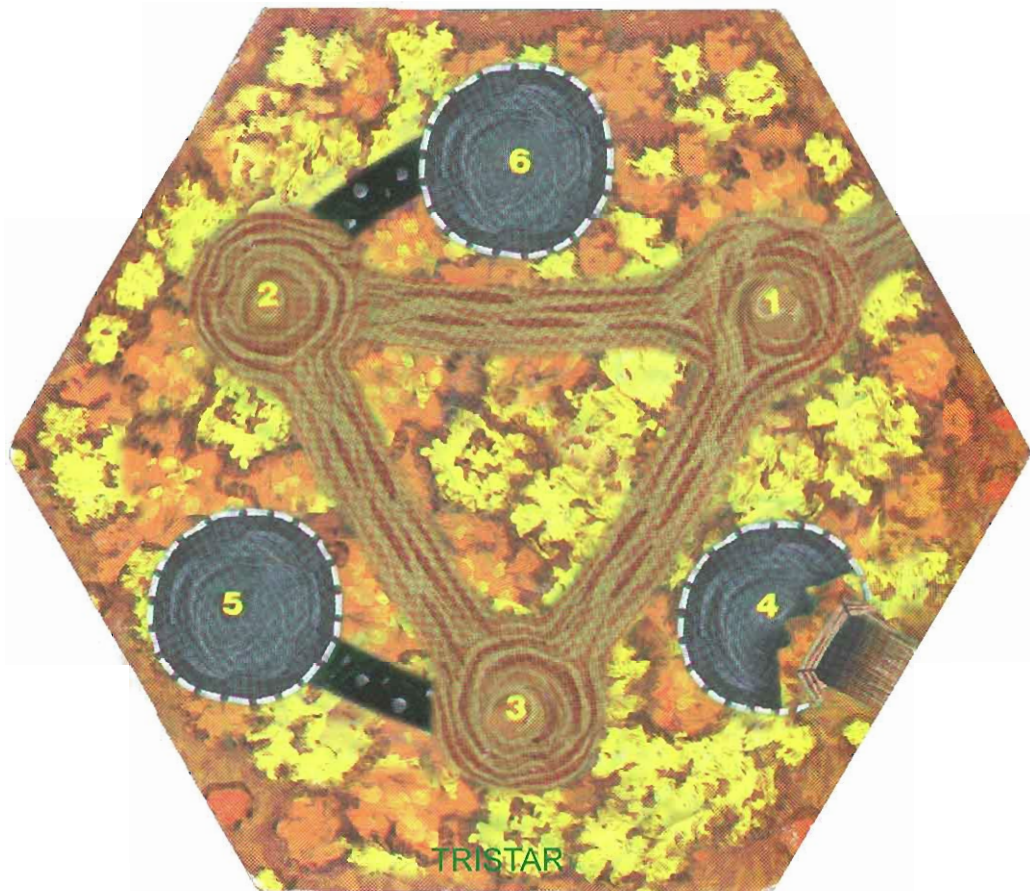


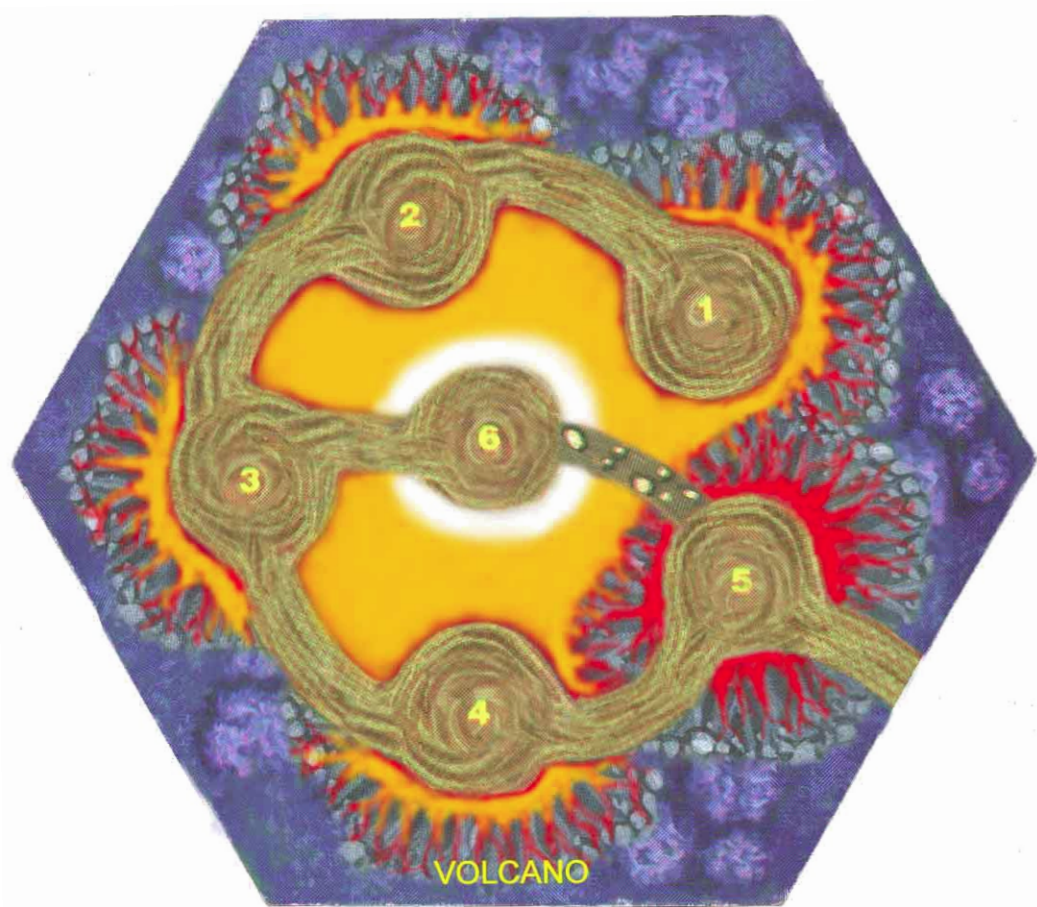
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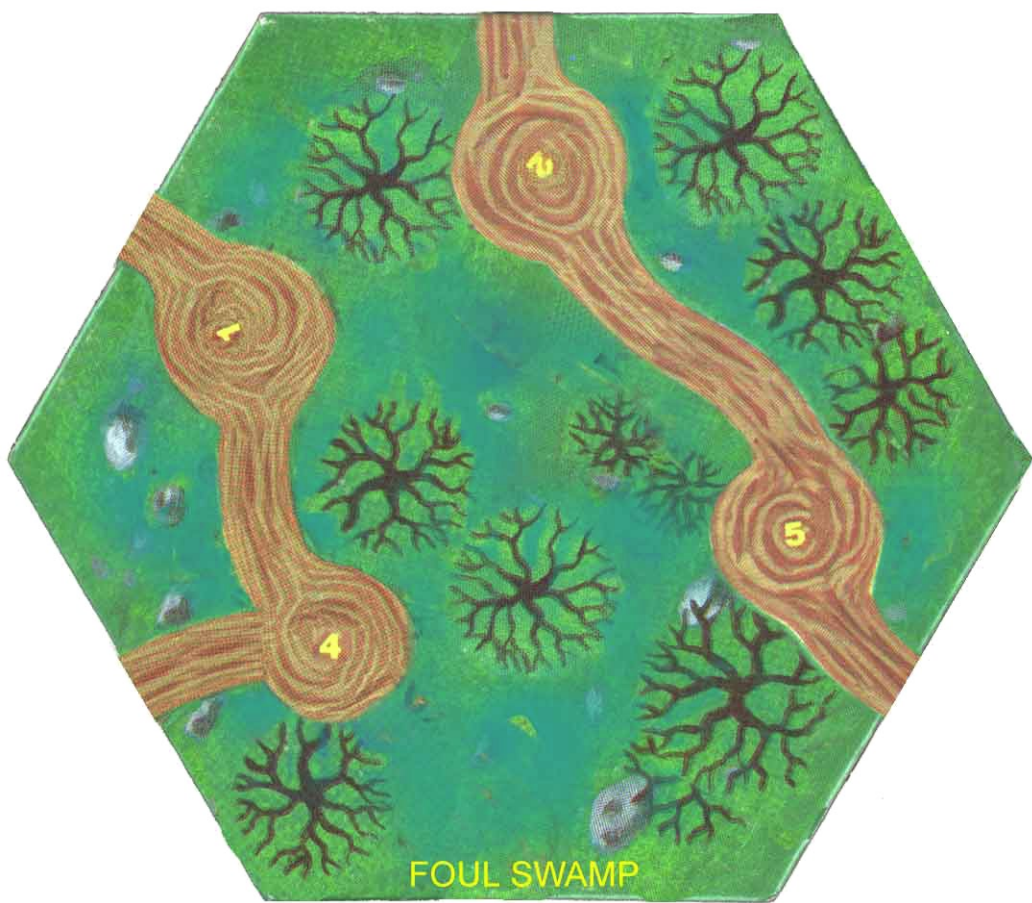


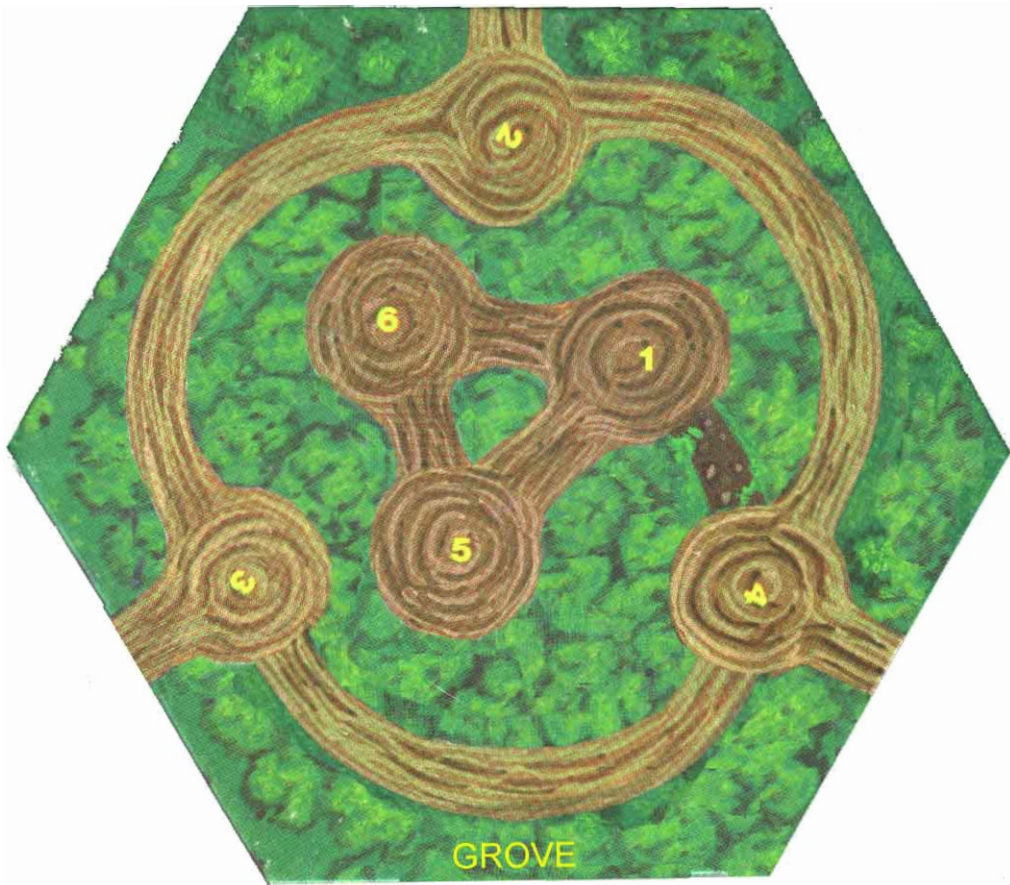


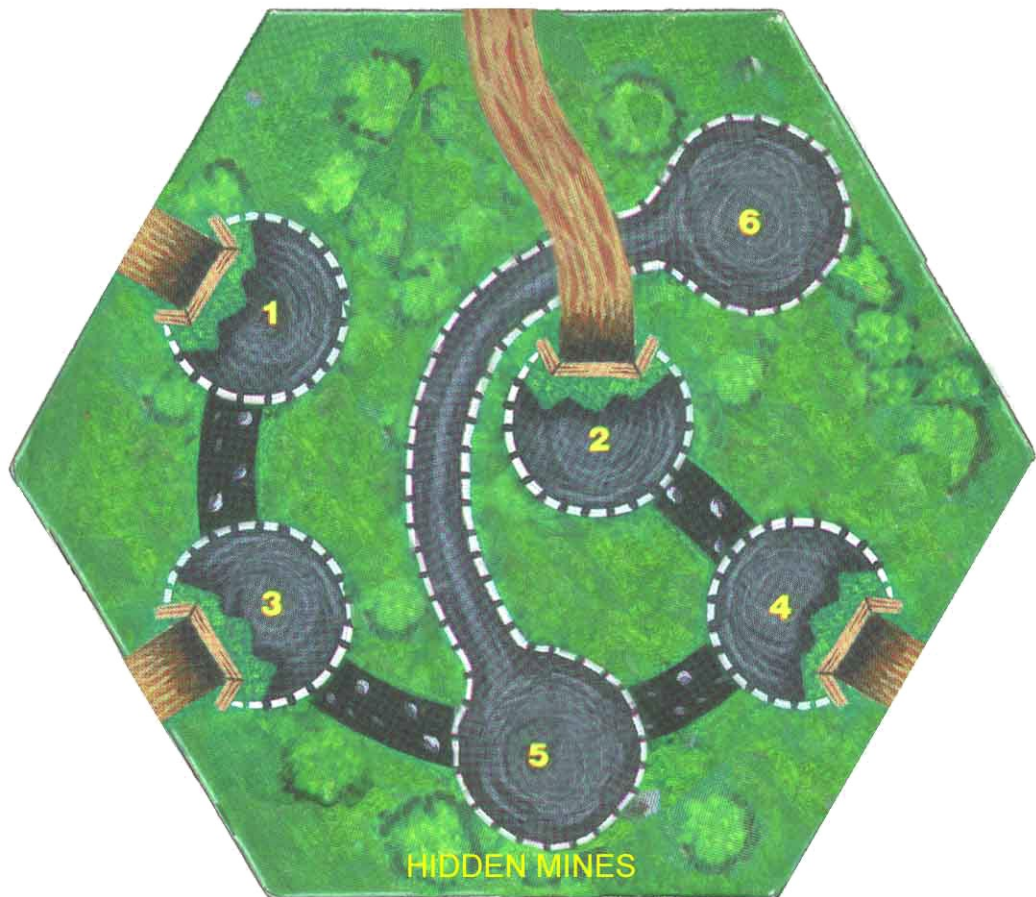


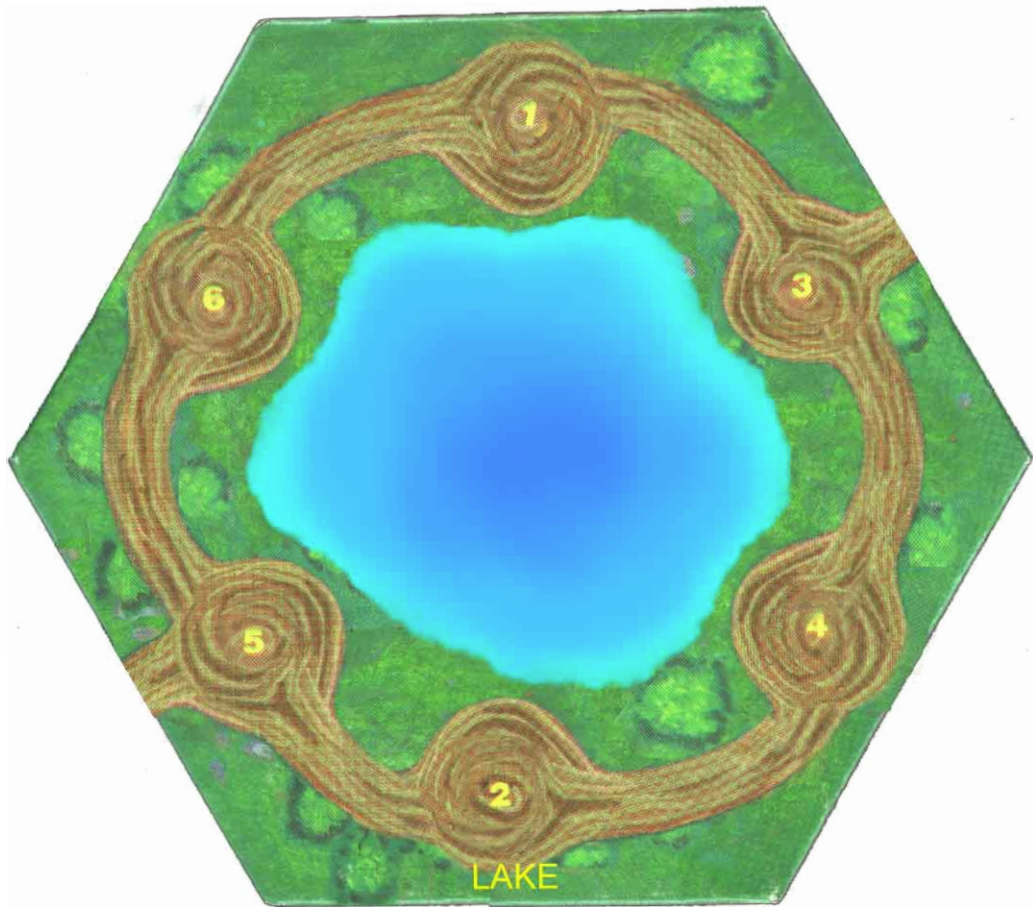




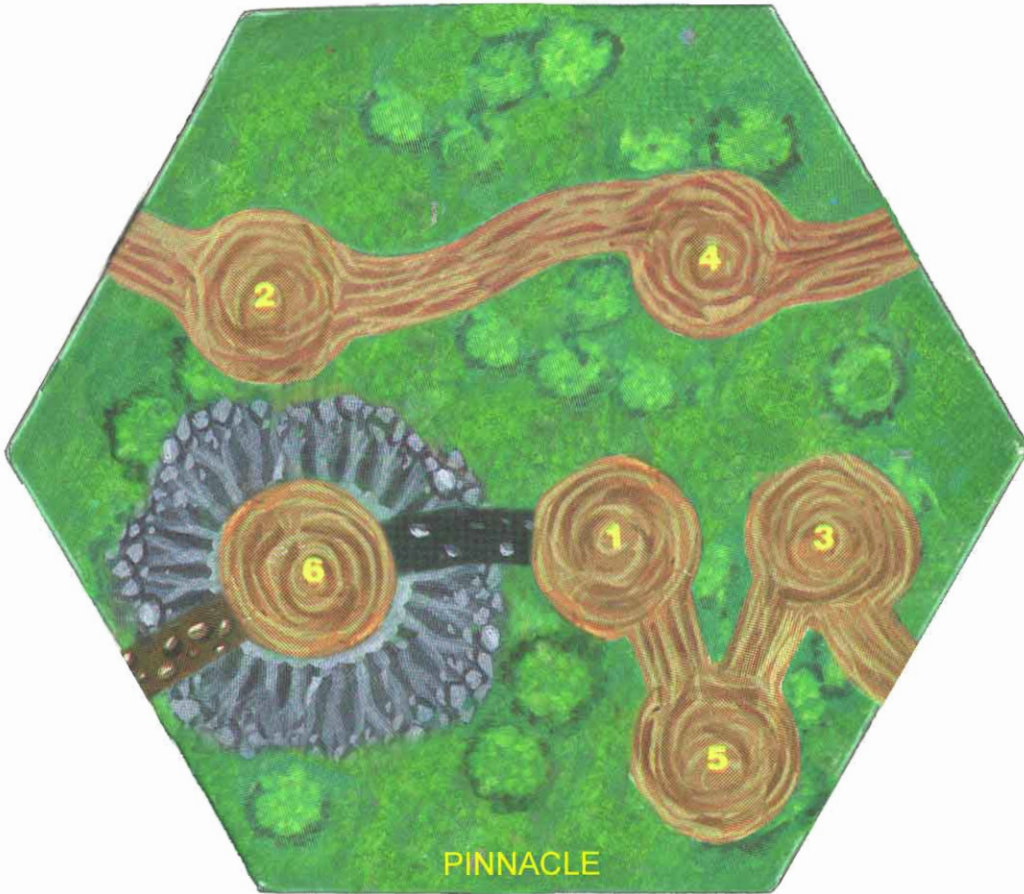




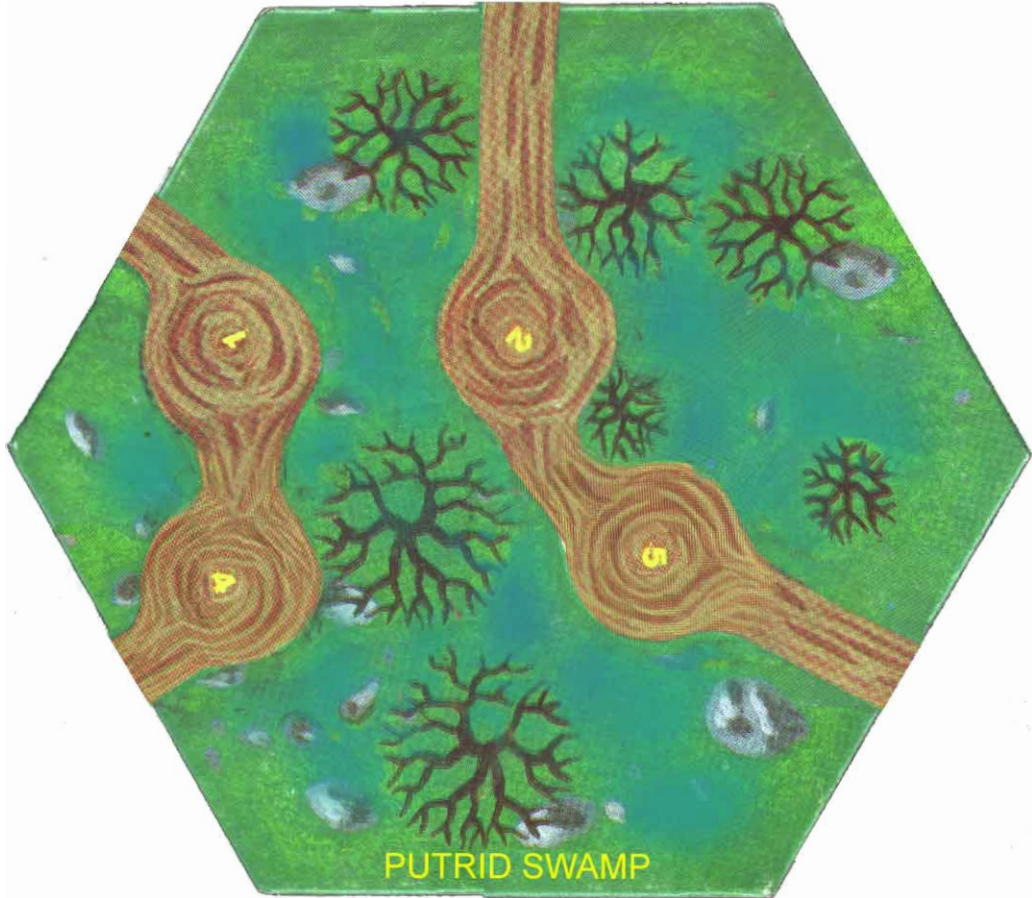




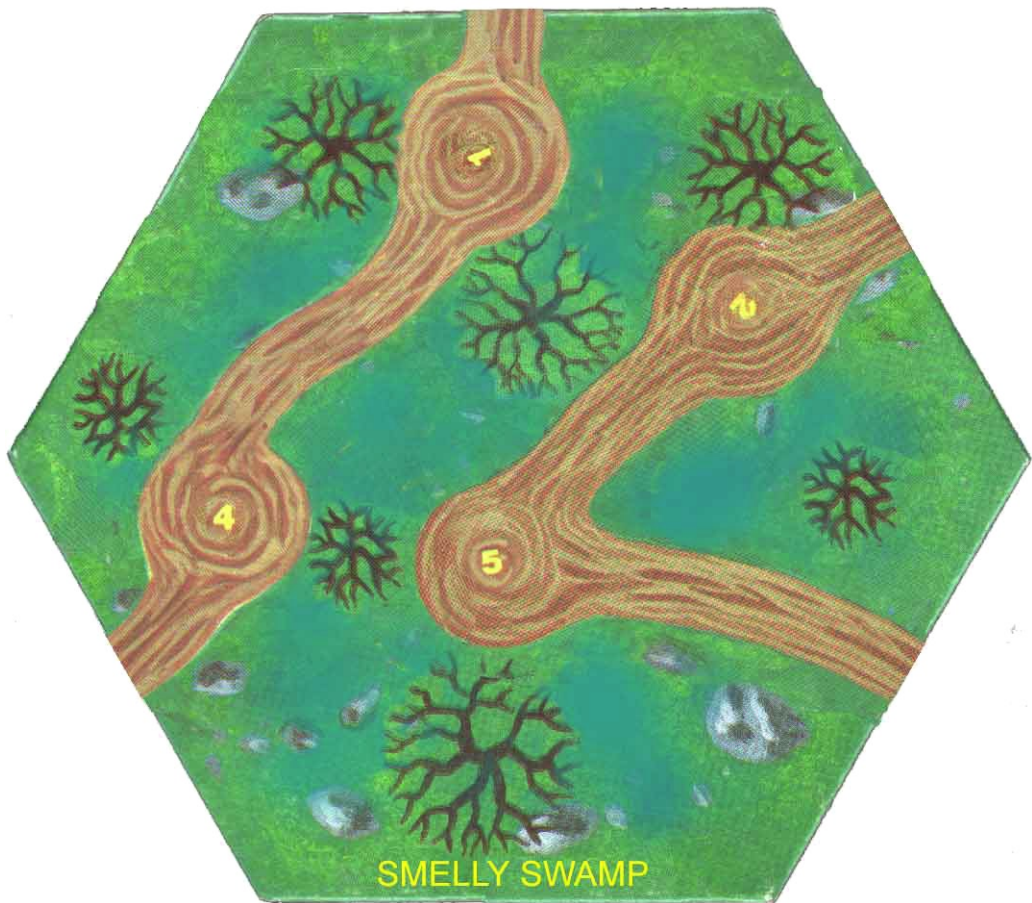
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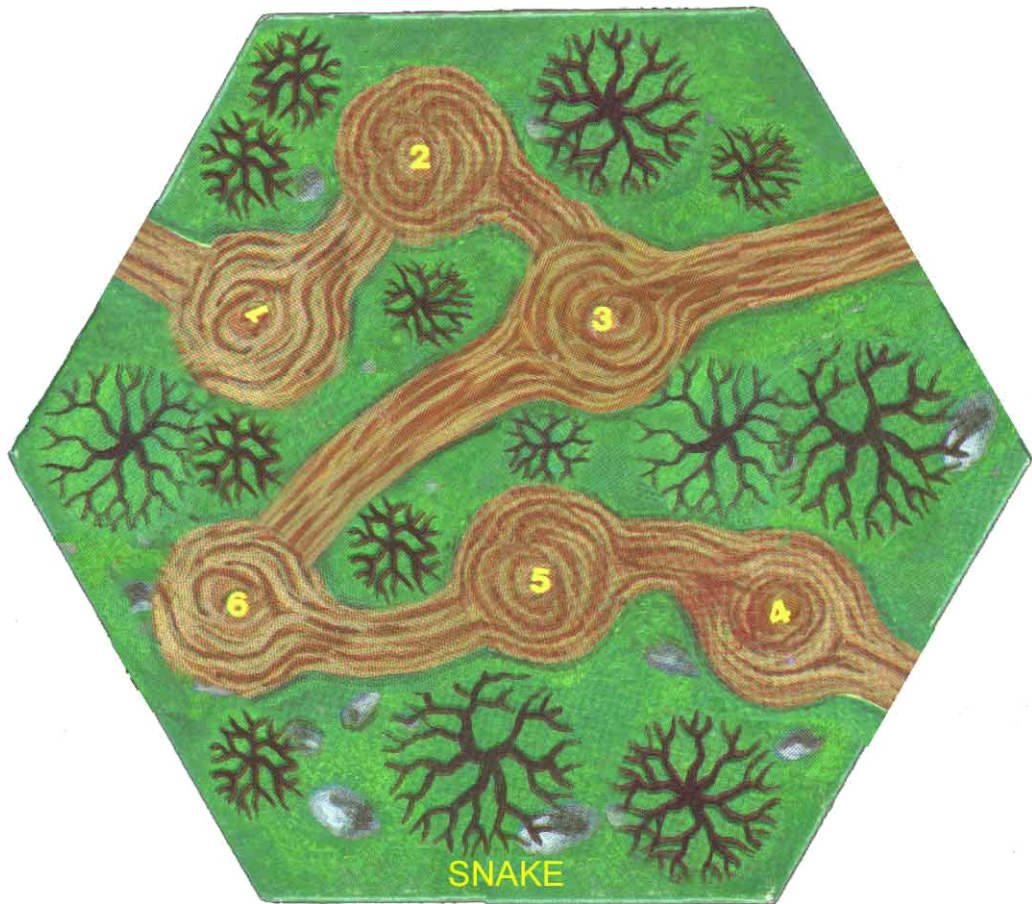


PINNACLE

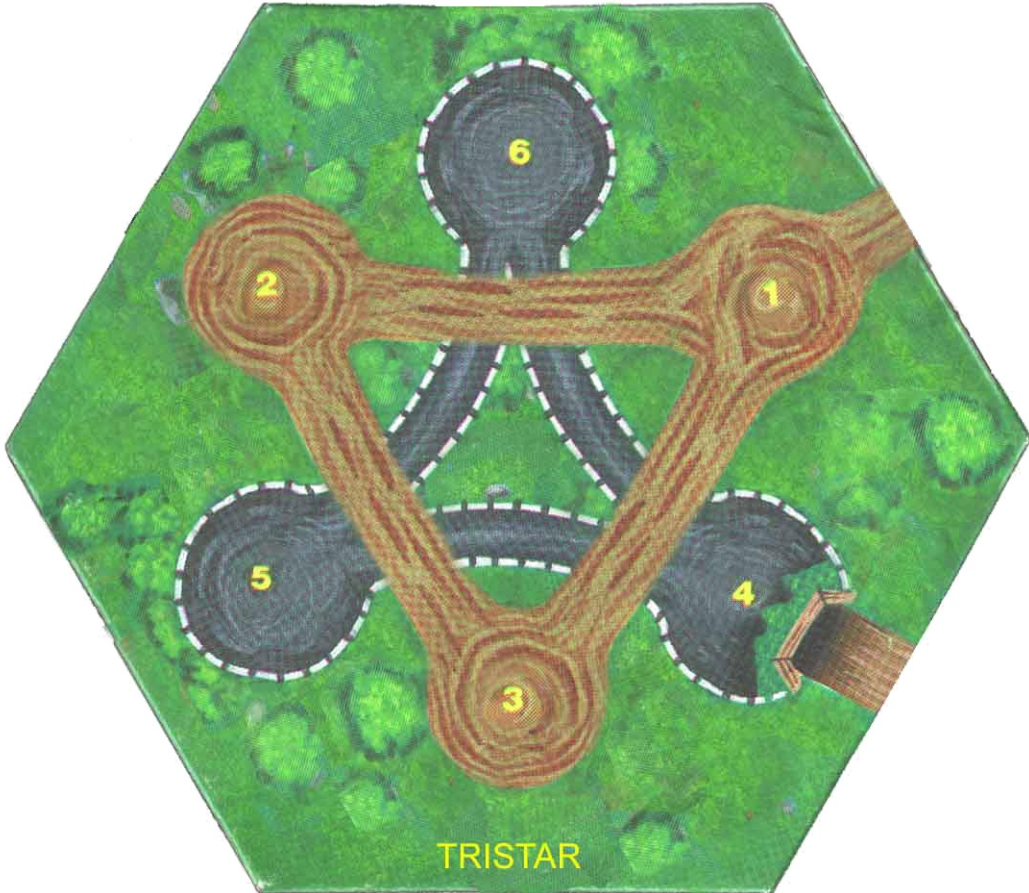


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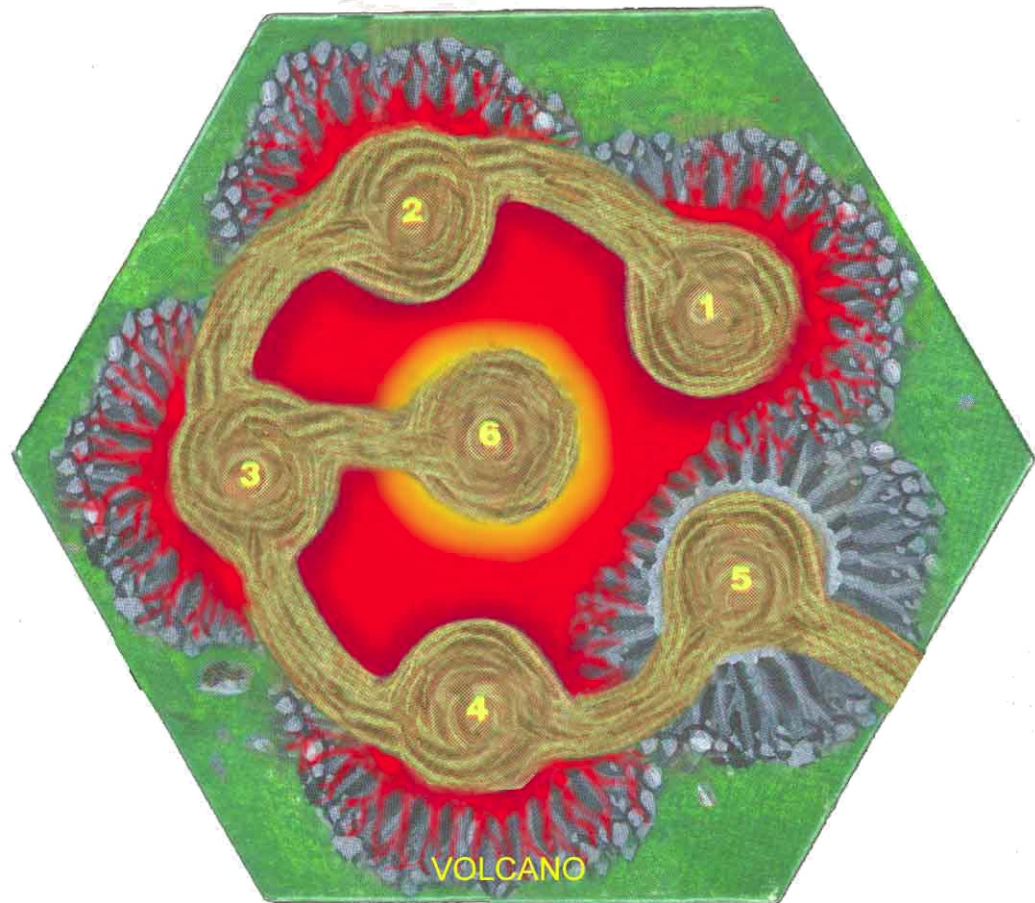


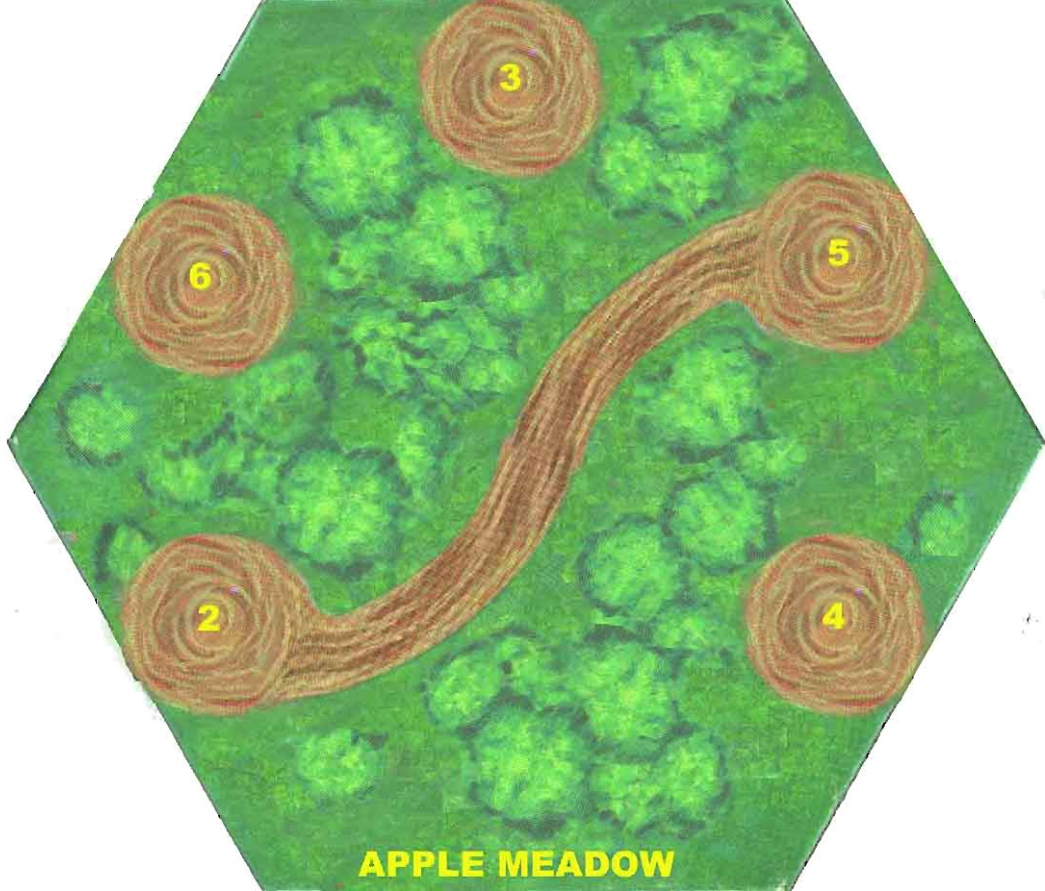




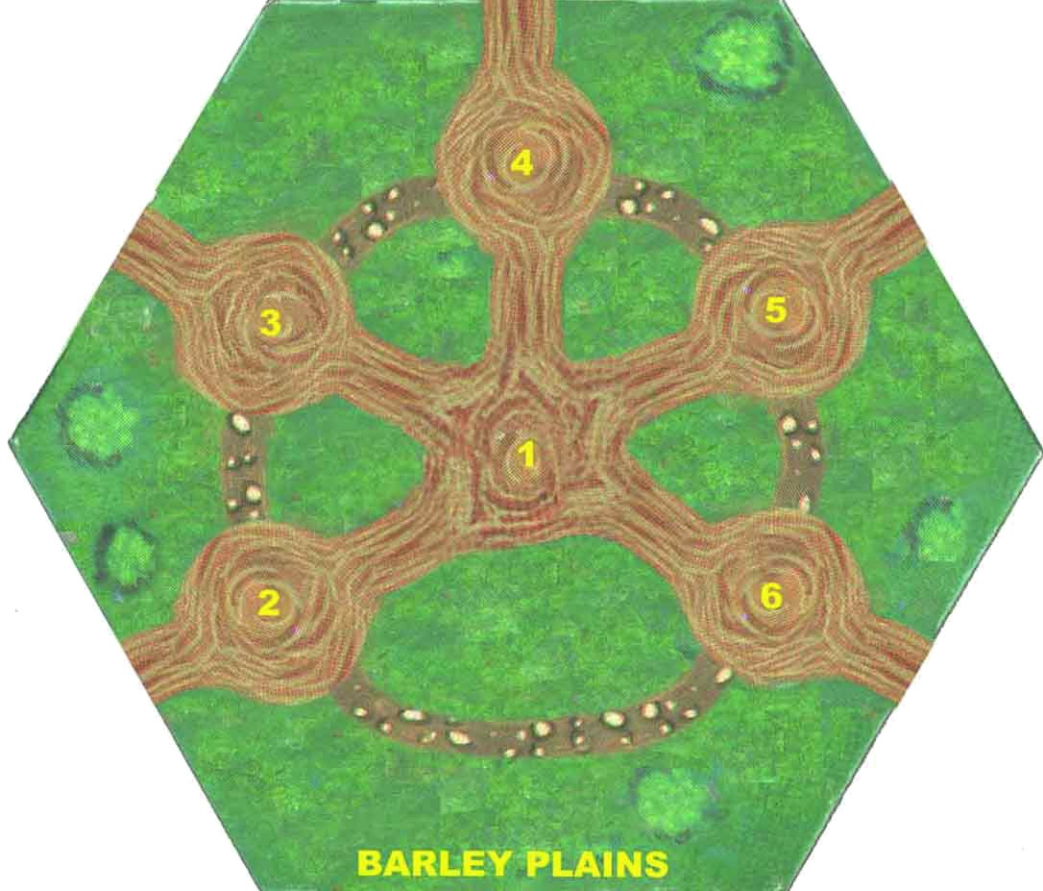


TRISTAR

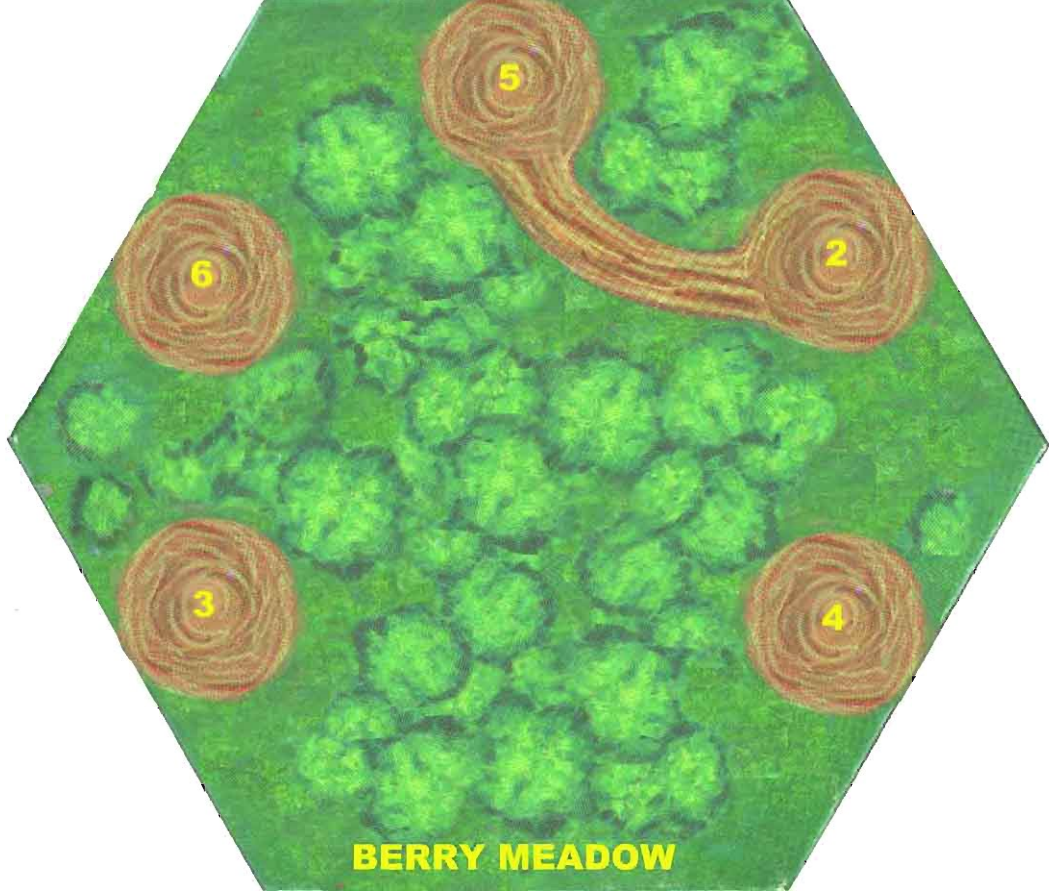




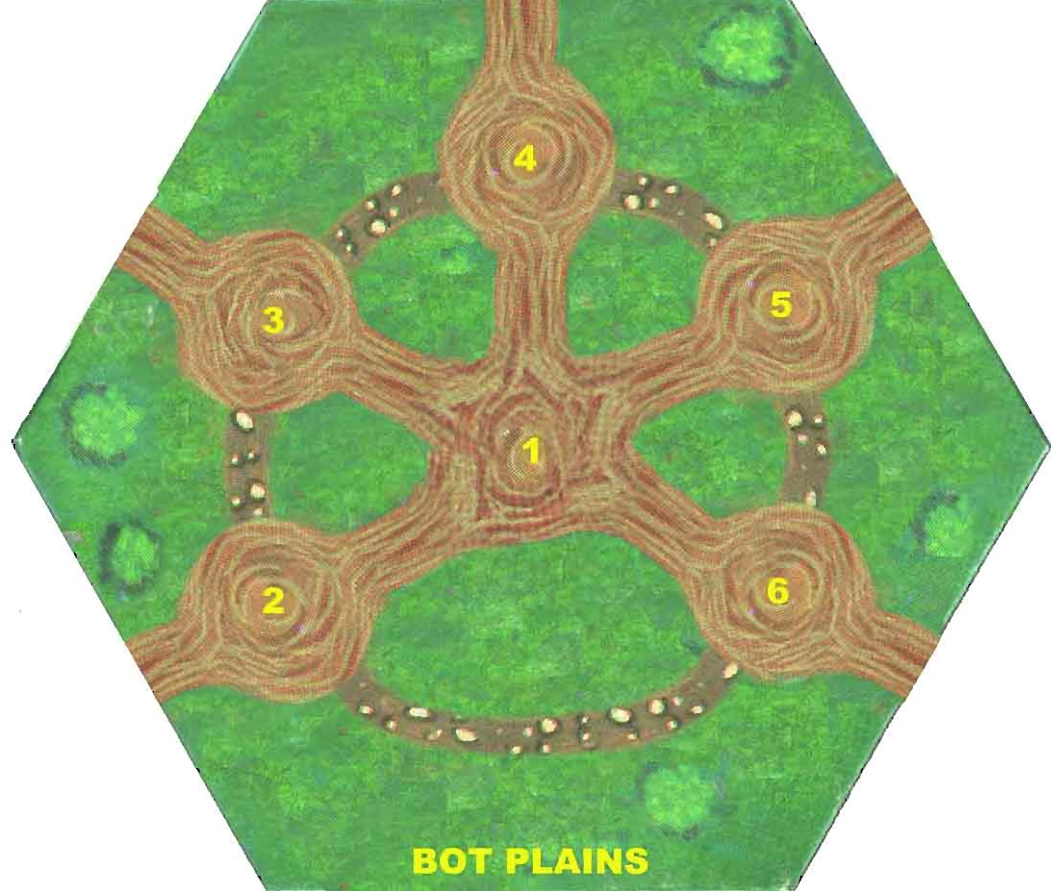
APPLE MEADOW



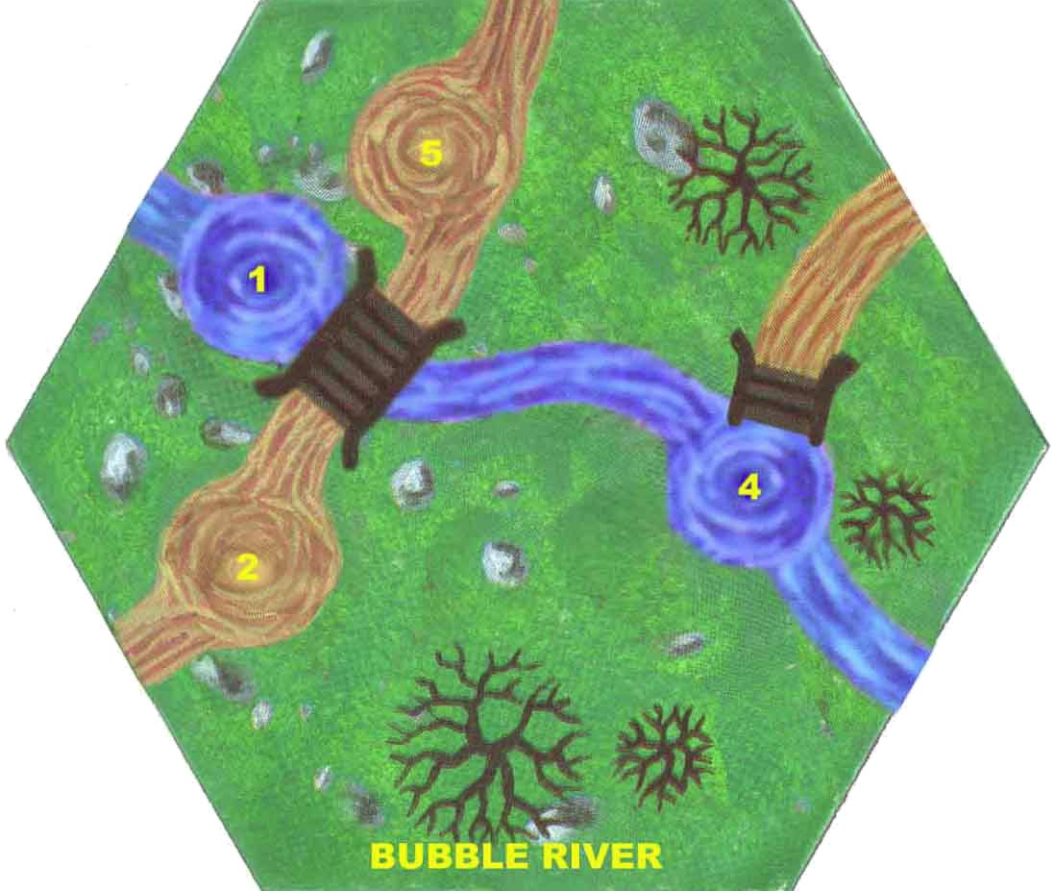
BARLEY PLAINS



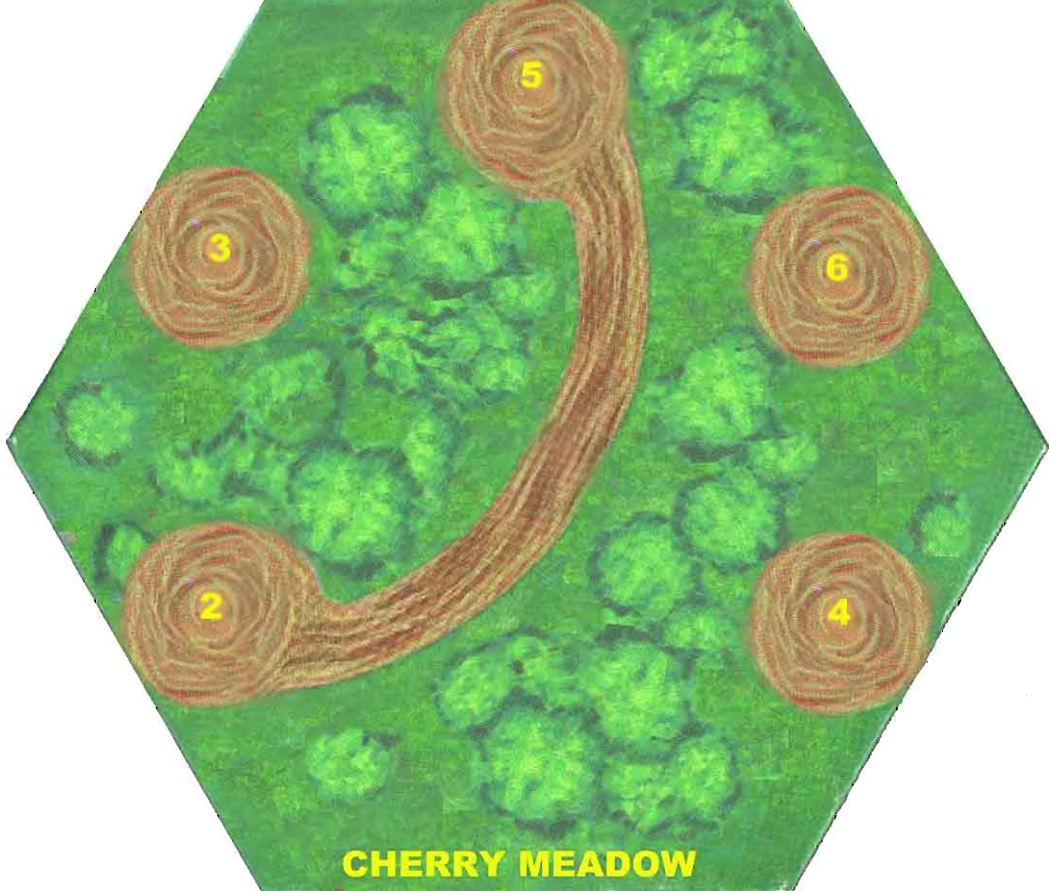
BERRY MEADOW



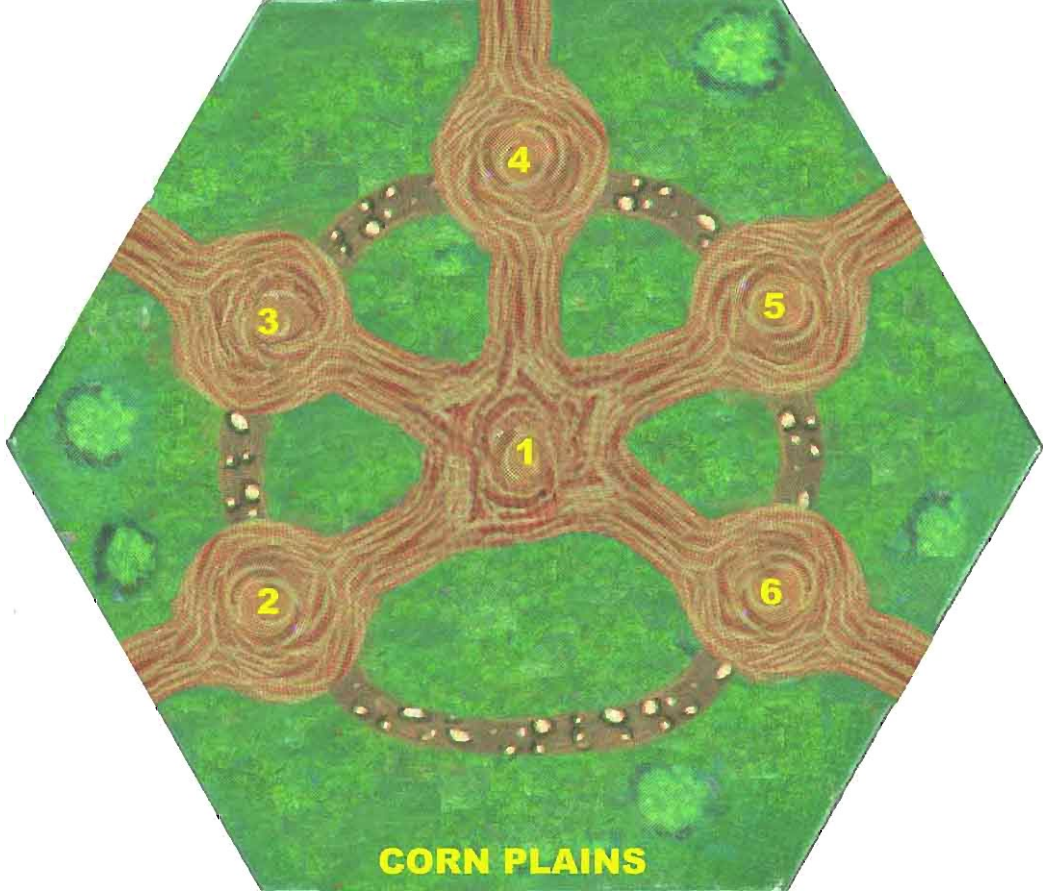
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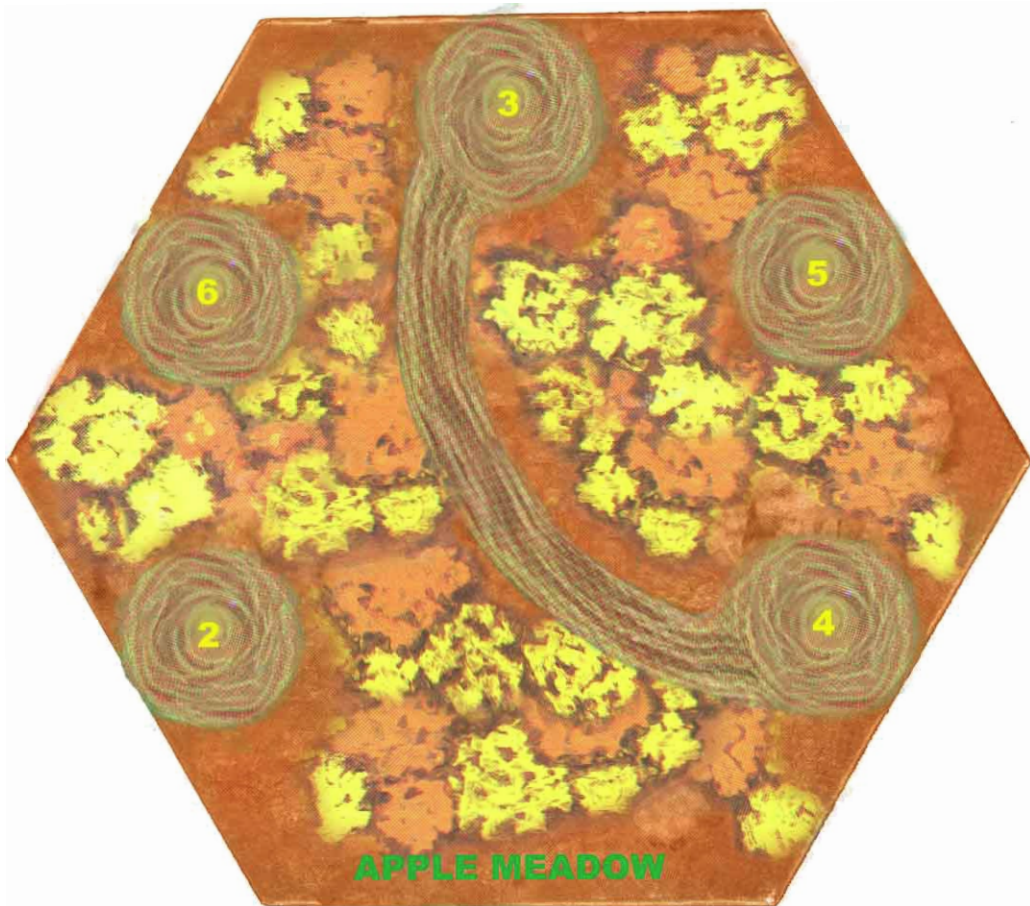


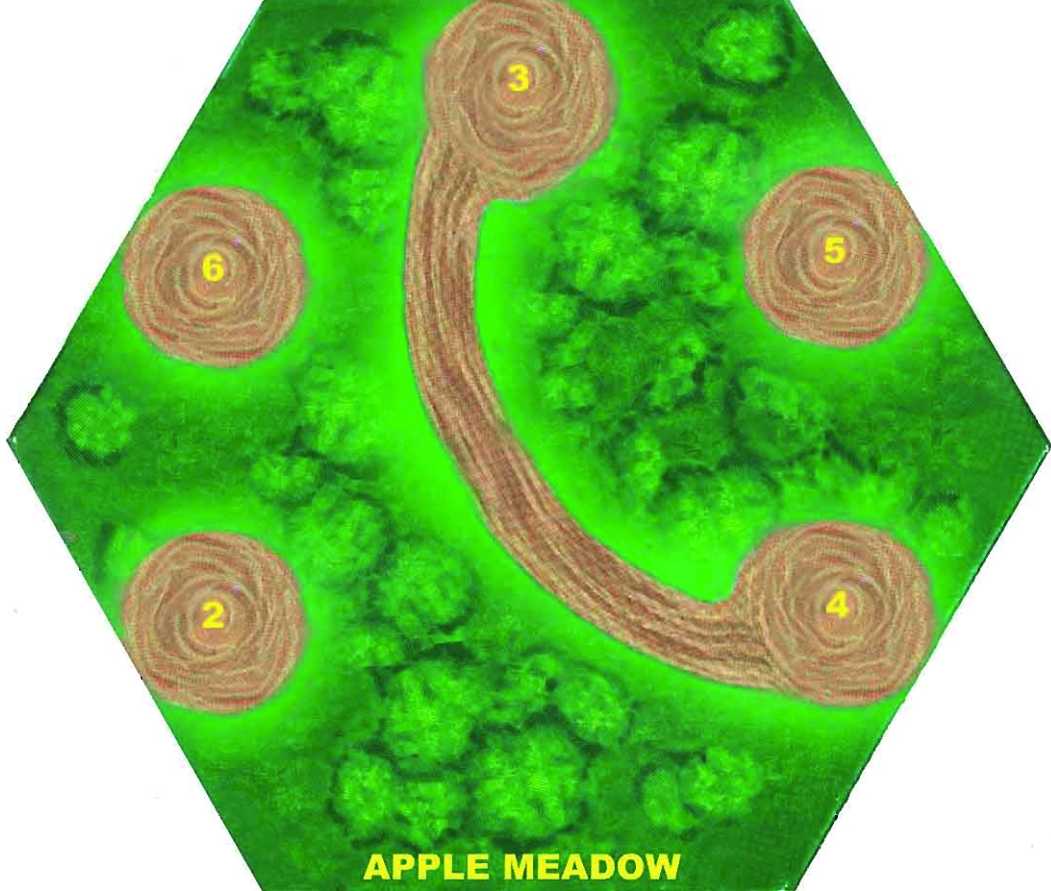
BUBBLE RIVER



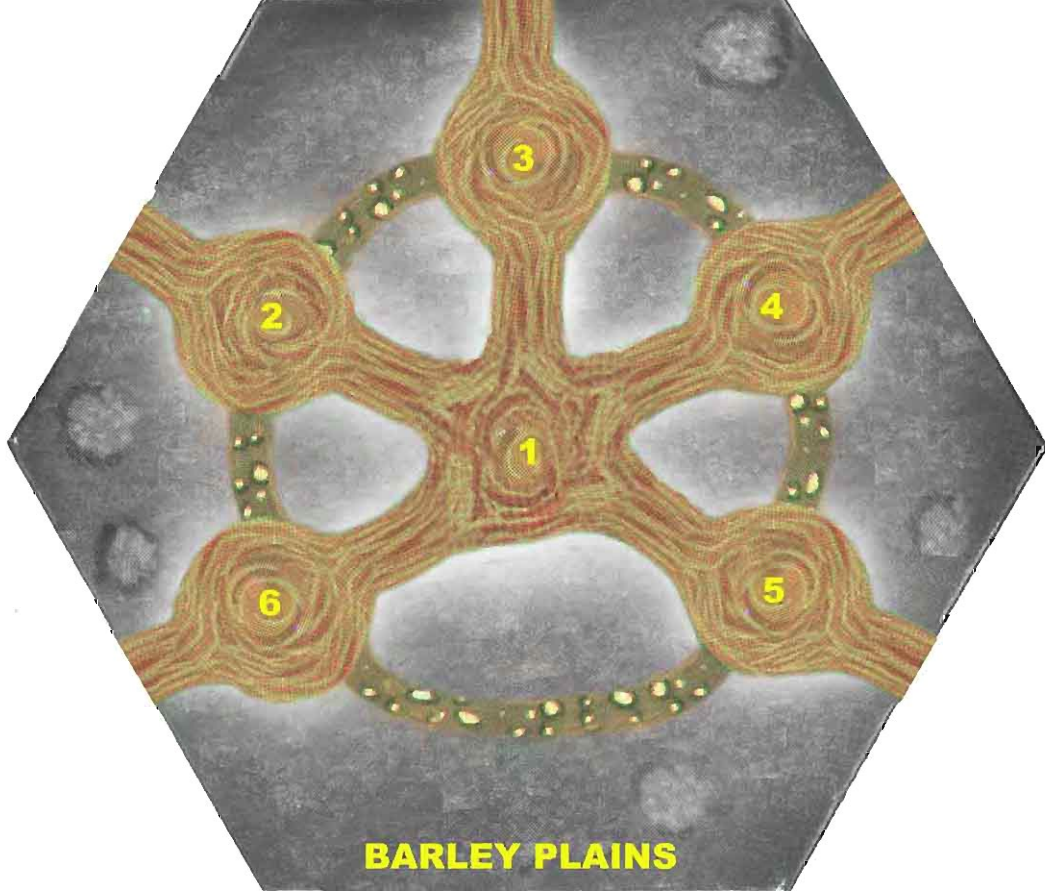
CHERRY MEADOW



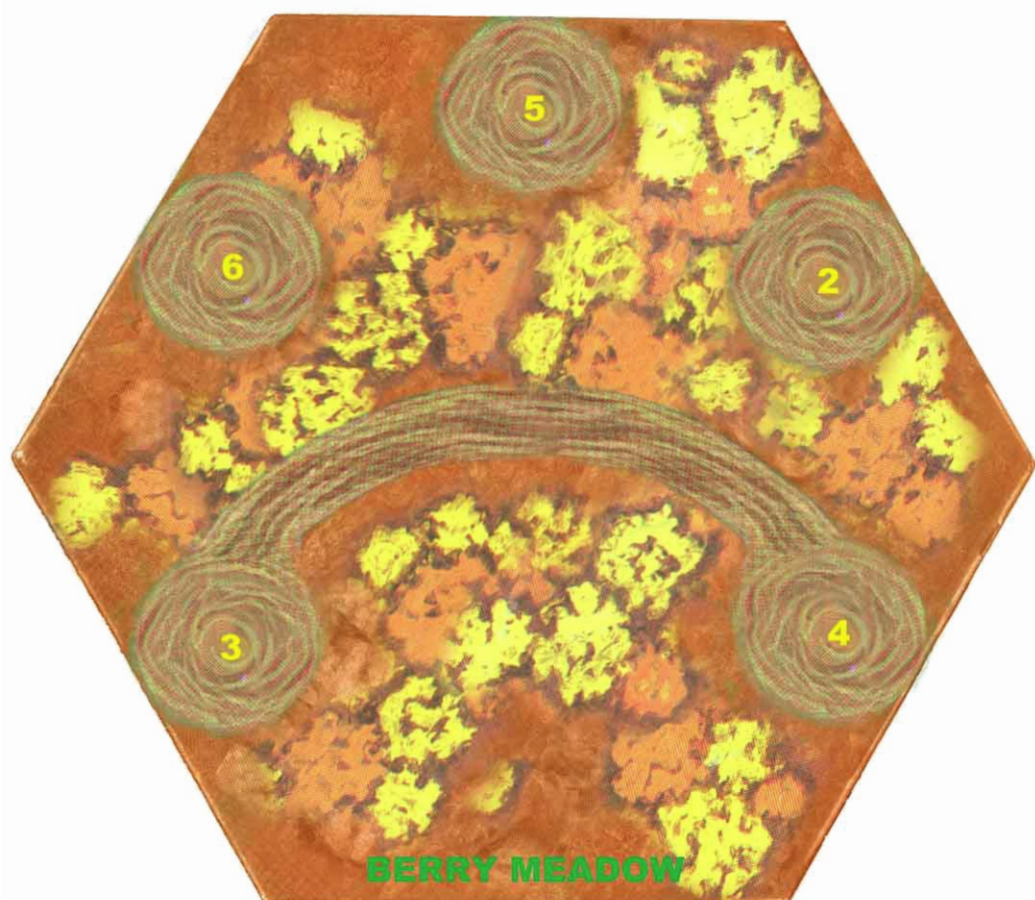




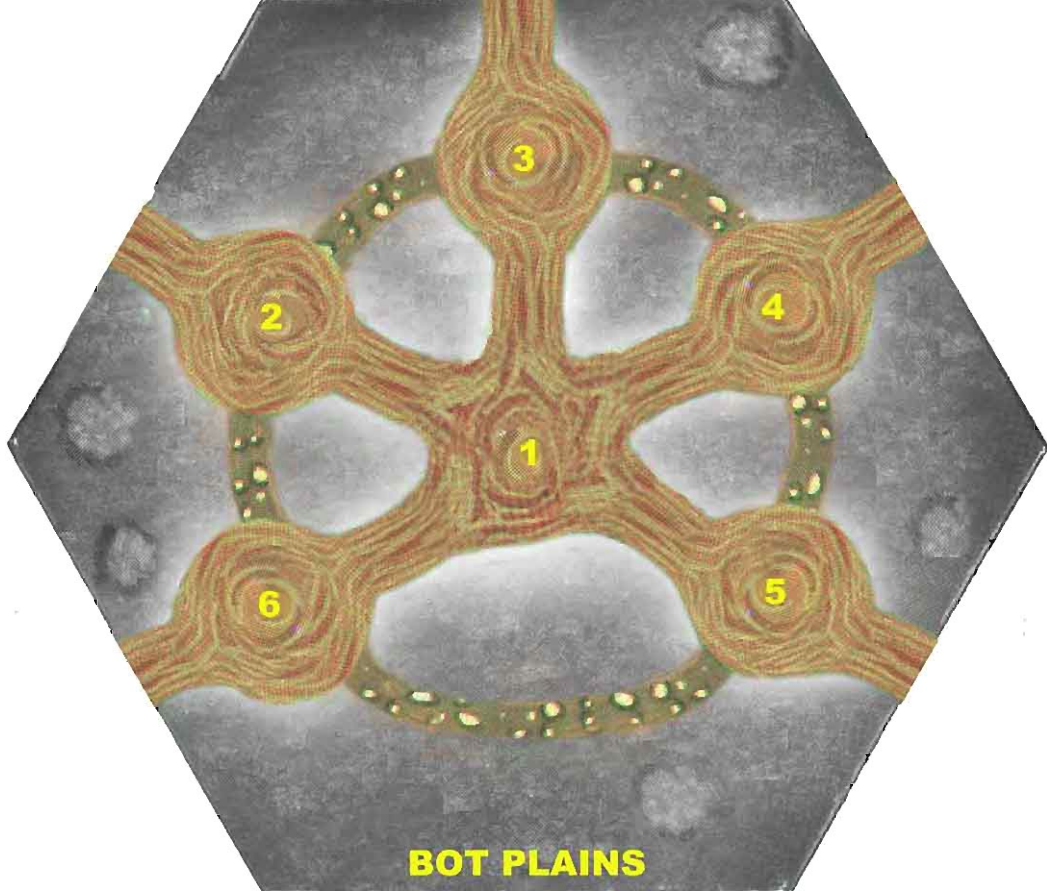
APPLE MEADOW



BARLEY PLAINS



BERRY MEADOW



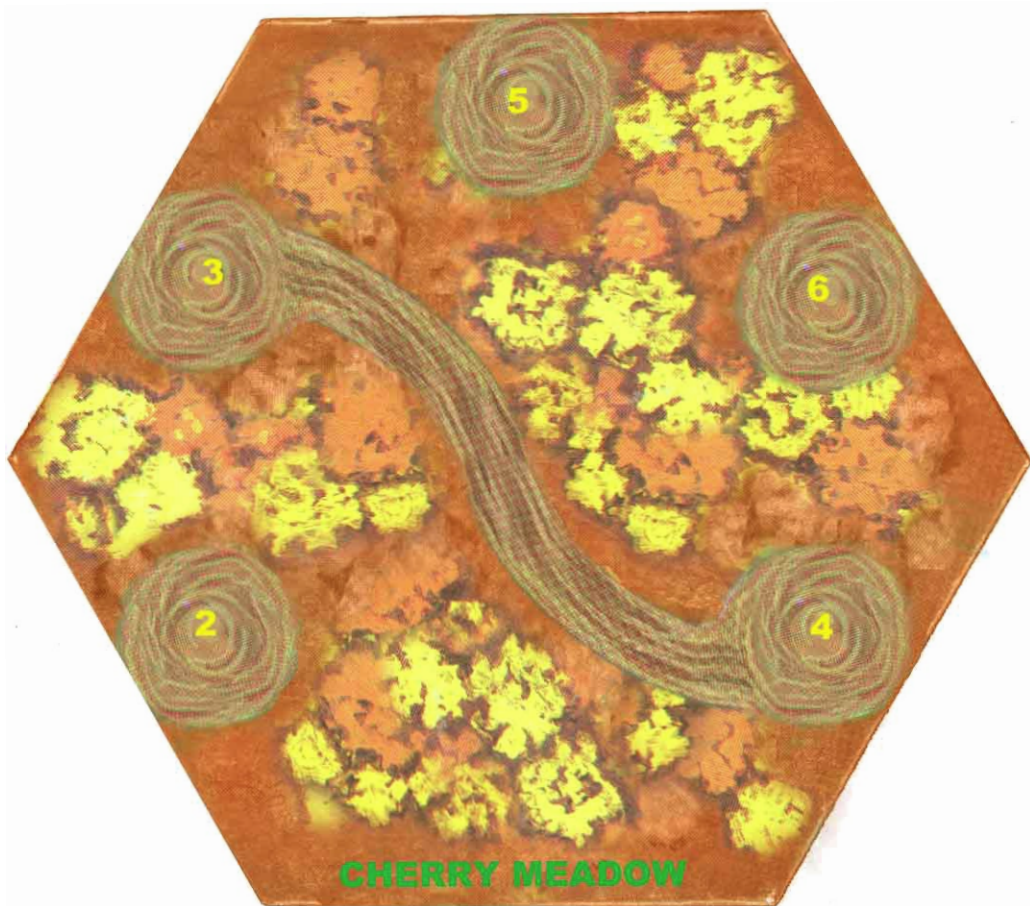
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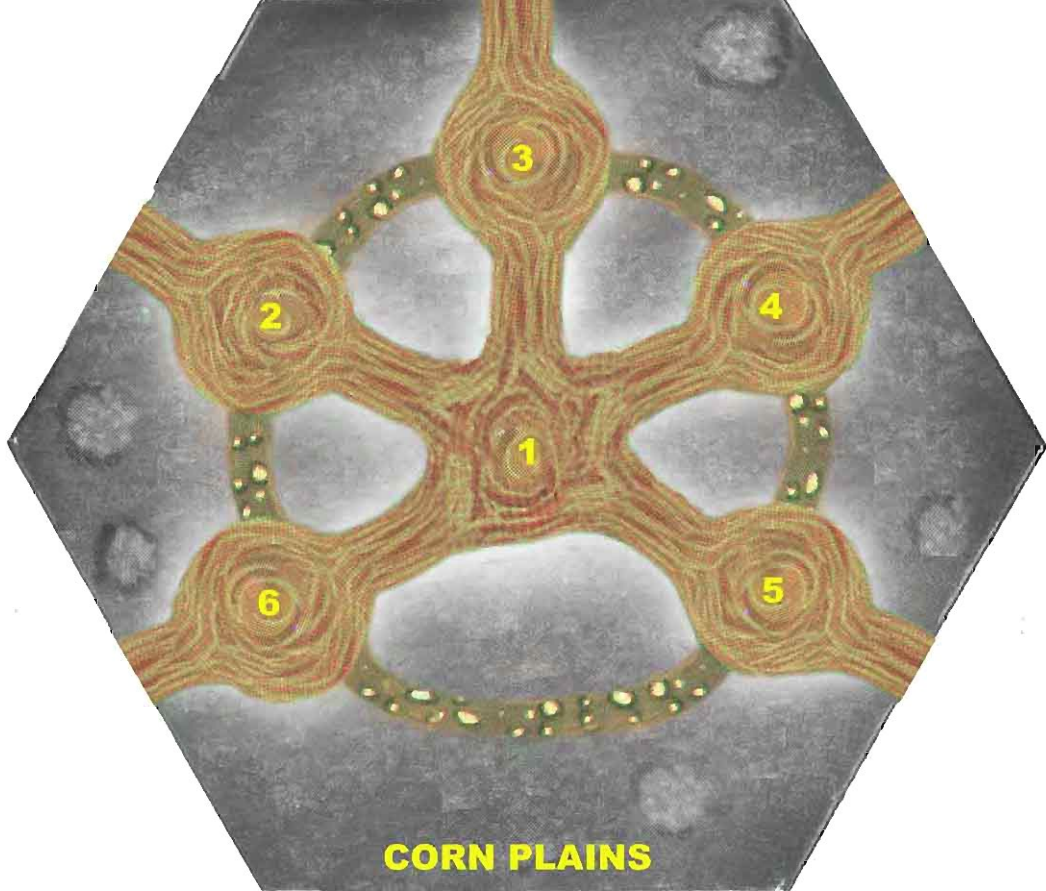
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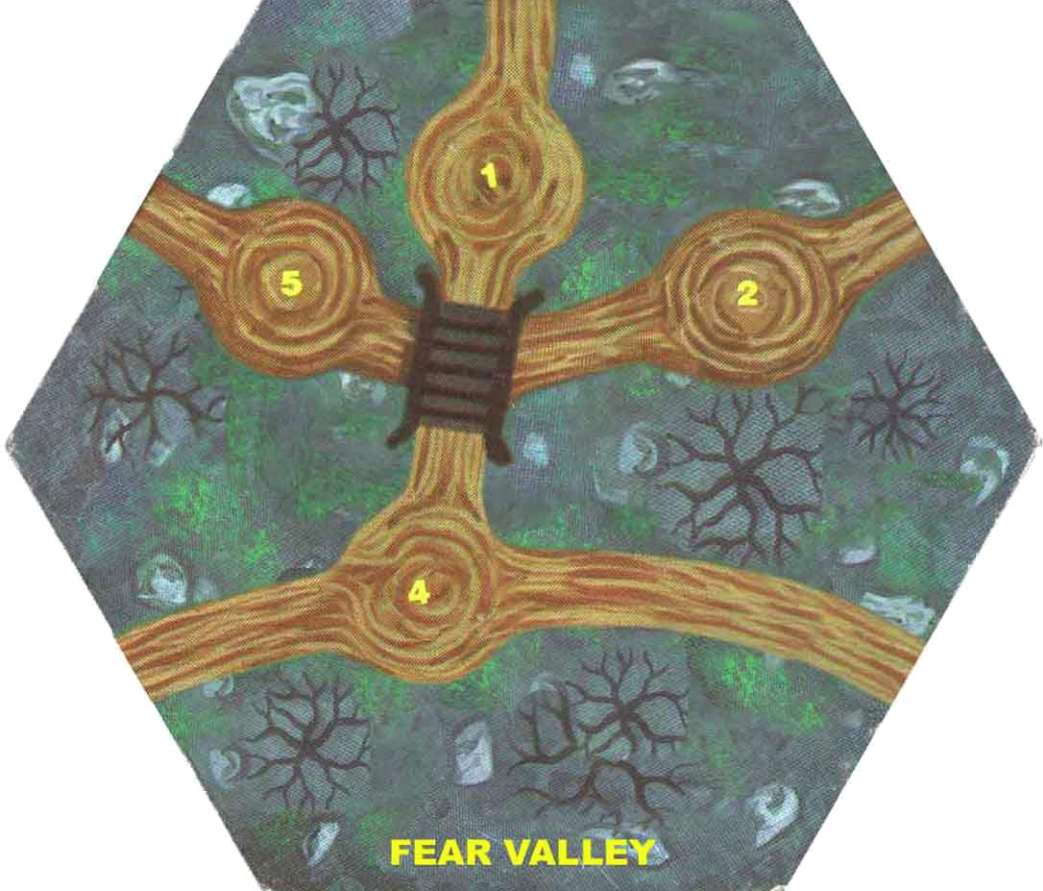
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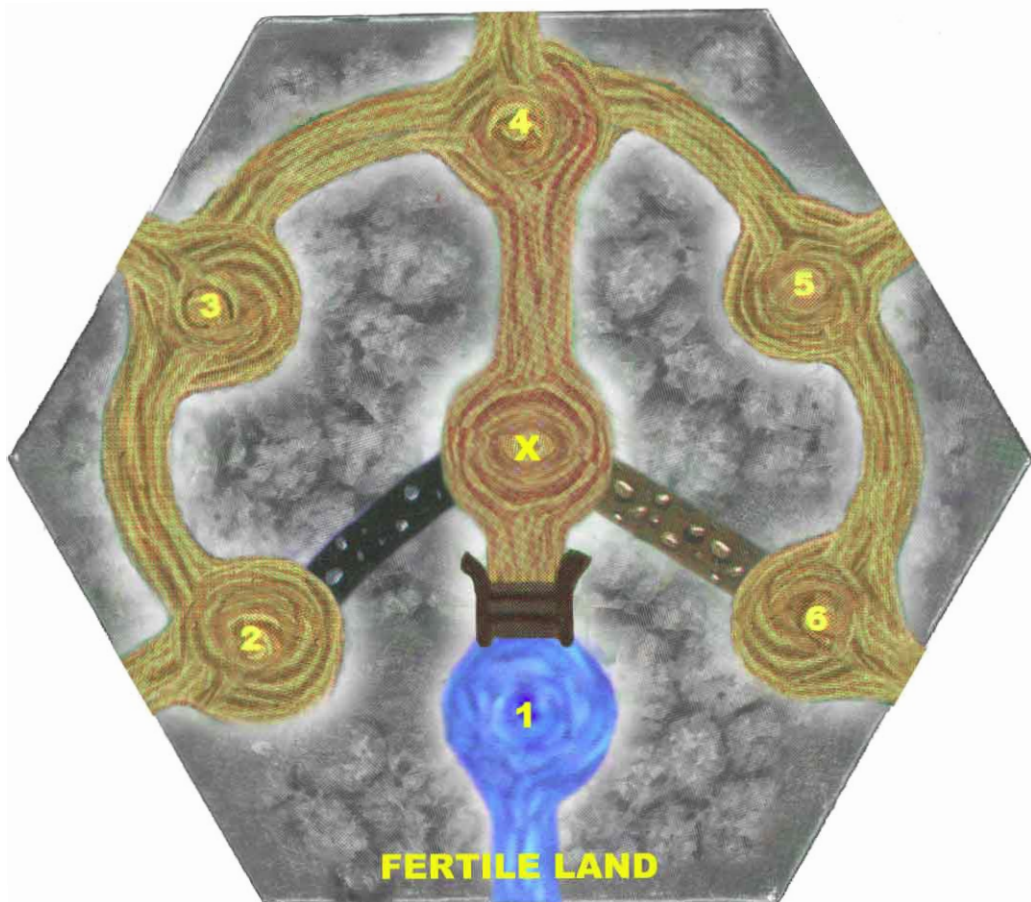
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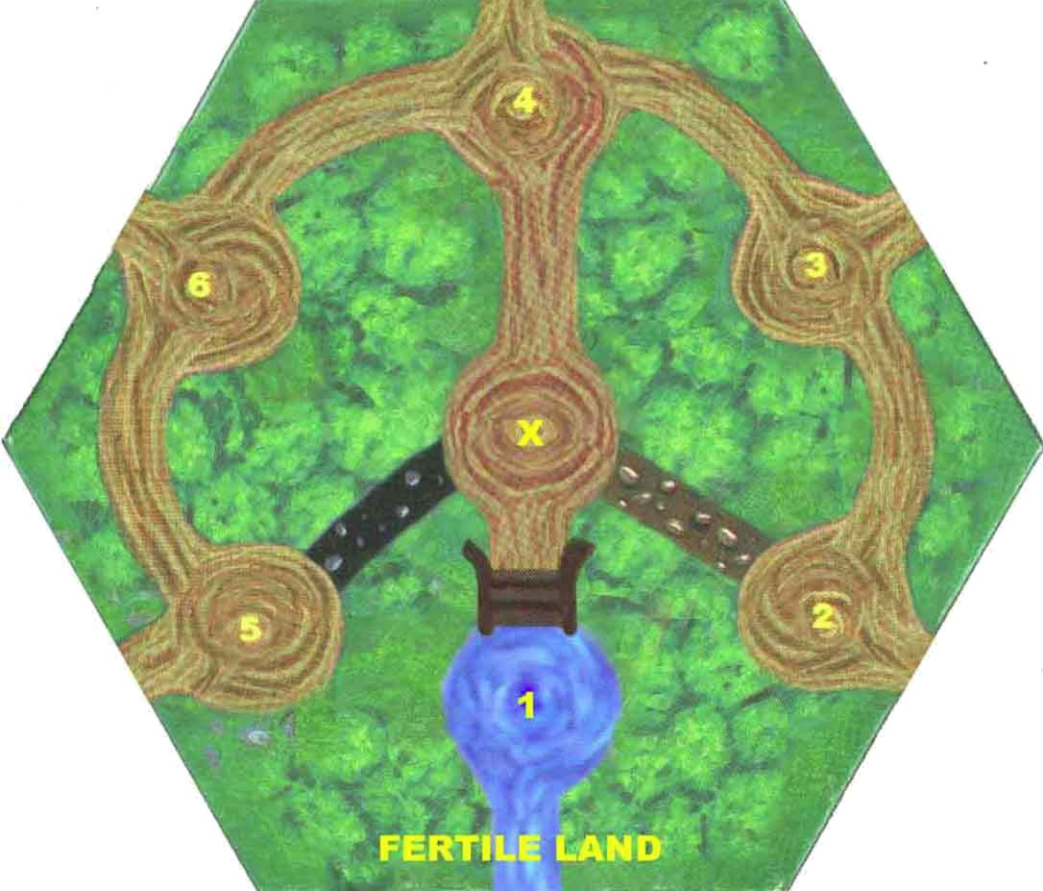


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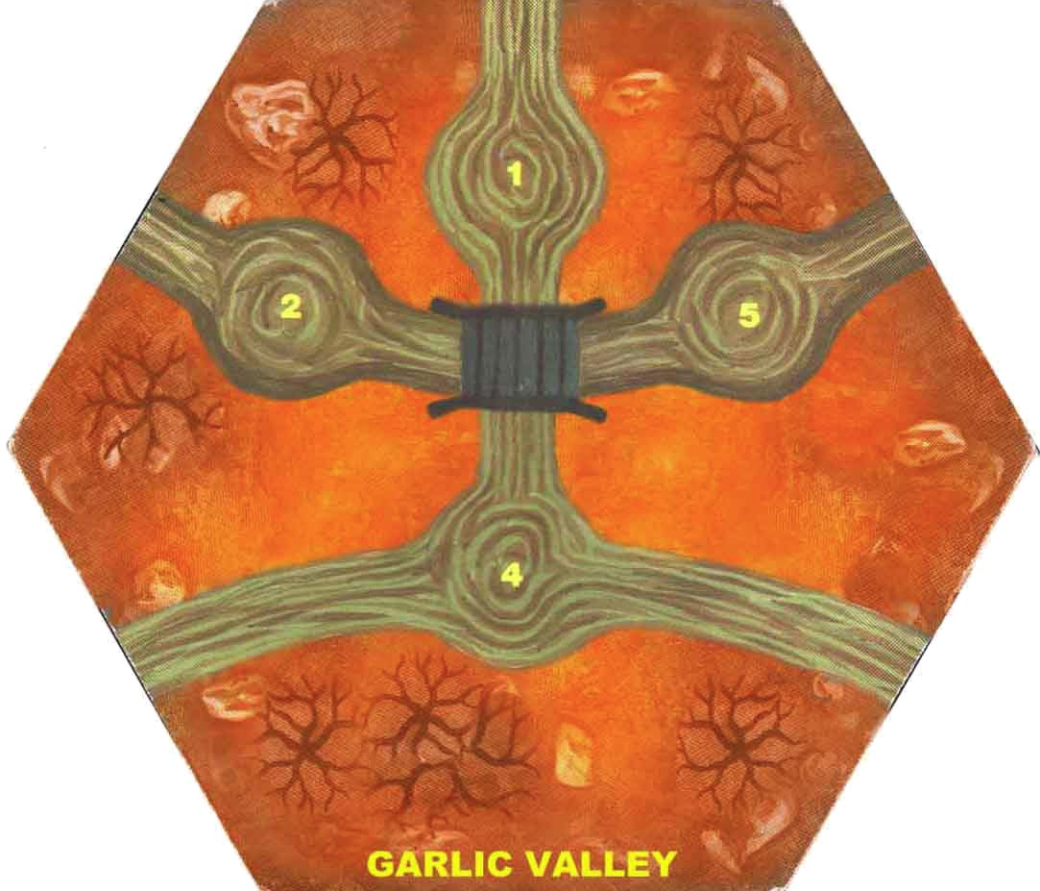


FEAR VALLEY

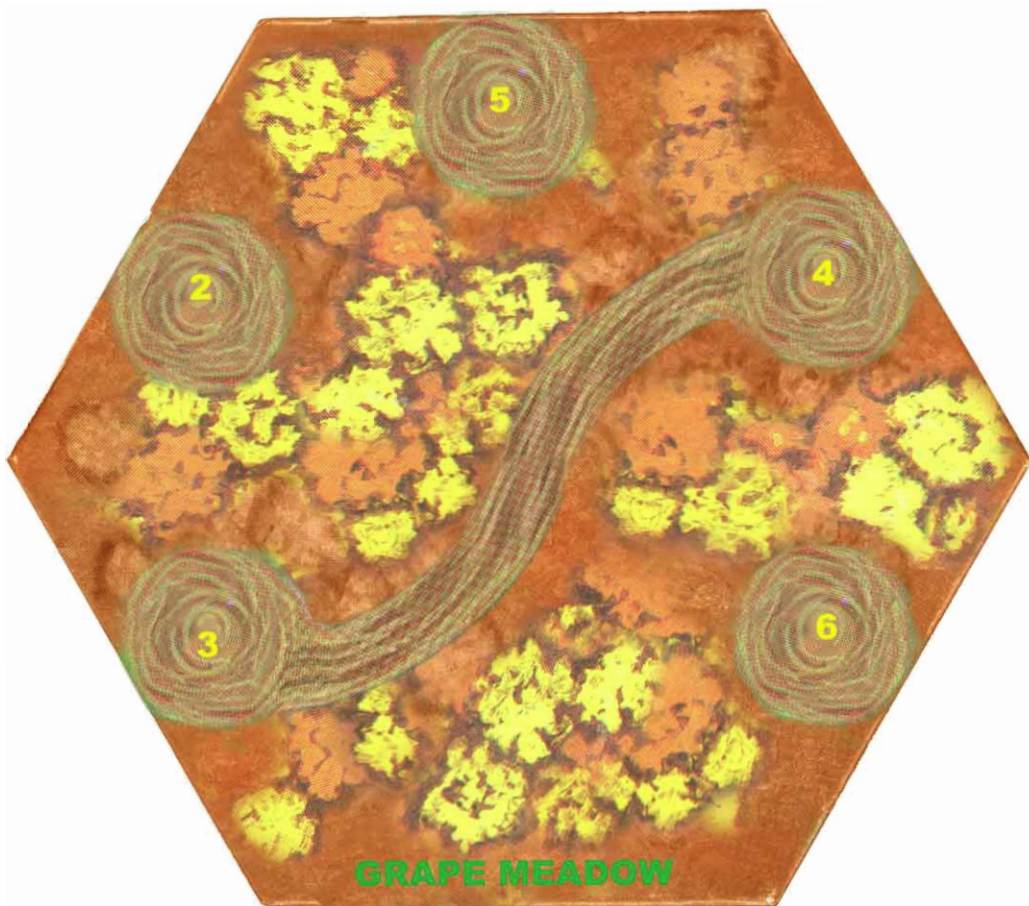




FERTILE LAND



GARLIC VALLEY

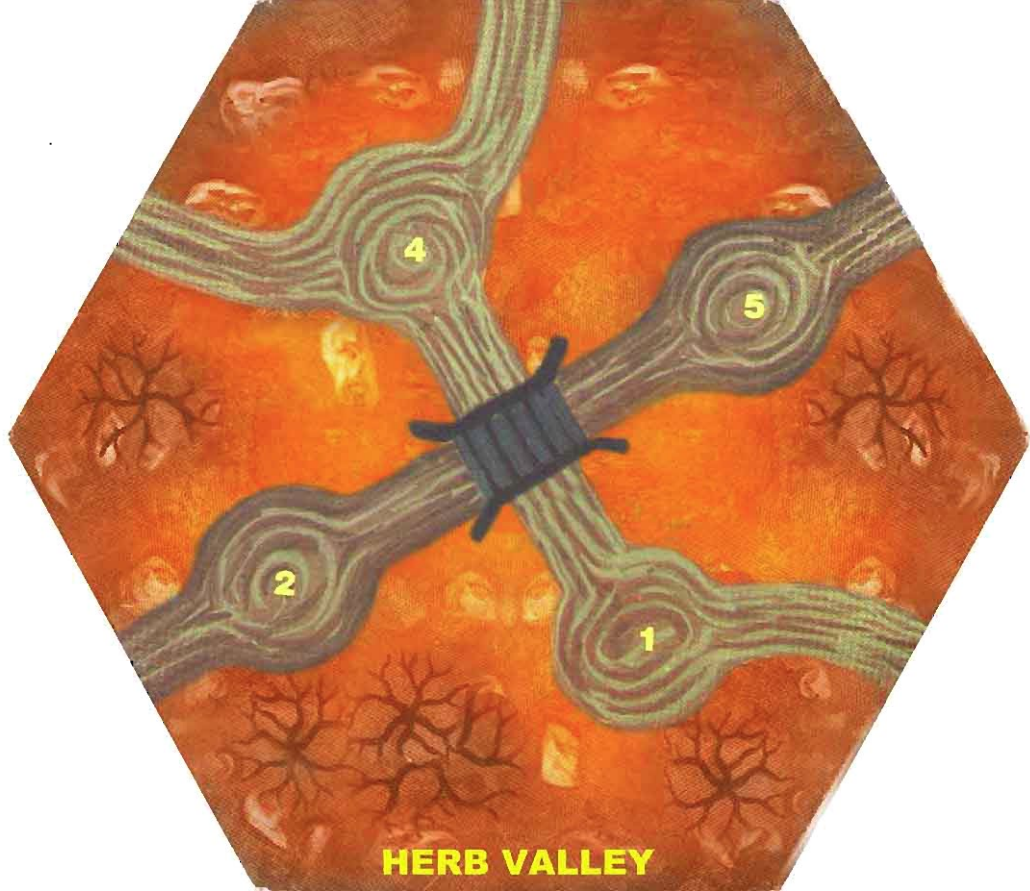




GUSH RIVER

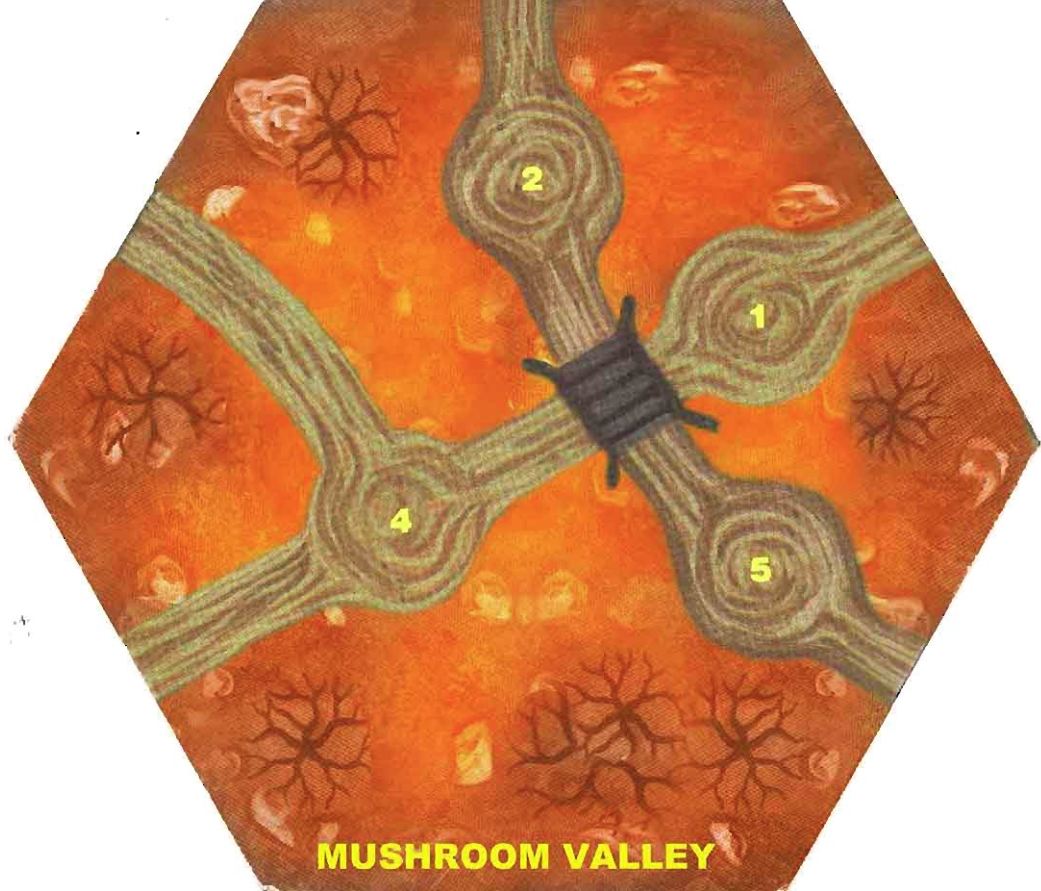


GUSH RIVER

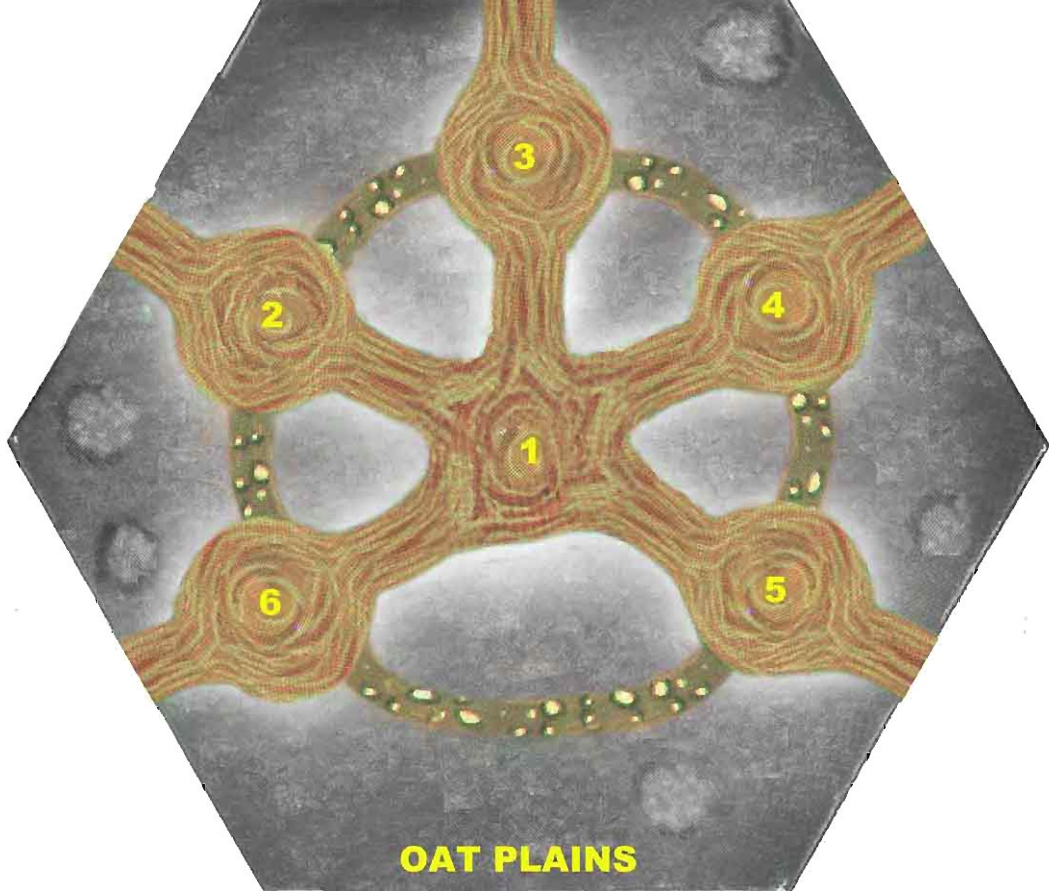




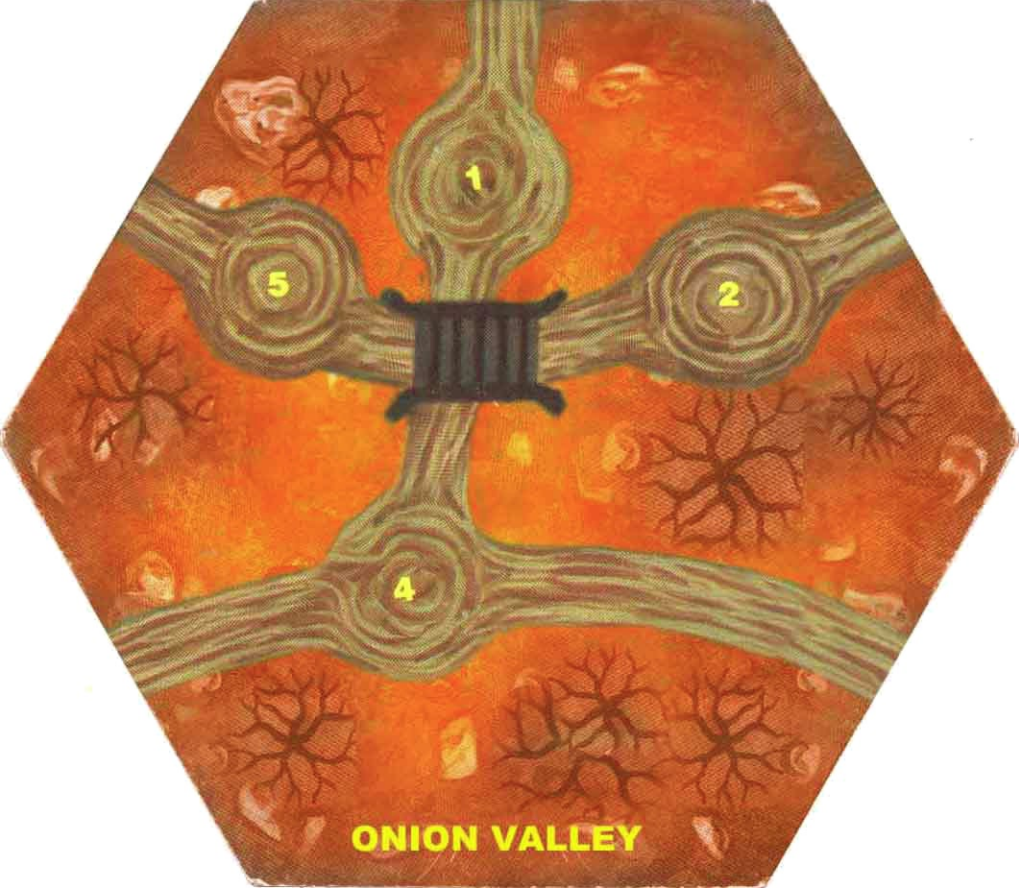
LONELY MOUNTAIN



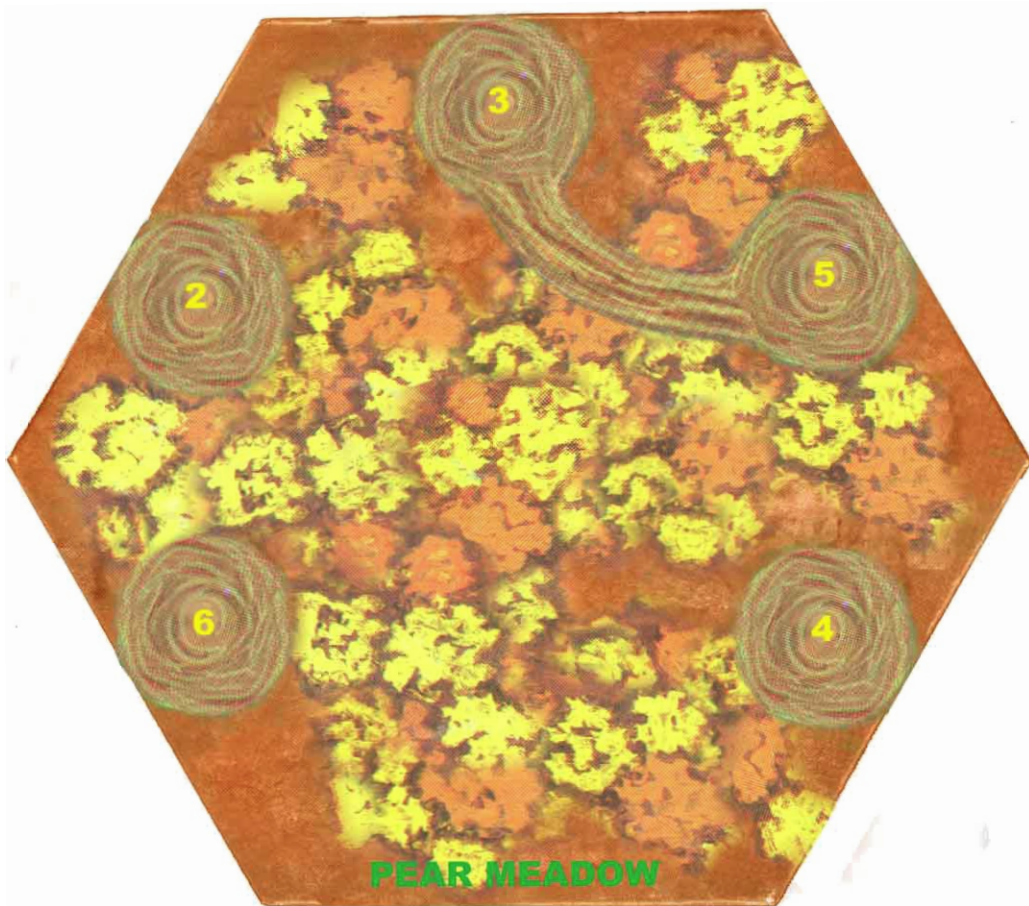
MUSHROOM VALLEY



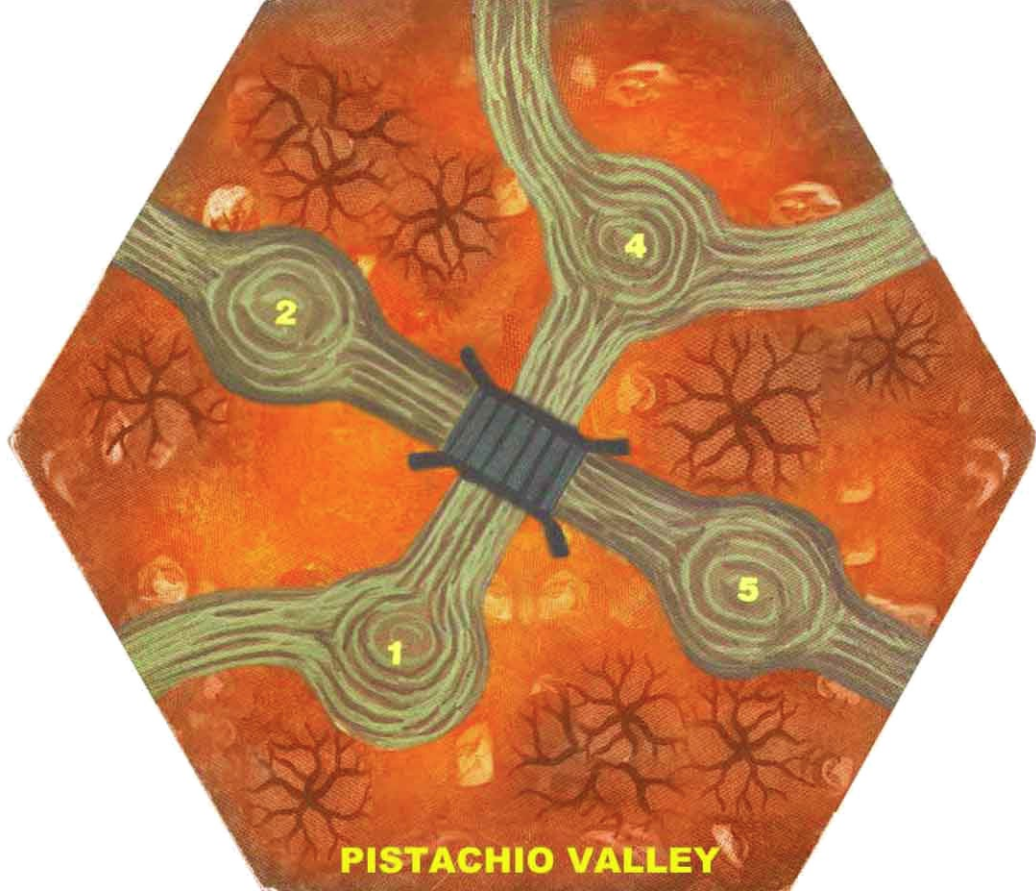
OAT PLAINS



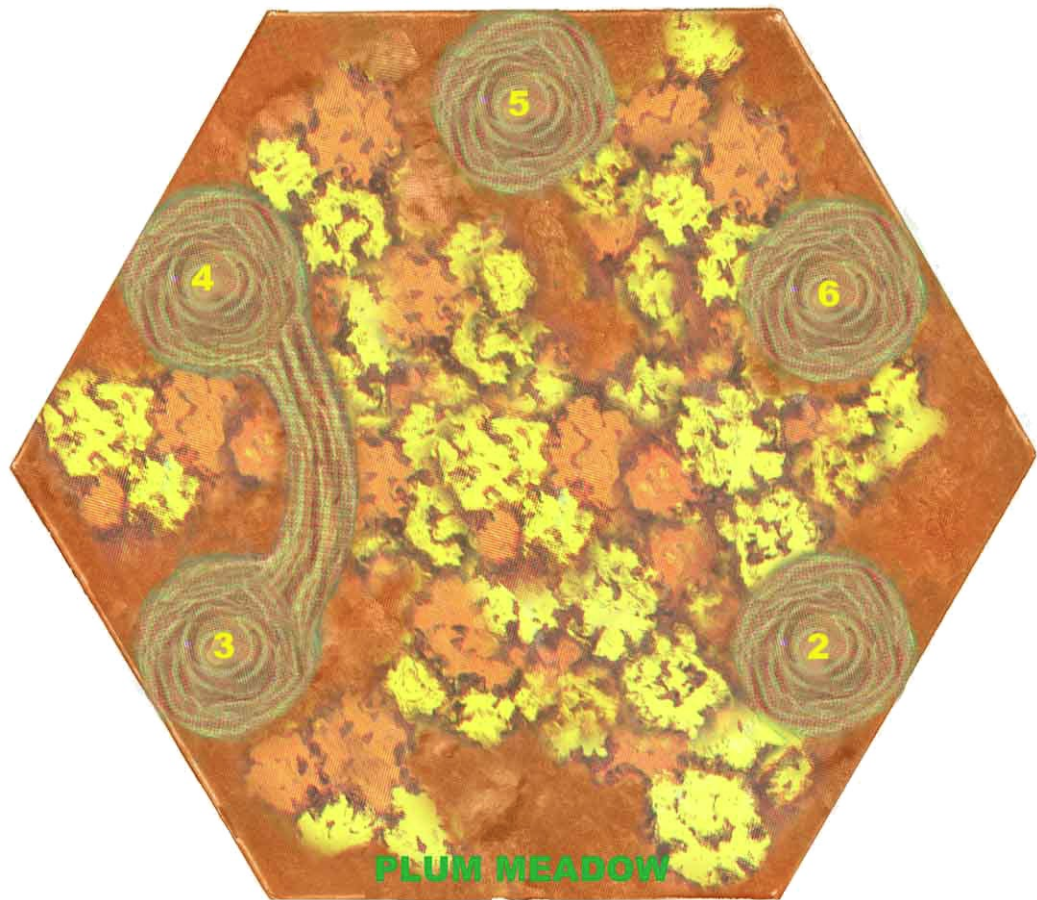
ONION VALLEY



PEAR MEADOW



PISTACHIO VALLEY

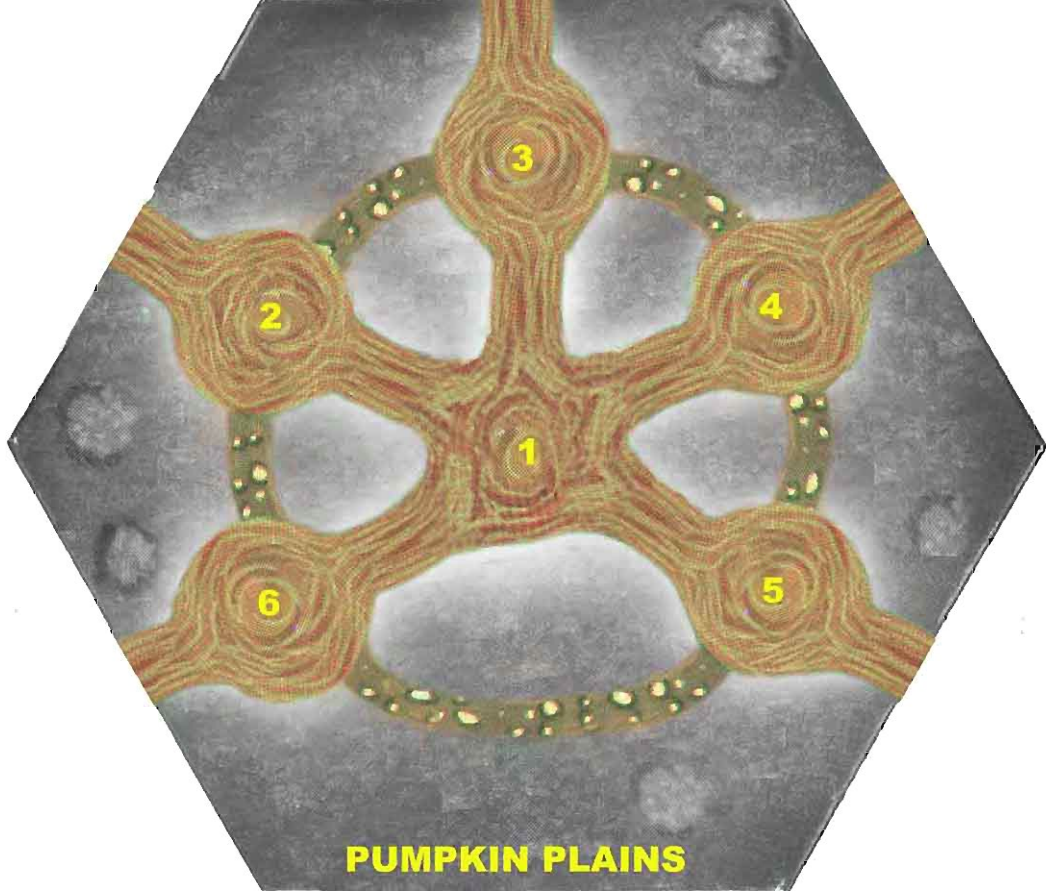


PLUM MEADOW

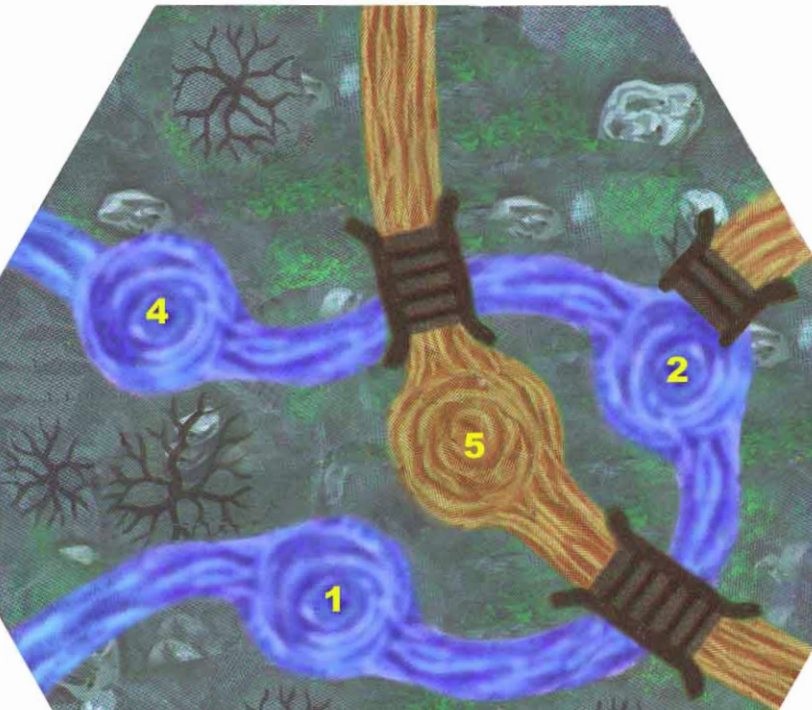


PRICKLE RIVER





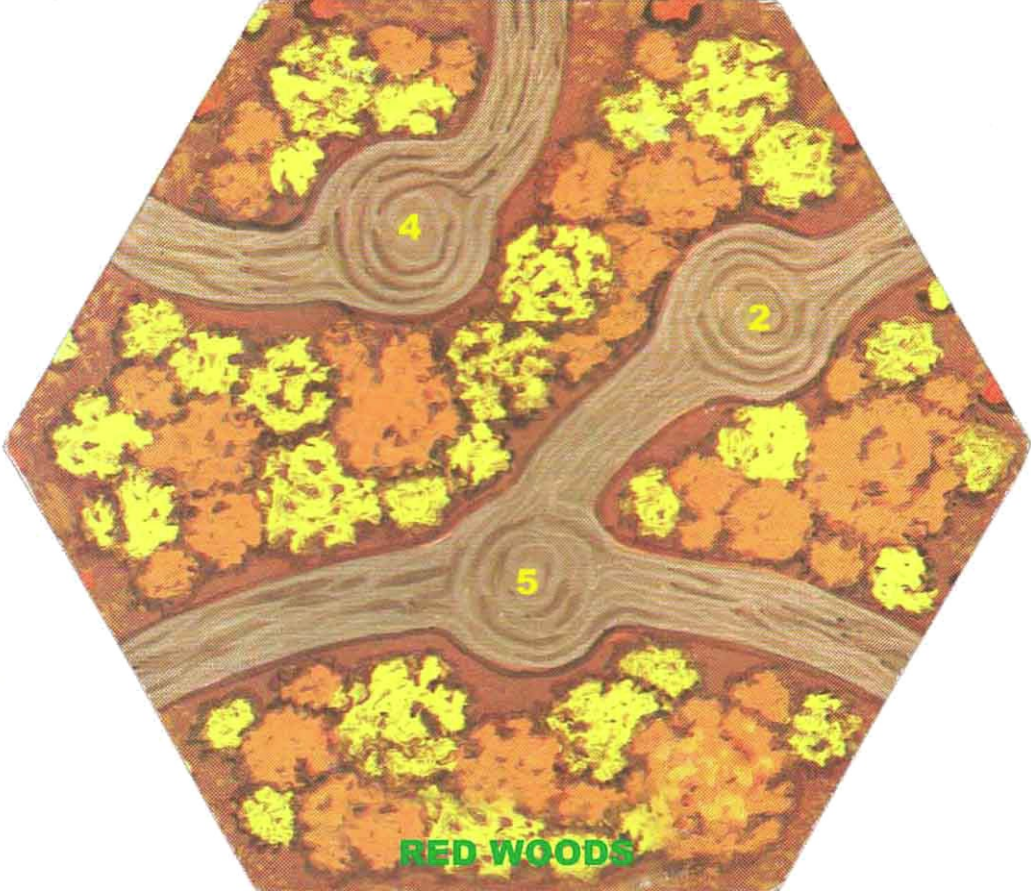
PUMPKIN PLAINS



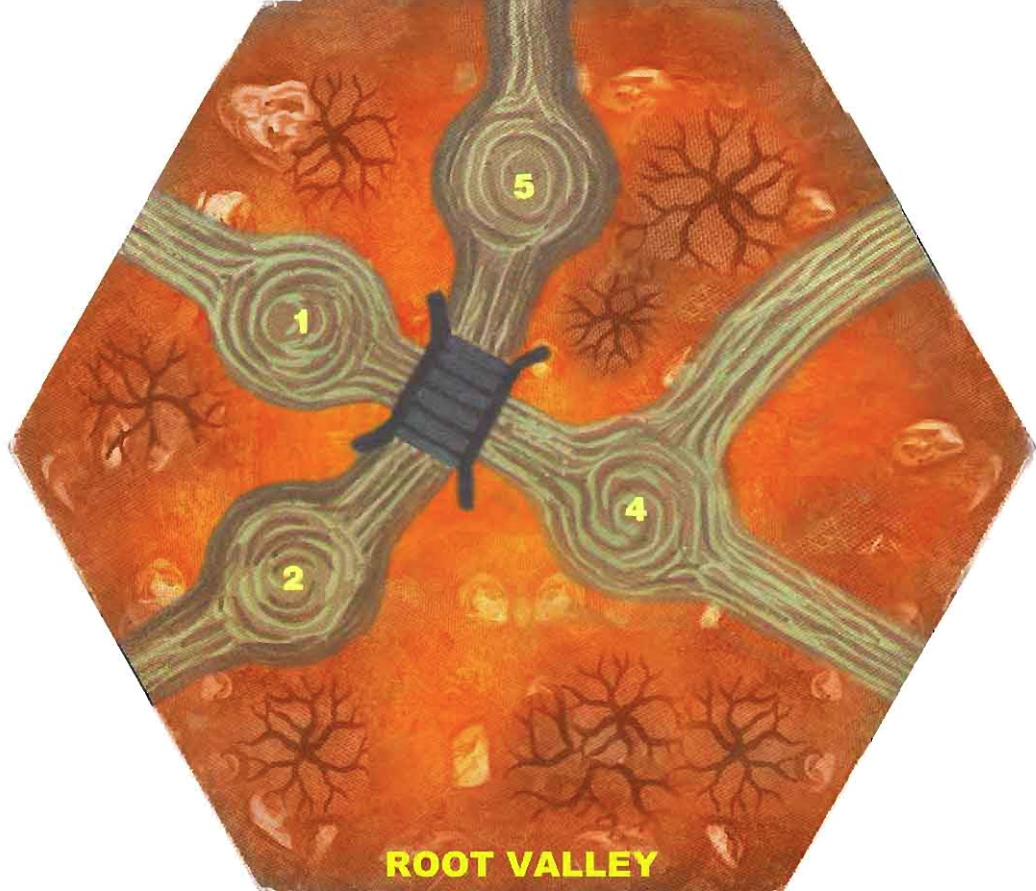
RAPID RIVER



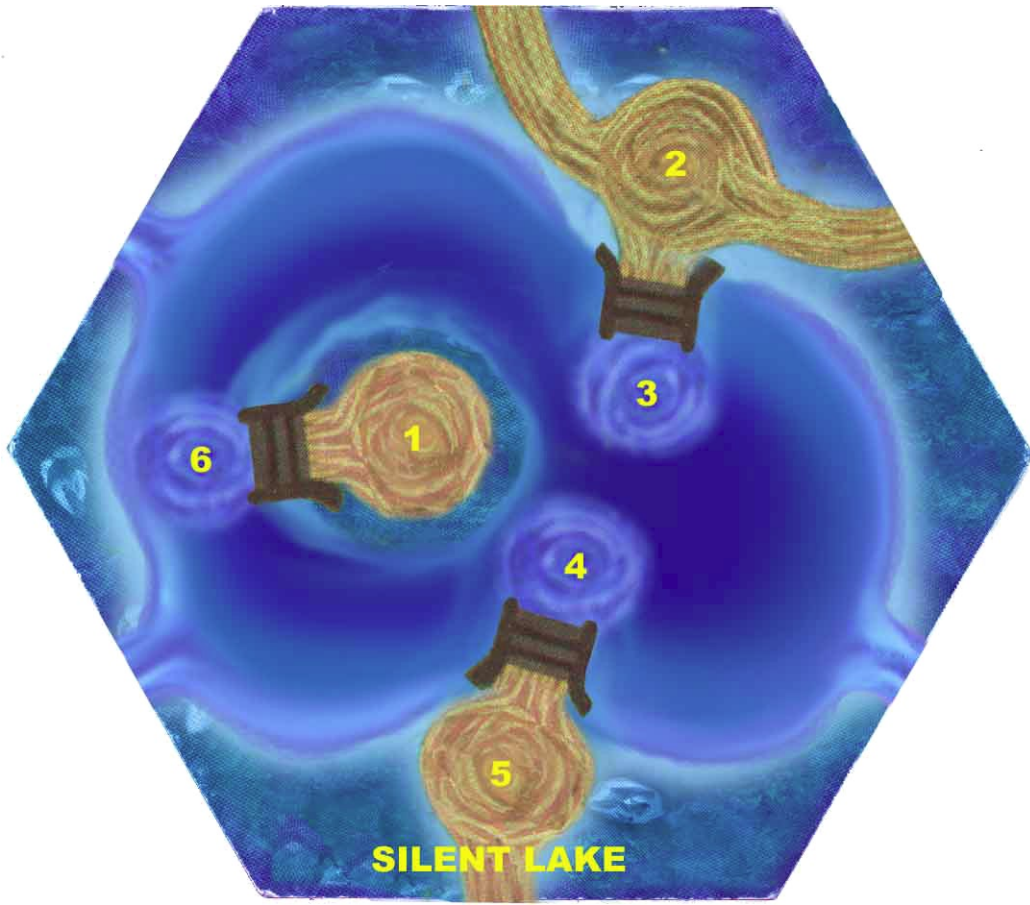
RAPID RIVER



RED WOODS



ROOT VALLEY



SILENT LAKE



SPARKLE RIVER



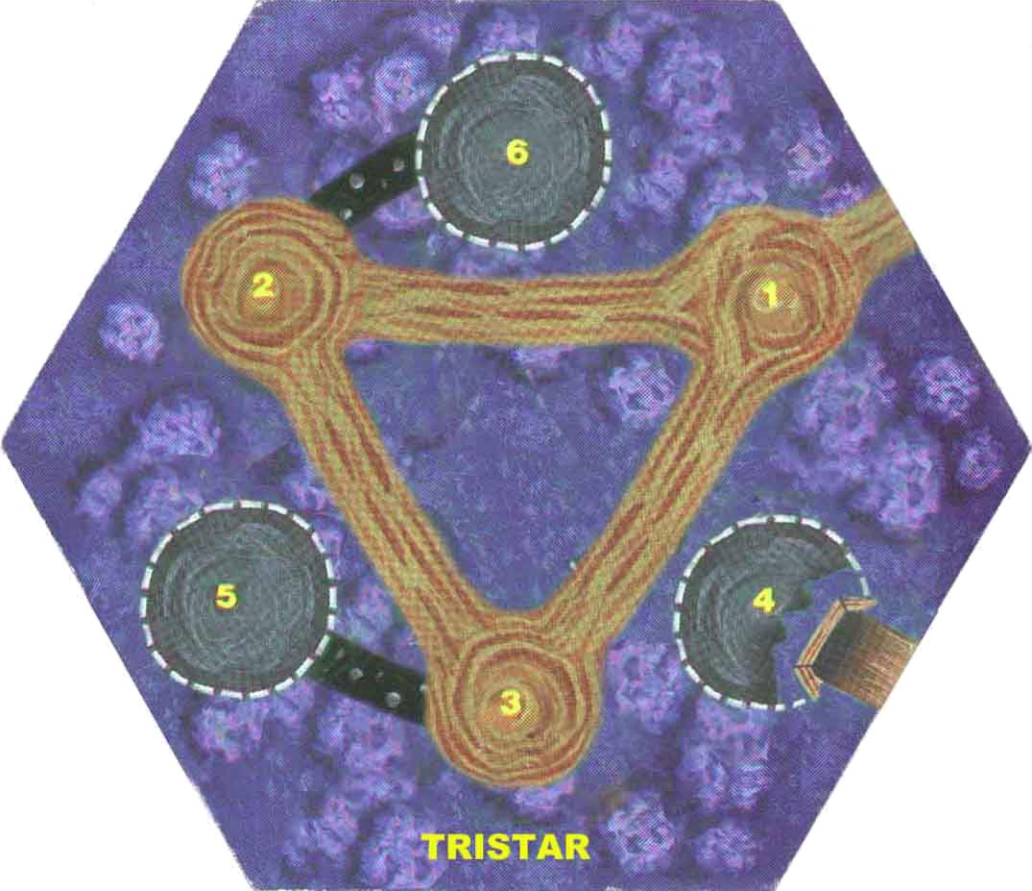
SPARKLE RIVER



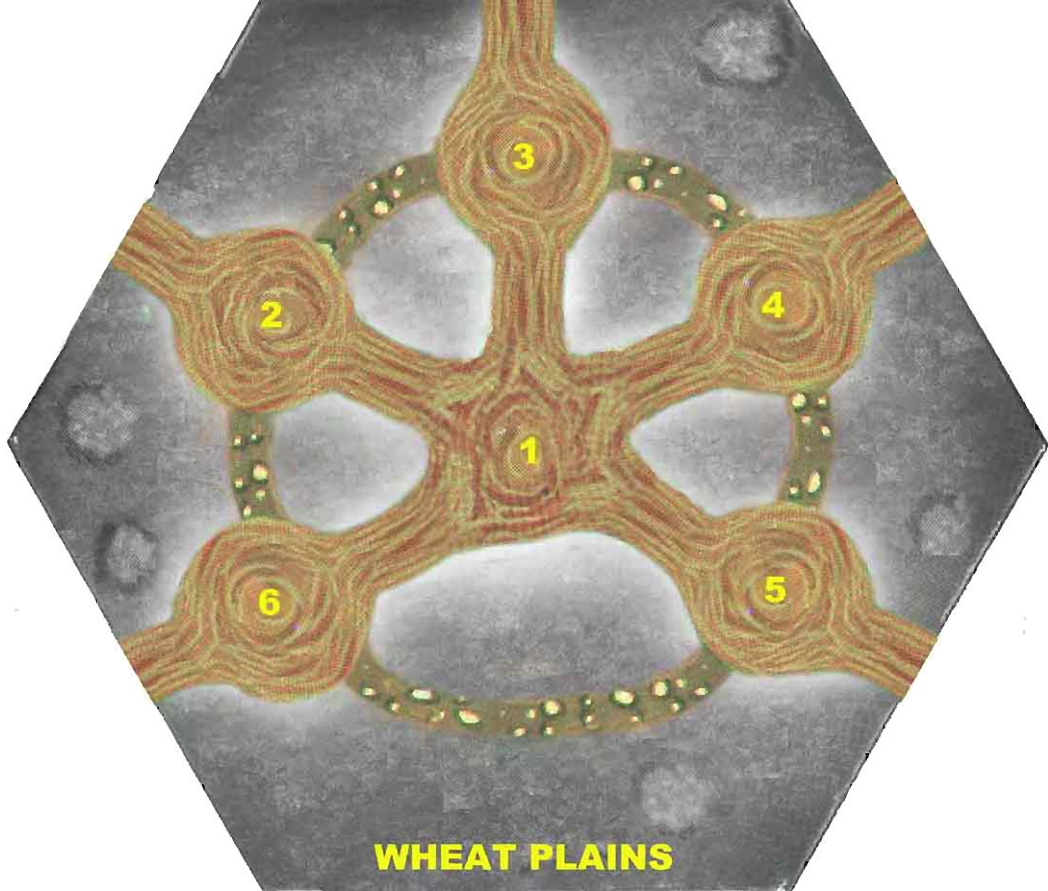
STREAM RIVER



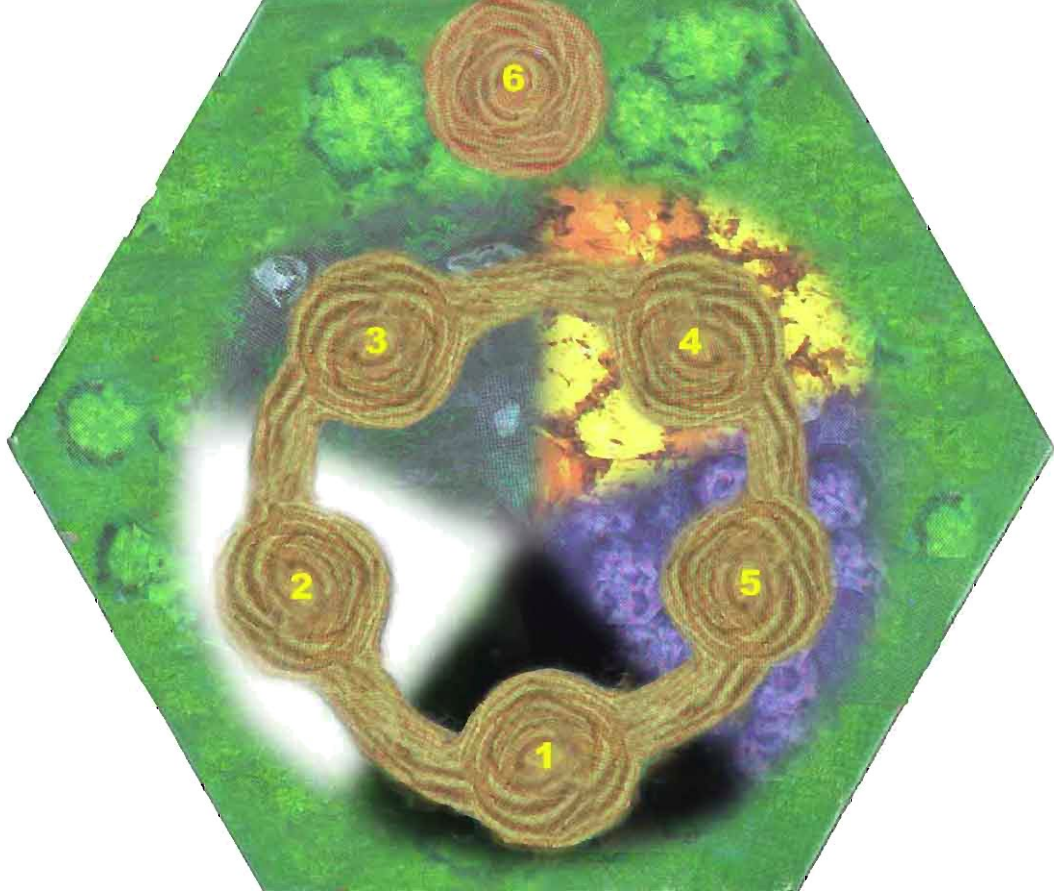
STREAM RIVER

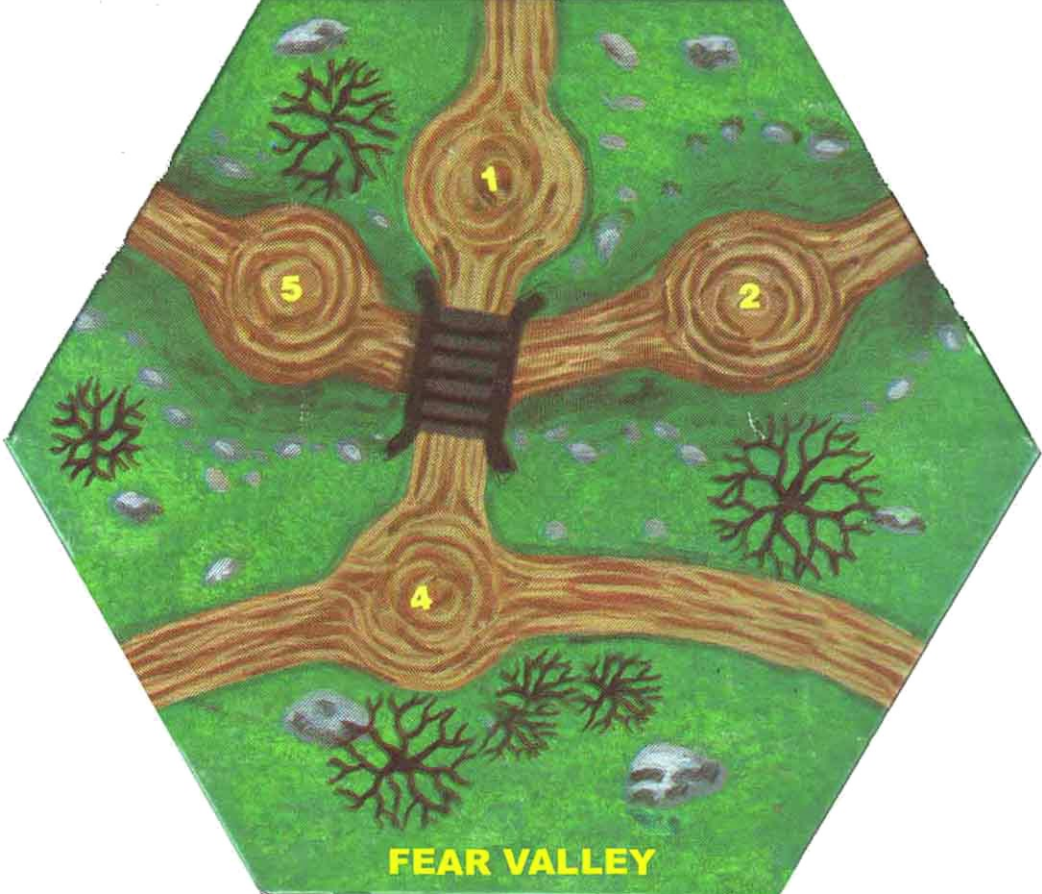


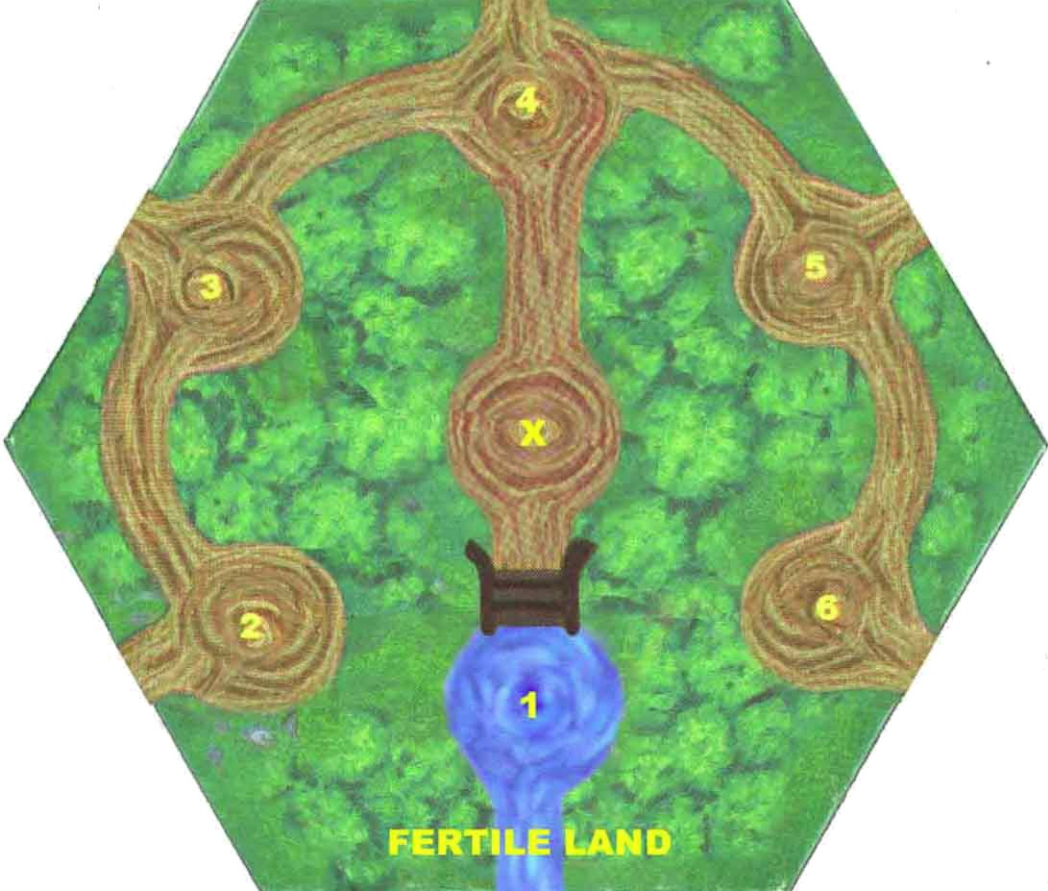
TRISTAR

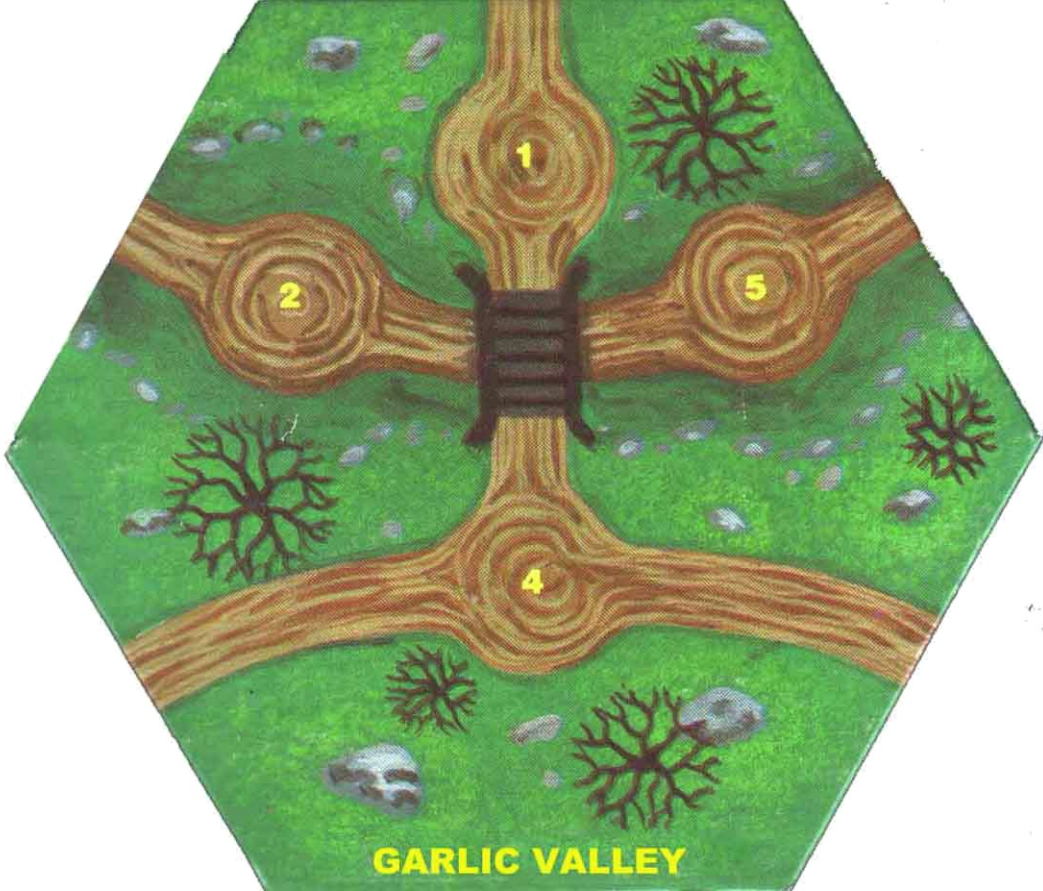


WHEAT PLAINS

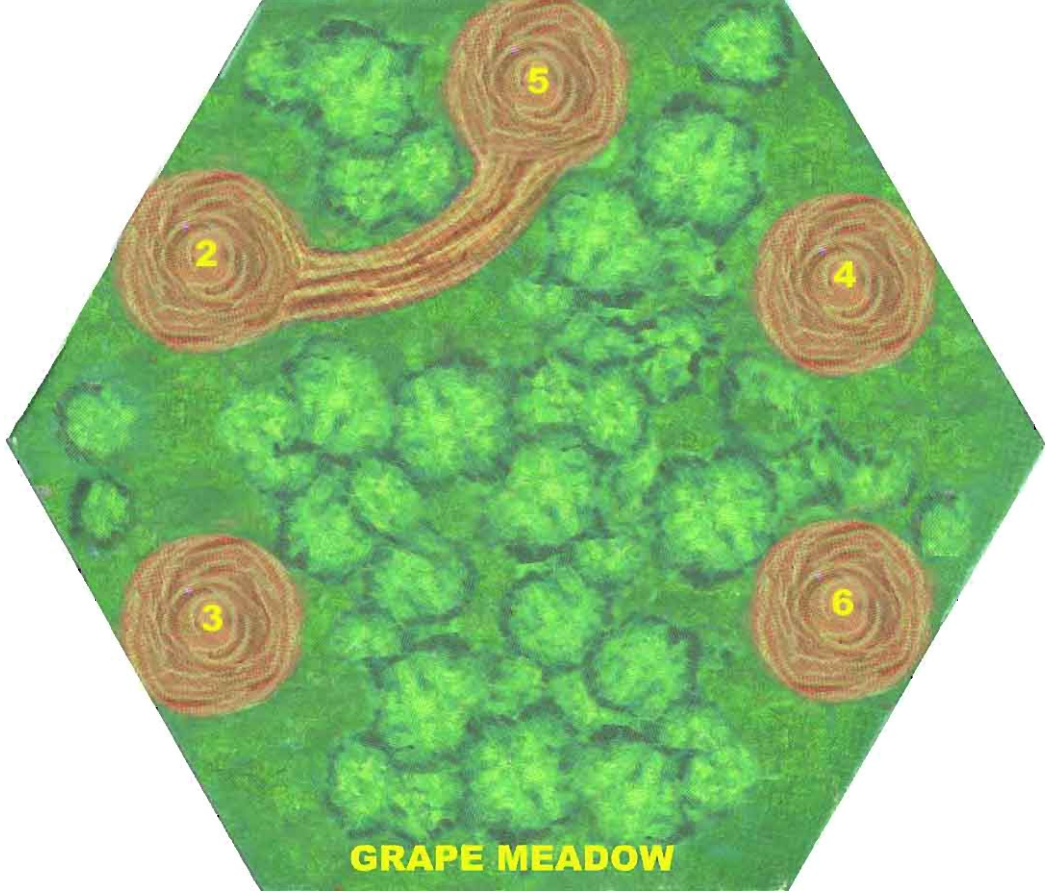




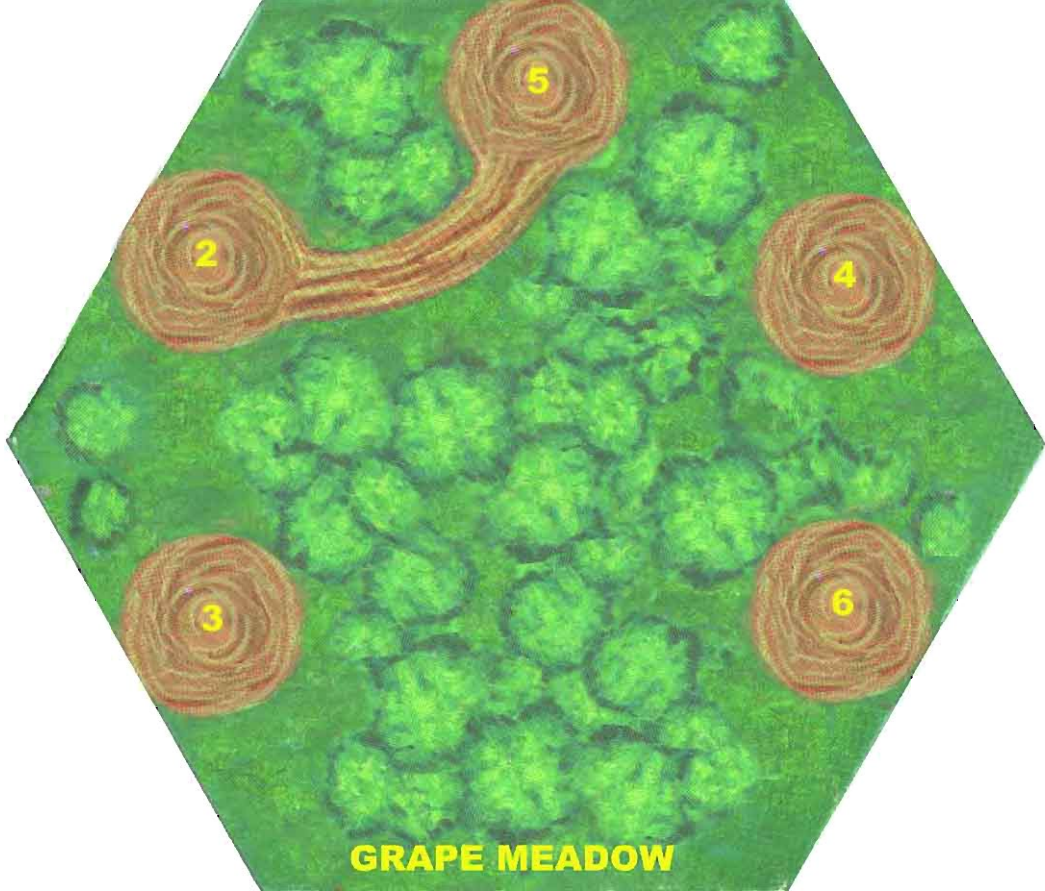




GARLIC VALLEY



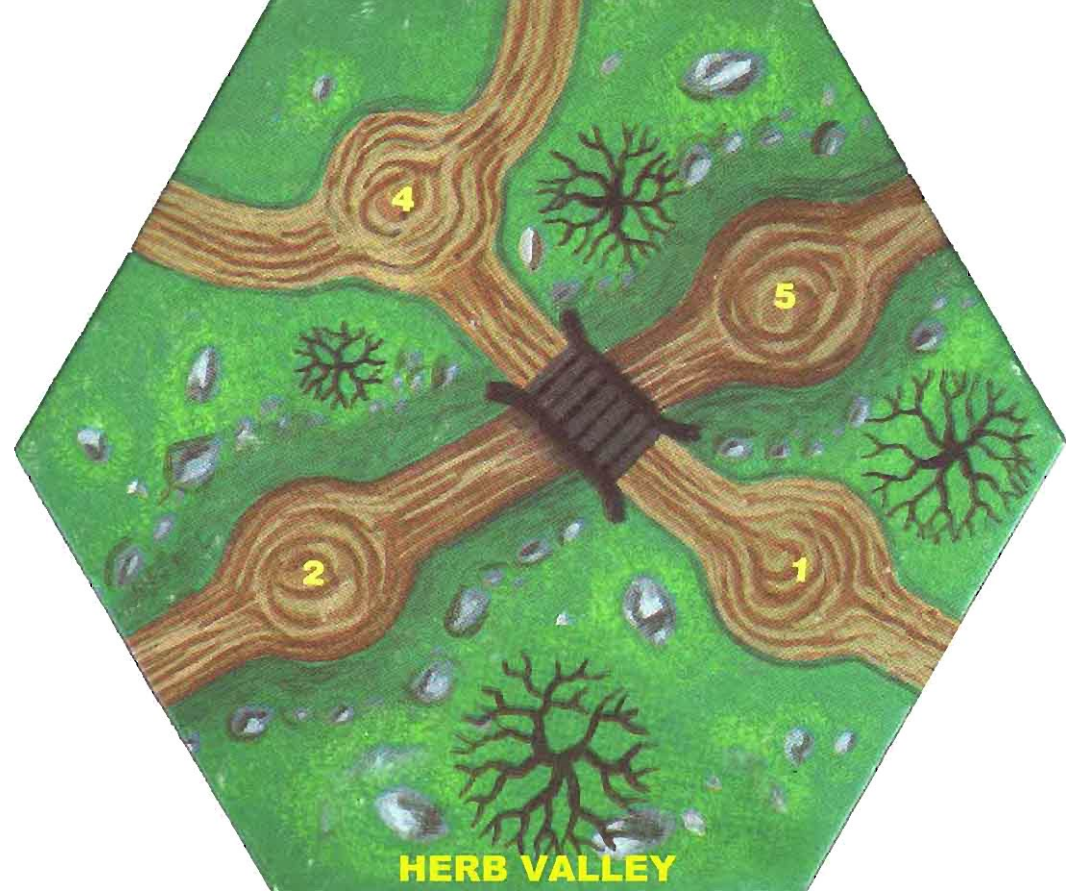
GRAPE MEADOW



GRAPE MEADOW

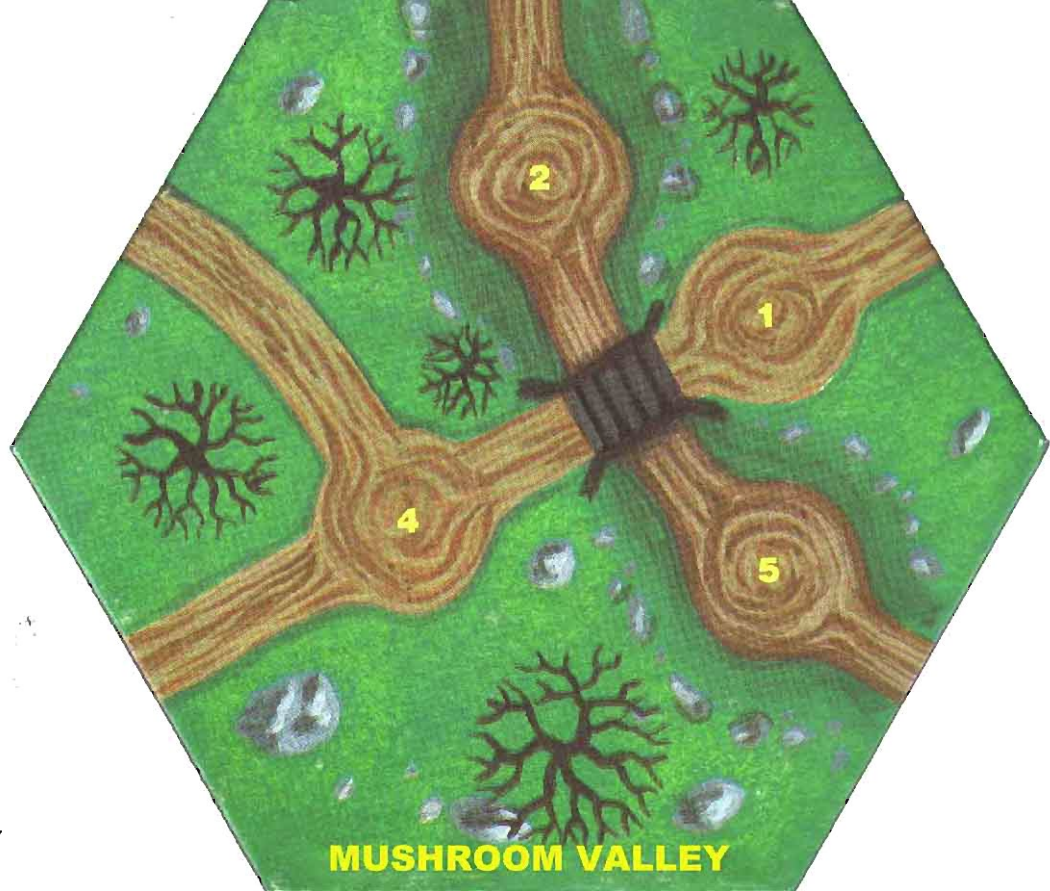


GUSH RIVER

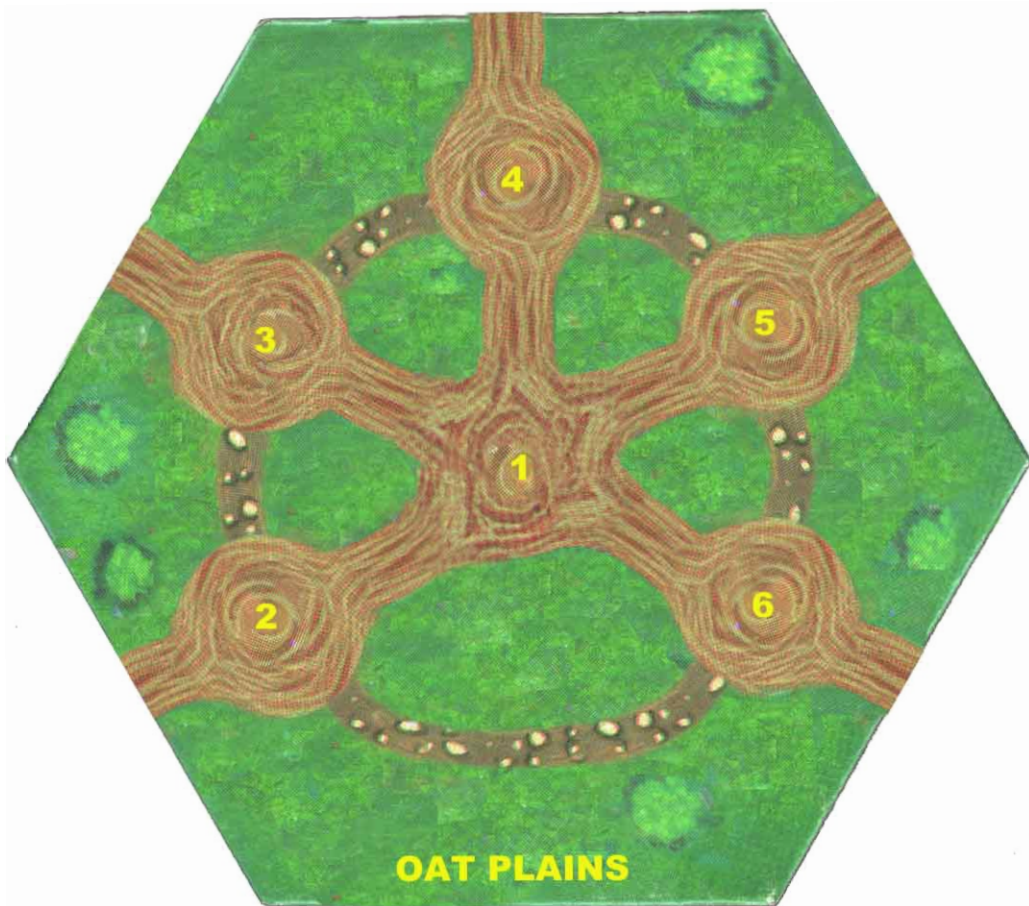




LONELY MOUNTAIN

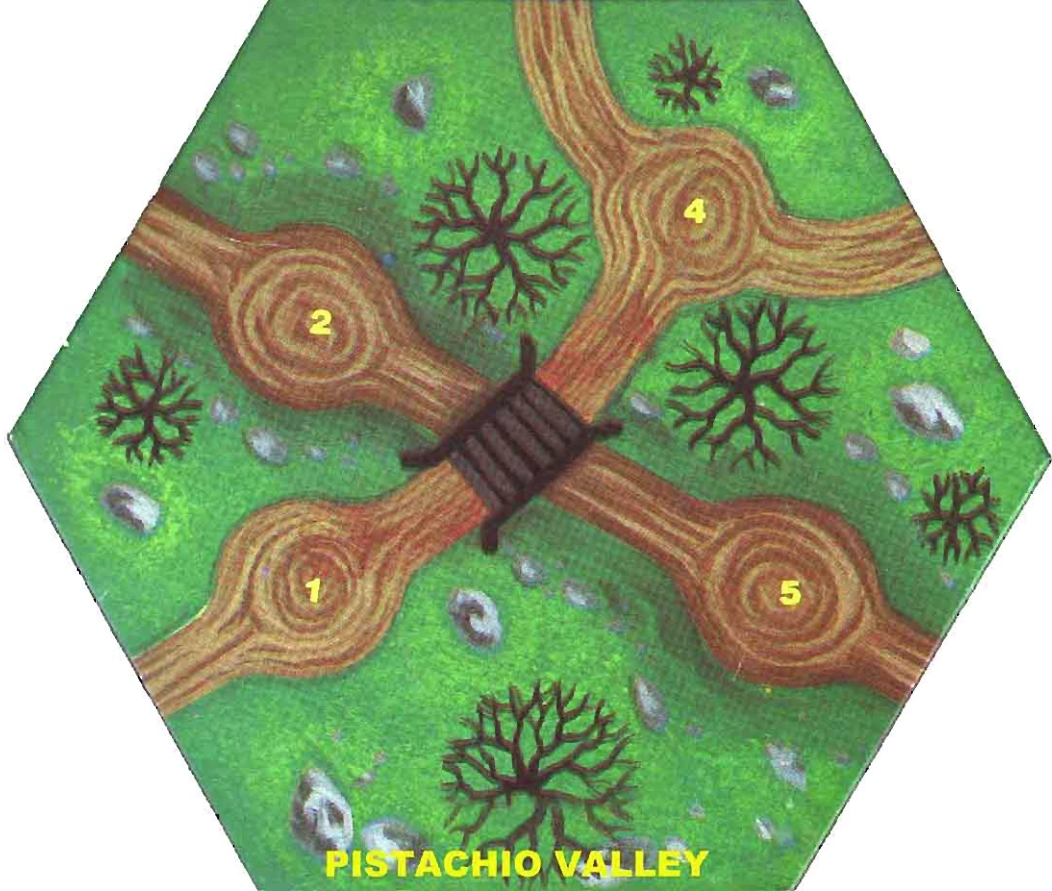


MUSHROOM VALLEY

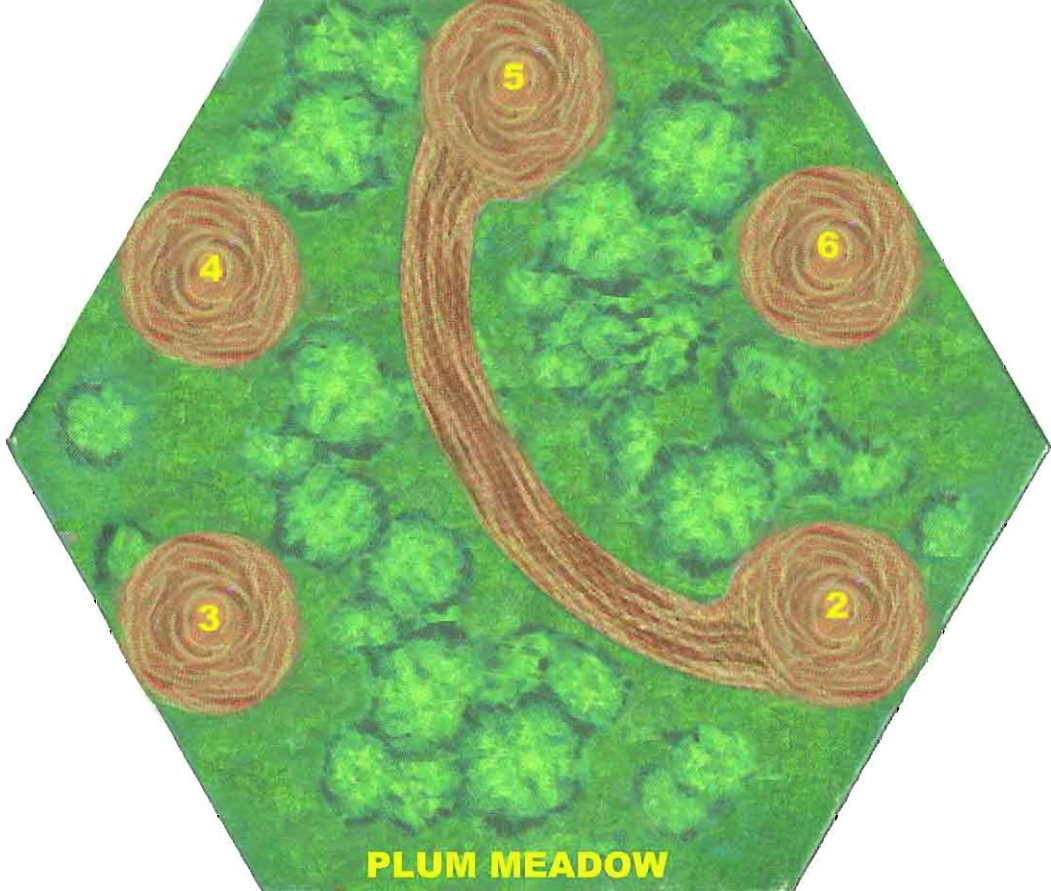




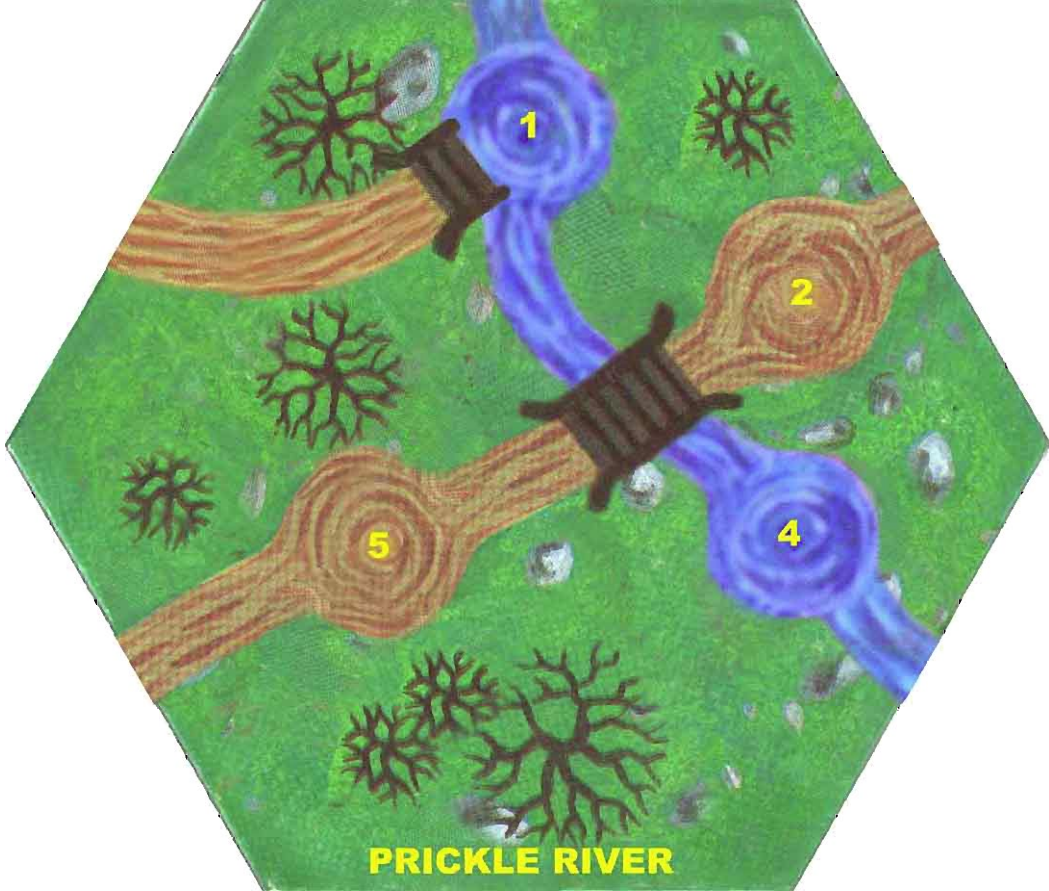
ONION VALLEY



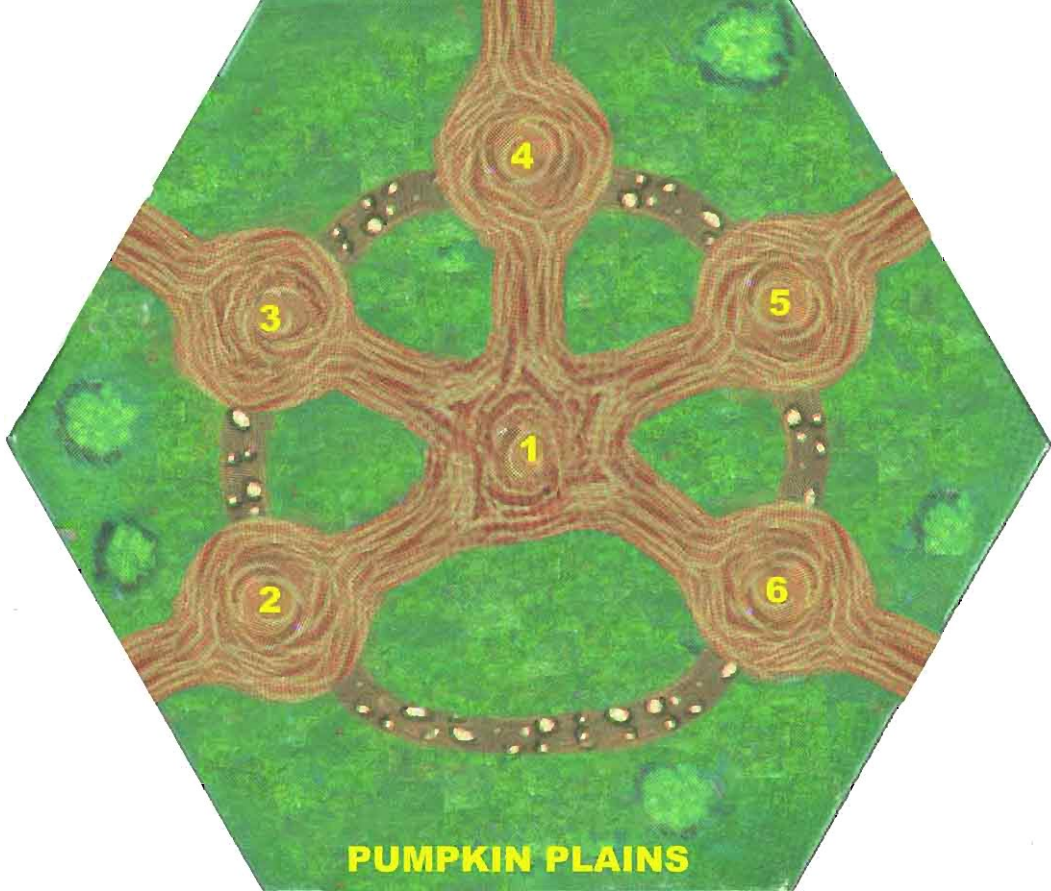
PISTACHIO VALLEY



PLUM MEADOW

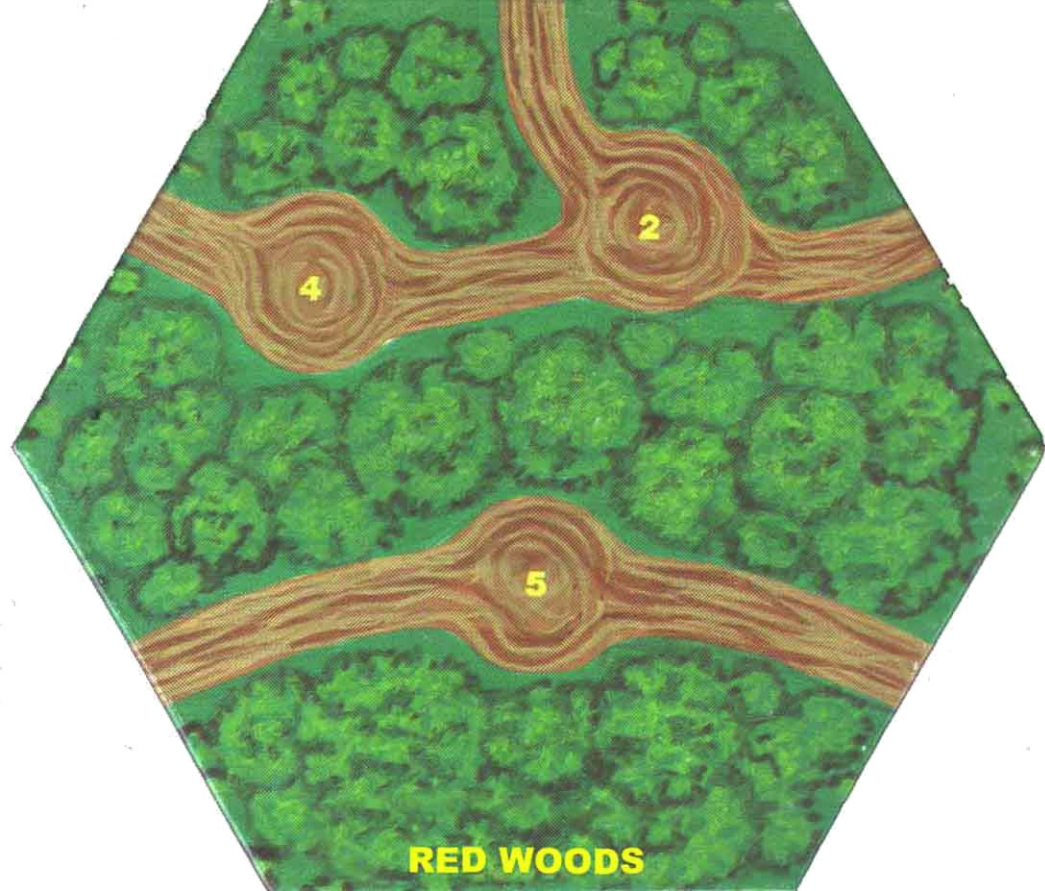


PRICKLE RIVER

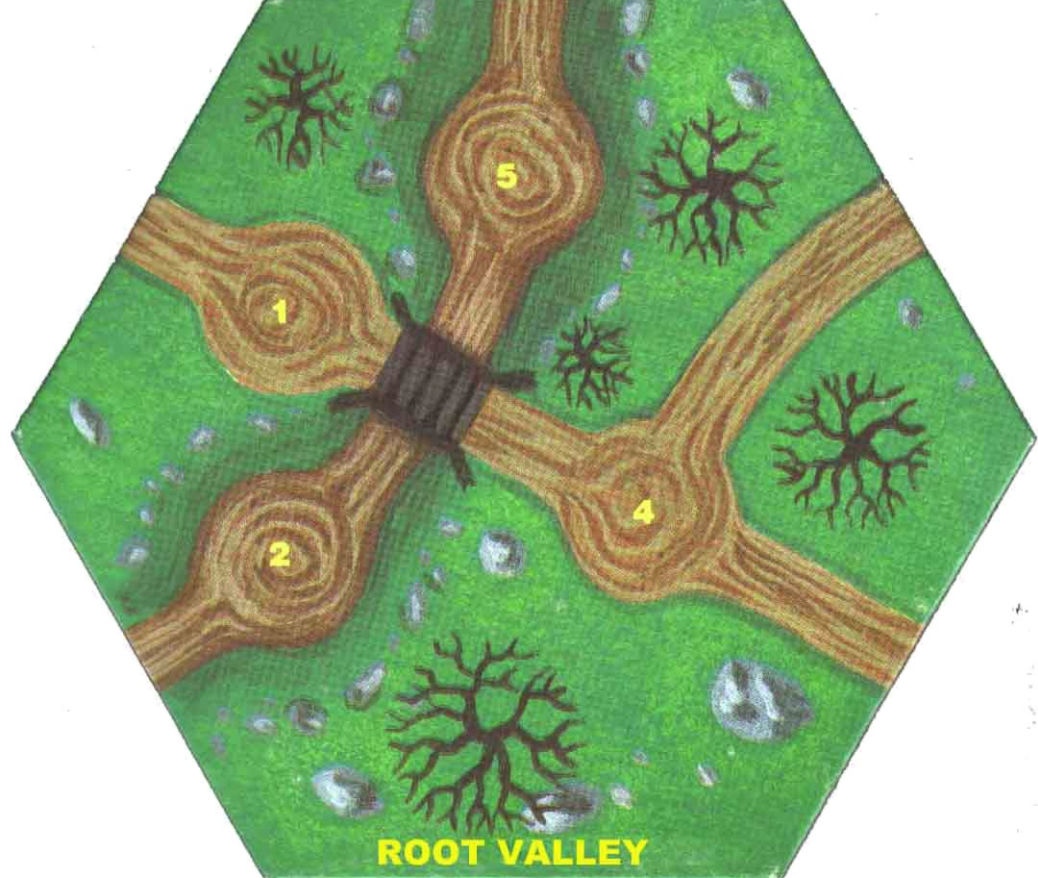




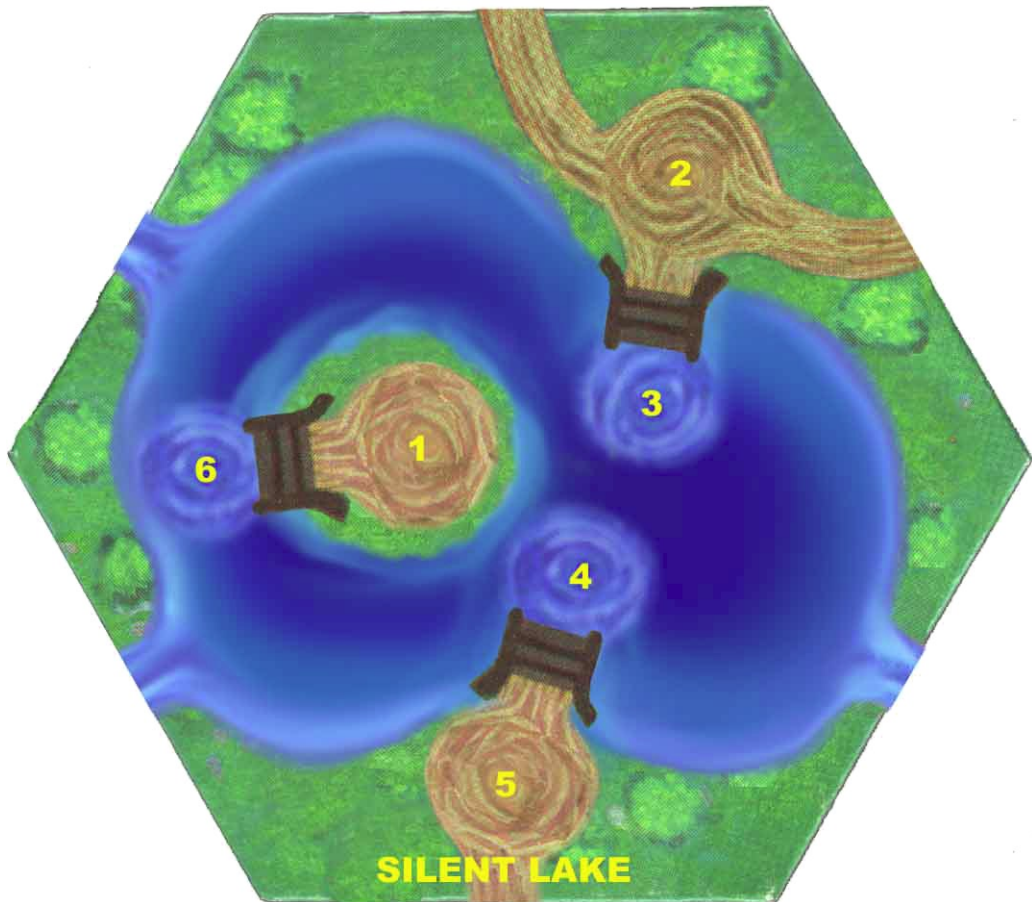
RAPID RIVER



RED WOODS

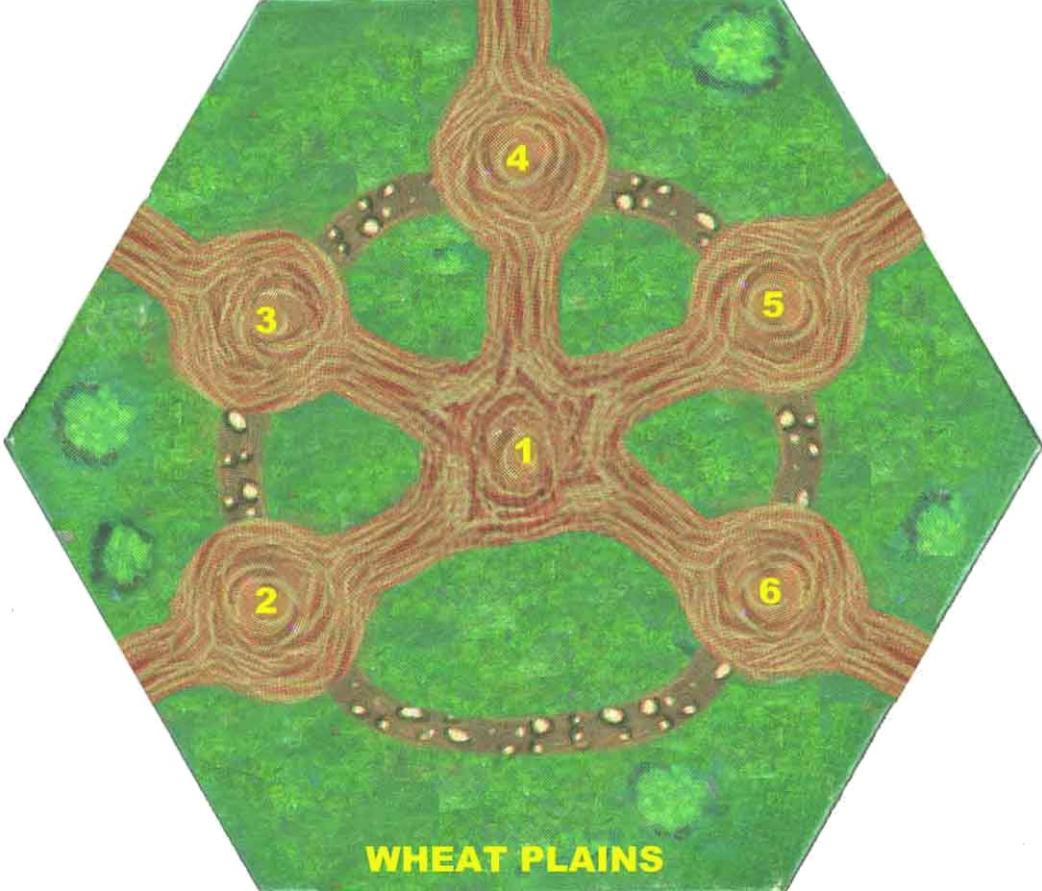


ROOT VALLEY

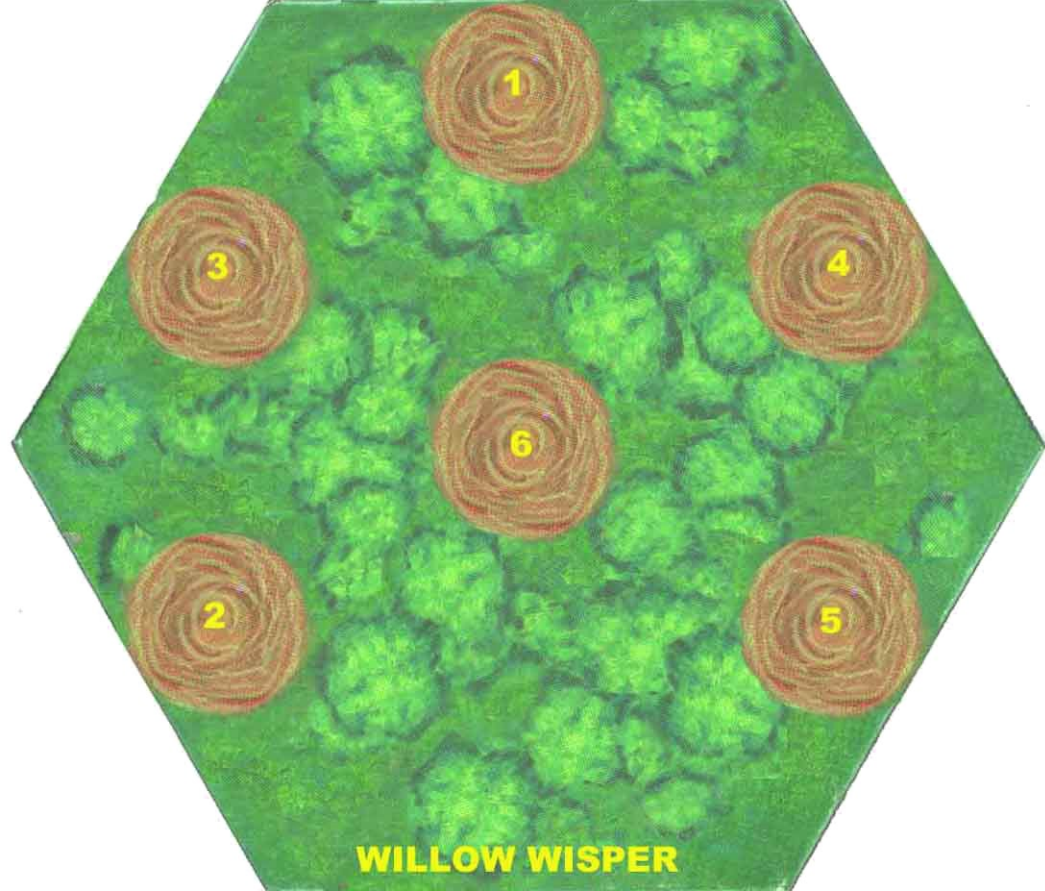




SPARKLE RIVER



WHEAT PLAINS



WILLOW WISPER