# 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 Sorceror, 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.*

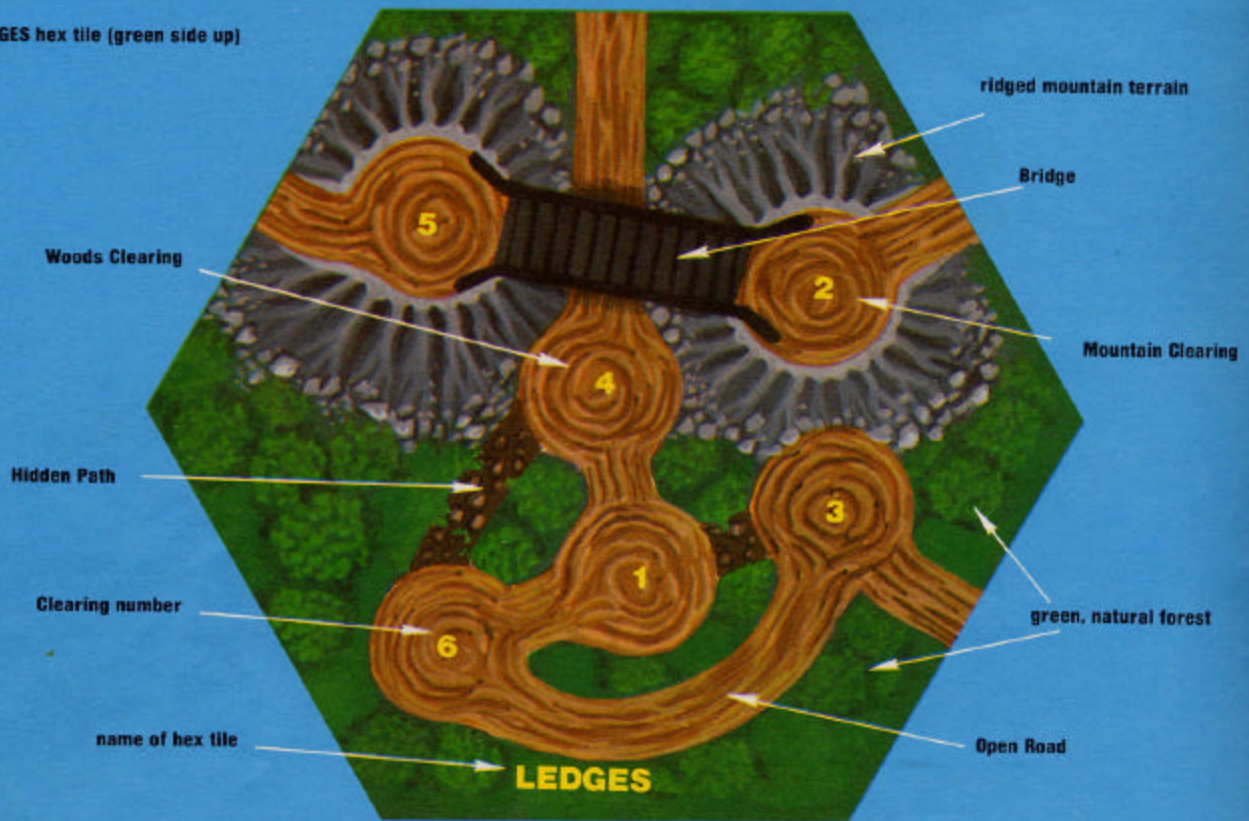*And now, into the* MAGIC REALM.

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# HEX TILES

**LEDGES hex tile (green side up)**

ridged mountain terrain

Bridge

Woods Clearing

Mountain Clearing

Hidden Path

Clearing number

green, natural forest

name of hex tile

Open Road

**LEDGES**

**BORDERLAND hex tile**

*GREY* enchanted forest

*GOLD* enchanted forest

Mine Openings

Woods Clearing

Tunnels

Secret Passage

Cave Clearing

*PURPLE* enchanted forest

**BORDER LAND**

# 1.0 INTRODUCTION TO THE THIRD EDITION RULES

## 1.1 PURPOSE OF THE THIRD EDITION RULES

The Third Edition Ru les 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 signific ant 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.

A third issue that has 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 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 optional and advanced 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. The rest of the rules are organized in order of the Sequence of Play: Birdsong and Sunrise, Daylight activities, Evening activities (including Combat), and finish with 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 that the event in question relates to and find all the rules collected together. Alternatively, you can look up the subject in the Index, which lists the reference 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 Section 26: 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 values. When using this variant, select your characters from among those that are recommended for the first two Encounters in the 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.

4) 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 player 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. 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.

   **c.** 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 or battle monsters, characters, or other natives. The characters can battle with the natives, hoping to kill them and earn Notoriety points, Gold bounty, and loot their abandoned possessions. On the other hand, characters may be killed by the battling natives, losing everything and having to start over. Unfriendly or enemy natives may block and battle a character

unexpectedly.

**d.** 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 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

When you have learned the mechanics of the rules, your journey into Magic Realm has just begun! After learning to move about the board and do activities and fight monsters, the question of what to do with your character in the nearly infinite possibilities of the Magic Realm comes to center stage. You can find discussions of game strategies and best play practices, as well as downloadable player aids and archived game records in various links at the following web site: http://www.magicrealm.net. There you will find your passport to the Magic Realm community!

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 e-mail 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/SiliconValley/Vista/9049/mr00.htm

## 1.6 DEFINITIONS

**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 combat chit which has the character symbol on one side and is blank on the other.

**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 combat 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.

**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.

**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.

**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.

## 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 on Page iii.
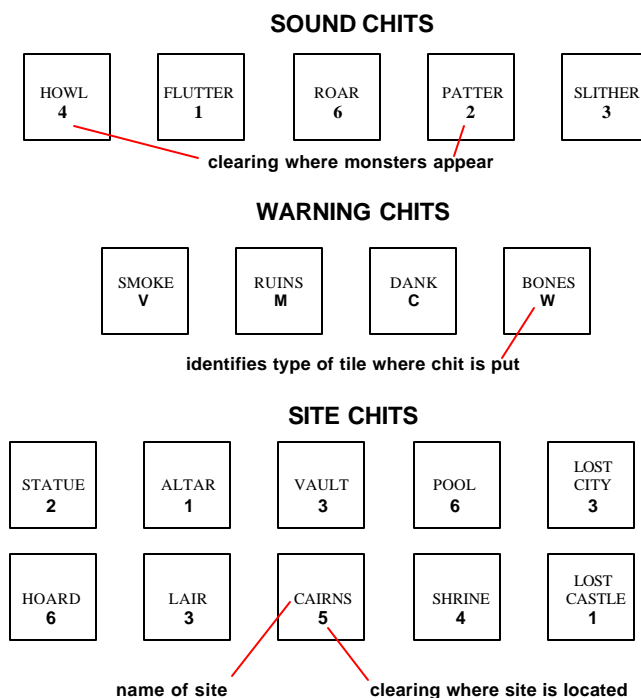
 **b.** Most of the game takes place in the circular *clearings*. The characters start the game in the same clearings with the Dwellings and move from clearing to clearing following the roadways. Each clearing contains a yellow numeral, so it can be identified by its number and tile. For example, "Nut 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 Section 4.7.2). 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. The red *Sound chits* identify the sounds of the forest (sounds made by monsters), and the number on each chit identifies which clearing the sounds are coming from. The 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 gold *Site chits* represent places where lost treasures are

concealed. The number on the chit identifies the clearing where the treasures are hidden. The red *Lost City* and *Lost Castle* chits signify concentrations of Sound and Site chits. They identify regions thick with monsters and treasure.

**SOUND CHITS**



| HOWL 4 | FLUTTER 1 | ROAR 6 | PATTER 2 | SLITHER 3 |

**clearing where monsters appear**

**WARNING CHITS**

| SMOKE V | RUINS M | DANK C | BONES W |

**identifies type of tile where chit is put**

**SITE CHITS**

| STATUE 2 | ALTAR 1 | VAULT 3 | POOL 6 | LOST CITY 3 |
| HOARD 6 | LAIR 3 | CAIRNS 5 | SHRINE 4 | LOST CASTLE 1 |

**name of site**      **clearing where site is located**

**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.



**picture identifies monster**

**HARM LETTER**      **MOVE SPEED**

**SHARPNESS STAR**      **ATTACK SPEED**

**indicates monster has picked up its target**
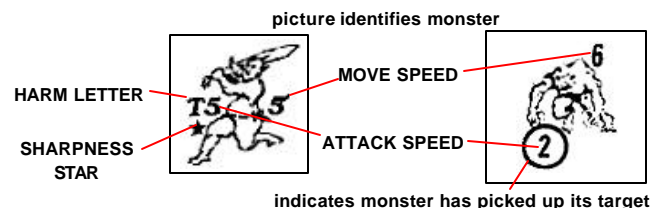
**2.2.3. Monsters:** Each monster counter represents the monster pictured on the counter. The size of each monster counter signifies the size and "vulnerability" of the monster - the largest counters are the largest, and toughest, monsters. The monster's "vulnerability" is

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.



**g.** 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.

**h.** 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.
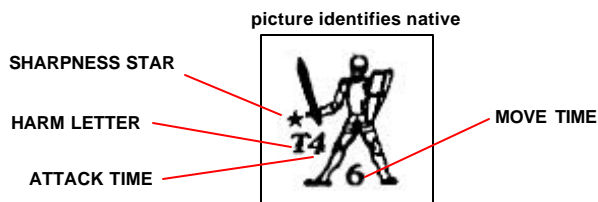


**2.2.4. Natives:** Each native counter represents the native pictured on the counter. The List of Natives identifies each type of native and indicates his Gold bounty, Notoriety bounty, weapon length, method of attack, weight, move strength, vulnerability, whether he is armored, and the basic "wage" 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.

**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.
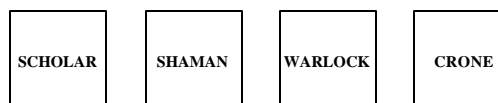


**2.2.5. Visitor/Mission Chits:** The visitor/mission chits have a variety of uses. When a name (Crone, Scholar, Shaman, Warlock) is face up, the chit represents a *visitor* - a sage or magician who is visiting the Magic Realm. When Escort Party or Food/Ale is face up, the chit represents a helpless 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.
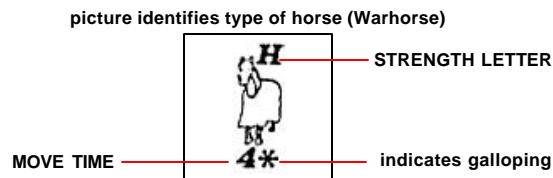


**2.3.3. Horses:** Each horse counter represents the horse pictured on it. There are three types of horses: ponies, workhorses and warhorses as shown on the List of Horses. When a character has a horse active, he is riding it. Inactive horses are being led and represent pack horses. Each horse counter 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. The native will not sell his horse and he is always riding it, except when they are in a cave. When he is riding, he and his horse are put on the map together. When they enter a cave the horse is removed from the map but it is assumed to be with him, inactive. The native must move and fight on foot when in caves.

**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.



silhouette identifies weapon (Great Axe)
SHARPNESS STAR
HARM/WEIGHT LETTER
indicates alerted weapon
ATTACK TIME (if present)

**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:* Alerting has no effect on weapon cards. Active weapon cards stay face up whether they are alerted or not.



UNALERTED side
ALERTED side
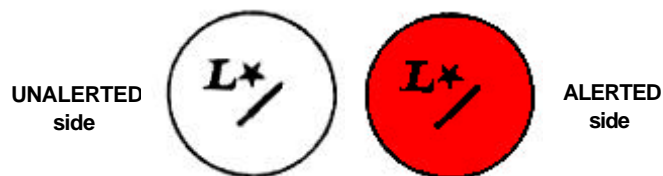
**e.** Weapon counters can be turned over only at certain times. When a weapon counter has one side face up, it must keep that side face up until the counter is turned over in an Alert phase or by hitting or missing in combat.



picture identifies armor (suit of armor)
ARMOR T
TOUGHNESS/WEIGHT LETTER

**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.
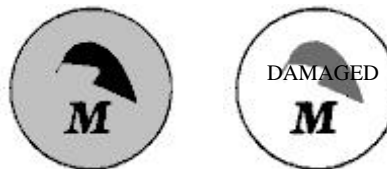


DAMAGED

**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

6

Treasures provides statistics for each treasure card, such as fame, notoriety, gold, weight, spell type, magic type, large and great treasures, and other information found on the treasure card.

ARTIFACT values

**GLOWING GEM**
(1 spell)

identifies Large treasure (gold dot)

*VII*

MAGIC type

(Soldiers 5F)
– N:5 **17**

FAME price

**MOULDY SKELETON**
get CURSE

**P2**

discard

identifies substitute card

identifies TREASURES WITHIN TREASURES card

indicates Potion

**TOADSTOOL CIRCLE**
extra SPELL

EFFECT

*Potion*
**POULTICE OF HEALTH**
REST counts double

(discard to *SHAMAN*)
– **2**

EFFECT

**P4**
*BLACK*

*COLOR* magic

CANNOT MOVE

identifies site card

**a.1)** Some Treasure cards also have a Notoriety value and a Fame value or Fame price. A Fame *value* is identified by the word "Fame:" followed by a number. A Fame *price* 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 Rituals that have magical uses. Each Enchanted card supplies the *color* named on it (in red), to every character in its clearing. The characters can use Rituals 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 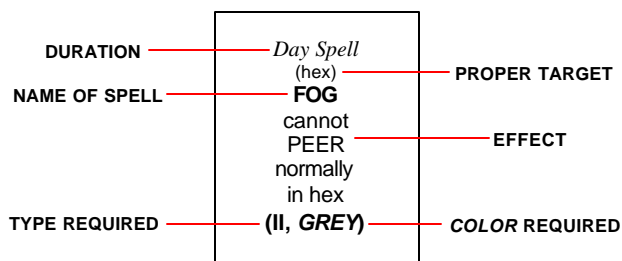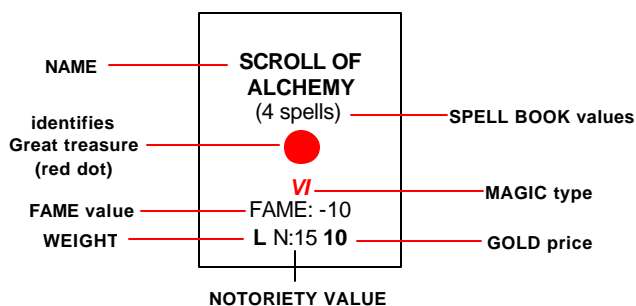Chest (P1) is an item, but the Remains of Thief and Mouldy Skeleton are exchanged for items, while Toadstool Circle, Crypt of the Knight, and Enchanted Meadow are "Site cards" - places where treasures are located.

**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 Ritual 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.

DURATION

NAME OF SPELL

*Day Spell*
(hex)
**FOG**
cannot PEER normally in hex

**(II, *GREY*)**

PROPER TARGET

EFFECT

TYPE REQUIRED

*COLOR* REQUIRED

**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.

NAME

identifies Great treasure (red dot)

FAME value

WEIGHT

**SCROLL OF ALCHEMY**
(4 spells)

*VI*

FAME: -10

**L** N:15 **10**

SPELL BOOK values

MAGIC type

GOLD price

NOTORIETY VALUE

## 2.4 THE TREASURE SET UP CARD

**2.4.1.** The Set Up 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 Set Up 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.

**TREASURE SET UP CARD SCHEMATIC**

DAILY RECORD

TREASURES WITHIN TREASURES boxes

SPELL BOOK boxes

APPEARANCE CHART

LOST CASTLE

TREASURE LOCATIONS

DWELLINGS

ARTIFACT boxes

VISITOR boxes

LOST CITY

GARRISON boxes

MONSTER ROLL boxes

VISITOR/MISSION chit boxes (in DWELLINGS section)
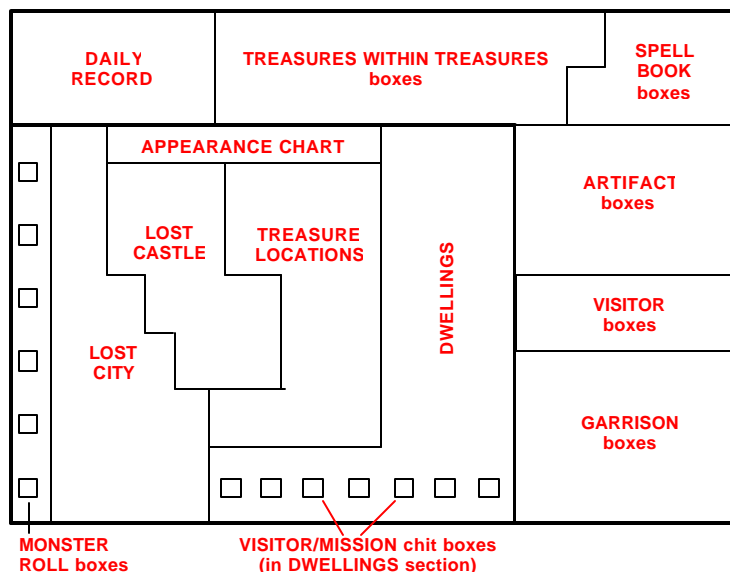
**a.** Each box in the Lost Castle and Lost City sections holds the type of monster pictured in the box. The large number in the box indicates the number of monsters in the box; boxes that contain no number contain only one monster.

**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 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.

**2.4.3.** 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.

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

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

**2.4.6.** Each box in the Treasures Within Treasures section holds extra treasures that are hidden within one of the Treasure Locations boxes.
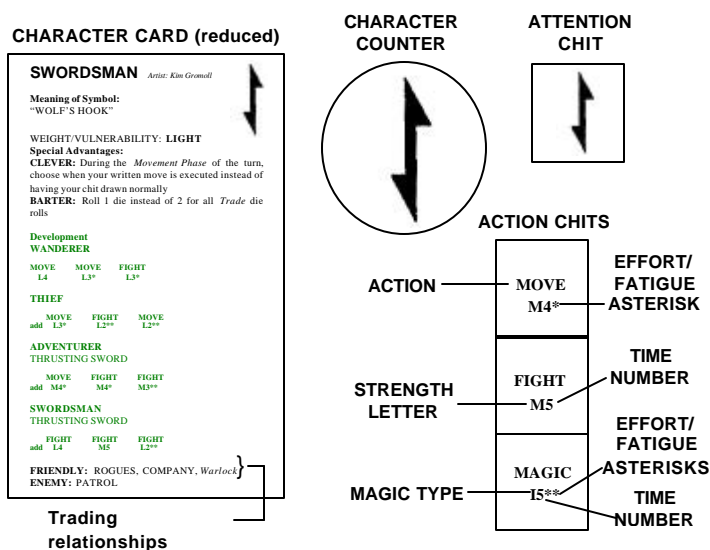
**2.4.7.** The Day (Turn) chit is put on the Daily Record track to identify the turn that is in progress. The four Weather chits and the six red number chits are also put on this track to keep track of the weather, if the optional weather rules are being used.

**WEATHER CHITS**

| SHOWER | SPECIAL | CLEAR | STORM |
|---|---|---|---|
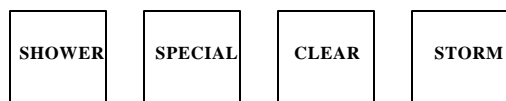
## 2.5 CHARACTER PIECES

**2.5.1.** Each character has one Character card, one character counter, one Attention chit and twelve combat chits.



**CHARACTER CARD (reduced)**

**SWORDSMAN** *Artist: Kim Gromoll*

**Meaning of Symbol:**
"WOLF'S HOOK"

WEIGHT/VULNERABILITY: **LIGHT**
**Special Advantages:**
**CLEVER:** During the *Movement Phase* of the turn, choose when your written move is executed instead of having your chit drawn normally
**BARTER:** Roll 1 die instead of 2 for all *Trade* die rolls

**Development**
**WANDERER**

| MOVE | MOVE | FIGHT |
| L4 | L3* | L3* |

**THIEF**

| | MOVE | FIGHT | MOVE |
| add | L3* | L2** | L2** |

**ADVENTURER**
THRUSTING SWORD

| | MOVE | FIGHT | FIGHT |
| add | M4* | M4* | M3** |

**SWORDSMAN**
THRUSTING SWORD

| | FIGHT | FIGHT | FIGHT |
| add | L4 | M5 | L2** |

**FRIENDLY:** ROGUES, COMPANY, *Warlock*
**ENEMY:** PATROL

**Trading relationships**

**CHARACTER COUNTER**

**ATTENTION CHIT**

**ACTION CHITS**

**ACTION** — MOVE M4* — **EFFORT/ FATIGUE ASTERISK**

**STRENGTH LETTER** — FIGHT M5 — **TIME NUMBER** — **EFFORT/ FATIGUE ASTERISKS**

**MAGIC TYPE** — MAGIC I5** — **TIME NUMBER**

**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 rules.

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

**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 combat 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 a magic Ritual. The eight types of Magic chits are used to gain power over the *colors* of magic and cast spells.

**f.** When action chits are fatigued, wounded, or dedicated to permanent spells, they are out of play and cannot be used by the character until they are returned to active status. Players should keep their out of play action chits with their inactive belongings, separate from their active chits and belongings, to remind them of their status.

## 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**



TURN RECORD

ACTIVITIES columns

FIND ENEMIES COLUMN

FAME, NOTORIETY and GOLD columns

DISCOVERIES section

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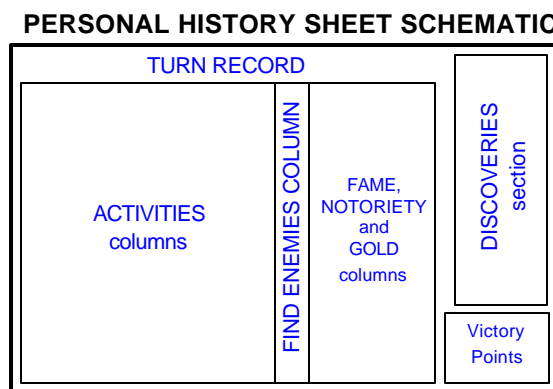
**2.6.2.** The front of the sheet contains a large Turn Record area, a Discoveries list and a Victory Requirements box.

8

**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 (each personal history sheet can be used for two one-month games, or one longer game). During the game, the character records each turn in the row for that turn.

**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 shows how much he is admired (negative points show how much he is despised), and his Notoriety shows how much he is feared (negative points show how much he is scorned). These values are by definition 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 (1arge 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) 45" is the secret passageway connecting clearing 4 with clearing 5 on the green side of the Borderland tile. There is also a "Borderland (enchanted) 45" 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 Set Up 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 $1^{st}$ and $2^{nd}$ 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 $2^{nd}$ and $3^{rd}$ 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 Abilities:**  On many of the character cards, the order in which the special abilities are listed does not match the order in which they are described in the rules.  This is important for the development game, as the characters receive their special abilities in the order in which they are listed in the rules, *not* the order on the card.  *Solution:* Number the special abilities on the cards to match the numbers in the rules, or use arrows to transpose those that are out of order on the cards.  This affects the Amazon (she gets Aim before Stamina), Dwarf (he gets Short Legs before Cave Knowledge), Swordsman (he gets Barter before Clever), White Knight (he gets Health before Honor), Wizard (he gets Lore before Experience), Captain (he gets Aim before Reputation), Black Knight (he gets Aim before Fear), Magician (he gets Magical Paraphernalia before Knowledge), Sorceror (he gets Lore before Aura of Power), Witch (she gets Knowledge before Familiar), and Witch-King (he gets Disembodied before Aura of Power).

**2.7.9. 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 3rd edition rules, to make the purpose of the phase more clear.  However, the Sorceror 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 Sorceror and Witch-King cards with the new phase name or simply remember that the two types of phases are the same.

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

**2.7.12. 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 either exchanged for the five associated chits on the Setup Card or they can be left on the tile in the woods, away from the clearings. *Solution:* Ignore the numbers on these chits.

# 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 Set Up 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 and the tables summarize the critical points, but most of the necessary information is printed on the Set Up 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 SET UP 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 Set Up Card. Put aside the six Dwelling counters, the two Ghosts, and the six visitor/mission chits. The visitor/mission chits are put on the Set Up 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 9 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 8 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 7 "L" (Light) weapons, a group of 5 "M" (Medium) weapons and a group of 5 "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 6 Treasure Within Treasure 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 Set Up 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 5  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 6 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 8 monsters left over (not counting the Ghosts). *Example:*  In the second row, the first box contains the 2 Vipers (the smallest snake counters), the second box contains the 2 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.  Spells may either be placed in random order, or in the Type order listed (lower Spell types on the bottom, making them harder to learn), according to player preference. 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 Set Up Card.  For Spell Books with more than one Type of spell, spells may be placed in the boxes in random order, or in the order listed on the Set Up Card, according to player preference.  *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.

**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.

# ITEMS AND HORSES

| Section of Set Up Card: | Box in Section: | Treasure cards | | Weapons | Armor | | | | Horses |
|---|---|---|---|---|---|---|---|---|---|
| | | Small | Large | (weight) | 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* | — | — | — | — | — | — |
| | STATUE | 2 | 1* | — | — | — | — | — | — |
| DWELLINGS | 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) | — | — | — | — | — |
| | Row 5 (Bashkars) | 2 | — | — | — | — | — | — | 6 ponies |
| GARRISONS | 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.2)** Only 41 of the Spell cards are used in each playing of the Magic Realm; the other 6 cards are out of play. When every box has received its Spell cards, put the remaining 6 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.

## SPELL CARDS

| section of SET UP card | box in section: | 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 | — | 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 Set Up 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 twenty hex tiles together and then deal them out to the players at random. Deal out all twenty 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 play 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.
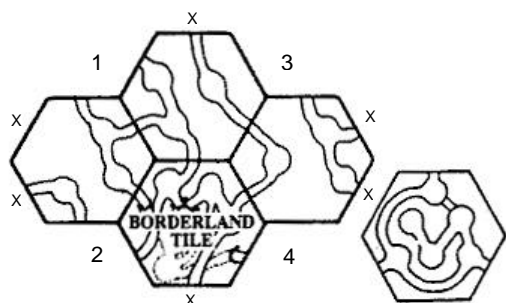


PLACING TILES: The player wishes to place the Mountain tile.
1. He cannot put it in any of the positions marked "X" because he must put it adjacent to two tiles that have already been placed.
2. He cannot play it in position 1 or 2 because he cannot put a roadless edge against an edge that has a road.
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.

**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.

**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 twelve of his combat chits.

**3.3.2.** He also takes the weapon and armor counters listed under the fourth stage of Development on his Character card. He gets only those counters listed for his fourth (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 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 fourth 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 camp fires). 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 0 to 5 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, 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 get one Great Treasure.

**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, over and above his starting gold and the value of his starting equipment.

**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 value; 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.

**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 values 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 price and he sells it to the active group named on the card, he also adds its Fame price 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 price. A character gets a Fame value when he holds the item; he gets a Fame price 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. Other than that, duplicate spells cannot be counted toward the Victory Requirements. 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.

*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 Castle and Lost City identify tiles infested with monsters and treasure.

**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.** Each red Sound chit marks 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.

**c.** Yellow Warning chits are placed on the tile but not in any specific clearing. The Warning chits imply monsters that can appear in any clearing in the tile.

**d.** *Substitute chits* represent other pieces in the game. When revealed, they are exchanged for the pieces they represent.

**d.1)** The five Warning chits placed in the valleys are replaced by the four Dwellings and the Ghosts when they are revealed.

**d.2)** The Stink W chit represents the Large Campfire and the Smoke W chit represents the Small Campfire. 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".

**d.3)** The Lost City chit represents five secret map chits placed in the Lost City section of the Set Up 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 down. *Note:* The Lost City and Lost Castle chits are not removed from play when they are exchanged. They remain in their tiles, face

up, for the rest of the game.

    **e.** The remaining map chits are left in the tiles once they are discovered to mark the special places in those tiles.

**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 8 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 5 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 5 chits in the Lost City section and the other 5 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): Pick 4 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. Then turn the 5 "C" Warning chits blank side up, mix them together thoroughly, and put one of them in each of these tiles.

    **b.** Mountain tiles (Cliff, Crag, Deep Woods, Ledges, Mountain): Turn the Lost Castle chit blank side up and mix it in with the remaining 4 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. Then turn the 5 "M" Warning chits blank side up, mix them together thoroughly, and put one of them in each of these tiles.

    **c.** Valley tiles (Awful Valley, Bad Valley, Cursed Valley, Dark Valley, Evil Valley): Turn the 5 "V" Warning chits blank side up, mix them together thoroughly, and put one of them in each of these tiles.

    **d.** Woods tiles (Linden Woods, Maple Woods, Nut Woods, Oak Woods, Pine Woods): Turn the 5 "W" Warning chits blank side up, mix them together thoroughly, and put one of them in each of these tiles.

## MAP CHITS

| Map chits put on these hex tiles: | HEX TILES: | | | | APPEARANCE CHART: | |
|---|---|---|---|---|---|---|
| | AWFUL VALLEY<br>BAD VALLEY<br>CURST VALLEY<br>DARK VALLEY<br>EVIL VALLEY | LINDEN WOODS<br>MAPLE WOODS<br>NUT WOODS<br>OAK WOODS<br>PINE WOODS | BORDERLAND<br>CAVERN<br>CAVES<br>HIGH PASS<br>RUINS | CLIFF<br>CRAG<br>DEEP WOODS<br>LEDGES<br>MOUNTAIN | at top of<br>LOST CASTLE<br>section | at top of<br>LOST CITY<br>section |
| **Warning chits:** | BONES V | BONES W | BONES C | BONES M | — | — |
| | DANK V | DANK W | DANK C | DANK M | — | — |
| | RUINS V | RUINS W | RUINS C | RUINS M | — | — |
| | SMOKE V | SMOKE W | SMOKE C | SMOKE M | — | — |
| | STINK V | STINK W | STINK C | STINK M | — | — |
| **Site chits** and **Sound chits** | — | — | 4 chits plus<br>LOST CITY chit | 4 chits plus<br>LOST CASTLE chit | 5 chits | 5 chits |

**3.5.5.** 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.

    **f.** 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 Valley 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.

### VALLEY CHITS

| Map chit: | is exchanged for: | | |
|---|---|---|---|
| | **Dwelling** | **Native** | |
| **BONES V** | two Ghosts | — | — |
| **DANK V** | CHAPEL | Order | CHAPEL box |
| **RUINS V** | GUARD house | Guard | GUARD house box |
| **SMOKE V** | HOUSE | Soldiers | HOUSE box |
| **STINK V** | INN | Rogues | INN box |

**b.** The campfires are not put on the map at this time. They will be exchanged for the Stink W and Smoke W Warning chits 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.

# 4.0 GAME MECHANICS

## 4.1 GAME TIME

**4.1.1.** Each turn represents one day of time in the Magic Realm.

**4.1.2.** Seven days make up one week, and twenty-eight days make up one lunar month. Use the Day (Turn) chit to mark the current day of the month on the Daily Record portion of the Set Up Card.

**4.1.3.** 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. *Note:* Each Personal History sheet shows enough turns for two games. All discoveries must be erased between games.

**4.1.4.** Each game day is broken up into six periods of time: Birdsong, Sunrise, Daylight, Sunset, Evening and Midnight.

**4.1.5.** Each character gets one turn per game day. He plays the game by doing "activities" when he takes his turn. Each activity has a different game function: one activity causes him to move, another causes him to search, and so on (see Section 7). His turn is divided into a certain number of phases, and on each phase he can do one activity. The number of phases he is entitled to determines how many activities he can do.

**4.1.6.** 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

**4.1.7.** The characters take their turns in random order each day.
    **a.** At Sunrise all of the characters mix their Attention chits together blank side up.
    **b.** During Daylight the chits are picked one at a time, randomly, and when a character's chit is picked he does the activities he recorded for his phases that day.

**4.1.8.** When all characters have made their moves, Daylight ends at Sunset. Day Spells expire.

**4.1.9.** In the Evening portion of the day, combat and other activities may occur in each clearing that contains a character, hired leader, or controlled monster.
    **a.** Characters must roll on the Meeting Table to see if they and their minions are being battled by any unhired natives in the clearing.
    **b.** Rounds of Combat are conducted in which characters and their minions can fight monsters, unhired natives, or each other. This is also the only time that characters can cast Spells.
    **c.** When rounds of combat end, characters can rearrange their belongings and trade with other characters in the clearing.

**4.1.10.** The day ends at Midnight. Combat Spells expire and Permanent Spells fall inert. Terms of hire end. Potions are used up, and weapons become unalerted. Curses are removed at the Chapel.

## 4.2 ROLLING DICE

**4.2.1.** 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.

**4.2.2.** 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".

**4.2.3.** When making "game" die rolls such as the Monster Roll, simply roll one die and do not modify the result.

**4.2.4.** Die roll modifications that apply to a character do not automatically 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.

## 4.3 ACTION CHITS

**4.3.1.** 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.

**4.3.2.** 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.

**4.3.4.** Each player keeps his character's action chits off the map, in front of himself. When he "activates" a chit he puts it with his active chits, and when he "inactivates" it he puts it with his inactive chits. 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.

**4.3.5. Fly chits:** A Fly chit created by a spell remains in existence indefinitely, until it is used. 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. Use any unused action chit to represent the Fly chit, and put it with the character's active chits to show that it is available for use.

**4.3.6. Fatigue:** "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.** If a character has no other chits in play, a character may fatigue color chits. Characters may not fatigue chits that are dedicated to spells.

**d.** Chits that show no asterisks cannot be fatigued.

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

**4.3.7. Wounds:** When a character is directed to "wound" one chit, he must remove one of his active action chits from play and turn it face down to show it is a wound. He can choose any action chit he has in play, except that color chits must be wounded after all other chits are out of play. Color magic chits that are wounded are automatically unenchanted back to wounded Magic chits. Magic chits that are committed to spells cannot be fatigued or wounded. If a character has no active chits he can wound chits that are fatigued. If all his chits are wounded or committed to spells, the character dies.

## 4.4 BELONGINGS

**4.4.1.** 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.

**4.4.2.** Whenever a character obtains a belonging he must either activate it, inactivate 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.

**4.4.3. Rearranging Belongings:** Each character can rearrange his belongings only at certain times. When he rearranges his belongings he can activate, inactivate 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. Characters can rearrange belongings:

**a.** at the start of each phase of his turn during Daylight

**b.** after all rounds of combat are finished in the Evening, and

**c.** when he first obtains an item, as noted above.

**d.** A character can also 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.

**4.4.4. 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 Set Up Card, even if they are abandoned at a treasure site or Dwelling.

**4.4.5.** Each character owns only those belongings that he has with him. Anything he leaves behind 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.

**4.4.6. 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.

**4.4.7. Armor:** When a character has armor pieces or Treasure cards 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 bassinet. *Note:* Monsters, natives, and visitors cannot use armor counters or cards.

**4.4.8. 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 it can 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.

## 4.5 TREASURE CARDS

**4.5.1. 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 Set Up 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 Set Up Card. *Exception:* Enchanted cards always remain face up once found; see below.

**4.5.2. 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 Set Up Card or on the map. It cannot be inactivated.

    **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 present in the clearing to activate the card.

    **b.** If the card has a special effect, this effect applies to every character or hired leader 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.

**4.5.3. 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 Set Up 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. The card is put with that weapon until Midnight to represent the potion's effect. The potion cannot be transferred to any other weapon.

**4.5.4. 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 inactivate the Boots card or abandon the item.

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

**4.5.5. 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.

**4.5.6. 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.

**4.5.7. 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.

    **a.** A character can play only one Artifact or Spell Book per combat 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, both the item and spell card have the same Magic type, and the proper color of magic is supplied.

    **b.** 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.** Until the spell ends, the Artifact or Spell Book must remain face up, and both it and the Spell card remain committed to the target. The item is the spellcaster; the character who currently owns the item acts as the spellcaster.

**4.5.8. 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.

## 4.6 SHARING INFORMATION AND SPYING

**4.6.1.** This section summarizes the information the characters can gain through each other, as opposed to what they can learn directly.

**4.6.2. 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.

**4.6.3. 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 Set Up Card.

**4.6.4. 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.

**4.6.5. 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 buyer 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 the seller and the buyer 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 seller must have previously discovered the location of the hidden path, secret passage, or treasure site using a Search phase, or have received the information from another seller.

   **c.** The seller can sell each discovery separately, and he can sell it to some characters and hired leaders without selling it to others. *Exception:* When he sells a Treasure within Treasure location, he automatically sells the location of the Treasure Site where that card has been found. The buyer crosses both the Treasure within Treasure location and the Treasure Site off his Discoveries list.

   **d.** When a character sells the location of a face-down Site chit (or a Treasure within Treasure 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.** A character cannot sell a "Hidden enemies" result.

   **f.** 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.

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

**4.6.6. 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.

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

**4.6.7. 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.

## 4.7  MAGIC

**4.7.1.** 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).

**4.7.2. 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.

   **c.** The Chapel Dwelling automatically supplies an unlimited amount of White 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, 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 a 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 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, as described in Section 4.7.4.

**4.7.3. Magic Chits:** Each Magic chit represents a ritual that controls the colors of magic. A character can do magic only if he can play the necessary Magic chit.

**a.** There are eight types of Magic chits, each represented by a different Roman numeral. Each type represents a different sort of ritual, 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 rituals 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.

**4.7.4. 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 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 when it is his turn to do an action (fatiguing a color chit does not count as an action during 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.

**4.7.5. 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. As his action during the encounter step, each character can play a Magic chit to cast one of his recorded spells, or an Artifact or Spell Book to cast one of its Spell cards. He must use the proper Magic chit for that spell and supply it with the proper color magic; see Section 8. Spells may be cast during the Evening even if no other combat or actions are taking place.

**4.7.6. 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.

**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 Set Up Card and placed with its Artifact or Spell Book.

**d.** 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 (see Section 8.3.9c).

**e.** 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 increases the number of ways in which artifacts and spell books can be used.

**4.7.7. 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, **Move** 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 effect ends the spell expires 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 **Move** 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. Use any unused chit to represent the Fly chit. 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). When he uses the chit once, the spell expires.

**e.1)** When a native is the target of the spell, he can use the Fly chit in place of his own move values.

**e.2)** When the target cannot play action chits due to a spell, he cannot play the Fly chit.

**f.** A **Phase** 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. 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)** When the target cannot rearrange belongings due to a spell, 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 rest of the day; 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 resupplied 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, 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 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. 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.

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

### 4.7.8. Spell Effects

**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 inactivated by it remain as they are, and so on.

**c.** 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.** 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. Competing Spells:** "Competing" spells are duplicates of the same spell cast on the same target. 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 does not release the target until it goes into effect. The second spell releases the target 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 mutually exclusive spells 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 different creatures, they cancel each other out.

**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.

**f.3)** 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.4)** Move 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.5)** 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.6)** 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 re mains 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.

**4.7.9. 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 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 show asterisks, 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. Only one use of a Spell or Treasure is required to release a target from a specific curse, no matter how many times he has received it.

**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 is not affected or modified by the weapons or chits played – it always inflicts T damage.

**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.

## 4.7.10. Transmorphizing.

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.

**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. 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).

**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 it 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 Section 8.4.5).

**e.** 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.

**f.** 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.

# 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.* Before *BIRDSONG:*

*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.

*4.2* If a hired leader or controlled monster owns the first chit picked, the hiring or controlling character is the "first character".

*4.3* 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.

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

*4.4.1* 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.

*4.4.2* 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.

*4.4.3* 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. He cannot block or be blocked by hired underlings, unhired natives or hired monsters. Individuals who are doing the Follow activity cannot block or be blocked until they stop following.

*4.4.4* 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.

   *b.* Each monster that moves to or appears in a clearing automatically blocks any unhidden hired leaders, characters and controlled monsters in the clearing, and it can be blocked by any of the characters, hired leaders and controlled monsters in that clearing.

   *c.* Everyone 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, 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 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 character[1] can assign uncontrolled denizens[2] to himself[3] and his minions[4].

*1.3 RANDOM ASSIGNMENT:* Uncontrolled denizens who remain unassigned are assigned to their targets randomly.

*I.4 DEPLOYMENT:* Each character gets a deployment turn[1] in which he can assign his minions[4] to their targets. If he is in the clearing himself, he can charge another character in the clearing.

*1.5 ACTIONS:* Each character[1] in the clearing can play his color chits to energize *Permanent* spells, and if he did not charge he can do one action (casting a spell counts as an action). 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.

*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 characters[4] mix and pick their Attention chits randomly, and when a character's chit is picked he selects targets for himself[3] 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 character[4] 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 into boxes 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.

*2.3.1* 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 not on their own sheet. Each box of denizens also rolls to see if they 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.

*2.6 HARM:* Hits inflict harm in the order defined by their attack time and length. Individuals and horses are removed instantly when they are killed, and armor is removed instantly when it is destroyed.

*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:* All unhired 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

## 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, 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 can sometimes be 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 Set Up 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 optional rule Seasons/Weather, 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.

## 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 **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 enhanced **Enchant** activity can be used to enchant remote tiles. *Note:* The Caching optional rule 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 Treasure card only if he has that card active during *Birdsong*. 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.** 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.

    **c.** 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.

    **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 inactivate the belonging normally, but he must activate it when he starts to do the extra phase. *Example:* If he records a move into and out of a cave followed by an extra move caused by a workhorse, he must inactivate the horse when he enters the cave and activate it again when he starts 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 do 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.

**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 Follow only if they are in the same clearing with another character or hired leader during Birdsong. A follower can follow any character or hired leader in his clearing, whether they want to be followed or not. He can follow a character or hired leader even if the character or hired leader is hidden.

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

**c.** 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.

## 6.3 SUNRISE

At Sunrise, the characters prepare for play 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 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:** 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 will be 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 denizens 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 denizens 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.

**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

## 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.** Each character, hired leader, and controlled monster is automatically unhidden each time 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.

## 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. *Note:* An individual cannot trade or exchange information if he is currently blocked.

   **a.** They can trade with each other only when they are in the same clearing. They can 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. They can trade with each other without becoming unhidden.

   **b.** Any 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.

   **c.** When a character, hired leader, or controlled monster is in the same clearing with a hidden path, secret passage or treasure site he has crossed off his Discoveries list, he can sell its location (see Section 4.7.5). The buyer crosses that discovery off his Discoveries list.

   **d.** He can sell other secret information, including his future plans, but he is not allowed to verify it. For example, he could tell what the chits were in a tile, but he could not allow the buyer to look at the chits.

   **e.** 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.

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

   **g.** Individuals cannot trade while flying or walking the woods, or while on a roadway.

**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, inactivate 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 inactivate them.

   **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.** Characters, hired leaders, and controlled monsters cannot rearrange their belongings at other times of day or when other individuals or clearings are taking their turns. They also cannot rearrange their belongings if they are blocked.

**7.2.3. Activating Spells:** Each character can activate certain types of spells at the beginning of any phase.

   **a.** Certain *Phase* spells (e.g., Protection from Magic) create 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. When a color chit energizes a spell, the chit fatigues and reverts to being a normal magic chit. Each color chit can energize only one spell before it fatigues (see Section 4.7.7h).

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

**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 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 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 Guardhouse.

**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 any size, 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.

**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. 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. 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 9.2.2.b).

**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, 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 play a Move chit (or a horse or Boots card) to define 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 plays a Move chit with enough strength to carry them.

**e.2)** Each time a character leaves a clearing he has the option to play a Move chit to carry his items. He can play the same Move chit each time he moves; playing the Move chit does *not* cause it to fatigue – he just needs to have an appropriate Move chit active. *Note:* He can play 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. The letter on each item defines its weight. *Example:* When the Black Knight plays an "M" (Medium) Move chit, he can carry his "M" (Medium) mace and shield but he must abandon his "H" (Heavy) suit of armor. If he plays a Heavy Move chit instead, he carries his suit of armor too.

**e.4)** If he does not play a Move chit, he can move and he can carry any number of items with "Negligible" weight, but he must abandon all heavier items. He does not have to play 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 as a Move chit with the strength and time number shown on the card. He can play it 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 inactivate 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 playing a 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 that are 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 plays 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 he obtains an item whose weight exceeds his horse's strength, he must instantly inactivate 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 inactivated, 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 inactivated 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 active when he does the phase during *Daylight.*

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

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

**b.3)** A Pony doubles his rider's movement: it gives him one extra Move phase for each Move phase he gets from other sources. For each Move phase he gets from other sources, he can record a second Move phase due to the Pony following that Move phase.

**c.** When a character is riding a horse, he can play 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. *Note:* The Flying Activities optional rule 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 nonflying 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.

**f.** Hired or controlled monsters that fly must 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, he 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, 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

**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. Each treasure site can be discovered in the clearing indicated by its Site chit. Each hidden path and secret passage can be dis covered 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.** 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 a 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.

**d.** 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.

**e.** 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.

**f.** 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.

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

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

**g.** The Peer or Locate tables cannot be used to discover

Treasure within Treasure Site cards (the only way to discover a Treasure within Treasure Site card is by drawing the card while looting).

**h.** Finding hidden enemies allows the individual to spy on hidden individuals when they are in the same clearing with him, 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.

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

**h.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.

**i.** 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.

**i.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 the his own list, not the character's. The character cannot use these discoveries until they have been transferred to him, as described in 7.5.3i.

**i.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.

**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; 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 Treasure within Treasure 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 Treasure Within Treasure 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 Treasure Within Treasure 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 inactive items. If the item is an Enchanted Card, it activates automatically, but 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 Treasure within Treasure 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 Treasure Within Treasure 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.

**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 loots a Treasure Within Treasure 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 Set Up 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 enhanced Peer activity), and it does not affect the Treasure Within Treasure Site card tables. When he loots a Treasure Within Treasure 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 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:* When a character starts using Magic Sight, he keeps sight of any hidden enemies he found normally earlier that day.

**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 7.5.4d 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 Fame points he gains or loses are instantly credited to the hiring character, and 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.

**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. *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 which 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, 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 price: a native group and a number of Fame points (in parentheses). Whenever a characters 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, buying and selling items with a fame price 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 from a visitor, he looks at the visitor's belongings and Spell cards, selects what he will try to buy and rolls on the Meeting Table to find his result. He can try to buy only one spell or belonging per Trade phase. He can record the spell as learned only if it fulfills the conditions explained in Rule 7.5.5c. He does *not* reveal the spell he buys.

**b.** Hired leaders cannot buy and learn spells on behalf of their hiring character.

**c.** 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 who he hires - the only 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, "Ol" third and "OHQ" last of all.

**a.2)** When he specifies any other native group, he must hire every 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 one 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 (he buys drinks for the entire group 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:* All boons 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. The relationship caused by the spell never changes.

**c.** Each native remains hired for fourteen 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 fourteen 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 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.

**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, and he can record discoveries and carry belongings and recorded Gold for the hiring character. He does not record Fame and Notoriety (see 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)** 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.2)** The leader can carry Enchanted cards while they are active, but he cannot activate any other belongings.

**a.3)** 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.

**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 do any other activities.

**a.** Underlings can be left behind as explained in Rule 7.11. 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:* 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. 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, all of his hired natives instantly become unhired.

**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" 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 (not his normal trading relationship), and he can buy drinks before rolling on the Meeting Table. The term of hire is fourteen days, and the denizens remain hired after the spell ends. The denizens can be rehired, but the special trading relationship exists 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.

**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.

**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.

**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 hired leader 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 either activate one fatigued asterisk back into play, convert one wounded asterisk into a fatigued asterisk, or convert one wounded chit with no asterisks to an in-play chit. Each wounded asterisk requires rest phases equivalent to two fatigued asterisks. Each wounded chit that shows no asterisk is equivalent to one fatigued asterisk.

**a.** He can rest using any *one* of the following options: he can place a fatigued one-asterisk chit or a wounded chit that has no asterisks back into play; he can put into play a fatigued two-asterisk chit and "make change" by fatiguing an active one-asterisk chit; he can convert a wounded one-asterisk chit into a fatigued chit; 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 and/or wounded, 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), he is killed.

## 7.9 THE ALERT ACTIVITY

A character can use the Alert activity to alert (or unalert) his weapon during his turn, or to ready magic spells for use during combat. A hired leader can record this activity for the benefit of his followers. To record the Alert activity, he records "A".

**7.9.1.** 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.

**7.9.2.** When a character does the Alert activity, he can use it to alert a Magic chit instead of alerting a weapon. When a Magic chit is alerted, it has an effective time number of zero instead of the time number printed on the chit. All alerted Magic chits fatigue at midnight, if not used during combat. *Note:* 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 enchant a Magic chit or 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.

    **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 will use 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 must be supplied with White magic.

    **a.2)** A Type II Magic chit must be supplied with Grey magic.

    **a.3)** A Type III Magic chit must be supplied with Gold magic.

    **a.4)** A Type IV Magic chit must be supplied with Purple magic.

    **a.5)** A Type V Magic chit must be supplied with 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.

## 7.11 THE FOLLOW ACTIVITY

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.

**7.11.1.** 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.

**7.11.2.** 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.

**7.11.3.** Each time the guide starts an activity, each follower has the option to stop following. If he stops following then he does not do the activity, his turn ends and he is put in the guide's clearing on the map; 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 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.

**7.11.4.** 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, 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 follows 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)** Hired or controlled monsters that usually must fly can move normally if they are following a guide that is using the roadways.
   **a.7)** When a controlled Bat or Flying Dragon follows a character, he can ride the monster and fly during his turn. He can ride the monster only if its flying strength can carry him, 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.
   **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.

**7.11.5.** 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.

**7.11.6.** When the guide's turn ends, the following stops and all of the followers are put back on the map in his clearing. They 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.

**7.12.2**. Each individual can block and be blocked when it is not his turn, as well as during his turn. He can block or be blocked by other individuals as they take their turns, and he can block and be blocked by monsters that are moving at the end of another individual's turn.

    **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.

    **c.** Monsters also block all unhidden individuals in a clearing if the monster moves to or appears in the clearing at the end of an individual's turn (see Rule 7.13, Prowling Monsters, below). Individuals can also block monsters at the end of a turn.

    **d.** 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.

**7.12.3.** 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 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.

**7.12.4**. 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 that move to his clearing 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 in present in the clearing at the start of the day *do not* block unhidden individuals in the clearing at the end of a 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.

**7.12.5**. 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.

**7.12.6.** 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.

**7.12.7.** 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.

## 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 and the Lancers 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 are able to 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.

**a.** All prowling monsters that are already in his tile 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. Each box of denizens on the Appearance Chart can be summoned by any of the warning, sound, or site chits listed above that box; the denizens can appear only in those tiles that contain one or more of these chits. *Example:* The Imp is summoned by the Statue Site chit. Denizens in the same box move together, as a group. When a box is empty, the pieces listed above it summon nothing.

**7.13.3. 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.

**7.13.4. 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.

**7.13.5. 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 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.

**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 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.

## MONSTERS

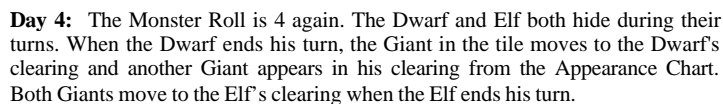**Day 1:** The Monster Roll at *Sunrise* is 4. The Dwarf ends his turn hidden in clearing 6, so he turns up the Bones M and Howl 4 chits in his tile and checks to see if they are listed in row 4 of the Appearance Chart. The Howl chit is not listed, but the Bones M chit is listed above the Giants. The 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 Dwarfs 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.

# 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 | Giants | 4 | Trolls |
| | 6 | Giant Bats | | |
| **DANK** | 5 | Spiders | 2 | Serpents |
| **RUINS** | 6 | Giant Bats | 3 | Goblins |
| **SMOKE** | 1 | Flying Dragons | 1 | Dragons |
| **STINK** | 4 | Giants | 4 | Trolls |
| | 5 | Spiders | | |
| **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 |
| **SLITHER** | 1 | Dragons | 1 | Dragons |
| | 2 | Serpents | 2 | Serpents |

## SUBSTITUTE CHITS

| Map chits: | Exchange for: | NATIVES APPEARING: | |
|---|---|---|---|
| | | MONSTER ROLL | |
| **BONES V** | Ghosts | — | — |
| **DANK V** | CHAPEL | 3 | Patrol |
| | | 4 | Lancers |
| **RUINS V** | GUARD house | 3 | Patrol |
| **SMOKE W** | S campfire | 2 | Woodfolk |
| | | 4 | Lancers |
| | | 5 | Bashkars |
| **SMOKE V** | HOUSE | 2 | Woodfolk |
| | | 3 | Patrol |
| **STINK W** | L campfire | 1 | Company |
| | | 4 | Lancers |
| | | 5 | Bashkars |
| **STINK V** | INN | 1 | Company |
| | | 3 | 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

**8.1.1.** 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.** During the Evening, characters can cast spells, engage in combat, trade with denizens and other characters in the same clearing, and rearrange their belongings. The characters do these activities one clearing at a time, in random order.

**a.** 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. Take only one Attention chit per clearing, regardless of how many characters there are in that clearing. During Evening the chits 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.

**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. Combat does not take place in clearings that contain only underlings, monsters and/or unhired natives. Underlings cannot cause combat to begin by themselves, but once combat begins in a clearing they fight as usual.

**c.** If there are no monsters, hostile natives, or hostile characters in a clearing when it takes its turn, no fighting takes place, but the individuals 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, they can trade with other characters, hired leaders, and controlled monsters, and rearrange their belongings.

**d.** Only the characters and denizens in that clearing take part in these 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.

**e.** 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.

### 8.1.3. Initial Placement of Denizens:

**a.** At the beginning of Combat, all unhired natives and monsters in the clearing are turned 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 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.

**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 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.

**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. 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 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.

## 8.3 ENCOUNTER STEP

**8.3.1.** At the start of the Encounter Step, all horses belonging to unhired natives are turned "walking" side up, if they are being used in combat. When combat takes place in a woods or mountain clearing, each native must always use his native horse (if he has a live one). Characters cannot choose to play hired natives without their horses. In cave clearings, no one can use horses.

**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 Section 8.6).

**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 character 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 usually 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.** When he takes his turn to lure, a character can also cause his hirelings to lure. Each hireling can lure *one* attacker by taking an unused Melee Section and putting the luring denizen in the red "Charge and Thrust" box and the lured denizen in the "Thrust" attack circle. The character can lure denizens with his hirelings even if he doesn't lure himself. If he causes a hidden hireling to lure 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 to attack, 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 natives can lure pacified natives into attacking (which breaks the spell used to pacify them).

    **h.** 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.

**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 the unhidden characters in the clearing. *Note:* Characters and hirelings who are hidden are safe from monsters and unhired natives. Unhired denizens 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 one of the unhidden characters 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)** 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.2)** 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 attackers that can be assigned to a hireling randomly.

    **a.3)** 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.4)** A spellcaster who has cast a pacification spell on a denizen does not have to roll for that denizen.

    **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 his unassigned hirelings to attack targets. Hirelings that are left unassigned or that become unassigned after the deployment step

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.

**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.

**a.1)** During the character's deployment step, he can turn each of his hirelings (including native horses) either side up, as he chooses, anytime during the step and regardless of whether his hirelings are defending or attacking. Each hired native who has a horse must always be played with his horse (except in caves). He cannot choose to dismount.

**a.2)** 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 he can play during the encounter step.

**a.3)** 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.4)** 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.5)** When an attacking denizen on a character's or defending denizen's sheet is itself attacked by another denizen, the attacking denizen is removed and becomes a defender on its own sheet. *Special:* When the last attacker on a defending denizen's sheet is removed, leaving the denizen alone on the sheet, then the defender leaves his sheet and becomes the newest attacker on the ex-attacker's sheet. *Note:* This rule does not apply to characters. Characters may defend on their own sheet and simultaneously attack on a target's sheet.

**a.6)** 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. Attacks by characters do not affect who the denizen can attack. *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 the attacker. Now alone on his sheet, the Lancer is moved to the sheet of the Troll as the last attacker. The Amazon can turn the Lancer and his horse either side up when he moves 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)** 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.

**b. Charging:** A character can charge another character by playing a Move chit and putting 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 can use his flying values like move values to charge during his deployment turn. When he charges, he stays in the clearing.

**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. 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, each character gets a turn in which he can do one action to prepare for battle

**a.** 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 activate or cast a spell. *Important:* The monsters, natives, and Move chits (from charging players) on his sheet limit the action chits he can play.

**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 Attention chits on his sheet (each Attention chit has the move time shown on the Move chit played by the charging character).

**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 Attention chits on his sheet. Alerted Magic chits, artifacts, and spell books have a completion time of 0 and cannot be blocked.
*Explanation:* Each denizen or charging character is running at him, and its move time defines the time before the denizen or character reaches him. 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.

**b.** Each native who is riding a native horse uses the move time shown on the horse counter, not his own move time.

**c.** If he does not charge or play an action chit, the character can either: 1) activate one belonging and/or inactivate one belonging; or

2) abandon any of his belongings in the clearing. Denizens and charging characters do not interfere with these actions.

    **d.** 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". He can only play a chit or item to run away if its carrying capacity is sufficient to carry himself and everything he is carrying. The character is not required to play a Boots card or horse, even if it is active; he can play a Move chit instead. *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.

    **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.

    **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).

    **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. 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/inactivate or abandon items, or do an action. He can play any number of color chits at the same time, but each chit can energize only one spell before it fatigues.

    **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 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. 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. 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)** The Artifact or Spell Book itself functions as the "spellcaster" of the spell. The character who is currently holding the item acts as the spellcaster. *Important:* When the item is not being carried by a character, the spell is nullified. *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.5)** 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. When used in the item's clearing, a spellbreaking spell 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 or be attacked.

**a. Uncontrolled Denizens**: A monster or unhired native on its own sheet (a defender being attacked) automatically attacks the attacker 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 the Deployment step. 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) 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 charged this round, the only target he can attack is the character he charged (he can leave his chit unplayed, if he wishes).

**b.2)** 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.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)** When a hidden character or hireling specifies a target or is specified as a target, he and his target are instantly unhidden. *Note:* See Ambush Optional Rule for exceptions.

**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, he puts his attention chit 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 Ambush optional rule 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).

**e. Hirelings**: When his attention chit is chosen, each character chooses targets for his hirelings who are on their own Melee Sections from among the attacking denizens on their sheet. Hirelings who are being attacked must choose a target from among their attackers; they cannot choose not to attack or choose a target on another sheet. He puts the 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. 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.** 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; "prepared" 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. 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 optional Power of the Pit rule 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 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 optional Enhanced Magic rule 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 its owner when the spell ends.

**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.** 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 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.** 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.** 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 to not 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.

**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 II3* 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 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 just 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. A character can play a Fight chit without specifying a target; if he does so, he can turn his weapon either side up. 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



**USING THE MELEE SECTION: Single Character vs. Monster**
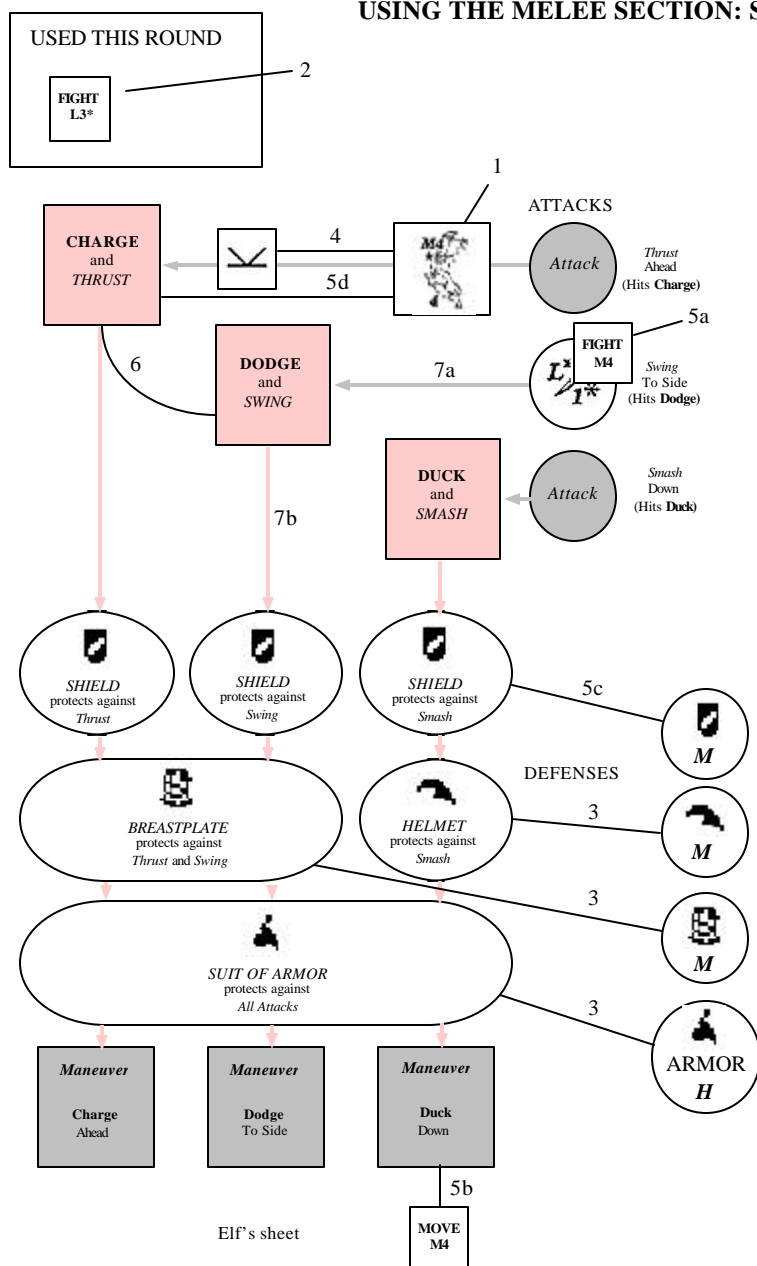
**1.** At the start of the encounter step monsters can be lured and the remaining monsters are assigned randomly; the monsters assigned to the character are put on his sheet. In the example, the Elf is unhidden in a clearing with a Goblin. The Elf does not lure and the Goblin is randomly assigned to 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 (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.

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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.

**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.

**i.4)** The other three armor cards are put in the Shield ovals: the Bejewelled 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".

**j. Boots and Gloves Cards:** Boots and Gloves cards can be used instead of Move and Fight chits for attacks and maneuvers.

**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. *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. He can play it during 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.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)** 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.3)** 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.** 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. A 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 sheets owned by his hireling; 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. 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 can play 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.

**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.

**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 T chit that he can use only to run away during the Encounter Step.

**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.

**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 his deployment turn 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.

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**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.

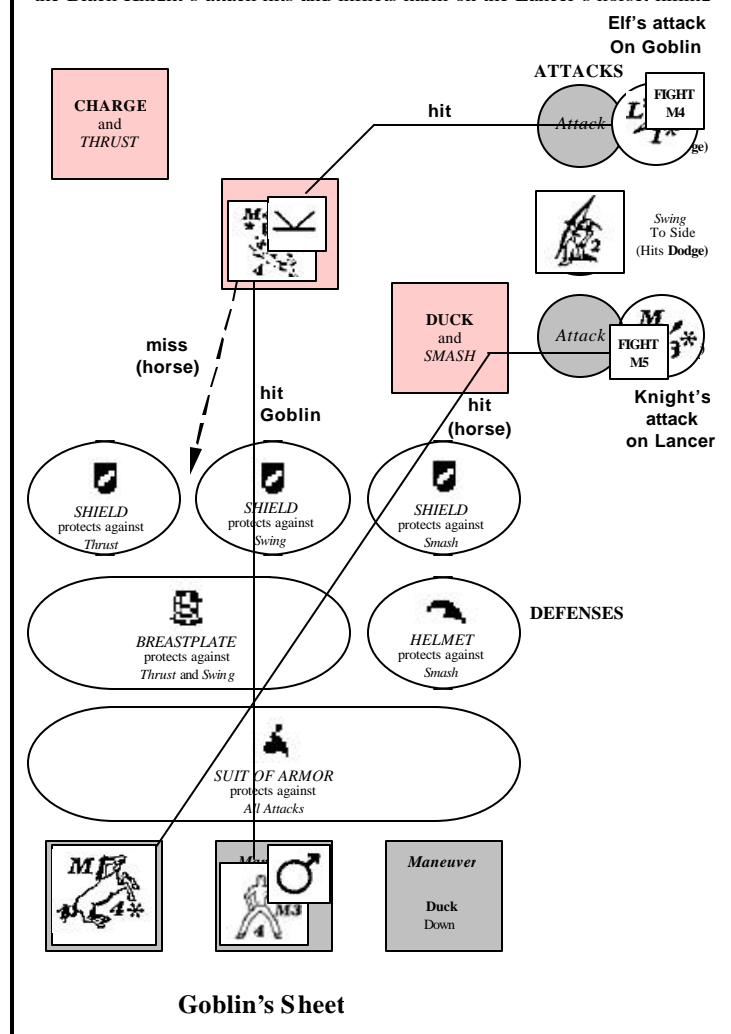**Random assignments:** The Goblin was assigned to the Elf.

**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. 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

**Elf's attack On Goblin**

**ATTACKS**

FIGHT M4

hit

*Attack*

CHARGE and *THRUST*

Swing To Side (Hits **Dodge**)

miss (horse)

DUCK and *SMASH*

*Attack*

FIGHT M5

hit Goblin

hit (horse)

**Knight's attack on Lancer**

SHIELD protects against *Thrust*

SHIELD protects against *Swing*

SHIELD protects against *Smash*

BREASTPLATE protects against *Thrust* and *Swing*

HELMET protects against *Smash*

**DEFENSES**

SUIT OF ARMOR protects against *All Attacks*

M4

M3

Maneuver

**Duck** Down

**Goblin's Sheet**

### 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.

**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 it. If the defender is a hireling, he remains as he was placed: he cannot be repositioned and he cannot 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. 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. They 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, Boots cards or horses. 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.

**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.

**f.1)** A head or club cannot he 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.

**f.2)** Head and club counters can be repositioned and can "change tactics" just like other monster counters.

**f.3)** When a head or club counter hits, the Tremendous monster is considered to have hit, and the Tremendous monster turns over to its red side. However, the head or club counter stays on its current side and continues to change tactics normally.

**f.4)** Head and club counters cannot be attacked. The only way to destroy them is to kill the monster they belong to.

**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. Each attack automatically hits unless its target maneuvers to avoid it or the attacker is killed before the 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.** Compare the direction of the attack to the direction of its target's maneuver. If the attack intercepts the maneuver, the attack will hit. 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 his 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 denizen 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.** 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 put at the top of the target's Melee Section.

**d.** 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.

**e.** 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.

**f.** On a denizen's sheet, each attacker in an Attack circle

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### RESOLVING ATTACKS: Two Characters vs. Two Monsters

The Swordsman and the Elf are in a clearing with a Giant and a Bat. The Elf is hidden so both monsters are randomly assigned to the Swordsman 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.



Swordsman's sheet



Elf's sheet

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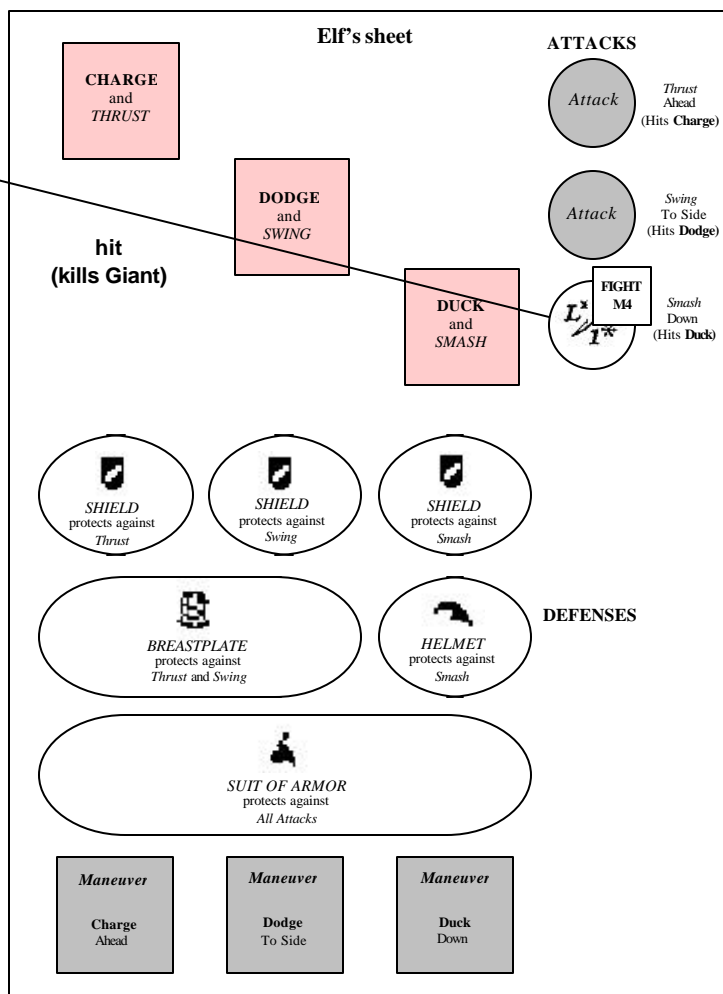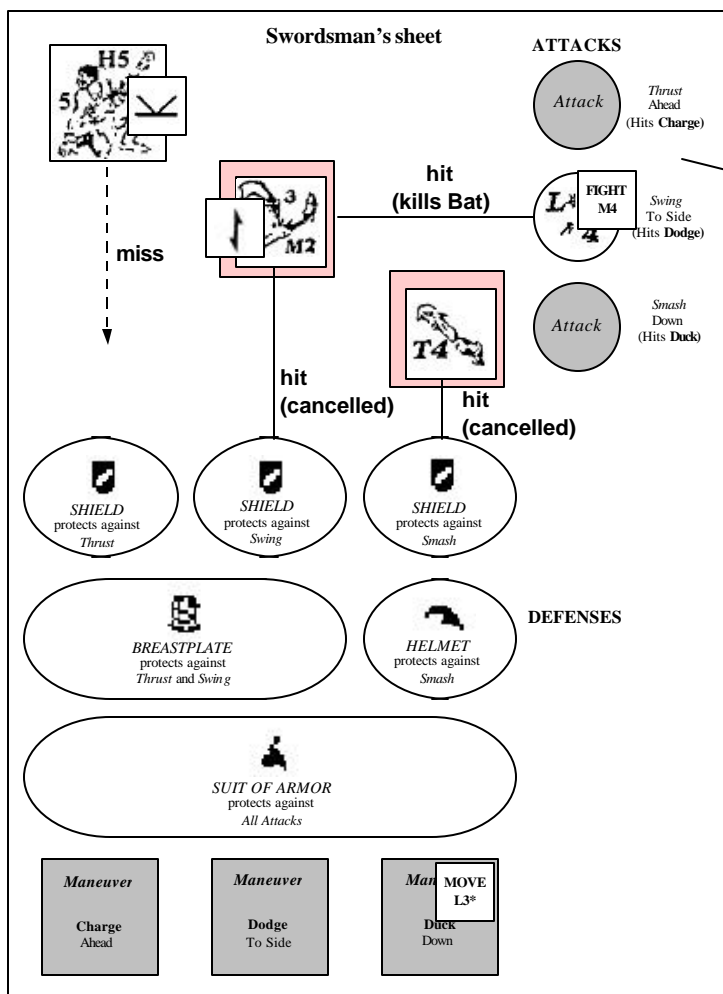
intercepts the red box his circle points to, the owner intercepts the Maneuver square that his red box points to, and the attacker in the Maneuver square intercepts the red box that points to his square.

**g.** 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.

**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.

**c.** When a hit goes into effect it instantly inflicts its result on the target. If an attacker is killed before his attack hits, his attack is cancelled and has no effect. *Exception:* Wounded action chits are not removed from play until the fatigue step.

**d.** 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 piece, plus levels for the sharpness stars on the attacking piece.

**d.1)** If the attack does not hit armor, each sharpness star increases the harm one level.

**d.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 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.

**d.3)** If the attacking piece has no sharpness stars, the harm it inflicts is not affected by armor. A Heavy counter with no sharpness stars inflicts Heavy harm whether it hits armor or not.

**d.4)** When an attack hits a monster, the attack hits armor only if the monster is a Dragon, Troll or Serpent (including Vipers).

**d.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.

**e.** The method of attack of the character's weapon can modify the harm he inflicts.

**e.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.

**e.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).

**e.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.

**f) 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.

**f.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.

**f.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.

**g.** When the target is a denizen, compare the final harm inflicted by the attack to the denizen's vulnerability (monster's vulnerability is defined by its counter size, native's and native horse's vulnerability is defined in the List of Natives). 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.

**h. 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 intercept a horse doing the Charge maneuver and the first one kills the horse. The second Thrust inflicts harm on the rider, regardless of where he is.

**j.** When the target is a character, the character must 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. 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.

**j.4)** If the attack inflicts Medium or greater harm on the armor, the character suffers one wound (see Rule 8.4).

**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. When armor is destroyed, its owner immediately removes it from play.

**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 Set Up 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.** 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 allows equal harm to cause multiple wounds rather than killing the character outright.

**m.** When an individual is transmorphized into a creature, he uses the creature's vulnerability when he is hit.

**n.** 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.

**n.1)** When a denizen or character is killed, all attacks that are waiting to hit him are cancelled. Any weapons making the cancelled attacks turn alerted side up.

**n.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 who hits first survives.

**n.3)** When a horse or piece of armor 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 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.

**o.** Simultaneous attacks (attacks with the same weapon length and attack time) inflict harm at the same instant, before the situation changes. If they 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.

**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.

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**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.



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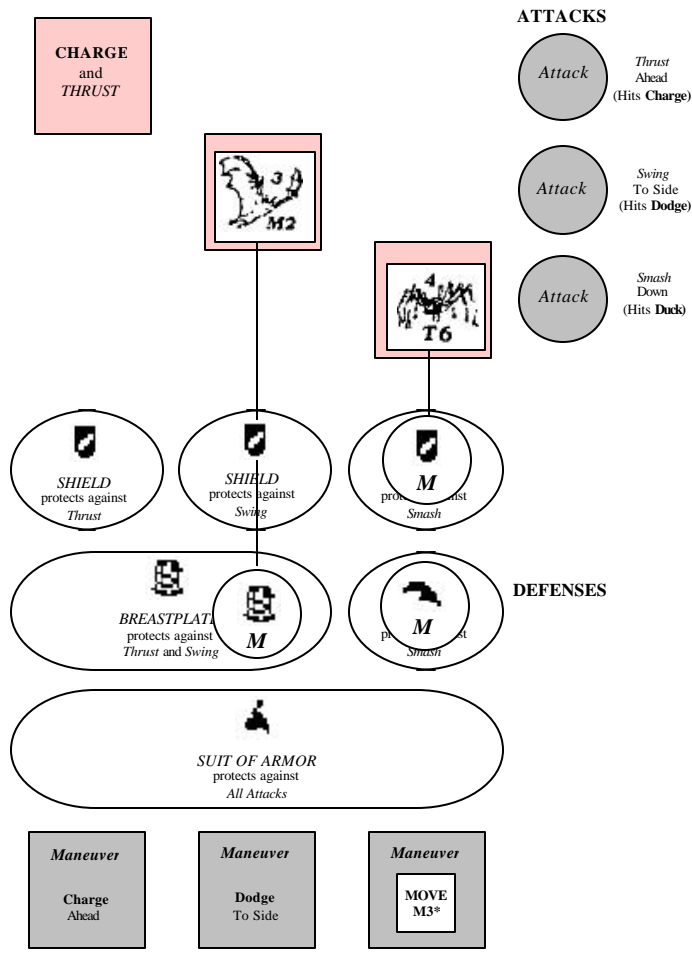
**r.** Attack spells attack and inflict harm like weapons. When they hit, they can hit armor and horses normally, like weapons. All other spells inflict their effects directly on the target, ignoring his armor and horse; they are not stopped by armor or horses.

**s.** After all of the attacks have hit or have 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 inactivate action chits to pay for the fatigue and wounds he incurred during the round.

**8.5.1. Fatigue:** Each character can play one Fight or Move asterisk per round without fatiguing, but if he played more than one he must

# 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 Sorceror (unhidden) and the Druid (hidden).

**Deployment and Encounter Step:** The White Knight deploys O3, with his horse on its galloping 4* side, against the Sorceror. The Sorceror, unable to run away because his fastest move is Move M4, uses a Magic VI4* chit and a purple magic counter to cast "Transform" as his action. He can cast a spell because his Magic chit is equal in speed to the deployed native horse. The Pilgrim casts "Exorcise" using his Magic I4* and a white magic chit, and the Druid casts "Stones Fly" with his Magic II2** and grey magic. The White Knight alerts his sword with a Fight H6.
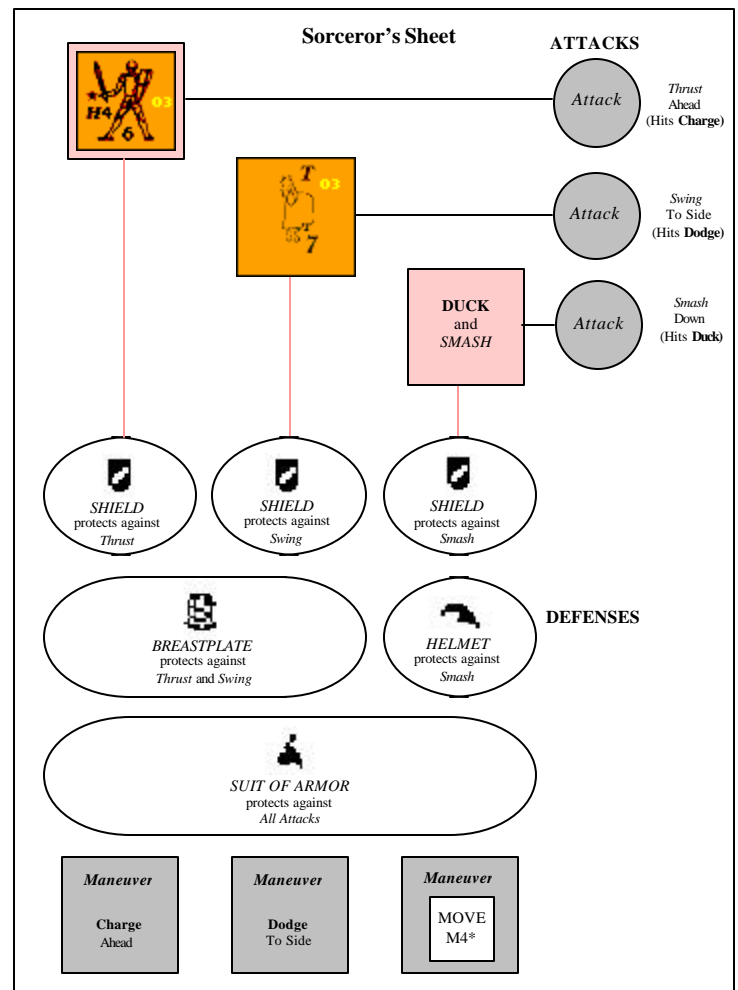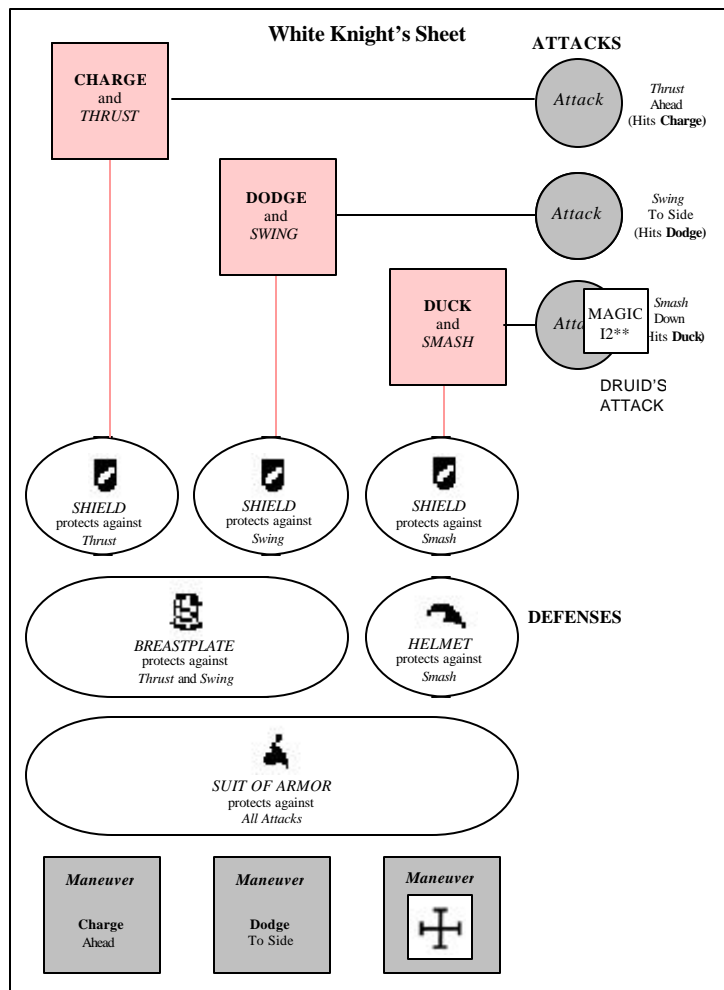
**Targeting:** The White Knight targets the Sorceror, the Pilgrim selects the clearing as the target of his spell, the Sorceror targets the White Knight, and the Druid targets the Pilgrim and the White Knight, becoming unhidden.

**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 Sorceror's "Transform" is the next spell to come to life, affecting the White Knight. The Sorceror rolls (5,3) on the Transform Table, and the White Knight is transformed into a Squirrel!

**Attacks and Maneuvers:** On his Melee Sheet, the Sorceror places O3 in "Charge and Thrust" and O3's horse, flipped to its walking side, in "Dodge and Swing". He has played one asterisk on his Magic VI4* counter, so he plays a single 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 Sorceror 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 Sorceror. The Druid has four attacks, two against each target. He rolls (5,3) and (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 (6,5) and (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 Sorceror's spell. Both the Sorceror's and the Druid's Magic chits fatigue.

**Aftermath:** O3 is now unhired and on the Sorceror's sheet, battling the Sorceror for the rest of the Day. In Round 2, the Sorceror 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 with the White Knight and Pilgrim's abandoned weapons, armor, and possessions.



### White Knight's Sheet

ATTACKS

**CHARGE** and *THRUST* — Attack — *Thrust* Ahead (Hits **Charge**)

**DODGE** and *SWING* — Attack — *Swing* To Side (Hits **Dodge**)

**DUCK** and *SMASH* — Attack — MAGIC I2** — *Smash* Down (Hits **Duck**)

DRUID'S ATTACK

*SHIELD* protects against *Thrust*

*SHIELD* protects against *Swing*

*SHIELD* protects against *Smash*

*BREASTPLATE* protects against *Thrust* and *Swing*

*HELMET* protects against *Smash*

DEFENSES

*SUIT OF ARMOR* protects against *All Attacks*

*Maneuver* **Charge** Ahead

*Maneuver* **Dodge** To Side

*Maneuver*

### Sorceror's Sheet

ATTACKS

H4 6 O3 — Attack — *Thrust* Ahead (Hits **Charge**)

T 7 O3 — Attack — *Swing* To Side (Hits **Dodge**)

**DUCK** and *SMASH* — Attack — *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*

DEFENSES

*SUIT OF ARMOR* protects against *All Attacks*

*Maneuver* **Charge** Ahead

*Maneuver* **Dodge** To Side

*Maneuver* MOVE M4*

fatigue the extra asterisks. He counts the Fight and Move asterisks he played and specifies the asterisk that does not fatigue. Each other asterisk he played causes him to fatigue one asterisk of the same type: each extra Move asterisk causes him to fatigue a Move asterisk, and each extra Fight asterisk causes him to fatigue a Fight asterisk. He can fatigue any effort asterisks he has in play, including asterisks he played this round, as long as they are of the proper type. If he fatigues a double-asterisk chit he can bring back a single-asterisk chit of the same type to "make change" (see Rule 4.3.6).

**a.** Normally a character will play no more than two asterisks, but if he uses the Potion of Energy or Girtle 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.

**b.** When a character plays no asterisks he does not gain asterisks - he just does not have to fatigue any.

**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.

**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 4.3.7).

**8.5.4.** When a character is transmorphized, his action chits are frozen and unusable. They cannot be activated, inactivated or played. *Exception:* He can still use his color chits to energize Permanent spells normally, and they fatigue normally when used.

**a.** A character pays his fatigue costs normally on the round he is transmorphized.

**b.** A transmorphized character cannot be wounded, and his chits are not activated or inactivated by spells or the Wither Curse.

### 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 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, 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.

**8.7.3. Hired Natives:** When a hired native or controlled monster 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 a hired native kills a monster, the hiring character gets its basic Fame and Notoriety bounty, without multiplication. When a hired native kills a native, the hiring character gets its basic Notoriety bounty, without multiplication. When a hired native kills a character, the hiring character gets the victim's recorded Notoriety,

without multiplication.

**b.** When a hired leader 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. The leader keeps the belongings and Gold for the hiring character. When an underling kills a victim, no one gets any Gold and the victim's belongings are abandoned in the clearing.

**8.7.3. Monsters:** When a monster kills a character or hired leader, the victim's Gold vanishes and his belongings are abandoned in the clearing.

**8.7.4. Unhired Natives:** When an unhired native kills a character or hired leader, the victim's Gold vanishes and his belongings are put in the native's box on the Set Up Card.

**8.7.5. 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. They have mysterious powers.

**8.7.6.** When a hired native is killed, he instantly becomes unhired, and the hiring character loses Notoriety points equal to the native's Notoriety bounty.

**8.7.7.** 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 Set Up Card, out of play, until he regenerates.

**8.7.8.** When a character is killed, his hired leaders keep the belongings they are carrying and they are placed on the Set Up 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.** When there are characters or hired or controlled denizens in a clearing combat continues until there are two uneventful rounds even if all of the characters are hidden (they get two rounds to start up the battle again, if they wish), and even if there are no monsters in the clearing (this allows the characters to run away).

**8.8.3.** If characters or hired or controlled denizens remain in the clearing, combat ends if there are two consecutive rounds in which no Tremendous monsters are red side up, nothing is killed, wounded, damaged or fatigued, and no spells are cast. 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.

**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 Section 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.

## 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 prepared Magic chits fatigue.

**d.** All Permanent spells become inert, unless it is 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, each face-up Site chit is put in its clearing, and then 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.

**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, 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. When all of a character's chits are wounded, 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.

**c.** When all of a character's chits are fatigued or wounded, the only activity he can record and carry out is a Rest phase. If the character cannot do a rest phase due to the Ill Health curse, he is killed. *Note:* Certain types of weather in the optional Seasons/Weather rules require involuntary fatiguing of chits, and can eventually result in death. See the Seasons/Weather rules for details.

**d.** Characters can be killed by Power of the Pit spell results, whether cast by characters or Demons, or by looting the Toadstool Circle.

**e.** If the character is killed by a Power of the Pit attack from the Toadstool Circle, fatigue, or suicide, his items are abandoned in the clearing, and his recorded fame, notoriety, gold, spells, and discoveries are lost.

**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 was the start of the game. He must start at the Inn. 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. *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 9.2.3 (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.

## 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 he cannot carry - he cannot count them towards his victory. He plays a Move chit (or horse or Boots card) as if he were moving, and he keeps only his horses and those items he can carry. 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 doesn't 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 counts up his score in each category and subtracts the requirement he recorded for 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.

**b.** His **Spells** score is the number of spells he has learned during the game. 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 (belongings with negative Fame values subtract from his score). He does not count the Fame *price* 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 (belongings with negative Notoriety values subtract from his score).

**e.** His **Gold** score is his recorded Gold only - he does *not* count the Gold price of the belongings he owns. Only recorded Gold counts towards victory. If he has the Curse of Ashes, his recorded Gold is treated as -1. *Special:* To adjust for the Gold value 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 (round

fractions down, to his disfavor) to convert to victory points. 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 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"!