

| DAILY SEQUENCE  |                        |
|---|------------------------|
| red – the 7 <sup>th</sup> day only  | blue - Characters only |
| I. BIRDSONG   |                        |
| 1) Reveal the Weather Chit.<br>2) Supply color magic automatically (global).<br>3) Energize <i>Permanent Spells</i> (7 <sup>th</sup> Day/tiles/artifacts).<br>3) Determine the number of phases of the day.<br>4) Record activities.<br>5) Activate & arrange belongings.<br>6) Choose guides for followers.  |                        |
| II. SUNRISE   |                        |
| 1) Assign underlings to their guides.<br>2) Make the Monster Roll.<br>3) Return/Regenerate (w/o <i>Spells</i> ) prowling denizens.<br>4) Flip the Visitors/Missions/Campaigns Chits.  |                        |
| III. DAYLIGHT   |                        |
| 1) Determine turn order: Mix & draw Attention Chits.<br>2) Start of turn (unhidden).<br>3) Start of a Phase: ❶ (De-)Activate/abandon/drop/pick up belongings ❷ Pick up/abandon Mission/Campaign ❸ Energize <i>Permanent Spells</i> ❹ Stop following.<br>4) Execute recorded activities.<br>5) End of Phase: block, land (after the last Fly).<br>6) End of turn: ❶ Prowl & block (monsters) ❷ Choose to stop following ❸ Land to a random clearing (roll d6). |                        |
| IV. SUNSET  |                        |
| Expire <i>Day Spells</i> & fatigue their Magic chits.   |                        |
| V. EVENING  |                        |
| 1) Mix & draw Attention Chits.<br>2) Resolve combats & cast <i>Spells</i> .<br>3) Expire instantly: <i>Instant/Attack/Phase/Fly Spells</i> .  |                        |
| VI. MIDNIGHT  |                        |
| 1) Turn map chits faced down. (Optional)<br>2) Unalert all weapons.<br>3) Remove Curses at the Chapel.<br>4) Expire: potions, <i>Combat Spells</i> , hiring terms, Missions/Campaigns, global color magic supply.<br>5) <i>Permanent Spells</i> fall inert.   |                        |

| MAGIC REALM TABLES  |                |   |
|---------------------|----------------|---|
| DAYLIGHT ACTIVITIES |                |   |
| ACTIVITY:           | RECORD:        | RESULT:                                   |
| HIDE                | H              | roll on Hide table (6 = failed)           |
| MOVE                | M (clearing)   | move to clearing recorded                 |
| SEARCH              | S              | use one Search table once                 |
| TRADE               | T              | buy from or sell to one leader or visitor |
| REST                | R              | rest one effort asterisk                  |
| ALERT               | A              | turn over weapon or alert one Magic chit  |
| HIRE                | HR             | hire denizen(s) from one group            |
| FOLLOW              | F (individual) | follow individual throughout turn         |
| ENCHANT             | EM             | nothing (first Enchant phase of day)      |
|                     | E              | enchant one Magic chit or turn over tile  |
| PEER                | P (clearing)   | use Peer table to search clearing         |
| FLY                 | F (tile)       | fly to specified tile                     |
| Remote              | RE (clearing)  | enchant one Magic chit or turn over tile  |
| ENCHANT             |                |   |
| CACHE               | C              | start or open one cache                   |

| ENCOUNTER STEP ACTIONS                                 |                      |
|--|----------------------|
| ACTION:  | CHIT PLAYED:         |
| Run out of clearing                                    | MOVE chit; no Red T  |
| Turn over weapon counter                               | FIGHT chit; no Red T |
| Activate one belonging and/or inactivate one belonging | none, unrestricted   |
| Abandon/drop belongings                                | none, unrestricted   |
| Charge character                                       | MOVE chit; no Red T  |
| Cast spell   | MAGIC chit/card      |
| Activate Phase spell                                   | none, unrestricted   |
| Fly out of clearing                                    | FLY chit/value       |
| Play any color chits                                   | (not as an action)   |
| Pick up dropped belonging                              |                      |
| in front of character                                  | none, unrestricted   |
| elsewhere in clearing                                  | MOVE or FLY          |

| MAGIC TYPES & COLORS |             |              |               |
|----------------------|-------------|--------------|---------------|
| I (White)            | II (Grey)   | III (Gold)   | IV (Purple)   |
| V (Black)            | VI (varied) | VII (varied) | VIII (varied) |

| SEARCH TABLES |                    |             |                          |                 |                |                   |                        |
|---------------|--------------------|-------------|--------------------------|-----------------|----------------|-------------------|------------------------|
| LOCATE (S)    |                    | PEER (S, P) |                          | MAGIC SIGHT (S) |                | READING RUNES (S) |                        |
| Roll:         | Result:            | Roll:       | Result:                  | Roll:           | Result:        | Roll:             | Result:                |
| 1             | Choice             | 1           | Choice                   | 1               | Choice         | 1                 | Learn and awaken spell |
| 2             | Passages and Clues | 2           | Clues and Paths          | 2               | Counters       | 2                 | Learn and awaken spell |
| 3             | Passages           | 3           | Hidden enemies and Paths | 3               | Treasure cards | 3                 | Learn and awaken spell |
| 4             | Discover chits     | 4           | Hidden enemies           | 4               | Perceive spell | 4                 | Awaken spell           |
| 5             | Nothing            | 5           | Clues                    | 5               | Discover chits | 5                 | Curse!                 |
| 6             | Nothing            | 6           | Nothing                  | 6               | Nothing        | 6                 | Nothing                |

| MEETING TABLE (T, HR) |              |              |             |             |          |
|-----------------------|--------------|--------------|-------------|-------------|----------|
| Roll:                 | ENEMY        | UNFRIENDLY   | NEUTRAL     | FRIENDLY    | ALLY     |
| 1                     | INSULT       | PRICEx4      | OPPORTUNITY | OPPORTUNITY | BOON(x1) |
| 2                     | CHALLENGE    | NO DEAL      | PRICEx3     | PRICEx2     | PRICEx1  |
| 3                     | BLOCK/BATTLE | NO DEAL      | PRICEx4     | PRICEx2     | PRICEx2  |
| 4                     | BLOCK/BATTLE | INSULT       | NO DEAL     | PRICEx3     | PRICEx3  |
| 5                     | BLOCK/BATTLE | CHALLENGE    | NO DEAL     | PRICEx4     | PRICEx4  |
| 6                     | BLOCK/BATTLE | BLOCK/BATTLE | TROUBLE     | NO DEAL     | PRICEx4  |

| COMMERCE TABLE (T) |                  |                  |                 |                 |                 |
|--------------------|------------------|------------------|-----------------|-----------------|-----------------|
| Roll:              | ENEMY            | UNFRIENDLY       | NEUTRAL         | FRIENDLY        | ALLY            |
| 1                  | DEMAND GOLD – 10 | OFFER GOLD - 5   | OPPORTUNITY     | OPPORTUNITY     | OFFER GOLD + 10 |
| 2                  | DEMAND GOLD – 15 | OFFER GOLD - 10  | OFFER GOLD      | OFFER GOLD + 5  | OFFER GOLD + 5  |
| 3                  | DEMAND GOLD – 20 | OFFER GOLD - 10  | OFFER GOLD - 5  | OFFER GOLD      | OFFER GOLD + 5  |
| 4                  | DEMAND GOLD – 30 | DEMAND GOLD – 5  | OFFER GOLD - 10 | OFFER GOLD      | OFFER GOLD      |
| 5                  | Block/Battle     | DEMAND GOLD – 10 | OFFER GOLD - 15 | OFFER GOLD - 5  | OFFER GOLD      |
| 6                  | Block/Battle     | DEMAND GOLD – 20 | TROUBLE         | OFFER GOLD - 10 | OFFER GOLD - 5  |

| MISSILE TABLE (old) |                           |
|---------------------|---------------------------|
| Roll:               | Effect on harm inflicted: |
| 1                   | increase two levels       |
| 2                   | increase one level        |
| 3                   | no change                 |
| 4                   | decrease one level        |
| 5                   | decrease two levels       |
| 6                   | decrease three levels     |

| MISSILE TABLE (revised)† |                           |
|--------------------------|---------------------------|
| Roll:                    | Effect on harm inflicted: |
| < -2                     | increase three levels     |
| -1                       | increase two levels       |
| 0-1                      | increase one level        |
| 2-4                      | no change                 |
| 5-6                      | decrease one level        |
| 7                        | decrease two levels       |
| > 8                      | decrease three levels     |

| FUMBLE‡ |                           |
|---------|---------------------------|
| Roll:   | Effect on harm inflicted: |
| 1       | increase two levels       |
| 2-3     | increase one level        |
| 4-6     | no change                 |
| 7-8     | decrease one level        |
| 9       | decrease two levels       |
| 10      | Negligible                |

| STUMBLE‡ |                   |
|----------|-------------------|
| Roll:    | Effect on action: |
| 1-6      | completed         |
| 7-10     | cancelled         |

| WISHES |  |
|--------|--|
| Roll:  | Wish & Effect:   |
| 1      | "I wish I were elsewhere." (teleport self)                 |
| 2      | "I wish you were elsewhere." (teleport anyone except self) |
| 3      | "I wish for a vision." (look at Treasure in 1 box)         |
| 4      | "I wish for peace." (end all combats)                      |
| 5      | "I wish for health." (rest all effort * and wounds)        |
| 6      | "I wish for strength." (next Fight/Gloves = T harm)        |

| CURSES |                             |
|--------|-----------------------------|
| Roll:  | Curse & Effect:             |
| 1      | EYEMIST (cannot Search)     |
| 2      | SQUEAK (cannot Hide)        |
| 3      | WITHER (no active effort *) |
| 4      | ILL HEALTH (cannot R)       |
| 5      | ASHES (void GOLD)           |
| 6      | DISGUST (void FAME)         |

| POWER OF THE PIT |  |
|------------------|--|
| Roll:            | Event & Effect:                                    |
| 1                | FIERY CHASM OPENS (kill all unhidden ones)         |
| 2                | CARRIED AWAY (kill target)                         |
| 3                | TERROR (wound L&M chits, kill L&M denizens/horses) |
| 4                | BLIGHT (wound chits)                               |
| 5                | FORGET (fatigue Magic chits)                       |
| 6                | RUST (damage armor once)                           |

† Subtract the attacker's time advantage, then add 4 if failing to INTERCEPT.

‡ Subtract the attacker's time advantage, then add 4 if failing to INTERCEPT.

| MEETING TABLE (T, HR) |              |              |             |             |          |
|-----------------------|--------------|--------------|-------------|-------------|----------|
| Roll:                 | ENEMY        | UNFRIENDLY   | NEUTRAL     | FRIENDLY    | ALLY     |
| 1                     | INSULT       | PRICEx4      | OPPORTUNITY | OPPORTUNITY | BOON(x1) |
| 2                     | CHALLENGE    | NO DEAL      | PRICEx3     | PRICEx2     | PRICEx1  |
| 3                     | BLOCK/BATTLE | NO DEAL      | PRICEx4     | PRICEx2     | PRICEx2  |
| 4                     | BLOCK/BATTLE | INSULT       | NO DEAL     | PRICEx3     | PRICEx3  |
| 5                     | BLOCK/BATTLE | CHALLENGE    | NO DEAL     | PRICEx4     | PRICEx4  |
| 6                     | BLOCK/BATTLE | BLOCK/BATTLE | TROUBLE     | NO DEAL     | PRICEx4  |

| COMMERCE TABLE (T) |                  |                  |                 |                 |                 |
|--------------------|------------------|------------------|-----------------|-----------------|-----------------|
| Roll:              | ENEMY            | UNFRIENDLY       | NEUTRAL         | FRIENDLY        | ALLY            |
| 1                  | DEMAND GOLD – 10 | OFFER GOLD - 5   | OPPORTUNITY     | OPPORTUNITY     | OFFER GOLD + 10 |
| 2                  | DEMAND GOLD – 15 | OFFER GOLD - 10  | OFFER GOLD      | OFFER GOLD + 5  | OFFER GOLD + 5  |
| 3                  | DEMAND GOLD – 20 | OFFER GOLD - 10  | OFFER GOLD - 5  | OFFER GOLD      | OFFER GOLD + 5  |
| 4                  | DEMAND GOLD – 30 | DEMAND GOLD – 5  | OFFER GOLD - 10 | OFFER GOLD      | OFFER GOLD      |
| 5                  | Block/Battle     | DEMAND GOLD – 10 | OFFER GOLD - 15 | OFFER GOLD - 5  | OFFER GOLD      |
| 6                  | Block/Battle     | DEMAND GOLD – 20 | TROUBLE         | OFFER GOLD - 10 | OFFER GOLD - 5  |

| WISHES |   |
|--------|---|
| Roll:  | Wish & Effect:  |
| 1      | "I wish I were elsewhere."<br>(teleport self)                 |
| 2      | "I wish you were elsewhere."<br>(teleport anyone except self) |
| 3      | "I wish for a vision."<br>(look at Treasure in 1 box)         |
| 4      | "I wish for peace."<br>(end all combats)                      |
| 5      | "I wish for health."<br>(rest all effort * and wounds)        |
| 6      | "I wish for strength."<br>(next Fight/Gloves = T harm)        |

| CURSES |                             |
|--------|-----------------------------|
| Roll:  | Curse & Effect:             |
| 1      | EYEMIST (cannot Search)     |
| 2      | SQUEAK (cannot Hide)        |
| 3      | WITHER (no active effort *) |
| 4      | ILL HEALTH (cannot Rest)    |
| 5      | ASHES (void GOLD)           |
| 6      | DISGUST (void FAME)         |

| MISSILE TABLE (old) |                           |
|---------------------|---------------------------|
| Roll:               | Effect on harm inflicted: |
| 1                   | increase two levels       |
| 2                   | increase one level        |
| 3                   | no change                 |
| 4                   | decrease one level        |
| 5                   | decrease two levels       |
| 6                   | decrease three levels     |

| MISSILE TABLE (revised)† |                           |
|--------------------------|---------------------------|
| Roll:                    | Effect on harm inflicted: |
| < -2                     | increase three levels     |
| -1                       | increase two levels       |
| 0-1                      | increase one level        |
| 2-4                      | no change                 |
| 5-6                      | decrease one level        |
| 7                        | decrease two levels       |
| > 8                      | decrease three levels     |

| FUMBLE† |                           |
|---------|---------------------------|
| Roll:   | Effect on harm inflicted: |
| 1       | increase two levels       |
| 2-3     | increase one level        |
| 4-6     | no change                 |
| 7-8     | decrease one level        |
| 9       | decrease two levels       |
| 10      | Negligible                |

| STUMBLE‡ |                   |
|----------|-------------------|
| Roll:    | Effect on action: |
| 1-6      | completed         |
| 7-10     | cancelled         |

‡ Subtract the Character's time Advantage from the die roll, then add the number of attackers.

| POWER OF THE PIT |  |
|------------------|--|
| Roll:            | Event & Effect:                                    |
| 1                | FIERY CHASM OPENS<br>(kill all unhidden ones)      |
| 2                | CARRIED AWAY (kill target)                         |
| 3                | TERROR (wound L&M chits, kill L&M denizens/horses) |
| 4                | BLIGHT (wound chits)                               |
| 5                | FORGET (fatigue Magic chits)                       |
| 6                | RUST (damage armor once)                           |

† Subtract the attacker's time advantage, then add 4 if failing to INTERCEPT.

† Subtract the attacker's time advantage, then add 4 if failing to INTERCEPT.

| DAILY SEQUENCE   |  |
|--|--|
| red – the 7 <sup>th</sup> day only    blue - Characters only   |  |
| <b>I. BIRDSONG</b>   |  |
| 1) Reveal the Weather Chit.  |  |
| 2) Supply color magic automatically (global).  |  |
| 3) Energize <i>Permanent Spells</i> (7 <sup>th</sup> Day/tiles/artifacts).   |  |
| 3) Determine the number of phases of the day.  |  |
| 4) Record activities.  |  |
| 5) Activate & arrange belongings.  |  |
| 6) Choose guides for followers.  |  |
| <b>II. SUNRISE</b>   |  |
| 1) Assign underlings to their guides.  |  |
| 2) Make the Monster Roll.  |  |
| 3) Return/Regenerate (w/o <i>Spells</i> ) prowling denizens.   |  |
| 4) Flip the Visitors/Missions/Campaigns Chits.   |  |
| <b>III. DAYLIGHT</b>   |  |
| 1) Determine turn order: Mix & draw Attention Chits.   |  |
| 2) Start of turn (unhidden).   |  |
| 3) Start of a Phase: ❶ (De-)Activate/abandon/drop/pick up belongings ❷ Pick up/abandon Mission/Campaign ❸ Energize <i>Permanent Spells</i> ❹ Stop following. |  |
| 4) Execute recorded activities.  |  |
| 5) End of Phase: block, land (after the last Fly).   |  |
| 6) End of turn: ❶ Prowl & block (monsters) ❷ Choose to stop following ❸ Land to a random clearing (roll d6).   |  |
| <b>IV. SUNSET</b>  |  |
| Expire <i>Day Spells</i> & fatigue their Magic chits.  |  |
| <b>V. EVENING</b>  |  |
| 1) Mix & draw Attention Chits.   |  |
| 2) Resolve combats & cast <i>Spells</i> .  |  |
| 3) Expire instantly: <i>Instant/Attack/Phase/Fly Spells</i> .  |  |
| <b>VI. MIDNIGHT</b>  |  |
| 1) Turn map chits faced down. (Optional)   |  |
| 2) Unalart all weapons.  |  |
| 3) Remove Curses at the Chapel.  |  |
| 4) Expire: potions, <i>Combat Spells</i> , hiring terms, Missions/Campaigns, global color magic supply.  |  |
| 5) <i>Permanent Spells</i> fall inert.   |  |

| MAGIC REALM TABLES  |                |   |
|---------------------|----------------|---|
| DAYLIGHT ACTIVITIES |                |   |
| ACTIVITY:           | RECORD:        | RESULT:                                   |
| HIDE                | H              | roll on Hide table (6 = failed)           |
| MOVE                | M (clearing)   | move to clearing recorded                 |
| SEARCH              | S              | use one Search table once                 |
| TRADE               | T              | buy from or sell to one leader or visitor |
| REST                | R              | rest one effort asterisk                  |
| ALERT               | A              | turn over weapon or alert one Magic chit  |
| HIRE                | HR             | hire denizen(s) from one group            |
| FOLLOW              | F (individual) | follow individual throughout turn         |
| ENCHANT             | EM             | nothing (first Enchant phase of day)      |
|                     | E              | enchant one Magic chit or turn over tile  |
| PEER                | P (clearing)   | use Peer table to search clearing         |
| FLY                 | F (tile)       | fly to specified tile                     |
| Remote              | RE (clearing)  | enchant one Magic chit or turn over tile  |
| ENCHANT             |                |   |
| CACHE               | C              | start or open one cache                   |

| SEARCH TABLES |                    |             |                          |                 |                |                   |                        |
|---------------|--------------------|-------------|--------------------------|-----------------|----------------|-------------------|------------------------|
| LOCATE (S)    |                    | PEER (S, P) |                          | MAGIC SIGHT (S) |                | READING RUNES (S) |                        |
| Roll:         | Result:            | Roll:       | Result:                  | Roll:           | Result:        | Roll:             | Result:                |
| 1             | Choice             | 1           | Choice                   | 1               | Choice         | 1                 | Learn and awaken spell |
| 2             | Passages and Clues | 2           | Clues and Paths          | 2               | Counters       | 2                 | Learn and awaken spell |
| 3             | Passages           | 3           | Hidden enemies and Paths | 3               | Treasure cards | 3                 | Learn and awaken spell |
| 4             | Discover chits     | 4           | Hidden enemies           | 4               | Perceive spell | 4                 | Awaken spell           |
| 5             | Nothing            | 5           | Clues                    | 5               | Discover chits | 5                 | Curse!                 |
| 6             | Nothing            | 6           | Nothing                  | 6               | Nothing        | 6                 | Nothing                |

| ENCOUNTER STEP ACTIONS                                 |   |
|--|---|
| ACTION:  | CHIT PLAYED:  |
| Run out of clearing                                    | MOVE chit; <b>no Red T</b>                                  |
| Turn over weapon counter                               | FIGHT chit; <b>no Red T</b>                                 |
| Activate one belonging and/or inactivate one belonging | none, unrestricted  |
| Abandon/drop belongings                                | none, unrestricted  |
| Charge character                                       | MOVE chit; <b>no Red T</b>                                  |
| Cast spell   | MAGIC chit/card   |
| Activate Phase spell                                   | none, unrestricted  |
| Fly out of clearing                                    | FLY chit/value  |
| Play any color chits                                   | (not as an action)  |
| Pick up dropped belonging in front of character        | none, unrestricted  |
| elsewhere in clearing                                  | MOVE or FLY   |
| MAGIC TYPES & COLORS                                   |   |
| <b>I (White)</b>                                       | <b>II (Grey)</b> <b>III (Gold)</b> <b>IV (Purple)</b>       |
| <b>V (Black)</b>                                       | <b>VI (varied)</b> <b>VII (varied)</b> <b>VIII (varied)</b> |