The legendary, lost SECOND EDITION of the
Magic Realm Rules

INTRODUCTION

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 land afoot, as well as many magical effects. This wealth of detail makes the complete game complex. but the rulebook has been organized to allow the players to learn the game a little at a time and play as they learn. The rules are divided into sections, and the players can learn one section at a time and play a simplified game with the rules they have learned so far. The players should read the rules one section at a time, stopping at the end of each section and playing until they are comfortable with the rules introduced in that section. Once they have mastered that section, they can move on to the next.

A GUIDE TO THE PIAYING PIECES *illustrates the playing pieces and explains them briefly; in addition, there are lists of treasures, weapons, armor, horses, natives, monsters and prices that explain individual pieces in more detail. The* PREPARE FOR PIAY *section explains how to set up the game.*

The rules that explain how to play the game are divided into four sections called ENCOUNTERS. *The* FIRST ENCOUNTER *is a peaceful treasure hunt that explains how the newly arrived characters move, search and trade; the monsters threaten, but are too wary to attack these unfamiliar newcomers. The* SECOND ENCOUNTER *explains combat between characters and monsters, when the monsters grow bold enough to attack. Combat expands to include warfare in the* THIRD ENCOUNTER, *which explains how characters can hire natives and fight each other. The* FOURTH ENCOUNTER *introduces magic and its many uses. The* ADVANCED RULES *add some finishing touches.*

The OPTIONAL RULES *allow the players to expand the rules that interest them the most: there are special rules that magnify commerce, combat, magic and more. Finally, the* EXPANDING THE REALM *section allows the players to restructure the way the game is played. It includes rules for* SOLITAIRE PLAY, *longer or shorter games, increasing the number of characters, and combining copies of the game to make a gigantic* MAGIC REALM.

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.

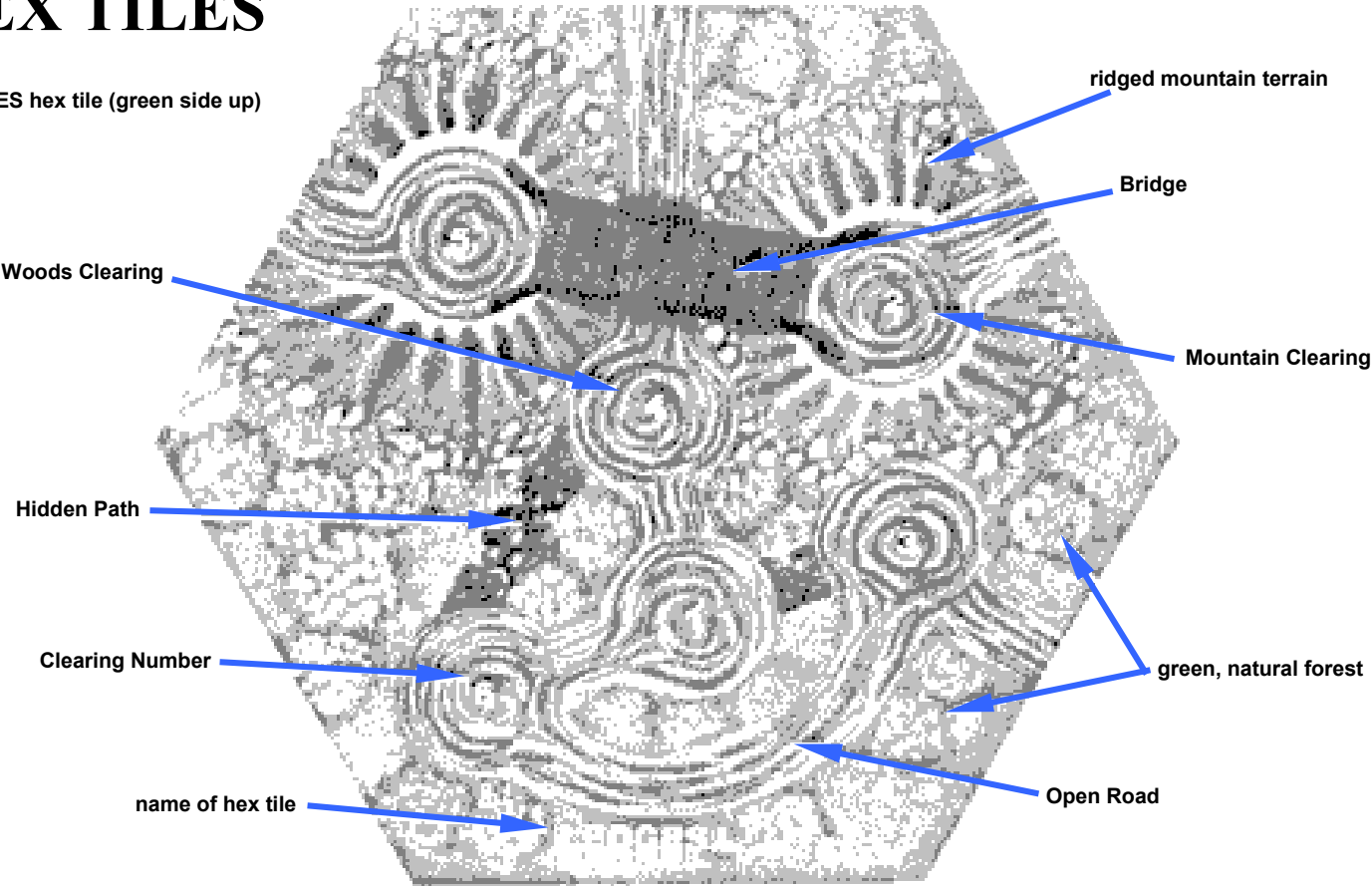*And now, into the* MAGIC REALM.

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HEX TILES

LEDGES hex tile (green side up)

ridged mountain terrain

Bridge

Woods Clearing

Mountain Clearing

Hidden Path

green, natural forest

Clearing Number

Open Road

name of hex tile

BORDERLAND hex tile

GREY enchanted forest

GOLD enchanted forest

Mine Openings

Woods Clearing

Tunnels

Secret Passage

Cave Clearing

PURPLE enchanted forest

BORDER LAND
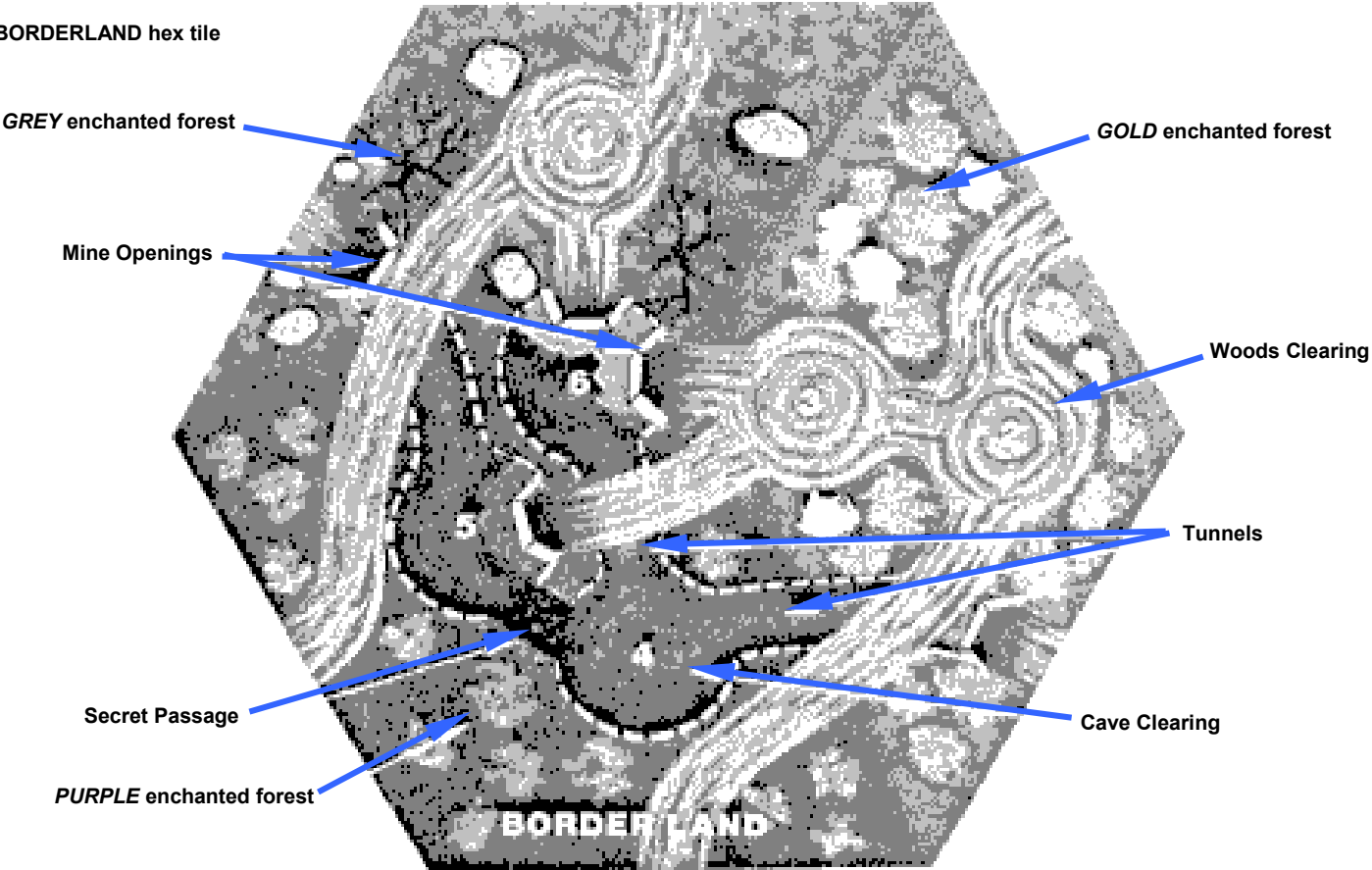
A GUIDE TO THE PLAYING PIECES

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).

1. THE MAP

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 "natural" side; the varicolored reverse side is the "enchanted" side. The "enchanted" side stays face down until magic is introduced in the FOURTH ENCOUNTER.

1.1/1 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 on page 2.

1.1/2 Most of the game takes place in the circular *clearings*. Each clearing contains a yellow numeral, so it can be identified by its number and tile: "NUT WOODS 2" (or the abbreviation "NW 2") identifies the clearing labeled "2" on the NUT WOODS tile, for example. 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.

1.1/3 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 unplayable and are ignored. *Note:* "Mine openings" just show where open roads go underground to become tunnels. They do not affect play.

1.2 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. and the letter on each chit defines the tiles where it is put: "V" for VALLEY tiles, "W" for WOODS tiles, "C" for tiles with caves, and "M" for mountains (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.
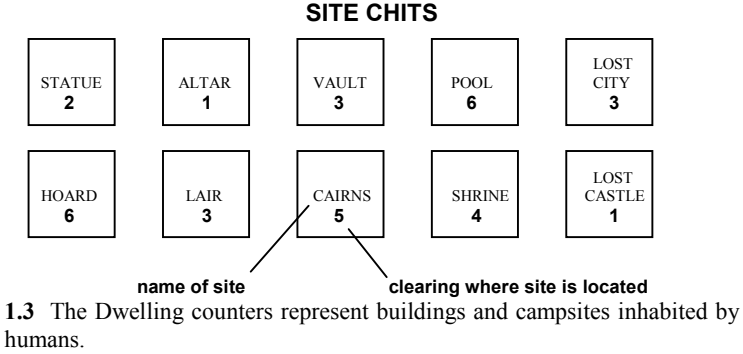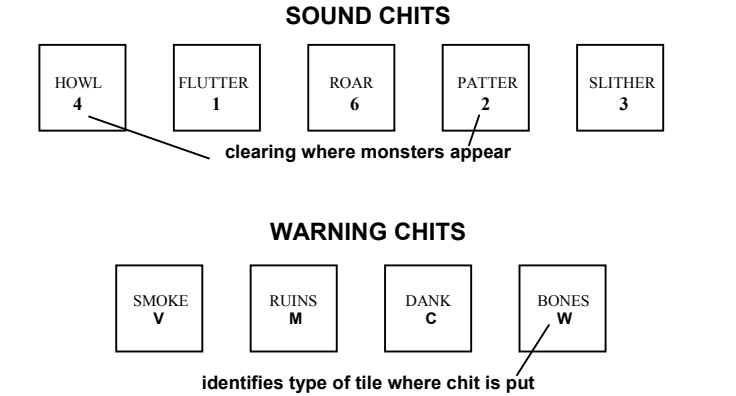
SOUND CHITS

| 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

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

2. DENIZENS

2.1 The monster, native and visitor pieces represent the "denizens" who live in the *MAGIC REALM.*

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 that are ignored until combat is explained in the SECOND ENCOUNTER.

2.2/1 The letter on each counter defines the strength of 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 speed.

2.2/2 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 and native always uses the values that are face up at the moment.

picture identifies monster

HARM LETTER — SHARPNESS STAR — MOVE TIME — ATTACK TIME — indicates monster has picked up its target
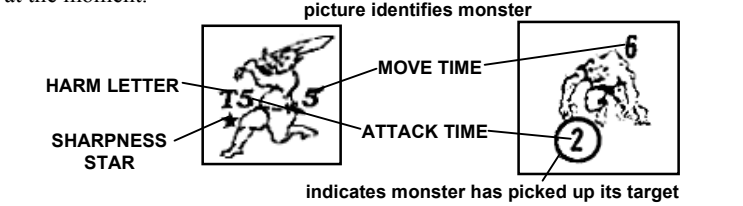
2.3 The LIST OF MONSTERS identifies each monster counter by its picture and size. The size of the counter implies the size of the monster - the largest counters are the largest, and toughest, monsters.

2.3/1 The red side of the twelve largest monster counters has a special meaning: it shows the monster's combat values when it picks up an enemy to rip him apart!

2.3/2 Five of the largest monsters have extra counters that they use to attack: each Giant has a red "club" counter and each Dragon has a red "head" counter. These extra counters stay with their monsters throughout the game.

picture identifies native

SHARPNESS STAR — HARM LETTER — ATTACK TIME — MOVE TIME
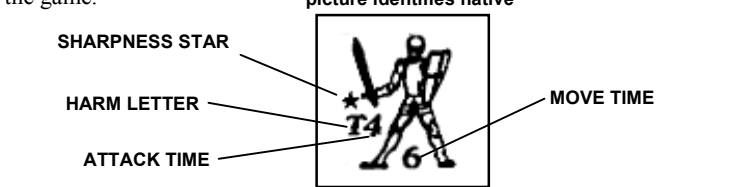
2.4 The picture on each native counter signifies how that native is armed and armored. The LIST OF NATIVES explains each native.

2.4/1 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.

2.4/2 The "HQ" code identifies the leader of each group.

2.4/3 The square horse counters represent horses being ridden by the natives. Each horse has the same ID code as its rider.

| SCHOLAR | SHAMAN | WARLOCK | CRONE |
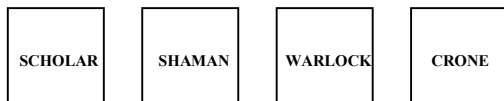
2.5 The visitor/mission chits have a variety of uses. When a name (CRONE, SCHOLAR, SHAMAN, WARLOCK) is face up, the chit represents a **visitor** - a sage or magician who is visiting the *MAGIC REALM*. When ESCORT PARTY or FOOD/ALE is face up, the chit represents a helpless group of people who are on 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**.

* In the FIRST ENCOUNTER and SECOND ENCOUNTER, only the CRONE, SCHOLAR, SHAMAN and WARLOCK are used. These four chits are turned so that these names are face up, and the other two visitor/mission chits are left out of play. Starting in the THIRD ENCOUNTER, all six chits can be used either side up.

3. BELONGINGS AND SPELL CARDS

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.

picture identifies horse (Warhorse)

STRENGTH LETTER
MOVE TIME
indicates galloping
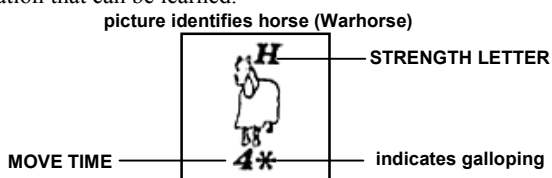
3.2 Each **horse counter** represents the horse pictured on it. There are three types of horses: ponies, workhorses and warhorses.

3.2/1 The round horse counters are mounts that the characters can obtain and ride during the game. The square horse counters are the personal mounts of the natives and cannot be used by the characters.

3.2/2 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.

silhouette identifies weapon (Great Axe)

SHARPNESS STAR
HARM/WEIGHT LETTER
indicates alerted weapon
ATTACK TIME (if present)

3.3 Each **weapon counter** represents the weapon silhouetted on it. Weapons are classed as "missile weapons" or "striking weapons", depending on how they attack. The WEAPONS list identifies each weapon and its type.

3.3/1 The letter on each weapon defines its weight and the damage it inflicts in battle, and the stars are "sharpness stars" that define extra damage it can inflict. Some counters also have a number; this number defines the weapon's attack time.

3.3/2 The side of the counter that shows an asterisk is turned up when the weapon is "alerted", ready to make its best attack. The side without an asterisk is turned up when the weapon is "unalerted". Weapons can still attack when unalerted, but their attack is weaker. *Exception:* Spears cannot attack when unalerted.

TREASURE COUNTERS: The four gold weapon counters (labelled BANE, TRUESTEEL, LIVING and DEVIL) and the four gold armor counters labeled GOLD, SILVER, JADE and "T") 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.

picture identifies armor (suit of armor)

TOUGHNESS/WEIGHT LETTER

3.4 Each **armor counter** represents the armor pictured on it. There are four kinds of armor: helmets, breastplates, shields and suits of armor. The letter on each armor counter defines its weight and the damage it can absorb in combat. Each armor counter is turned "DAMAGED" side up only when the armor is damaged. The other side of the counter is its "intact" side.


SCROLL OF ALCHEMY
(4 spells)

NAME
identifies Great treasure (red dot)
FAME value — FAME: -10
WEIGHT — **L** N:15 **10**
SPELL BOOK values
MAGIC type — *VI*
GOLD price
NOTORIETY VALUE
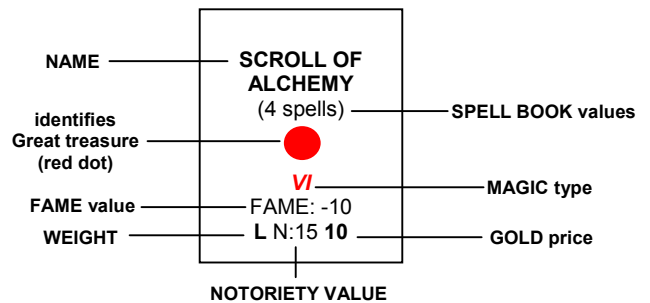
3.5 Each **Treasure card** represents the item named on the card. Cards with a gold dot are "large Treasures" with obvious value; cards with no gold dot are "small Treasures" that are less valuable (or less obvious about their value).

GLOWING GEM
(1 spell)

ARTIFACT values
identifies Large treasure (gold dot)
MAGIC type — *VII*
(Soldiers 5F)
– N:5 **17**
FAME price

MOULDY SKELETON
get CURSE
P2
discard
identifies substitute card

identifies TREASURES WITHIN TREASURES card

indicates Potion

Potion
POULTICE OF HEALTH
REST counts double
EFFECT
(discard to *SHAMAN*)
– **2**

TOADSTOOL CIRCLE
extra SPELL
P4
BLACK
CANNOT MOVE
EFFECT
COLOR magic
identifies site card

3.5/1 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.

a. Some Treasure cards also have a NOTORIETY value and a FAME value or FAME price. Cards with a red dot are "Great treasures". 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.

b. Colors and Roman numerals printed in red signify *color* magic and Rituals with magical uses explained in the FOURTH ENCOUNTER.

3.5/2 *Exception:* The six cards labeled "P1" to "P6" in red are TREASURES WITHIN TREASURES cards (or "T-W-T" 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.
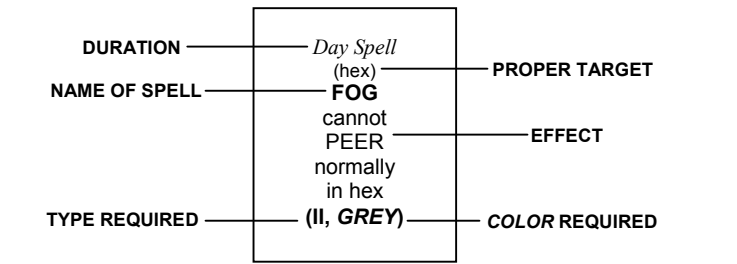
3.6 The Spell cards signify magic spells. Spells and Spell cards can be ignored until magic is explained in the FOURTH ENCOUNTER.

3.6/1 Each Spell card displays the name of the spell and summarizes its qualities (see illustration). 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).

3.6/2 Each spell is explained in more detail in the LIST OF SPELLS.

4. THE TREASURE SET UP CARD

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.

TREASURE SET UP CARD SCHEMATIC
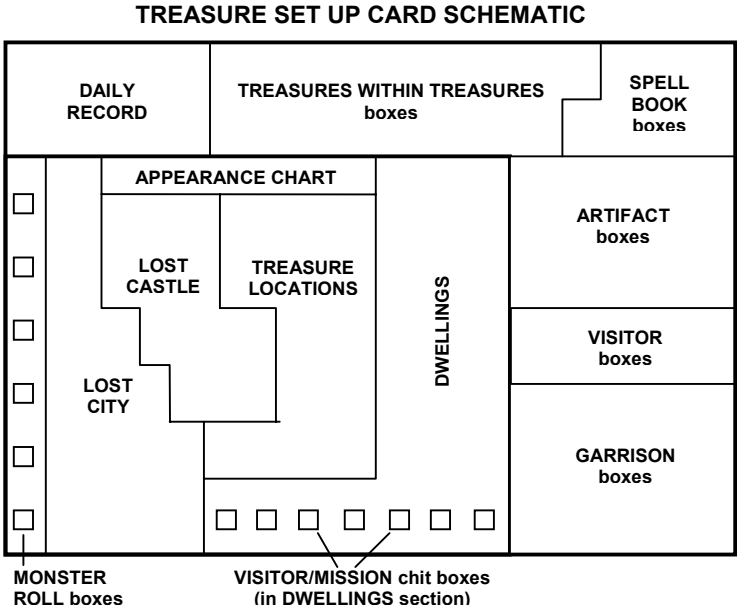
4.2 The LOST CASTLE, LOST CITY, TREASURE LOCATIONS and DWELLINGS sections make up the APPEARANCE CHART. This chart is divided into the six rows indicated by the arrows in the small boxes along the left edge of the CHART. During play the MONSTER ROLL chit moves from box to box to show which row of denizens is currently prowling.

4.2/1 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.

4.2/2 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. The treasures, spells and monster are all hidden in some clearing on the map.

4.2/3 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.

4.2/4 The seven small boxes in the bottom row of the DWELLINGS section are used to hold the visitor/mission chits.

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. *Note:* The native group can be left in the box to avoid cluttering the map.

4.4 Each box in the VISITORS section holds the items (and spells) owned by the visitor named on the box.

4.5 The boxes in the ARTIFACTS and SPELL BOOKS section hold Spell cards that have been inscribed on items and books. These boxes are not used until magic is introduced in the FOURTH ENCOUNTER.

4.6 Each box in the TREASURES WITHIN TREASURES section holds extra treasures that are hidden within one of the TREASURE LOCATIONS boxes.

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
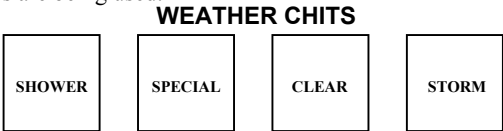
5. CHARACTER PIECES

5.1 Each character has one Character card, one character counter, one ATTENTION chit and twelve action chits.
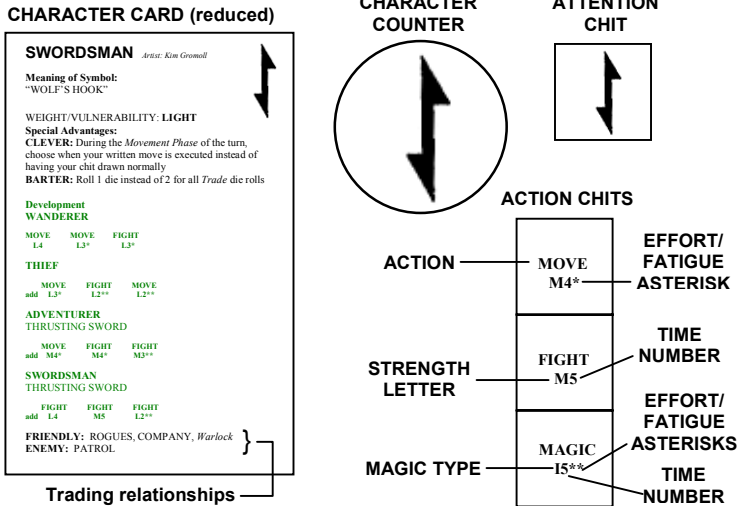
5.2 The character card provides a quick reference to the character. The front of the card names and pictures him, and shows the symbol that identifies all of his personal pieces. The back summarizes his qualities and lists the items he starts the game with. Each character is explained in detail on the LIST OF CHARACTERS in this rulebook.

5.2/1 His WEIGHT/VULNERABILITY defines his weight and vulnerability. His Special Advantages are special rules that apply only to him.

5.2/2 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.

5.2/3 The bottom of the card shows the trading relationships that affect how he trades with visitors and native leaders.

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.

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

5.5 The character's action chits are the twelve chits that show his symbol on one side and either MOVE, FIGHT, DUCK, BERSERK or MAGIC on the other side. He plays these chits to do actions in the game. The values on each chit define its qualities.

5.5/1 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.

5.5/2 The number on each chit defines the time needed to do that action; lower numbers mean faster actions.

5.5/3 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 wit no asterisks require no extra effort at all.

5.5/4 The letter on each MOVE, FIGHT, DUCK and BERSERK chit defines its strength. MAGIC chits have no strength. The Roman numeral on each MAGIC chit defines a magic Ritual, as explained in the FOURTH ENCOUNTER.

6. PERSONAL HISTORY PAD

6.1 Each character also takes one sheet of the PERSONAL HISTORY PAD and uses it to record his progress in the game.

PERSONAL HISTORY SHEET SCHEMATIC
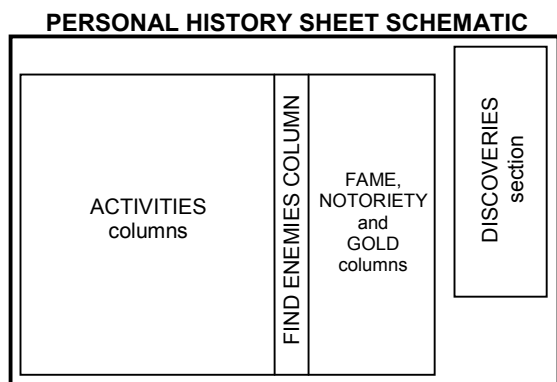
6.2 The front of the sheet contains a large TURN RECORD area, a Discoveries list and a VICTORY REQUIREMENTS box.

6.2/1 He records the requirements he must fulfil to win the game in the VICTORY REQUIREMENTS box.

6.2/2 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, one row for each turn in the game (the rows are grouped into two "lunar months" of 28 turns each). During the game, the character records each turn in the row for that turn.

6.2/3 He records discoveries by crossing them off his Discoveries list, which lists every hidden roadway and treasure site in the game.

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

b. Each Site chit is listed under "Treasure Locations". Each Site card is listed under "Special Cards".

6.3 He uses the back of his sheet when combat and magic are introduced in later ENCOUNTERS. He uses the MELEE SECTION to resolve his attacks and maneuvers during combat. He records the spells he can use in the SPELLS boxes.

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. These rules explain 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 egg trays or (even better) a set of the counter trays available from the Avalon Hill Game Company.

STEP 1. SETTING UP THE TREASURE SET UP CARD

1.1 All of the Treasure 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, the six visitor/mission chits and all of the Spell cards. 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. Starting in the FOURTH ENCOUNTER, the Spell cards are put on the SET UP CARD in step 7.

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

1.2/1 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.

1.2/2 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.

1.2/3 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 one group of 7 "L" (Light) weapons, a group of 5 "M" (Medium) weapons and a group of 5 "H" (Heavy) weapons.

1.2/4 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.

1.2/5 Sort the Treasure cards into one group of 6 TREASURES WITHIN TREASURES cards (these cards are numbered "P1" to "P6" in red print), one group of 23 "large Treasures" (each Treasure card that has a gold-colored dot is a "large Treasure"), and one group of 45 "small Treasures" (each Treasure card that has neither a gold dot nor a red "P" is a small Treasure). Keeping the groups separate, turn each group face down and shuffle it.

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 play of the game.

1.3/1 TREASURES WITHIN TREASURES section: Put the gold-colored treasure counters, the "L2" and "T3" horses and 5 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

section of CARD:	box in section:	Treasure cards		Weapons and (weight) of weapon	Armor				Horses
		Small	Large		helmets	breast plates	shields	suits of armor	
TREASURES WITHIN TREASURES	**CHEST**	—	2	—	—	—	—	—	—
	REMAINS OF THIEF	—	1	LIVING (L)	—	—	—	—	—
	MOULDY SKELETON	—	—	—	GOLD	SILVER	JADE	—	—
	TOADSTOOL CIRCLE	—	1	DEVIL (H)	—	—	—	—	—
	CRYPT OF THE KNIGHT	—	1	BANE (T)	—	—	—	"T"	"T3" warhorse
	ENCHANTED MEADOW	—	—	TRUESTEEL (M)	—	—	—	—	"L2" pony
TREASURE LOCATIONS	**HOARD**	4	5*	—	—	—	—	—	—
	LAIR	4	3*	—	—	—	—	—	—
	ALTAR	—	4*	—	—	—	—	—	—
	SHRINE	2	2*	—	—	—	—	—	—
	POOL	6	3*	—	—	—	—	—	—
	VAULT	—	5*	—	—	—	—	—	—
	CAIRNS	6	1*	—	—	—	—	—	—
	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	—	—	—	—	—	—	—

TREASURES WITHIN TREASURES boxes. They are put aside until these boxes are filled.

1.3/2 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).

1.3/3 TREASURE LOCATIONS section: Put the small Treasures and large Treasures in the boxes where they are listed. Put the small Treasures in the box first, so the large Treasures are on top (in order to make the large Treasures harder to obtain – it is harder to obtain the Treasures toward the top of a pile). 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 (the largest counters).

1.3/4 DWELLINGS section: Put the small Treasures, weapons, armor and round horse counters in the rectangles where they are listed, and put each native group in the adjoining square box. The large number shows the number of natives in the group.

1.3/5 GARRISONS section: Put the small Treasures, weapons, armor and round horse counters in the box where they are listed, 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).

1.3/6 Put the three remaining small Treasures in the SCHOLAR box in the VISITORS section.

1.4 Starting in the FOURTH ENCOUNTER, the Spell cards are also put on the SET UP CARD. See STEP 7.

STEP 2. CONSTRUCTING THE MAP

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.

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.

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.

2.3/1 The players play their tiles in turn, going to the left (clockwise) around the map.
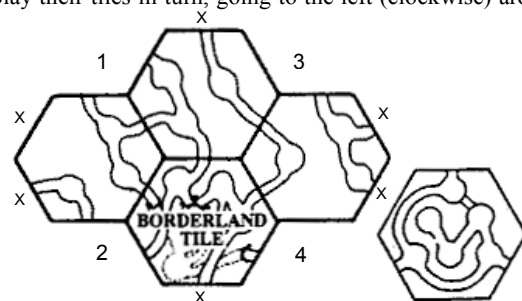
PLACING TILES: The player wishes to place the MOUNTAIN tile.

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.

2.3/2 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:

a. The tile must be green side up. Map tiles are always green side up at the start of the game (even in the FOURTH ENCOUNTER).

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

c. 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.

d. 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.**

e. 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 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.

f. 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.

2.3/3 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.

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. SELECTING CHARACTERS
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 action chits.

3.1/1 He also takes the weapon and armor counters listed under his 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.

3.1/2 Ignore all references to spells until magic is introduced in the FOURTH ENCOUNTER. In the FOURTH ENCOUNTER, each player also gets the number and types of spells specified in the fourth stage of his Development section. He secretly records the spells he chooses in the spell boxes on the back of his PERSONAL HISTORY sheet. He does *not* keep the Spell cards for these spells. When he has finished choosing his spells, he can secretly "enchant" MAGIC chits by secretly turning them symbol side up.

* *Note:* "Enchanted" chits remain secret only until the VALLEY chits are turned face up in step 6. See rule 39.4/3.

3.2 The player also takes a PERSONAL HISTORY sheet and secretly records the victory requirements he must fulfil to win the game.

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

3.4 The player's turn ends as soon as he takes his pieces. He does not have to finish choosing his VICTORY REQUIREMENTS (and spells) and the Dwelling where he will start until 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. VISITOR/MISSION CHITS
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.

4.2 The player can take any available visitor/mission chit that has not already been put in a box. The chits that are available depend on the ENCOUNTER being played.

4.2/1 In the FIRST ENCOUNTER and SECOND ENCOUNTER, only the CRONE, WARLOCK, SHAMAN and SCHOLAR chits are available (the other two chits are removed from play). The player must take one of these chits, and he must turn it so the visitor's name is face up.

4.2/2 Starting in the THIRD ENCOUNTER, all six visitor/mission chits are available, and either side can be turned face up. The player can take any of these chits that has not yet been placed, and he can turn it either side up.

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

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

STEP 5. MAP CHITS
5.1 When every player has selected his character and all of the avail-able visitor/mission chits have been set up, the players put the map chits on the files to secretly define what is in each tile.

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

5.2/1 Put the red LOST CITY and LOST CASTLE chits to one side.

5.2/2 Put the 8 gold-colored Site chits and the 10 red Sound chits in the same group.

5.2/3 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.

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. *Note:* When the LOST CITY or LOST CASTLE chit is revealed during the game, it is exchanged for the 5 chits in its section.

5.4 **Hex tiles:** Put the map chits in one group of tiles at a time, in the order outlined below. 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 exactly which chit it is.

5.4/1 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 one these tiles. Then turn the 5 "C" Warning chits blank side up, mix them together thoroughly, and

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

put one of them in each of these tiles. *Explanation:* The LOST CITY is located in one of the five Cave tiles.

5.4/2 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. Then turn the 5 "M" Warning chits blank side up, mix them together thoroughly, and put one of them in each of these tiles. *Explanation:* The LOST CASTLE is located in one of the five Mountain tiles.

5.4/3 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 tile.

5.4/4 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.

5.5 Put the chits in each tile on the forest in the tile, away from the clearings.

5.6 The MAP CHITS table summarizes where the map chits are placed. When they are all in position, they are located as follows:

5.6/1 Five secret Site and/or Sound chits will be in the LOST CASTLE section of the APPEARANCE CHART.

5.6/2 Five secret Site and/or Sound chits will be in the LOST CITY section of the APPEARANCE CHART.

5.6/3 Each Caves tile will contain two secret chits: one "C" Warning chit and one Site chit, Sound chit or the LOST CITY chit.

5.6/4 Each Mountain tile will contain two secret chits: one "M" Warning chit and one Site chit, Sound chit or the LOST CASTLE chit.

5.6/5 Each VALLEY tile will contain one secret "V" Warning chit.

5.6/6 Each WOODS tile will contain one secret "W" Warning chit.

STEP 6. DWELLINGS

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.

6.1/1 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.

6.1/2 The players must not turn up the VALLEY chits until they have finished recording their VICTORY REQUIREMENTS and the Dwellings where they will start the game. They cannot change Dwellings or change or add to their VICTORY REQUIREMENTS once the VALLEY chits have been revealed. *Note:* In the FOURTH ENCOUNTER, the characters must also finish choosing spells and enchanting MAGIC chits before the VALLEY chits are exposed.

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.

6.2/1 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

	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

6.2/2 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 play of the game.

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. *Alternative:* The native groups may be left in their GARRISONS boxes, if the players prefer to avoid cluttering the map. Each group in a GARRISONS box is always treated as if it were at the Dwelling pictured in the box. It starts the game at that Dwelling and does not move.

6.4 Finally, the players reveal the Dwellings they recorded and each character is put at the Dwelling recorded for him. All of the character counters are turned green side up when they are put on the map. *Explanation:* All characters start the game hidden.

STEP 7. SPELL CARDS

7.1 The Spell cards are not set up until magic is introduced in the FOURTH ENCOUNTER. They are left out of play in earlier ENCOUNTERS.

7.2 Spell cards are put on the TREASURE SET UP CARD. The Spell cards can be put on the card at the same time as the other pieces, or the players can delay setting them up in order to refer to them while they are selecting and recording their spells. Spells can be selected directly from the LIST OF SPELLS, but having the Spell cards available is convenient when several players are selecting spells at the same time. When all of the

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

players have selected their spells, the Spell cards must be put on the SET UP CARD.

7.3 Preparation: 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.

7.4 Placement: Put the cards in their boxes in the SPELL BOOKS, ARTIFACTS, VISITORS and TREASURE LOCATIONS sections of the SET UP CARD.

7.4/1 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.

7.4/2 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.

7.5 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.

FIRST ENCOUNTER: TREASURE HUNT

The FIRST ENCOUNTER introduces moving, hiding, searching and trading. Monsters and natives can appear on the map, but there is no combat.

1. SUMMARY OF PLAY

1.1 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 characters compete in accumulating "Great Treasures", FAME points, NOTORIETY points and GOLD 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. *NOTE:* Other ways of earning points are introduced in later ENCOUNTERS.

1.2 Before play begins, the players create a new *MAGIC REALM* as explained in the PREPARE FOR PLAY section. 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.

1.2/1 Map chits: 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.

1.2/2 SET UP CARD. 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.

1.3 GAME TIME: Each game turn represents one day of time in the MAGIC REALM.

1.3/1 Each game day is broken up in to six periods of time: Birdsong, Sunrise, Daylight, Sunset, Evening and Midnight.

1.3/2 Seven days make up on 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. *Note:* Ignore the weekly references to colors until magic is introduced in the FOURTH ENCOUNTER.

1.3/3 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.

1.4 Each character gets one turn per game day. He can use his turn to move, hide, search, trade and rest.

1.4/1 Each character must record his turn in advance. At the start of each day, during *Birdsong*, all of the characters secretly and simultaneously record what they will do during their turns. When each character does his turn, he must do it exactly as he recorded it.

1.4/2 The characters take their turns in random order each day. At *Sunrise* they mix their ATTENTION chits together blank side up. Then, during *Daylight*, the chits are picked at random one at a time and when a character's chit is picked he takes his turn.

1.5 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.

1.6 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 that set up in that row are prowling, and all of the denizens that set up in other rows are dormant. The MONSTER ROLL chit is immediately put in the prowling row to identify it.

1.6/1 When a character ends his turn, prowling monsters that are already in his tile move to his clearing, and new prowling denizens can emerge into the clearings in his tile. The game pieces in the character's tile define which prowling denizens can appear there; a denizen can appear in a tile only if that tile contains one of the game pieces listed above the denizen's box on the APPEARANCE CHART.

a. Monsters can appear if the map chits listed above their box are anywhere in the character's tile.

b. Natives and visitors appear only if the character is in the same clearing with one of the pieces listed above their box.

1.6/2 Once denizens appear on the map, they stay on the map until they return to the APPEARANCE CHART. Monsters can move from clearing to clearing within their tile, but they cannot move to another tile. Natives cannot move from clearing to clearing - they must stay in the same clearing until they return to the APPEARANCE CHART. Visitors never leave the clearings where they appear. They never move and they never return to the APPEARANCE CHART.

1.6/3 On the seventh day of each week (day 7, day 14, and so on), as soon as the prowling row is determined all prowling monsters and natives are put back in the places where they started the game (visitors and dormant denizens do not move). Prowling denizens with boxes on the APPEARANCE CHART are put in those boxes. They can move back to the map normally later that day.

1.7 When a character is taking his turn he can be blocked by denizens in his clearing and he can block monsters in his clearing (characters cannot block natives or other characters until the THIRD ENCOUNTER). When a character blocks a denizen or is blocked by a denizen, the character's turn ends and the denizen cannot move for the rest of the day.

1.7/1 Natives and visitors can block a character only when he is trading with them.

1.7/2 Monsters block a character whenever he is unhidden during his turn. He can evade monsters only by hiding.

1.8 At the end of each day, characters who are in the same clearing can trade with each other and rearrange their belongings. The characters do their trading one clearing at a time, in random order; during *Sunset* they take one ATTENTION chit from each clearing that contains one or more characters and then they mix these chits together blank side up. During *Evening* the chits are picked in random order, and when a clearing's chit is picked the characters in that clearing can rearrange their items and trade with each other.

1.9 In the FIRST ENCOUNTER there is no combat, and the characters cannot use magic. There are magical effects - the characters can be struck by Curses, for example - but the characters cannot create their own magical effects until the FOURTH ENCOUNTER.

2. THE CHARACTERS

2.1 Each player plays the part of one character in the game. 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.

2.2 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 rule 6). 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.

2.2/1 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. 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.

2.2/2 At *Sunrise* all of the characters mix their ATTENTION chits together blank side up.

2.2/3 During *Daylight* the chits are picked one at a time, randomly, and when a character'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.

2.3 The characters must always be located in the clearings on the map. All of the game activities take place in the clearings, and the characters move by following the roadways from clearing to clearing. Each character shows where he is currently located by putting his character counter in that clearing. This counter is turned green side up when he is hidden, tan side up when he is not hidden.

2.4 Each character uses the front of one PERSONAL HISTORY sheet to keep a record of his status throughout the game (the back of the sheet is not used until magic and combat are introduced in later ENCOUNTERS). As each day is played he records the information for that day on the line for that day.

2.4/1 At the start of the game he copies his Special Advantages and trading relationships from his Character card, and he records the requirements he needs to win the game in his VICTORY REQUIREMENTS box (see rule 4).

a. His Special Advantages are special rules that apply only to him. Some advantages cannot be used until later ENCOUNTERS. A player can choose a character whose advantages are not yet available, but he receives no compensation for the unusable advantages.

b. He uses his trading relationships when he trades with natives and visitors. He must record any changes in relationships that occur during the game. He must reveal his current trading relationships whenever he is asked.

2.4/2 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.

2.4/3 The character records his discoveries in his Discoveries list and in the FIND ENEMIES column of his TURN RECORD. See rule 9.

2.4/4 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.

a. 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 minus FAME points and minus NOTORIETY points. His FAME shows how much he is admired (minus points show how much he is despised), and his NOTORIETY shows how much he is feared (minus 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.

b. 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 wit 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*.

2.5 ACTION CHITS: Each character's action chits represent actions that he is able to do. Action chits can be either "active" or "inactive". Active 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 (see Rule 11). When asked, the character must specify which of his chits are currently

in play, which are fatigued and which are wounded.

2.5/1 Each character can play only his own active chits. He can play MOVE chits to carry items when he moves (see rule 3.3), and he can play chits with asterisks to search certain treasure sites (see rule 9.3/3). Other uses are explained in future ENCOUNTERS.

2.5/2 Each character keeps his action chits off the map, in front of himself. He keeps his active chits separate from his inactive chits. When he "activates" a chit he puts it with his active chits, and when he "inactivates" it he puts it with his inactive chits.

2.6 USING TABLES: 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.

2.6/1 Some Special Advantages and Treasure cards cause a character to roll one die to find his result, and others add to or subtract from each die roll. Results greater than 6 convert to 6, and results less than 1 convert to 1. All such modifications are cumulative. *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".

2.6/2 When making "game" die rolls such as the MONSTER ROLL, simply roll one die and do not modify the result.

2.7 FRESH STARTS: Although there is no combat, characters can be killed by THE POWER OF THE PIT. When a character is killed, he abandons his belongings (see rule 3.1/3) and his recorded values vanish (other characters cannot find his recorded GOLD).

* The new character is considered to be a completely different individual from the one who was just killed. A relative, perhaps.

2.7/1 When a player's character is killed, he can pick any character who 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.

2.7/2 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.

2.8 QUITTING THE GAME: 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. Individual characters can quit the game in two ways:

2.8/1 Suiciding: A player can kill his character at any time. When he suicides, his belongings are abandoned in his clearing.

2.8/2 Leaving the map: When a player moves his character off the map (see rule 7.9), his belongings are removed from play for the rest of the game.

2.8/3 When a player quits, 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 2.7 (he loses his recorded values and belongings before re-entering the game).

3. BELONGINGS

3.1 Each character can obtain weapons, armor, horses and Treasure cards by searching and trading. Each player keeps his character's belongings off the map, in front of himself; these belongings are always assumed to be with the character, in the clearing where he is located. Each belonging is either "active" or "inactive". He puts his active belongings with his active action chits, and his inactive belongings with his inactive chits. Inactive weapons, armor and Treasure cards represent items that are packed away, out of easy reach. Horses are active when they are being ridden, inactive when they are being led.

3.1/1 Whenever a character obtains a belonging he must either activate it, inactivate it or abandon it, as he chooses.

3.1/2 Each character can rearrange his belongings at the start of each phase of his turn during *Daylight,* and during his clearing's turn in the *Evening.* 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. He can also trade with any other characters in his clearing.

* The character cannot rearrange his belongings at other times of day or when other characters or clearings are taking their turns.

3.1/3 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.

3.2 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.

3.2/1 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.

3.2/2 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. *Exceptions:* Inactive horses can carry items. See rule 3.6.

3.3 CARRYING ITEMS: 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.

3.3/1 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. *Note:* He can play an active horse or "Boots card" in place of a MOVE chit. See rules 3.6 and 3.4/5.

a. 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.

* Notice that weights are not additive. If a character can carry one Heavy item, he can carry any number of Heavy items.

b. If he does not play a MOVE chit, he and his horses 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.

3.3/2 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.

3.3/3 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 (and at the end of the game).

3.4 TREASURE CARDS represent a variety of items including weapons, armor, boots, gloves, other clothing, jewelry, potions and more.

3.4/1 Treasure cards are turned face up only when they are being used. At all other times they remain face down and secret.

a. Before the game the 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. See rule 3.4/3.

3.4/2 See the LIST OF TREASURES for an explanation of each Treasure card's special function. Many special functions cannot be used until later ENCOUNTERS. Cards with these functions can be traded normally and they count towards victory normally, but there is no reason to activate them until their function can be used. The most important types of cards are summarized below:

3.4/3 Enchanted cards display the name of a color, printed in red. 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. *IMPORTANT:* If the card has a special effect, this effect applies to *every* character who is in the same clearing with it, whether it is abandoned in the clearing or is being carried by a character, native or visitor.

3.4/4 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.

3.4/5 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 (see rule 3.3).

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.

3.4/6 Gloves cards display the word "FIGHT", a strength letter and a time number. A character can never have more than one Gloves card active. He can use his active Gloves card as a FIGHT chit with the strength and speed shown on the card.

3.4/7 Artifacts and **Spell Books** are identified by a Roman numeral printed on each card in red. These cards cannot be used until magic is introduced in the FOURTH ENCOUNTER, so there is no reason to activate them.

3.5 WEAPONS and **ARMOR** are used only in combat, so there is no reason to activate them in the FIRST ENCOUNTER. Weapons are explained on the LIST OF WEAPONS, and armor is explained on the ARMOR list.

3.6 HORSES are explained on the HORSES list. When a character has a horse active, he is riding it. Inactive horses are being led. 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. In the FIRST ENCOUNTER, horse counters are always turned "walking" side up. They are turned "galloping" side up only in combat.

3.6/1 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. 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 horse active at the same time.

3.6/2 A character cannot have a horse active when he is in a cave. When an active horse enters a cave it is instantly inactivated.

3.613 Certain active horses give their riders extra phases to do MOVE activities (see rule 7). 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*.

a. Warhorses do not give their riders any MOVE phases.

b. Each active workhorse gives its rider one extra MOVE phase per day.

c. Each active pony doubles its rider's movement: it gives him one extra MOVE phase for each MOVE phase he gets from other sources.

3.6/4 *IMPORTANT:* When a character has a horse, he can use it as a MOVE chit to carry items when he moves. He can use it whether it is active or inactive; when inactive, it represents a pack horse. Horses do not have to be carried: whenever a character moves, all of his inactive horses automatically move with him, even when he does an extra move.

3.6/5 When a horse is killed, it is removed from play for the rest of the game.

4. WINNING THE GAME

4.1 Success in the MAGIC REALM is measured in five categories: GREAT TREASURES, SPELLS, FAME points, NOTORIETY points and GOLD points. *Note:* Ignore the SPELLS category until magic is explained in the FOURTH ENCOUNTER.

4.2 CHOOSING VICTORY REQUIREMENTS: Before the start of play, each character selects the values he will need to win and records them in the VICTORY REQUIREMENTS box on his sheet. 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.

4.2/1 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 minus numbers. **He must assign a total of five victory points to all of the categories combined.**

4.2/2 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.

a. The factor in the GREAT TREASURES category is 1. Each point he assigns to GREAT TREASURES commits him to get one Great Treasure.

b. The factor in the FAME category is 10. Each victory point he assigns to FAME commits him to gain 10 FAME points.

c. The factor in the NOTORIETY category is 20. Each victory point he assigns to NOTORIETY commits him to gain 20 NOTORIETY points.

d. The factor in the GOLD category is 30. Each victory point he assigns to GOLD commits him to gain 30 GOLD points.

4.3 The characters use the weapons, armor, horses and Treasure cards to acquire these values. 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 (see illustration). 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.

4.4 When a character owns a belonging, he can count its FAME and NOTORIETY values towards his score. If it is a Great Treasure, he can also count it towards his GREAT TREASURES 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.

4.5 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, as explained in rule 2.4/4.

When he spends or loses points he subtracts them from his recorded points, and when he gains points he adds them. In the FIRST ENCOUNTER, he can gain and lose these points only by trading; other ways of gaining points are explained in future ENCOUNTERS.

4.6 When a character sells a belonging, he adds its GOLD price to his recorded GOLD. If it 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).

4.7 ENDING THE GAME: At the end of the game each character must discard all of the items he is unable to carry (see rule 3.3/3). Then he uses his remaining belongings and his recorded values to calculate his score and compares this score to his requirements.

* *Special:* When a character leaves the game, his score is calculated immediately. If he moves off the map, he uses his belongings and recorded values to calculate his score normally. If he is killed or suicides, his score is automatically minus 100. If the player rejoins the game (see rule 2.7), he uses only his new character to define his score; his previous characters do not count and are ignored.

4.7/1 He counts up his score in each category and subtracts the requirement he recorded for that category. 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 FAME score is his recorded FAME plus the FAME value of the belongings he owns at the end of the game (belongings with minus FAME values subtract from his score). He does not count the FAME *price* of belongings he still owns.

c. His NOTORIETY score is his recorded NOTORIETY plus the NOTORIETY value of the belongings he owns at the end of the game (belongings with minus NOTORIETY values subtract from his score).

d. 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. *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.

4.7/2 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.

4.7/3 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.

4.7/4 Total score: He adds together all of his basic scores and his bonus scores, and the result is his **total score**.

4.8 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 (see rule 4.7/1).

4.9 The character who has the most points is the most successful. He is the "victor". There will be a victor even if nobody "wins"!

SCORING: Each Great treasure is worth one victory point, so if a character assigns two points to this category he commits himself to gaining two Great treasures.

* If he ends the game with exactly two Great treasures, his basic score and bonus score in the category are both zero. If he has three Great treasures, his basic score is 1 (for one extra treasure) and his bonus score is 2 (his basic

score times the two points he assigned to the category), so his total score is 3. If he has only one Great treasure, his basic score is minus 3 (minus 1 for being short one treasure, times 3 as a penalty), and his bonus score is minus 6 (his basic score times the two points he assigned), giving him a total score of minus 9.

* The character follows the same procedure in the other categories. Since each victory point is worth 30 GOLD, assigning two points to GOLD commits him to gaining 60 GOLD points, he needs an additional 30 GOLD to increase his basic score by one, and so on. He totals all of his categories to find out how he did in the game.

5. THE HIDDEN REALM

5.1 MAP CHITS: The map chits in each tile mark important places in that tile. The map chits are placed secretly and randomly, and during the game they remain face down so that no one knows what is in each tile.

5.1/1 Substitute chits represent other pieces in the game. When revealed, they are exchanged for the pieces they represent.

a. 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".

b. The LOST CITY chit represents the five secret map chits in the LOST CITY section of the SET UP CARD, and the LOST CASTLE represents the five chits 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.

5.1/2 The remaining map chits are left in the tiles to mark the special places in those tiles.

a. Each 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 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. The Warning chits imply monsters that can appear in any clearing in the tile.

5.2 A character can find out what is in a tile by learning which map chits are in that tile.

5.2/1 At certain times, map chits are turned face up for everyone to see. When a Site 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.

a. When an unhidden character ends his turn in a tile, all of the map chits in that tile are turned face up to allow them to summon prowling monsters (see rule 12). Any substitute chits that turn up are instantly exchanged (if the LOST CITY or LOST CASTLE is exchanged for its five chits, the five chits are also turned face up). The chits are turned face down again at the end of the day.

b. When a character searches a Site chit for treasure (or when he sells its location), he must turn the chit face up to verify that it is in his clearing. He turns up only the Site chit, and he turns it down again immediately. It does not summon monsters.

5.2/2 A character can get a secret look at the chits in a tile by searching in that tile (see rule 9). When he gets a secret look, he is the only one who sees the chits (and the chits do not summon monsters). If he finds a substitute chit, he can 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.

5.3 DISCOVERIES: The hidden paths, secret passages and treasure sites are considered to be concealed in the clearings where they are located. The characters must "discover" these roadways and sites before they can use them.

5.3/1 A character can discover a hidden path, secret passage or treasure site by searching in the clearing where it is located. Each treasure site can be discovered in the clearing indicated by its Site chit. Each hidden path and secret passage can be discovered in either clearing it runs into; when a character discovers one end of the roadway he discovers the whole roadway.

5.3/2 Discoveries are private. When a character discovers a roadway or site, he is the only one who discovers it; it remains concealed from the other characters, who must discover it on their own if they wish to use it.

5.3/3 Discoveries are permanent. Once a character discovers a roadway or 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.

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

b. Once a character has discovered a treasure site, he can search it for treasure whenever he is in its clearing (see next rule).

5.3/4 Discoveries are transferable. A character can sell discoveries to other characters (see rule 14.3/1), and when a character uses a discovery, other characters can discover it by "spying" on him (see rule 16.5).

5.4 TREASURE SITES: The treasures are hidden within the Site chits. Each Site chit has a box in the TREASURE LOCATIONS section (on the SET UP CARD) that contains the Treasure cards that are hidden at that site. To obtain these treasures, a character must search the site. Each time he searches successfully, he takes one treasure from the site's box. Searching for treasures is termed "looting".

5.5 Site cards: Three of the cards hidden at the treasure sites are "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 SET UP CARD.

5.5/1 When a character draws a 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 a minor site is by drawing its Site card.

5.5/2 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 the other characters a chance to draw the card and discover the site.

5.6 SUMMARY OF HOW TO OBTAIN TREASURES: To obtain treasures, a character must: 1) identify a Site chit so he knows where to look for a site; 2) "discover" the site; 3) "loot" the site to take treasures from its box.

6. ACTIVITIES AND PHASES

6.1 The characters play the game by doing activities. They use 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 and the REST activity to recover from fatigue and wounds.

6.1/1 There are also special "enhanced" activities that are caused by certain Special Advantages and Treasure cards. A character can record and do an enhanced activity only if he has the appropriate Special Advantage or Treasure card.

6.1/2 The only enhanced activity in the FIRST ENCOUNTER is the remote PEER activity. Other activities and enhanced activities are added in later ENCOUNTERS. Starting in the FOURTH ENCOUNTER, enhanced activities can also be caused by Spells.

6.2 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 must keep each activity secret until he starts to do it.

6.3 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.

6.3/1 He always gets at least TWO phases - these are termed his "basic" phases.

6.3/2 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.

6.3/3 He also gets any "extra" phases caused by his Special Advantages, Treasure cards 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).

a. He gets an extra phase caused by a Treasure card or horse only if he has that Treasure card or horse active during *Birdsong*.

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

c. *Clarification:* A character cannot record any extra phases for a horse while he is in a cave.

6.3/4 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.

6.4 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 arrange the phases in any order he chooses, but he can record no more than one activity per phase. He can leave phases blank and not use them.

6.411 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 AMAZON'S extra MOVE phase can be used only to do the MOVE activity.

a. He can record an enhanced activity that is caused by a Treasure card only if he has that card active during *Birdsong*.

b. He must note each extra phase and enhanced activity he records, and the Special Advantage, Treasure card or horse that caused it.

6.4/2 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.

6.4/3 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.

6.5 When a character takes his turn he does his activities exactly as he recorded them, in the order he recorded them. *Note:* At the start of each phase he can rearrange his belongings. At the end of each phase he can block or be blocked.

6.5/1 He must do every recorded activity that he is able to. He cannot choose to cancel an activity he is able to do.

6.5/2 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.

6.5/3 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.

a. An activity is cancelled if it violates the rules governing that activity.

b. He can do an extra activity that is limited to certain clearings only if he starts the activity in one of those clearings.

c. He can do an activity caused by a Treasure card or horse only if he still has that Treasure card or horse active.

6.5/4 When he does a blank phase, he does no activity. The blank phase can still be used for rearranging items and blocking.

6.6 When a character blocks or is blocked before he finishes his turn, his turn ends immediately and the rest of his phases and activities are cancelled.

7. MOVEMENT (The MOVE Activity)

7.1 Each character's character counter represents him on the map. It is put where he is located and moves wherever he goes.

7.2 Each character must follow the roadways when he moves, and he must end every move in some 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.

7.2/1 He can move along open roads, bridges and tunnels freely.

7.2/2 He cannot move along a hidden path or secret passage until he has discovered it (see rule 9). 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.

7.2/3 If the character 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.

7.3 Each character uses the MOVE activity to move from clearing to clearing. He can record several MOVE phases to move several clearings in the same turn. He moves one clearing per MOVE phase. *Exception:* See rule 7.4.

7.3/1 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 on. *EXAMPLE:* To record a move to clearing "2" in the NUT WOODS, record "M NW-2".

* To avoid ambiguity, use "CG" to specify the CRAG, "CL" for the CLIFF, "CS" for the CAVES and "CN" for the CAVERN.

7.3/2 When he does the activity he must move to the clearing he recorded, if it is connected to his clearing by a roadway he can use.

7.4 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.

7.5 CLIMBING MOUNTAINS: To enter a mountain clearing, a character 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 to move from a mountain clearing to a woods or cave clearing.

7.6 ENTERING CAVES: A character cannot enter (or be in) a cave clearing on the same day he uses a "sunlight" phase.

7.7 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 used while it is in the caves - the character cannot use it to move out of a cave clearing.

7.8 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 (see rule 3.3). The strength letter he plays defines the heaviest weight that he can carry with him; he must leave behind each item whose weight exceeds this limit. If he plays nothing, then he can carry only those items that have

"Negligible" weight. 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.

7.9 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 2.8/2).

8. HIDING (The HIDE Activity)

8.1 A character's counter is turned green side up when he is hidden, tan side up when he is not hidden.

8.2 All of the characters are hidden at the start of the game.

8.3 Each character is automatically unhidden each time he starts to take his turn. When his ATTENTION chit is picked, his character counter is turned tan side up.

8.4 Each character 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. If he hides, his character counter is turned green side up. If he fails to hide, it remains tan side up. *IMPORTANT:* Once a character hides successfully he remains hidden. He does not have to roll for any additional HIDE phases he has recorded - he automatically remains hidden.

8.5 Characters can continue to do activities while they are hidden. They remain hidden as they move, search, trade, etc.

8.6 A character can "block" while hidden (see rule 13). He is instantly unhidden when he blocks or is blocked.

8.7 A hidden character can choose to stop hiding at the end of each phase of his turn. If he is still hidden when his turn is over, he remains hidden until he starts his next turn.

9. SEARCHING
(The SEARCH and enhanced PEER Activities)

9.1 Each character 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.

9.1/1 The places where the character 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. There are six SEARCH tables: PEER, LOCATE, LOOT and three Site card tables. *Note:* There are two additional tables, MAGIC SIGHT and READING RUNES, that are not used until magic is introduced in the FOURTH ENCOUNTER.

9.1/2 The character 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.

9.2 The character can always use the PEER table or LOCATE table to search the clearing he is in for treasure sites and hidden roadways. 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.

* The PEER and LOCATE tables yield the same type of results, in differing proportions: the PEER table simulates long-range viewing, and the LOCATE table represents closer examination.

9.2/1 If he gets a secret look at map chits, no one else sees them. Finding a Site chit 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.

9.2/2 The character can "discover" hidden paths, secret passages and Site chits only in the clearing he is searching. He can discover only those roadways that are on the side of the tile that is face up. He cannot use the PEER table or LOCATE table to discover Site cards (the only way to

discover a Site card is by drawing the card). Discovering a Site chit just allows him to cross it off his Discoveries list - he must loot it to gain any treasures. *Note:* He does not have to admit whether he actually discovers a site. He must reveal what he rolled, but he does not have to reveal whether there is a Site chit in his clearing.

9.2/3 Finding hidden enemies allows the character to spy on hidden characters when they are in the same clearing with him. This ability remains in effect for the rest of the day, in each clearing he moves to. See rule 16.

9.3 If the character 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.

9.3/1 To loot a site or pile, a character must be in the same clearing with it. 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.

9.3/2 When a character loots a face-down Site chit, or a 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 characters (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.

9.3/3 A character must meet certain conditions to loot certain sites. If he cannot meet the conditions, he cannot loot the site.

a. He must fatigue chits (see rule 11) 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.

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.

b. To loot the VAULT or CRYPT OF THE KNIGHT, he 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, a Boots card, and so on, as long as it has Tremendous strength. If he plays an action chit, it is fatigued (see rule 11).

Prying into the CRYPT: He must use the LOST KEYS or a piece with 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 a piece with 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.

9.3/4 When a character loots a Site chit or a pile of belongings, he must use 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.

9.3/5 When a character loots a Site card, he must use its special table instead of the LOOT table (see the LIST OF TREASURES).

9.3/6 When a character 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.

9.4 THE PEER ACTIVITY: A character can record and do the enhanced PEER activity only when he is enabled to by a Special Advantage or Treasure card. 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.

10. TRADING (The TRADE Activity)

10.1 When a character 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 SET UP CARD, and he always has these belongings with him, ready to trade (his methods for transporting these belongings are not represented in the game). He also has an unlimited amount of gold to spend (this gold is not recorded anywhere, it just appears when he buys something).

10.2 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 PRICE LISTS show the GOLD price for each weapon counter, armor counter and horse counter. *Special:* 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.

10.3 Each character uses the TRADE activity to trade with natives and leaders . 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: Characters can trade while hidden. Think of them as hooded figures making deals off in the shadows.

10.3/1 He can specify any native leader or visitor in his clearing, regardless of who he traded with previously that day, but he can specify only one native or leader. He cannot specify a character - characters trade with each other as explained in rule 14.

10.3/2 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.

10.3/3 He has the option to cancel the TRADE phase instead of using it, if he wishes.

10.4 SELLING: Natives and visitors always buy everything that is offered them. The character 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. The character does *not* look at the buyer's cards and he does *not* use the MEETING TABLE.

10.5 BUYING: The character 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). Then 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:* Before buying from a native leader, a character 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 leader one level friendlier - the character 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).

10.5/1 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.

10.5/2 "NO DEAL" or "Block/Battle" results mean the seller refuses to sell. "Block/Battle" means he also "blocks" the character.

10.5/3 If a character 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.

a. To regain the lost level of friendliness, the character 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 the first try, it is lost permanently. If he does purchase it, he regains the level of friendliness.

b. He notes each change in friendliness in the trading relationships section of his PERSONAL HISTORY sheet.

10.5/4 The character must reveal each Treasure card that he actually obtains, whether he buys it or gets it as a boon.

10.6 Certain Treasure cards specify a FAME price: a native group and a number of FAME points (in parentheses). Whenever the specified group gets the card from a character, he gains the FAME points indicated; when he gets the card from the group, he loses the FAME points. This is in addition to any GOLD that changes hands.

10.6/1 When a character buys the card from the indicated group, or gets it as a boon, he loses FAME points equal to its FAME price.

10.6/2 When he sells the card to the group, or pays it to them as part of a purchase price, he gains its FAME price.

11. FATIGUE, WOUNDS AND REST
(The REST Activity)

11.1 Each player keeps his character's action chits off the map, in front of himself. He can be obliged to remove action chits from play as a result of fatigue or wounds. He keeps his inactive chits to one side, out of play, with his fatigued chits face up and his wounded chits face down (to distinguish them). He can return his inactive chits to play by "resting" them.

11.2 FATIGUE: "Fatigued" chits are removed from play but are left face up. Fatigue is measured by the effort asterisks on the chits.

11.2/1 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 (if he fatigues a two-asterisk FIGHT he must activate a one-asterisk FIGHT to make change). If he cannot do either of these he must fatigue a two-asterisk chit and lose the extra asterisk.

11.2/2 When a character is directed to fatigue two asterisks, he can fatigue one two-asterisk chit or two one-asterisk chits.

11.2/3 Chits that show no asterisks cannot be fatigued. They can only be wounded.

11.3 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. Each wounded asterisk is worth two fatigued asterisks. Each wounded chit that shows no asterisk is worth one fatigued asterisk.

11.4 RESTING: Each character can use the REST activity to return his inactive action chits to play. He records "R" to record each REST activity. When he does the activity, he can either activate one fatigued asterisk or convert one wounded asterisk into a fatigued asterisk. He can do this by doing any *one* of the following options: he can activate a fatigued one-asterisk chit or a wounded chit that has no asterisks; he can activate 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.

11.5 When a character converts a wounded chit into a fatigued chit, he turns it face up but leaves it out of play.

11.6 When a character "makes change", he must fatigue an active chit; he *cannot* make change by converting a fatigued chit into a wound. The chit can be of any type as long as it shows the right number of asterisks. He could activate or convert a MOVE chit and use a MAGIC chit to make change, and so on.

* For purposes of "making change, " the DUCK chit is treated as a MOVE chit, and the BERSERK chit is treated as a FIGHT chit.

11.7 When all of a character's chits are wounded, he is killed. When all of a character's chits are fatigued and/or wounded, he can do only the REST activity. If he cannot do the REST activity (due to the ILL HEALTH Curse), he is killed.

12. THE DENIZENS

12.1 PROWLING: The monsters, natives and visitors are the "denizens" that the characters can meet in the *MAG!C REALM*. The Garrison natives and Ghosts start the game on the map, and the other denizens can appear during the game. On each game day, some of these 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.

12.1/1 Ghosts are always prowling and can move every day. Garrison natives are always dormant and can never move.

12.1/2 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 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 Giants, Trolls and the Lancers can move.

12.1/3 On the seventh day of each game week, all prowling monsters and natives return to where they started the game. See rule 12.7.

12.1/4 When denizens block or are blocked, they stop prowling for the day. See rule 13.

12.2 CHANCE MEETINGS: When each character 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 a character ends his turn - they do not appear or move during his turn.

12.2/1 All prowling monsters that are already in the character's tile move to his clearing, whether he is hidden or not. Other denizens in the tile stay where they are - monsters are the only denizens that move once they are on the map.

12.2/2 Prowling denizens can appear in the character's tile only if they are "summoned" by the game pieces in his tile. Each box of denizens on the APPEARANCE CHART can be summoned by any of the game pieces listed above the box; the denizens can appear only in those tiles that contain one or more of these pieces. *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.

12.3 Natives: When a native group is prowling, it is summoned by the Dwellings listed above its box. If the character is in the same clearing with one of these Dwellings, the native group appears in the character's clearing. The native group appears whether the character 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.

12.4 Visitors: The visitors start the game in the small boxes in row "6" of the APPEARANCE CHART. The first (leftmost) five boxes list native groups; visitors in these boxes are summoned by the *leaders* of these groups. The last two boxes list Site chits and Site cards. When the visitors are prowling, each visitor is summoned by the leader or sites listed above

SUMMARY OF DENIZEN APPEARANCE

LOST CITY AND LOST CASTLE SECTIONS

Map chits:	"M" WARNING LETTER MONSTER ROLL:	MONSTERS APPEARING:	"C" WARNING LETTER 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

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

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

his box. If the character is in the same *clearing* with one of these pieces, the visitor appears in his clearing. The visitor appears whether the character is hidden or not, but only if he is in the same clearing with the piece (not if he is elsewhere in the tile). Once a visitor appears in a clearing, it remains there for the rest of the game. It never returns to the APPEARANCE CHART.

12.5 Monsters: Each box of monsters is summoned by the map chits listed above the box. When an unhidden character 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.

12.5/1 In the FIRST ENCOUNTER, map chits summon monsters only if the character is unhidden. If he is hidden, no map chits are turned up and no monsters appear (prowling monsters that are already in his tile move to his clearing whether he is hidden or not). Starting in the SECOND ENCOUNTER, monsters are more aggressive - they can appear whether the character is hidden or not.

12.5/2 When the character turns the map chits in the tile face up, any substitute chits that turn up must be exchanged for the pieces they represent (see rule 5.2). If the LOST CITY or LOST CASTLE is exchanged, its five

chits are also turned face up.

12.5/3 Each map chit can summon only one box of monsters per day. If the character's 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.

a. 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. 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 a character 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.

12.5/4 The clearing where each monster appears depends on the chit that summoned it.

a. Monsters that are summoned by a Warning chit move directly to the character'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 character's clearing, while Bats summoned by "HOWL 5" are put in clearing 5 of the character's tile, regardless of which clearing he is in.

b. 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 the "RUINS M" summons the first box (one Bat) to the character, the FLUTTER summons the second box (two Bats) to clearing 1, and the HOWL summons the third box (three Bats) to clearing 5.

12.5/5 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.

a. Each time a character 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 (see rule 13).

b. When a character'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 character ends his turn in the tile.

MONSTERS

Day 1: The MONSTER ROLL at *Sunrise* is 4. The Dwarf is unhidden when he ends his turn 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 still 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 clearing with an "M" Warning chit. It cannot summon the Goblins, who require a "HOWL (C)".

Day 3: The MONSTER ROLL is 6. When the unhidden Dwarf ends his turn 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, the clearing specified by the "4", on the chit. 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.

Day 4: The MONSTER ROLL is 4 again. The Dwarf and Elf both hide successfully at the start of their turns, so they are not blocked, the map chits stay face down and no new monsters appear. The Giant in the tile moves to the Dwarf's clearing when the Dwarf ends his turn, and then to the Elf's clearing when the Elf ends his turn.

12.6 KILLING DENIZENS: Although there is no combat in the FIRST ENCOUNTER, monsters can be killed by the POWER OF THE PIT. When a monster is killed, it is removed from play until it regenerates and returns to play at the end of a week (see rule 12.7/1). Natives cannot be killed until war is introduced in the THIRD ENCOUNTER. Visitors can never be killed. They have mysterious powers.

12.7 ENDING 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 natives who will be prowling that day are put in the places

where they stared 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 natives who have boxes in the prowling row of the APPEARANCE CHART are put back in their boxes. Visitors and dormant denizens stay where they are (visitors never return to the APPEARANCE CHART).

12.7/1 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*. *Exception:* The Ghosts, who regenerate every week. They simply cannot be permanently killed.

12.7/2 The denizens continue to prowl for the rest of the day. They can (re)appear on the map and move normally.

13. BLOCKING

13.1 The denizens can interrupt each character as he takes his turn. These interruptions are referred to as "blocking". The characters can also "block" the monsters to stop them from prowling. The characters cannot block natives or other characters until war is explained in the THIRD ENCOUNTER. They can never block visitors.

13.1/1 The only time that a character can block or be blocked is when he takes his turn.

13.1/2 A character and denizen can block each other only when they are in the same clearing.

13.1/3 Prowling has no effect on blocking. Denizens can block whether they are prowling or dormant.

13.2 When a character blocks or is blocked, his turn ends instantly and he is unhidden. All prowling monsters in his tile move to his clearing and the game pieces in his tile can summon prowling denizens, as explained in rule 12.

13.3 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.

13.4 Monsters: The only time a character can block monsters or be blocked by monsters is at the end of a phase of his turn.

13.4/1 Each time he ends a phase of his turn, he can block any or all of the monsters who are in his clearing.

13.4/2 Monsters can block a character only if he is unhidden. If he is unhidden when he ends a phase of his turn, all monsters in his clearing automatically block him. They block him 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 a character tries to use two MOVE phases to move to a mountain (see rule 7.5), he does not move until he completes the second MOVE activity. If he is unhidden, all monsters in his clearing block him at the end of the first MOVE activity, before he can move.

13.4/3 When a character ends his turn, he can block any prowling monsters who move to his clearing or appear in his clearing. If he is unhidden, they block him. The only character the monsters can block is the one who is ending his turn.

13.5 Natives and visitors block a character only when he rolls on the MEETING TABLE (see rule 10 and the MEETING TABLE). They can block him even if he is hidden.

14. SUNSET, EVENING and MIDNIGHT

14.1 At *Sunset* take one ATTENTION chit from each clearing that contains characters, and mix these chits together, blank side up. Take only one ATTENTION chit per clearing, regardless of how many characters there are in that clearing.

14.2 During the *Evening,* pick these ATTENTION chits at random, one at a time. When a clearing's chit is picked, that clearing takes its turn. When all of the chits have been drawn, *Evening* ends. When a clearing takes its

turn, the characters in that clearing can rearrange their belongings and trade with each other (they cannot trade with natives or visitors). *IMPORTANT:* If there are any monsters in the clearing, unhidden characters cannot rearrange their belongings or trade. Hidden characters can rearrange belongings and trade among themselves, but they cannot trade with unhidden characters.

* 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.

14.3 TRADING BETWEEN CHARACTERS: Characters can trade with each other only when they are in the same clearing. They can exchange belongings, recorded 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. Hidden characters can trade with other characters without becoming unhidden.

14.3/1 Selling discoveries: When a character 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. The buyer crosses that discovery off his Discoveries list.

a. The character can sell a discovery only if he and the buyer are both in the same clearing with the discovery.

b. The character can sell each discovery separately, and he can sell it to some characters without selling it to others. *Exception:* When he sells a Site card's location, he automatically sells the location of the Site chit where that Site card is located. The buyer crosses both the Site card and the Site chit off his Discoveries list.

c. When a character sells the location of a face-down Site chit (or a Site card within a face-down Site chit), he must turn the Site chit face up for all to see (if it has not yet been put in its clearing, he can look through the map chits in the tile to find it). Then he puts the Site chit in its clearing, face down.

d. A character cannot sell a "Hidden enemies" result.

14.3/2 Selling other information: A character 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.

14.3/3 Characters who agree to exchange belongings, recorded GOLD or discoveries must honor the agreement and hand over what they agreed to. When they exchange unverified information, let the buyer beware. See rule 16.

14.4 Each character can also trade with other characters when he rearranges his belongings during *Daylight*. The other characters in his clearing can trade with him but they cannot trade with each other during his turn.

14.5 At *Midnight* the game day ends. If it is the 28th game day, the game ends and the players determine who won. Otherwise:

14.5/1 Each Potion that was activated that day expires and is returned to the box named on the card.

14.5/2 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.

15. CURSES, WISHES and THE POWER OF THE PIT

15.1 The WISHES, CURSES and POWER OF THE PIT tables have special effects that need more explanation than is provided on the tables.

15.2 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. If he gets a Curse that he already has, he suffers no additional effects – repetitions of the same Curse have no effect.

15.2/1 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.

15.2/2 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.

15.2/3 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.

15.2/4 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.

15.3 The WISHES and POWER OF THE PIT tables inflict a one-time effect.

15.3/1 When a character "teleports", he and all of his horses and items (regardless of their weight) instantly move to whatever clearing he chooses. 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. If an individual teleports to the clearing where he is already located, he does not move.

15.3/2 When a character gets a "vision" he puts the Treasure cards back exactly as he found them, without turning any of them face up.

15.3/3 The "Tremendous strength" result 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 (see rule 9.3/3b). He can never have more than one "Tremendous strength" result ready to use - he cannot accumulate several "Tremendous strength" results.

15.314 The "health" wish and the TERROR, BLIGHT and FORGET results alter the current status of the target's action chits without changing how he fatigues and rests thereafter. The WITHER Curse is fundamentally different: it prevents his target from bringing fatigued chits back into play no matter how much he rests. *Special:* The "health" wish breaks the WITHER Curse.

16. SHARING INFORMATION

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

16.2 Map chits: The only times a character can reveal a map chit is when he turns it face up to loot it, to sell 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.

16.3 Treasure cards: A character must reveal 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.

16.4 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.

16.5 SPYING: Characters who are in the same clearing are always spying on each other. *Exception:* When a character is hidden, only those characters in his clearing who have found "Hidden enemies" that day can spy on him.

16.511 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 found "Hidden enemies" earlier that day.

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

b. The "Hidden enemies" result expires at *Midnight* of each game day. At the start of each day, no one can spy on hidden characters.

16.5/2 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.

a. If he moves on a hidden roadway, it is discovered by everyone who spies on him in the clearing he leaves and the clearing he enters.

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

c. 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.

16.6 SECRECY: When a character is directed 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 when 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.

* 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.

STOP! PLAY THIS ENCOUNTER BEFORE PROCEEDING.

SECOND ENCOUNTER: THE MONSTERS ATTACK!

The SECOND ENCOUNTER introduces combat between the characters and monsters. The natives take no part in combat, and the characters cannot fight each other.

17. SUMMARY OF THE SECOND ENCOUNTER

17.1 The SECOND ENCOUNTER introduces combat between characters and monsters. The players play the same way they played the FIRST ENCOUNTER, except as explained in these rules.

17.2 There is a new activity: the ALERT activity. The characters use the ALERT activity to turn their weapons "alerted" side up in preparation for battle. At *Midnight* of each game day, all weapons are turned "unalerted" side up.

17.3 *IMPORTANT CHANGE:* When a character ends his turn, face-down map chits in his tile are turned up to summon monsters *whether he is hidden or not.* There is no change in blocking: monsters cannot block hidden characters.

* There is no change in how natives and visitors move and block.

17.4 *IMPORTANT CHANGE:* When a clearing takes its turn, during the *Evening* (see rule 14), the turn is divided into "rounds of combat". Only the characters and monsters in that clearing take part in these rounds of combat; play stops in the other clearings, and the characters and monsters in those clearings do nothing.

17.5 If both characters and monsters are in a clearing when it takes its turn, they use the rounds of combat to fight each other. Characters and monsters who are in the same clearing earlier in the day cannot fight until that clearing takes its turn during the *Evening*. All combat takes place in the *Evening,* one clearing at a time.

* To speed up play, at *Sunset* 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.

17.5/1 The characters can attack only the monsters, and the monsters can attack only the characters. Characters cannot attack natives or other characters until war is introduced in the THIRD ENCOUNTER. Characters can never attack visitors.

17.5/2 Hidden characters cannot attack nor be attacked. They can join the fight, but when they do they become unhidden.

17.5/3 The characters fight by playing their action chits, weapons, armor, horse, Gloves cards and Boots cards on their MELEE SECTIONS (on the back of their PERSONAL HISTORY sheets). 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.

17.5/4 The monsters fight randomly, governed by die rolls. When a character kills a monster, he gains recorded FAME and NOTORIETY.

17.5/5 When a character, monster or horse is killed, it is immediately removed from play as explained in the FIRST ENCOUNTER. When a player's character is killed he can re-enter the game with a new character as explained in rule 2.7. Killed monsters regenerate normally, as explained in rule 12.7. Killed horses are out of the game permanently.

17.6 If there are no monsters in a clearing when it takes its turn, no combat takes place but the characters in the clearing do two rounds of combat in which they can "run away" (see rule 25).

17.7 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.

DAILY SEQUENCE OF PLAY

1. BIRDSONG: Each character secretly records his turn.

2. SUNRISE: The characters mix their ATTENTION chits. One die is rolled to determine which denizens are prowling; on the last day of the week, prowling monsters and natives return to where they started the game.

3. DAYLIGHT: The ATTENTION chits are picked at random, one at a time. When a character's chit is picked, he takes his turn; **the character who takes the first turn is the "first character" for the day**. When everyone has had a turn, *Daylight* ends.

4. SUNSET: Characters put to sleep by the FLOWERS OF REST wake up, refreshed. One ATTENTION chit is taken from each clearing that contains a character and the chits are mixed together, blank side up.

5. EVENING: The ATTENTION chits are picked randomly one at a time. **When a chit is picked, combat is resolved in its owner's clearing (characters and monsters in other clearings do nothing).** When combat is finished in all of the clearings, *Evening* ends.

6. MIDNIGHT: **All weapon counters become unalerted.** Map chits turn face down, active *Potions* expire and Curses are removed at the CHAPEL. If it is the last day of the month, the game ends.

TURN SEQUENCE

1. When a character starts his turn, he becomes unhidden.

2. He does the phases of his turn in the order he recorded them. On each phase he can rearrange his belongings and trade, then he does the activity he recorded for this phase, and finally he can block and (if he is unhidden) be blocked by any monsters in his clearing.

3. When the character's turn ends the following things happen, in order:

3.1 Prowling monsters in his tile move to his clearing.

3.2 **Whether he is hidden or not, he turns all of the map chits in his tile face up, he exchanges any substitute chits and the other map chits can summon new monsters from the APPEARANCE CHART.** If he is in the same clearing with a Dwelling, it can summon prowling natives; if he is in the same clearing with a native leader, Site chit or Site card, it can summon prowling visitors.

3.3 He can block any monsters that appear in or move to his clearing. If he is unhidden, all monsters who move to or appear in his clearing automatically block him.

18. ARMOR, WEAPONS AND ALERTING

18.1 WEAPONS: The characters use the weapons to attack the monsters. 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.

18.2 Each weapon card is identified by the name on the card, and 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.

18.2/1 Each weapon is assigned a number from 0 to 18 to define its length (these numbers are not indicated on the counters).

18.2/2 There are two methods of attacking: by *striking* ("striking weapons") and by *missile* ("missile weapons").

18.3 A weapon counter is "alerted" when the side of the counter that shows an asterisk is face up. When the other side is face up, it is "unalerted". 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.

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

18.4 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 one of the ways explained below.

18.4/1 All weapon counters are turned unalerted side up at the start of the game and at *Midnight* of each game day.

UNALERTED side   ALERTED side
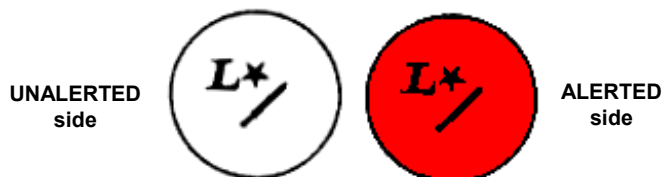
18.4/2 The ALERT activity: A character can use the ALERT activity to alert (or unalert) his weapon during his turn. To record the ALERT activity, he records "A". When he does the activity, he can turn his active weapon either side up, as he wishes.

18.4/3 If a character uses his turn in the encounter step to play a FIGHT chit, he can turn his active weapon either side up.

18.4/4 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. If a character plays a FIGHT chit without specifying a target, he can turn his weapon either side up.

18.5 The letters, numbers and symbols printed on the weapons define how they function in combat. Each weapon counter always uses the combat values that are face up at the moment. 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).

18.5/1 The weight letter on the weapon also defines the harm it inflicts when it hits, measured in the same levels as weight ("L" for Light, and so on). 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.

18.5/2 The weapon's method of attack can also modify 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 (see rule 23).

18.6 ARMOR: When a character has armor pieces 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.

* Monsters (and other denizens) cannot use armor counters or cards.

18.7 In combat, each character's active armor pieces protect him from certain attacks. When an attack strikes armor, the attack is reduced by one sharpness star and it inflicts harm on the armor instead of the character (see rule 23). Each armor card and counter displays a letter that defines the armor's 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.

18.7/1 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.

18.7/2 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.

18.8 DAMAGED ARMOR: 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.

**18.8/1** When damaged armor is damaged again, it is destroyed.

18.8/2 The PRICE LISTS list special prices for damaged armor. When selling damaged armor, use the price listed for damaged armor.

18.8/3 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.

18.9 DESTROYED ARMOR: When armor is destroyed, its owner immediately removes it from play.

18.9/1 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.

18.9/2 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.
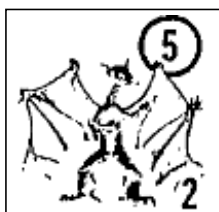
19. MONSTERS

19.1 In the SECOND ENCOUNTER, the monsters appear on the map more frequently, and they attack the characters on sight. They still prowl, move and block as explained in the FIRST ENCOUNTER. They cannot block hidden characters.

19.1/1 Appearing: Monsters can now appear in a character's tile whether he is hidden or unhidden. **Every time a character ends his turn in a tile that contains face-down map chits, the map chits are turned face up to summon prowling monsters.**

19.1/2 Combat: Any monsters who are in the same clearing with unhidden characters will attack them when that clearing takes its turn during the *Evening*. Monsters cannot attack hidden characters.

19.1/3 Killed monsters regenerate normally, whenever they prowl on the seventh day of the week. See rule 12.6.

19.1/4 Comment: Prowling affects only how monsters appear and move, not how they block and fight - they block and fight the same way whether they are prowling or dormant. Both prowling monsters and dormant monsters can block and attack a character, but only when he is unhidden.

When a character ends his turn during *Daylight*, prowling monsters can now appear and move in his tile whether he is hidden or not. Monsters cannot appear or move at all when they are dormant.

19.2 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 monster's "vulnerability" is the damage that must be inflicted on it to kill it. The largest counters are Tremendous monsters, the middle-sized counters are Heavy monsters and the smallest counters are Medium monsters.

19.2/1 The LIST OF MONSTERS identifies each monster and lists its weapon length, method of attack, FAME bounty, NOTORIETY bounty, and whether it is armored. The FAME bounty and NOTORIETY bounty are used to determine the points a character gets for killing the monster. Most monsters have a weapon length of zero ("tooth/claw"), and attack by striking.

19.2/2 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.

19.2/3 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.

19.3 The numbers, letters and symbols on the monster counters are combat values that they use in combat. Each monster always uses the values that are face up at the moment.

19.3/1 The harm letter and sharpness stars define the harm the monster inflicts when it hits, calculated in the same manner as harm inflicted by weapons (see rule *18.5*). *Special:* Monsters without harm letters do not inflict harm when their attacks hit. Their attacks inflict special results, as explained in rule 24.

19.3/2 The number with the harm letter defines the monster's attack time and the other number is its move time. These numbers show how much time it takes the monster to complete an attack or a move. Lower numbers mean faster actions.

19.4 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.

20. SUMMARY OF COMBAT

20.1 When combat is resolved in a clearing, the characters and monsters in that clearing take part in the combat and the characters and monsters in the other clearings do nothing.

20.2 The characters use the MELEE SECTIONS on the back of their PERSONAL HISTORY sheets to fight the monsters. *Note:* The "SPELL" boxes are not used until magic is introduced in the FOURTH ENCOUNTER.

20.2/1 The monsters that are attacking each character are put in the red boxes on his MELEE SECTION. Monsters that are not attacking anyone are put to one side. If one of these monsters is attacked, it is put on an unused MELEE SECTION to resolve the combat.

20.2/2 Each character puts the armor pieces that are protecting him in the armor ovals on his sheet, and he fights by playing his action chits and weapons in the grey *Attack* circles and *Maneuver* squares.

20.3 The characters and monsters fight by doing "rounds of combat". Each round of combat represents one exchange of blows, including preparations and aftereffects. Each round consists of an **encounter step** in which the characters and monsters prepare for battle, a **melee step** in which they exchange blows, and a **fatigue step** in which the aftereffects take place.

20.4 At the start of the encounter step, all of the monsters in the clearing are assigned to attack the unhidden characters in the clearing. After all of the monsters have been assigned, each character gets a turn in which he can do one action to prepare for battle.

20.4/1 Each character can "lure" monsters onto his sheet voluntarily, and monsters that are unassigned are assigned randomly: the unhidden characters in the clearing roll for each monster and the character who rolls highest gets the monster. Each monster is put on the MELEE SECTION of the character it is attacking, and it remains assigned to that character until someone else lures the monster away. *Note:* Hidden characters are safe from monsters. Monsters cannot be assigned to a hidden character.

20.4/2 Each character can do one action per encounter step. He can either play a MOVE chit to run away, or play a FIGHT chit to turn over his active weapon counter. If he does not play an action chit he can activate one belonging and/or inactivate one belonging, or he can abandon any number of belongings. *IMPORTANT:* The monsters on his sheet limit the action chits he can play.

20.5 ATTACKS AND MANEUVERS: During the melee step the characters and monsters fight by doing "attacks" and "maneuvers".

20.5/1 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 mean faster attacks.

20.5/2 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.

20.6 During the melee step each character can make one attack against one monster, and each monster makes one attack against one character. Each character and monster can also do a defensive maneuver to avoid enemy attacks.

20.6/1 Each character puts his ATTENTION chit on the monster he will attack and attacks by putting a FIGHT chit and his active weapon in one of his *Attack* circles; the circle defines his attack direction, and his weapon's time number defines his attack time. He plays a maneuver by putting a MOVE chit in a *Maneuver* square; the square he chooses defines the direction of his maneuver, and the time number on the MOVE chit defines his maneuver time.

20.6/2 Each character is attacked by all of the monsters on his sheet. After playing his own attack and maneuver, the character rolls the dice to position the monsters on his sheet randomly. The red box where each monster ends up defines the direction of its attack and maneuver, and the monster's combat values defines its attack time and maneuver time.

20.7 After the monsters have been placed, all attacks are resolved.

20.7/1 Each attack is compared to its target's maneuver to determine if the attack hits. **An attack automatically hits unless the target maneuvers to avoid it, or the attacker is killed before his attack hits.**

a. **If an attack's time number is lower than its target's maneuver time, then the attack hits before the target can get out of the way.** This tactic is referred to as "undercutting" the target's maneuver time.

b. Each attack direction intercepts one of the maneuver directions: Thrust intercepts CHARGE, Swing intercepts DODGE and Smash intercepts DUCK. **If an attack intercepts the direction of its target's maneuver, then the attack hits the target.**

c. If the attack's time number equals or exceeds the target's maneuver time and the attack does not intercept the direction of the target's maneuver, then the attack misses. *Explanation:* The target completes his maneuver and gets out of the way of the attack.

20.7/2 Hits take effect in the order determined by the speed and length of the attacking weapon. The harm each attack inflicts is compared to the "vulnerability" of the target to determine the effect on the target.

a. An attack that hits a monster either kills the monster or has no effect. When a character kills a monster, he gains recorded FAME and NOTORIETY.

b. An attack that hits a character can either kill him, wound him, kill his horse, damage or destroy his armor, or have no effect. If he is killed, all of the monsters attacking him become unassigned and can be assigned to new targets on the next round.

20.8 During the fatigue step each character inactivates action chits to pay for his fatigue and wounds.

20.9 The characters and monsters in the clearing repeat the rounds of combat until there are no characters 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.

21. PLAYING PIECES IN COMBAT

21.1 PLAYING RESTRICTIONS: There are limits on the action chits that a character can play during combat.

21.1/1 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.

21.1/2 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.

21.1/3 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 owns. If he plays a chit that has insufficient strength, he must cancel the play - during combat he does not have the option of abandoning the over-weight item(s).

21.2 MONSTERS: The monsters on a character's sheet limit the action chits he can play to do an action during the encounter step.

21.2/1 He can play an action chit only if its time number is lower than the move times of all of the monsters on his MELEE SECTION. *Explanation:* Each monster is running at him, and its move time defines the time before the monster reaches him. If he plays a chit that ties or exceeds this time, the monster reaches him and interrupts the action before he can complete it.

21.2/2 The monsters on the character's sheet do not interfere with actions that do not require action chits, and they do not interfere with the action chits he plays during the melee step.

21.3 FATIGUE and WOUNDS: At the end of each round, during the fatigue step, each character must inactivate action chits to pay for the fatigue and wounds he incurred during the round.

21.3/1 Fatigue: Each character can play one asterisk per round without fatiguing, but if he played more than one effort asterisk he must fatigue the extra asterisks. He counts the asterisks he played and specifies the asterisk that does not fatigue. Every 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 so on. 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. *EXAMPLE:* If he played one MOVE asterisk and one FIGHT asterisk, he can fatigue either a MOVE asterisk or a FIGHT asterisk. If he played two MOVE asterisks, he must fatigue a MOVE asterisk.

a. The Dwarf's DUCK chit counts as a MOVE chit and the Berserker's BERSERK chit counts as a FIGHT chit when fatiguing.

b. Normally a character will play no more than two asterisks, but if he uses the "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.

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

21.3/2 Wounds: Each character must wound one 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. He cannot wound belongings.

21.4 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.

21.5 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 counters. 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.** Once he plays it "galloping" side up he must turn it "walking" side up for the rest of the round.

21.5/1 The character can play a horse only if it is active (so 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.

21.5/2 *Special:* 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.

21.6 WEAPONS: When a character has a weapon active when he plays a FIGHT chit to attack, he must play the weapon in the attack.

21.6/1 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.

21.6/2 If he does not have an active weapon, he can attack with a FIGHT chit alone. *Explanation:* He is assumed to own a dagger that he uses when no better weapon is available. He cannot use this dagger when he has a weapon active - he must play the weapon.

21.7 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.

21.7/1 He must put his helmet, breastplate and suit of armor counters in the ovals where they are pictured.

21.7/2 If he has an active shield, he can put it in any one of the *SHIELD* ovals. It protects only the direction named in the oval. He puts the shield in the oval during the melee step, at the same time that he plays his attack and maneuver.

21.7/3 The OINTMENT OF STEEL armor card protects all three directions, like a suit of armor. It is put in the *SUIT OF ARMOR* oval.

21.7/4 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".*

22. A ROUND OF COMBAT

22.1 ENCOUNTER STEP: The character who had the first turn during *Daylight* of the current day is the "first character". When the characters take turns during the encounter step, they start with the first character and go to the left, skipping anyone who is not in the clearing. The turns always start with the first character's position, even if he has been killed or is not in the clearing.

22.2 Assigning monsters: At the start of the encounter step all of the monsters in the clearing must be assigned to attack unhidden characters in the clearing (monsters cannot be assigned to hidden characters). When a monster is assigned to a character, it is put on one of the red boxes on his MELEE SECTION. *Note:* This is the only time that monsters can be

assigned. Monsters cannot change targets later in the round and monsters that are unassigned (or that become assigned) cannot attack that round.

22.2/1 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. Once a monster is assigned to a character it remains assigned to him until he runs away or is killed, or the monster is killed, or some other character lures the monster away.

22.2/2 Starting with the first character and going to the left, each character in turn can take monsters onto his sheet voluntarily, "luring" them into attacking him. He can take any or all of the monsters in the clearing, including monsters that are assigned to other characters. *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 monsters from his sheet or put monsters on other sheets - he can only take monsters onto his own sheet.

b. A hidden character can take monsters onto his sheet, but if he does so he instantly becomes unhidden.

22.2/3 When the characters have finished luring monsters, each unassigned monster in the clearing is assigned to one of the unhidden characters at random. The players specify the monster being assigned, and each unhidden character rolls two dice and uses the number rolled on the higher die as his result. The monster is assigned to the character who rolls the highest result; characters who tie for high result roll again to break the tie.

a. Die roll modifiers *do* modify these rolls, and results greater than 6 are allowed - they are not converted to 6.

b. Hidden characters cannot roll for the monsters. If all of the characters in the clearing are hidden, the monsters remain unassigned and the round of combat continues.

22.3 Doing actions: When no monsters remain to be assigned, each character in the clearing can do one action. Starting with the first character and going to the left, each character can do one of the actions below. He can do only one action per encounter step.

22.3/1 If he can play the required chit, he can either: 1) play a MOVE chit to run away (see rule 25); or 2) play a FIGHT chit and turn his active weapon counter over, alerting or unalerting it. He can play a chit only if its time number is lower than the move time of every monster on his sheet (see rule 21.2)

22.3/2 If he does not play an action chit, he can either: 3) activate one belonging and/or inactivate one belonging; or 4) abandon any of his belongings in the clearing. The monsters do not interfere with these actions.

22.4 MELEE STEP: During each round of combat, each character can make one attack against one monster.

22.4/1 At the start of the melee step, the characters in the clearing (including the hidden characters) mix their ATTENTION chits together blank side up and pick the chits randomly, one at a time. When a character's chit is picked he puts it on the monster counter he will attack. He can put his chit on any monster in the clearing, including monsters that are unassigned or that are assigned to other characters. He 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.

a. Being named as a target does not affect the monster - it is not reassigned to attack the character who is attacking it.

b. If a hidden character puts his chit on a target he is instantly unhidden. If he leaves his chit unplayed, he remains hidden.

22.4/2 Character plays: After all of the ATTENTION chits have been picked, each character can play an attack, a maneuver and his shield, if he has one active. He can choose to not play an attack or maneuver if he wishes, but if he has a shield active he must play it (see rule 21.9/2). 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.

USING THE MELEE SECTION

Elf's sheet
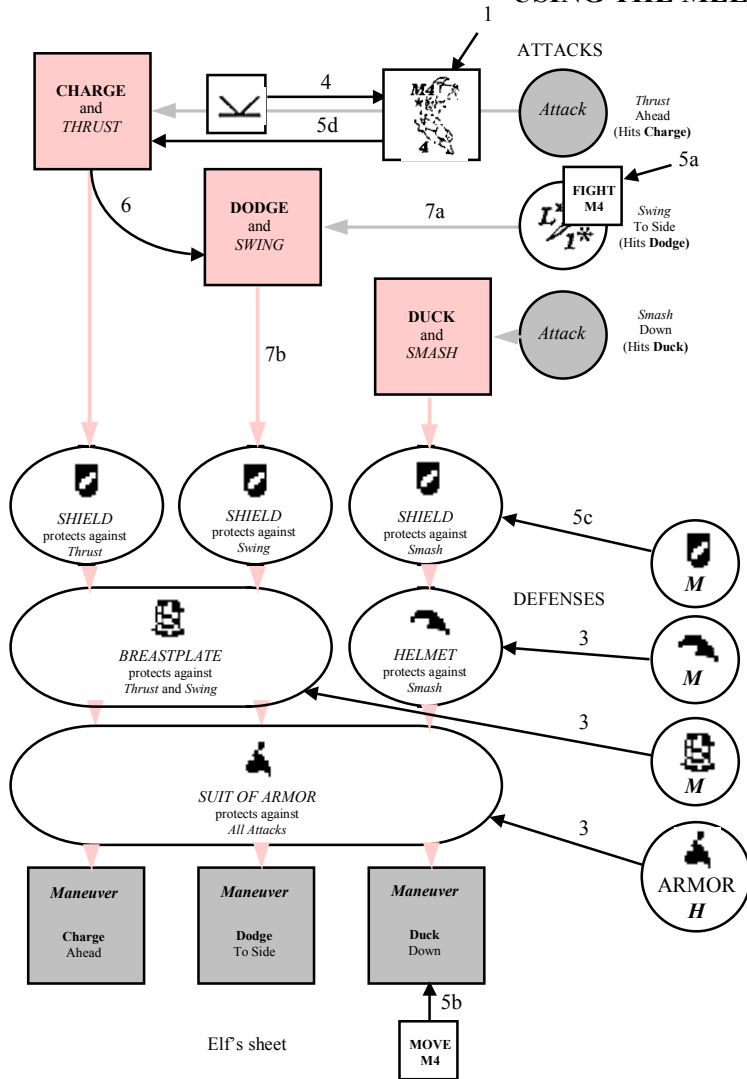
1. At the start of the encounter step monsters can be lured and the remaining monsters are assigned randomly; the monsters assigned to the character are put on his sheet.

2. The character gets a turn to do an action, but the monsters on his sheet limit the action chits he can play.

3. All of the character's active armor, including any armor he just activated, must be put in the armor ovals.

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.

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).

6. After revealing his plays, he rolls to reposition the monsters and to see if they change tactics.

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).

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a. To play an attack, a character puts his active weapon and a FIGHT chit in one of his *Attack* circles. If he does not have an active weapon, he can play a FIGHT chit alone and attack with his "dagger" (see rule 21.8/2). 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. *Special:* He can play an attack even if he did not pick a target. If he plays an attack without a target, when he reveals his attack he can turn his active weapon counter either side up.

b. 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.

c. Each character's plays are limited as explained in rule 21. He cannot play a chit or card he already used in the encounter step, he cannot play a chit that would make his effort for the round total more than two asterisks, and so on.

22.5 Positioning monsters: As each character makes his own plays, he also puts the monster counters on his sheet in the red boxes without turning the counters over. He can put each monster in any box he chooses, as long as he puts counters in as many boxes as possible: he cannot leave one of his boxes empty while he doubles up the counters in another box.

22.5/1 Each unassigned monster who is being attacked is positioned on an unused MELEE SECTION by one of the characters who is attacking it. Each monster is put on a separate MELEE SECTION. Unassigned monsters

that are not being attacked can be ignored this round.

22.5/2 After revealing his plays, the character randomly determines the final positions of the monsters he placed. He rolls one die for each MELEE SECTION where he positioned counters, and the monster counters on that MELEE SECTION move as indicated by the result. This roll is not affected by modifiers. He rolls separately for each MELEE SECTION.

a. If he rolls a "1", the counters in the "CHARGE and *THRUST*" box do not move, and the other two boxes trade counters: the counters in the "DODGE and *SWING*" box move to "DUCK and *SMASH*", and the counters in the "DUCK and *SMASH*" box move to "DODGE and *SWING*".

b. If he rolls a "2", the "DODGE and *SWING*" box does not move. The "CHARGE and *THRUST*" and "DUCK and *SMASH*" boxes trade counters.

c. If he rolls a "3", the "DUCK and *SMASH*" box does not move. The "CHARGE and *THRUST*" and "DODGE and *SWING*" boxes trade counters.

d. If he rolls a "4", no counters move. Each counter stays in the box where it was placed.

e. A "5" causes the counters to move one box down and to the right: counters in "CHARGE and *THRUST*" move to "DODGE and *SWING*", counters in "DODGE and *SWING*" move to "DUCK and *SMASH*", and counters in "DUCK and *SMASH*" move to the "CHARGE and *THRUST*" box.

f. A "6" causes the counters to move one box up and to the left: counters in "CHARGE and *THRUST*" move to "DUCK and *SMASH*" counters in "DUCK and *SMASH*" move to "DODGE and *SWING*", and counters in "DODGE and *SWING*", move to the "CHARGE and *THRUST*" box.

22.5/3 After the monster 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 monsters in that box turn over. He rolls separately for each red box that contains monsters, 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.

22.5/4 Each monster'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 monster'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.

22.6 RESOLVING ATTACKS: After the monsters are placed, 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 (see rule 23). Each attack automatically hits unless its target maneuvers to avoid it or the attacker is killed before the attack hits.

22.6/1 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.

22.6/2 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.**

a. The grey arrows show which red box is hit by each Attack circle. Each character follows the grey arrow from the circle containing his attack until it comes to a red box. If his target is in this box or in a matching box on another sheet, his attack intercepts and hits. *Note:* He cannot hit other monsters in the box. The only monster he can hit is his target. *EXAMPLE:* If the arrow points to the "DUCK and *SMASH*" box, he intercepts his target if his target is in any "DUCK and *SMASH*" box on any sheet.

b. The red arrows show which *Maneuver* square is hit by each red box. If a red box contains monsters, 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 character's maneuver, all of the monsters in that red box intercept the character's maneuver and hit him. *Special:* If a character does not play a maneuver, all of the monster counters on his sheet intercept and hit him.

22.6/3 If an attack neither undercuts nor intercepts its target, it misses. When a character misses, he removes his attack from its circle and turns his active weapon alerted side up. When a monster misses, it is put at the top of the character's MELEE SECTION.

22.7 Hits: The attacks that hit go into effect one at a time, in the order defined by their weapon length and attack times.

22.7/1 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 smaller attack time hits first.

22.7/2 In all subsequent rounds of combat in that clearing that day, attacks hit in the order defined by their attack times, smaller attack times before larger. If attacks have the same attack time, the attack with the greater weapon length hits first.

22.7/3 When a hit goes into effect it instantly inflicts its result on the target as explained in rule 23. If an attacker is killed before his attack hits, his attack is cancelled and has no effect.

22.7/4 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 on his sheet back at the top of his sheet, and the melee step ends.

22.8 FATIGUE STEP: During the fatigue step the characters pay for their fatigue and wounds as explained in rule 21.3.

22.9 END OF THE ROUND: At the end of the fatigue step the characters determine whether there will be another round of combat. If combat continues, the characters and monsters start the next round of combat.

22.9/1 The rounds of combat in a clearing end immediately when there are no characters left in the clearing or when there are two consecutive rounds of combat in which no monsters, characters or horses are killed, no armor is damaged or destroyed, no action chits are wounded or fatigued and no Tremendous monsters are red side up. 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.

22.9/2 When there are characters 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 as explained in rule 25).

22.9/3 When combat ends in a clearing, any characters still in the clearing can rearrange belongings and trade among themselves normally, even if they are unhidden and there are monsters in the clearing.

23.   INFLICTING HARM

23.1 When an attack hits, it instantly 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.

23.1/1 If the attack does not hit armor, each sharpness star increases the harm one level.

23.1/2 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.

23.1/3 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.

23.2 When a character hits a monster, the attack hits armor only if the monster is a Dragon, Troll or Serpent (including Vipers).

23.2/1 The method of attack of the character's weapon can modify the harm he inflicts.

a. If he hits with a **missile weapon**, he must roll on the MISSILE TABLE and adjust the harm level as indicated by his result.

b. 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).

c. *Special:* A "dagger" (a FIGHT chit played alone - see rule 21.8/2) 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.

23.2/2 The character compares the final harm inflicted by his attack to the monster's vulnerability (as defined by its size - see rule 19.2). If the harm equals or exceeds the vulnerability, the monster is killed. If the harm is less than the monster's vulnerability, the harm has no effect. After the hit takes effect, the attacking weapon counter is turned unalerted side up.

RESOLVING ATTACKS: The Swordsman and Elf are attacking the targets indicated by their ATTNTION 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 – see rule 24.6), 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.
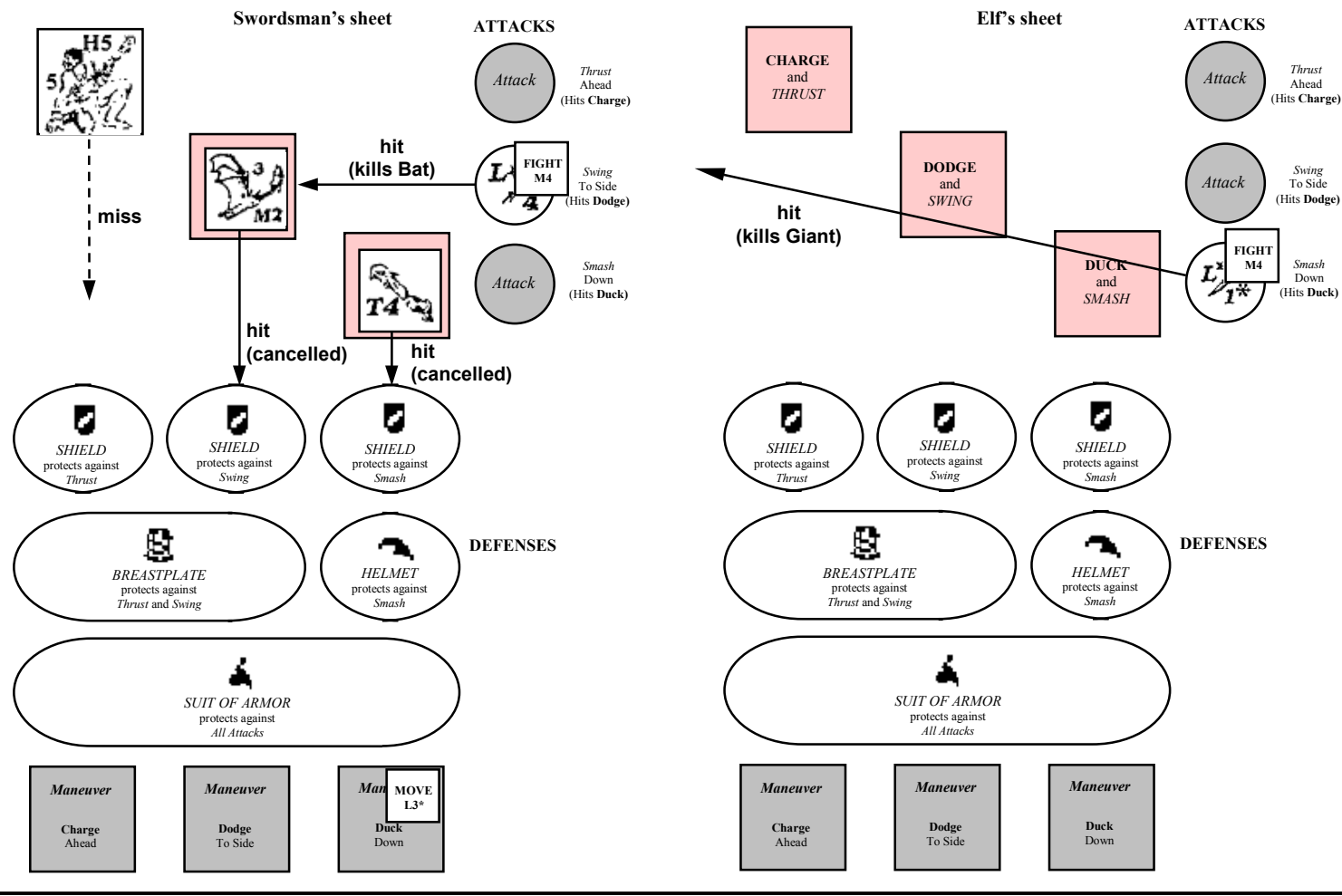
Order of hits: It is the first round of combat in the clearing today, so the attacks hit in the order defined by their weapon length. They hit in the following order: Elf, club, Swordsman and Bat. *Note:* On later rounds, the attacks would hit in the order defined by their attack times, and the order 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

ATTACKS

Attack — *Thrust* Ahead (Hits **Charge**)

FIGHT M4 — *Swing* To Side (Hits **Dodge**)

hit (kills Bat)

Attack — *Smash* Down (Hits **Duck**)

miss

hit (cancelled)   hit (cancelled)

MOVE L3*

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 — **Duck** Down

Elf's sheet

ATTACKS

CHARGE and *THRUST*

DODGE and *SWING*

DUCK and *SMASH*

hit (kills Giant)

Attack — *Thrust* Ahead (Hits **Charge**)

Attack — *Swing* To Side (Hits **Dodge**)

FIGHT M4 — *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 — **Duck** Down

23.3 When a monster hits a character, the character must determine whether the attack harms his horse, his armor or himself.

23.3/1 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. 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.

23.3/2 If the character did not play a horse, then the attack inflicts harm on him or his armor. If the red arrow from the attacking monster'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 monster's 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.

a. Compare the final harm inflicted by the attack to the toughness of the armor to determine the effect on the armor. If the toughness is greater than the harm, the armor is not affected. If the harm is greater than the toughness, the piece of armor is destroyed. If the harm and toughness are equal, the effect depends on what the armor is: if it is an armor counter it is

ARMOR: Both monsters hit the Amazon. The arrow from the Bat's box runs inter her breastplate, so the Bat inflicts Medium damage on the breastplate, damaging it and inflicting one wound on the Amazon. the Spider's arrow runs into her shield, so its attack inflicts Tremendous damage on the shield, destroying it and inflicting another wound on the Amazon. Her helmet is not affected.

ATTACKS

Attack — *Thrust* Ahead (Hits **Charge**)

Attack — *Swing* To Side (Hits **Dodge**)

Attack — *Smash* Down (Hits **Duck**)

CHARGE and *THRUST*

SHIELD protects against *Thrust*

SHIELD protects against *Swing*

protects against *Smash*

BREASTPLATE protects against *Thrust* and *Swing*

protects against *Smash*

DEFENSES

SUIT OF ARMOR protects against *All Attacks*

Maneuver — **Charge** Ahead

Maneuver — **Dodge** To Side

Maneuver — **Duck** Down

damaged, and if it is an armor card it is destroyed (armor cards cannot be damaged).

b. If the attack inflicts Medium or greater harm on the armor, the character suffers one "wound" (see rule 21.3/2).

23.3/3 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" (see rule 21.3/2). Attacks that inflict "Negligible" harm have no effect at all.

23.4 Hits inflict harm one by one, in the order defined by their length and attack time (see rule 22.7). 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. *Exception:* Wounded action chits are not removed from play until the fatigue step.

23.4/1 When a monster or character is killed, all attacks that are waiting to hit him are cancelled. Any weapons making the cancelled attacks turn alerted side up.

23.4/2 If a character or monster 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.

23.4/3 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 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.

23.5 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.

23.6 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.

23.6/1 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.

23.6/2 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.

23.6/3 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.

23.7 When a character is killed, all of the monsters on his sheet become unassigned; they will be assigned to new targets at the start of the next encounter step. If the character survives, the monsters remain assigned to him.

DIE ROLL PROCEDURES:

1. When a character uses any of these tables, he rolls two dice and uses the higher roll to find his result. *EXAMPLE:* If he rolled "2" and "5", he would use the "5" to find his result.

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

2.1 A character never rolls less than one die.

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

3. 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.

24. SPECIAL MONSTERS

24.1 The monsters in this section are exceptions to the normal rules. They play and fight normally, except as noted below.

24.2 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.
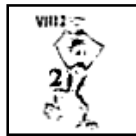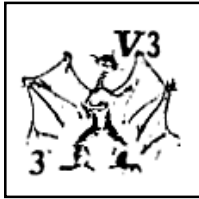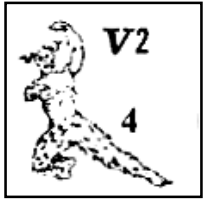
24.3 Demon, Winged Demon and Imp: One side of these counters shows a Roman numeral in place of a harm letter. These Roman numerals signify magic: when the Roman numeral side of the monster counter hits, instead of inflicting harm the attack causes the target to roll on a spell table. When he has rolled and applied the results, the attack ends.

24.3/1 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.

24.3/2 When the "VIII" side of the Imp counter hits, the target must roll for a Curse on the CURSES table.

24.3/3 These attacks ignore the target character's armor and horses and hit the character himself.

24.4 Tremendous monsters do not "change tactics" like other monsters. They do not turn over when their red box "changes tactics" as explained in rule 22.5/3. The only time a Tremendous monster turns red side up is when it hits its target in combat; when it 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 rums red side down again.

24.5 Red-side-up Tremendous monsters: 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. This 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.

24.5/1 When a Tremendous monster is red side up, it cannot change targets. It cannot be lured away by other characters.

24.5/2 When a red-side-up Tremendous monster is on a character's MELEE SECTION, it restricts the action chits he can play.

a. 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.

b. 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.

24.5/3 Combat cannot end in a clearing while a Tremendous monster is red side up.

24.6 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.

24.6/1 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 (see rule 22.5), he must put the monster and its head or club in different boxes.

24.6/2 Head and club counters can be repositioned and can "change tactics" just like other monster counters.

24.6/3 Head and club counters cannot be attacked. The only way to destroy them is to kill the monster they belong to.

25. RUNNING AWAY

25.1 When a character plays a MOVE chit, Boots card or horse as his action during an encounter step, he "runs away".

25.2 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 he started the day in the clearing and never left, he can run onto any roadway that he is able to use for movement.

25.3 The character takes no further part in combat that day. He removes any monsters 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.

25.4 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.

25.4/1 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.

25.4/2 A character who runs out of a cave can record sunlight phases on his next turn, as long as he does not enter a cave clearing.

25.5 A character can run 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 - see rule 22.9), and during these rounds the characters can run away or do other actions.

STOP! PLAY THIS ENCOUNTER BEFORE PROCEEDING

THIRD ENCOUNTER: WAR!

The THIRD ENCOUNTER introduces combat between humans. The characters can fight each other and the natives, and they can hire the natives to form bands of warriors.

26. SUMMARY OF THE THIRD ENCOUNTER

26.1   The THIRD ENCOUNTER introduces warfare, in which the characters fight each other and the natives. The players play the same way they played the SECOND ENCOUNTER, except as explained in these rules.

DAILY SEQUENCE OF PLAY

1. BIRDSONG: Each player secretly records turns for his character **and his hired leaders.**.

2. SUNRISE:

2.1 **The characters mix and pick their ATTENTION chits randomly, and when a character's chit is picked he assigns his hired underlings to the guides they will follow.**

2.2 **Each character and hired leader who is doing the FOLLOW activity is assigned to the guide he is following.**

2.3 **Characters and hired leaders who are not doing the FOLLOW activity** mix their ATTENTION chits together. A die is rolled to determine which denizens are prowling; on the last day of the week, prowling monsters and natives return to where they started the game and **prowling visitor/mission chits that are on the map or APPEARANCE CHART turn over**.

3. DAYLIGHT: The ATTENTION chits are picked at random, one at a time. When a chit belonging to a character **or hired leader** is picked, he **and all of his followers** take their turns. When all of the characters **and hired leaders** have had their turns, *Daylight* ends.

3.1 If a character owns the first chit picked, he is the "first character" for the day.

3.2 **If a hired leader owns the first chit picked, the hiring character is the "first character".**

4. SUNSET: Characters put to sleep by the FLOWERS OF REST wake up. One ATTENTION chit is taken from each clearing that contains a character **or hired leader.** The chits are mixed together, blank side up.

5. 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 all of the clearings, *Evening* ends.

6. MIDNIGHT: Map chits turn face down, weapon counters become unalerted, active *Potions* expire and Curses are removed at the CHAPEL. If this is the last day in the month, the game ends.

6.1 **If this is the last day in a native's term of hire, he becomes unhired.**

6.2 **If this is the fourteenth day that a character has had the RAID or PILLAGE chit, or a mission chit, the campaign or mission ends.**

RESOLVING COMBAT IN A CLEARING

1. All monsters and unhired natives must be light side up. Tremendous monsters must be red side down.

2. If the clearing contains any unhired natives, each character who is in the clearing **or who has a hired native in the clearing** rolls on the MEETING TABLE to see if the unhired natives will battle him. He rolls separately for each unhired group.

2. The individuals in the clearing do rounds of combat until there are no characters **or hired leaders** in the clearing, or until there are two consecutive rounds in which nothing is killed, no action chits are inactivated and no Tremendous monsters are red side up.

3. When the rounds of combat end, the characters **and hired leaders** in the clearing can rearrange their belongings and trade.

TURN SEQUENCE

1. When a character **or hired leader** starts his turn, he **and his followers** become unhidden.

2. He **and his followers** do the phases recorded. On each phase he **and his followers** do the following, in order:

2.1 He **and his followers** can rearrange belongings and trade with each other and other characters **and hired leaders** in the clearing.

2.2 He **and his followers** do the activity he recorded for this phase, playing action chits as required by the activity. *Special:* **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 or hired leader, at the end of the phase he can block and be blocked, and he causes denizens to appear, move and block.**

3. When a character's **or hired leader's** turn ends the following things happen, in order:

3.1 Prowling monsters in his tile move to his clearing. Then he turns up the map chits in his tile and exchanges any substitute chits, and the game pieces in his tile can summon new denizens from the APPEARANCE CHART.

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

3.3 **Everyone who is following him stops following and is put in his clearing. Characters and hired leaders among the followers can block and be blocked as explained in 2.3 above, and they cause monsters to move and block as described in 3. above.**

26.2 The characters can now use the FOLLOW activity to move in groups, for safety. One of the characters in the group records a turn normally, and the other characters in the group use the FOLLOW activity to share in his activities as he does them.

26.3   The characters can now use the HIRE activity to hire the natives. Hiring natives works just like buying belongings: each native has a basic GOLD "wage" (price), and the hiring character rolls on the MEETING TABLE to find what he must pay to hire the native. The Rogues and Order are hired one native at a time. The other groups are hired as groups, the whole group at once. Each native remains hired for fourteen game days, counting the day of hire as the first day.

26.3/1 Hired natives stop functioning as natives. They cannot trade, they cannot summon visitor/mission chits and rule 12.7 does not apply to them: they do not return to their starting places when they prowl at the end of the week.

26.3/2 Hired *leaders* are special: they function like characters and get turns in which to do activities and block. Hired "underlings" (non-leaders) can only move and hide, by following characters and hired leaders. All hired natives can fight during combat.

26.3/3 Natives stop being hired when their term of hire is up, when they are killed, or when the hiring character is killed. When natives become unhired, they remain in the clearings where they are located until their group regenerates at the end of a week.

26.4 Characters can block other characters, and they can block and be blocked when it is not their turn. Hired leaders block and are blocked exactly like characters. Hired underlings cannot block or be blocked.

26.4/1 Each time a character or hired leader ends a phase of his turn, he can block and be blocked by characters, hired leaders and monsters in his clearing. *Note:* A character or hired leader can block hidden characters and hidden leaders only if he has found "Hidden Enemies" this game day.

26.4/2 When a monster moves to a clearing or appears in a clearing, it automatically blocks all unhidden characters and unhidden hired leaders in that clearing. The characters and hired leaders can also block the monster.

26.4/3 Visitors and unhired natives still cannot be blocked, and they block

only as the result of a MEETING TABLE roll.

26.5 When combat takes place in a clearing, unhired natives can attack the characters spontaneously, the characters can attack each other, and the characters can use their hired natives to fight monsters, natives and other characters. This is termed *"war"*.

26.5/1 During the encounter step, each character gets a new deployment turn in which he can deploy his pieces for battle.

26.5/2 A character or hired leader can attack hidden targets only if he has found "Hidden enemies" that day.

26.5/3 Natives with horses automatically use them in combat (except in caves, where everyone must fight on foot). Killed natives are out of play until their group regenerates at the end of a week.

26.5/4 Each character gains recorded GOLD and NOTORIETY by killing characters and natives (he also gets any belongings his victim is carrying). Each character also gains recorded points (and in some cases, belongings) for the victims his hired natives kill. Each character loses recorded NOTORIETY when his hired natives are killed.

26.6 As explained in rule 12.7, on the seventh day of each game week the unhired natives that start prowling at *Sunrise* return to the places where they started the game. Killed natives regenerate and return to play, and natives on the map instantly return to their original locations. Natives with boxes on the APPEARANCE CHART return to those boxes, and GARRISONS natives return to their Dwellings.

26.2/1 GARRISONS 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 Guard and Order return to their Dwellings when the visitor/mission chits are prowling at the end of the week.

26.2/2 This rule does not apply to hired natives; hired natives stay where they are on the map. If some of the natives in a group are hired and others are not, the unhired natives return to their places but the hired natives do not.

26.7 All six visitor/mission chits are used in the THIRD ENCOUNTER, and they can be turned either side up. Each chit has the special function indicated on its face up side. The chits turn over automatically at certain points in the game.

26.7/1 Chits that have SHAMAN, SCHOLAR, CRONE and WARLOCK face up function as visitors, as explained in the FIRST ENCOUNTER.

26.7/2 The characters can pick up the FOOD/ALE and ESCORT PARTY chits and earn recorded GOLD by delivering them to certain Dwellings.

26.7/3 The characters can pick up the QUEST, RAID, PILLAGE, WAR, REVOLT and CONQUER chits and modify their trading relationships, but taking one of these chits commits the character to killing certain foes within a certain time period.

7. FOLLOWING (The FOLLOW Activity)

27.1 The FOLLOW activity is a special activity that the characters can use to move as a group. It does not have a separate function of its own - it is used to do other activities. One character (the "guide") records his turn normally, and the other characters (the "followers") use the FOLLOW activity to share in his activities as he does them.

27.1/1 Doing the FOLLOW activity changes the way a character 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.

27.1/2 *Note:* Hired natives can also do the FOLLOW activity, and hired leaders can be guides.

27.2 To record the FOLLOW activity, a character records "F" and the name of the character he is following across the current day's row of his "Activities" section. He does not record any activities.

27.2/1 One character can follow another only if they are in the same clearing. A follower can follow any character in his clearing, whether that character wants to be followed or not. He can follow a character even if that character is hidden.

27.2/2 A character can record the FOLLOW activity only if he is in a clearing. He cannot be on a roadway (after running away).

27.3 At *Sunrise*, before the MONSTER ROLL is rolled and before the ATTENTION chits are mixed together, each character who recorded the FOLLOW activity must declare that he is following and name whom he is following. His Character counter is immediately removed from the map and is put with the active belongings of the character he is following.

* Note: At the very start of *Sunrise*, before anyone reveals whether he is following, each character can assign his hired underlings to follow characters (or hired leaders) in their clearings. See rule 32.3/1.

27.3/1 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.

27.3/2 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 he does. *Special:* Followers who follow each other do nothing that day.

27.3/3 The followers can spy normally (see rule *16.5)* while they are following.

27.4 When the guide's ATTENTION chit is picked he and all of his followers become unhidden, and then he does his turn as he recorded it. Each time he does a phase of his turn, all of the characters who are following him share in what he does. At the start of each phase, the guide and his followers can rearrange their belongings and trade with each other and other characters in the clearing. At the end of each phase, the guide can block or be blocked. *IMPORTANT:* Characters 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.

27.5 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.

27.6 When the guide does an activity, each follower who is still following him shares in it as explained below:

27.6/1 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 (see rule 27.5) and is left behind in the clearing that the guide is leaving.

a. 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.

b. 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.

c. Hidden paths and passages do not stop followers. When a guide uses a hidden roadway, his follows discover it and move with him.

27.6/2 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.

27.6/3 When the guide does a SEARCH phase, all of his followers 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. *Special:* If the guide "teleports", he teleports alone - his followers are left behind (see rule 27.5).

27.6/4 When the guide does a REST or ALERT activity, each follower can do the activity or not, as he chooses. The followers do the activity secretly and simultaneously.

27.6/5 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.

27.7 Notice that 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.

27.8 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. The guide and followers fight normally in combat.

28. BLOCKING CHARACTERS

28.1 Starting in the THIRD ENCOUNTER, characters can block each other like monsters. *Note:* A character can never block himself.

28.2 Each character can block and be blocked when it is not his turn. He can block or be blocked by other characters as they take their turns, and he can block and be blocked by monsters who are moving at the end of another character's turn.

28.2/1 Characters 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, a character and monster can block each other only if they are in the same clearing and either the character has just finished a phase of his turn or the monster has just moved to (or appeared in) the character's clearing.

28.2/2 When a character hides, it reduces the number of opponents who can block him. Hidden enemies cannot be blocked by monsters at all, and they can be blocked by a character only if he has found "Hidden enemies that day.

28.2/3 When a character finds "Hidden enemies", it increases the number of opponents he can block. A character who has found "Hidden enemies" can block any or all of the monsters and characters in his clearing. A character who has *not* found "Hidden Enemies" can still block monsters and unhidden characters, but he cannot block hidden characters.

28.3 Each time a character ends a phase of his turn, blocking can occur in his clearing.

28.3/1 If he is unhidden, he is automatically blocked by all of the monsters in his clearing, and all of the characters in his clearing have the option to block him. If he is hidden, the monsters cannot block him and only those characters who have found "Hidden enemies" that day can block him.

28.3/2 If he has found "Hidden enemies" that day, he can block any or all of the characters and monsters in his clearing. If he has not found "Hidden enemies" he can block the monsters and unhidden characters, but he cannot block hidden characters.

28.4 When a character ends his turn, all monsters that move or appear on the map automatically block all of the unhidden characters in the clearings that they move to. At the same time, the monsters can be blocked by any of the characters 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 characters there, and any Goblins that appear in clearing "5" block all unhidden characters in that clearing. At the same time, the characters in each clearing can block the Goblins as they arrive.

28.5 If a character blocks or is blocked before the end of his turn, the rest of his turn is cancelled. If he blocks or is blocked before he takes his turn, he does not get a turn that day. If he blocks or is blocked after he takes his turn, he loses nothing except his "hidden" status. A character is instantly unhidden when he blocks or is blocked.

29. NATIVES

29.1 Starting in the THIRD ENCOUNTER, the natives can fight the characters. Natives fight like monsters (see rule 33). The natives still prowl, appear and block as explained in the FIRST ENCOUNTER, and they still cannot be blocked.

29.1/1 During combat, the characters can attack the natives and the unhired natives can attack spontaneously. Unhired natives that are fighting characters are said to be "battling" those characters.

29.1/2 The characters can hire natives and use them in movement and combat. See rule 31.

29.2 Each native counter represents the native pictured on the counter. The LIST OF NATIVES identifies each 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.

29.3 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.

29.3/1 The leader of each group is the only one who trades, and he is the only one who summons visitor/mission chits. When the group is scattered, he is the only one who can trade or summon visitor/mission chits. When he is killed (or hired), no one in the group can trade or summon visitor/mission chits.

29.3/2 Underlings can be hired whether their leader is present or not.

29.4 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, calculated as explained in rule 24.2. The number with the harm letter defines his attack time and the other number is his move time; lower numbers mean faster actions. Each counter always uses the values that are face up at the moment.

29.5 NATIVE HORSES: Each square horse counter is a "native horse". The HORSES list identifies each horse and specifies its movement bonus, vulnerability and whether it is armored. The letter on each horse counter defines its move strength, and the number is its move time. Each counter always uses the values that are face up at the moment.

29.5/1 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.

29.5/2 When a native rides a horse in combat, during the encounter step he uses the horse's move time instead of his own, and during the melee step each attack aimed at the native is resolved against his horse. He must use the horse in both steps. See rule 34.

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

29.6/1 During *Daylight*, unhired natives and their horses are always light side up.

a. In combat, an unhired native's counter turns over each time he "changes tactics". When it turns dark side up it stays dark side up until he "changes tactics" again (or until combat ends).

b. Each unhired horse turns light side up at the start of each encounter step, dark side up at the start of each melee step. It does not turn over again, until the end of the round of combat.

29.6/2 During *Daylight,* hired natives and horses turn dark side up when they are hidden, light side up when they are unhidden.

a. In combat, the hiring character can turn his hired natives either side up during each encounter step. The hired natives can turn over randomly during the melee step by "changing tactics".

b. The hiring character can turn his hired horse counters either side up during each encounter step. Each hired native horse automatically turns over at the start of each melee step, and it does not turn over again until the end of the round of combat.

c. At the end of combat, hidden counters are turned dark side up again and unhidden counters are turned light side up.

29.6/3 Whether hired or not, native horses never turn over randomly. They never "change tactics".

29.7 KILLING NATIVES: When a native or native horse is killed, it is removed from play until it regenerates (see rule 29.8). When a native is killed, his horse is killed also. When his horse is killed the native survives, unless he is killed separately. *Note:* Killing a native or native horse during combat keeps the combat going for two more rounds.

29.8 REGENERATING: On the seventh day of each game week, all of the natives that start prowling at *Sunrise* return to where they started the game. Prowling natives and native horses that have been killed regenerate and return to play. See rule 12.7. *Exception:* This rule does not affect hired natives. Hired natives stay where they are and their killed horses do not regenerate.

29.8/1 Prowling natives that have boxes on the APPEARANCE CHART are put in those boxes, with their native horses.

29.8/2 Prowling GARRISONS natives return to the Dwellings where they started the game, with their native horses. A GARRISONS native is prowling when the natives or visitors of the same color are prowling on the seventh day of the game week:

a. The Rogues (red counters) prowl when the Bashkars prowl, when row "5" is prowling at the end of a week.

b. The Soldiers (brown counters) prowl when the Patrol prowls, when row "3" is prowling at the end of a week.

c. The Order and Guard (gold counters) prowl when the visitor/mission chits prowl, when row "6" is prowling at the end of a week.

30. BATTLING NATIVES (Unhired Natives in Combat)

30.1 During combat, unhired natives can fight characters and hired natives (they never fight monsters or other unhired natives). The characters can attack unhired natives and lure them into attacking, and the unhired natives can attack the characters.

30.2 Natives do not start fighting automatically - they start fighting only when something causes them to start fighting.

30.2/1 Unhired natives fight as groups: when one unhired native starts fighting, all of the unhired natives that his group has 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.

30.2/2 Each group fights specific characters: it might fight all of the characters in its clearing, but more often it will fight some characters and not others. When a group is fighting a character, it is said to be "battling" him. 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 fights only those groups that are battling him in that clearing that day.

30.2/3 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.

30.3 Native groups can start battling spontaneously. When combat begins in a clearing, each character who is 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.

30.3/1 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. Before rolling, he can "buy drinks" to make the group one level friendlier.

30.3/2 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 for the rest of the day. 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.

30.4 A character can cause a group to start battling him. When he specifies an unhired native as a target, or lures an unhired native into attacking, then that native's group starts battling him. *Note:* The group starts battling only if the native is *unhired.*

30.5 Battling natives fight like monsters, except that they attack only those characters that they are battling. See rule 34.

30.6 Natives that are battling a character will also attack his hired natives. See rule *32.715.*

31. HIRING (The HIRE Activity)

31.1 The characters 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.

31.2 To record a HIRE phase, a character 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.

31.2/1 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. If the character 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 wit the highest ID code number in the clearing (the leader is hired last of all). *EXAMPLE:* It takes four HIRE phases to hire the Order; the "O3" knight must be hired first, "O2" second, "Ol" third and "OHQ" last of all.

b. When a character 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.

31.2/2 The character uses the same procedure to hire natives that he uses to buy from them (see rule 10.5). 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 and in rule 10.5.

a. Each native's basic "wage" defines the basic GOLD price of hiring that native; if the character 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, the character 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 10.512. *Note:* All boons must be repaid to the group's leader, when he is not hired.

b. The native's basic wage is the same whether he has a horse or not.

31.2/3 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.

31.2/4 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 group that is 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.

31.3 Natives stop functioning normally when they are hired. No one can trade with them, and the only character who can (re-)hire them is the character who has hired them. While hired, native leaders do not summon visitor/mission chits as explained in rule 12.

31.3/1 While hired, natives do *not* return to the APPEARANCE CHART (and the GARRISONS natives do *not* return to their Dwellings) when their row is prowling at the end of a week - rule 12.7 does *not* apply to hired natives. 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.

31.3/2 In combat, hired natives do not count as members of their groups. Hired natives never "battle", and they do not cause their groups to start battling. They fight only as directed by the character who hired them.

31.4 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 (see rule 32).

31.5 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 as explained in rule 12.7. Natives that are left scattered across the map when their group becomes unhired can be hired by characters who move to their clearings, but only the group's leader can trade for the group's belongings (on the SET UP CARD), and only he can summon visitor/mission chits from the APPEARANCE CHART. There are four ways that a native can become unhired:

31.5/1 A native automatically becomes unhired at *Midnight* of the last day in his term of hire.

31.5/2 When a character is killed, all of his hired natives instantly become unhired.

31.5/3 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.

31.5/4 *Special:* When a character commits "treachery" (see rule 32.7/6) against a native group, 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.

32. USING HIRED NATIVES

32.1 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.

32.1/1 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.

32.1/2 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.

32.2 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 cannot record FAME and NOTORIETY (see rule 32.112).

* For an ATTENTION chit, the leader takes an unused character's chit or a red numbered chit (a red chit numbered "1" to "6").

32.2/1 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 (the leader's own belongings are left on the SET UP CARD, out of play), but while they are with the leader the character cannot use them himself and they do not count towards his VICTORY REQUIREMENTS.

a. The leader's move strength defines the weight of items he can carry; if he has a native horse, he can use its move strength to carry items The leader can carry Enchanted cards while they are active, but he cannot activate any other belongings.

b. When a leader becomes unhired, his group takes the belongings he is carrying: the belongings are put in his group's box on the SET UP CARD. His recorded GOLD and discoveries are cancelled, and he has nothing recorded the next time he is hired.

32.2/2 Each hired leader can trade GOLD, belongings and discoveries with the characters (including the hiring character) when they are in his clearing, as if he were a character. Hired leaders can also trade with each other.

32.2/3 On each day, each hired leader gets a turn in which he can do activities like a character. During *Birdsong* the hiring character records the leader's activities on the leader's sheet, at *Sunrise* the leader'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 do any activities a character can. *Note:* He cannot use ALERT and REST phases, but he can do them for the benefit of characters who are following him.

32.2/4 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 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 and NOTORIETY 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. Any natives he hires are hired by the character. *Note:* A hired leader cannot rehire himself.

32.2/5 The hiring character looks at any map chits the leader finds, but any discoveries the leader makes are crossed off the leader's list, not the character's. The character cannot use these discoveries until they have been transferred to him.

a. When a hired leader finds "Hidden enemies", check off the "FIND ENEMIES" column on his sheet, not the character's.

b. 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.

32.2/6 Characters can FOLLOW hired leaders (see rule 27), and hired leaders can FOLLOW characters and other hired leaders.

32.2/7 When a hired leader ends his turn, monsters move and denizens appear exactly as if he were a character.

32.3 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.

32.3/1 At the very beginning of *Sunrise,* before the MONSTER ROLL and 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 its 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. *Note:* Underlings cannot be followed.

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

32.3/2 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.

32.3/3 Underlings can be left behind as explained in rule 27.7. Underlings never find "Hidden enemies", and the hiring character decides when they will stay behind. When the 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.

32.3/4 HORSES: Hired natives can never use the round horse counters. They can use only their own native horses.

32.5 HIDING: Hired natives (and their horses) turn dark side up when they are hidden, light side up when they are unhidden. Hired leaders hide like characters: they are unhidden when they start their turns and hide by doing the HIDE activity. Hired underlings are automatically unhidden at *Sunrise* of each day. The only way they can hide is by following a character or leader when he hides.

32.6 BLOCKING: Hired leaders can block and be blocked like characters, as explained in rule 28. They can also be blocked by unhired natives during trading and hiring. Hired underlings cannot block and they cannot be blocked.

32.7 COMBAT: Combat takes place in clearings that contain hired leaders even if no characters are present. Combat does not take place in clearings that contain only underlings, unhired natives and/or monsters. During each round of combat, each character who has hired natives in the clearing can use them to fight even if he is not in the clearing himself. Underlings cannot start a fight by themselves, but once combat begins they fight just like hired leaders. *Note:* Hired natives never run away.

32.7/1 Put hidden natives to one side to identify them, since hired natives can turn dark side up while unhidden. Hidden natives can be attacked by an enemy only if he has found "Hidden enemies" that day. Natives can attack hidden enemies only if they have found "Hidden enemies" that day. A hired native is instantly unhidden when it becomes a target or is assigned to a target.

32.7/2 During each round of combat, each character can assign each of his hired natives to attack one character, monster or native.

a. When a hired native is assigned to attack a character, it is put on his MELEE SECTION, like a monster, and it limits the action chits he can play during the encounter step. When a hired native is assigned to attack a monster or native, or a monster or native is assigned to attack a hired native, the attacker and target are put on an unused MELEE SECTION. The target is the "owner" of this MELEE SECTION (see rule 33). Each hired native can be assigned only once per round.

b. IMPORTANT: 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 attacking it. Attacks by characters do not affect who the denizen can attack. *Exception:* A red-side-up Tremendous monster can attack a character while it is being attacked by denizens.

32.7/3 At the start of each encounter step, each unassigned hired native can lure one monster or unhired native into attacking; hired natives cannot be lured. Denizens that are assigned randomly can be assigned to hired natives only if the hiring character is hidden or is not in the clearing. When a character takes his deployment turn, each of his hired natives that is not being attacked can be assigned to a target. Natives that are left unassigned or that become unassigned after his deployment turn cannot attack this round.

a. When a denizen who is attacking a character is itself attacked by a hired native, it stops attacking the character and is reassigned to the native. *Exception:* If the denizen is a red-side-up Tremendous monster, it keeps attacking the character.

b. A hired native who is being attacked by denizens must attack one of those denizens. He cannot be assigned to a new target.

c. A monster or battling native who has been lured by a hired native cannot be lured away by other characters or natives.

32.7/4 Each character has a limited amount of control over how his hired natives fight.

a. Each hired native who has a horse must always be played with his horse (except in caves). He cannot choose to dismount.

b. During the character's deployment mm, he can turn each native and native horse either side up, as he chooses.

c. At the start of the melee step, each native horse counter must turn over. The new side stays face up throughout the step.

d. When the character's ATTENTION chit is picked, he can choose targets for his natives who have their own MELEE SECTIONS, and he can position his hired natives who are on MELEE SECTIONS owned by monsters and battling natives. He cannot turn any counters over.

e. When the character secretly makes his own plays, he also makes the plays for each of his hired natives who is on its own MELEE SECTION. He can turn his native counters either side up as he places them (but he cannot turn over their horses). He can also position all of the denizens who are on his hired natives' sheets. He cannot turn them over.

f. Hired natives who are on their own sheets stay where they are and do not "change tactics". All hired natives who are on someone else's sheet and all monsters and battling natives are positioned randomly and can "change tactics".

32.7/5 Natives that are battling a character will also attack his hired natives, even if the character is not in the clearing himself. If a character has hired natives in a clearing that contains unhired natives, then when combat begins he must roll for battling natives just as if he were in the clearing himself. When a hired native lures or attacks an unhired native, then the unhired native's group starts battling the hiring character and his hired natives. Battling does not carry over from clearing to clearing: a group that is battling a character in one clearing does not automatically battle him in other clearings.

32.7/6 Treachery: When a character specifies one of his own hired natives as a target for himself or one of his hired natives, 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.

a. "Rebels" cannot attack nor be attacked by monsters and unhired natives. All such attacks are cancelled.

b. "Rebels" are automatically battling all characters and hired natives who are attacking them or who they are attacking.

32.8 DISENGAGEMENT: At the end of each round of combat, hired natives who are being attacked by red-side-up Tremendous monsters remain assigned. All other hired natives become unassigned.

32.9 Rounds are repeated as long as there are characters or hired natives in the clearing, until there are two uneventful rounds.

33. DENIZENS IN COMBAT

33.1 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". When a hired native "lures" an uncontrolled denizen, or when an uncontrolled denizen is assigned to a hired native randomly, the uncontrolled denizen is the attacker and the hired native is the defender. When a hired native is assigned to a target during a deployment turn, the hired native is the attacker and the target is the defender.

33.2 If the defender was already assigned to some other target, his assignment is broken and he turns to fight the attacker. A denizen who is attacked by denizens must always attack one of the denizens who is attacking him. He cannot attack a character (even if the character is attacking him), and he cannot attack a denizen who is not attacking him. *Exception:* See rule 33.8.

33.3 The attacker and defender are put on an unused MELEE SECTION to resolve the combat. The defender is the "owner" of the MELEE SECTION. Each MELEE SECTION can have only one owner: each defender gets his own MELEE SECTION.

33.3/1 When additional denizens are assigned to attack a defender, they just join the attackers on the defender's sheet.

33.3/2 When an attacker on a defender's sheet is itself attacked by a third denizen, the attacker is removed and becomes a defender on his own sheet. *Special:* When the last attacker on a defender's sheet is removed, leaving the defender alone on the sheet, then the defender leaves his sheet and becomes the newest attacker on the ex-attacker's sheet.

33.4 Each defender is attacked by all of the attackers on his sheet, and he will attack one of the attackers on his sheet. The denizens are positioned on the sheet to show their status: the defender is positioned in the red boxes,

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, who 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 became the Goblin's target. The Black Knight chooses the Lancer as his target and the Elf chooses the Goblin as his target.

Randomizing: The Goblin, Lancer and Archer all made separate rolls for repositioning and changing tactics.

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 horse, killing it.
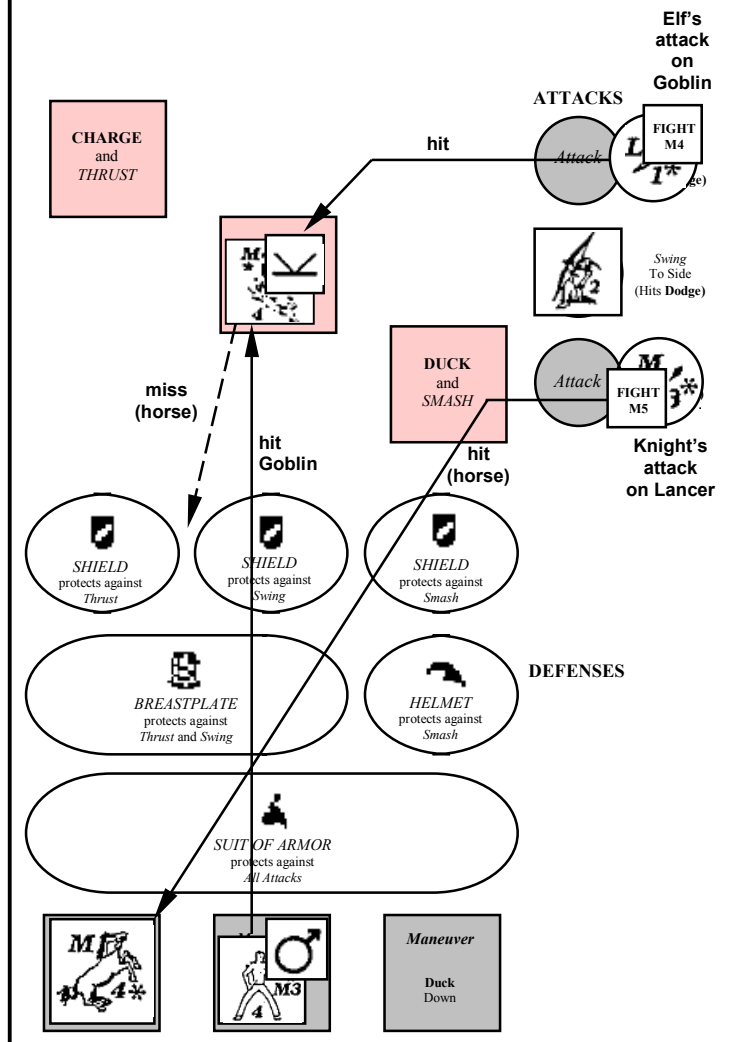
the denizen he is attacking is positioned in the *Maneuver* squares, and the other attackers on the sheet are positioned in the *Attack* circles.

33.4/1 Hired natives: If the defender is a hired native, the hiring character controls his sheet. When the hiring character's ATTENTION chit is picked during the melee step, he chooses the defender's target. He puts the target in the *Maneuver* boxes and puts the other attackers in the *Attack* circles. When attacks and maneuvers are being secretly played, the hiring character positions all of the counters that are on the native's sheet. He positions only those counters that are on sheets owned by his hired natives; hired natives

on other sheets are positioned by the owners of those sheets.

a. 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.

b. He can put the defender's target in any of the *Maneuver* squares, and he can put each extra attacker in any *Attack* circle. He must put counters in as many 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.

33.4/2 Uncontrolled denizens: If the defender is a monster or unhired native, he automatically attacks the attacker who was most recently put on his sheet: as each attacker is put on his sheet it is stacked in the *Thrust* circle, with the most recent attacker on top. At the start of the melee step the attacker on top of the stack becomes the defender's target.

a. The defender is put in the "CHARGE and *THRUST*" box and his head, club or horse is put in the "DODGE and *SWING*" box.

b. The attackers on the sheet are all hired natives; each attacker is positioned by the hiring character, when his ATTENTION chit is picked at the start of the melee step. The defender's target can be put in any *Maneuver* square, and the extra attackers can be put in any *Attack* circles; they do not have to fill all the circles. The hired natives cannot turn over. 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 hired natives.

33.5 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.

33.5/1 Roll once to reposition the defender's target and once more to reposition the extra attackers. The counters move as shown on the appropriate REPOSITIONING DENIZENS table. When changing tactics, roll for each circle or square that contains denizens.

33.5/2 If the sheet's defender is a monster or unhired native, he can also change positions and change tactics: roll separately for him. If the defender is a hired native, he remains as he was placed: he cannot be repositioned and he cannot change tactics.

33.6 A denizen's attack hits its target if it undercuts or intercepts the target's maneuver. The circle, square or box where each counter is positioned defines its attack and maneuver directions. The red arrows show which boxes and squares intercept each other, and the grey arrows show which circle intercepts each box.

33.7 At the end of the round of combat, all denizens who are on sheets owned by denizens become unassigned. *Exception:* See rule 33.8.

33.8 TREMENDOUS MONSTERS attack hired natives the same way they attack characters (see rule 24). Tremendous monsters that are red side up do not change targets when they are attacked by other denizens.

33.8/1 If a red-side-up Tremendous monster is assigned to a character when it is attacked by a hired native, 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.

33.8/2 If a red-side-up monster is assigned to a native at the end of a round, then the monster and native remain assigned to each other. 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.

33.9 At the end of the round of combat, red-side-up Tremendous monsters remain assigned to their targets and all monsters and battling natives that are assigned to characters remain assigned to those characters. All other denizens become unassigned.

34. WAR (Characters and Natives in Combat)

34.1 During the *Evening*, combat is resolved in each clearing that contains a character or hired leader. When taking one ATTENTION chit from each clearing, take a leader's chit if there is no character in the clearing. Combat is not resolved in clearings that contain only underlings, monsters and/or unhired natives.

34.1/1 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 controls his hired natives during combat but he himself cannot attack and he cannot be attacked.

34.1/2 If there are unhired natives in the clearing, each character who is taking part in combat rolls to see if they will battle him. Natives that battle him will also attack his hired natives; if he or one of his hired natives lures an unhired native or specifies it as a target, the unhired native's group starts battling him and his hired natives. See rules 30 and 32.7/5. *Special:* Unhired natives can battle his hired natives even if the character himself is not in the clearing. If he has natives in a clearing but is not there himself, then if combat starts he must roll for battling natives just as if he were in the clearing.

34.1/3 The character who had the first turn during *Daylight* on this game day is the "first character"; if a hired leader had the first turn, the hiring character is the first character. During combat, 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.

34.1/4 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.

34.2 ASSIGNMENTS: During each round of combat, each character and denizen is assigned to the target it will attack. Unhired natives and monsters cannot fight each other, and nobody fights with the visitors.

34.2/1 To specify another character as his target, a 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.

34.2/2 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 circle (see rule 33).

34.2/3 A character or hired leader can specify hidden targets only if he has found "Hidden enemies" that day. Monsters, unhired natives and hired underlings cannot be assigned to hidden targets; they never find "Hidden enemies."

34.2/4 When a hidden character or hired native specifies a target or is specified as a target, he is instantly unhidden. *Note:* Characters and hired natives can stop hiding voluntarily at any time.

34.3 MONSTERS AND BATTLING NATIVES: At the start of the encounter step, all horses belonging to unhired natives are turned "walking" side up. Then all monsters and battling natives are assigned to their targets.

34.3/1 Luring: Starting with the first character and going to the left, each character in turn can lure monsters and unhired natives into attacking him and his hired natives. He can lure any number of attackers himself, and each hired native can lure one attacker. Hired natives, denizens that are assigned to hired natives and red-side-up Tremendous monsters cannot be lured.

34.3/2 Random assignment: Each monster and battling native that remains unassigned must be assigned to a target, if possible. The players specify which denizen is being assigned, and each character rolls once as explained in rule 21.4. *Exception:* If the character is not in the clearing, his die roll modifiers do not affect his die rolls.

a. A character must roll only if he is unhidden and in the clearing, or if he has an unhidden native in the clearing. He must roll for a battling native only if it is battling him. Attackers that have no unhidden targets remain

unassigned.

b. 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 hired natives. There is no limit to the attackers that can be assigned to a hired native randomly.

34.4 THE DEPLOYMENT TURN: Starting with the first character and going to the left, each character in turn deploys his hired natives. If the character himself is in the clearing, he can also play a MOVE chit to "charge" another character.

34.4/1 Deploying natives: The character can turn each of his hired natives and native horses either side up, and then he can assign each hired native that is not being attacked to a target by putting it on its target's MELEE SECTION (see rule 32.7).

34.4/2 Charging: The 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.

a. 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, his MOVE chit is not limited by the denizens on his sheet.

b. Charging specifies the character's target for the round. He cannot change targets during the melee step.

34.5 ACTIONS: Starting with the first character and going to the left, each character who did not charge this round can do one action as explained in rule 21.5. He can play an action chit 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).

34.5/1 Each native who is riding a native horse uses the move time shown on the horse counter, not his own move time.

34.5/2 Hired natives never do actions. They never run away.

34.6 MELEE STEP: At the start of the melee step, each monster and unhired native who is on his own MELEE SECTION selects the topmost attacker on his sheet as his target (see rule 33.3). 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 step.

34.6/1 ATTENTION chits: The characters who are taking part in combat mix and pick their ATTENTION chits randomly, and when a chit is picked its owner takes his turn. He selects the target for each of his hired natives who is on its own MELEE SECTION (see rule 33.3) and if he is in the clearing he puts his ATTENTION chit on his own target; if he charged this round, the only target he can attack is the character he charged (he can leave his chit unplayed, if he wishes). The character also positions his hired natives who are on MELEE SECTIONS owned by monsters and battling natives (see rule 33.4). *Note:* If a character is not in the clearing but is taking part in combat because of his hired natives, he uses a red numbered chit as his ATTENTION chit, and he picks no target for himself.

34.6/2 Playing attacks and maneuvers: when the characters secretly and simultaneously play their attacks and maneuvers, each character also secretly plays the attack and maneuver for each of his hired natives who is on its own MELEE SECTION, and he positions the attackers on his sheet and his natives' sheets (see rule 33.5).

34.6/3 Randomizing: Hired natives who are on their sheets stay in the boxes where they were played and do not change tactics. The players roll to randomize the positions of all of the other denizens, and then they roll separately for each group of denizens to see if that group "changes tactics" (except for the horse counters and Tremendous monsters, who never "change tactics"). See rule 33.6.

34.7 RESOLVING ATTACKS: Each native fights like a monster, with the combat values shown on his counter and with the attack direction and maneuver direction defined by his placement. Each attack hits if it

intercepts or undercuts its target's maneuver. Hits take effect in the order defined by their weapon length and attack time. See rule 24. When a native is hit by harm that equals or exceeds his vulnerability, he is killed. He is not affected by harm that is less than his vulnerability.

34.7/1 When one character attacks another, his ATTENTION chit attacks like a monster, 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.

34.7/2 If a character attacks a target on a denizen's MELEE SECTION, his attack circle intercepts the matching circle on that MELEE SECTION, 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.

34.7/3 On a denizen's sheet, each attacker in an *Attack* circle intercepts the red box his circle points to, the owner intercepts the *Maneuver* square that his red box points to, and the attacker in the *Maneuver* square intercepts the red box that points to his square.

34.7/4 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.

a. The player's die roll modifiers do *not* affect this roll - he is rolling for the native, not for himself. Any player can roll.

b. 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.

34.7/5 Armored natives: Each Knight, Great Swordsman, Pikeman, Short Swordsman and Crossbowman is protected by armor in all directions (no other natives have armor). Every attack that hits one of these natives hits armor and is reduced by one sharpness star.

34.7/6 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.

34.7/7 When a Tremendous monster 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 killed. See rule 33.8.

34.8 DISENGAGEMENT: 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. Each red Tremendous monster that is assigned to a hired native is put on its own MELEE SECTION. See rule 33.8.

34.9 Combat ends in the clearing when no characters or hired natives are left in the clearing. While a character or hired native remains, rounds of combat are repeated until nothing is killed, damaged, wounded or fatigued for two consecutive rounds (see rule 25).

35. SPOILS OF WAR

35.1 KILLS BY CHARACTERS: 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.

35.1/1 When a character kills a monster, he gains its FAME bounty and NOTORIETY bounty, multiplied by the number of kills he made that day (including the monster he just killed). When he kills a native, he gains its NOTORIETY bounty, multiplied by the number of kills he made that day (including the native he just killed)₁ and he gains the native's GOLD bounty, *without multiplication.* Natives do not have a FAME bounty. When he kills another character, he takes the victim's recorded NOTORIETY, without multiplication. 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.

35.1/2 When a character kills a character or hired leader, he also takes any belongings and recorded GOLD the victim has with him.

35.1/3 When a character kills a horse, he gets nothing. Horses do not count as kills.

35.2 HIRED NATIVES: when a hired native 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.

35.2/1 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.

35.2/2 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.

35.3 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.

35.4 MONSTERS: When a monster kills a character or hired leader, the victim's GOLD vanishes and his belongings are abandoned.

35.5 When a character is killed, his hired leaders keep the belongings they are carrying (see rule 32.2/1b).

35.6 When a hired native is killed, the hiring character loses recorded NOTORIETY equal to the native's NOTORIETY bounty.

35.7 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.

36. MISSIONS AND CAMPAIGNS

36.1 All six visitor/mission chits start the game on the APPEARANCE CHART, with either face side up. These chits appear on the map as explained in rule 12 regardless of which side is face up, but once a chit is on the map the face up side defines how it functions. A chit with CRONE, SHAMAN, SCHOLAR or WARLOCK face up is a visitor chit, as explained in the FIRST ENCOUNTER. A chit with ESCORT PARTY or FOOD/ALE face up is a "mission" chit. A chit with WAR, CONQUER, REVOLT, QUEST, RAID or PILLAGE face up is a "campaign" chit.

36.2 A mission or campaign chit has no effect on play until a character takes it. *Note:* Hired leaders cannot take these chits.

36.2/1 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. *Note:* The chit takes no part in combat.

36.2/2 A character can have no more than one campaign chit at a time. There is no limit to the number of mission chits he can have at the same time; he can have one or both of the mission chits; whether he has a campaign chit or not.

36.3 When a character takes a mission or campaign chit, he must pay a certain cost in recorded FAME and/or NOTORIETY, he commits himself to complete a *task* within a certain *time limit*, and he gains a *reward.* 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.

36.3/1 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 minus FAME or NOTORIETY points, or if paying for the chit would cause him to have minus FAME or NOTORIETY points.

36.3/2 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.

a. The time limit for the WAR, CONQUER, QUEST and REVOLT chits is the end of the game.

b. The time limit for the ESCORT PARTY, FOOD/ALE, PILLAGE and RAID chits is fourteen 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.

36.3/3 The reward that a character gains for taking a mission chit is a certain number of GOLD points that he gets when he completes the task; if he does not complete the task, he does not get the GOLD points.

36.3/4 When a character has a campaign chit, he gains levels of friendliness with certain native groups (but other groups become his enemies). The only reward he gets is this increased friendliness and the use he can make of it while he has the chit.

36.4 The mission chits represent bands of hapless travelers who are going to a specific Dwelling and who will pay for an escort.

36.4/1 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 fourteen days. When he takes the chit, he counts the number of clearings along the shortest route from his clearing to the Dwelling, using any roadways. When he delivers the chit, he collects 2 GOLD points for each clearing he counted as his reward. He must count along the shortest route to define the price he is paid, including hidden roadways if they shorten the route, but he is not obliged to follow this route when he moves.

a. 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.

b. When a character picks up the ESCORT PARTY chit anywhere except at the CHAPEL, his task is to take it to the CHAPEL. When a character picks up the ESCORT PARTY chit at the CHAPEL his task is to take it to the GUARD house.

36.4/2 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.

36.5 The campaign chits represent troublesome individuals who are trying to foment a military campaign in the *MAGIC REALM.*

36.5/1 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.

a. 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 (in the FOURTH ENCOUNTER, this includes Dragons that are transmorphized into other beings, but *not* other beings that are transmorphized into Dragons). He has until the end of the game to complete his task.

b. 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. The character has fourteen days to complete his task.

c. 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. He has fourteen days to complete his task.

d. 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. He has until the end of the game to complete his task.

e. 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. He has until the end of the game to complete his task.

f. 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. He has until the end of the game to complete his task.

36.5/2 A character can never have more than one campaign chit, and he 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 SET UP CARD. *Note:* Natives in the GARRISONS boxes always count as being on the map (not the SET UP CARD).

36.5/3 When a character takes the 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).

a. If a 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.

b. 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.

36.5/4 A character's task 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 SET UP CARD.

36.5/5 Abandoning campaigns: A character has the option to abandon his campaign any time that none of his foes are on the map. He can abandon his campaign while some foes are still alive, as long as they are all on the SET UP 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.

36.6 PROWLING CHITS: Whenever row "6" of the APPEARANCE CHART starts prowling on the seventh day of a game week, all visitor/mission chits that are on the map or the SET UP CARD turn over. Chits that are being carried by characters do not turn over.

STOP! PLAY THIS ENCOUNTER BEFORE PROCEEDING.

FOURTH ENCOUNTER: MAGIC

The FOURTH ENCOUNTER introduces magic and its effects. The map tiles can be enchanted, changing their roadways, and the characters can use spells to gain special powers such as flying, transmorphizing into beasts, controlling monsters, and more.

37. SUMMARY OF THE FOURTH ENCOUNTER

37.1 In the FOURTH ENCOUNTER, the characters can use Rituals to bind spirits and energies in order to work magic. The game is played as explained in the first three ENCOUNTERS, except as explained below.

37.1/1 The game contains five *colors* of magic that cause magic: *WHITE, GREY, GOLD, PURPLE* and *BLACK*. Each Enchanted card supplies the *color* named on it (in red), and *color* magic also appears in various clearings at various times.

37.1/2 The eight types of MAGIC chits are used to gain power over the *colors* of magic. A character must use MAGIC chits to control the *colors* of magic; each character can use only his own MAGIC chits. The Artifacts and Spell Books can also be used as limited MAGIC chits.

37.1/3 Each character must use spells to define exactly what effects the *color* magic causes. 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. Each character has a limited number of spells, although he can gain more during the game.

a. Each character records his spells in the boxes in the "SPELLS" section on the back of his PERSONAL HISTORY sheet.

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.

37.2 At the start of the game the characters who are entitled to spells select their starting spells. they can also "enchant" their MAGIC chits to create *color* chits, and they can choose to acquire more spells as part of their VICTORY REQUIREMENTS.

37.3 Each character can now use the SPELL activity to do "enchantments". He can do nothing on his first SPELL phase each day, but on each subsequent SPELL phase he can either convert one MAGIC chit into *color*

TURN SEQUENCE

1. When a character, hired leader **or controlled monster** becomes unhidden, he and his followers become unhidden.

2. He and his followers do the phases he recorded. On each phase he and his followers do the following, in order:

2.1 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.**

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

2.2/1 **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.**

2.2/2 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.

2.3 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.

3. When a character's, hired leader's **or controlled monster's** turn ends, 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, and the game pieces in his tile can summon new denizens from the APPEARANCE CHART.

3.1 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 he blocked by any of the characters, hired leaders **and controlled monsters** in that clearing.

3.2 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 in 3. above.

1. Before *B!RDSONG:*

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. Optional:* **If the "automatic enchanting" optional rule is being used, the affected tiles turn over.**

1.2 Optional: **If it is the start of a week, 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 ATIENTION 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".

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 AITENTION 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 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, terms of hire expire, mission and campaign chits expire. If this is the last day in the game, the game ends.

7.1 **All Combat spells expire.**

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

7.3 **All** *Permanent* **spells fall inert (except those that are supplied with the proper** *color* **magic by an automatic source).**

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.

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.

3. The individuals in the clearing do rounds of combat until there are no characters, hired leaders **or controlled monsters** in the clearing, or until there are two consecutive rounds in which nothing is killed, no action chits become inactivated, 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.

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 Each character[1] can assign uncontrolled denizens[2] to himself[3] and his minions[4].

1.3 Uncontrolled denizens who remain unassigned are assigned to their targets randomly.

I.4 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 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.

2. MELEE STEP: All native horses 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 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 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 Each character[4] secretly plays the attacks and maneuvers for himself (if he is in the clearing) and his minions. The characters reveal their plays simultaneously, and then they roll the dice to reposition the denizens and to see if they "change tactics".

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 Misses are removed. 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.

3.1 Starting with the first character and going to the left, each character can turn his hired or controlled Tremendous monsters red side down (including the character himself, if he is transmorphized into a Tremendous monster).

3.2 All minions 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.

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magic or he can play a MAGIC chit and *color* magic to turn over the map tile he is in. *Note:* When a tile is "enchanted" side up, it supplies *color* magic to every clearing on the tile.

37.4 When a character does a SEARCH activity, he can use the READING RUNES table to obtain spells from Spell Books, Artifacts and Site chits.

37.5 If a character has a Special Advantage, Treasure card or spell that gives him MAGIC SIGHT, then when he does a SEARCH activity he must use the MAGIC SIGHT table instead of the PEER, LOCATE, LOOT or READING RUNES tables. He uses the Site card tables normally.

37.6 When a character does the ALERT activity, he can use it to prepare a

MAGIC chit instead of alerting a weapon. When a MAGIC chit is prepared, it has an effective time number of zero instead of the time number printed on the chit.

37.7 Spells can be 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.

37.7/1 The character specifies his target when his ATTENTION chit is picked at the start of the melee step. His spell cancels any slower spells being cast by his target. If a character casts a spell, he cannot play an attack that round.

37.7/2 When all of the ATTENTION chits have been picked, all of the spells being cast go into effect. Each spell remains in effect until it expires or it is broken. While it remains in effect, the spell and the MAGIC chit used to cast it cannot be used again.

37.8 Spells have a variety of effects. Some make attacks, some change the target's fighting abilities, some control monsters, some allow a character to fly from tile to tile without using the roadways, some convey extra activities or modify the activities, and some break other spells.

37.9 Some spells are "permanent". These spells remain on the target until they are broken, but they become "inert" every Midnight. While inert they have no effect, but they can be energized again by supplying the appropriate *color* of magic.

38. THE ELEMENTS OF MAGIC

38.1 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).

38.2 *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.

38.2/1 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.

38.2/2 Each Enchanted card carries the *color* of magic that is printed in red on the card. The card always supplies an unlimited supply of this *color* to everyone in its clearing, even when it is being carried by someone else.

a. 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. When an Enchanted card is on a roadway between clearings, it supplies *color* magic to everyone on that roadway.

38.2/3 The CHAPEL Dwelling automatically supplies an unlimited amount of *WHITE* magic to everyone in its clearing.

38.2/4 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: *GREY* magic is supplied on day 14 of each month, *PURPLE* magic is supplied on day 21 of each month and *GOLD* magic is supplied on day 28 of each month. The magic that is supplied on day 7 varies from month to month: *WHITE* magic is supplied in the first month, *BLACK* magic in the second month. When playing a one-month game, both *WHITE* and *BLACK* magic are supplied on the seventh day of the month.

38.2/5 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. When a tile is "enchanted" side up, the tile itself automatically

supplies an unlimited supply of *color* magic to everyone on that tile. The green side of the tile does not supply *color* magic.

a. 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 on 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".

b. 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.

38.2/6 The characters can also use certain MAGIC chits to create personal *color* magic that only they can use. See rule 39.4.

38.3 MAGIC CHITS: Each MAGIC chit represents a ritual that controls the *colors* of magic. Playing MAGIC chits is the only way characters can control the *colors* of magic. A character can do magic only if he can play the necessary MAGIC chit.

38.3/1 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.

38.3/2 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.

38.3/3 When a character does the ALERT activity, he has the option to "prepare" one of his MAGIC chits instead of turning over a weapon counter. The prepared 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. *Note:* At *Midnight,* all prepared MAGIC chits fatigue.

* The characters cannot start the game with MAGIC chits prepared.

38.3/4 Type I, II, III, IV and V chits can be "enchanted" and turned into specific *colors* of magic (see rule 39): type I chits become *WHITE* magic, type II become *GREY* magic, type III become *GOLD* magic, type IV become *PURPLE* magic and type V become *BLACK* magic.

a. An enchanted chit cannot be used as a MAGIC chit, but its owner can use it to supply *color* magic. As soon as it is used once, it reverts to being a normal MAGIC chit and fatigues.

b. Type VI, VII and VIII chits cannot be "enchanted".

38.4 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 it is explained in more detail on the LIST OF SPELLS (and in these rules).

38.4/1 Each spell requires a specific *color* of magic and a specific type of MAGIC chit; a character can use 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). Each spell is explained on the LIST OF SPELLS and is summarized on its spell card.

38.4/2 Each character must obtain a spell before he can use it. Each character starts the game with a limited number of spells, and he can obtain

more. He records the spells he can use in the "SPELLS" boxes on the back of his PERSONAL HISTORY sheet.

38.4/3 The Spell cards are put on the SET UP CARD to show where each spell can be obtained. When a character obtains a spell he does *not* take its spell card - he records the spell on his sheet and leaves the spell card for others to find.

38.5 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.

39. ENCHANTING (The SPELL Activity)

39.1 In the FOURTH ENCOUNTER, characters who have type I, II, III, IV or V MAGIC chits can use the SPELL activity to do "enchantments". Each character can do nothing on the first SPELL phase he does each day. On each subsequent SPELL 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.

39.2 To record his first SPELL phase of the day, the character records "SPX". When he does the phase, he does nothing. He can rearrange belongings and trade normally at the start of the phase, and he can block and be blocked at the end of the phase.

* *Explanation:* The character uses his first SPELL phase of the day to gather his strength, focus his attention, and prepare his materials to do magic.

39.3 To record each subsequent SPELL activity of the day, the character records "SP". When he does the activity, he must specify one of his type I, type II, type III, type IV or type V MAGIC chits and either enchant that MAGIC chit or use that MAGIC chit to enchant the tile where he is located. He can do the SPELL 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 SPELL activity, then the activity is cancelled. Type VI, VII and VIII chits cannot do enchantments.

39.3/1 The character can do only one enchantment per SPELL phase. He can specify and use only one MAGIC chit.

39.3/2 The character cannot voluntarily cancel the activity. If he has an active chit of the required type, he must do the activity.

39.4 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 always become *GREY* magic, type III become *GOLD* magic, type IV become *PURPLE* magic and type V become *BLACK* magic. He can enchant only one MAGIC chit per SPELL phase.

39.4/1 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.

39.4/2 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.

39.4/3 *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.

39.5 To enchant a map tile, the 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). 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.

39.5/1 The *color* magic that is required to enchant a tile depends on the

MAGIC chit that was specified:

a. A type I MAGIC chit must be supplied with *WHITE* magic.

b. A type II MAGIC chit must be supplied with *GREY* magic.

c. A type III MAGIC chit must be supplied with *GOLD* magic.

d. A type IV MAGIC chit must be supplied with *PURPLE* magic.

e. A type V MAGIC chit must be supplied with *BLACK* magic.

39.5/2 If the MAGIC chit is supplied with 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.**

39.5/3 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.

39.5/4 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.

a. 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 (see rule 21.6). If this roadway has vanished or has turned into a hidden roadway he cannot use, he cannot run away that day.

b. 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.

39.6 The Remote SPELL activity: The remote SPELL 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 SPELL activity, a character records "RS" 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 SPELL 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. 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.

40. OBTAINING SPELLS

40.1 Each character records his spells 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 cannot record spells.

40.1/1 The fourth (final) stage of each character's Development section specifies how many spells of each type he gets at the start of the game (he gets none of the spells listed for earlier stages); if no spells are listed, he gets no spells. 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.

40.1/2 When a character is killed, his recorded spells vanish. The killer does not get them.

40.2 SPELL CARDS: Before the start of the game the Spell cards are secretly put on the SET UP CARD to specify where new spells can be acquired (see STEP 7 under PREPARE FOR PLAY). Each Spell card in the

VISITORS section can be bought from the visitor named above its box, and 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, and it can be learned by reading runes. Each Spell card remains secret until it is found during the game.

40.3 Awakened spells: During the game, the Spell cards that belong to the Artifacts and Spell Books can be "awakened". When a Spell card is awakened, it is removed from its box and for the rest of the game it remains with the item it belongs to, face down. *Note:* Spell cards belonging to visitors and Site chits cannot be awakened. They always remain in their boxes on the SET UP CARD.

40.3/1 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 SET UP CARD.

40.3/2 Each Artifact and Spell Book can be used to cast its awakened Spell cards (see rule 42).

40.4 Learning spells: A character can learn a new spell only from its Spell card. When he learns a new spell, he secretly records it and the item, site or visitor he got it from. He does *not* take the Spell card itself - he leaves it for others to find.

40.4/1 A character can record a 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.

40.4/2 A character can gain only one spell from each Spell card. He cannot duplicate a spell that he has already recorded from a Spell card - he cannot gain 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.

40.4/3 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.

40.5 The SPELLS victory requirement: Each character can choose to gain spells as part of his VICTORY REQUIREMENTS (see rule 4). The SPELLS factor is "2" - it takes 2 spells to make one victory point. Each victory point he assigns to spells requires him to gain two spells, and each spell he gains in excess of his requirement is worth half a point.

40.5/1 He can count a spell only if he gained it from a Spell card. He cannot count spells he had at the start of the game. If he gets a spell from a Spell card that duplicates one of his starting spells, he can count the duplicate but not the starting spell.

40.5/2 Only recorded spells count towards the victory requirement. Spell cards belonging to Artifacts and Spell books do not count.

40.6 READING RUNES: 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.

40.6/1 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:* See rule 40.6/2). He rolls the dice and consults the READING RUNES table to find his result, as explained on the table.

a. 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 (see rule 40.3), but if it belongs to a Site chit, he puts it back in its box, under any other Spell cards in that box.

b. If he rolls a "learn" result, he can record the spell only if he meets the conditions explained in rule 40.4.

c. 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.

40.6/2 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.

40.7 BUYING SPELLS: The characters can buy spells from visitors. The basic GOLD price of a spell is 10 GOLD points.

40.7/1 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 a spell only if it fulfills the conditions explained in rule 40.4. He does *not* reveal the spell he buys.

40.7/2 The characters cannot sell or give recorded spells to other characters, and the visitors never buy spells.

41. CASTING SPELLS

41.1 Spells can be cast only in the *Evening*, during rounds of combat.

41.1/1 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.

41.1/2 Each character can cast one spell per round of combat. To cast a spell, he must play a MAGIC chit when it is his turn to do an action during the encounter step, and then he must specify his target when it is his turn to specify a target at the start of the melee step. When all of the characters have specified their targets, the spells go into effect.

41.2 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 is referred to as a "spellcaster."

41.2/2 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. "Prepared" MAGIC chits automatically have a time number of zero instead of the number printed on the chit.

41.2/3 The denizens and ATTENTION chits on the spellcaster's MELEE SECTION limit the MAGIC chits he can play.

a. 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. He cannot play a MAGIC chit if its time number exceeds the move time of any denizen or ATTENTION chit on his sheet. *IMPORTANT:* Notice that a MAGIC chit (unlike other action chits) is not stopped by move times that *equal* its time number.

b. 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.

41.2/4 The *color* magic can be supplied by any of the sources of *color* magic described in rule 38, as long as it supplies the proper *color*. The source can be 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. *Note:* The *color* magic is required only at the moment that the MAGIC chit is played.

a. If the spellcaster uses a *color* chit, the chit immediately fatigues and reverts to being a normal MAGIC chit. Each *color* chit can supply only one spell with *color* magic before it fatigues.

b. 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.

41.3 The spellcaster specifies his target(s) at the normal time, when his ATTENTION chit is picked at the start of the melee step.

41.3/1 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. If the spell allows more than one target, the spellcaster puts his ATTENTION chit on one target and names the rest.

a. When he specifies characters, denizens and items as targets, the spellcaster is limited to targets who 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.

b. 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 Goblins in his clearing, and a "bats" target must include all of the uncontrolled Bats in his clearing.

c. 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. A "one Sound" target can be any face-up Sound chit anywhere on the map.

d. 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).

e. 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.

41.3/2 When the spellcaster specifies a character or denizen as his target, he and his target are instantly unhidden; if he specifies anything else as his target, he remains hidden. He can specify a hidden target only if he found "Hidden enemies" that day.

41.4 When all of the characters have specified their targets, the spells that have been played come to life and start working. The spells 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.

* 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. To determine which of two spells starts working first, compare the time numbers on their MAGIC chits. The chit with the lower number starts working first.

41.4/1 *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.

a. 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. 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.

c. 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.

41.4/2 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.

41.4/3 When a spell starts working, its special effects start affecting the target. The LIST OF SPELLS indicates the effects caused by each spell, and the rules explain these effects in more detail.

41.5 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.

41.5/1 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.

41.5/2 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 on separate rounds of combat.

41.5/3 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.

41.6 After all of the spells have started working or have been cancelled, the characters secretly play their attacks and maneuvers.

41.6/1 A character cannot attack with a weapon or FIGHT chit in the same round that he successfully casts a spell. If he played a spell that started working, then he cannot attack with a weapon or FIGHT chit. He can play a maneuver normally.

41.6/2 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.

41.7 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.

41.8 Rounds of combat continue as long as any spells are cast in the clearing.

41.8/1 Combat in a clearing ends immediately when there are no characters, hired natives or controlled monsters in the clearing.

41.8/2 While characters or hired or controlled denizens remain in the clearing, combat continues until 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.

42. VARIETIES OF SPELLS

42.1 Each spell's *Duration* defines when it expires and how it is implemented.

42.2 Each *Instant* spell, *Attack* spell, *Move* spell and *Phase* spell inflicts a one-time effect and then expires. The MAGIC chit that was played to cast the spell is put with the target to represent this effect until it is used. When the effect is used the spell expires and the MAGIC chit fatigues.

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

42.4 When a character 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 his ATTENTION chit in an *Attack* circle to define his attack direction. His attack time is equal to the completion time of his spell - the time number on the spell's MAGIC chit (prepared MAGIC chits have an attack time of zero). 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.

42.4/1 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.

42.4/2 When all of the attacks have been resolved, the spell expires. The *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.

42.5 When a *Move* spell comes to life 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 an active horse during his turn or during combat, and when he plays it he flies (see rule 47). 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.

42.5/1 When a native is the target of the spell, he can use the FLY chit in place of his own move values.

42.5/2 When the target cannot play action chits due to a spell, he cannot play the FLY chit.

42.6 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.

42.6/1 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.

42.6/2 When the target cannot rearrange belongings due to a spell, he cannot activate the MAGIC chit.

42.7 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.

42.7/1 Each *Combat* spell remains in effect for the rest of the day; it expires at *Midnight.*

42.7/2 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.

42.8 PERMANENT SPELLS: *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".

42.8/1 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.

42.8/2 At *Midnight* of each game day, all *Permanent* spells become inert. When a spell is inert, it has no effect on the target.

42.9 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). *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.*

42.9/1 Enchanted cards, map tiles, and the seventh day of each week energize spells automatically, regardless of the wishes of the characters. A 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 a map tile that supplies *PURPLE* magic, or when it is the 21st day of the month.

42.9/2 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. 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.

b. During *Daylight*, he can play *color* chits each time he or anyone else starts a phase of their turn in his clearing. During combat, he can play *color* chits only when it is his turn to do an action (playing *color* chits does *not* count as his action - he can also 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.

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

42.9/3 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.

43. SPELL EFFECTS

43.1 *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.

43.2 When a spell is cast 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.

43.2/1 If the spell prohibits a character from specifying a certain individual as a target, he cannot charge that individual and he cannot specify that individual as the target of an attack or spell. If he has already played a charge against that individual, 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). If the individual is an unhired and uncontrolled denizen, 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 hired natives. They can lure and attack the individual normally.

43.2/2 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.

43.3 DIE ROLL MODIFICATIONS and **EXTRA AND ENHANCED ACTIVITIES** caused by spells are added to those caused by Special Advantages and Treasure cards. Each character must note the spell that causes each extra or enhanced activity. He can do the activity only if the spell is in effect when he starts the activity. *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. If the spell is still inert when he starts the activity, the activity is cancelled.

43.4 KILLING: 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.

43.5 ALTERING MAGIC CHITS: When a spell alters MAGIC chits, the spellcaster can alter only his own active MAGIC chits: he cannot alter inactive chits, enchanted chits, committed chits, 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.

43.5/1 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).

43.5/2 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.

43.6 MAGIC SIGHT is caused by the "DISEMBODIED" 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.

43.6/1 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 Site card tables. When he loots a Site card he still must use its special table.

43.6/2 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 can/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.

43.6/3 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 "Treasure cards" result he finds everyone who owns a weapon, armor or horse counter, including all natives, Goblins, Ogres and Giants. 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.

43.6/4 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.

43.6/5 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.

43.6/6 The only way he can discover hidden paths and secret passages is by rolling a "1", which allows him to choose any result he chooses from the PEER or LOCATE tables.

* When a character starts using MAGIC SIGHT, he keeps sight of any hidden enemies he found normally earlier that day.

44. STOPPING, NULLIFYING AND ENDING SPELLS

44.1 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.

44.2 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.

44.2/1 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.

44.2/3 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.

44.2/4 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.

44.3 COMPETING SPELLS: Unless specified otherwise on the LIST OF SPELLS, a *Combat* spell, *Day* spell or *Permanent* spell cannot go into effect if it duplicates a spell that is already bewitching the target. If a target is bewitched by one of these spells when a duplicate of the spell goes into effect, the target is released from the second spell (see rule 44.2/1). *EXAMPLE:* If the target is already bewitched by a TRANSFORM spell, another TRANSFORM spell cannot go into effect against him.

* *Note:* "Competing" spells are duplicates of the same spell cast on the same target: one TRANSFORM spell "competes" with other TRANSFORM spells cast on the same target.

44.3/1 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.

44.3/2 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.

44.3/3 Duplicate *Instant, Attack, Move* and *Phase* spells can be cast on the same target without interfering with each other.

44.4 CONFLICTING SPELLS: 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.

* *Note:* "Conflicting" spells are different spells that inflict mutually exclusive effects on the same target: MELT INTO MIST "conflicts" with TRANSFORM.

44.4/1 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.

44.4/2 *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.

a. *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.

b. *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.

44.4/3 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.

44.4/4 Spells that do not have conflicting effects do not interfere with each other. Each spell has its full effect.

44.5 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.

44.5/1 To release targets from a spell, a spellbreaking spell must be cast in the clearing that contains the target or spellcaster of that other spell. If it goes into effect in the clearing that contains the spellcaster, the other spell is broken. If it goes into effect in a clearing that does not contain the spellcaster, all of the spell's targets in that clearing (including the hex tile itself) are released from the spell, but the spell remains in effect against targets in other clearings.

44.5/2 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.

44.5/3 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 are released from one of the PERSUADE spells, the other PERSUADE spells remain in effect.

44.6 AUTOMATIC SPELLBREAKING: 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.

44.6/1 A spell that was cast by a MAGIC chit is broken when the chit's owner is killed.

44.6/2 When a character or denizen is killed, he is released from all spells that specified him as a target.

45. PACIFYING, HIRING AND CONTROLLING DENIZENS

45.1 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 hired natives. When the spell is broken, all of the targets revert to normal behavior.

45.1/1 If any of the spellcaster's hired natives 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.

45.1/2 When the spellcaster assigns a hired native 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.

45.2 Pacified denizens act like unhired natives who are not battling the spellcaster: they stop attacking and blocking him and his hired natives, 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 natives become unassigned. The spellcaster does not roll to see if they battle him.

45.2/1 While the spell remains in effect, the target denizens cannot be assigned to the spellcaster randomly, but he and his natives can lure them into attacking (which breaks the spell).

45.2/2 On the next game day, the target denizens can block the spellcaster and his hired natives only during trading and hiring.

45.2/3 *Special:* Different spellcasters can cast duplicates of the same spell to pacify the same denizens at the same time.

45.3 When a character (or one of his hired leaders) 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.

45.4 If the pacifying spell is still in effect on the next day, 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.

45.4/1 Pacified monsters can be hired as if they were natives. The target monsters must be hired together, as a group. Each monster's basic GOLD wage is equal to its NOTOIIIETY bounty. Monsters must be hired for GOLD. They cannot be hired free, as a boon.

45.4/2 If the target denizens include a native leader, the spellcaster uses the trading relationship defined by the spell to trade with that leader. *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.

45.5 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 32.7/6).

45.6 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).

45.6/1 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 defines the weight it can carry.

a. Controlled monsters cannot do the TRADE and HIRE activities. They can trade only with characters and hired leaders.

b. When the spell ends, the monster's recorded values vanish and its belongings are abandoned in its clearing.

45.6/2 Each hired monster functions like a hired *underling.* It can only FOLLOW, and when it follows it can only MOVE and HIDE.

45.6/3 Controlled monsters block and are blocked like hired leaders, and when their turn ends they summon denizens like characters. Hired monsters cannot block, they cannot be blocked, and they do not summon denizens.

45.6/4 Monsters that have flying strength instead of a move strength must use the FLY activity (see rule 47) instead of the MOVE activity when they move. They can move normally only by following guides who are moving normally.

45.6/5 When a controlled Bat or Flying Dragon follows a character, he can ride the monster and fly during his turn (see rule 47). He can ride the monster only if its flying strength can carry him, and only during his turn- he cannot ride it during combat.

a. Only characters can ride monsters. Hired or controlled denizens cannot ride monsters.

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

45.7 At the start of combat, Tremendous monsters turn red side down and all other monsters turn light side up. Hidden monsters are put aside until they enter the battle. During combat, the monsters can lure attackers, they cannot be lured, and so on.

45.8 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 (but not FAME) when they are killed. *Exception:* When a spellcaster commits "treachery" against monsters he does not lose any FAME points.

46. TRANSMORPHIZING

46.1 ABSORB ESSENCE and TRANSFORM "transmorphize" an individual into a creature (a monster or lesser beast), and MELT INTO MIST transmorphizes him into a cloud of mist. Unless the spell specifies otherwise, when an individual is transmorphized he moves, blocks and selects targets normally, as if he were not transmorphized.

46.1/1 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.

46.1/2 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.

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

46.2/1 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.

a. 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. 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.

c. If a character becomes transmorphized while he is riding a flying monster, the flying monster is *not* transmorphized with him.

d. 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.

46.2/2 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).

46.3 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.

46.3/1 A transmorphized individual can never do the TRADE, HIRE, REST, ALERT or SPELL activities. He can always MOVE, HIDE and FOLLOW. *Exception:* If he becomes a flying monster, he must do the FLY activity instead of the MOVE activity. See rule 47.

46.3/2 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.

46.4 In combat, a transmorphized individual uses the combat values defined by the spell instead of his own values.

46.4/1 A denizen 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.

46.4/2 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.

46.4/3 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.

a. If he is transmorphized into mist, the only chit he can use is a MOVE T4 chit that he can use only to run away.

b. If he is transmorphized into a creature, his chits match the creature's values. He uses its move values to charge, run away and maneuver, and he uses its attack values to attack. He can use his chits to loot the CAIRNS and POOL without fatiguing, and chits with Tremendous strength can open the VAULT and CRYPT. He must specify exactly which combat value he is using when he plays the chit.

46.4/4 When an individual is transmorphized into a creature, he uses the creature's vulnerability when he is hit.

46.5 Transmorphized individuals cannot ride horses. 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.

46.6 If an individual is affected by several transmorphizing spells at once, the strongest one nullifies the others (see rule 44.4). MELT INTO MIST is the strongest transmorphizing spell, TRANSFORM is the second strongest and ABSORB ESSENCE is weakest.

47. SPECIAL MOVEMENT
(Flying and Walking the Woods)

47.1 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.

47.1/1 Flying monsters always fly. They fly when they charge in combat, and when hired or controlled they fly when they move.

47.1/2 A character or nonflying denizen can gain flying strength in three ways: by riding a flying steed; by being transmorphized into a flying monster or beast; or by using a magical FLY chit created by a spell (including the FLYING CARPET).

47.2 The FLY 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.

47.2/1 To record each FLY activity, he records "FL" and the next *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. His counter is put on the forest in that tile, away from the clearings.

47.2/2 To do the FLY activity, he must meet both conditions explained below. If he fails either condition, the activity is cancelled.

a. He must have flying strength (a FLY chit, his own transmorphized flying values or a flying steed) that is able to carry him.

b. He must be in the tile he recorded, or in a tile that is adjacent to the tile he recorded.

47.2/3 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 trade, block or be blocked. He can abandon items, which land as explained in rule 47.3.

47.2/4 A follower can follow a flying guide only if the follower is able to fly. Otherwise, he is left behind.

47.2/5 Individuals can fly in and out of caves freely; it is assumed that they are using chimneys leading to the surface.

47.3 LANDING: When a character or denizen 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.

47.3/1 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.

47.3/2 When a character or denizen lands, he can block and be blocked normally.

47.4 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.

47.4/1 He can use his flying values like move values, to charge during his deployment turn and to maneuver during the melee step. When he charges or maneuvers, he stays in the clearing.

47.4/2 Each character can use his flying values to "fly away" (instead of running away) as his action during the encounter step.

a. 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).

b. 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 (if he is not blocked).

47.5 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, it expires at the end of the melee step. If it is used to run away or to fly from tile to tile, it expires instantly when its owner lands.

47.5/1 The character who controls when and how a FLY chit is used depends on the spell that created it. See the LIST OF SPELLS.

47.5/2 The owner of the FLYING CARPET has the option to use it repeatedly whenever it is energized, but only once per round of combat.

47.6 MONSTERS: A flying monster, including anyone transmorphized into a flying monster, must use its flying values whenever it moves - it cannot do MOVE phases (except by following a non-flying guide). It can use its flying values repeatedly, without limit.

47.7 FLYING STEEDS: During his turn, a character or denizen can ride a flying monster who is following him, if it can carry his weight (he cannot ride someone who is using a FLY chit to fly). The flying monster can be a transmorphized character or denizen. If his steed stops following him, he and the steed must land (in the same clearing). These flying steeds cannot be ridden during combat.

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

47.8/1 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 roadway , everyone who is following the beast discovers it.

47.8/2 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 by *color* magic by the whole tile.

47.9 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.

48. ARTIFACTS, SPELL BOOKS AND TREASURES WITH SPELLS

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

48.2 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.

48.2/1 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.

48.2/2 The spell must be supplied with the proper *color* magic as explained in rule 41.2/4, or the Spell card cannot be played.

48.2/3 The Spell card automatically has a completion time of zero. When it goes into effect, it prevents its target(s) from completing slower spells as explained in rule 41.4/1. The Spell card is put on the target (in place of a MAGIC chit) to represent the effect of the spell.

48.3 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.

48.3/1 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.

48.3/2 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.

48.4 Each Artifact or Spell Book can be used only once per *Evening*. Once it is played, it cannot be played again that day. When a spell cast by an Artifact or Spell Book ends, the Artifact or Spell Book cannot be used again until the start of the next *Evening:* if it ends during an *Evening* the item cannot be used again until the next *Evening,* but if it ends at *Sunset* or before, the item can be used during the *Evening* of that day.

48.5 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.

48.6 Artifacts and Spell Books and their Spell cards do *not* count towards the SPELLS victory condition.

48.7 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.

48.7/1 The DRAGONFANG NECKLACE and EYE OF THE MOON can be played exactly like Artifacts to cast their spells. Each item can be played only once per *Evening,* and its spell has a completion time of zero. These spells can be broken just like other spells.

48.7/2 The FLYING CARPET is the target of an unbreakable *Permanent* spell that is energized by *PURPLE* magic. This spell cannot be broken - when a spellbreaking spell is used against it the spell just falls inert until it is resupplied with *PURPLE* magic.

THAT'S ALL FOLKS!

ADVANCED RULES

The rules below increase the verisimilitude of the game at the expense of a little more complexity. We recommend these rules to anyone who feels the urge to expand the game system. Before starting, the players should agree whether they will use these rules.

1. CACHING (The Optional Cache Activity)

1.1 Any character can use the CACHE activity to store belongings in a clearing while he moves on; in effect, he creates a private treasure site that only he knows about. He can store belongings and recorded GOLD in this cache, but while they are in the cache he cannot use them and they do not count towards his VICTORY REQUIREMENTS. All characters, hired leaders and controlled monsters can do the CACHE activity.

1.2 To record the CACHE activity, an individual records "C". When he does the activity, he can either create a new cache or "open" a cache that he already has in the clearing. He can create or open only one cache per CACHE phase.

1.2/1 To start a new cache, he puts an unused chit in his clearing to represent the cache, and he records the chit and the GOLD and belongings he is storing. He puts the belongings in a pile (in any order he chooses) to one side, and he subtracts the GOLD from his recorded gold.

a. The cache can contain any amount of recorded GOLD and any number of horses and/or items (stored horses are assumed to be penned up in a concealed corral with forage available). The cache must contain at least one belonging or GOLD point - it cannot be totally empty. The GOLD and Treasure cards in the cache are secret (except for Enchanted cards).

b. An individual can create any number of caches, in the same clearing or in different clearings. If he runs out of unused chits he can use anything that is small and unique to mark his caches: coins, pieces from other games, and so on. He puts each cache's belongings in a separate pile. He can create only one cache per CACHE phase.

1.2/2 When an individual opens an existing cache, he can add and remove GOLD and belongings freely. An individual can open only those caches that he himself has created, and he can open only one cache per CACHE phase.

1.3 Individuals can discover and loot caches as if they were sites. Each individual keeps a record of the caches he has discovered.

1.3/1 When a searching individual "Discovers Site chit(s)", he discovers all caches in his clearing. A cache can be transferred like any other discovery: it can be sold, it can be discovered by spying on someone when he creates, opens or loots it, and so on.

1.3/2 When an individual is in the same clearing with a cache he has discovered, he can loot it like a treasure site. *Special:* The top treasure in the cache's "pile" is always the cache chit itself, representing the GOLD stored at the cache. When a looter is directed to take the "top treasure", he takes the cache's GOLD; if it has no GOLD, he gets nothing. Note: The cache chit is neither a counter nor a Treasure card - it cannot be found by MAGIC SIGHT.

1.3/3 When a hired or controlled denizen creates a cache, the hiring/controlling character cannot open the cache - he can only discover and loot it like anyone else. If the denizen does not transfer the discovery to him, he must search for it like anyone else.

1.4 The player who creates a cache is responsible for keeping a record of what it currently contains, adding and subtracting GOLD and belongings as they are added or removed. When all of the belongings and GOLD are removed from a cache, it vanishes and its chit is removed from the map.

1.5 Once an individual creates a cache, the cache remains on the map until it is emptied, even if the individual is killed.

2. PACK HORSES

2.1 Each individual can assign inactive items to his inactive horses. The horses carry these items, reducing the weight that the individual has to carry. Horses that are carrying items are "pack horses" that automatically follow the individual when he moves.

2.2 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. When an individual rearranges his belongings, he can rearrange the items being carried by his horses.

2.3 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 normally when the individual flies. 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.

2.4 When a character plays a MOVE chit 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.

2.5 When a hired leader or controlled monster has a pack horse, he can use it to carry items that he cannot carry himself.

3. DROPPING (AND LOSING) BELONGINGS

3.1 There are two ways a belonging can be abandoned: it can be 'lost" in the forest, or it can be "dropped" out in the open.

3.1/1 When an individual abandons a belonging involuntarily, either because he is killed or because he becomes unhired or uncontrolled, he must lose the belonging. Lost belongings are handled in exactly the same way that abandoned belongings are handled under the basic rules. They are put in a pile and the only way to obtain them is to loot the pile.

3.1/2 When an individual abandons a belonging voluntarily, he can either lose it or drop it, as he chooses. He must specify his choice when he abandons it. *Exception:* If he abandons it while he is flying, it must be lost in the clearing where he lands.

3.2 When an individual drops a belonging, he puts it in front of himself to one side; if it is a Treasure card, he turns it face up. He no longer owns the belonging. When he leaves the clearing, the belongings he has dropped are put in the clearing on the map (Treasure cards remain face up). Dropped belongings should be put in a separate pile from any lost belongings in the clearing.

3.3 An individual can pick up dropped belongings simply by being in the same clearing with them, but he can pick them up only at certain times. When a hidden individual picks up a belonging that is in front of himself, he remains hidden. He must become unhidden before he can pick up dropped belongings that are not in front of himself. He can choose to become unhidden for this purpose.

3.4 During *Daylight,* an individual can pick up dropped belongings at the start and end of each phase of his turn. He can pick up any number of belongings, one at a time, until he is blocked. At the start of each phase he cannot be blocked, but he can pick up only the belongings that are in front of himself. At the end of each phase he can pick up any dropped belongings in his clearing, but each time he starts to pick up a belonging individuals who are able to block him can block him before he picks up the belonging.

3.5 Denizens cannot pick up dropped belongings during combat. Each character can pick up one dropped belonging per encounter step. This counts as his action - if he picks up a belonging he cannot charge or do any other action that encounter step.

3.5/1 He can pick up a dropped belonging that is in front of himself automatically, without playing an action chit.

3.5/2 To pick up a dropped belonging that is not in front of himself he must play a MOVE chit, subject to the restrictions governing MOVE chits: its move time must undercut the move times on his sheet, and there cannot be a red-side-up Tremendous monster on his sheet.

3.6 When combat ends in a clearing, each individual in that clearing can pick up the dropped belongings that are in front of him. If any belongings remain unclaimed, the individuals take turns claiming them, one at a time, starting with the first character and going to the left. When it is a character's turn, each individual he has in the clearing can pick up one belonging.

4. ADVANCED COMBAT AND MAGIC

4.1 ALERTED MONSTERS: When combat starts in a clearing that contains any unhidden characters or any unhidden hired or controlled denizens, all of the unhired and uncontrolled denizens in that clearing (and their heads and clubs) turn dark side up (Tremendous monsters remain red side down). They change tactics normally during combat. If all of the characters and hired or controlled denizens are hidden when combat starts, the unhired and uncontrolled denizens turn light side up as usual.

4.2 AMBUSHES: When a hidden character who is using a missile weapon specifies a target, he rolls on the HIDE table (normal modifications apply). If he rolls a HIDE! result he remains hidden. If he fails to roll a HIDE! result, he becomes unhidden. Once he becomes unhidden, he remains unhidden normally. Native archers still become unhidden when they are assigned to targets.

***** This rule also applies to a hidden character when he casts a spell on a *single* individual: when he specifies his target, he rolls on the HIDE table and becomes unhidden only if he fails to roll a HIDE! result. If he attacks multiple targets, he must become unhidden. *EXAMPLE:* If he specifies one target for FIERY BLAST, he can remain hidden. If he specifies several targets, he is unhidden.

4.3 POWER OF THE PIT: Monsters and characters use the same procedure to cast the POWER OF THE PIT spells. The spells are cast during the encounter step, even when they are cast by Demons, but they are resolved like *Attack* spells during the melee step. The Imp and the CURSE spell are not affected by this rule. They continue to function as explained in the basic rules.

4.3/1 A Demon's spell comes to life at the start of the encounter step like a character's spell, and it cancels any spell that its target has played but not completed. If a character specifies a Demon as his target and his spell comes to life before the Demon's spell, the Demon's spell is cancelled. *EKAMPLE:* If he casts ASK DEMON with a completion time of zero, the Demon does not cast its spell.

4.3/2 All POWER OF THE PIT spells are resolved as attacks during the melee step. The direction of a Demon's attack is determined as explained in the basic rules. A character puts his MAGIC chit in an *Attack* circle to specify the direction of his attack. If the spell hits, it inflicts its effect directly on the target, not on his armor or horses. If the spell fails to hit, it has no effect. Notice that POWER OF THE PIT can cancel its target's spell even if it ultimately misses the target.

4.4 FLYING ACTIVITIES: When an individual is flying, he can do the ALERT and enhanced PEER activities without landing. He must still land before doing any other activities, and when his turn ends. *Special:* When an individual is flying, he can use his basic and sunlight phases to record and do the enhanced PEER activity. He can search any mountain or woods clearing in his tile or any adjacent tile; he must record the clearing when he records the activity. He cannot search cave clearings.

4.5 SERIOUS WOUNDS: When a character suffers harm exactly equal to his vulnerability, he suffers a "serious wound" instead of being killed. He rolls two dice and suffers a number of wounds equal to the number rolled on the higher die (the die roll is modified normally by treasures and spells).

4.6 DRAGON HEADS: Instead of striking, Dragon head counters "breathe fire" and attack like missile weapons. When a head counter hits, the target rolls on the MISSILE TABLE for the attack (the die roll is not modified). Tremendous Dragon heads have a weapon length of 15, and the Tremendous Flying Dragon's head has a length of 13.

OPTIONAL RULES

The players can use these rules to emphasize the aspects of the game that they find most appealing. These rules are a matter of taste, and are neither recommended nor unrecommended; the players should use only those rules that suit their tastes. Rules included in the same section must be used together, or inconsistencies can develop during play. The players must agree on exactly which rules they will use before they start to play. The rules they choose overrule any conflicting rules in the basic and advanced games.

1. OPTIONAL ABILITIES

1.1 Certain characters are intended to operate in teams, where they can combine their strengths to offset their weaknesses. When diplomacy is absent from the game due to a lack of cooperative players, these characters are at a serious disadvantage. This rule modifies these characters to make them more competitive when they operate independently. *Note:* The players are not obliged to modify all of the characters listed. They should agree on which characters will be modified before selecting their characters.

1.2 WIZARD: The Wizard is modified in two ways. First, treat one of his "MOVE M5" chits as a "MAGIC III2*" chit. Second, he can do enchantments on every SPELL phase of his turn; he is not obliged to do the "SPX" activity before doing "SP" activities.

1.3 CAPTAIN: Due to his reputation for victory, the Captain rolls one die instead of two whenever he does the HIRE activity. He rolls two dice normally when trading or rolling for battling natives.

1.4 WOODS GIRL: The Woods Girl's tracking skills extend to all woods clearings except those on the RUINS and VALLEY tiles. When in a woods clearing (any non-cave and non-mountain clearing) in any other tile, she uses one die for all HIDE, SEARCH and MEETING rolls.

1.5 MAGICIAN: The Magician's alerted MAGIC chits do not fatigue at *Midnight*. Instead, they merely become unprepared.

1.6 DRUID: The Druid gains two advantages. First, his PEACE WITH NATURE extends to Site chits: when he ends his turn, the Site chits in his tile do not summon monsters from the APPEARANCE CHART. Second, he is immune to Curses - no Curses can take effect on him.

1.7 ELF: The Elf is a special case. His abilities are intended to antagonize other characters, putting him at a disadvantage during diplomacy, but if there is no diplomacy his abilities just give him too big an advantage. To compensate for this, when a player selects the Elf as his character he must choose to be either a Light Elf or a Great Elf. If he is a Light Elf, he cannot play his Medium strength FIGHT and MOVE chits during the game. If he is a Great Elf, he cannot play his "MOVE L2*" chit. He can use his unplayable chit(s) to pay for fatigue and wounds he incurs during combat, but he cannot play them for any purpose.

2. SEASONS AND WEATHER

2.1 In the *MAGIC REALM,* the year is divided into thirteen seasons, each coinciding with one lunar month. Each game of *MAGIC REALM* takes place within one of these seasons. This rule allows the players to select the season in which the game takes place.

2.2 The CALENDAR OF SEASONS specifies the peculiarities of each season. The season in which the game is played defines the number of victory points each character must assign to his VICTORY REQUIREMENTS, the number of days in each week, the number of phases in each turn, the number of MOVE phases it takes to enter a mountain

clearing, where the mission chits must be taken to collect a reward and what the reward is, and the *color* magic that is present on the 7th day of the month.

2.2/1 When a character records his VICTORY REQUIREMENTS at the start of the game, he must assign the number of victory points defined by the season instead of the five victory points specified in the basic rules.

2.2/2 Each week consists of the number of days specified by the season instead of the seven days specified in the basic rules.

a. When a week has fewer than seven days, the lost days are skipped over - no one gets a turn, no denizens appear, no combat takes place, characters who are between clearings remain between clearings, and so on. The days are always lost from the beginning of the week: if the week has four days, the players skip days 1, 2, and 3 and play days 4, 5, 6 and 7.

b. The game lasts for four weeks regardless of the number of days in each week. The game ends on the last day of the fourth week.

2.2/3 Each individual's turn consists of the basic, sunlight and "sheltered" phases specified by the season instead of the two basic phases and two sunlight phases specified in the basic rules. Everyone who does a turn gets the number of phases defined by the season: characters, hired leaders, controlled monsters, familiars and phantasms.

a. The season does not affect extra phases. Each individual can still do the extra phases to which he is entitled.

b. "Sheltered" phases are the exact opposite of sunlight phases, except that they can be done in buildings. An individual can use a sheltered phase only if he stays in a cave or at a building throughout his turn; he can move from one cave or building to another, but he cannot fly or enter a building-less woods or mountain clearing in the same turn that he uses a sheltered phase. The INN, CHAPEL, HOUSE and GUARD house are the only buildings; individuals cannot do sheltered phases at campfires.

2.2/4 To enter a mountain clearing, an individual must do the number of MOVE phases defined by the season (instead of the two MOVE phases required in the basic rules). The MOVE phases must be done consecutively, in the same turn.

2.2/5 The ESCORT PARTY and FOOD/ALE chits must be taken to the Dwellings defined by the season instead of the Dwellings specified in the basic rules. When a character delivers them, he collects the reward defined by the season instead of the normal reward.

2.2/6 The *color* magic that is present on day 7 of the month is the *color* specified by the season, not the *BLACK* and *WHITE* magic specified in the basic rules.

2.3 The players must agree on the season to be used before they start to prepare for play. They can set the season by mutual agreement, or each player can write his choice on a slip of paper and they can pick one of the slips at random to determine the season.

2.4 WEATHER defines the number of days in the week, the number of phases in each turn, and occasionally inflicts additional penalties. See the CALENDAR OF SEASONS. *Note:* If the players prefer, they can assume that the weather is "CLEAR" every week.

2.4/1 This rule uses the four Weather chits and the six red chits numbered "1" to "6". These chits cannot be used for other purposes when weather is being used.

2.4/2 The weather is either "CLEAR", "SHOWERS", "STORM" or "SPECIAL". At the start of each week place a Weather chit on the first day of the week on the DAILY RECORD, face up. The chit defines the weather and remains in effect until the end of the week.

2.5 Each game starts with one week of clear weather. At the start of the game the "CLEAR" chit is put in the box for day "1".

2.6 The weather for subsequent weeks is defined by randomly picking a red numbered chit and rolling one die. The number on the chit is compared to the number on the die, and the higher number defines the weather for the week. The WEATHER table shows the weather caused by each number. *IMPORTANT:* The chit is picked a week in advance and remains secret until it goes into effect. At the start of the game a random chit is secretly put on day "8" of the DAILY RECORD. At *Midnight* of day "7" the chit is

revealed (and a die is rolled) to define the weather for the upcoming week. Then the six chits are mixed together and the next random chit is secretly put in box "15". This continues from week to week until the game ends.

3. QUIET MONSTERS

3.1 If a character is hidden when he ends his turn, he does not turn up the map chits in his tile and monsters cannot move to his tile from the APPEARANCE CHART. If he is unhidden, he turns up the map chits and monsters appear normally. Monsters already in his tile move normally and natives and visitors appear normally. *Comment:* This rule causes map chits to function and monsters to appear exactly as explained in the FIRST ENCOUNTER. Once on the map, monsters fight as explained in the later ENCOUNTERS.

3.2 This rule has two important effects: as long as the characters remain hidden, the map chits remain face down and the monsters cannot appear. Careful characters can keep away from monsters longer, and they can keep the identity of the Site chits secret longer.

3.3 Site chits must still be revealed when they are looted, as explained in the FIRST ENCOUNTER.

3.4 This rule also applies to hired and controlled denizens. When hidden, they do not turn up map chits or summon monsters.

3.5 In combat, the attackers on a character's sheet do not have to be put in as many red boxes as possible. Each head, club and native horse must still be put in a different box from its owner, but otherwise the character can group the attacking denizens as he wishes (so he can always leave at least one red box vacant). This rule also applies when he positions attackers on sheets owned by his hired or controlled denizens. *Note:* This rule can be used by itself or with the rest of optional rule 3.

4. COMMERCE

4.1 This rule enhances the importance of trading.

4.2 Red and blue natives: For the Rogues, Bashkars and Company, each item's special price is equal to the item's GOLD price plus its NOTORIETY value. *EXAMPLE:* To the Rogues, the BEAST PIPES have a basic price of 13 (a GOLD price of 8 plus 5 for its NOTORIETY).

4.2/2 Green and brown natives: For the Woodfolk, Lancers, Soldiers and Patrol, each item's special price is equal to its GOLD price plus its FAME and NOTORIETY values. *EXAMPLE:* To the Lancers, the BEAST PIPES have a price of 8 (a GOLD price of 8 plus 5 for its NOTORIETY minus 5 for its negative FAME).

4.2/3 Gold natives: For the Order and Guard, each item's special price is equal to its GOLD price plus its FAME value. *EXAMPLE:* To the Order and Guard, the BEAST PIPES have a price of 3 (a GOLD price of 8 minus 5 for its negative FAME value).

4.2/4 A card's FAME price also adds to its special price, but only when trading with the group named on the card. *EXAMPLE:* The SACRED STATUE is worth an extra 10 GOLD points to the Order, but not to anyone else.

4.3 THE COMMERCE TABLE: When a character (or hired leader) sells belongings to natives and visitors, he must roll on the COMMERCE table to set the price he collects. He finds his result in the column that matches his current trading relationship with the leader or visitor, and he can buy drinks to gain one level of friendliness during the roll. The results are indicated on the table.

4.4 GRUDGES AND GRATITUDE: Events during the game can permanently change a character's trading relationships. If a relationship goes above ALLY he still uses the ALLY column but he keeps track of the extra levels of friendship and counts them against levels he loses later in the game. Similarly, if his relationship goes below ENEMY he uses the ENEMY column but he keeps track of the extra levels and counts them against any levels he gains later. *EXAMPLE:* If he buys drinks for a leader who is worse than an enemy, he still uses the ENEMY column.

4.4/1 When a character (or one of his hired or controlled denizens) kills a native who is currently a friend, the native's group instantly becomes **two levels** less friendly. When he kills a native who is currently an Ally, the native's group becomes **four levels** less friendly. If he commits treachery

against a group (see rule 32.7/6), the group becomes **five levels** less friendly towards him.

4.4/2 There is no penalty when a character kills a native who is neutral, unfriendly or an enemy.

4.4/3 When a character (or one of his hired leaders) sells a card with a FAME price to the group named on the card, he gains one level of friendliness with that group. If he buys the card from the group, the group becomes one level less friendly.

5. OPTIONAL COMBAT RULES

5.1 MOVE actions: When a character plays a MOVE chit, Boots card or horse to run away or pick up a dropped belonging, he must roll on the STUMBLE table to see if his play works or is cancelled. His move time does *not* have to be lower than the move times of the attackers (denizens and ACTION chits) on his sheet, although playing a low move time will increase his chances of success. He still cannot play a MOVE chit if a Tremendous monster is red side up on his sheet.

5.1/1 In addition to his normal die roll modifiers, **he modifies the die roll by adding the number of attackers on his sheet and subtracting his time advantage over the fastest attacker.** His time advantage equals the attacker's move time minus his own move time. If the result is negative, subtracting it adds to the die roll: in effect, he adds his own move time to the die roll and then subtracts the attacker's move time. *EXAMPLE:* If he plays a move time of "2" when three attackers are on his sheet and the fastest has a move time of "4", he adds 3 (for three attackers) plus 2 (his move time) and subtracts 4 (the attacker's move time), for a net adjustment of + 1. If he rolls "6" his final result is "7".

5.1/2 If his final result is 6 or less, he completes his action successfully. If it is 7 or more, his play is cancelled.

5.1/3 A character must also use the STUMBLE table when he flies, but only flying attackers count towards altering his die roll.

5.2 RIDING HORSES: When a character has an active horse, it is the only piece he can play to move. He cannot play MOVE chits or Boots cards to charge or run away, and he must play the horse to do his maneuver. *Special:* When a character or native uses a horse to maneuver, he can also play a maneuver of his own. A character can play a MOVE chit or Boots card in any *Maneuver* square, subject to the normal restrictions. A native is always assumed to be maneuvering with his own counter in addition to his horse (if he has one).

5.3 Characters are able to attack riders without attacking the horses they are riding (inactive horses cannot be attacked). When a character specifies a target who is riding a horse, he must specify whether he is attacking the target or his horse. Denizens continue to attack as explained in the basic rules: except for red-side-up Tremendous monsters, they always attack the horse first.

5.3/1 If he attacks the horse, his ATTENTION chit is put on the horse and the attack is resolved normally, against the horse.

5.3/2 If he attacks the rider, he must still intercept or undercut the horse's maneuver to hit the rider. If the rider also played a maneuver of his own, it merely alters the harm that the attack inflicts (see rule 5.4/2).

5.4 ATTACKS: When any attack hits, the harm it inflicts is modified by the OPTIONAL COMBAT TABLES. After calculating the harm caused by the attack's harm letter and sharpness, the attacker rolls the dice and consults the appropriate table to adjust the harm. When making a striking attack, he uses the FUMBLE table to adjust the harm. When making a missile attack, he uses the OPTIONAL MISSILE TABLE (instead of the regular MISSILE TABLE). The effects are indicated on the tables.

5.4/1 In addition to the normal modifications to his die roll, **he subtracts his attack's time advantage over the target's maneuver time. If his attack did not intercept the direction of the target's maneuver, he also adds "4" to his result.** His time advantage equals his target's maneuver time minus his own attack time. If the result is negative, subtracting it adds to the die roll: in effect, he adds his attack time to the die roll and subtracts the target's maneuver time. *EXAMPLE:* If his attack time is "2" and the target's maneuver time is "3" his time advantage is 1, subtracting 1 from the die roll. If his attack fails to intercept the target's direction, he adds "4" to

make the net adjustment +3; if he rolls a 6 it becomes a 9.

5.4/2 If the target played both a horse and a maneuver of his own, the die roll is altered by both the horse's maneuver and the rider's maneuver. **The attacker calculates his time advantage over each maneuver and subtracts both advantages from his die roll, and he adds "4" for each maneuver his attack does not intercept.** *EXAMPLE:* If his attack time of "3" hits a horse and rider with move times of "5" and "2", he subtracts 2 (his advantage over the horse) and adds 1 (his disadvantage over the rider), for a net adjustment of 1. If he intercepts the rider but not the horse he adds 4, making his final adjustment + 3. If he had intercepted neither the horse nor the rider, he would add another 4, making his final adjustment +7.

5.4/3 The attacker uses the normal procedure to determine whether his attack hits; misses are removed without being rolled for. Attacks that hit armor still lose one sharpness star. The die roll is affected by the attacker's modifications, not the defenders.

5.4/4 If the defender is a character who did not play any maneuver at all, the adjustment is calculated as if he had played a move time of "8". *EXAMPLE:* An attack time of "1" would have an advantage of 7, subtracting 7 from the roll.

5.5 PENETRATING ARMOR: When a *missile* attack hits a character's armor, the harm inflicted on the character but the armor reduces the harm. The armor is not damaged or destroyed. This rule applies to all missile attacks that hit characters. Missile attacks that hit armored denizens and all striking attacks that hit armor continue to inflict harm as explained in the basic rules.

5.5/1 If the final harm exceeds Tremendous, it simply ignores the armor and kills the target. Otherwise, the harm is compared to the toughness of the armor. If the armor exceeds the harm, the attack has no effect - the target is not wounded. If the harm equals the armor, the target gets one wound but there is no further effect: he is not killed and the armor is not damaged. If the harm exceeds the armor, the harm drops one level (in addition to the sharpness star it has already lost) and the resulting harm is inflicted on the target as if he were not armored. The armor is not damaged nor destroyed. *EXAMPLE:* If Heavy harm hits a Medium piece of armor, the harm drops to Medium and Medium harm is inflicted on the target.

5.5/2 A missile attack can penetrate several pieces of armor, losing one level for each armor piece it penetrates. If it reaches a piece of armor it cannot penetrate, it stops. *EXAMPLE:* If a Tremendous missile attack hits a shield and breastplate, it drops to Heavy when it penetrates the shield and drops to Medium when it penetrates the breastplate. Medium harm is inflicted on the target.

6. AUTOMATIC ENCHANTING

6.1 On the seventh day of each game week, certain map tiles turn over automatically, without any action by the characters. Only automatic sources of *color* magic can turn tiles over automatically; *color* chits cannot be used. Each tile turns over as explained in rule 39.5. All of the tiles turn over at the very start of the day, immediately after *Midnight* of the day before.

6.2 The *color* magic supplied by the seventh day automatically turns certain tiles over. It turns over each tile that contains an Enchanted card or Dwelling that supplies the same *color* magic, and it turns over all tiles that have that *color* on their enchanted side (the tiles turn over whether they are enchanted side up or green side up, as long as the enchanted side has the matching *color*).

6.2/1 On day 7, the *WHITE* and *BLACK* magic turn over the tiles that contain the CHAPEL, the SACRED GRAIL, the TOADSTOOL CIRCLE and the CLOVEN HOOF. *Note:* When the SEASONS AND WEATHER rule is being used, the tiles that turn over depend on the *color* magic supplied.

6.2/2 On day 14, the *GREY* magic turns over the five VALLEY tiles, the RUINS, the CRAG, the BORDERLAND and the tile that contains the GOLDEN ICON.

6.2/3 On day 21, the *PURPLE* magic turns over the BORDERLAND, CAVERN, CAVES, CLIFF, CRAG, HIGH PASS, LEDGES and MOUNTAIN tiles, and the tile that contains the DRAGON ESSENCE card.

6.2/4 On day 28, the *GOLD* magic turns over the six WOODS tiles, the CRAG, the BORDERLAND and the tile that contains the FLOWERS OF REST card.

6.3 An Enchanted card also causes its tile to turn over if the card is in the same clearing with another Enchanted card or Dwelling that supplies the same *color,* or if it is in a clearing (or roadway) that supplies that *color* when the tile is enchanted side up (the tile turns over whether it is enchanted side up or green side up, as long as its enchanted side supplies the matching *color* to the card's clearing or roadway).

6.3/1 If the CHAPEL and SACRED GRAIL end a week in the same clearing, their tile turns over.

6.3/2 If the GOLDEN ICON is in a clearing or roadway that supplies *GREY* magic when enchanted, its tile turns over.

6.3/3 If the FLOWERS OF REST card is in a clearing or roadway that supplies *GOLD* magic when enchanted, its tile turns over.

6.3/4 If the DRAGON ESSENCE is in a clearing or roadway that supplies *PURPLE* magic when enchanted, its tile turns over.

6.3/5 If the TOADSTOOL CIRCLE and CLOVEN HOOF end a week in the same clearing, their tile turns over.

6.4 If an Enchanted card is on a roadway between tiles when it causes a tile to turn over, it causes both tiles to turn over.

6.5 A tile can turn over automatically only once per week. If several causes make it turn over, it turns over only once.

7. ENHANCED ARTIFACTS AND SPEI.L BOOKS

7.1 Each Artifact and Spell Book can be used exactly like a MAGIC chit by the character who owns it. It can be enchanted into *color* magic, it can be used to enchant a map tile, it allows its owner to record spells and it can be played to cast recorded spells. *Special:* If a character uses an Artifact or Spell Book to record a spell, he can count that spell towards victory only if he has that Artifact or Spell Book at the end of the game.

7.1/1 Each Artifact and Spell Book's type is defined by the red Roman numeral on its card. It has a time number of zero.

7.1/2 Each Artifact and Spell Book still can be used only once per *Evening*.

7.2 The awakened Spell cards that belong to an Artifact or Spell Book can be cast by MAGIC chits like recorded spells. They also count towards victory at the end of the game, if the owner of the item has the MAGIC chits to cast them.

8. ENHANCED MAGIC

8.1 Casting a spell does not tie up the spell or the MAGIC chit. The spell is free to be cast on the next round, and the MAGIC chit fatigues like any other action chit at the end of the round (it must fatigue).

8.2 Similarly, casting a Spell card does not tie up the card, and using an Artifact or Spell Book to cast a Spell card (or spell) does not tie up the item. However, each item can still be used only once per Evening.

COMMERCE TABLE

Die Roll:	Trading Relationship: ENEMY	UNFRIENDLY	NEUTRAL	FRIENDLY	ALLY
1	DEMAND GOLD – 10	OFFER GOLD - 5	OPPORTUNITY	OPPORTUNITY	OFFER GOLD + 10
2	DEMAND GOLD – 15	OFFER GOLD - 10	OFFER GOLD	OFFER GOLD + 5	OFFER GOLD + 5
3	DEMAND GOLD – 20	OFFER GOLD - 10	OFFER GOLD - 5	OFFER GOLD	OFFER GOLD + 5
4	DEMAND GOLD – 30	DEMAND GOLD – 5	OFFER GOLD - 10	OFFER GOLD	OFFER GOLD
5	Block/Battle	DEMAND GOLD – 10	OFFER GOLD - 15	OFFER GOLD - 5	OFFER GOLD
6	Block/Battle	DEMAND GOLD – 20	TROUBLE	OFFER GOLD - 10	OFFER GOLD - 5

Explanation of Results:

OFFER GOLD: The final price is equal to the basic price plus the indicated number of GOLD points (minus numbers subtract from the price). If no addition or subtraction is listed, the final price equals the basic price. You can sell the belonging(s) for this price, or keep them and collect nothing. If the price is below zero, the denizen refuses to buy.

DEMAND GOLD: The final price is equal to the basic price plus the indicated number of GOLD points (minus numbers subtract from the price). You can sell the belonging(s) for this price, or keep them and collect nothing. *IMPORTANT:* If you refuse to sell for the final price, the denizen blocks you! If the price is below zero, the denizen automatically blocks you.

Block/Battle: The denizen blocks the individual who is trying to sell.
TROUBLE: Immediately roll again and find your result in the UNFRIENDLY column.
OPPORTUNITY: Immediately roll again and find your result in the next friendlier column (so if you roll "OPPORTUNITY" in the NEUTRAL column, roll again and find your new result in the FRIENDLY column).

OPTIONAL COMBAT TABLES

Adjusted Die Roll:	MISSILE TABLE Effect on harm inflicted:
1	increase three levels
2	increase two levels
3	increase one level
4	no change
5	decrease one level
6	decrease two levels
7	decrease three levels
8-9	wound
10	Negligible

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

Adjusted Die Roll:	STUMBLE Effect on action:
1-6	completed
7-10	cancelled

Explanation of the OPTIONAL COMBAT TABLES: These tables allow results from 1 to 10. If the adjusted die roll is from 1 to 10, use it to find the result. If the adjusted die roll exceeds 10, convert it to 10. If it is lower than 1, convert it to 1.

MISSILE and FUMBLE tables: In addition to the normal die roll modifications, the attacker subtracts his time advantage from the die roll. If his attack fails to intercept, he also adds "4" to the die roll. See optional rule 5. If the result is "Negligible" harm or

less, the hit inflicts no harm but it still counts as a hit: if a weapon attacks it is unalerted, if a Tremendous monster attacks it turns red side up.

increase . . . : Increase the harm inflicted by the indicated number of levels.

decrease . . . : Decrease the harm inflicted by the indicated number of levels.

no change: The harm remains unchanged.

wound: If the attack hits a character without hitting

armor, the character suffers one wound. If the attack hits armor or a denizen, it has no effect.

Negligible: The hit inflicts Negligible harm.

STUMBLE table: In addition to the normal die roll modifications, the character subtracts his time advantage from the die roll, and then he adds the number of attackers (denizens and ATTENTION chits) on his sheet.

completed: The character completes his action.

cancelled: The character's action is cancelled.

CALENDAR OF SEASONS

LUNAR SEASON		WEATHER CHITS			
		CLEAR	**SHOWERS**	**STORM**	**SPECIAL**
1. CHRISTMAS *Light snow swirls across the frozen earth*		*Cold*	*Flurries*	*Snowstorm*	*Icy Winds*
add 4 victory points	FOOD to INN (CHAPEL)	7 days/week	5 days/week	4 days/week	5 days/week[1]
Mountains: 3 phases to enter	ESCORT to CHAPEL (GUARD)	2 basic,	3 basic,	3 basic,	3 basic,
7th day: *WHITE* magic	Reward: 3 GOLD/clearing	2 sunlight	1 sunlight	1 sheltered	2 sunlight
2. ICE *Ice-crusted snow underfoot and still, frigid air*		*Cold*	*Ice Storm*	*Snowstorm*	*Frigid Air*
add 4 victory points	FOOD to GUARD (INN)	7 days/week	4 days/week	3 days/week	4 days/week[2]
Mountains: 4 phases to enter	ESCORT to INN (CHAPEL)	2 basic,	4 basic	4 basic,	4 basic,
7th day: *BLACK* magic	Reward: 3 GOLD/clearing	1 sunlight		1 sheltered	1 sheltered
3. SNOW *Deep, drifting snow blankets the world*		*Snowdrifts*	*Sleet*	*Snowstorm*	*Blizzard*
add 3 victory points	FOOD to INN (HOUSE)	5 days/week	4 days/week	3 days/week	2 days/week
Mountains: 4 phases to enter	ESCORT to INN (GUARD)	3 basic,	4 basic	4 basic,	4 basic,
7th day: *PURPLE* magic	Reward: 4 GOLD/clearing	1 sunlight		1 sheltered	2 sheltered
4. EASTER *Melting snows and late blizzards*		*Cool*	*Showers*	*Snowstorm*	*Soft Ground*
add 4 victory points	FOOD to CHAPEL (INN)	7 days/week	5 days/week	4 days/week	7 days/week[3]
Mountains: 3 phases to enter	ESCORT to CHAPEL (GUARD)	2 basic,	3 basic,	3 basic,	2 basic,
7th day: *WHITE* magic	Reward: 3 GOLD/clearing	2 sunlight	1 sunlight	1 sheltered	2 sunlight
5. FRESHET *Flooding as snows melt and cold rains run off*		*Cool*	*Showers*	*Rain*	*Flooding*
add 5 victory points	FOOD to INN (HOUSE)	7 days/week	5 days/week	4 days/week	3 days/week
Mountains: 2 phases to enter	ESCORT to S camp (GUARD)	2 basic,	2 basic,	2 basic,	2 basic,
7th day: *GREY* magic	Reward: 2 GOLD/clearing	2 sunlight	3 sunlight	4 sunlight	4 sunlight
6. SPRING *Sprouts and blossoms bloom in milder weather*		*Warm*	*Showers*	*Rain*	*Beautiful*
add 5 victory points	FOOD to INN (GUARD)	7 days/week	6 days/week	6 days/week	7 days/week
Mountains: 2 phases to enter	ESCORT to L camp (HOUSE)	2 basic,	2 basic,	2 basic,	2 basic,
7th day: *GOLD* magic	Reward: 2 GOLD/clearing	2 sunlight	3 sunlight	3 sunlight	3 sunlight
7. MIDSUMMER *Full, green trees in long, sunny days*		*Warm*	*Showers*	*Soft Rain*	*Nuts and Berries*
add 6 victory points	FOOD to L camp (INN)	7 days/week	7 days/week	7 days/week	7 days/week
Mountains: 2 phases to enter	ESCORT to S camp (GUARD)	2 basic,	2 basic,	2 basic,	2 basic,
7th day: All except *WHITE*	Reward: 2 GOLD/clearing	3 sunlight	2 sunlight	2 sunlight	3 sunlight
8. HIGH SUMMER *Hot, clear days*		*Warm*	*Showers*	*Rain*	*Heat Wave*
add 5 victory points	FOOD to GUARD (L camp)	7 days/week	7 days/week	5 days/week	5 days/week[4]
Mountains: 2 phases to enter	ESCORT to S camp (GUARD)	2 basic,	2 basic,	2 basic,	3 basic,
7th day: *GOLD* magic	Reward: 2 GOLD/clearing	2 sunlight	2 sunlight	3 sunlight	3 sunlight
9. SWELTER *Very hot, humid and still air*		*Hot*	*Showers*	*Thunderstorm*	*Ball Lightning*
add 5 victory points	FOOD to CHAPEL (S camp)	5 days/week	7 days/week	7 days/week	4 days/week[5]
Mountains: 2 phases to enter	ESCORT to INN (S camp)	3 basic,	2 basic,	2 basic,	4 basic,
7th day: *PURPLE* magic	Reward: 2 GOLD/clearing	2 sunlight	2 sunlight	1 sunlight	2 sunlight
10. HARVEST *Golden fields of ripening crops*		*Warm*	*Showers*	*Rain*	*Ripening*
add 6 victory points	FOOD to INN (L camp)	7 days/week	7 days/week	7 days/week	7 days/week
Mountains: 2 phases to enter	ESCORT to GUARD (L camp)	2 basic,	2 basic,	2 basic,	2 basic,
7th day: *GREY* magic	Reward: 2 GOLD/clearing	3 sunlight	2 sunlight	1 sunlight	3 sunlight
11. AUTUMN *Brightly colored leaves on frosty mornings*		*Cool*	*Showers*	*Cold Rain*	*Autumn Summer*
add 5 victory points	FOOD to GUARD (L camp)	7 days/week	7 days/week	7 days/week	7 days/week
Mountains: 2 phases to enter	ESCORT to GUARD (S camp)	2 basic,	2 basic,	2 basic,	2 basic,
7th day: *PURPLE* magic	Reward: 2 GOLD/clearing	2 sunlight	2 sunlight	1 sunlight	3 sunlight
12. HALLOWEEN *Dead leaves blowing in long, cold nights*		*Cold*	*Cold Showers*	*Cold Rain*	*Blowing Leaves*
add 5 victory points	FOOD to CHAPEL (INN)	7 days/week	7 days/week	7 days/week	7 days/week[6]
Mountains: 2 phases to enter	ESCORT to INN (L camp)	2 basic,	2 basic,	2 basic,	2 basic,
7th day: All *colors*	Reward: 2 GOLD/clearing	3 sunlight	1 sunlight	1 sunlight	2 sunlight
13. DESOLATE *Cold rains on barren trees and ground*		*Cold*	*Flurries*	*Freezing Rain*	*Early Snow*
add 5 victory points	FOOD to INN (HOUSE)	7 days/week	5 days/week	7 days/week	7 days/week[3]
Mountains: 2 phases to enter	ESCORT to INN (CHAPEL)	2 basic,	3 basic,	2 basic,	2 basic,
7th day: *GREY* magic	Reward: 2 GOLD/clearing	2 sunlight	1 sunlight	1 sunlight	2 sunlight

Explanation of Calendar: The LUNAR MONTH column summarizes the effects of each season. The WEATHER CHITS columns summarize the effects caused by each Weather chit. The effects caused by each chit are listed in that chit's column.

adds … victory points: The number of victory points that the characters must assign to their REQUIREMENTS when they play this season.

Mountains: The number of consecutive MOVE phases a character must do (in one turn) to enter a mountain clearing during this season.

7th day: The color magic that is supplied everywhere on the map on the seventh day of the season.

FOOD to…: The Dwelling where the FOOD/ALE chit must be taken to complete the mission and collect the reward. If the chit is already at this Dwelling, it must be taken to the Dwelling named in parentheses instead. The "L camp" and "S camp" are the campfires.

ESCORT to…: The Dwelling where the ESCORT PARTY chit must be taken to complete the mission and collect the reward. If the chit is already at this Dwelling, it must be taken to the Dwelling named in parentheses instead. The "L camp" and "S camp" are the campfires.

…days/week: The number of days in the week that this Weather chit is in effect. The remaining days in the week are skipped over (the days are skipped at the beginning of the week).

…basic: The number of basic phases each character, hired leader, controlled monster, familiar, or phantasm gets in his turn each day in the week that this Weather chit is in effect.

…sunlight: The number of "sunlight" phases each character, hired leader, controlled monster, familiar, or phantasm gets in his turn each day in the week that this Weather chit is in effect. An individual can use a sunlight phase only if he stays out of the cave clearings for his entire turn. *Special:* The Dwarf can never do sunlight phases.

…sheltered: The number of "sheltered" phases each character, hired leader, controlled monster, familiar, or phantasm gets in his turn each day in the week that this Weather chit is in effect. An individual can use a sheltered phase only if he spends his whole turn in caves and/or in Dwellings. If the Dwarf fulfils this requirement, he can do sheltered phases like any other character.

Notes:

1. If a character is not in a cave or Dwelling during *Birdsong*, he must immediately fatigue one asterisk.

2. Each time a character ends a phase of his turn outside of a cave or Dwelling, he must fatigue one asterisk. If he is blocked outside of caves and Dwellings before completing his turn, he must also fatigue asterisks for the phases he canceled.

3. No one can use the HIDE table. This affects both the HIDE activity and HIDE rolls caused by the WORLD FADES spell.

4. If a character is not in a cave or mountain clearing during *Birdsong*, he must fatigue one asterisk.

5. Each time a character ends a phase of his turn in a mountain clearing, he must fatigue one asterisk. If he is blocked in a mountain clearing before completing his turn, he must also fatigue asterisks for the phases he canceled.

6. No one can use the SEARCH activity to roll on the PEER table. The enhanced PEER activity is not affected.

Die Roll:	**WEATHER** Weather chit:
1-3	SPECIAL
4	STORM
5	SHOWERS
6	CLEAR

Explanation of the WEATHER table: At the start of each week a red numbered chit is secretly picked for the next week's weather. At the start of the next week this chit is revealed and its number is compared with the number rolled on one die (no modifications). Th high number defines the Weather chit for the upcoming week. *Note:* The first week of the game is always CLEAR weather.

EXPANDING THE REALM

These rules explain how to change the size of the MAGIC REALM, *increasing or decreasing the number of characters, changing the length of the game and combining games to create a larger* MAGIC REALM. *These rules are designed to work in any version of any encounter. Additions and subtractions to the number of victory points that a character must record are cumulative: if one rule increases his victory points by two and another rule reduces them by one, he must record one extra victory point.*

1. SOLITAIRE PLAY

1.1 This section explains how a player can play *MAGIC REALM* by himself, with no other players.

1.2 The player sets up the game secretly as explained under PREPARE FOR PLAY, except as explained below.

1.3 To construct the map, he puts the BORDERLAND down as the first tile and shuffles the remaining tiles and puts them in a pile. Then he takes each tile in turn from the top of the pile and adds it to the map as explained in step 2 under PREPARE FOR PLAY.

1.3/1 He must always take the top tile in the pile and add it to the map, if it can be placed within the restrictions explained under step 2 of PREPARE FOR PLAY. *Special:* If it is a WOODS or VALLEY tile, he cannot put it next to another WOODS or VALLEY tile if any other placement is possible. If no other placement is possible, he can put it next to another WOODS or VALLEY tile.

1.3/2 If he cannot place the tile legally, he puts it at the bottom of the pile and takes the next tile.

1.3/3 If the last tile cannot be placed, the player picks up the map and starts all over again.

1.4 When all twenty tiles have been placed he selects his character, places the visitor/mission chits and selects his VICTORY REQUIREMENTS normally. He must meet his victory requirements normally to win the game.

1.4/1 One of the most interesting aspects of solitaire play is working out the style of play that best suits each character. Different characters have very different styles of play, and it takes several playings to learn their subtleties. *Note:* Some characters rely on advantages in diplomacy that vanish in solitaire play. It is recommended that these characters be given the optional abilities explained in optional rule I.

1.4/2 The player can take several characters as explained in rule 4 below, but all of his characters must win for him to win.

1.5 The player does *not* turn up the chits in the VALLEY tiles. These chits remain face down and secret at the start of a solitaire game. The Dwellings and Ghosts in the VALLEY tiles will appear like campfires, when their chits are turned up during the game.

1.6 The player starts the game by moving onto the map along any road that runs from the edge of the map to the BORDERLAND. His first activity must be a MOVE activity to enter the map. *Note:* If the player starts a new character after his old character is killed, the new character enters the map along the same roadway that the original character used.

1.7 The player plays the game normally, except that *two* rows of denizens are prowling each day, and both rows can appear and move on the map. At *Sunrise* the player rolls twice and puts a MONSTER ROLL chit in each row he rolls (using an extra chit to represent the second MONSTER ROLL chit). If he rolls doubles, he puts both chits in the same row and that is the only row that prowls.

1.8 The optional rules are highly recommended for solitaire players who are familiar with the game. These rules add diversity that enhances a solitaire game. In particular, the optional combat rules add a charming uncertainty to individual battles.

2. CHANGING THE GAME TIME

2.1 A game can begin on the first day of any week and it can last for any number of weeks. It cannot start of end part way through a week. The players must agree on the starting day and length of the game before starting to set it up.

2.2 The game's length defines the number of victory points that each character must assign to his VICTORY REQUIREMENTS. He must assign one basic point, plus one point for each week in the game. *EXAMPLE:* In an eight-week game, he must assign nine victory points.

2.3 In games longer than one month, instead of supplying *BLACK* and *WHITE* magic, the seventh day of each month alternates between *WHITE* and *BLACK* from month to month. On the first month it is *WHITE* magic, on the second month it is *BLACK* magic, and so on.

2.4 When characters use the SEASONS AND WEATHER optional rule in games that run from season to season, the seasons in the game define the number of victory points each character must assign to his VICTORY REQUIREMENTS.

2.4/1 The CALENDAR OF SEASONS lists the number of points that must be assigned for each season. If the game includes a fraction of a season, multiply the fraction by the season's points (rounding up) to calculate the points that must be assigned for that season. *EXAMPLE:* The characters must record three victory points to play half (two weeks) of MIDSUMMER.

2.4/2 The seventh day of each season supplies the *color* magic specified for the season instead of the normal *BLACK* or *WHITE* magic.

2.5 JOINING A GAME IN PROGRESS: If a new player wishes to join a game that is already in progress, the number of weeks remaining in the game defines the number of victory points he must assign. If he joins part way through a week, he counts it as a whole week.

2.6 EXTENDING PLAY: If the players wish to continue playing at the end of the agreed time, they can agree on extension and add the corresponding number of victory points to their VICTORY REQUIREMENTS. They cannot rearrange the points they have already assigned.

3. SUDDEN DEATH GAME

3.1 Instead of ending on a specific day, the game continues until one character has fulfilled all of his VICTORY REQUIREMENTS. When the game ends, the characters calculate their scores normally. *Comment:* This was the standard rule in the original *MAGIC REALM* rulebook, but occasionally it causes the game to end before it really gets started. The rule was changed to give the other characters a chance to catch up, but the old version is included here as an option for those who prefer it.

3.2 A character can end the game only if he has a total score of zero or better in each category at *Midnight* of any game day. He cannot have a minus score in any category, regardless of his score in the other categories. He can end the game at *Midnight* of any day, but only at *Midnight*. He is not required to end the game - he can keep silent and allow play to continue, if he wishes.

3.3 This rule usually shortens the game: a typical game lasts from three to five weeks. The players can adjust the length of the game by changing the number of victory points they assign. Each additional point adds roughly a week to the game.

4. MULTIPLE CHARACTERS

4.1 Each player can control more than one character. The players can all have the same number of characters, or different players can have different numbers of characters. Before starting, the players must agree on how many characters each player is to have.

4.2 The players select their characters when the map is being set up. When a player is out of tiles, each time it is his turn he can pick one of his characters. He can select only one character per mm. When he has all of his characters, on his next turn he places a visitor/mission chit normally.

4.3 Each player records separate VICTORY REQUIREMENTS for each of his characters. *IMPORTANT:* Each additional character must record an extra victory point in his VICTORY REQUIREMENTS. The first character a player takes must record 5 victory points, the second character must record six victory points, the third character must record seven victory points, and so on.

4.4 Each player treats his characters as separate beings. He keeps their belongings separate, he uses a separate PERSONAL HISTORY sheet for each character, and so on. When a character's ATTENTION chit is picked, only that character takes his turn.

4.5 During combat, when it is a player's turn to lure attackers all of his characters in the clearing can lure attackers . When it is his turn to do actions , all of his characters in the clearing can do actions. The players go in turn, starting with the player whose character had the first turn that day and going to the left.

4.6 At the end of the game, each player averages the scores of all of the characters he had in the game. He totals the scores of all of his characters and divides by the number of characters he had at the start of the game, and the result is the player's score. If his total is zero or greater, he wins. The player with the largest average score is the victor.

4.7 If a player's character is killed, he can start a new character to replace him. At the end of the game he gets no points for the killed character, but he can count the new character's points instead. Whether he takes a new character or not, at the end of the game he must divide his total score by the total number of characters he had at the *start* of the game.

5. DEVELOPMENT

5.1 Each character has four stages of development, outlined in the Development section on the back of his Character card. The levels are listed in order, with the earliest (first) level at the top and the last (fourth) level at the bottom. Each level lists the name and the weapon, armor or spell(s) the character has at that level and the three action chits he gains at that level.

5.2 Each character can start the game at an earlier stage of development than the fourth. He gets the weapon, armor and/or spells listed for the level he starts at, plus all of the action chits listed for that level and all previous levels (his other action chits are removed from play).

5.2/1 Each character gets his Special Advantages at his second and fourth levels. His Special Advantages are numbered "1", and "2" on the LIST OF CHARACTERS; when he starts at (or reaches) second or third level he gets the Advantage numbered "1", and when he starts at (or reaches) fourth level he gets both Special Advantages. When he starts at first level, he has no Special Advantages. *EXAMPLE:* At first level, the Dwarf does not get the SHORT LEGS and CAVE KNOWLEDGE advantages (his youthful energy offsets his short legs).

5.2/2 Each character gets his trading relationships at his third level - he gets these trading relationships only if he starts the game at his third or fourth level. If he starts at first or second level, all of the natives and visitors start the game NEUTRAL to him.

5.3 When a player records the Dwelling where his character will start the game, he also records his character's starting level. When he puts his character counter on the map, he announces his character's level. Reducing his character's level reduces the number of victory points he assigns to his VICTORY REQUIREMENTS. Each level is worth one victory point (regardless of the length of the game), so if he starts two levels lower than normal he records two fewer victory points at the start of the game. *Exception:* A character must always record at least two victory points, regardless of the level he starts at or the length of the game.

5.4 A character's development can increase during the game (particularly if the game is a long one). Each time he gains a certain number of points towards fulfilling his VICTORY REQUIREMENTS, he gains one of the action chits listed for his next development level. He can choose which chit to take. When he has obtained all three of the chits that belong to his next level, he advances to that level.

5.4/1 The number of points a character must obtain to gain a chit depends on his current level. At first level, he gains a chit each time he gains one victory point. At second level, he must gain two victory points for each chit, and so on.

5.4/2 The character's Great Treasures, and the FAME and NOTORIETY values of his belongings, count towards his development. He gains a victory point only when his victory point total increases: if he loses points, he must regain the lost points before he can progress towards his next chit. A victory point counts towards his development only if it counts towards his VICTORY REQUIREMENTS. *EXAMPLE:* If he assigns 3 points to GOLD, only the first 90 GOLD points he gets counts towards his development.

5.4/3 Once a character gains a chit, he keeps it and can use it normally in the game thereafter. When he completes his second level he gains his first Special Advantage, and when he completes his fourth level he gains his second Special Advantage. Gaining levels does not change his weapons, armor, spells and trading advantages; these change only as a result of the normal events of the game.

6. COMBINING REALMS

6.1 The players can combine games of MAGIC REALM to expand the size and ferocity of the game. To simply combine games, set up and play normally except as explained below.

6.2 Pieces that belong to the same game should be marked with the same identifying symbol. Each game should have its own distinctive symbol, so pieces from one game will show a different symbol from other games.

6.2/1 Each game's symbol is put on its TREASURE SET UP CARD and on each map chit, Dwelling, denizen, visitor/mission chit, ordinary armor counter, TREASURES WITHIN TREASURES card, LOST KEYS card, Potion, Artifact, Spell Book, Spell card, each Treasure card that has a FAME price, and on all of the character pieces (cards, counters and action chits) that belong to the game. Map tiles and other cards and counters need not he marked.

6.2/2 On cards, the symbol is put only on the face of the card; on chits, the symbol is put only on the non-blank side of the chit.

6.3 When setting up the SET UP CARDS, set up the Treasure cards without discriminating between games - mix all of the Large treasures together and place them on all of the SET UP CARDS at random, and so on.

6.3/1 Put the proper armor, weapon and horse counters in each TREASURES WITHIN TREASURES section, and put the proper number of Spears and armor counters in each native box.

6.3/2 Mix the Light weapons together and put seven at random on each SET UP CARD. Distribute Medium weapons, Heavy weapons, Bows and horses similarly, so that natives from different games will have different assortments of counters.

6.3/3 All denizens and Spell cards must set up on their game's card.

6.4 Mix all of the map tiles together and deal all of them out. The first BORDERLAND dealt is the starting tile, and all of the remaining tiles are added to the map normally. Other BORDERLAND tiles are added to the map just like any other tile.

6.4/1 Put the map chits on the map without discriminating between games. Mix chits from different games together before placing them, and so on. The chits in each LOST CITY and LOST CASTLE section can come from any game(s).

6.4/2 Characters can be chosen from any of the games. Each character gets only those pieces that belong to his own game; his trading relationships apply to all of the natives in all of the games, and his Special Advantages apply to all of the games. He can take his starting weapons and armor from any game. He must start the game at a Dwelling that belongs to his game.

6.4/3 Each game's Garrison natives set up at that game's Dwellings.

6.5 Only one monster roll is made each day, and all of the MONSTER ROLL chits are adjusted accordingly. *Alternative:* The players can make a separate monster roll for each SET UP CARD, if they wish. Doing so is more exciting – and less playable.

6.5/1 Each game piece can summon denizens only from its own SET UP CARD. Regenerating denizens return to their own game's SET UP CARD or Dwellings.

6.5/2 If the SEASONS AND WEATHER optional rule is used, only one Weather chit is picked and it affects the whole map.

6.6 When an individual loots a site, he takes his loot from the SET UP CARD that belongs to his site's game. When he exchanges a substitute card, the treasures that enter play come from the substitute's SET UP CARD. Each LOST KEYS card opens only the CHEST, VAULT and CRYPT on its own SET UP CARD.

6.7 Natives from different games are treated as separate groups: they must be traded with and hired separately.

6.7/1 Each native leader and visitor owns only the box that is on his own SET UP CARD.

6.7/2 GOLD prices remain the same from game to game. A card is worth its FAME price only to those natives who belong to its game.

6.7/3 A mission chit can be delivered to a Dwelling only if the Dwelling and chit belong to the same game.

6.7/4 A campaign chit affects only those denizens that belong to its game. *EKAMPLE:* When a character takes a game's QUEST chit, only the Knights that belong to that game become friendlier and he must kill only the Dragons that belong to that game.

6.8 When a Potion expires or an ordinary armor counter is destroyed, it returns to its game's SET UP CARD.

6.9 A game's Artifacts and Spell Books contain only the Spell cards that are on that game's SET UP CARD.

LISTS
LIST OF CHARACTERS

Introduction: The characters are grouped below according to the ENCOUNTERS when they become fair competitors in the game. Any of the characters can be used in any of the ENCOUNTERS, but some of the characters have difficulty competing in the early ENCOUNTERS.

THESE ARE THE BEST CHARACTERS TO USE IN THE FIRST ENCOUNTER:

AMAZON: The Amazon is a skilled warrior and soldier, with excellent speed and fair strength. She is deadliest against Medium and Heavy opponents. She should avoid or run from Tremendous and armored Heavy monsters, who are too dangerous for her to handle even if she obtains heavier equipment.

Special Advantages:

1. AIM: Starting in the SECOND ENCOUNTER, the Amazon sub-tracts one from each die roll whenever she rolls on the MISSILE TABLE to attack with a missile weapon.

2. STAMINA: The Amazon can record and do an extra MOVE phase each turn. She gets this bonus even when she is riding a horse - her stamina includes being an excellent horsewoman.

STARTING THE GAME: The Amazon must start at the INN. She starts with one Short Sword, one helmet, one breastplate and one shield.

DWARF: The Dwarf is a slow and powerful tighter who is at his best in the caves, where he is respected as a master of searching, hiding and fighting the monsters who live in caves Outside of the caves he is slow and clumsy. In battle his ability to duck swiftly escapes enemy blows, which allows him to out-maneuver the largest and slowest denizens.

He must be careful to avoid the fast opponents who live outside of the caves, however, and he is extremely vulnerable to attacks made by other characters, who can always Smash him as he ducks. Since he relies heavily on the ducking maneuver, his helmet is a critical part of his defenses.

Special Advantages:

1. SHORT LEGS: This "advantage" is a mixture of advantages and disadvantages:

1.1 The Dwarf can never use "sunlight" phases - he is always limited to two phases per day (plus any extra phases due to belongings or spells), as if he were in the caves. In the caves, he gets his normal two phases.

1.2 The doughty Dwarf can rest an extra effort asterisk each time he does a REST activity.

1.3 Starting in the SECOND ENCOUNTER, the Dwarf can use his DUCK chit as a special MOVE chit. He can play it only to do the "DUCK" maneuver during the melee step He cannot use it for any other purpose: he cannot use it to carry items, to charge or run away during the encounter step, and he cannot use it to do any maneuver except "DUCK". For purposes of fatigue, it counts as a MOVE chit.

2. CAVE KNOWLEDGE: The Dwarf rolls one die instead of two whenever he uses the HIDE table, the MEETING TABLE or any SEARCH table when he is in a cave clearing. This gives him some powerful advantages in the caves, somewhat offsetting his short legs. Obviously, the Dwarf prefers to spend as much time as possible in the caves.

STARTING THE GAME: The Dwarf can start the game at the GUARD house or at the INN. He starts with one Great Axe and one helmet.

SWORDSMAN: The Swordsman is a wily and nimble rascal, quick to react to an opportunity or threat. In combat he is extremely fast with his sword and with his feet: against individual Light, Medium and Heavy opponents his speed makes him a deadly antagonist, and he can run away when he faces Tremendous monsters, armored Heavy monsters and enemies who outnumber him.

Special Advantages:

1. BARTER: The Swordsman rolls one die instead of two whenever he uses the MEETING TABLE during a TRADE activity. Note: He gets this advantage only during the TRADE activity. He does not get it during the HIRE activity or when he rolls for battling natives.

2. CLEVER: Instead of taking his turn when his ATTENTION chit is picked, the Swordsman chooses when he will take his turn.

2.1 At *Sunrise* he keeps his ATTENTION chit instead of mixing it in with the others, and each time a new ATTENTION chit is about to be picked during *Daylight* he can preempt and take his turn at that point. He can preempt only once per day (he gets only one turn per day), he cannot Interrupt another character's turn once that other character's chit has been picked, and If he has not taken his turn when all of the ATTENTION chits have been picked he must take his turn at that point.

2.2 The ability to preempt applies only during *Daylight.* It does not work when chits are picked during other periods of the day.

2.3 If several characters have the ability to preempt (due to spells or duplicate Swordsmen in the game), they can preempt or pass In turn, starting with the last character to take a turn and going to the left, skipping any characters who do not have the ability to preempt. When no chits remain to be picked, any characters who have not yet taken their turns cannot pass.

STARTING THE GAME: The Swordsman must start the game at the INN. He starts the game with one Thrusting Sword.

WHITE KNIGHT: The White Knight is famous for his virtue and his prowess in battle. He is among the most powerful fighters and can handle the largest and most terrible monsters, but he moves slowly and fatigues easily. Against smaller and faster foes he must rely on his armor to stay alive, and he must use his health to recover from the fatigue and wounds he suffers in combat.

Special Advantages:

1. HEALTH: The White Knight can record and do an extra REST phase each day.

2. HONOR: The White Knight subtracts one from each die he rolls whenever he rolls on the MEETING TABLE; this includes all rolls he makes during trading, hiring and rolling to see if the natives will battle him. His noble accomplishments and reputation make even his enemies less likely to attack him, and all of the native groups are likely to give him a little price break when he deals with them.

STARTING THE GAME: The White Knight can start the game at the INN or the CHAPEL. He starts the game with one Great Sword, one suit of armor and, starting in the FOURTH ENCOUNTER, one spell (type I).

WIZARD: The Wizard is an elderly wanderer familiar with the ways of the *MAGIC REALM.* During his travels he has made many friends and he has learned all of the secret roads of the land. In combat he Is slow and weak, so he must choose his battles cautiously. Once magic is introduced in the FOURTH ENCOUNTER, his long study of the *colors* of magic enable him to create *GREY, GOLD* and

PURPLE magic at the same time, giving him great powers with enchantments and spells, particularly Artifacts and Spell Books. His strengths and weaknesses make him a valuable member of a party, but he is extremely vulnerable when he tries to work alone.

Special Advantages:

1. LORE: Starting in the FOURTH ENCOUNTER, the Wizard rolls one die instead of two whenever he rolls on the READING RUNES table.

2. EXPERIENCE: The Wizard knows the location of every hidden path and secret passage in the *MAGIC REALM.* At the start of the game he crosses all of the hidden paths and secret passages off of his Discoveries list. He can use them all.

STARTING THE GAME: The Wizard can start the game at the INN, the HOUSE or the GUARD house. He starts the game with one Staff and, starting in the FOURTH ENCOUNTER, two spells (type II, III, and/or IV).

WOODS GIRL: The Woods Girl is the elusive mistress of the wooded lands, an expert tracker who is deadly with the bow against Light, Medium or Heavy opponents. When facing heavier opponents or overwhelming numbers, she is fleet enough to run away.

Special Advantages:

1. TRACKING SKILLS: The Woods Girl rolls one die instead of two whenever she uses the HIDE table, the MEETING table or any SEARCH table while she is in one of the six tiles labeled "WOODS"

(specifically, the DEEP WOODS, LINDEN WOODS, MAPLE WOODS, NUT WOODS, OAK WOODS and PINE WOODS). She does not get this advantage in other tiles, even when she is in woods clearings In those tiles.

2. ARCHER: The Woods Girl rolls one die instead of two each time she rolls on the MISSILE TABLE to make an attack with a bow or crossbow.

STARTING THE GAME: The Woods Girl can start the game at the INN or the HOUSE. She starts the game with one Light Bow and, starting in the FOURTH ENCOUNTER, one spell (type VII).

THESE CHARACTERS ARE AT A SLIGHT DISADVANTAGE IN THE FIRST ENCOUNTER, BUT BECOME WORTHY COMPETITORS IN THE SECOND ENCOUNTER:

BERSERKER: The Berserker is a powerful fighting man with the strength to dispatch the largest monsters and humans and the speed to outmaneuver them. He is not fast enough to escape faster opponents, so against them he must rely on going berserk to survive and on his robust health to help him recover from his wounds.

Special Advantages:

1. ROBUST: The Berserker can record and do an extra REST phase each day.

2. BERSERK: Starting in the SECOND ENCOUNTER, the Berserker can play his BERSERK chit to increase his vulnerability to

Tremendous for the rest of the day. Once he plays it, it takes Tremendous harm to kill him. At *Midnight* he reverts to normal.

Note: For purposes of resting, the BERSERK chit counts as a FIGHT chit. It cannot be used as a FIGHT chit In any other way.

2.1 He can play his BERSERK chit during an ALERT phase (instead of alerting a weapon). It fatigues instantly.

2.2 He can play his BERSERK chit as his action during the encounter step. This counts as his action for the step, and the denizens on his sheet restrict his ability to play it (as if it were a FIGHT chit). It counts towards his effort limit and fatigue normally.

STARTING THE GAME: The Berserker must start the game at the INN. He starts the game with one Great Axe and one helmet.

CAPTAIN: The Captain is a renowned hero of many wars. His strength, weapon and armor make him dangerous when facing Medium or Heavy opponents, but he needs heavier equipment to deal with heavily armored foes. He is not really strong enough to face Tremendous toes.

Special Advantages:

1. AIM: Starting in the SECOND ENCOUNTER, the Captain subtracts one from each die roll whenever he rolls on the MISSILE TABLE.

2. REPUTATION: The Captain can record and do an extra phase each day he is at a Dwelling (including a campfire). He must be at the Dwelling when he starts to do the phase, not when he records it. He can use the extra phase to do any normal activity.

STARTING THE GAME: The Captain can start the game at the INN, the HOUSE or the GUARD house. He starts the game with one Short Sword, one helmet, one breastplate, and one shield.

BLACK KNIGHT: The Black Knight is a deadly and feared veteran of many battlefields. He is at his best against humans. He is too weak to dispatch Tremendous monsters until he gets a heavier weapon.

Special Advantages:
1. AIM: Starting in the SECOND ENCOUNTER, the Black Knight subtracts one from each die roll whenever he rolls on the MISSILE TABLE.
2. FEAR: Whenever the Black Knight rolls on the MEETING TABLE he rolls one die instead of two. His deadly reputation makes it easier for him to trade and hire natives, and it makes his enemies think twice before blocking or battling him.
STARTING THE GAME: The Black Knight must start at the INN. He starts the game with one Mace, one suit of armor and one shield.

DRUID: The Druid is an elusive magician at peace with nature. Since he cannot deal with most opponents even if he gets a weapon, he must operate alone, avoiding and hiding from monsters and running from them at need. He needs to win without combat, if possible.

Special Advantages:
1. CONCEALMENT: The Druid rolls one die instead of two each time he makes a HIDE die roll.
2. PEACE WITH NATURE: When the Druid ends his turn, the Warning and Sound chits in his tile do not summon monsters.

2.1 If the map chits in his tile are face down he reveals them normally, but he turns the Warning and Sound chits face down again to show they have not summoned monsters yet (chits are turned face up only if they have had the opportunity to summon monsters). The chits react normally when anyone else ends his turn in the tile.
2.2 PEACE WITH NATURE does not affect Dwellings, Site chits and Site cards, and it does not affect the DRAGON ESSENCE Treasure card. When the Druid ends his turn in a tile that contains one of these pieces, it summons denizens normally.
STARTING THE GAME: The Druid must start at the INN. In the FOURTH ENCOUNTER, he starts with two spells (type II and/or type VIII).

ELF: The Elf is an elusive and graceful warrior and magician. With his Light Bow than an armored Heavy foe, and with a Medium Bow he can face any Opponent. He has the speed to escape numerous opponents.

Special Advantages:

1. ELUSIVENESS: The Elf can record and do an extra HIDE phase each day.
2. ARCHER: The Elf rolls one die Instead of two whenever he rolls on the MISSILE TABLE to make an attack with a bow or crossbow.
STARTING THE GAME: The Elf must start the game at the INN. He starts with one Light Bow and two spells (type III and/or type VII).

PILGRIM: The Pilgrim is an adventurous cleric who must rely on his alliance with the Order and his ability to swiftly dispatch Medium opponents. With better weapons and armor he can defeat heavier opponents, but he is very slow and must choose his battles cautiously. In the FOURTH ENCOUNTER he can wield powerful *WHITE* magic, and his choice of a starting spell is critical in determining his strategy.

Special Advantages:
1. HEAVENLY PROTECTION: The Demon, Winged Demon and Imp cannot block the Pilgrim and they cannot be assigned to attack him: he cannot lure them into attacking, and he does not roll when they are assigned randomly. He can block and attack them normally.
2. LEARNING: Starting in the FOURTH ENCOUNTER, the Pilgrim rolls one die instead of two each time he uses the READING RUNES table.
STARTING THEGAME: The Pilgrim can start the game at the INN or the CHAPEL. He starts the came with one Staff and, starting in the FOURTH ENCOUNTER, one spell (type I or type VII).

THESE CHARACTERS ARE AT A SEVERE DISADVANTAGE UNTIL MAGIC IS INTRODUCED IN THE FOURTH ENCOUNTER:

MAGICIAN: The Magician knows a little about a lot of different types of magic. He can cast nearly any spell - if he can obtain the right *color* magic. He must make the best use of the *color* magic he finds in the game, for he lacks the paired MAGIC chits necessary to enchant tiles. Obviously, he values Enchanted cards above all else. When he picks his starting spells, he must be very careful to pick spells that he can cast with the chits he has available.

Special Advantages:
1. MAGICAL PARAPHERNELIA: Starting in the SECOND ENCOUNTER, the Magician can record and do an extra ALERT phase each day. This reflects the effects of the magical implements he is carrying; the spell is best used to prepare MAGIC chits.
2. KNOWLEDGE: In the FOURTH ENCOUNTER, the Magician subtracts one from each die he rolls when he uses the READING RUNES table.
STARTING THE GAME: The Magician must start at the INN. He starts with three spells (types II, III, IV, V, VI, VII, and/or VIII).

SORCEROR: The Sorceror is the master of elemental magic and conjuring. He is helpless in combat, so he does best when he takes some of the excellent type IV *Attack* spells at the start of the game, which make him formidable in combat. His favorite Treasures are the Book of Lore and the Scroll of Alchemy, which can vastly increase the powers he can call on.

Special Advantages:
1. LORE: Starting in the FOURTH ENCOUNTER, the Sorceror rolls one die instead of two each time he rolls on the READING RUNES table.
2. AURA OF POWER: Starting in the FOURTH ENCOUNTER, the Sorceror can record and do an extra SPELL phase each turn.
STARTING THE GAME: The Sorceror must start the game at the INN. He starts the game with three spells (type IV and/or type VI).

WITCH: The Witch is the mistress of natural and demonic powers. Nearly helpless in combat, she must select some spells that allow her to fight or avoid combat. She usually does best by going off by herself, preferably to some place where she can find *GREY* magic.

Special Advantages:
1. KNOWLEDGE: In the FOURTH ENCOUNTER, the Witch subtracts one from each die she rolls when she uses the READING RUNES table.
2. FAMILIAR: The Witch has an invisible companion that can move around the map separately and discover things for her.
2.1 She uses an extra game piece to represent this "familiar". Each day she records a separate turn for the familiar: it gets two basic phases plus two "sunlight" phases, and it can do only the MOVE, FOLLOW and enhanced PEER activities (the only clearing it can search is the clearing it is in). It takes its turn just before she takes her turn, when her ATTENTION chit Is picked. The familiar cannot block or be blocked, it does not summon denizens nor cause monsters to move, and It cannot take part In combat.
2.2 The familiar can follow and spy like a character. When it follows the Witch, she can carry it like an item with Negligible weight, even when she flies. The familiar cannot be followed and it cannot be spied on.
2.3 The familiar cannot carry belongings or recorded GOLD.
2.4 The Witch and her familiar share the same Discoveries list. Anything either of them discovers can be used by both of them.
STARTING THE GAME: The Witch and her familiar must start the game at the INN. She starts the game with three spells (type II, type V and/or type VIII).

WITCH KING: The Witch King is an incorporeal manifestation of magic. He can MOVE and do other activities, but without magic he does not even have a MOVE chit to allow him to carry items (so he can carry only items of Negligible weight). With magic, however, he is masterful. He controls the powerful Elemental, Demonic and Conjuring spells (types IV, V, and VI), which give him a great deal of choice in how he will play the game. His best choice of spells at the start of the game depends on his VICTORY REQUIREMENTS and strategy, but usually he needs some kind of spell to move, some kind of spell to attack, and some kind of spell to protect him in combat.

Special Advantages:
1. DISEMBODIED: Starting in the FOURTH ENCOUNTER, the Witch King must use MAGIC SIGHT. See rule 43.6.
2. AURA OF POWER: Starting in the FOURTH ENCOUNTER, the Witch King can record and do an extra SPELL phase each turn.
STARTING THE GAME: The Witch King can start the game at the INN or in the clearing that contains the Ghosts. He starts the game with four spells (type IV, type V and/or type VI).

LIST OF WEAPONS
(in decreasing order of length)

MEDIUM BOW
attack: missile
length: 16

LIGHT BOW
attack: missile
length: 14

CROSSBOW
attack: missile
length: 12

SPEAR
attack: striking
length: 10

STAFF
attack: striking
length: 9

GREAT SWORD
attack: striking
length: 8

BROADSWORD
attack: striking
length: 7

MORNING STAR
attack: striking
length: 6

GREAT AXE
attack: striking
length: 5

THRUSTING SWORD
attack: striking
length: 4

SHORT SWORD
attack: striking
length: 3

AXE
attack: striking
length: 2

MACE
attack: striking
length: 1

Dagger (FIGHT chit)
attack: striking
length: 0

tooth/claw (monster)
attack: striking
length: 0

Key: Each weapon counter is identified by the silhouette on the counter. The asterisk marks the "alerted" side of each weapon counter. The side with no asterisk is the "unalerted" side. Each counter uses the values that are face up at the moment.

weight/harm letter: The letter on each counter defines its weight and the harm it inflicts when it hits. *Special:* When unalerted side up (with no letter), a Spear inflicts Negligible harm. It still has Medium weight.

sharpness stars: Each star adds one level to the harm the weapon inflicts. When the weapon hits armor, one star does not count.

"attack": The weapon's method of attack, which can modify the harm it inflicts.

"length": The length of the weapon, on a scale from 0 to 18. Larger numbers indicate longer weapons.

"Dagger": When a character does not have a weapon active, he can play a FIGHT chit alone to make his attack. He is assumed to be using a dagger with Negligible weight and harm letters, one sharpness star and no time number.

"tooth/claw": Most monsters attack with tooth and claw. See the LIST OF MONSTERS.

Using weapons: A character can use a weapon only if he has it active. He can have only one weapon at a time active. He can use his active weapon whether it is alerted or unalerted (alerted weapons just have better combat values).

1. To use a weapon, a character must play it with a FIGHT chit whose strength at least equals the weapon's weight.

2. The number on the weapon defines its attack time. If it has no number, the number on the FIGHT chit defines its attack time.

3. The weapon's harm letter and sharpness stars define the harm it inflicts when it hits.

ARMOR

SUIT OF ARMOR
protects against:
all directions

BREASTPLATE
protects against:
Thrust and Swing

HELMET
protects against:
Smash

SHIELD
protects against:
any one direction

Using armor: When a character has an armor card or counter active, he is wearing it. Armor can be used only when it is active.

1. At any time, a character can have only one of each type of armor counter active: one helmet, one breastplate, one shield and one suit of armor. He can have any or all of the armor cards active at the same time, regardless of the other armor he has active.

2. During combat, each character puts his active armor pieces in the ovals on his MELEE SECTION. Attacks that intercept armor inflict harm on the armor instead of on the character. *Note:* He suffers a wound each time the armor is hit by Medium harm.

2.1 The letter on each armor counter defines its weight and the harm needed to damage it. When hit by this much harm, it is damaged and is turned "DAMAGED" side up; when damaged again, it is destroyed. When hit by greater harm, it is destroyed outright.

2.2 An armor card cannot he damaged. When hit by the harm indicated on the card, it is destroyed.

2.3 When an ordinary armor counter is destroyed, it is put back on the SET UP CARD to represent a new piece of armor. Suits of armor return to the Order, breastplates return to the Guard and helmets and shields return to the Soldiers.

2.4 When a treasure counter or armor card is destroyed, it is removed from play permanently.

HORSES

WARHORSE
VUL: Tremendous and armored
move bonus: none

WORKHORSE
VUL: Heavy
move bonus: one MOVE phase

PONY
VUL: Medium
move bonus: double movement

Using horses: The face-up letter and number on each horse counter defines its move strength and move time. An asterisk marks the "galloping" side of the counter; the other side is its "walking" side.

1. 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.

1.1 Certain types of horse give their owner extra MOVE phases. To use these phases, he must have the horse active when he records the extra phases during *Birdsong* and when he does them during his turn. Each workhorse gives its owner one extra MOVE phase per day. Each pony allows its owner to record an extra MOVE phase for each other MOVE phase he records. Each MOVE phase caused by the pony must follow a MOVE phase that was not caused by the pony (the MOVE phases need not be consecutive - other activities can intervene).

1.2 In combat, a character can play his active horse like a MOVE chit to charge, run away and maneuver. He can play it repeatedly in the same round, either side up, but he can play it galloping side up only once per round of combat.

2. 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.

3. Whenever a character moves, all of his horses automatically move with him.

DIE ROLL PROCEDURES:

1. When a character uses any of these tables, he rolls two dice and uses the higher roll to find his result. *EXAMPLE:* If he rolled "2" and "5", he would use the "5" to find his result.

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

2.1 A character never rolls less than one die.

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

3. 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

LIST OF MONSTERS

TREMENDOUS FLYING DRAGON
size: Tremendous and armored
bounty: 12 FAME and 12 NOTORIETY
This monster flies

HEAD
weapon: striking
  length of 7 (broadsword)

TREMENDOUS DRAGON
size: Tremendous and armored
bounty: 10 FAME and 10 NOTORIETY

HEAD
weapon: striking
  length of 9 (staff)

GIANT
size: Tremendous
bounty: 8 FAME and 8 NOTORIETY

CLUB
weapon: striking
  length of 8 (great sword)

WINGED DEMON
size: Tremendous
bounty: 8 FAME and 8 NOTORIETY
weapon: POWER OF THE PIT,
  length of 17[1]
This monster flies

DEMON
size: Tremendous
bounty: 8 FAME and 8 NOTORIETY
weapon: POWER OF THE PIT,
  length of 17[1]

TREMENDOUS TROLL
size: Tremendous and armored
bounty: 8 FAME and 8 NOTORIETY

TREMENDOUS OCTOPUS
size: Tremendous
bounty: 8 FAME and 8 NOTORIETY

TREMENDOUS SERPENT
size: Tremendous
bounty: 7 FAME and 7 NOTORIETY

TREMENDOUS SPIDER
size: Tremendous
bounty: 6 FAME and 6 NOTORIETY

HEAVY FLYING DRAGON
size: Heavy and armored
bounty: 5 FAME and 5 NOTORIETY
This monster flies

HEAVY DRAGON
size: Heavy and armored
bounty: 5 FAME and 5 NOTORIETY

HEAVY TROLL
size: Heavy and armored
bounty: 5 FAME and 5 NOTORIETY

HEAVY SERPENT
size: Heavy and armored
bounty: 4 FAME and 4 NOTORIETY

GIANT BAT
size: Heavy
bounty: 3 FAME and 3 NOTORIETY
This monster flies

HEAVY SPIDER
size: Heavy
bounty: 3 FAME and 3 NOTORIETY

IMP
size: Medium
bounty: 2 FAME and 1 NOTORIETY
weapon: CURSE,
  length of 17[1]

GOBLIN with Spear
size: Medium
bounty: 1 FAME and 1 NOTORIETY
weapon: striking[2],
  length of 10 (Spear)

GOBLIN with Great Sword
size: Medium
bounty: 1 FAME and 1 NOTORIETY
weapon: striking,
  length of 8 (Great Sword)

GOBLIN with Axe
size: Medium
bounty: 1 FAME and 1 NOTORIETY
weapon: striking,
  length of 2 (Axe)

VIPER
size: Medium and armored
bounty: 1 FAME and 2 NOTORIETY

GHOST
size: Medium
bounty: 0 FAME and 2 NOTORIETY

OGRE
size: Medium
bounty: 0 FAME and 2 NOTORIETY

WOLF
size: Medium
bounty: 0 FAME and 1 NOTORIETY

Explanation: Unless specified otherwise on the list, each monster makes a striking attack with a length of zero (tooth/claw length).

size: The monster's vulnerability, weight and move strength or flying strength. Armored monsters and flying monsters are indicated on the list. Flying is ignored until magic is introduced in the FOURTH ENCOUNTER.

bounty: The monster's FAME bounty and NOTORIETY bounty.

weapon: The length of the monster's weapon and its method of attack (when it is not a striking weapon with a length of zero).

Notes:

1. The character being attacked rolls on the indicated table and applies the result to himself. 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).

2. When a Spear-carrying Goblin is light side up it does not attack. It remains assigned to its target normally.

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LIST OF NATIVES

KNIGHT
weapon: striking,
  length of 7 (Broadsword)
VUL: Tremendous and armored
basic GOLD wage: 8 GOLD points
bounty: 12 NOTORIETY and 8 GOLD
move strength: Tremendous
weight: Heavy

GREAT SWORDSMAN
weapon: striking,
  length of 8 (Great Sword)
VUL: Heavy and armored
basic GOLD wage: 4 GOLD points
bounty: 6 NOTORIETY and 4 GOLD
move strength: Heavy
weight: Heavy

GREAT AXEMAN
weapon: striking,
  length of 5 (Great Axe)
VUL: Heavy
basic GOLD wage: 4 GOLD points
bounty: 6 NOTORIETY and 4 GOLD
move strength: Heavy
weight: Heavy

PIKEMAN
weapon: striking,
  length of 10 (Spear)
VUL: Medium and armored
basic GOLD wage: 2 GOLD points
bounty: 3 NOTORIETY and 2 GOLD
move strength: Medium
weight: Medium

SHORT SWORDSMAN
weapon: striking,
  length of 3 (Short Sword)
VUL: Medium and armored
basic GOLD wage: 2 GOLD points
bounty: 3 NOTORIETY and 2 GOLD
move strength: Medium
weight: Medium

CROSSBOWMAN
weapon: missile,
  length of 12 (Crossbow)
VUL: Medium and armored
basic GOLD wage: 2 GOLD points
bounty: 4 NOTORIETY and 2 GOLD
move strength: Medium
weight: Medium

LANCER
weapon: striking,
  length of 10 (Spear)
VUL: Light
basic GOLD wage: 2 GOLD points
bounty: 4 NOTORIETY and 2 GOLD
move strength: Light
weight: Light

RAIDER
weapon: striking,
  length of 3 (Short Sword)
VUL: Light
basic GOLD wage: 2 GOLD points
bounty: 4 NOTORIETY and 2 GOLD
move strength: Light
weight: Light

ARCHER
weapon: missile,
  length of 14 (Light Bow)
VUL: Medium
basic GOLD wage: 2 GOLD points
bounty: 4 NOTORIETY and 2 GOLD
move strength: Medium
weight: Medium

SWORDSMAN
weapon: striking,
  length of 4 (Thrusting Sword)
VUL: Medium
basic GOLD wage: 1 GOLD point
bounty: 2 NOTORIETY and 1 GOLD
move strength: Medium
weight: Medium

ASSASSIN
weapon: striking,
  length of 3 (Short Sword)
VUL: Medium
basic GOLD wage: 1 GOLD point
bounty: 2 NOTORIETY and 1 GOLD
move strength: Medium
weight: Medium

Explanation:

weapon: The length of the monster's weapon and its method of attack (when it is not a striking weapon with a length of zero).

VUL: The native's vulnerability and armor.

basic GOLD wage: The basic GOLD price of hiring the native. Multiply by the PRICE result to arrive at the final cost.

bounty: The NOTORIETY and GOLD bounty for killing the native.

Note:

1. When rolling for an Archer's attack on the MISSILE TABLE, roll only one die. Special: Archers do not attack when they are light side up. They remain assigned to their targets normally.

LIST OF TREASURES

SUMMARY: The cards introduced in each ENCOUNTER are listed under that ENCOUNTER. They must be inactive in earlier ENCOUNTERS. A fuller explanation of each card can be found following this SUMMARY, in the section indicated by the **bold print**.

1. Each card Identified as an *Enchanted card* must be turned face up when it is found. It remains face up and active for the rest of the game, even when it is sold to a denizen or abandoned on the map.

1.1 If an Enchanted card has an effect, this effect affects every character in its clearing.

1.2 Starting in the FOURTH ENCOUNTER, each Enchanted card is also a **source of color magic** to everyone in its clearing.

2. Each *Armor card* can be used as armor. It is explained on the ARMOR list.

3. Each *Weapon card* can be used as a weapon. It Is explained on the LIST OF WEAPONS.

4. Each card Identified as a *Potion* cannot be inactivated once it Is activated. Once the card is activated it must stay active, face up, until it expires. At *Midnight* all potions that were activated expire, whether they were used or not. Each expired potion is returned, face down, to the visitor or leader named on its card, who can then resell it.

4.1 A "reusable" potion can be transferred, sold or abandoned while active, and it can be used by Its new owner.

4.2 A potion that "expires when activated" is immediately used and removed from play when it is activated.

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

4.4 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 to represent the potion's effect. The potion cannot be transferred to any other weapon.

FIRST ENCOUNTER

AMULET: One-use card. This *Potion* expires when it is activated.

ANCIENT TELESCOPE: Birdsong card that entitles its owner to an extra enhanced PEER phase. Limited to mountain clearings.

BELT OF STRENGTH: Altering action chits.

CHEST: TREASURES WITHIN TREASURES substitute card. One-use card.

CLOAK OF MIST: **Birdsong** card that entitles its owner to an extra HIDE phase.

CLOVEN HOOF: *Enchanted* card that affects **Using tables**. In the FOURTH ENCOUNTER, it also supplies *BLACK* magic.

CRYPT OF THE KNIGHT: **TREASURES WITHIN TREASURES** Site card.

CRYSTAL BALL: **Birdsong** card that entitles its owner to record the enhanced PEER activity (and the remote SPELL activity).

DEFT GLOVES: **Gloves card** that also affects **Using tables**.

DRAGON ESSENCE: *Enchanted* card and **Daylight** card. In the FOURTH ENCOUNTER, it also supplies *PURPLE* magic.

ELVEN SLIPPERS: **Boots card.**

ENCHANTED MEADOW: **TREASURES WITHIN TREASURES** Site card.

FLOWERS OF REST: *Enchanted* card and **Daylight** card that causes **Instant rest**. In the FOURTH ENCOUNTER, it also supplies *GOLD* magic.

GLOVES OF STRENGTH: **Gloves card.**

GOLDEN ICON: *Enchanted* card that has no effect. In the FOURTH ENCOUNTER, it supplies *GREY* magic.

HANDY GLOVES: **Gloves card.**

IMPERIAL TABARD: Inert item. It has no special effect.

LOST KEYS: Affects **Using tables**. Also used with the CHEST.

LUCKY CHARM: Affects **Using tables**.

MAGIC WAND: Affects **Using tables**.

MAGIC SPECTACLES: **Birdsong** card that entitles its owner to an extra SEARCH phase.

MAP OF LOST CASTLE: Affects **Using tables**.

MAP OF LOST CITY: Affects **Using tables**.

MAP OF RUINS: Affects **Using tables**.

MOULDY SKELETON: **TREASURES WITHIN TREASURES** substitute card.

POULTICE OF HEALTH: **Daylight** card that modifies the REST activity. This *Potion* is consumed by activation.

POWER BOOTS: **Boots card.**

POWER GAUNTLETS: **Gloves card.**

QUICK BOOTS: **Boots card.**

REGENT OF JEWELS: **Birdsong** card that entitles its owner to an extra TRADE phase.

REMAINS OF THIEF: **TREASURES WITHIN TREASURES** substitute card.

SACRED GRAIL: *Enchanted* card that has no effect. In the FOURTH ENCOUNTER, it supplies *WHITE color* magic.

7 LEAGUE BOOTS: **Boots card** and **Birdsong** card that entitles its owner to an extra MOVE phase.

SHIELDED LANTERN: **Birdsong** card that entitles its owner to an extra phase for any normal activity. Limited to cave clearings.

SHOES OF STEALTH: **Boots card** that affects **Using tables**.

TIMELESS JEWEL: **Daylight** card that alters how its owner takes his turn.

TOADSTOOL CIRCLE: *Enchanted* card and **TREASURES WITHIN TREASURES** Site card. In the FOURTH ENCOUNTER, it supplies *BLACK color* magic and it is a **Birdsong** card that entitles everyone in its clearing to an extra SPELL phase.

VIAL OF HEALING: Provides **Instant rest**. This *Potion* is reusable until *Midnight*.

WITHERED CLAW: **One-use card.** This *Potion* expires when it is activated.

SECOND ENCOUNTER

ALCHEMIST'S MIXTURE: *Weapon card.* This *Potion* is reusable until *Midnight*.

BATTLE BRACELETS: Has **Combat effect**.

BEJEWELED DWARF VEST: *Armor card.*

DRAUGHT OF SPEED: **Altering action chits.** This *Potion* is consumed by activation.

ELUSIVE CLOAK: Has **Combat effect**.

GARB OF SPEED: **Altering action chits.**

GIRTLE OF ENERGY: Has the **Combat effect** of altering its own-er[1]s effort limit.

GOLDEN ARM BAND: *Armor card.*

GOLDEN CROWN: *Armor card.*

GRIPPING DUST: **Alters a weapon.** This *Potion* is applied to the weapon.

OIL OF POISON: **Alters a weapon.** This *Potion* is applied to the weapon.

OINTMENT OF BITE: **Alters a weapon.** This *Potion* is applied to the weapon.

OINTMENT OF STEEL: *Armor card.* This *Potion* is consumed by activation.

PENETRATING GREASE: **Alters a weapon.** This *Potion is* applied to the weapon.

POTION OF ENERGY: Has **Combat effect** of altering its owner's effort limit. This *Potion* is consumed by activation.

REFLECTING GREASE: Has **Combat effect** of preventing wounds. This *Potion* is consumed by activation.

THIRD ENCOUNTER

ROYAL SCEPTRE: **Birdsong** card that entitles its owner to an extra HIRE phase.

FOURTH ENCOUNTER

BEAST PIPES: **Artifact** of Mischievous magic (type VIII).

BLACK BOOK: **Spell Book** of Infernal (type V) and Mischievous (type VIII) magic.

BLASTED JEWEL: **Artifact** of Infernal magic (type V).

BOOK OF LORE: **Spell Book** of Elemental Energies (type IV).

DRAGONFANG NECKLACE: **Treasure with a spell.**

ENCHANTER'S SKULL: **Artifact** of Elemental Energies (type IV).

EYE OF THE IDOL: **Artifact** of Nature magic (type II).

EYE OF THE MOON: **Treasure with a spell.**

FLYING CARPET: **Treasure with a spell.**

GLIMMERING RING: **Artifact** of Elvish magic (type III).

GLOWING GEM: **Artifact** of Good Luck (type VII magic).

GOOD BOOK: **Spell Book** of Righteous magic (type I) and Good Luck (type VII).

HIDDEN RING: **Artifact** of Conjuring magic (type VI).

PHANTOM GLASS: Affects using tables.

SACRED STATUE: **Artifact** of Righteous magic (type I).

SCROLL OF ALCHEMY: **Spell Book** of Conjuring magic (type VI).

SCROLL OF NATURE: **Spell Book** of Nature magic (type II) and Elvish magic (type III).

TOADSTOOL RING: **Birdsong** card that entitles its owner to an extra SPELL phase.

1. TREASURES WITHIN TREASURES

Each of these cards has a box of treasures on the SET UP CARD. When a card Is found, its treasures become available in some way.

Substitute cards: Each of these cards is exchanged for the treasures in its box. When the card Is exchanged, it Is removed from play.

CHEST: The only way to exchange the CHEST is with the LOST KEYS; it stays in play like any other item until it is exchanged. A character can activate the CHEST only if he has the LOST KEYS active. When he activates the CHEST, he immediately exchanges for its treasures. He keeps the treasures and adds 50 points to his recorded GOLD. *Note:* The CHEST cannot be reused once it is exchanged.

MOULDY SKELETON: When a character draws this card, he must immediately reveal it and roll for a CURSE. Then he exchanges the card, but he does not keep Its treasures - he must put them in the box he was searching when he drew the MOULDY SKELETON, and the only way to obtain them is by further looting of that box. He puts the treasures on top of any other treasures in that box, with the GOLD helmet is on top, the SILVER breastplate next and the JADE shield third from the top.

REMAINS OF THIEF: When a character draws this card, he must immediately reveal it and roll for a CURSE. Then he exchanges the card and keeps its treasures; he also adds 20 points to his recorded GOLD.

Site cards: When a character draws one of these cards, he turns it face up and crosses it off his Discoveries list (this is the only way a Site card can be discovered by searching). Then he returns it to the box he drew it from, at the *bottom* of the pile of treasures in that box. The card stays in that box, but it is assumed to be in the same clearing with that box's chit. If several Site cards are in the same box, the one that was drawn most recently is the one that is on the bottom of the pile. When a character is in the same clearing with a Site card that he has crossed off, he can use SEARCH phases to loot it. He must use the special table for that card - he cannot use the LOOT table (nor MAGIC SIGHT) to loot a site card. He rolls two dice and uses the high roll to find his result, and all die roll modifications that apply to LOOT rolls apply to his roll. The table for each Site card is given below, and an abbreviated version is shown on the SET UP CARD.

Die Roll:	TOADSTOOL CIRCLE Effect on the searching character:
1	He takes the DEVIL sword. If it is gone, he gets nothing.
2	He takes the treasure card. If it is gone, he gets nothing.
3	He instantly teleports to any cave clearing he chooses, remaining hidden if he was hidden, and he continues his turn from there. If he is already in a cave, he can choose to stay there.
4	For the rest of the day each time he uses the PEER table he can search any clearing (including caves). Similarly, each time he does a SPELL activity he can do it in any clearing, as if he were in that clearing.
5	He must roll on the POWER OF THE PIT table with himself as the target.
6	He must roll for a CURSE.

Die Roll:	CRYPT OF THE KNIGHT Effect on the searching character:
1	He takes the warhorse. If it is gone, he gets nothing.
2	He takes the "T" suit of armor. If it is gone, he gets nothing.
3	He takes the BANE sword. If it is gone, he gets nothing.
4	He takes the treasure card. If it is gone, he gets nothing.
5	He adds one point to his recorded GOLD. These GOLD points remain available when all of the treasures are gone.
6	He must roll for a CURSE.

Die Roll:	ENCHANTED MEADOW Effect on the searching character:
1	He takes the pony. If it is gone, he gets nothing.
2	He takes the TRUESTEEL sword. If it is gone, he gets nothing.
3	He must roll for a WISH. he is both the spellcaster and target.
4	All of his fatigued and wounded action chits instantly return to play, rested. *Note:* This result automatically breaks the WITHER curse.
5	He must roll for a CURSE.
6	He gets nothing.

2. BIRDSONG cards

Each of these cards gives its owner the option to alter how he records one (or more) of the phases in his turn. He can use a card only if he has it active when he records the altered phase during *Birdsong* and when he does it. He can choose whether or not to use the card - he is not obliged to use it just because it is active. *IMPORTANT:* Recording an altered phase commits him to keep the card active until he does that phase. Once he uses a card to record an altered phase, he cannot inactivate, sell or voluntarily abandon the card until he has completed the altered phase. If he cannot play enough MOVE strength to carry the card when he moves then he must abandon it and cancel the activity. He must play adequate MOVE strength to carry the card if he is able to.

CRYSTAL BALL: This card allows its owner to use his regular phases to record the enhanced PEER activity. When he records the enhanced PEER activity he can record any clearing on the map. When he does the activity he searches that clearing. Starting in the FOURTH ENCOUNTER, he can record the remote SPELL activity and specify any clearing on the map (see rule 39.6)

Extra phases: Each of the following cards allows its owner to record an extra phase. He must record which phase is caused by each card and keep the card active until he does that phase.

ANCIENT TELESCOPE: This card gives its owner an extra phase that he can use to PEER from one mountain clearing to any other mountain clearing. It gives him one extra phase that he can use to do the enhanced PEER activity. When he records the activity he must record the mountain clearing he will search. When he does the activity he must be in a mountain clearing or the activity is canceled.

CLOAK OF MIST: This card allows its owner to record an extra phase to do the HIDE activity.

MAGIC SPECTACLES: This card allows its owner to record an extra phase to do the SEARCH activity.

REGENT OF JEWELS: This card allows its owner to record an extra phase to do the TRADE activity.

ROYAL SCEPTRE: Starting in the THIRD ENCOUNTER, this card allows its owner to record an extra phase to do the HIRE activity.

7 LEAGUE BOOTS: This card allows its owner to record an extra phase to do the MOVE activity, even if he is riding a horse.

SHIELDED LANTERN: This card allows its owner to record an extra phase that he can use to record any normal activity. He must be in a cave clearing when he starts the phase or the activity is canceled.

TOADSTOOL CIRCLE: This Enchanted card is also a Site card. Starting in the FOURTH ENCOUNTER, it supplies *BLACK color magic* to everyone in its clearing, and it also allows each character in its clearing to record an extra phase to do the SPELL activity, if he is in that clearing both when he records the phase and when he does it.

TOADSTOOL RING: Starting in the FOURTH ENCOUNTER, this card allows its owner to record an extra phase to do the SPELL activity.

3. DAYLIGHT cards

These cards are automatically in effect whenever they are active. They have effects that apply only during Daylight.

DRAGON ESSENCE: This Enchanted card affects everyone in its clearing. It summons monsters just like a SMOKE Warning chit whenever a character ends his turn in the clearing. It affects only its own clearing - it does not summon monsters when someone ends his turn in another clearing. In a tile with a cave clearing it counts as a SMOKE C chit; otherwise it counts as a SMOKE M chit. Starting in the FOURTH ENCOUNTER, it also supplies *PURPLE color* magic to everyone in its clearing.

FLOWERS OF REST: This Enchanted card affects every character in its clearing. Whenever a character who has one or more fatigued action chits is in the same clearing with this card during *Daylight,* he "falls asleep" until *Sunset.* He skips his turn (if he has not already taken it) and he cannot block or be blocked. At *Sunset* he returns to normal, and all of his fatigued action chits are activated at no cost (wounded chits are not affected). This effect occurs only during *Daylight* and only if he has one or more fatigued action chits - the flowers have no effect after *Sunset,* and they have no effect if all of his action chits are active and/or wounded.

1. Starting in the SECOND ENCOUNTER, characters can fall asleep only when they are in the clearings, not when they are on roadways.

2. Starting in the FOURTH ENCOUNTER, this card also supplies *GOLD color* magic to everyone in its clearing.

POULTICE OF HEALTH: When a character has this card active, each time he does a REST activity, he rests *two* effort asterisks instead of one. *Note:* when a character activates this card he uses all of the Potion on himself. The

card cannot be transferred while active.

TIMELESS JEWEL: The owner of this card ignores his recorded turn and chooses what to do on each phase of his turn as he does the phase. He gets the same number of phases and types of activities he is normally allowed, except that he can use an extra or enhanced activity caused by a belonging as soon as he activates that belonging, whether it was active during *Birdsong* or not. *Exception:* Only one horse per day can give him extra phases. Once he uses an extra phase caused by one horse, for the rest of that day he cannot use extra phases caused by other horses.

1. If he activates the TIMELESS JEWEL during his turn, he can choose how to do the remaining phases of his turn as he does them.

2. If he inactivates the TIMELESS JEWEL during his turn he is instantly blocked.

4. ONE-USE CARDS

1. When a character activates one of these cards, he must use it immediately. If he cannot use it, he cannot activate it.

2. Each card can be used only once before it is removed from play. If the card Is a *Potion,* at *Midnight* it returns to play and is put in the VISITORS box named on the card. If the card is the CHEST, it remains out of play for the rest of the game.

AMULET: This card can cure one character in its clearing of one Curse, or, starting in the FOURTH ENCOUNTER, it can break (or partially break) one spell whose spellcaster or target is in his clearing. The card's owner chooses exactly which Curse (or spell) is canceled. At *Midnight* it returns to the SHAMAN's box.

1. The AMULET can break one Curse on one character. Other characters and other Curses are not affected.

2. When used against a spell, the AMULET functions like a spell breaking spell (see rule 44.5). It releases some or all of the spell's targets from the spell. It can be used against a spell only if the spell already exists at the moment the AMULET is activated - it cannot affect a spell that Is in the process of being cast. The AMULET affects only one spell - duplicates of the spell are not affected.

CHEST: A character can activate this card only if he also has the LOST KEYS active. When he activates the CHEST he exchanges it for the items in its box, and he adds 50 points to his recorded GOLD. The CHEST cannot be exchanged without the LOST KEYS, and once it is exchanged it is removed from play.

WITHERED CLAW: When a character activates this card, he immediately rolls for a WISH and CURSE. He uses the same die roll to find his result on both tables (so if his result is "4" he gets the "I wish for peace" Wish and the "ILL HEALTH" Curse). At *Midnight* it returns to the SHAMAN's box.

5. USING TABLES

These cards modify how the characters use one or more of the tables in the game. They are in effect whenever they are active, and their effects are cumulative. *EXAMPLE:* If a character has the MAP OF LOST CITY and MAP OF RUINS in a tile that contains both a RUINS chit and the LOST CITY chit, he subtracts two from his LOCATE rolls.

CLOVEN HOOF: This card affects all tables, and it is an Enchanted card that affects every character in its clearing. Whenever a character rolls on any table while he is in the same clearing with the CLOVEN HOOF, he adds one to his result. Starting in the FOURTH ENCOUNTER, this card is also a source of *BLACK color* magic to everyone in its clearing.

DEFT GLOVES: This card affects the LOOT table and the three special tables used to loot the Site cards. If a character has this card active when he uses one of these tables, he rolls only one die to find his result.

LOST KEYS: When a character has this card active, he does not have to play a piece with Tremendous strength to loot the VAULT, or CRYPT OF THE KNIGHT. *Note:* This card is also used to open the CHEST.

LUCKY CHARM: This card affects all tables. If a character has this card active when he uses a table, he rolls only one die.

MAGIC WAND: This card affects only the SPELL tables (WISH, CURSE, POWER OF THE PIT, TRANSFORM, LOST and VIOLENT STORM). It also affects the MISSILE TABLE when it is used to resolve an *Attack* spell. If a character has this card active when he uses one of these tables, he chooses what the red die rolls instead of rolling it. If he must roll two dice he must still roll the white die, after choosing what the red die rolls, and the higher number is his result. If he must roll only one die (as a result of the LUCKY CHARM, for example), he can use the red die and choose his result.

MAP OF LOST CASTLE: This card affects all LOCATE rolls made in the tile that contains the LOST CASTLE chit. If a character has this card active when he is in this tile, then when he uses the LOCATE table he subtracts one from his result.

MAP OF LOST CITY: This card affects all LOCATE rolls made in the tile that

contains the LOST CITY chit. If a character has this card active when he is in this tile, then when he uses the LOCATE table he subtracts one from his result.

MAP OF RUINS: This card affects all LOCATE rolls made in the RUINS tile or in any tile that contains a yellow RUINS Warning chit. If a character has this card active in one of these tiles, then when he rolls on the LOCATE table he subtracts one from his result. *Note:* If the RUINS tile contains a RUINS chit, the subtraction is still one - not two.

PHANTOM GLASS: Starting in the FOURTH ENCOUNTER, this card causes its owner to use MAGIC SIGHT (see rule 43.6).

SHOES OF STEALTH: When a character has this card active, he rolls only one die each time he uses the HIDE table.

6. ALTERING ACTION CHITS

When a character has one of these cards active, it alters one of the values on each of his action chits (it affects only action chits, not Treasure cards or horses). This alteration is automatic whenever the card is active - he does not have the option of using the printed values on the chits.

BELT OF STRENGTH: This card alters the strength of Its owner's MOVE, FIGHT, DUCK and BERSERK chits (his MAGIC chits are not affected). The asterisks on each chit defines its strength: each chit with two asterisks has Tremendous strength, each chit with one asterisk has Heavy strength, and each chit with no asterisks has Medium strength.

DRAUGHT OF SPEED: This card alters the time numbers on all of its owner's action chits (including his MAGIC chits). The asterisks on each chit defines its time number: each chit with two asterisks has a time of "2", each chit with one asterisk has a time of "3", and each chit with no asterisks has a time of "4". This Potion is used up by the character who activates it. It cannot be transferred while active.

GARB OF SPEED: This card alters the time numbers on all of its owner's action chits (including his MAGIC chits). The asterisks on each chit defines its time number: each chit with two asterisks has a time of "3", each chit with one asterisk has a time of "4", and each chit with no asterisks has a time of "5". *Note:* If a character has both the GARB OF SPEED and DRAUGHT OF SPEED active, the DRAUGHT OF SPEED defines the time numbers on his action chits and the GARB of SPEED has no effect.

7. INSTANT REST

These cards instantly bring action chits closer to being in play. Each card is automatically in effect when it is active.

FLOWERS OF REST: During *Daylight*, this card instantly activates all fatigued chits in its clearing, but when it activates a chit it causes the chit's owner to fall asleep until *Sunset*. The card activates only fatigued chits, not wounds, and it works only during *Daylight*. A sleeping character loses his turn and cannot block or be blocked.

VIAL OF HEALING: This card converts its owner's wounds into fatigue instantaneously, at no cost. When a character has this card active, all of his wounded action chits are instantly converted into fatigued chits. This card does not affect fatigued chits. This *Potion* is reusable and can be transferred while active, but it expires at *Midnight*.

8. BOOTS cards

A character can never have more than one Boots card active (he can carry more than one Boots card, but only one of them can be active). He can use his active Boots card as a MOVE chit with the strength and time values shown on the card. He is not obliged to use the card as a MOVE chit just because it is active. A character can activate a Boots card only if its strength equals or exceeds his weight (as shown on his character card). He cannot activate a Boots card whose strength is less than his weight. *EXAMPLE:* The Captain's card lists his weight as Medium, so he can never activate the SHOES OF STEALTH nor the ELVEN SLIPPERS because they have only Light strength.

ELVEN SLIPPERS: Light strength, time number of 2.

POWER BOOTS: Heavy strength, time number of 4.

QUICK BOOTS: Medium strength, time number of 3.

7 LEAGUE BOOTS: Tremendous strength, time number of 5. This card can be used to open the VAULT and CRYPT. It also allows its owner to record an extra phase during *Birdsong*.

SHOES OF STEALTH: Light strength, time number of 3. This card also alters how its owner uses a table.

9. GLOVES CARDS

A character can never have more than one Gloves card active (he can carry more than one Gloves card, but only one of them can be active). He can use his active Gloves card as a FIGHT chit with the strength and time values shown on the card. He is not obliged to use the card as a FIGHT chit just because it is active.

DEFT GLOVES: Light strength, time number of 2. This card also alters how its owner uses a table.

GLOVES OF STRENGTH: Tremendous strength, time number of 5. This card can be used to open the VAULT and CRYPT.

HANDY GLOVES: Medium strength, time number of 3.

POWER GAUNTLETS: Heavy strength, time number of 4.

10. ALTER WEAPONS

These cards must remain inactive until combat is introduced in the SECOND ENCOUNTER. When a character activates one of these Potions he automatically uses it all on the weapon he has active (his dagger, if he has no other weapon active); the Potion cannot affect any other weapon. The card is put with the weapon and stays with it until the Potion's effect expires at *Midnight*.

GRIPPING DUST: This card keeps the weapon alerted side up at all times, even when it hits.

OIL OF POISON: This card adds one sharpness star to the damage the weapon inflicts when it hits.

OINTMENT OF BITE: This card causes the weapon to hit whenever its attack time undercuts *or ties* its target's maneuver time.

PENETRATING GREASE: This card causes the weapon to ignore armor. It inflicts damage on all monsters and natives as if they were unarmored. Starting in the THIRD ENCOUNTER, when it hits a character it inflicts damage directly on him as if he were not wearing any armor. The weapon does not damage or destroy armor – it just ignores all armor.

11. COMBAT EFFECTS

These cards must remain inactive until combat is introduced in the SECOND ENCOUNTER. When a character has one of these cards active, it alters how he plays during a round of combat.

REFLECTING GREASE: When a character has this card active he cannot be wounded by any attack that strikes armor. If an attack hits him and strikes armor, he does not wound any action chits. His armor can still be damaged and destroyed normally, and attacks that hit him without striking armor can still wound and kill him. This *Potion* is used up by the character that activates it – it cannot be transferred while active.

Increased effort: Each of these cards allows its owner to play more than two effort asterisks during a round of combat. The number of asterisks he must fatigue is always one less than the number he uses. *EXAMPLE:* If he plays three asterisks, then he must fatigue two asterisks.

GIRTLE OF ENERGY: This card allows its owner to play up to three effort asterisks (instead of two) during each round of combat.

POTION OF ENERGY: this card allows its owner to play any number of asterisks in a round of combat. This Potion is used up by the character who activates it – it cannot be transferred while active. *Note:* If the same character has both the GIRTLE OF ENERGY and the POTION OF ENERGY active, the POTION takes precedence. There is no limit to the asterisks he can play.

Changing directions: A character who has one of these cards active can use it during the melee step, after attacks and maneuvers are revealed but before they are resolved. If the indicated conditions are met, the card allows him to change the direction of his attack or his maneuver. He cannot change any pieces that he played, but he can move them to a different box.

BATTLE BRACELETS: If he is attacking a target whose maneuver time is 5 or more, he can shift his attack to any *Attack* circle he chooses. If his target's maneuver time is 4 or less, he cannot shift his attack. *Note:* If he is attacking multiple targets, he can shift his attack only if every target has a maneuver time of 5 or more.

ELUSIVE CLOAK: If all the attacks aimed at him have an attack time of 5 or more, he can move his maneuver to any *Maneuver* square he chooses. If an attack with a time of 4 or less is aimed at him he cannot shift his maneuver. *Note:* The Dwarf can never shift his DUCK chit – it can be played only in the *Duck Maneuver* square.

* If the BATTLE BRACELETS and ELUSIVE CLOAK are used in the same melee step, the attack is shifted first, then the maneuver.

12. SOURCES OF COLOR MAGIC

These Enchanted cards are always active, but starting in the FOURTH ENCOUNTER each card is also a source of *color* magic. Each card supplies an infinite supply of one *color* of magic to every character in its clearing, whether he wants it or not. This *color* magic automatically activates any Permanent spells bewitching targets in that clearing, and it can also be used to cast any number of spells and enchantments there. *Reminder:* The CHAPEL counter is also a source of *WHITE color* magic in its clearing.

CLOVEN HOOF: This card is a source of *BLACK* magic.

DRAGON ESSENCE: This card is a source of *PURPLE* magic.

FLOWERS OF REST: This card is a source of *GOLD* magic.

GOLDEN ICON: This card is a source of *GREY* magic.

SACRED GRAIL: This card is a source of *WHITE* magic.

TOADSTOOL CIRCLE: This Site card Is a source of *BLACK* magic.

13. ARTIFACTS, SPELL BOOKS AND TREASURES WITH SPELLS

These cards must remain inactive until magic is introduced in the FOURTH ENCOUNTER.

1. Each Artifact or Spell Book has a box on the SET UP card. At the start of the game this box contains secret Spell cards that are inscribed on that Item. When a character has an Artifact or Spell Book active, he can learn and awaken its Spell(s) by using the SEARCH activity to roll on the READING RUNES table.

1.1 When he learns a Spell he records it in one of the spell boxes on his MELEE SECTION.

1.2 When he awakens a Spell card he puts the awakened Spell card with its Artifact or Spell Book.

2. When a character owns an active Artifact or Spell Book, he can look at its awakened Spell cards and he can play the item to cast Its awakened spells. To play it, he plays it like a MAGIC chit as his action during an encounter step. He puts the item and the Spell card is casting in an unused spell box. The spell has a completion time of "0" (zero).

2.1 Until the spell ends, the Artifact or Spell Book must remain face up (like an Enchanted card) 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.

2.2 Each Artifact or Spell Book can cast only its own awakened Spell cards. It can be played only once per day, and it can cast only one Spell card when it Is played. It can cast a Spell card only if it has the same type (Roman numeral) as the Spell card.

3. Certain Treasure cards have spells that do not appear elsewhere in the game. These items can be employed to use these spells, but the spells cannot be learned or recorded.

Artifacts: Each Artifact contains one Spell card that can be learned and awakened by READING RUNES. Once the spell is awakened, the Artifact can be used to cast It once per day.

BEAST PIPES: This card contains one type VIII Spell card. It can be used as a "MAGIC-VIII-0" chit to cast this spell.

BLASTED JEWEL: This card contains one type V Spell card. It can be used as a "MAGIC-V-0" chit to cast this spell.

ENCHANTER'S SKULL: This card contains one type IV Spell card. It can be used as a "MAGIC-IV-0" chit to cast this spell.

EYE OF THE IDOL: This card contains one type II Spell card. It can be used as a "MAGIC-II-0" chit to cast this spell.

GLIMMERING RING: This card contains one type III Spell card. It can be used as "MAGIC-III-0" chit to cast this spell.

GLOWING GEM: This card contains one type VII Spell card. It can be used as a "MAGIC-VII-0" chit to cast this spell.

HIDDEN RING: This card contains one type VI Spell card. It can be used as a "MAGiC-VI-0)" chit to cast this spell.

SACRED STATUE: This card contains one type I Spell card. It can be used as a "MAGIC-I-0)" chit to cast this spell.

Spell Books: Each Spell Book contains four Spell cards that can be learned and awakened by READING RUNES. It can cast only those Spell cards that match the red Roman numeral on the book's card - the other Spell cards can be learned from the book but they cannot be cast by it. Each Spell Book can be played only once per day, and it can cast only one spell each time it is played.

BLACK BOOK: This card contains two type V Spell cards and two type VIII Spell cards. Once per day it can be used as a "MAGIC-V-0" chit to cast one of the type V spells. It cannot cast the type VIII spells.

BOOK OF LORE: This card contains four type IV Spells. Once per day it can be used as a "MAGIC-IV-0" chit to cast one of them.

GOOD BOOK: This card contains two type I Spell cards and two type VII Spell cards. Once per day it can be used as a "MAGIC-I-0" chit to cast one of the type I spells. It cannot cast the type VII spells.

SCROLL OF ALCHEMY: This card contains four type VI Spell cards. Once per day it can be used as a "MAGIC-VI-0" chit to cast one of them.

SCROLL OF NATURE: This card contains two type II Spell cards and two type III Spell cards. Once per day it can be used as a "MAGIC-II-0" chit to cast one of the type II spells. It cannot cast the type III spells.

Treasure cards that cast spells: The spells caused by these items are explained on the LIST OF SPELLS. These spells cannot be learned by READING RUNES (or in any other way) - the only way to cast them is with the items.

DRAGONFANG NECKLACE: This item can be played like an Artifact to cast its spell. It can be played only once per day.

EYE OF THE MOON: This item can be played like an Artifact to cast its spell. It can be played only once per day.

FLYING CARPET: This item already has a *Permanent* spell cast on it, which can be energized like any other *Permanent* spell.

ALCHEMIST'S MIXTURE: This *Potion* represents pinches of deadly powder that are thrown at a target. It is a missile weapon, length 11, weight Negligible, impact Medium, with three sharpness stars. Once activated, it can attack one target per round of combat until *Midnight,* when it expires. It is not limited to the character who activates it - it can be transferred while active.

BEJEWELED DWARF VEST: When active, this card intercepts *Thrust* attacks. It is destroyed when Heavy (or greater) harm is inflicted on it. When it is destroyed, its owner gets 23 GOLD points to represent the value of its jewels.

GOLDEN ARM BAND: When active, this card intercepts *Swing* attacks. It is destroyed when Medium (or greater) harm is inflicted on it. When it is destroyed, its owner gets 11 GOLD points to represent the value of the gold.

GOLDEN CROWN: When active, this card intercepts Smash attacks. It is destroyed when Medium (or greater) harm is inflicted on it. When it is destroyed, its owner gets 48 GOLD points to represent the value of its gold and jewels.

OINTMENT OF STEEL: When active, this card intercepts all attacks. It is destroyed when Tremendous (or greater) harm is inflicted on it. When it is destroyed, its owner gets nothing. When a character activates this card, he uses all of the *Potion* on himself.

LIST OF SPELLS

Specific effects are explained in more detail in the main body of rules. The LIST OF SPELLS concentrates on the idiosyncrasies of each spell. The spells are grouped by type and each spell is listed In the following format:

NAME OF SPELL (Type/*color magic* needed to cast spell), **target of the spell,** *Duration of spell:* Explanation of the spell's effects.

TYPE I SPELLS

EXORCISE (I/*WHITE*), **the spellcaster's clearing,** *Instant:* Every Demon and Imp in the clearing is killed. Every spell and Curse that is in effect in the clearing or that is being cast In the clearing this round is instantly broken. All *color* chits in the clearing instantly fatigue. This spell is the strongest of all, and it nullifies and breaks all other spells.

MAKE WHOLE (I/*WHITE*), **one character,** *Instant:* This spell activates all of the target's fatigued and wounded action chits and repairs all of his damaged armor (including his inactive armor). It affects only those chits that are already inactive and only that armor that is already damaged - it does not affect fatigue, wounds and damage that are inflicted during the current round of combat. This spell's strength is equal to the POWER OF THE PIT results that affect action chits and armor (it does not conflict with the other POWER OF THE PIT results). *Special:* This spell breaks the WITHER Curse on the target.

PEACE (I/*WHITE*), **one character, native or monster,** *Combat:* When this spell goes into effect, it is instantly broken if its target is currently the target of any other character or denizen. If he is not someone else's target, the spell

goes into effect.

1. If the target is a denizen, whether hired, controlled or not, it is instantly unassigned. While the spell remains in effect, it cannot be assigned to a new target. If it is hired or controlled, it cannot lure attackers.

2. If the target is a character, he takes back his ATTENTION chit and any spell or attack he is playing is cancelled. While the spell remains in effect, he cannot charge or specify a target for an attack or spell. He can maneuver, run away and do other actions. He cannot lure attackers into attacking him, but attackers can be assigned to him randomly.

3. The spell is instantly broken when the bewitched target is named as the target of a spell or attack. The spell is broken only if the target himself is named as a target - he is not released by spells aimed at other targets, even if the results affect him.

SMALL BLESSING (I/*WHITE*), **one character,** *Instant:* The target character immediately rolls the dice and consults the WISHES table.

TYPE II SPELLS

BLEND INTO BACKGROUND (II/*GREY*), **one character, hired leader or controlled monster,** *Day:* The target can record and do an extra HIDE activity during his turn.

FOG (II/*GREY*), **the spellcaster's hex tile,** *Day:* This spell prevents an individual who is doing the SEARCH activity from using the PEER table. The spell affects every character, hired leader and controlled monster who is in the target tile or who is trying to search a clearing In the target tile (he cannot PEER into the tile from a mountain in an adjacent tile). This spell affects only the SEARCH activity. It does not prevent an individual from using spells or Treasure cards to do the PEER activity in the tile.

PROPHECY (II/*PURPLE*), **one character,** *Day:* The target character Ignores his recorded turn and chooses what to do on each phase of his turn as he does the phase. He gets the same number of phases and types of activities he is normally allowed, except that he can use an extra or enhanced activity caused by a belonging as soon as he activates that belonging, whether it was active during *Birdsong* or not. Only one horse per day can provide him with extra phases - once he has used an extra phase caused by one horse, for the rest of that day he cannot use extra phases caused by other horses. If this spell is broken before he finishes his turn, he is instantly blocked. *Note:* His hired leaders, controlled monsters and phantasms must still do the turns

recorded for them.

STONES FLY (II/*GREY*), **any number of character(s), native(s), and/or monster(s),** *Attack:* This spell attacks each target like a missile weapon with a length of 15, and it inflicts Light damage with one sharpness star (see rule 42.4). *Special:* This spell always makes at least four attacks. If the spellcaster specifies one target, all four attacks are made against that target. If he specifies two targets, two attacks are made against each target. If he specifies three targets, two attacks are made against the target where he put his ATTENTION chit, and one attack is made against each other target. If he specifies four or more targets, one attack is made against each target. The spellcaster rolls separately on the MISSILE TABLE for each hit.

TALK TO WISE BIRD (II/*GOLD*), **one character,** *Instant:* The target character immediately does a remote PEER activity. He specifies any clearing on the map and uses the PEER table to search that clearing.

WITCH'S BREW (II/*GREY*), **any of the spellcaster's type II and type VIII MAGIC chits that he chooses,** *Day:* Each targeted type II chit is transformed into a type IV chit, and each targeted type VIII chit Is transformed into a type Ill chit. See rule 43.5.

TYPE III SPELLS

ELVIN GRACE (III/*GOLD*), **one character, monster or native,** *Combat:* If the target is a character, this spell alters the time numbers on all of his MOVE chits. The strength on each MOVE chit defines its time number: each Light chit has a time of 1, each Medium chit has a time of 2, each Heavy chit has a time of 3, and each Tremendous chit has a time of 4. If the target is a monster or native, his size redefines the MOVE time on both sides of his counter: a Light target has a move time of 1 on both sides of his counter, a Medium target has a move time of 2, and so on. This Spell affects only move times. It does not affect attack times, DUCK chits, horses or Boots cards, and

it does not affect "MOVE/FIGHT" chits created by the UNLEASH POWER Spell.

1. ELVIN GRACE ignores any strength changes caused by the BELT OF STRENGTH; it always uses the strength that is actually printed on each MOVE chit to define that chit's time number.

2. The DRAUGHT OF SPEED and GARB OF SPEED nullify ELVIN GRACE. When the target has one of these Treasure cards active, the card defines the time number on each chit and the ELVIN GRACE is ignored.

FAERIE LIGHTS (III/*GOLD*)**, any of the spellcaster's type III and type VII MAGIC chits that he chooses,** *Day:* Each targeted type III chit is transformed into a type II chit, and each targeted type VII chit is transformed into a type VI chit. See rule 43.5.

ILLUSION (III/*GOLD*), **one character or the spellcaster's hex tile,** *Permanent:* Each affected individual adds one to his result whenever he uses any SEARCH table. If the target is a tile, the spell affects every character, hired leader, controlled monster or phantasm in that tile.

LOST (III/*GOLD*), **one character or the spellcasters hex tile,** *Permanent:* Each affected individual moves randomly whenever he uses the MOVE activity to leave a clearing: instead of moving to the clearing he recorded, he must use the LOST table to determine which adjacent clearing he moves to.

1. This spell affects an individual only when he uses the MOVE activity to leave a clearing. It does not affect him when he runs out of a clearing or when he starts a move between clearings, and it does not affect him when he flies.

2. If the target is a tile, the spell affects every character, hired leader, controlled monster or phantasm who starts a MOVE activity in any clearing on that tile. The spell does not affect MOVE activities that start in other tiles.

PERSUADE (III/*GOLD*), **one native group, or all of the Giants in the spellcaster's clearing, or all of the Ogres in his clearing,** *Day:* The spellcaster pacifies the targets as explained in rule 45. To hire them, he uses the FRIENDLY column of the MEETING table. *Special:* When this spell is cast by an Artifact or Spell Book, the character who holds the item is the one who has pacified the denizens. If no character holds the item, the spell Is nullified.

SEE HIDDEN SIGNS (III/GOLD), one character, *Day:* The target can record and do one extra SEARCH activity during his turn.

TYPE IV SPELLS

BLAZING LIGHT (IV/*PURPLE*), **cave clearing,** *Day:* The spellcaster must be in a cave clearing to cast this spell, and his target is that clearing Each character, hired leader or controlled monster in that clearing during *Birdsong* has the option to record an extra phase to do any normal activity. He must also be in the clearing when he starts the phase or the activity is cancelled.

ELEMENTAL SPIRIT (IV/*PURPLE*), **any of the spellcaster's type IV and type VI MAGIC chits he chooses,** *Day:* Each targeted type IV chit Is transformed into a type VIII chit, and each targeted type VI chit is transformed into a type V chit. See rule 43.5.

FIERY BLAST (IV/*PURPLE*), **any number of character(s), monster(s) and/or native(s),** *Attack:* This spell attacks each target like a missile weapon with a length of 13, and it inflicts Light damage plus three sharpness stars (see rule 42.4).

HURRICANE WINDS (IV/*PURPLE*), **one character, monster or native,** *Move:* This spell can be cast only in a mountain clearing. It creates a FLY chit with Tremendous strength and a time number of "1". The target *must* use this chit to run away at the start of the next encounter step; the FLY chit overrules the target's normal behavior. When the target flies out of the clearing, all of his belongings, including his horses, fly and land with him. The spellcaster chooses which adjacent tile the target flies to. See rule 47.

LIGHTNING BOLT (IV/*PURPLE*), **one character, monster or native,** *Attack:* This spell can be used only in a mountain clearing. It attacks like a missile weapon with a length of 18, and it inflicts Medium damage plus three sharpness stars. See rule 42.4.

ROOF COLLAPSES (IV/*PURPLE*), **the spellcaster's (cave) clearing,** *Attack:* This spell can be used only in a cave clearing. It automatically attacks every character, monster and native in the cave clearing, including the spellcaster. It attacks like a striking weapon with a length of 18, and it inflicts Heavy damage with no sharpness. *IMPORTANT:* This spell always attacks each target in the *Smash* direction with a time number of "4", regardless of the chit or card that was used to cast it.

* ROOF COLLAPSES also attacks hidden individuals in the clearing. They can play maneuvers without becoming unhidden.

VIOLENT STORM (IV/*PURPLE*), **the spellcasters hex tile,** *Day:* The spellcaster rolls the dice and consults the VIOLENT STORM table. The result is the number of phases each character, hired leader and controlled monster must cancel when he ends a phase in a woods or mountain clearing in that tile. He pays this penalty only once per turn, and he can choose which activities to cancel. He can cancel only those activities that remain in his current turn - if he loses more activities than he has remaining, the excess losses are Ignored.

* VIOLENT STORM affects only the target tile, and it affects only woods and mountain clearings that do not contain the INN, HOUSE, CHAPEL or GUARD house (campfires are affected). A character is not affected until he is in an affected clearing - he is not affected between clearings, in caves (or buildings), or when he is flying.

TYPE V SPELLS

ABSORB ESSENCE (V/*BLACK*), **one monster,** *Permanent:* This spell can be cast on any monster, even if it Is controlled or hired. It cannot be cast on a character who has been transmorphized into a monster (he would be a "character" target, not a monster). This spell transmorphizes the spellcaster into the monster he named as target (see rule 46). His items and horses are *not* transmorphized.

1. The spellcaster and monster become one entity, even when the spell is inert. The spellcaster continues to be represented by his character counter, but the absorbed monster simply ceases to exist - it is removed from play and is put in the spell's spell box, where it remains until the spell ends. The monster no longer functions as a monster: any denizens and ATTENTION chits assigned to it become unassigned, and it is released from any spells bewitching it. It Is not killed and cannot regenerate.

1.1 If the spellcaster Is killed the monster is also killed. The killer gets the spellcaster's points plus the monster's bounty points, without multiplication, and both the spellcaster and the monster count as kills towards the killer's daily total.

1.2 If the spell is broken without killing the spellcaster, the monster instantly appears in the spellcaster's clearing.

2. When the spell is energized, the spellcaster plays dummy chits and uses the monster's combat values instead of his own. He must always use the combat values that are on the face-up side of the monster's counter. If the monster is Medium or Heavy, he can turn it either side up whenever he plays a chit (it does not change tactics). If it is Tremendous, it turns red side up only when it gets a hit; once it is red side up, he can turn it red side down whenever he plays a chit. The counter automatically turns red side down when he changes targets, or when his target is killed.

2.1 If the monster has a head or club, the spellcaster can play it during combat as a second attack against his target.

2.2 If the monster is a Demon or Imp, he casts its spell as an attack (like a monster, not a character). He cannot change the spell It casts. *Special:* When the spell Is energized, the spellcaster can use the monster's MAGIC type to record spells.

3. If a spellcaster has duplicate ABSORB ESSENCE spells, he can absorb one monster per spell. As each spell is energized, he transmorphizes into its monster (so he will always be transmorphized In the monster that belongs to the most recently energized spell). When the spells are energized simultaneously, the spellcaster chooses which one transmorphizes him.

4. When ABSORB ESSENCE is cast by an Artifact or Spell Book, the item transmorphizes when the spell becomes energized. The character holding the Item transmorphizes into the monster; if the item is not held by a character, the item itself becomes the monster, and it functions like a normal monster in all respects. When the monster is killed the spell Is broken and the item reappears.

ASK DEMON (V/*BLACK*), **one Demon or Winged Demon,** *Instant:* The spellcaster can ask one question of any other player (in the context of the game he is asking the Demon, who knows all about the character), and the other player *must* answer truthfully. The question must be answerable by "yes", "no" or a number, it must be about recorded information or one or more game pieces and it must be about the present or past - the spellcaster cannot ask about ideas or future intentions (except that he can ask about VICTORY REQUIREMENTS). Question and answer must be kept secret from the other players. *Note:* The spell has no effect on how the Demon fights.

BROOMSTICK (V/*BLACK*), **one Light character,** *Move:* This spell creates a FLY chit that the target can use to fly (see rule 47). This FLY chit has Light strength and a time number of "1". It can be cast only on a target with Light weight. The spellcaster controls when this chit is used, but it can be used only when the target uses a Light MOVE chit.

1. When the target plays a Light MOVE chit during the encounter step, the spellcaster can interrupt his play and force him to use the FLY chit to charge or fly away, as the spellcaster chooses. When the target plays a Light MOVE chit to maneuver. then when the final maneuvers are revealed the spellcaster can invoke the FLY chit. He cannot change the direction of the target's maneuver.

2. When the target starts to do a FLY phase, the spellcaster can invoke the FLY chit and allow him to fly. If he does not invoke the FLY chit, the activity is cancelled (unless the target has another source of flying strength). *Note:* If the spellcaster is himself the target, he *must* invoke the FLY chit to do the FLY phase.

3. If the target does a MOVE phase and plays a Light MOVE chit to carry items. then the spellcaster can invoke the FLY chit and force him to FLY to the tile he is moving to instead of moving to a particular clearing.

4. Any time the target uses a MOVE chit that is stronger than Light, the spellcaster can invoke the FLY chit. When this happens, the FLY chit has no effect and the spell is broken.

* Exception: If the spellcaster plays this spell on himself, he can play the FLY chit directly, without playing a MOVE chit. *EXAMPLE:* The Witch King can cast BROOMSTICK on himself and play the FLY chit even though he does not own a Light MOVE chit.

CURSE (V/*GREY*), **one character,** *Instant:* The spellcaster rolls on the CURSE table and applies the Curse to the target.

PENTANGLE (V/*BLACK*), **one character, native or monster,** *Combat:* The Demon, Winged Demon and Imp cannot attack the target, all spells and Curses that are bewitching him are temporarily nullified, and no new spells can go into effect against him. PENTANGLE stops only those spells that are aimed specifically against the target. He is still affected normally by Spells that are aimed at other targets. He can be attacked by ROOF COLLAPSES or controlled monsters, for example.

POWER OF THE PIT (V/*BLACK*), **one character, native or monster,** *Instant:* The spellcaster rolls on the POWER OF THE PIT table and applies the result to the target.

TYPE VI SPELLS

DISSOLVE SPELL (VI/*PURPLE*), **one spell In the spellcaster's clearing,** *Instant:* The target spell must already exist when it Is specified as a target - it cannot be a spell that is being cast during the current round. When DISSOLVE SPELL goes into effect, the target spell is broken. See rule 44. Duplicates of the target spell are not affected. *Note:* This spell cannot break Curses.

ENCHANT ARTIFACT (VI/*PURPLE*), **one Artifact or Spell Book that the spellcaster has active,** *Permanent:* When the spellcaster names his target, he must also name one of his recorded spells. This spell and its MAGIC type are added to the target.

1. Whenever the ENCHANT ARTIFACT spell is energized, the target contains the added type and spell in addition to its own type and spell(s). The character who is holding the target item can read runes to learn the spell, and he can play the Item to cast the spell (which is automatically awakened). He must specify exactly which MAGIC type and spell he is using when he plays the item.

2. The new MAGIC type can also be used to cast the Spell cards that belong to the item, if It matches their type. *EXAMPLE:* If ENCHANT ARTIFACT is used to add type VII to the GOOD BOOK, the GOOD BOOK can be used to cast its type VII spells.

3. Each MAGIC type on the target item can be used once per day, so an item with two MAGIC types can be used twice per day - once with each MAGIC type. Similarly, when one MAGIC type is committed to a target, the item can still be played to use the other MAGIC type.

4. The same item can be enchanted any number of times, adding a new MAGIC type and spell with each casting, but each casting ties up one ENCHANT ARTIFACT Spell and the chit or card used to cast it.

MELT INTO MIST (VI/*PURPLE*), **one character, native or monster,** *Permanent:* This spell transmorphizes the target into mist (see rule 46). His horses and Items are all transmorphized with him. The target takes no part In combat - he cannot charge or attack, and he cannot be charged or attacked. If he is a character, he can run away.

1. If the target Is a character or hired or controlled denizen, it can do only the MOVE, HIDE and FOLLOW activities. *Special:* The target can move along hidden paths and secret passages that he has not discovered. He does not discover them as he moves.

2. The target is not affected by spells. Any other spells and Curses that are currently bewitching him are nullified, new spells cannot go into effect against him and he is not affected by spells aimed at other targets (he is immune to POWER OF THE PIT results, for example). *IMPORTANT:* The MELT INTO MIST spell Itself is *not* immune to spells. It can be broken while energized (or Inert).

PHANTASM (VI/*PURPLE*), *Day:* This spell creates an ethereal being (or "phantasm") that the target controls.

1. During *Birdsong* of the next day he puts an unused piece with himself to represent the phantasm, and he records a separate turn for the phantasm.

The phantasm gets two phases plus two "sunlight" phases. It can do only the MOVE, PEER and remote SPELL activities.

2. The phantasm takes its turn just before the target character, when the target character's ATTENTION chit is picked, and it does its PEER and SPELL activities in the clearing it is in. It shares the target character's Discoveries list; it can use his discoveries, and he discovers what it discovers, even if they are in different clearings.

3. The phantasm cannot carry belongings or recorded GOLD, it cannot follow or be followed, it cannot spy or be spied on, it cannot block nor be blocked, and it does not summon denizens or cause monsters to move.

TRANSFORM (VI/*PURPLE*), **one character, monster or native,** *Permanent:* The spellcaster rolls the dice and consults the TRANSFORM table, and the target Is transmorphized into the creature (monster or beast) indicated by the result. See rule 46.

1. All of the recorded GOLD and belongings (Including horses) the target has with him are transmorphized with him.

2. If the target is a character, hired native or controlled monster, he can gain new recorded GOLD and belongings which are not transmorphized. He must keep his transmorphized GOLD and belongings separate from those that are untransmorphized; when the spell falls inert, he merges the two groups. *Note:* If he ends the day in a location where the *color* magic needed to energize the spell is supplied automatically, the TRANSFORM spell does not fall inert - it remains energized without a break.

UNLEASH POWER (VI/*PURPLE*), **any number of the spellcaster's MAGIC chits that he chooses,** *Day:* Each MAGIC chit that is specified as a target is transformed into a "MOVE/FIGHT" chit that can be used as both a MOVE chit and a FIGHT chit, but not both at the same time (it can carry items like a MOVE chit, and in combat it can be used once per round, as either a MOVE chit or a FIGHT chit). It has the effort asterisks and time number printed on it, and its time number defines its strength: each chit with a time of 2 or 3 has Light strength, each chit with a time of 4 has Medium strength, each chit with a time of 5 has Heavy strength, and each chit with a time of 6 or more has Tremendous strength. These chits cannot be used as MAGIC chits while they are transformed.

1. UNLEASH POWER ignores any changes in time numbers caused by the DRAUGHT OF SPEED or GARB OF SPEED; it always uses the time number printed on the MAGIC chit to define that chit's strength.

2. When the target has the BELT OF STRENGTH active, it overrides UNLEASH POWER. The BELT OF STRENGTH defines the final strength of each MOVE/FIGHT chit.

WORLD FADES (VI/*BLACK*), **one character,** *Permanent:* If the target character is unhidden and there are no denizens on his MELEE SECTION at the end of a round of combat, he rolls on the HIDE table. If he hides successfully, he remains hidden until he is revealed normally (he can hide and be discovered repeatedly). *IMPORTANT:* The target character must also start (or stop) using MAGIC SIGHT when he does the SEARCH activity. See rule 43.6.

TYPE VII SPELLS

CONTROL BATS (VII/*any*), **all of the Bats In the spellcaster's clearing,** *Day:* The spellcaster controls all of the Bats in his clearing (see rule 45). *Special:* When this spell is cast by an Artifact or Spell Book, the Bats are controlled by the character who holds the item. When no character holds the item, the spell Is nullified.

PEACE WITH NATURE (VII/*GOLD*), **one character, hired leader or controlled monster,** *Permanent:* This spell prevents Warning and Sound chits from summoning monsters when the target ends his turn. If the chits are face down he reveals them as usual but turns the Warning and Sound chits face down again to show they have not summoned monsters yet (chits are face up only if they have had the opportunity to summon monsters). The chits react normally when anyone else ends his turn in the tile. This spell does not affect Site chits, Dwellings, Site cards or the DRAGON ESSENCE card, which continue to summon denizens normally, and it does not affect prowling monsters that are already in the tile, who still move to the target's clearing. *Note:* If the target Is a hired or controlled denizen, he remains bewitched when he becomes unhired and uncontrolled.

PREMONITION (VII/*GREY*), **one character,** *Day:* The target character chooses when he takes his turn during Daylight. He keeps his ATTENTION chit instead of mixing it with the others, and each time a new chit is about to be picked he can either preempt and take his turn or pass and let the next chit be drawn. When no chits are left, he cannot pass - he must take his turn. He still gets only one turn per day. If this spell is broken before he preempts, his ATTENTION chit is immediately mixed in with the remaining chits and is picked normally to determine when he takes his turn. *Special:* If several characters can preempt, they must preempt or pass in turn, going clockwise from the last character to take a turn and skipping anyone who cannot preempt.

PROTECTION FROM MAGIC (VII/*GOLD*), **one character,** *Phase:* The target character is protected from spells and Curses for one round of combat or one phase of his turn. He keeps the spell's MAGIC chit to represent its effect, and he activates it like an item (see rule 42.8). When he activates it, it nullifies all spells and Curses that are bewitching him, and prevents new spells from being cast on him; he is still vulnerable to spells aimed at other targets. At the end of the phase or round, the spell expires.

SENSE DANGER (VII/*PURPLE*), one character, *Permanent:* The target can record and do an extra ALERT activity on his turn.

TYPE VIII SPELLS

BAD LUCK (VIII/*any*), **one character,** *Permanent:* The target character adds one to his result whenever he uses any table.

DEAL WITH GOBLINS (VIII/*GREY*), **all of the Goblins In the spellcaster's clearing,** *Day:* The spellcaster pacifies the Goblins as explained in rule 45. To hire them, he uses the NEUTRAL column of the MEETING TABLE. *Special:* When this spell is cast by an Artifact or Spell Book, the Goblins are pacified by the character who holds the item. When no character holds the item, the spell is nullified.

GUIDE SPIDER OR OCTOPUS (VIII/*GREY*), **one Spider or Octopus,** *Day:* The spellcaster controls the monster (see rule 45). *Special:* When this spell is cast by an Artifact or Spell Book, the monster is controlled by the character who holds the item. When no character holds the item, the spell is nullified.

POISON (VIII/*GREY*), **one weapon counter, native counter, Goblin counter, Ogre counter or Giant's club,** *Day:* Add one sharpness star to the harm the target counter inflicts when it hits. This Spell cannot be cast on the ALCHEMIST'S MIXTURE.

REMEDY (VIII/*GREY*), **one spell or Curse in the spellcaster's clearing,** *Instant:* The target spell or Curse must already exist when it is specified as a target - it cannot be a spell that is being cast during the current round. The target can be one Curse on one character, or one spell. The target spell or Curse is broken - see rule 44. Duplicates of the spell or curse are not affected.

WHISTLE FOR MONSTERS (VIII/*PURPLE*), **one face-up Sound chit anywhere on the map,** *Instant:* This spell cannot be cast in a tile that contains less than six clearings, and it cannot be cast on a chit that is face-down. If the target chit is not in the spellcaster's tile, then it is moved to his tile. If it is already in his tile, then he can move it to any other tile that contains six clearings. Thereafter, the Sound chit summons monsters to its new tile.

TREASURE CARDS WITH SPELLS

DRAGONFANG NECKLACE (none/*PURPLE*), **one Dragon or Flying Dragon, any size,** *Day:* The character who owns this card controls the Dragon (see rule 45). When no character has the card, the spell is nullified. This *Day* spell expires at the next *Sunset.*

EYE OF THE MOON (none/*GREY*), **next week's weather chit,** *Instant:* This spell can be cast only if the optional weather rules are being used. The target is the face-down number chit that will define next week's weather. When the spell goes into effect the spellcaster can either look at this chit secretly or, without looking at it, insist that a new chit be picked using the normal method. If a new chit is picked, he does not look at it. *Comment:* A character usually must cast this spell several times to get the weather he wants. He must cast it once to look at the chit, a second time to change it, a third time to look at the new chit, and so on

FLYING CARPET (none/*PURPLE*), **the FLYING CARPET card Itself,** *Permanent:* This *Permanent* spell has already been cast on the FLYING CARPET card. When the spell Is energized, the card can be used as a FLY chit with Medium strength and a time number of "2". The owner of the card can play it once per round of combat, using it repeatedly (the spell does not expire after one use). The card's owner can use it to fly during his turn. See rule 47. This spell cannot be broken - when spellbreaking spells are used against it, the spell just becomes inert. It can be re-energized immediately, as soon as it is supplied with *PURPLE* magic.

THE SPELL TABLES

Die Roll:	Curse:	CURSES Effect:
1	EYEMIST	The target character cannot do the SEARCH activity. He can still do the enhanced PEER activity.
2	SQUEAK	The target cannot be hidden. He can do the HIDE activity, but regardless of the result he remains unhidden.
3	WITHER	The target cannot have any active effort asterisks. All of his active action chits with asterisks become fatigued. While the Curse remains in effect, his wounded chits can be converted to fatigue, but his fatigued chits cannot be activated. *Special:* This Curse is removed by the MAKE WHOLE spell and the "wish for health".
4	ILL HEALTH	The target cannot do the REST activity. *Special:* This Curse is removed by the "wish for health".
5	ASHES	The target's recorded GOLD is worthless and cannot be spent nor given away. He can add to his recorded GOLD normally, but he cannot subtract from it, and it counts as a value of "-1" towards his VICTORY REQUIREMENTS.
6	DISGUST	The target's recorded FAME is worthless. He can add to his FAME normally but he cannot do any game function that would cause him to subtract from it. It counts as a value of "-1" towards his VICTORY REQUIREMENTS.

Explanation:

1. Once inflicted, a Curse remains in effect until it is removed (cancelled or broken).

2. Duplicates of the same Curse have no additional effect. If a character gets a Curse that duplicates a Curse he already has, the additional Curse is ignored.

3. Curses have no effect on monsters or natives. Hired or controlled denizens just ignore Curses.

POWER OF THE PIT

Die Roll:	Event:	Effect:
1	FIERY CHASM OPENS	All unhidden characters, natives and monsters in the clearing are killed[1]. Visitors and hidden characters, natives and monsters are not affected by this result.
2	CARRIED AWAY	The target is instantly killed[1].
3	TERROR	Each character in the clearing must wound all of his Light and Medium strength MOVE and FIGHT chits. All Light and Medium monsters, natives and horses in the clearing are killed.
4	BLIGHT	All of the target's active chits that show effort asterisks become wounded[2]. Chits that are already fatigued or that show no asterisks are not affected.
5	FORGET	All of the target's active MAGIC chits become fatigued[2].
6	RUST	All of the target's active armor counters suffer damage[2]. Intact armor counters become damaged, damaged armor counters are destroyed. Armor cards and inactive counters are not affected.

Notes:

1. When an individual is killed his belongings and recorded GOLD are disposed of normally.

2. This event does not affect denizens or horses.

WISHES

Die Roll:	Wish:	Effect:
1	"I wish I were elsewhere"	You teleport[1] to any clearing of your choice.
2	"I wish you were elsewhere"	You must specify one character, monster or native in your clearing[2], and he teleports[1]. You cannot specify yourself – if you are alone in the clearing, no one teleports.
3	"I wish for a vision"	You look at the Treasure cards in any one box on the SET UP CARD. Return the cards to their box without turning them up or changing their order. Do not roll for Curses.
4	"I wish for peace"	Combat ends for the day in your clearing. All spells that have not yet gone into effect are cancelled[3] and all characters and denizens are prohibited from specifying targets or attacking for the rest of the day[4].
5	"I wish for health"	All of your action chits are rested and returned to play. This result automatically cancels the WITHER and ILL HEALTH Curses. Its strength is equal to the POWER OF THE PIT results that affect chits.
6	"I wish for strength"	The next FIGHT chit or GLOVES card you play that hits inflicts Tremendous harm. Regardless of how many times you get this wish, it affects only your next hit – you cannot "store up" several hits. *Note:* You can use this hit to open the VAULT or CRYPT OF THE KNIGHT.

Notes:

1. When an individual teleports, he is released from any spells that have not yet gone into effect (also see note 3). When a character teleports, he must leave the clearing but he can move to any other clearing he chooses.

2. You can specify a hidden character or denizen only if you have found "Hidden enemies". If you specify a monster or native (hired, controlled, or not), it returns to the SET UP CARD box or clearing where it started the game (if it is already in this clearing, it does not move). *Note:* When a denizen returns to the SET UP CARD, he is released from all spells that are bewitching him.

3. Spells that are simultaneous with this wish are not affected by this wish.

4. Rounds of combat continue for two rounds to allow characters to do actions. This "peace" cannot be broken before it expires.

TRANSFORM

Die Roll:	Target Becomes:	ATTACK VALUES harm inflicted:	attack time:	MOVEMENT VALUES strength:	type:	time:	special movement:	SIZE vulnerability and weight:
1	DRAGON	Tremendous	4	Tremendous	flying	4	must fly	Tremendous
2	LION	Heavy	3	Heavy	move	4	walks woods	Heavy
3	EAGLE	Medium	2	Medium	flying	2	must fly	Medium
4	BIRD	cannot attack		Light	flying	1	must fly	Light
5	SQUIRREL	cannot attack		Light	move	2	walks woods	Light
6	FROG	cannot attack		Light	move	3	walks woods	Light

VIOLENT STORM

Die Roll:	Upon first entering the tile:
1	cancel 4 phases
2-3	cancel 3 phases
4-5	cancel 2 phases
6	cancel 1 phase

LOST

Die Roll:	Individual must move:
1	to clearing "1"
2	to clearing "2"
3	to clearing "3"
4	to clearing "4"
5	to clearing "5"
6	to clearing "6"

Explanation of the LOST table:

1. The character rolls the dice and consults the table to determine where he moves. He must move to the adjacent clearing that matches the number he rolled. An adjacent clearing is any clearing that is connected to the character's clearing by a roadway.

   a. While LOST, he can use paths and passages that he has not discovered. He does not discover these roadways when he uses them.

   b. When "walking the woods", he is forced to follow the roadways only when he moves from tile to tile.

2. If several adjacent clearings match the indicated number, he can choose which one to move to. If none of the adjacent clearings matches the number, then the individual does not move and the MOVE phase is cancelled.

3. If the individual moves to a mountain clearing, his next MOVE activity is cancelled (this MOVE activity need not be consecutive and it need not specify the mountain clearing). This represents the second MOVE activity needed to enter a mountain clearing. If he does not have another MOVE activity in his turn, he does not move and the first MOVE activity is cancelled.

ACTIONS

ACTION:	ENCOUNTER:	CHIT PLAYED:
Run out of clearing	SECOND	MOVE chit[1]
Turn over weapon counter	SECOND	FIGHT chit[2]
Activate one belonging and/or inactivate one belonging	SECOND	none[3]
Abandon belongings	SECOND	none[3]
Charge character	THIRD	MOVE chit[4]
Cast spell	FOURTH	MAGIC chit[5]
Activate Phase spell	FOURTH	none[3]
Fly out of clearing	FOURTH	FLY chit[6]
Playing *color* chits	FOURTH	see note 7
Pick up dropped belonging	Advanced	
in front of character		none[3]
elsewhere in clearing		MOVE[1] or FLY[6]

ENCOUNTER: The first ENCOUNTER when this action can be used.
Advanced: The action is explained in the advanced rules.

Notes: A character can do only one action per encounter step.

1. There can be no red-side-up Tremendous monsters on the character's sheet, and the chit's time number must be lower than the move times of all of the attackers (monsters, natives and ATTENTION chits) on the character's sheet.

2. The chit's time number must be lower than the move times of all of the attackers on the character's sheet.

3. The attackers on the character's sheet do not restrict this play.

4. There can be no red-side-up Tremendous monsters on the character's sheet. Charging is not exactly an action – it is done during the deployment turn. A character cannot do an action if he charges.

5. Or an Artifact, Spell Book or Treasure card that can cast a spell. The chit's time number must be lower than or equal to the move times of all of the attackers on the character's sheet.

6. Or flying values (when the character is transmorphized into a flying creature). The character's flying time number must be lower than the move times of all of the flying attackers (monsters, natives, and ATTENTION chits) on his sheet. There can be no red-side-up Tremendous monsters on the character's sheet.

7. Playing color chits does not count as an action. A character can play any number of color chits in addition to his action.

MISSILE TABLE

Die Roll:	Effect on harm inflicted:
1	increase two levels
2	increase one level
3	no change
4	decrease one level
5	decrease two levels
6	decrease three levels

Explanation of the MISSILE TABLE: When a missile attack hits, roll the dice and adjust the harm inflicted as indicated on the table. If the result is Negligible or less, the hit inflicts no harm but it still counts as a hit: if a weapon attacks it is unalerted, if a Tremendous monster attacks it turns red side up. *Armor:* If the attack hits armor, it loses one sharpness star (if it has not stars it loses nothing), and the final harm is inflicted on the armor. Attacks by bows can damage and destroy armor.

Exception: If the final harm exceeds Tremendous, it kills the target without affecting his armor (it hits a vital unarmored spot).

increase…: Increase the harm inflicted by the indicated number of levels.

decrease…: Decrease the harm inflicted by the indicated number of levels.

no change: The harm remains unchanged.

REPOSITIONING DENIZENS

DENIZENS IN RED BOXES

Die Roll:	Effect:	Starting red box: CHARGE and THRUST	DODGE and SWING	DUCK and SMASH
1	Top left box unchanged	CHARGE and THRUST	DUCK and SMASH	DODGE and SWING
2	Middle box unchanged	DUCK and SMASH	DODGE and SWING	CHARGE and THRUST
3	Bottom right box unchanged	DODGE and SWING	CHARGE and THRUST	DUCK and SMASH
4	No change	CHARGE and THRUST	DODGE and SWING	DUCK and SMASH
5	Shift down and to the right	DUCK and SMASH	CHARGE and THRUST	DODGE and SWING
6	Shift up and to the left	DODGE and SWING	DUCK and SMASH	CHARGE and THRUST

DENIZENS IN RED BOXES

Die Roll:	Effect:	Starting circle: Thrust	Swing	Smash
1	Top circle unchanged	Thrust	Smash	Swing
2	Middle circle unchanged	Smash	Swing	Thrust
3	Bottom circle unchanged	Swing	Thrust	Smash
4	No change	Thrust	Swing	Smash
5	Shift down	Smash	Thrust	Swing
6	Shift up	Swing	Smash	Thrust

DENIZENS IN MANEUVER SQUARES

Die Roll:	Effect:	Starting square: CHARGE	DODGE	DUCK
1	Left square unchanged	CHARGE	DUCK	DODGE
2	Middle square unchanged	DUCK	DODGE	CHARGE
3	Right square unchanged	DODGE	CHARGE	DUCK
4	No change	CHARGE	DODGE	DUCK
5	Shift to right	DUCK	CHARGE	DODGE
6	Shift to left	DODGE	DUCK	CHARGE

Instructions: Cross-index the die roll with the denizen's starting box, circle or square to find the box, circle or square he moves to.
1. On a character's sheet, use on e roll to reposition all of the denizens. When rolling to see if denizens change tactics, roll separately for each red box.
2. On a denizen's sheet, use one roll to reposition the denizens on the circles and use another roll to reposition the denizen who is in the Maneuver squares.

If the owner of the sheet is unhired and uncontrolled, use a third roll to reposition the owner in the red boxes. when rolling for changing tactics, roll once for each circle and once for each square, and, if the owner of the sheet is unhired and uncontrolled, once for each red box. *Note:* If the owner of the sheet is hired or controlled, he is not repositioned and he does not change tactics.
3. Die roll modifiers do not affect any of these die rolls.

CHANGE TACTICS

Die Roll:	Effect on counters:
1-5	no effect
6	Change tactics!

Explanation of the change tactics table: After the characters reveal their attacks and maneuvers, roll for each red box that contains monsters or natives. On a "Change tactics" result, all of the Medium monsters, Heavy monsters, head counters, club counters, and unhired natives in that box turn over.

Tremendous monsters and native horses do not turn over – they cannot "Change tactics".

PRICE LISTS

TREASURE COUNTERS

ARMOR COUNTERS

counter:	FAME value	NOTORIETY value	GOLD prices:		
			intact	damaged	destroyed
"T" suit of armor	6	3	25	18	5
GOLD helmet	4	4	30	27	20
SILVER breastplate	4	4	25	21	15
JADE shield	4	4	20	16	10

WEAPON COUNTERS

counter:	FAME value	NOTORIETY value	GOLD price	weapon length
BANE Great Sword	6	3	20	8
TRUESTEEL Broadsword	6	3	25	7
DEVIL Broadsword	0	15	20	7
LIVING Thrusting Sword	3	9	25	4

Explanation:

FAME value: A character get these FAME points only if he owns the counter at the end of the game.

NOTORIETY value: A character gets these NOTORIETY points only if he owns the counter at the end of the game.

GOLD price: The basic GOLD price of the counter.

intact: The price of the armor counter when it is intact.

damaged: The price of the armor counter when it is damaged.

destroyed: The GOLD points that the counter's owner gets when the armor counter is destroyed. These points represent the value of the jewels and metal in the shattered treasure.

VISITOR PRICES

item:	SCHOLAR	CRONE	SHAMAN	WARLOCK
GOOD BOOK	50 GOLD	—	—	—
SCROLL OF NATURE	50 GOLD	—	50 GOLD	50 GOLD
BOOK OF LORE	50 GOLD	—	—	50 GOLD
BLACK BOOK	50 GOLD	50 GOLD	—	—
SCROLL OF ALCHEMY	50 GOLD	—	—	—
SACRED STATUE	20 GOLD	—	—	—
EYE OF THE IDOL	20 GOLD	—	—	—
GLIMMERING RING	20 GOLD	—	20 GOLD	—
ENCHANTER'S SKULL	20 GOLD	—	—	20 GOLD
BLASTED JEWEL	20 GOLD	—	—	—
HIDDEN RING	20 GOLD	—	—	—
GLOWING GEM	20 GOLD	—	—	—
BEAST PIPES	20 GOLD	20 GOLD	—	—
one spell	none	10 GOLD	10 GOLD	10 GOLD

Explanation: This chart shows the GOLD price that the visitors will pay for certain items. This is also the basic price that a character must use when buying these items from the visitors. "—" indicates that the normal price is used. *Note:* The visitors never buy spells. The "one spell" price is used only as the base price when buying spells from them.

ORDINARY COUNTERS

WEAPONS

weapon counter:	GOLD price:
GREAT SWORD	10
CROSSBOW	10
MEDIUM BOW	8
BROADSWORD	8
MORNING STAR	8
GREAT AXE	8
LIGHT BOW	6
SPEAR	6
THRUSTING SWORD	6
MACE	6
SHORT SWORD	4
AXE	4
STAFF	1

ARMOR

armor counter:	GOLD prices:	
	intact	damaged[1]
SUIT OF ARMOR	17	12
BREASTPLATE	9	6
SHIELD	7	5
HELMET	5	3

HORSE TRADING

PONIES[2]

gallop/walk values:	GOLD price:
L2/L4	16
M2/M5	16
M3/M4	15
M3/M5	14
L3/M4	14
L3/M5	12
M4/M5	12

WORKHORSES[2]

gallop/walk values:	GOLD price:
H6/T8	12
H6/H7	11
M5/H7	11
M5/M6	10
L5/M6	9
L4/L5	8

WARHORSES[2]

gallop/walk values:	GOLD price:
T3/T5	25
T5/T7	22
H4/T7	20
H4/H6	18

Notes:

1. When natives and visitors buy or otherwise obtain damaged armor, they repair it instantly. It is immediately available to be repurchased from them in an intact state.

2. Each horse has its own price. The horse is identified by its type and the letter and number on both sides of its counter.

MEETING TABLE

Die Roll:	Trading Relationship: ENEMY	UNFRIENDLY	NEUTRAL	FRIENDLY	ALLY
1	INSULT	PRICEx4	OPPORTUNITY	OPPORTUNITY	BOON(x1)
2	CHALLENGE	NO DEAL	PRICEx3	PRICEx2	PRICEx1
3	Block/Battle	NO DEAL	PRICEx4	PRICEx2	PRICEx2
4	Block/Battle	INSULT	NO DEAL	PRICEx3	PRICEx3
5	Block/Battle	CHALLENGE	NO DEAL	PRICEx4	PRICEx4
6	Block/Battle	Block/Battle	TROUBLE	NO DEAL	PRICEx4

Explanation of Results

PRICE: The final price is equal to the basic price times the indicated nuimber. You can either pay this price and complete the deal, or pay nothing and get nothing. If this is rolled in the *Evening* (starting in the THIRD ENCOUNTER), there is no result.

BOON (x1): You can either treat this as a "PRICEx1" result (so that the final price is equal to the basic price), or you can take the belonging or hire the native(s) for free, as a "boon". If you take a "boon", the group becomes one level less friendly towards you until you repay the boon (see rule 10.5/3). If this is rolled in the *Evening* (starting in the THIRD ENCOUNTER), there is no result.

NO DEAL: No result. No deal is made and the natives do not block or battle.

Block/Battle: When rolled during a TRADE or HIRE phase, the native group blocks the individual who is trying to deal with them. Starting in the THIRD ENCOUNTER, when a character rolls this result during the *Evening* the native group starts battling him (and his hired and controlled denizens) in that clearing.

CHALLENGE: The character who rolled this result can choose to lose 5 recorded FAME points and treat this as "NO DEAL". If he does not (or cannot) pay the points, treat it as a "Block/Battle" result. Note: He cannot pay if he is under the DISGUST curse.

INSULT: The character who rolled this result can choose to lose 5 recorded NOTORIETY points and treat this as "NO DEAL". If he does not pay the points, treat it as a "Block/Battle" result.

TROUBLE: Immediately roll again and find your result in the UNFRIENDLY column.

OPPORTUNITY: Immediately roll again and find your result in the next friendlier column (so if you roll "OPPORTUNITY" in the NEUTRAL column, roll again and find your new result in the FRIENDLY column.

DIE ROLL PROCEDURES:

1. When a character uses any of these tables, he rolls two dice and uses the higher roll to find his result. *EXAMPLE:* If he rolled "2" and "5", he would use the "5" to find his result.

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

2.1 A character never rolls less than one die.

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

3. 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.

TABLES

ACTIVITIES

ACTIVITY:	ENCOUNTER:	RECORD:	RESULT:
HIDE	FIRST	H	roll on HIDE table
MOVE	FIRST	M (clearing)	move to clearing recorded
SEARCH	FIRST	S	use one SEARCH table once
TRADE	FIRST	T	buy from or sell to one leader or visitor
REST	FIRST	R	rest one effort asterisk
ALERT	SECOND	A	turn over weapon or prepare one MAGIC chit
HIRE	THIRD	HR	hire denizen(s) from one group
FOLLOW	THIRD	F (individual)	follow individual throughout turn
SPELL	FOURTH	SPX	nothing (first SPELL phase of day)
		SP	enchant one MAGIC chit or turn over tile
PEER[1]	Enhanced	P (clearing)	use PEER table to search clearing
FLY[1]	Enhanced	F (tile)	fly to specified tile
Remote SPELL[1]	Enhanced	RS (clearing)	enchant one MAGIC chit or turn over tile
CACHE[2]	Advanced	C	start or open one cache

ENCOUNTER: The first encounter when this activity can be used.

Enhanced: A character can do this activity only when he is affected by a Special Advantage, Treasure card or spell that enables him to do it.

Advanced: The activity is explained in the advanced rules.

PEER

Die Roll:	Result:
1	Choice
2	Clues and Paths
3	Hidden enemies and Paths
4	Hidden enemies
5	Clues
6	Nothing

LOCATE

Die Roll:	Result:
1	Choice
2	Passages and Clues
3	Passages
4	Discover chit(s)
5	Nothing
6	Nothing

LOOT

Die Roll:	Result:
1	Take top treasure in pile
2	Take 2nd treasure in pile
3	Take 3rd treasure in pile
4	Take 4th treasure in pile
5	Take 5th treasure in pile
6	Take 6th treasure in pile

READING RUNES

Die Roll:	Result:
1	Learn and awaken spell
2	Learn and awaken spell
3	Learn and awaken spell
4	Awaken spell
5	Curse!
6	Nothing

MAGIC SIGHT

Die Roll:	Result:
1	Choice
2	Counters
3	Treasure cards
4	Perceive spell
5	Discover chit(s)
6	Nothing

THE SEARCH TABLES
Explanation of Results:

"Nothing": You find nothing.

"Hidden enemies": Check off the ENEMIES column for this day. For the rest of the day, you can spy on hidden enemies (starting in the THIRD ENCOUNTER you can block and attack hidden enemies).

"Paths": Cross off (on your Discoveries list) all of the hidden paths that run into the clearing you are searching. You may use these hidden paths freely for the rest of the game.

"Passages": Cross off (on your Discoveries list) all of the secret passages that run into the clearing you are searching. You may use these secret passages freely for the rest of the game.

"Clues": You secretly look at the map chits in the tile that you are searching, but do not cross any sites off your Discoveries list. You have found rubble or monster spoor that allows you to deduce what is in the tile, but you do not discover the sites themselves.

"Discover chit(s)": You secretly look at the map chits in the tile you are searching. You discover every Site chit in the clearing you are searching and cross it off your Discoveries list. Henceforward, you can LOOT this Site chit whenever you are in its clearing.

"…and…" : You get both results.

"Choice": You can choose any one result on the PEER or LOCATE tables, including a double result such as "Clues and Paths".

"Take … treasure in pile": Take the indicated treasure from the pile, counting from the top of the pile. Treasure cards, armor counters, weapon counters and horse counters all count as treasures and can be taken.

"Learn and awaken spell": You look at the Spell card and if you have a MAGIC chit that matches the spell's type you can record it (if you have not already learned it). If the Spell card belongs to an Artifact or Spell Book, it is also awakened.

"Awaken Spell": You look at the Spell card but you do not learn the spell. If the Spell card belongs to an Artifact or Spell Book, put it with its Artifact or Spell card.

"Curse!": Immediately roll on the CURSES table. The Curse is inflicted on you.

"Counters": You find "Hidden enemies", but only those hidden enemies who have weapon counters, armor counters or horse counters. If your clearing contains a Site chit you have discovered or a pile of abandoned belongings, you can take the topmost counter (weapon, armor or horse) from the site or pile. You can take only one counter from one box or pile.

"Treasure cards": You find "Hidden enemies", but only those hidden enemies who have Treasure cards. If your clearing contains a Site chit you have discovered or a pile of abandoned belongings, you can take the topmost Treasure card from the site or pile. If there are several such piles, you can take only one card from one pile (do not look at the cards before you draw).

"Perceive spell": You find "Hidden enemies", but only those hidden enemies who have spells recorded. If you have an Artifact or Spell Book active, or if you have discovered a Site chit with Spell cards in your clearing, you can look at its Spell cards and learn the one you want without awakening any spells. You can look at only one group of Spell cards and learn only one spell.

HIDE TABLE

Die Roll:	Effect on individual:
1-5	Hide!
6	no effect

Explanation of the HIDE table: Roll for each HIDE phase. On a "Hide!" result, the individual hides. On a "no effect" result, his status does not change – if hidden he remains hidden, if unhidden he remains unhidden.