
MAGIC REALM

LISTS AND TABLES

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 subtracts one from each die roll whenever she rolls on the MISSILE TABLE to attack with a missile weapon.

2. STAMINA: The Amazon can record and do an extra MOVE phase each turn. She gets this bonus even when she is riding a horse - her stamina includes being an excellent horsewoman.

STARTING 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 tigher 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-manuever the largest and slowest denizens.

He must be careful to avoid the fast opponents who live outside of the caves, however, and he is extremely vulnerable to attacks made by other characters, who can always Smash him as he ducks. Since he relies heavily on the ducking maneuver, his helmet is a critical part of his defenses.

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).

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).



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.

(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).



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"

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.

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.

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



CAPTAIN: The Captain is a renowned hero of many wars. His strength, weapon and armor make him dangerous when facing Medium or Heavy opponents, but he needs heavier equipment to deal with heavily armored foes. He is not really strong enough to face Tremendous foes.

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.

Special Advantages:

1. **AIM:** Starting in the SECOND ENCOUNTER, the Captain subtracts one from each die roll whenever he rolls on the MISSILE TABLE.



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 THE GAME: The Pilgrim can start the game at the INN or the CHAPEL. He starts the game 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 Sorcerer is the master of elemental magic and conjuring. He is helpless in combat, so he does best when he takes some of the excellent type IV Attack spells at the start of the game, which make him formidable in combat. His favorite Treasures are the Book of Lore and the Scroll of Alchemy, which can vastly increase the powers he can call on.

Special Advantages:

1. **LORE:** Starting in the FOURTH ENCOUNTER, the Sorcerer 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 Sorcerer can record and do an extra SPELL phase each turn.

STARTING THE GAME: The Sorcerer 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 be 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



HEAVY DRAGON
size: Heavy and armored
bounty: 5 FAME and 5 NOTORIETY



HEAD
weapon: striking
length of 7 (broadsword)



HEAVY TROLL
size: Heavy and armored
bounty: 5 FAME and 5 NOTORIETY



TREMENDOUS DRAGON
size: Tremendous and armored
bounty: 10 FAME and 10 NOTORIETY



HEAVY SERPENT
size: Heavy and armored
bounty: 4 FAME and 4 NOTORIETY



HEAD
weapon: striking
length of 9 (staff)



GIANT BAT
size: Heavy
bounty: 3 FAME and 3 NOTORIETY
This monster flies



GIANT
size: Tremendous
bounty: 8 FAME and 8 NOTORIETY



HEAVY SPIDER
size: Heavy
bounty: 3 FAME and 3 NOTORIETY



CLUB
weapon: striking
length of 8 (great sword)



IMP
size: Medium
bounty: 2 FAME and 1 NOTORIETY
weapon: CURSE,
length of 17¹



WINGED DEMON
size: Tremendous
bounty: 8 FAME and 8 NOTORIETY
weapon: POWER OF THE PIT,
length of 17¹
This monster flies



GOBLIN with Spear
size: Medium
bounty: 1 FAME and 1 NOTORIETY
weapon: striking²,
length of 10 (Spear)



DEMON
size: Tremendous
bounty: 8 FAME and 8 NOTORIETY
weapon: POWER OF THE PIT,
length of 17¹



GOBLIN with Great Sword
size: Medium
bounty: 1 FAME and 1 NOTORIETY
weapon: striking,
length of 8 (Great Sword)



TREMENDOUS TROLL
size: Tremendous and armored
bounty: 8 FAME and 8 NOTORIETY



GOBLIN with Axe
size: Medium
bounty: 1 FAME and 1 NOTORIETY
weapon: striking,
length of 2 (Axe)



TREMENDOUS OCTOPUS
size: Tremendous
bounty: 8 FAME and 8 NOTORIETY



VIPER
size: Medium and armored
bounty: 1 FAME and 2 NOTORIETY



TREMENDOUS SERPENT
size: Tremendous
bounty: 7 FAME and 7 NOTORIETY



GHOST
size: Medium
bounty: 0 FAME and 2 NOTORIETY



TREMENDOUS SPIDER
size: Tremendous
bounty: 6 FAME and 6 NOTORIETY



OGRE
size: Medium
bounty: 0 FAME and 2 NOTORIETY



HEAVY FLYING DRAGON
size: Heavy and armored
bounty: 5 FAME and 5 NOTORIETY
This monster flies



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.

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**.

BEJWELED 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 owner'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.

TOADSTOOL CIRCLE	
Die Roll:	Effect on the searching character:
1	He takes the DEVIL sword. If it is gone, he gets nothing.
2	He takes the treasure card. If it is gone, he gets nothing.
3	He instantly teleports to any cave clearing he chooses, remaining hidden if he was hidden, and he continues his turn from there. If he is already in a cave, he can choose to stay there.
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.

CRYPT OF THE KNIGHT	
Die Roll:	Effect on the searching character:
1	He takes the warhorse. If it is gone, he gets nothing.
2	He takes the "T" suit of armor. If it is gone, he gets nothing.
3	He takes the BANE sword. If it is gone, he gets nothing.
4	He takes the treasure card. If it is gone, he gets nothing.
5	He adds one point to his recorded GOLD. These GOLD points remain available when all of the treasures are gone.
6	He must roll for a CURSE.

ENCHANTED MEADOW	
Die Roll:	Effect on the searching character:
1	He takes the pony. If it is gone, he gets nothing.
2	He takes the TRUESTEEL sword. If it is gone, he gets nothing.
3	He must roll for a WISH. he is both the spellcaster and target.
4	All of his fatigued and wounded action chits instantly return to play, rested. <i>Note:</i> This result automatically breaks the WITHER curse.
5	He must roll for a CURSE.
6	He gets nothing.

2. BIRDSONG cards

Each of these cards gives its owner the option to alter how he records one (or more) of the phases in his turn. He can use a card only if he has it active when he records the altered phase during *Birdsong* and when he does it. He can choose whether or not to use the card - he is not obliged to use it just because it is active. **IMPORTANT:** Recording an altered phase commits him to keep the card active until he does that phase. Once he uses a card to record an altered phase, he cannot inactivate, sell or voluntarily abandon the card until he has completed the altered phase. If he 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 it 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 a "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.

BEJWELED 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 III 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 spellcaster's hex tile, Permanent: Each affected individual moves randomly whenever he uses the MOVE activity to leave a clearing: instead of moving to the clearing he recorded, he must use the LOST table to determine which adjacent clearing he moves to.

1. This spell affects an individual only when he uses the MOVE activity to

leave a clearing. It does not affect him when he runs out of a clearing or when he starts a move between clearings, and it does not affect him when he flies.

2. If the target is a tile, the spell affects every character, hired leader, controlled monster or phantasm who starts a MOVE activity in any clearing on that tile. The spell does not affect MOVE activities that start in other tiles.

PERSUADE (III/GOLD), one native group, or all of the Giants in the spellcaster's clearing, or all of the Ogres in his clearing, Day: The spellcaster pacifies the targets 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 spellcaster's hex tile, Day: The spellcaster rolls the dice and consults the VIOLENT STORM table. The result is the number of phases each character, hired leader and controlled monster must cancel when he ends a phase in a woods or mountain clearing in that tile. He pays this penalty only once per turn, and he can choose which activities to cancel. He can cancel only those activities that remain in his current turn - if he loses more activities than he has remaining, the excess losses are ignored.

* VIOLENT STORM affects only the target tile, and it affects only woods and mountain clearings that do not contain the INN, HOUSE, CHAPEL or 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

	CURSES	
Die Roll:	Curse:	Effect:
1	EYEMIST	The target character cannot do the SEARCH activity. He can still do the enhanced PEER activity.
2	SQUEAK	The target cannot be hidden. He can do the HIDE activity, but regardless of the result he remains unhidden.
3	WITHER	The target cannot have any active effort asterisks. All of his active 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. <i>Special</i> : This Curse is removed by the MAKE WHOLE spell and the "wish for health".
4	ILL HEALTH	The target cannot do the REST activity. <i>Special</i> : This Curse is removed by the "wish for health".
5	ASHES	The target's recorded GOLD is worthless and cannot be spent 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:

- When an individual is killed his belongings and recorded GOLD are disposed of normally.
- This event does not affect denizens or horses.

WISHES

Die Roll:	Wish:	Effect:
1	"I wish I were elsewhere"	You teleport ¹ to any clearing of your choice.
2	"I wish you were elsewhere"	You must specify one character, monster or native in your clearing ² , and he teleports ¹ . You cannot specify yourself – if you are alone in the clearing, no one teleports.
3	"I wish for a vision"	You look at the Treasure cards in any one box on the SET UP CARD. Return the cards to their box without turning them up or changing their order. Do not roll for Curses.
4	"I wish for peace"	Combat ends for the day in your clearing. All spells that have not yet gone into effect are cancelled ³ and all characters and denizens are prohibited from specifying targets or attacking for the rest of the day ⁴ .
5	"I wish for health"	All of your action chits are rested and returned to play. This result automatically cancels the WITHER and ILL HEALTH Curses. Its strength is equal to the POWER OF THE PIT results that affect chits.
6	"I wish for strength"	The next FIGHT chit or GLOVES card you play that hits inflicts Tremendous harm. Regardless of how many times you get this wish, it affects only your next hit – you cannot "store up" several hits. <i>Note:</i> You can use this hit to open the VAULT or CRYPT OF THE KNIGHT.

Notes:

- 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.
- 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.

- Spells that are simultaneous with this wish are not affected by this wish.
- 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		MOVEMENT VALUES				SIZE vulnerability and weight:
		harm inflicted:	attack time:	strength:	type:	time:	special movement:	
1	DRAGON	Tremendous	4	Tremendous	flying	4	must fly	Tremendous
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:

- 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.
 - While LOST, he can use paths and passages that he has not discovered. He does not discover these roadways when he uses them.
 - When "walking the woods", he is forced to follow the roadways only when he moves from tile to tile.

- 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.
- 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 <i>color</i> chits	FOURTH	see note 7
Pick up dropped belonging in front of character	Advanced	none ³
Pick up dropped belonging 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.

- 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.
- The chit's time number must be lower than the move times of all of the attackers on the character's sheet.
- The attackers on the character's sheet do not restrict this play.
- There can be no red-side-up Tremendous monsters on the character's sheet. Charging is not exactly an action – it is done during the deployment turn. A character cannot do an action if he charges.
- Or an Artifact, Spell Book or Treasure card that can cast a spell. The chit's time number must be lower than or equal to the move times of all of the attackers on the character's sheet.
- Or flying values (when the character is transmorphized into a flying creature). The character's flying time number must be lower than the move times of all of the flying attackers (monsters, natives, and ATTENTION chits) on his sheet. There can be no red-side-up Tremendous monsters on the character's sheet.
- Playing color chits does not count as an action. A character can play any number of color chits in addition to his action.

MISSILE TABLE

Die Roll:	Effect on harm inflicted:
1	increase two levels
2	increase one level
3	no change
4	decrease one level
5	decrease two levels
6	decrease three levels

Explanation of the MISSILE TABLE: When a missile attack hits, roll the dice and adjust the harm inflicted as indicated on the table. If the result is Negligible or less, the hit inflicts no harm but it still counts as a hit: if a weapon attacks it is 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.

- On a character's sheet, use one roll to reposition all of the denizens. When rolling to see if denizens change tactics, roll separately for each red box.
- On a denizen's sheet, use one roll to reposition the denizens on the circles and use another roll to reposition the denizen who is in the Maneuver squares.

If the owner of the sheet is unhired and uncontrolled, use a third roll to reposition the owner in the red boxes. When rolling for changing tactics, roll once for each circle and once for each square, and, if the owner of the sheet is unhired and uncontrolled, once for each red box. *Note:* If the owner of the sheet is hired or controlled, he is not repositioned and he does not change tactics.

- Die roll modifiers do not affect any of these die rolls.

CHANGE TACTICS

Die Roll:	Effect on counters:
1-5	no effect
6	Change tactics!

Explanation of the change tactics table: After the characters reveal their attacks and maneuvers, roll for each red box that contains monsters or natives. On a "Change tactics" result, all of the Medium monsters, Heavy monsters, head counters, club counters, and unhired natives in that box turn over.

Tremendous monsters and native horses do not turn over – they cannot "Change tactics".

PRICE LISTS

TREASURE COUNTERS

ARMOR COUNTERS

counter:	FAME value	NOTORIETY value	GOLD prices:		
			intact	damaged	destroyed
"T" suit of armor	6	3	25	18	5
GOLD helmet	4	4	30	27	20
SILVER breastplate	4	4	25	21	15
JADE shield	4	4	20	16	10

WEAPON COUNTERS

counter:	FAME value	NOTORIETY value	GOLD price	weapon length
BANE Great Sword	6	3	20	8
TRUESTEEL Broadsword	6	3	25	7
DEVIL Broadsword	0	15	20	7
LIVING Thrusting Sword	3	9	25	4

Explanation:

FAME value: A character gets these FAME points only if he owns the counter at the end of the game.

NOTORIETY value: A character gets these NOTORIETY points only if he owns the counter at the end of the game.

GOLD 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

PONIES²

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

WORKHORSES²

gallop/walk values:	GOLD price:
H6/T8	12
H6/H7	11
M5/H7	11
M5/M6	10
L5/M6	9
L4/L5	8

WARHORSES²

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 number. 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.

DESIGN CREDITS

Design and Development: Richard Hamblen
 Components: Monarch Services, Richard Hamblen, Kim Grommel, Randall C. Reed
 Mapboard: George Goebel
 Production coordinator: Thomas N. Shaw
 Playtesters: Far too many to mention. Very special appreciation is due to Jim Stahler, Brandon Brylawski, and Michael Anchors.
 Composition: Colonial Composition, Baltimore, Maryland
 Printing: Monarch-Avalon, Baltimore, Maryland
 Copyright 1986 by the Avalon Hill Game Company, Baltimore, Maryland. Printed in the United States of America.

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 2 nd treasure in pile
3	Take 3 rd treasure in pile
4	Take 4 th treasure in pile
5	Take 5 th treasure in pile
6	Take 6 th treasure in pile

READING RUNES

Die Roll:	Result:
1	Learn and awaken spell
2	Learn and awaken spell
3	Learn and awaken spell
4	Awaken spell
5	Curse!
6	Nothing

MAGIC SIGHT

Die Roll:	Result:
1	Choice
2	Counters
3	Treasure cards
4	Perceive spell
5	Discover 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.

The Avalon Hill Game Company
DIVISION OF MONARCH AVALON, INC.

© Copyright 1986 by THE AVALON HILL GAME COMPANY, Baltimore, MD 21214 • Printed in USA