
The Rules of Magic Realm

VERSION 3.2ζ

The unofficial, twice updated Third Edition of the

Magic Realm Rules

Welcome to the Magic Realm.

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

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

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

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

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

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

And now, into the Magic Realm.

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Chapter 1

Introduction to the Third Edition Rules

1.1 Purpose of the twice updated Third Edition Rules

Karim Chakroun's excellent redesign of the components of Magic Realm has mandated a new edition of the Rulebook, updated to reflect the new counters and tiles. We have changed as little as possible, adjusting the counter and tile descriptions to the new components, and including several small errata (mostly due to Steve McKnight). Special thanks to Karim Chakroun, for creating all the wonderful illustrations in this rulebook.

The XeTeX sources of this manual are freely available at <http://www.nexoid.at/mr>

We hope that this new edition serves well as a complete reference to the rules of Magic Realm.

1.2 Purpose of the updated Third Edition Rules

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

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

So, why then a new edition of the rulebook? First, following the footsteps of the First Edition rulebook, the Second Edition Rules were written as a number of “Encounters” of increasing complexity designed to let players learn the rules gradually, one Encounter at a time. While successful in separating out the basic rules (order of play, movement, hiding, trading, treasures) from the more difficult rules governing combat, hired natives, and magic, the Encounter structure left the rules covering many topics spread out over separate sections in the different Encounters. When referring to the rules on

a topic in the Fourth Encounter it was often necessary to find and review sections in one or more of the first three Encounters. Moreover, the interaction of rules in the First Encounter with game features in the later Encounters was often not clear. In some cases rules in later Encounters superseded or modified the rules in earlier Encounters.

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

The second major motivation of the Third Edition Rules is to fix some lingering holes in the Second Edition Rules. While, in general, the Second Edition Rules have held up well over time, experience in play has identified some ambiguities and omissions that slipped through in considering all of the complex interactions that are possible in Magic Realm. In some cases, the interpretation of a particular rule can have important consequences in play. While such cases can always be decided by a friendly roll of the die, it is more satisfying to have an answer in the rules. We have tried to provide definitive answers within the structure of the rules to all the questions of play that have come to our attention.

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

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

1.3 Organization of the Rules

Chapter 2, Chapter 3, and Chapter 4 bring together all the Second Edition rules related to game pieces, game set up, and game mechanics. General rules relating to treasures and magic are found here; discussions of specific treasures, items, spells, and wishes and curses are found in the Lists and Tables appendix. Chapter 5 is a detailed list of the sequence of play, suitable for reproducing as a reference sheet. The rest of the rules are organized in order of the Sequence of Play: Chapter 6 “Birdsong and Sunrise”, Chapter 7 “Daylight Activities”, Chapter 8 “Evening Activities” (including combat), and Chapter 9 “Ending the Game and Scoring”. Part II “Advanced and Optional Rules”, organized by topic, follows the basic rules. Part III, the Lists and Tables, has been expanded, and now contains all statistics for weapons, armor, horses, natives, monsters, and characters that are needed to play the game.

To reference a question on play, you can turn to the section of the game related to the event in question and find all the rules collected together. Alternatively, you can look up the subject in the Index, which lists the references to a topic in every stage of play. Because it contains all the details needed to play the game in full, the primary use of the Third Edition Rules is as a complete reference for those who already know the rudiments of play. Beginners should look at the next section for advice on getting started in the Realm.

I.4 Advice to Beginners

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

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

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

- a. Read “The Least You Need to Know to Play Magic Realm”, the last appendix. This is a short summary of the sequence of play which contains, in a condensed form, the material on Sequence of Play, Daylight activities, and Evening activities from Chapter 5, Chapter 6, Chapter 7, and Chapter 8 of the Third Edition Rules. Reading through “The Least You Need to Know to Play Magic Realm” will give you a sense of the play sequence and activities that can be done, and it can serve as a “cheat sheet” while playing the game. You will need to follow the instructions in Chapter 2, Chapter 3, and Chapter 4 from the Third Edition Rules to set up the board and prepare for play, and refer to the appropriate sections of the Third Edition for amplified information when questions arise.
- b. Play the game without magic, hired natives, or character vs. character combat (approximately equivalent to the Second Encounter of the Second Edition) as a start. You can skip or ignore any reference to Hire phases or Enchant phases in the Daylight Section and to magic color, spell-casting, targeting other characters, and hired natives in combat in the Evening. Spell cards do not need to be set up, and magical items and artifacts can be treated as inert items with the listed fame, notoriety, and gold prices. When using this variant, select your characters from among those that are recommended for the first two Encounters in the Second Edition list of characters (magic-using characters will be very adversely affected if the use of spells is ignored!). After you have some confidence in the game at this level, add the rules on hired natives and character vs.

character combat and play a game or two (approximately equivalent to the Third Encounter). Finally add the rules on magic.

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

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

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

1.5 Game Summary

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

- 1.5.1 Each player plays the part of one character in the game. He controls that character’s pieces and uses that character’s counter to represent him on the map. The characters compete in accumulating great treasures, usable spells, fame points, notoriety points, and gold. Before the start of play, each character records the number of points he needs in each category to win the game. He gains these points by owning or selling weapons, armor, horses, and treasure cards, by reading runes at treasure sites or on magical Artifacts and Spell Books to learn new spells, or by fighting and killing monsters, natives, or other characters.
- 1.5.2 The game is played in the clearings on the map. The characters start the game in the same clearings with the dwellings and move from clearing to clearing by following the roadways. Each character shows where he is currently located by putting his character counter in that clearing.
- 1.5.3 Also on the board, but turned face down at the beginning of the game, are chits representing treasure sites and sounds and warnings of monsters that may arrive on the map. When characters end a turn in the map tile, these chits are revealed. As characters move around the board, more and more of these chits will be revealed, letting the players know where monsters and treasures are to be found.
 - a. In some clearings on the board the characters can find treasure sites, represented by the red site chits, which they can loot to take treasures (represented by treasure cards) or, at some sites, read runes to learn the spells on the spell cards there.
 - b. Map tiles also have monster warnings (represented by the yellow Bones, Ruins, Smoke, Stink, and Dank chits) and sounds (represented by the red Howl, Flutter, Roar, Patter, and Slither chits). When characters enter a map tile and reveal these chits, prowling monsters (as determined by the monster roll each day) may arrive on the board at the end of their turn and, in the evening, battle with the characters. Prowling monsters already on the board will move to a character’s clearing and block unhidden characters from continuing their turn.

- c. Combat occurs at the end of each day. During combat, characters may be able to run away from or avoid the monsters, or they may be able to kill them and earn fame and notoriety points toward their victory requirements. On the other hand, the monsters may kill the character, forcing the player to start over at the Inn as the same or different character, forfeiting all his possessions, fame, notoriety, gold, and discoveries. Characters with magical abilities or items may also cast spells during rounds of combat in the evening.
- d. At the dwellings in the Valley (👤) or Woods (👤) tiles the characters will find groups of natives that they can trade with to sell treasures for gold or to buy the treasures and items kept by the group's leader. They may also attempt to hire the natives to help them search for treasure and battle monsters, characters, or other natives. The characters can battle with the natives, hoping to kill them and earn notoriety points and gold, and loot their abandoned possessions. On the other hand, characters may be killed by the battling natives, losing everything and having to start over. Natives that are not friendly or allied may block and battle a character unexpectedly.
- e. Accompanying the native groups or at certain treasure sites, the characters may find chits representing visitors, individuals who have treasure or spells for sale and will buy items from characters for gold, missions that the characters can carry out for gold, and campaigns that the characters can undertake with various native groups as their allies.

1.5.4 Characters may co-operate with other characters to increase their chances of finding useful treasures and gaining fame and notoriety by battling monsters and natives. But beware! Characters may also attack and kill other characters to gain notoriety and steal their gold and possessions.

1.5.5 At the end of the game, Victory points are calculated by comparing the characters' fame, notoriety, gold, great treasures, and usable spells with the victory requirements recorded at the beginning of the game. Characters who have achieved their requirements or earned a positive score have won the game. The character who has achieved the most points above his requirements is the victor.

1.6 Where to find out more about Magic Realm

Boardgamegeek has a good collection of Magic Realm links and resources at <http://www.boardgamegeek.com/game/22>. Although the game is out of print, parts for the board game can be found at <http://www.tarotmoon.com/MRParts/mrparts.html>.

Many variants rules can also be found on the web.

Teresa Michelsen gamemastered a continuous on-line Extended Development game for over four years. Her extensively playtested rules for this game are collected on her site at: <http://www.tarotmoon.com/DEVMR2/rules.html>.

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

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

1.7 Definitions

Active Chits	See In-Play Chits.
Assigned	A denizen is assigned if it is on a character's or other denizen's sheet attacking him, or if it is on its own sheet being attacked by a character or other denizens.
Attention Chit	The action chit which has the character symbol on one side and the word "Attention" on the other.
Beast	A Frog, Squirrel, Bird, Eagle, Lion, or Dragon created by the Transform spell.
Cave Clearing	A clearing that is in a cave.
Caves Tile	Any tile with at least one cave on it, in which treasure sites can appear.
Character	One of the 16 adventurer types that can be played by a player. Described on the character cards.
Chit	The smallest square counters, including action chits, sound chits, warning chits, site chits, Lost City and Lost Castle chits, monster roll chit, day (turn) chit, weather chits, visitor chits, and number chits.
Color Chit	Any magic chit that can be enchanted to a magic color (♣, ♠, ♡, ♣, and ♠)
Counter	Any game piece other than the map tiles, character cards, and chits.
Creature	A beast or monster.
Denizen	A monster or native of the Magic Realm.
Enchanted card	A card that radiates magic color, marked as "Source of Magic".
Garrison Natives	Native groups that start out on the map at a dwelling, including the Order, Guard, Soldiers, and Rogues.
Hired Leaders	The leader (marked by a *) of each native group. When hired, he gets a turn just like a character. Controlled monsters also play like hired leaders.
Hirelings	Any denizen who is hired by a character, including hired leaders, underlings, and hired monsters.
In-Play Chits	Any chit that can be played during Daylight or Evening for any purpose. Includes regular action chits that are not fatigued or wounded and enchanted color chits.
Minion	Any native or monster that is hired or controlled by a character.
Mountain Clearing	A clearing that has ridges drawn around it on a mountain tile and triangular markings around the clearing number; not every clearing on a mountain tile is a mountain clearing.
Mountain Tile	A tile with at least one mountain clearing in which treasure sites can appear. Also includes the Deep Woods tile (even though there are no mountains in it) to round out the 5 Mountain tiles, along with the 5 Cave tiles, in which treasure sites can appear.
Native	A member of a native group which can be hired, traded with, or battled.
Out-of-Play Chits	Action chits that are unavailable for use during Daylight or Evening activities. Includes fatigued chits, wounded chits, and magic chits dedicated to spells.
Player	A person who plays one of the characters. A distinction between the character and the player is made in some rules.

- Prowling** The denizens that are prowling each day are those in the row corresponding to the day's monster roll. Prowling denizens will move from the Chart of Appearances to the playing board if summoned by game chits, and prowling monsters will move within their map tile when characters and hired leaders finish their turn.
- Underlings** Hired natives who are not leaders (marked by a *) and hired monsters. Underlings do not get turns of their own and can only follow characters or hired leaders.
- Visitors** One of the four individuals that can appear on the board when row ⑥ (6) is prowling. Can be traded with but not hired or battled.
- Woods Clearing** Any clearing that is not a cave or mountain clearing.

Part I

Basic Rules

Chapter 2

A Guide to the Playing Pieces

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

Notes:

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

2.1 The Map

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

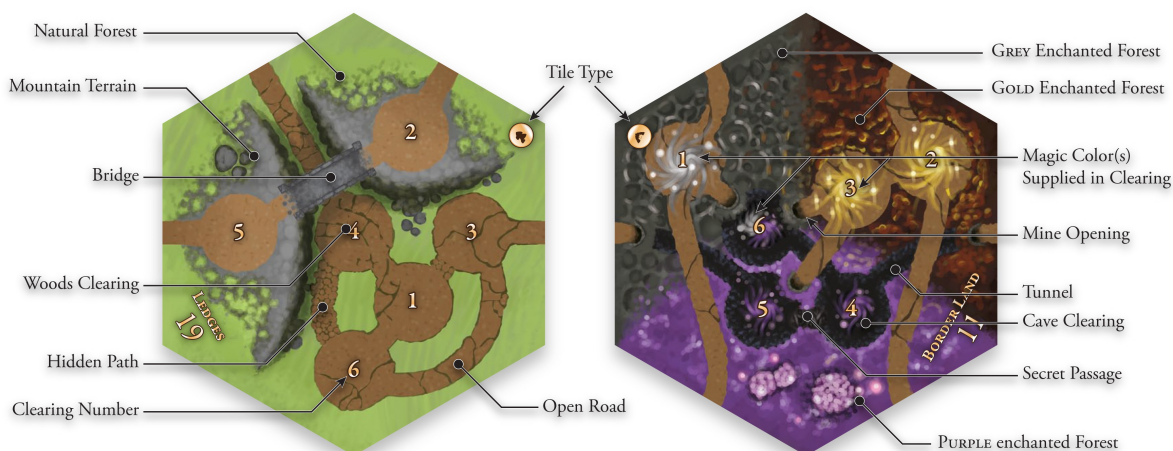


Figure 2.1: Map Tiles

- a. The map tiles are put side by side, green side up, to create the map of the Magic Realm. When assembled, the map shows a mountainous forest, dotted with clearings and caves that are interconnected by a network of roadways. Underground caves and tunnels are pictured in black. The various types of terrain are illustrated in figure 2.1.
- b. Most of the game takes place in the circular clearings. The characters start the game in the same clearings with the dwellings and move from clearing to clearing following the roadways. Each clearing contains a golden numeral, so it can be identified by its number and tile. For example, “Nut Woods 2” (or the abbreviation “NW2”) identifies the clearing labelled “2” on the Nut Woods tile. There are three types of clearings: black underground clearings are cave clearings or “caves”; light brown clearings surrounded by grey mountain ridges and marked by golden triangles are “mountain” clearings; and all other clearings are “woods” clearings.
- c. The clearings are connected by four kinds of roadways:
 - black underground “tunnels”,
 - light brown “open roads”,
 - dark brown “hidden paths” and
 - grey-speckled black “secret passages”.

There are no crossroads or forks between clearings – open roads run over tunnels without connecting to them, and bridges show where one road crosses over another road without connecting to it. Roadways connect from tile to tile. Roadways that run off the map edge are normally not used, except to leave the game (see rule 9.2.2b).

Note: “Mine openings” just show where open roads go underground to become tunnels. They do not affect play.

2.1.2 When a tile is “enchanted” side up, the tile itself automatically supplies an unlimited amount of magic color to everyone on that tile (the exact color is shown by the swirls in each clearing, see rule 4.6.2e). The green side of the tile does not supply any magic color.

2.1.3 The map chits are put on the tiles face down to secretly define what is in each tile (see figure 2.2).

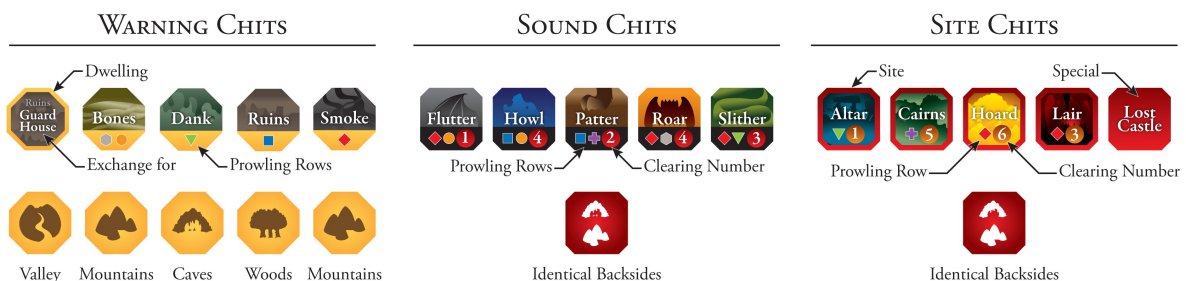



Figure 2.2: Sound, Site, and Warning Chits

- a. Each red-bordered site chit (red backside ) marks a treasure site. The number on the chit indicates the clearing where the site is located, the name on the chit identifies the site, and the symbol on the chit shows the monster roll result on which a guardian appears. The red Lost

City and Lost Castle chits signify concentrations of sound and site chits. They identify regions thick with monsters and treasure.

Example: The tile containing the “Hoard 6” chit contains the Hoard site in clearing 6.

- b. The sound chits (red backside ♣) identify the sounds of the forest (sounds made by monsters) and mark a clearing where monsters can appear. The number on the chit indicates the clearing, and the symbols on the chit imply which monsters can appear there.
- c. The warning chits (yellow backside) represent other clues that identify nearby monsters or dwellings. The symbols on the front side of each chit show on which monster die rolls a monster appears. The symbol on the back of each chit defines the type of tile where it is put: ♣ for Valley tiles, ♠ for Woods tiles, ♠ for Caves, and ♣ for Mountain tiles (and the mysterious Deep Woods). The warning chits imply monsters that can appear in any clearing in the tile.

2.1.4 The dwelling counters represent buildings and campsites inhabited by humans (see figure 2.3).



Figure 2.3: Dwellings

2.2 Denizens

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

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

- a. The letter in the brown box on the bottom of each counter defines the strength and harm inflicted by its attack, and any stars are “sharpness stars” that add to the damage it inflicts. The number with this letter defines its attack speed, and the number in the blue box defines its maneuver or move speed. These numbers show how much time it takes the denizen to complete an attack or a move. Lower numbers mean faster actions. On some counters a third number is present in a grey box, showing the weapon length. If this value is not present, then the weapon length is 0. The boxes on the left edge of the counter show the notoriety (violet box with the letter “N”), fame (pink box with the letter “F”), and gold (yellow box with the letter “G”) value of the monster or native.
- b. Each side of the counter shows different combat values (generally, the darker side is turned up when the monster or native is being more aggressive). Each monster or native always uses the values that are face up at the moment. Monsters and natives that are not hired or controlled are always light side up during Daylight. They flip over only during combat.



Figure 2.4: Monsters

2.2.3 **MONSTERS:** Each monster counter represents the monster pictured on the counter. The size of each monster counter signifies the size and “vulnerability” of the monster – the largest counters are the largest, and toughest, monsters. The monster’s “vulnerability” is the damage that must be inflicted on it to kill it, and is the same as its size and its move or flying strength. The largest counters are Tremendous monsters, the middle-sized counters are Heavy monsters and the smallest counters are Medium monsters (see figure 2.4).

The front side (light side) of the counter shows the values for an “unaltered” monster. In combat, monsters can “flip” (see rule 8.4.6) to their back side (dark side), which changes their combat values.

Each monster counter shows the base notoriety (violet box) and fame (pink box) value a character gets for killing this monster (see rule 8.7.1) on the left edge (these values are the same on both sides of the counter). On the bottom edge, the combat values (fight strength and speed in the orange box, movement speed in the blue box, and weapon length in a grey box if it is greater than zero) are displayed. If the monster counter has a grey border on the front side and a black border on the back side, the monster is armored.

- The List of Monsters identifies each monster and lists its size, weapon and weapon length, method of attack, fame bounty, notoriety bounty, and whether it is armored, and shows the combat values on both sides of each monster. The fame bounty and notoriety bounty are used to determine the points a character gets for killing the monster.
- Most monsters have a weapon length of zero (“tooth or claw”), and attack by striking. If the monster has a weapon, head or club, its weapon and weapon length are listed on the bottom edge of the counter in a grey box. Demons and Imps attack using spells on their light side, but use tooth or claw on their darker side.
- The Dragons, Trolls and Serpents (including the Vipers) are the only armored monsters. These monsters are protected by armor in all directions; every attack that hits one of them hits armor and loses one sharpness star. A monster’s armor cannot be damaged or destroyed while the monster lives. All armored monsters have a light grey border on the front side and a black border on the backside.

- d. **Tremendous Monsters:** The darker side of the twelve Tremendous monster counters has a special meaning: it shows the monster’s combat values when it picks up an enemy to rip him apart! All monster counters (including club, head, and Tremendous monster counters) are normally turned darker side down. These counters turn over only during combat, and when combat ends they turn normal side up again.
- e. Five of the monsters have two counters: each Giant has an extra counter that pictures a club, and each Tremendous Dragon has an extra counter that pictures its head. Each extra counter moves with its monster, but it attacks separately, with its own combat values. The extra counters cannot be attacked; the only way to kill one of them is by killing the monster it belongs to.
Note: The Dragon Heads list two weapon length values, the number in parentheses is used if the Dragon Heads rule B.3 is used.
- f. **Flying Values:** Some monsters have “flying values” instead of move values (see the List of Monsters), and other denizens and characters can acquire flying values by magic. Flying values, like move values, consist of a strength letter and a move time. When a character or denizen has a flying strength that will carry him, he can use it to fly. Flying monsters always fly. They fly when they charge in combat, and when hired or controlled they fly when they move.

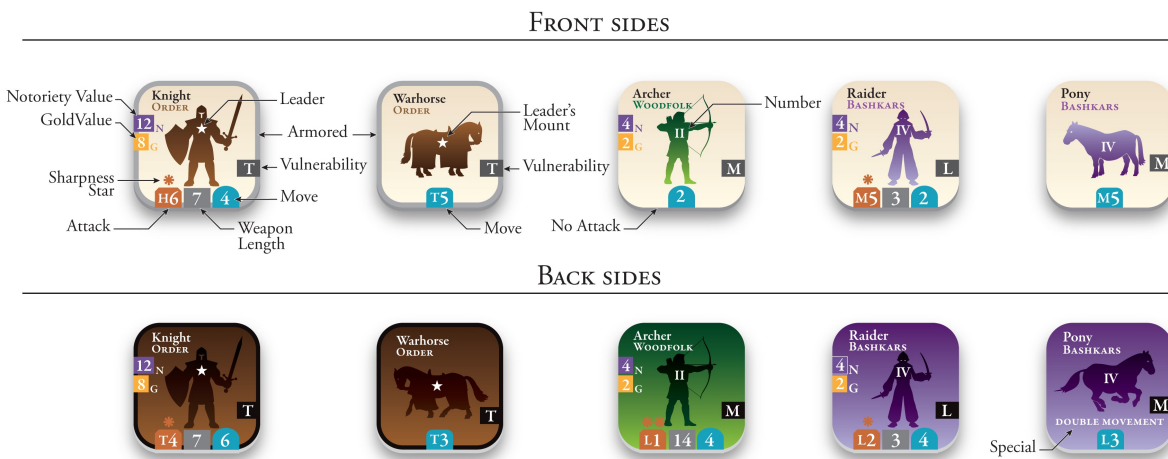


Figure 2.5: Natives

2.2.4 **NATIVES:** Each native counter represents the native pictured on the counter. The native’s counter and the List of Natives identifies each type of native and indicates his gold bounty, notoriety bounty, weapon length, method of attack, weight, move strength, vulnerability, whether he is armored, and the basic “wage” that determines how much recorded gold it costs to hire him. Each native has the weapon length, method of attack and armor implied by the picture on his counter. Except for the Knights, each native’s move strength and vulnerability equal his weight. The Knights have Heavy weight but Tremendous move strength and vulnerability (see figure 2.5).

- a. The natives are divided into nine groups. Each native counter has a name and a Roman numeral or star that identifies him and the group he belongs to. The Company are the red counters, the Bashkars and Rogues are purple, the Guard and Order are brown, the Lancers are grey, the Woodfolk are green, and the Patrol and Soldiers are blue.

- b. The Roman numeral and name on each native counter identify the native and his group. The name identifies his group, and the Roman numeral or star identify him within the group: the leader of the group has a star (*), and his underlings are identified by Roman numerals.
- c. The leader of a native group is special – he is the only one who trades, and he is the only one who summons visitor and mission chits, even when the group is scattered. When he is killed (or hired), no one in that native group can trade or summon visitor and mission chits. The leader also has greater capabilities than the other members of his native group when hired.
- d. The other numbers, letters and symbols on each native are his combat values. The harm letter in the brown box and sharpness stars define the harm he inflicts when he hits. The number with the harm letter in the brown box defines his attack time and the number in the blue box is his move time. The List of Natives lists all the natives in each native group and their combat values, including those of their horses.

2.2.5 VISITOR AND MISSION CHITS: The visitor and mission chits have a variety of uses. When a name (Crone, Scholar, Shaman, Warlock) is face up, the chit represents a visitor – a sage or magician who is visiting the Magic Realm. When Escort Party or Food/Ale is face up, the chit represents a helpless group of people who are on a mission. When Conquest, Pillage, Quest, Raid, Revolt or War is face up, the chit represents a messenger or demagogue with the authority to start a campaign (see figure 2.6). Missions and campaigns are described in rule 7.2.4.



Figure 2.6: Visitor and Mission Chits

2.3 Belongings and Spell Cards

- 2.3.1 The weapon counters, armor counters, treasure cards and octagonal horse counters are “belongings” that the characters can own; the weapon counters, armor counters and treasure cards are “items” that must be carried. Spell cards represent information that can be learned.
- 2.3.2 Belongings carried by a character must be either “active” or “inactive”. Active items are available for immediate use by the character; inactive items must be activated before they can be used. Active and inactive items should be kept in their respective boxes on the Confrontation Chart.
- 2.3.3 HORSES: Each horse counter represents the horse pictured on it. There are three types of horses: ponies, workhorses and warhorses as shown on the List of Horses. When a character has a horse active, he is riding it. Inactive horses are being led and represent pack horses. Each horse counter has the strength letter and time number shown in the blue box on the side of the counter that is face up at the moment.

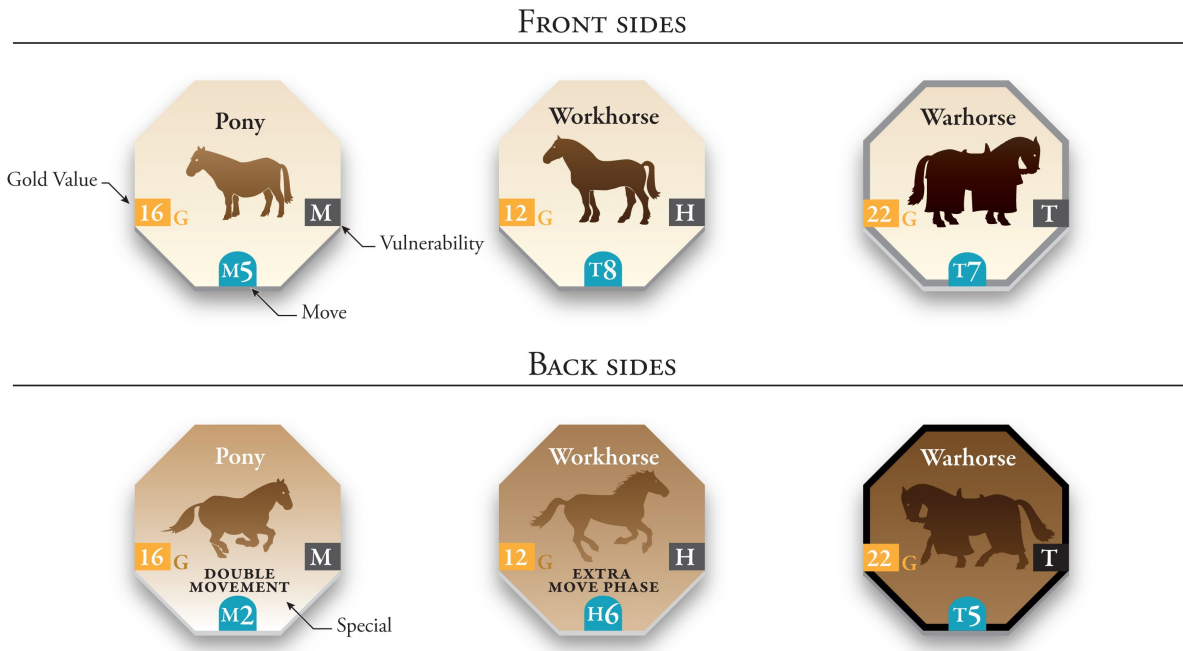


Figure 2.7: Horses

- a. The octagonal horse counters are mounts that the characters can obtain and ride during the game. Hired natives can never use the octagonal horse counters. They can use only their own native horses. The square horse counters are the personal mounts of the natives and cannot be used by the characters.
- b. Each native horse belongs to the native with the matching number.
- c. The letter in the blue box on the bottom of each horse counter defines its strength (which is also its carrying capacity), and the number beside it defines the time it takes to move. The letter in the grey box on the right edge shows the horse’s vulnerability. The yellow box on the left edge mentions the gold price of the horse. Each side of the counter shows different values for the strength and move time; the side showing a galloping horse is turned up when the horse is galloping, and the other side is turned up when the horse is walking. The horse always has the values for movement that are face up at the moment.
Exception: A character receives any extra move phases regardless of which side of a horse counter is face up.
- d. Each native and native horse counter is always light side up except during combat or when it is hired.

2.3.4 WEAPONS: Each weapon counter is identified by the drawing and the name on the counter. The List of Weapons identifies each weapon and defines its weapon length and its method of attack. Certain treasure cards also function as weapons, and their attributes are listed on the card or in the List of Treasures (see figure 2.8).

- a. Each weapon has a length value from 0 to 18 (these numbers are indicated on the counters in the grey box; they are also listed in the List of Weapons). Larger numbers indicate longer weapons.

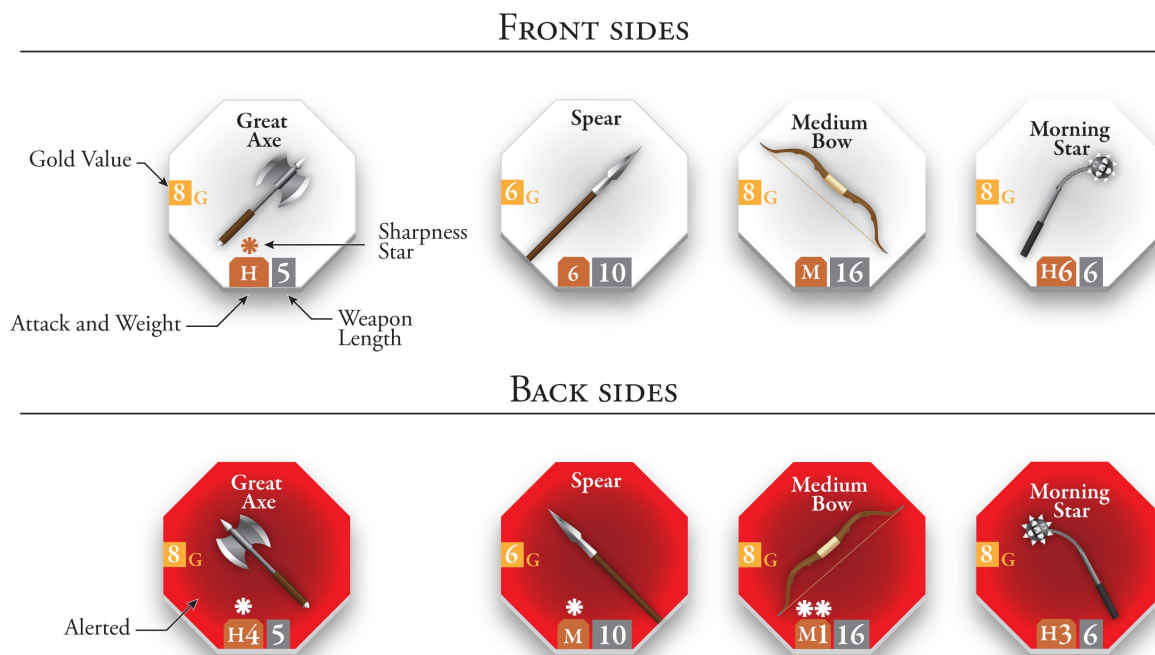


Figure 2.8: Weapons

- b. The letters, numbers, and symbols printed on the weapons define how they function in combat.
- b.1) The number in the brown box on a weapon is its attack time, which defines how much time it takes the weapon to complete an attack (lower numbers mean faster attacks).
 - b.2) The letter in the brown box on the weapon defines the weight of the weapon and also defines the harm it inflicts when it hits, measured in the same levels as weight (“L” for Light, and so on).
Special: When unalerted side up (with no letter), a spear inflicts Negligible harm. It still has Medium weight.
 - b.3) Each sharpness star on the weapon adds one level of harm, but when the weapon hits armor one of the sharpness stars does not count (additional stars increase the damage normally).
Example: A Light weapon with two sharpness stars inflicts Heavy damage normally, Medium damage against armor.
- c. There are two methods of attacking: by striking (“striking weapons”) or by missile (“missile weapons”). The weapon’s method of attack modifies the harm it inflicts: missile weapons must roll on the Missile table 8.3 to adjust the harm level, and striking weapons gain one harm level when they are played with excessive fight strength. The method of attack is listed on the List of Weapons.
- d. A weapon counter is “alerted” when the red side of the counter is face up. When the other side is face up, it is “unalerted”. Each counter uses the values that are face up at the moment. Only active weapons can be alerted; when inactive or unowned, a weapon must have its unalerted side face up. Weapons can attack with either side up, but most weapons are more effective when the alerted side is face up.

Note: Weapon cards cannot be alerted. Weapon cards stay face up whenever they are active and always have the values shown on the card.

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

2.3.5 **ARMOR:** Each armor counter represents the armor pictured and named on it. There are four kinds of armor: helmets, breastplates, shields, and suits of armor (see figure 2.9).

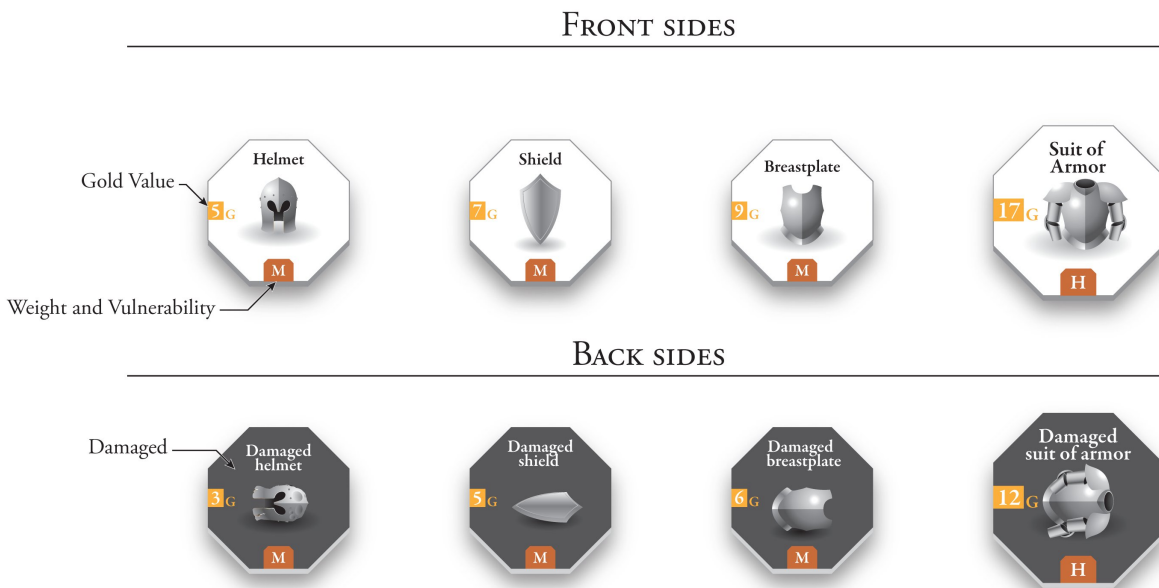


Figure 2.9: Armor

- a. Each armor card and counter displays a letter in a brown box that defines the armor’s weight and toughness. This toughness defines the amount of harm needed to affect the armor – the armor ignores attacks that inflict less harm.

Example: A Medium shield is unaffected by Light harm.

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

2.3.6 **TREASURE COUNTERS:** The four gold weapon counters (the Bane Sword, Truesteel Sword, Living Sword, and Devil Sword) and the four gold armor counters (the Gold Helmet, Silver Breastplate, Jade Shield and “T” Armor) are valuable “treasure counters”; the other weapons and armor counters are ordinary items. The golden pony labelled “L2” on one side and “L4” on the other, and the golden warhorse labelled “T3” on one side and “T5” on the other are also treated as treasure counters; the other horses are ordinary. See figure 2.10.

2.3.7 **TREASURE CARDS:** Treasure cards represent a variety of items including weapons, armor, boots, gloves, other clothing, jewelry, potions and more. Each treasure card represents the item named on

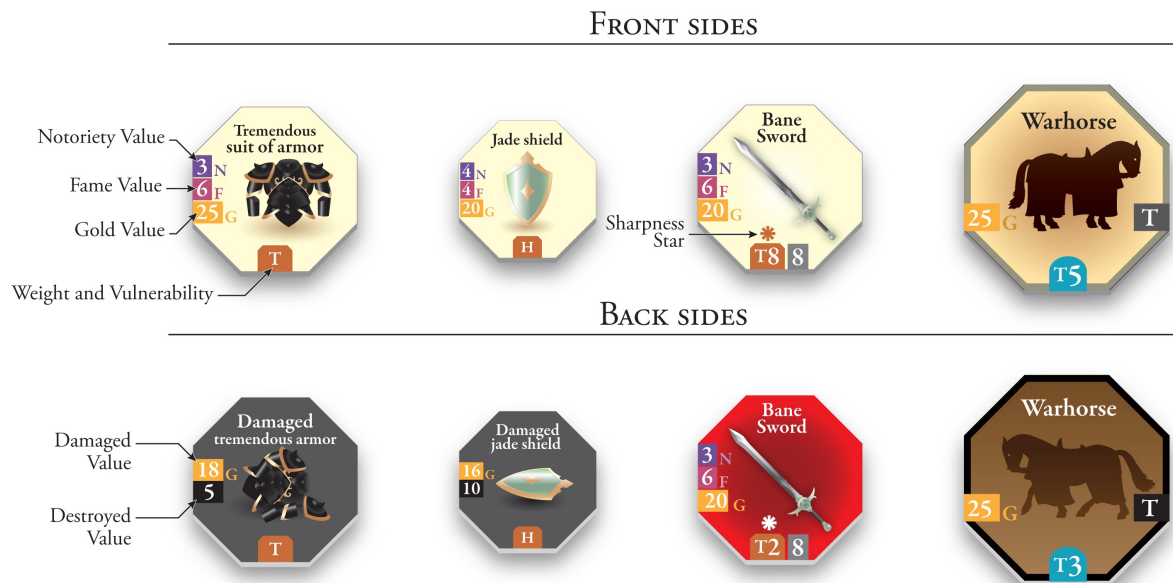


Figure 2.10: Treasure Counters

the card. Cards with a golden background are “Large Treasures” with obvious value; cards with a white background are “Small Treasures” that are less valuable (or less obvious about their value). Cards with a red-and-black border (either Large or Small Treasures) are “Great Treasures” (see figure 2.11).

- a. Each treasure card has a letter that defines its weight in the leftmost box (this box is empty if the weight is “Negligible”) and a number in the golden box that defines its gold price. The phrase in the center of the card indicates what it can be used for in the game. The List of Treasures explains how each treasure card is used, and the List of Treasures provides statistics for each treasure card, such as fame, notoriety, gold price, weight, spell type, magic type, large and great treasures, and other information found on the treasure card.
 - a.1) Some treasure cards also have a notoriety value and a fame value or fame reward. A notoriety value is identified by a number in a violet box. A fame value is identified by a number in a pink box. A fame reward is identified by a name of a native group and a number in the pink box.
 - a.2) Colored octagons with the words “Source of Magic” or heptagons with a magic symbol inside signify enchanted cards with magic color or cards with magic types that function in a limited way like a magic chit. Each enchanted card supplies the color shown on it (in the octagon) to every character in its clearing. The characters can use cards with a magic type (in the heptagon) printed on them to cast spells.
- b. The six dark brown cards are “Treasures Within Treasures” cards that contain other treasures. The Chest is an item, but the Remains of Thief and Mouldy Skeleton are exchanged for items, while Toadstool Circle, Crypt of the Knight, and Enchanted Meadow are “site cards” – places where treasures are located.

2.3.8 **SPELLS:** The spell cards signify magic spells. Each spell card displays the name of the spell and summarizes its qualities. It identifies the magic type and magic color needed to cast the spell and specifies



Figure 2.11: Treasure Cards

the target(s) it can be cast on, and it summarizes the spell’s effect and its duration (how long it remains in effect) (see figure 2.12). The List of Spells explains each spell in detail.

- 2.3.9 ARTIFACTS AND SPELL BOOKS: Each Artifact contains one spell card, and each Spell Book (e.g. the Black Book in figure 2.11) contains four spell cards. Each Artifact and Spell Book card can be used as a magic chit that is limited to casting the spell card(s) contained in that Artifact or Book. The magic symbol on each card identifies the type of magic chit it can be used as.

2.4 The Treasure Setup Charts

- 2.4.1 The Chart of Appearances and the Chart of Bounty are used to hold pieces that are hidden somewhere on the map or that are just too bulky to keep on the map. Most of the denizens and items start the game on the charts and move to the map during play. The Chart of Appearances contains denizens that can appear on the map. The Treasure Locations and Treasures Within Treasures sections contain treasures hidden at the site chits; the characters can obtain these treasure by discovering and looting the site chits. The dwellings, garrisons and visitors sections contain items and horses owned by the natives and visitors; the characters can obtain these by going to the natives and visitors and trading with them. See figure 2.13 and figure 2.14



Figure 2.12: Spell Cards

- Each box in the Lost Castle and Lost City sections holds the type of monster pictured in the box. The large number in the box indicates the number of monsters in the box; boxes that contain no number contain only one monster.
- Each box in the Treasure Locations section holds the treasure cards and spell cards listed in the box, plus the monster pictured in the box. These treasures, spells and monsters are all hidden in clearings on the map.
- Each pair of boxes in the dwellings section holds the native group named in the rectangle, plus all of the items owned by that group. The natives (and any horses they are riding) are put in the square box. Any items owned by the group (including octagonal horse counters) are put in the rectangular box.
- The seven small boxes in the bottom row of the Chart of Appearances are used to hold the visitor and mission chits.

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

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

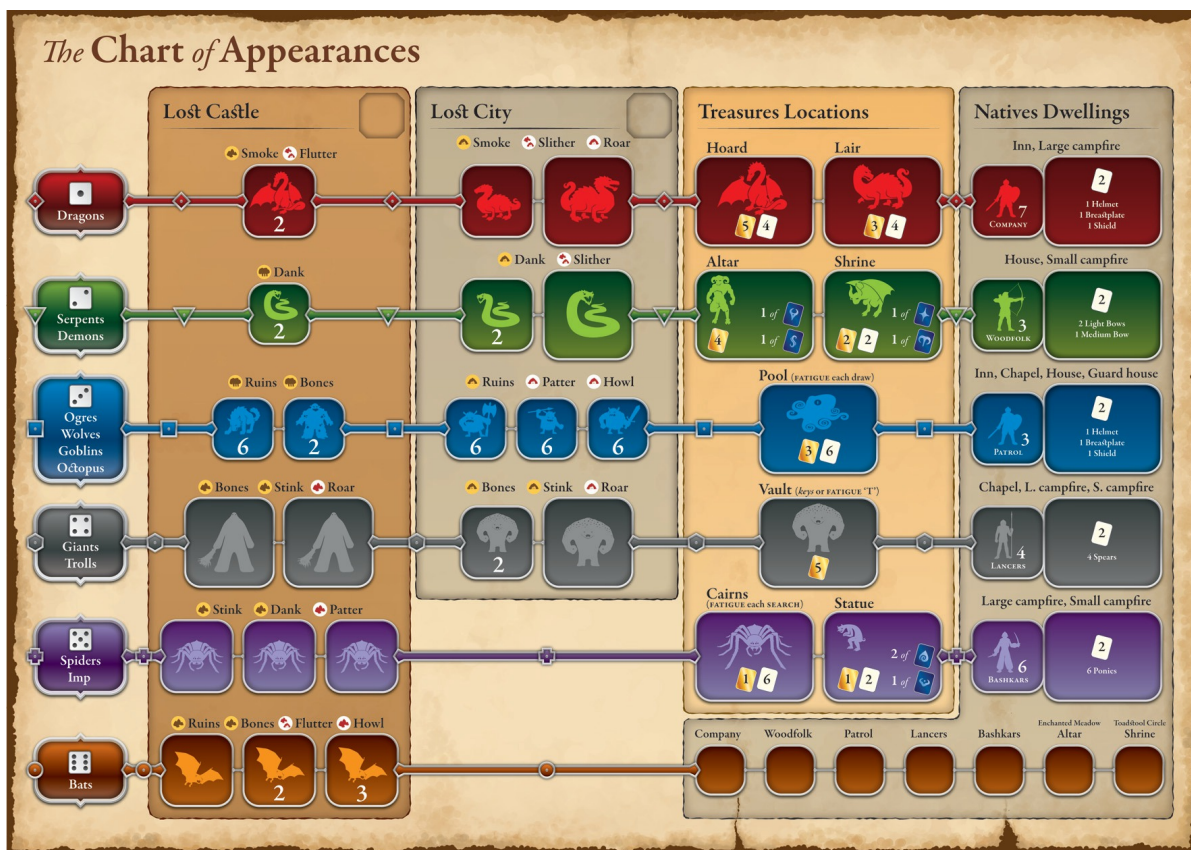


Figure 2.13: The Chart of Appearances

- 2.4.4 The boxes in the Artifacts and Spell Books section hold spell cards that have been inscribed on items and books.
- 2.4.5 Each box in the Treasures Within Treasures section holds extra treasures that are hidden within one of the Treasure Locations boxes.
- 2.4.6 The day (turn) chit is put on the Daily Record track to identify the turn that is in progress.
Note: If the optional Seasons and Weather rules are being used (see rule D.1), one of the four weather chits and one of the six red number chits are also put on this track to keep track of the weather (see figure 2.15).
- 2.4.7 The Prowling chit is put on the Chart of Appearances on the very left of the row of monsters that is currently prowling.

2.5 Character Pieces

- 2.5.1 Each character has one Character card, one character counter, one attention chit, one turn order chit and 12 action chits (see figure 2.16).
- 2.5.2 The character card provides a quick reference to the character. The front of the card names him and shows the symbol that identifies all of his personal pieces. It summarizes his qualities and lists the items he starts the game with. Each character is explained in detail in the List of Characters.

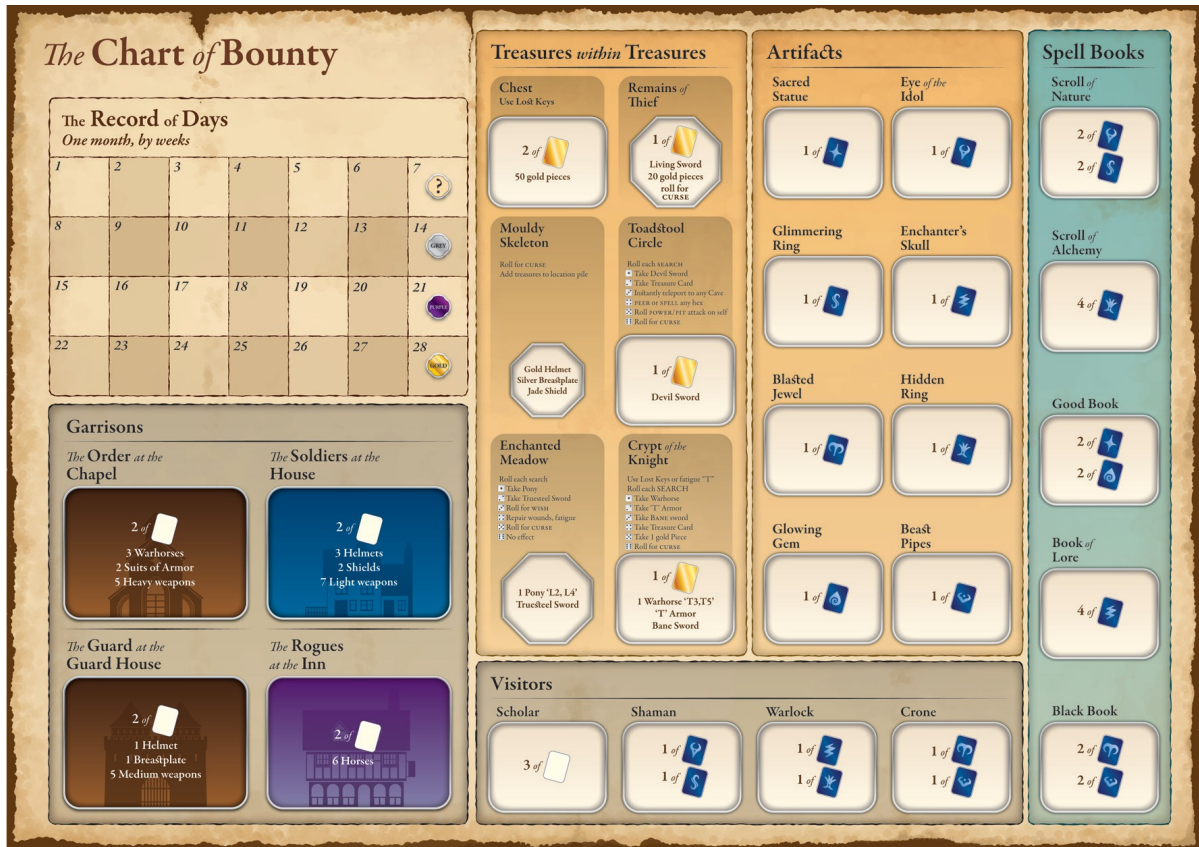


Figure 2.14: The Chart of Bounty

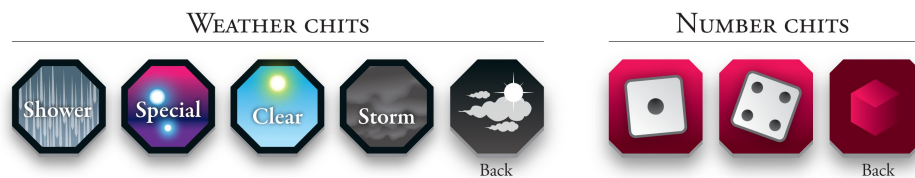


Figure 2.15: Weather and Number Chits

- His weight/vulnerability defines his weight and vulnerability. His special advantages are special rules that apply only to him.
- The development section outlines the four stages he went through to become what he is. It shows the name, weapons, armor and spells he had at each stage, and the action chits he gained at each stage. The character is already at his fourth stage when the game begins. The earlier stages are used only with the optional development game rules (see rule E.5 and rule E.6).
- The bottom of the card shows the trading relationships that affect how he trades with visitors and native leaders.

2.5.3 The character's character counter is the octagonal counter that shows his symbol. It is colored on one side, dark on the other with the word "Hidden" on it. A character's counter is turned dark side up when he is hidden, colored side up when he is not hidden.



Figure 2.16: The Character

2.5.4 The character’s attention chit is the chit that shows his symbol on one side and the word “Attention” on the other.

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

- a. The word and symbol on each chit define what actions it can do. Move and Duck chits are used to move and maneuver, fight chits are used to attack, magic chits are used to cast spells and do enchantments, and the Berserk chit causes a fighting frenzy.
- b. The number on each chit defines the time needed to do that action; lower numbers mean faster actions.
- c. The droplets on each chit show the extra effort needed to do that action; two droplets show twice as much effort as one droplet, and chits with no droplets require no extra effort at all.

- d. The letter on each move, fight, Duck and Berserk chit defines its strength. Magic chits have no strength.
- e. The magic symbol on each magic chit defines its magic type. The eight types of magic chits are used along with the colors of magic to cast spells. The back side of magic chits shows the magic color it can be enchanted to (or none, if it cannot be enchanted).

2.6 Record of Fate Sheet

2.6.1 Each character takes one Record of Fate and uses it to keep a record of his status throughout the game. As each day is played he records the information for that day on the line for that day (see figure 2.17).

The Record of Fate

Day / Turns	ACTIVITIES	FIND ENEMIES	FAME Gain	Total	NOTOBILITY Gain	Total	GOLD Gain	Total
1								
2								
3								
4								
5								
6								
7 VARIANTS								
8								
9								
10								
11								
12								
13								
14 CAVES								
15								
16								
17								
18								
19								
20								
21 PUNDS								
22								
23								
24								
25								
26								
27								
28 COAST								

DISCOVERIES	HIDDEN PATHS & SECRET PASSAGES	SPECIAL CARDS
Borderland	SP GREEN 4-5	Tombstone Circle
	ENCHANTED 4-5	
Cavern	SP GREEN 1-4	Crypt of the Knight
	ENCHANTED 3-5	
	ENCHANTED 3-4	
	ENCHANTED 3-6	
Caves	HP GREEN 2-3	Enchanted Meadow
	ENCHANTED 1-6	
	HP GREEN 2-5	
	ENCHANTED 2-5	
Cliff	SP GREEN 3-6	TREASURES LOCATIONS
	ENCHANTED 3-6	
	HP GREEN 2-3	
	ENCHANTED 2-3	
Crag	SP GREEN 1-6	Altar
	ENCHANTED 4-5	Cairns
	HP GREEN 1-4	Hoard
	ENCHANTED 3-6	Lair
Deep Woods	HP GREEN 1-5	Pool
	ENCHANTED 1-6	Shrine
	HP GREEN 3-6	Vault
	ENCHANTED 4-6	Statue
Ledges	HP GREEN 1-3	
	ENCHANTED 4-6	
	HP GREEN 1-3	
	ENCHANTED 4-6	
Mountain	HP GREEN 4-6	
	ENCHANTED 3-6	
	SP ENCHANTED 5-6	
	ENCHANTED 1-4	
Ruins	HP GREEN 1-2	
	ENCHANTED 1-4	
	ENCHANTED 2-6	
	SP ENCHANTED 3-6	

NOTATION	NOTES	LEARNED SPELLS
H Hide		1
A Alert		2
M Move (clearing)		3
S Search		4
T Trade		5
R Rest		6
HR Hire		7
F Follow (who)		8
EX Enchant		9
E Enchant		10
P Peer (clearing)		11
F Fly (tile)		12
RE Remove Enchant (clearing)		13
C Cache		14

VICTORY REQUIREMENTS		
CATEGORY	POINTS	TOTAL NEEDED
GREAT TREASURES		
USABLE SPELLS		×2
FAME		×10
NOTOBILITY		×20
GOLD		×30

Figure 2.17: Record of Fate

2.6.2 The sheet contains a large Turn Record area, a discoveries list and a victory requirements box.

- a. At the start of the game he records the victory points he needs to win the game in his victory requirements box. He must record any changes in trading relationships that occur during the game. He must reveal his current trading relationships whenever he is asked. His victory requirements are secret and need not be revealed.

- b. The Turn Record is divided into nine “Activities” columns, one “Find Enemies” column, two “Fame” columns, two “Notoriety” columns and two “Gold” columns. It is ruled into 28 rows, one lunar month of 28 turns. During the game, the character records each turn in the row for that turn.
- c. He records the activities he will do during his turn in the “Activities” section of his Turn Record. He records them from left to right in the order he plans to do them. When he does his turn he must do his activities in the order he recorded them.
- d. Each character has personal fame, notoriety and gold points that he can gain or lose during play. He keeps a record of these values in the fame, notoriety, and gold columns of his Turn Record section.
 - d.1) His recorded fame and recorded notoriety both start at zero. They can increase or decrease without limit, and they can fall below zero – he can record negative fame points and negative notoriety points. His fame represents how much he is admired (negative points show how much he is despised), and his notoriety represents how much he is feared (negative points show how much he is scorned). These values are not secret: he must reveal his recorded fame and his recorded notoriety whenever he is asked.
 - d.2) His gold points show the value of the coins and loose jewels he is carrying (there are no game pieces for gold and jewels). Recorded gold never weighs anything (large values represent valuable jewels). Each character must keep his recorded gold secret until the end of the game. He starts the game with 10 points of recorded gold, and it can increase without limit.
Important: His recorded gold can never fall below zero – he cannot spend gold he does not have (there is no credit in the Magic Realm).
- e. He records discoveries by crossing them off his discoveries list, which lists every hidden roadway and treasure site in the game, and marks any enemies found in the “Find Enemies” column of his Record of Fate.
 - e.1) Each hidden path and secret passage is identified by the clearings it connects; roadways that are on different sides of the same tile are different roadways that are listed separately.
Example: The secret passageway listed as “Borderland (green) 4-5” is the secret passageway connecting clearing 4 with clearing 5 on the green side of the Borderland tile. There is also a different “Borderland (enchanted) 4-5” secret passageway on the enchanted side of the tile.
 - e.2) Each site chit is listed under “Treasure Locations”. Each site card is listed under “Special Cards”.
 - e.3) On any turn in which a character discovers hidden enemies by rolling on a Search table 7.2, he checks the “Find Enemies” column.

2.6.3 He uses the separate Confrontation Chart for combat and magic. He uses it to resolve his attacks and maneuvers during combat.

- a. He records the spells he can use in the “Spells” boxes on his Record of Fate. Each character starts the game with a limited number of spells, and he can obtain more by learning them or buying them from visitors.
- b. At the start of the game, the spell cards are set up on the Chart of Bounty and on the Chart of Appearances to specify where new spells can be acquired. When a character acquires a spell, he records the spell on his sheet and leaves the spell card for others to find.

2.7 Confrontation Charts

The two confrontation charts are used to track active chits, fatigue, and wounds and to perform combat between characters and denizens. Each character and hired leader receives a Character Confrontation chart, other denizens fight on Denizen Confrontation charts. See 5.2 Resolving Combat in a Clearing for a detailed description.

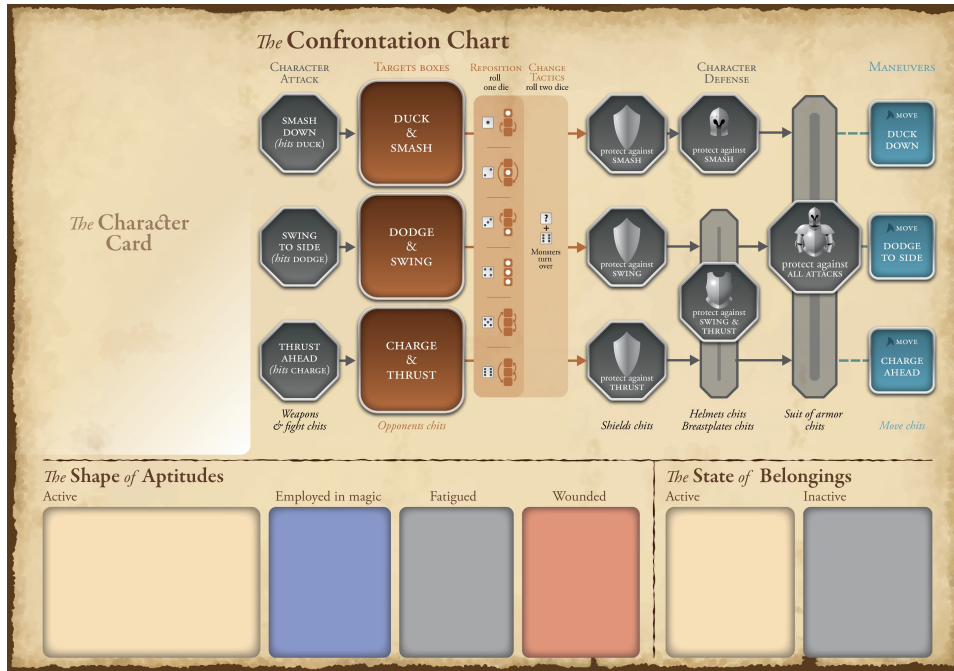


Figure 2.18: Character Confrontation Chart

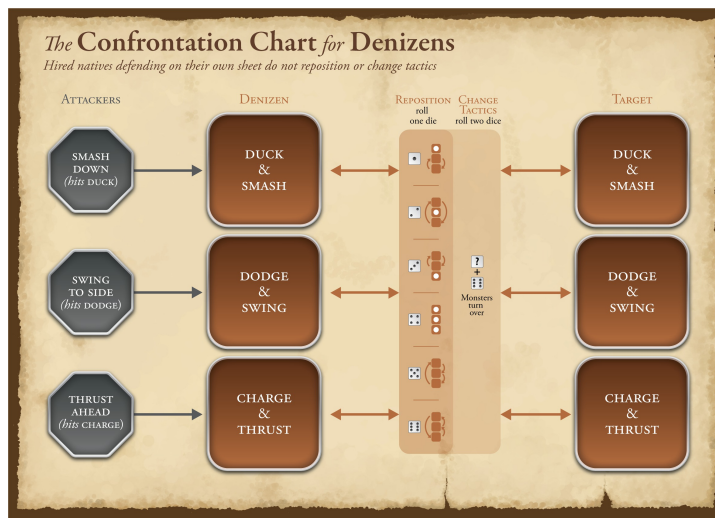


Figure 2.19: Denizen Confrontation Chart

2.8 Game Piece Errata

There are no known errata for the new game pieces. Please check prior versions of this document for errata related to the original counters and tiles. Teresa Michelsen's page has up-to-date errata on the original editions: <http://www.tarotmoon.com/MRParts/PartsErrata/part serrata.html>.

Chapter 3

Prepare for Play

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

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

It takes experienced players up to 30 minutes to set up the Magic Realm, but this time can be reduced significantly if the pieces are sorted and stored in counter trays or baggies ahead of time.

3.1 Step 1 – Setting up the Chart of Appearances and Chart of Bounty

3.1.1 All of the treasure cards, spell cards, weapon counters, armor counters, horse counters, native counters and monster counters (except the two Ghosts) are put in the boxes on the Chart of Appearances and the Chart of Bounty. Put aside the six dwelling counters, the two Ghosts, and the six visitor and mission chits. The visitor and mission chits are put on the Chart of Bounty in step 4, and the Ghosts and dwellings are put directly on the map in step 6.

3.1.2 PREPARATION: Sort the pieces into groups.

- a. Sort the monster counters according to the picture and name on each counter and the size of the counter. Turn each monster counter dark side down. Keep each Dragon's head counter dark side down with its Dragon, and keep each club counter dark side down with its Giant.
- b. Sort the native counters into the nine native groups; each native's group is identified by its name on the counters. Keep each square horse counter with the native that has the same Roman numeral or star. Turn each counter so its light side is face up.
- c. Put the eight gold-colored octagonal treasure counters (four weapons and four pieces of armor) aside. Sort the normal armor counters into helmets, breastplates, shields and suits of armor. Separate the spears and bows and sort the remaining octagonal weapon counters according to

their weight letters into a group of seven “L” (Light) weapons, a group of five “M” (Medium) weapons and a group of five “H” (Heavy) weapons.

- d. Sort the octagonal horse counters into warhorses, workhorses and ponies. Find the golden warhorse with a “T₃” value on its galloping side and the golden pony with an “L₂” value on its galloping side, and put these two horses with the gold-colored treasure counters.
- e. Sort the treasure cards into one group of six Treasures Within Treasures cards (these cards have a dark brown background), one group of 23 “Large Treasures” (each treasure card that has a golden background is a “Large Treasure”), and one group of 45 “Small Treasures” (each treasure card that has a white background is a Small Treasure). Keeping the groups separate, turn each group face down and shuffle it.
- f. The magic symbol at the top left corner of each spell card defines the card’s type. Divide the spell cards into eight groups by putting all the Holy (I – ✦) cards in one group, all the Pagan (II – ♀) cards in another group, and so on. Keeping the groups separate, turn each group face down and shuffle it.

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

- a. **Treasures Within Treasures Section on the Chart of Bounty:** Put the gold-colored treasure counters, the “L₂” golden pony and the “T₃” golden warhorse and five of the Large Treasures in the boxes where they are listed.
Important: When this section has been filled, shuffle the remaining Large Treasures and the six Treasures Within Treasures cards together, face down.
Explanation: The Treasures Within Treasures cards cannot be put in the Treasures Within Treasures boxes. They are put aside until these boxes are filled.
- b. **Lost Castle and Lost City Sections on the Chart of Appearances:** Put each monster in the box where it is pictured. The size of each box matches the size of the counters it contains – each counter fits exactly into the box where it is placed. The large number in the box indicates how many monsters the box contains. If a box contains no number, it contains only one monster. When these sections have been filled there will be eight monsters left over (not counting the Ghosts).
Example: In the second row, the first box contains the two Vipers (the smallest snake counters), the second box contains the two Serpents, and the third box contains the Tremendous serpent (the largest snake).
- c. **Treasure Locations Section on the Chart of Appearances:** Put the Small Treasures, Large Treasures, and spells (if any) in the boxes where they are listed. Put the Small Treasures in the box first, so the Large Treasures are above them (in order to make the Large Treasures harder to obtain – it is harder to obtain the treasures toward the top of a pile). Put the spells on top of the treasures. Then put each remaining monster in the box where it is pictured; except for the Imp in the Statue box, these monsters are all Tremendous in size. Now all monsters (except the two Ghosts) are set up on the Chart of Appearances.

- d. **Natives Dwellings Section on the Chart of Appearances:** Put the Small Treasures, octagonal horse counters, armor, and weapons counters in the rectangles where they are listed, in the order in which they are listed, with the treasures on the bottom and the smallest counters on top. Treasures, weapons and horses are each stacked randomly within their section of the pile. Put each native group in the square box. The large number shows the number of natives in the group.
- e. **Garrisons Section on the Chart of Bounty:** Put the Small Treasures, octagonal horse counters, armor, and weapon counters in the box where they are listed, in order of size, and put the native group in the box where it is listed (the natives will be put with their dwelling when it is put on the map).
- f. **Scholar:** Put the three remaining Small Treasures in the Scholar box in the visitors section on the Chart of Bounty. Now all treasure cards are set up on the charts.
- g. **Spells:** Put the spell cards in their boxes in the Spell Books, Artifacts, and visitors sections of the Chart of Bounty.
Note: Place the spell cards in the Artifacts section last. That way you will continue to have eight piles corresponding to the eight different spell types until you have finished with the setup process.
 - g.1) Each box specifies how many spell cards of each type it gets. When a box specifies a particular type of spell card, pick one card at random from the specified group and put it in the box. The Spell Cards table summarizes where the spell cards are placed.
 - g.2) Only 41 of the spell cards are used in each playing of the Magic Realm; the other six cards are out of play. When every box has received its spell cards, put the remaining six cards back in the game box without looking at them.
 - g.3) The spell cards remain face down and secret when they are put in their boxes. The players should not know which cards are in each box, and they should not know which cards are out of play.
 - g.4) Depending on player preference, either the spell cards go into the boxes in random order, or in order of magic type; lower number spells are below the higher number spells and are harder to learn.

3.2 Step 2 – Constructing the Map

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

- 3.2.1 The players construct the map by placing the map tiles side by side, green side up. Each player gets a group of tiles to place, and the players take turns placing the tiles, one by one.
- 3.2.2 Mix all twenty map tiles together and then deal them out to the players at random. Deal out all twenty tiles, even if some players get more tiles than others.

- 3.2.3 The first tile to be placed must be the Borderland. The player who is dealt the Borderland places it in the middle of the playing surface. Then each player in turn adds one of his map tiles to the growing map until all twenty tiles have been placed.
- a. The players play their tiles in turn, going to the left (clockwise) around the map.
 - b. Each time it is a player's turn, he can play only one map tile. He can play only his own tiles. He can put the tile in any position and rotate it to have any orientation, as long as he obeys all of the following rules:
 - b.1) The tile must be green side up. Map tiles are always green side up at the start of the game.
 - b.2) The tile must be put directly on the playing surface. It cannot be put on top of another tile.
 - b.3) The tile must be adjacent to at least two other tiles. It must be positioned and rotated so that at least two of its edges lie flush against the edges of tiles that have already been placed. The new tile cannot be placed off by itself, and it cannot be placed adjacent to only one tile.
Exception: The first tile (the Borderland) is obviously played alone. The next tile must be adjacent to the Borderland. Thereafter, each new tile must be adjacent to two or more tiles.
 - b.4) Each road that runs off one tile where it meets another tile must join a road on that other tile. Road edges must join road edges and non-road edges must join non-road edges wherever tiles meet.
 - b.5) There must be a route following the roadways from the new tile to one of the clearings on the Borderland. This route can be of any length and it can use all roadways, including secret passages and hidden paths.
 - If the new tile has six clearings, the entire tile (i.e. each clearing) must connect back to the Borderland. In practice, this affects only the High Pass and Ledges tiles, since all of the clearings in the other tiles are connected within the tile.
Note: This rule prevents the Ledges and High Pass tiles from being played until at least two other tiles have been played. If the second player to place a tile has only Ledges or High Pass (or both), his turn is skipped and he has to wait until his next turn to play a tile.
 - If the new tile is a Woods (♣) or Valley (♠) tile, only one clearing needs to connect back to the Borderland. Clearings and roadways that do not connect to the Borderland are ignored for normal movement.
 - b.6) Each player must always play so that the player after him has a legal play. If a player has a tile but cannot play it within the rules, then the last player to play before him must take back the tile he played and make another play.
 - c. If a player has no tiles left when it is his turn to play a tile, he chooses the character he will play in the game (see step 3). If he has already chosen a character, he sets up one visitor and mission chit (see step 4). If all of the visitor and mission chits are already set up, he just skips his turn.
- 3.2.4 The players continue taking turns until all twenty tiles have been placed, every player has a character, and no more visitor and mission chits remain to be set up.

Section	Box in Section	Treasure cards		Weapons	Armor				Horses
		Small	Large		Helmets	Breastplates	Shields	Suits of Armor	
TREASURES WITHIN TREASURES	Chest	-	2	-	-	-	-	-	-
	Remains of Thief	-	1	Living Sword (L)	-	-	-	-	-
	Mouldy Skeleton	-	-	-	Gold	Silver	Jade	-	-
	Toadstool Circle	-	1	Devil Sword (H)	-	-	-	-	-
	Crypt of the Knight	-	1	Bane Sword (T)	-	-	-	"T"	"T3" Golden Warhorse
Enchanted Meadow	-	-	Truesteel Sword (M)	-	-	-	-	"L2" Golden Pony	
TREASURE LOCATIONS	Hoard	4	5*	-	-	-	-	-	-
	Lair	4	3*	-	-	-	-	-	-
	Altar	-	4*	-	-	-	-	-	-
	Shrine	2	2*	-	-	-	-	-	-
	Pool	6	3*	-	-	-	-	-	-
	Vault	-	5*	-	-	-	-	-	-
Cairns	6	1*	-	-	-	-	-	-	
Statue	2	1*	-	-	-	-	-	-	
DWELLINGS	Company	2	-	-	1	1	1	-	-
	Woodfolk	2	-	2 Light Bows (L) 1 Medium Bow (M)	-	-	-	-	-
	Patrol	2	-	-	1	1	1	-	-
	Lancers	2	-	4 Spears (M)	-	-	-	-	-
	Bashkars	2	-	-	-	-	-	-	6 Ponies
GARRISONS	Chapel (Order)	2	-	2 Great Axes (H) 1 Great Sword (H) 1 Morning Star (H) 1 Crossbow (H)	-	-	-	2	3 Warhorses
	House (Soldiers)	2	-	3 Short Swords (L) 2 Thrusting Swords (L) 2 Staffs (L)	3	-	2	-	-
	Inn (Rogues)	2	-	2 Maces (M)	-	-	-	-	6 Workhorses
	Guard House (Guards)	2	-	2 Maces (M) 2 Axes (M) 1 Broadsword (M)	1	1	1	-	-
	Scholar	3	-	-	-	-	-	-	-

Table 3.1: Items and Horses

Section	Box in Section	Spell cards put in box							
		✦	♀	§	⚡	♯	✘	♁	♂
SPELL BOOKS	Good Book	2	–	–	–	–	–	2	–
	Scroll of Nature	–	2	2	–	–	–	–	–
	Book of Lore	–	–	–	4	–	–	–	–
	Black Book	–	–	–	–	2	–	–	2
	Scroll of Alchemy	–	–	–	–	–	4	–	–
ARTIFACTS	Sacred Statue	1	–	–	–	–	–	–	–
	Eye of the Idol	–	1	–	–	–	–	–	–
	Glimmering Ring	–	–	1	–	–	–	–	–
	Enchanter's Skull	–	–	–	1	–	–	–	–
	Blasted Jewel	–	–	–	–	1	–	–	–
	Hidden Ring	–	–	–	–	–	1	–	–
	Glowing Gem	–	–	–	–	–	–	1	–
Beast Pipes	–	–	–	–	–	–	–	1	
TREASURES	Altar	–	1	1	–	–	–	–	–
	Shrine	1	–	–	–	1	–	–	–
	Statue	–	–	–	–	–	–	2	1
VISITORS	Crone	–	–	–	–	1	–	–	1
	Shaman	–	1	1	–	–	–	–	–
	Warlock	–	–	–	1	–	1	–	–
Total Spell cards in play		4	5	5	6	5	6	5	5
Spell cards out of play		–	1	1	1	1	1	–	1
TOTAL SPELL CARDS		4	6	6	7	6	7	5	6

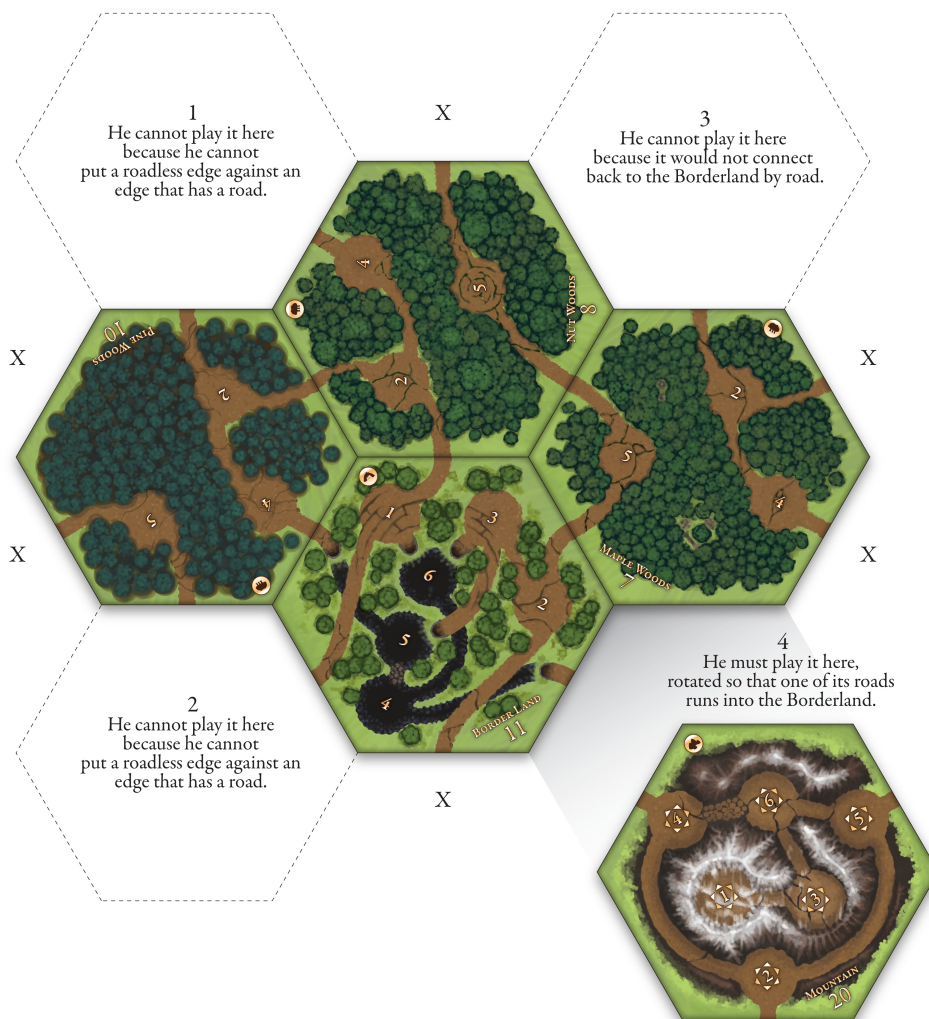
Table 3.2: Spell Cards

Example 1

Placing Tiles

The player wishes to place the Mountain tile:

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



3.3 Step 3 – Selecting Characters

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

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

3.3.2 He also takes the weapon and armor counters listed under the 4th stage of development on his Character card. He gets only those counters listed for his 4th (final) stage, at the bottom of his development section. He takes each item from the native group that has it; if several groups have an item, he can choose who to take it from.

Example: The Black Knight (♣) must take a mace from the Guard and a suit of armor from the Order. He also takes his shield from the Company, Patrol, or Soldiers. He cannot take the crossbow or the other armor listed for his earlier stages.

- a. All weapon counters are turned unalerted side up at the start of the game. All armor counters are placed on their undamaged (intact) side.
- b. The player also takes a Record of Fate and records his character's special advantages and trading relations on it. He also records his starting gold of 10 gold.

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

- a. Each spell requires a specific color of magic and a specific type of magic chit; the List of Spells explains each spell in detail, and the spell's spell card summarizes its qualities. Characters can only choose starting spells that are of the type(s) listed on their Character card for the 4th stage of his development section.
- b. He chooses each spell from the List of Spells and notes in its box that it is one of his starting spells. He can record the same spell more than once, but each duplicate counts against the number of spells he can record. He does not keep the spell cards for these spells.

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

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

3.3.6 The player records the requirements he needs to win the game in his victory requirements box. The characters compete in accumulating great treasures, fame points, notoriety points, gold points, and usable spells. Before the start of play, each character records the number of points he needs in each category to win the game. He gains these points by owning or selling weapons, armor, horses and treasure cards, by learning spells from treasure locations and Artifacts, or by killing monsters, natives or other characters. He records his requirements for each category in the row for that category. He must keep his victory requirements secret until the end of the game.

- a. First he assigns from zero to five victory points to each category and records the points in the Points column for that category. He cannot assign fractions or negative numbers. He must assign a total of five victory points to all of the categories combined.

Note: When playing with the Seasons and Weather optional rules (see rule D.1), the season affects the number of victory points that must be recorded.

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

- b.1) The factor in the great treasures category is 1. Each point he assigns to great treasures commits him to having one great treasure at the end of the game.

- b.2) The factor in the spells category is 2. Each victory point he assigns to spells commits him to learning two spells over and above those that he started the game with.

- b.3) The factor in the fame category is 10. Each victory point he assigns to fame commits him to gaining 10 fame points.

- b.4) The factor in the notoriety category is 20. Each victory point he assigns to notoriety commits him to gaining 20 notoriety points.

- b.5) The factor in the gold category is 30. Each victory point he assigns to gold commits him to gaining 30 gold points, in addition to his starting gold and the value of his starting equipment. The value of each character's starting gold and equipment is listed below; characters will normally use the "4th level" column unless using the development rules. See table 3.3 for the totalled values for each character.

- c. When a character owns a belonging, he can count its fame and notoriety values (but not fame rewards) towards his score. He does not record these values on his Record of Fate – the belonging itself serves as the record. If he sells or loses the belonging, he no longer gets its values. He does not count the item's gold price; he counts only his recorded gold points, although he may increase his recorded gold points by selling the item to a native group, visitor, or other character.

- d. If the belonging is a great treasure, he can also count it towards his great treasures score. Cards with red-and-black borders are great treasures.

Note: Ignore the golden background on the treasure cards. The golden background is used only when the game is being set up.

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

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

Table 3.3: Value of Gold and Starting Equipment

- f. When a character sells a belonging, he adds its gold price to his recorded gold. Each counter and treasure card displays its own gold value in the yellow box on the counter or card. If a treasure card also has a fame reward and he sells it to the active group named on the card, he also adds its fame reward to his recorded fame. He does not get credit for these values while he holds the belonging – he must sell it to gain its prices.

Note: A fame value is not the same as a fame reward. A character gets a fame value when he holds the item; he gets a fame reward when he sells it to the indicated native leader.

- g. Only spells learned and recorded during the course of the game count toward the spells victory requirements. A character's starting spells are not counted.

Note: If a character learns a spell that duplicates one of his starting spells, that spell can be counted towards the spells victory requirement. Only recorded spells count towards the victory requirement. Spell cards belonging to Artifacts and Spell Books do not count.

- 3.3.7 The player's turn ends as soon as he takes his pieces. He does not have to finish choosing his victory requirements, spells, enchanted chits, and the dwelling where he will start until just before the dwellings are put on the map in step 6; he can continue to think about his choices while the other players take their turns and while the map chits are being put on the map in step 5.










3.4 Step 4 – Placing Visitor and Mission Chits








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

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





- 3.4.3 The player can put the chit in any empty box he chooses in the bottom row of the dwelling section. He cannot put it in a box that already contains a chit (each box can hold only one chit).
- 3.4.4 Once placed in a box, the chit remains in that box until it moves to the map during the game.

3.5 Step 5 – Placing Map Chits

- 3.5.1 When every player has selected his character and all of the available visitor and mission chits have been set up, the players put the map chits on the tiles to secretly define what is in each tile. The map chits are placed secretly and randomly, and at the start of the game they are face down so that no one knows what is in each tile. The site chits represent treasure sites, six of the warning chits are exchanged for dwellings, and the other warning and sound chits identify areas visited by monsters. The Lost City chit represents five secret map chits placed in the Lost City section of the Chart of Appearances, and the Lost Castle represents five secret chits placed in the Lost Castle section. When one of these chits is revealed, its five chits are put in its tile, face up.
- 3.5.2 PREPARATION: Sort the map chits into groups.
- Put the red Lost City and Lost Castle chits to one side.
 - Put the eighteen red-backed chits (eight red-bordered site chits and ten sound chits) in the same group. They all show  on the red backside.
 - Sort the 20 yellow warning chits into four groups according to the symbol on the back of each chit, so there is one group of  chits, one group of  chits, one group of  chits and one group of  chits. There will be five chits in each group.
- 3.5.3 THE LOST CITY AND LOST CASTLE SECTIONS: Turn the 18 site and sound chits () reverse side up and mix them thoroughly. Then pick 10 chits at random and without looking at them put them on the Chart of Appearances. Put five chits in the Lost City section and the other five chits in the Lost Castle section, into the small boxes in the respective upper right corner.
- 3.5.4 MAP CHITS: Put the map chits in one group of map tiles at a time, in the order outlined below. Put the chits in each tile on the forest in the tile, away from the clearings. All of the chits are placed secretly, face down, so no one knows exactly which chits are in each tile. When directed to put a chit in a tile, pick the chit at random from the group specified and put it in the tile without looking at it. The players will know which group the chit came from, but not which chit it is.
-  Cave tiles (*Borderland, Cavern, Caves, High Pass, Ruins*): Turn the five  warning chits reverse side up, mix them together thoroughly, and put one of them in each of these tiles. Pick four of the remaining sound and site chits (red back side with ) at random without looking at them. Turn the Lost City chit reverse side up and mix it in with these chits, and then put one of these chits in each of these tiles.
Explanation: The Lost City is located in one of the five Cave tiles.



- b.  **Mountain tiles** (*Cliff, Crag, Deep Woods, Ledges, Mountain*): Turn the five  warning chits reverse side up, mix them together thoroughly, and put one of them in each of these tiles. Turn the Lost Castle chit reverse side up and mix it in with the remaining four sound and site chits (red back side with ), and then put one of these chits in each one of these tiles.
Explanation: The Lost Castle is located in one of the five Mountain tiles.
- c.  **Valley tiles** (*Awful Valley, Bad Valley, Cursed Valley, Dark Valley, Evil Valley*): Turn the five  warning chits reverse side up, mix them together thoroughly, and put one of them in each of these tiles.
- d.  **Woods tiles** (*Linden Woods, Maple Woods, Nut Woods, Oak Woods, Pine Woods*): Turn the five  warning chits reverse side up, mix them together thoroughly, and put one of them in each of these tiles.


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

- a. Five secret site and sound chits will be in the Lost Castle section of the Chart of Appearances.
- b. Five secret site and sound chits will be in the Lost City section of the Chart of Appearances.
- c. Each Caves tile will contain two secret chits: one  warning chit and one site chit, sound chit or the Lost City chit.
- d. Each Mountain tile will contain two secret chits: one  warning chit and one site chit, sound chit or the Lost Castle chit.
- e. Each Valley tile will contain one secret  warning chit.
- f. Each Woods tile will contain one secret  warning chit.

3.6 Step 6 – Revealing Dwellings









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

- a. The only chits that are turned face up are the five  warning chits in the five Valley tiles. The chits in the other tiles remain face down and secret, and are still unknown when the game begins.
- b. The players must not turn up the  chits until they have finished recording their victory requirements, spells, and the dwellings where they will start the game. They cannot change dwellings, spells, or change or add to their victory requirements once the Valley chits have been revealed.

3.6.2 The  warning chit in each Valley tile defines what to put in that tile. Each chit represents a dwelling or the pair of Ghosts, and when the chit is turned face up it is removed from play and the pieces it represents are put in its tile, in the clearing numbered “5”.

Exception: The players must be able to trace a route along the roadways from the pieces to a clearing on the Borderland tile. The route can be of any length and it can follow any roadways, including hidden

paths and secret passages. If clearing “5” does not connect to the Borderland by road, put the pieces in clearing “4” instead.

- a. The Dwelling Exchange Chits table 3.4 summarizes the pieces that are exchanged for each  chit. The  Stink chit is exchanged for the Inn, the  Smoke chit is exchanged for the House, the  Dank chit is exchanged for the Chapel, the  Ruins chit is exchanged for the Guard house, and the  Bones chit is exchanged for the pair of Ghosts.
- b. The Campfires are not put on the map at this time. The Small Campfire will be exchanged for the  Smoke warning chit and the Large Campfire will be exchanged for the  Stink warning chit when these chits are revealed during the course of the game.

- 3.6.3 When a dwelling counter is put on the map, all natives in that dwelling’s garrison box are put on the map with it. The garrison natives start the game at their dwellings and do not move unless hired.








Map Chit	Is exchanged for		
	Dwelling or Ghosts	Native Group	All characters in
 BONES	Two Ghosts	–	–
 DANK	Chapel	Order	Chapel clearing
 RUINS	Guard House	Guard	Guard House clearing
 SMOKE	House	Soldiers	House clearing
 STINK	Inn	Rogues	Inn clearing
 SMOKE	Small Campfire	–	–
 STINK	Large Campfire	–	–

Table 3.4: Dwelling Exchange Chits

- 3.6.4 Finally, the players reveal the dwellings they recorded as starting locations, and each character is put at the dwelling he recorded. All of the character counters are turned dark side up when they are put on the map.

Explanation: All of the characters are hidden at the start of the game.

Chapter 4

Game Mechanics

4.1 Rolling Dice

- 4.1.1 Whenever a character is directed to roll the dice and consult a table, he rolls two dice and uses the higher roll to find his result. He must identify the table he is using before he rolls and he must roll the dice openly and reveal his result.

Example: If he rolls $\square\blacksquare$ and $\blacksquare\blacksquare$ his result is $\blacksquare\blacksquare$, the higher of the two numbers rolled.

- 4.1.2 Some special advantages, treasure cards, and spells cause a character to roll only one die instead of two to find his result, and others add to or subtract from each die roll. All such modifications are cumulative – a character who is subject to two “+1” modifications adds two to his die roll. Results greater than $\blacksquare\blacksquare$ convert to $\blacksquare\blacksquare$, and results less than $\square\blacksquare$ convert to $\square\blacksquare$. A character never rolls less than one die.

Example: If a character with two “+1” modifications rolls $\square\blacksquare$ and $\blacksquare\blacksquare$, his result is “7” (his higher roll of $\blacksquare\blacksquare$ +1 +1), which converts to $\blacksquare\blacksquare$.

- 4.1.3 When making “game” die rolls such as the monster roll, simply roll one die and do not modify the result.
- 4.1.4 Die roll modifications that apply to a character – including those due to his special advantages and treasure cards in his possession – do not apply to the denizens that he controls. When a hired native or controlled monster uses a table, the die roll is affected only by those modifications that apply to that native or monster (including those that apply to every individual in the clearing).

4.2 Action Chits

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

When asked, the character must specify which of his chits are currently in play, and which are fatigued, wounded, or dedicated to spells.

- 4.2.2 Each character can play only his own active chits. During the Daylight segment of a turn, he can play move chits to carry items when he moves, he can play a Berserk chit to increase his vulnerability to Tremendous, he can play chits with droplets to search certain treasure sites, and he can play magic chits in the presence of the appropriate magic color to enchant the board tile he is in. In the Evening, fight chits are used in combat to alert or attack with a weapon, move chits are used to run away or maneuver in combat, and magic chits are used to cast spells.
- 4.2.3 Each player keeps his character's action chits on his Confrontation Chart, in front of himself. He keeps his inactive chits in the respective boxes: his fatigued chits in the grey box entitled "Fatigued" and his wounded chits in the red box entitled "Wounded". Enchanted color chits are placed with the in-play chits, but are turned face down (symbol side up, showing the magic color) to distinguish them from other magic chits.
- 4.2.4 **FATIGUE:** Droplets on an action chit represent extra effort needed to do that action. These chits can become "fatigued" when the character does strenuous actions, such as searching certain treasure sites, or combat maneuvers requiring extra strength or speed. Fatigued chits are removed from play but are left face up. Fatigue is measured by the effort droplets on the chits.

Note: Fatigue droplets are in no way at all connected to sharpness stars.

- a. When a character is directed to "fatigue one droplet", he must move one effort droplet to the grey box labelled "Fatigued" on his Confrontation Chart. He can either fatigue a chit that shows one droplet, or fatigue a two-droplet chit and "make change" by activating a fatigued one-droplet chit of the same type (e.g., if he fatigues a two-droplet fight chit he must activate a one-droplet fight chit to make change). If he cannot do either of these he must fatigue a two-droplet chit and lose the extra droplet.

Note: For the purposes of making change, the "Berserk" chit is considered a fight chit, and the "Duck" chit is considered a move chit.

- b. When a character is directed to fatigue two droplets, he can fatigue one two-droplet chit or two one-droplet chits.
- c. Chits that have no droplets cannot be fatigued.
- d. A character cannot carry out an action that would require him to fatigue a chit (such as looting the Cairns) if he has no unenchanted chits with droplets in play. If he cannot do anything else that phase, the phase is treated as a blank phase and the character does nothing.
- e. If a character is forced to fatigue droplets (e.g., under Seasons and Weather rules) and has no other chits with droplets in play, a character may fatigue color chits, and if he has no chits in play at all, he must wound chits that are fatigued. Characters may not fatigue magic chits that are dedicated to spells.

- 4.2.5 **WOUNDS:** When a character is directed to "wound" one chit, he must move one of his action chits to the red box labelled "Wounded" on his Confrontation Chart to show it is a wound.
- a. He can choose any action chit he has in play, subject to the following restrictions:

- a.1) If he has any chits in play that are not wounded, fatigued, enchanted to a magic color, or dedicated to spells, he must wound these chits first.
 - a.2) If he has no remaining chits as described in a.1), magic chits enchanted to color chits may be wounded.
 - a.3) If a character has no chits in play at all, he can wound chits that are fatigued.
 - a.4) Magic chits that are committed to spells (including fly chits) cannot be wounded, and chits that are already wounded cannot be wounded again.
- b. As soon as all of a character's chits become wounded or committed to spells, the character dies. This can occur either as a result of receiving a wound, or if a character uses his last unwounded chit to cast a spell, committing that chit to the spell.
- Exception:* Casting an Instant spell does not cause death because the magic chit instantly fatigues, becoming available to take a wound. This exception applies only to Instant spells – if he uses his last unwounded, uncommitted chit to cast any other type of spell, he dies as soon as the spell takes effect.

4.3 Belongings

- 4.3.1 Each character can obtain weapons, armor, horses and treasure cards by searching and trading. Each player keeps his character's belongings off the map, in front of himself, on his Confrontation Chart; these belongings are always assumed to be with the character, in the clearing where he is located. Each belonging is either "active" or "inactive". He puts his active belongings in the box labelled "Active" in the State of Belongings section on his Confrontation Chart, and his inactive belongings in the box labelled "Inactive". Inactive weapons, armor and treasure cards represent items that are packed away, out of easy reach. Horses are active when they are being ridden, inactive when they are being led.
- 4.3.2 Whenever a character obtains a belonging he must either activate it, deactivate it, or abandon it, as he chooses. He does this as soon as he obtains the item, before completing the phase or round of combat, regardless of whether he obtains it by looting, trading, or killing another character.
- Exception:* Enchanted cards (which are a "Source of Magic", which radiates a magic color) immediately activate, regardless of the character's wishes, and remain activated for the rest of the game (see rule 4.4.2).
- 4.3.3 **REARRANGING BELONGINGS:** Each character may rearrange his belongings only at certain times. When he rearranges his belongings he can activate, deactivate or abandon each belonging he owns, as long as he obeys the rules governing that belonging. The character cannot rearrange his belongings at other times of day or when other characters or clearings are taking their turns.
- a. Characters can rearrange belongings at the start of each phase of his turn during Daylight and after all rounds of combat are finished in the Evening, and
 - b. A character can also activate, deactivate, or abandon an item when he first obtains it, as noted above.

- c. A character can activate or deactivate one item when it is his turn to do an action during the encounter step of combat, if he does not do another action. He cannot trade items with other characters during or before rounds of combat.

Exception: See optional rule on Dropping Items (see rule A.5).

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

4.3.5 Each character owns only those belongings that he has with him. Anything he abandons is unowned and belongs to whoever finds it. He must reveal his belongings whenever he is asked to, excepting inactive treasure cards.

Important Exception: He must reveal his treasure cards only when they are active! He keeps his inactive treasure cards face down. He can reveal them if he wishes, but he is not obliged to.

- a. Each character can use his belongings as trade goods, and he can count them towards victory at the end of the game. He can buy and sell belongings and count them towards victory whether they are active or inactive.
- b. Most belongings have special functions when they are active; some functions are automatic, while others occur only when their owner wishes it. Inactive belongings have no special functions.

Exception: Inactive horses can carry items.

4.3.6 WEAPONS: The characters use the weapons to attack denizens or other characters. Weapons can be used only if they are active.

Important: Each character is limited to one active weapon (counter or card). He can own any number of weapons, but only one at a time can be active.

Note: Monsters, natives, and visitors cannot use the weapon counters and cards.

4.3.7 ARMOR: When a character has armor counters or armor cards (i.e. treasure cards that can be used as armor) active, they represent armor that he is wearing. A character can own any number of armor cards and counters, but there are limits on the pieces he can have active at the same time. He can have only one of each type of armor counter active: one active helmet, one active breastplate, one active shield and one active suit of armor. He can also have any or all of the four armor cards active at the same time.

Example: A character can have one suit of armor, one helmet, one breastplate, one shield and all four armor cards active at the same time, but he can never have two shields active at the same time.

Explanation: It is assumed that a breastplate can be attached to reinforce a suit of armor and a battle helmet can be worn over the suit's basinet.

Note: Monsters, natives, and visitors cannot use armor counters or cards.

- 4.3.8 HORSES: The octagonal horse counters represent horses that the characters can own and ride if they are active, or lead if they are inactive.
- When a character has a horse active, he is riding it. He can activate a horse only if the strength letter shown on the front side of the horse counter is sufficient to carry him and all of his items. He can have only one horse at a time active.
Special: Horses cannot be active in caves.
 - A character can play a horse to carry items during his turn whether it is active or not. When inactive, it represents a pack horse. Whenever a character moves, all of his horses automatically move with him.
 - When a character's horse is killed, it is removed from play for the rest of the game.

4.4 Treasure Cards

- 4.4.1 Treasure cards represent a variety of items including weapons, armor, boots, gloves, other clothing, jewelry, potions and more.
- Before the game the treasure cards are set up secretly and randomly on the Chart of Appearances and the Chart of Bounty. The characters can count the cards in each box, but they cannot look at the faces of the cards and they cannot alter the order that they are stacked in each box.
 - When a character owns a treasure card, he must turn it face up when it is active but he leaves it face down when it is inactive. He can reveal an inactive card if he wishes, but he is not obliged to reveal it.
 - Treasure cards remain face down and secret when a character finds them or buys them from characters, and they remain secret when he abandons them or sells them to characters. Treasure cards must be revealed when natives and visitors buy and sell them, but the cards are turned face down when they are put on the Chart of Appearances or the Chart of Bounty.
Exception: Enchanted cards always remain face up once found; see rule 4.4.2.
- 4.4.2 Enchanted cards display a symbol in a magic color with the words "Source of Magic", and radiate magic color, as well as having other effects. When a character finds one of these cards he must turn it face up, and it stays face up for the rest of the game, even if it is put back on the Chart of Appearances, the Chart of Bounty or on the map. It cannot be deactivated.
- Enchanted cards are considered found and are activated if they are looted by a character or hired leader, or if a character or hired leader sees them in the course of trading with a native group (even if he does not buy the card). Enchanted cards are not considered found and are not activated if the character receives a Wish for a Vision and sees the card while looking at the treasures at a treasure site.
Explanation: A character or hired leader must be physically handling the item to activate the card.
 - If the card has a special effect, such as the Cloven Hoof's +1 to die rolls, this effect applies to every character who is in the same clearing with it, whether it is abandoned in the clearing or is being carried by a character, native or visitor. This is true even if a hired leader owns it, even though his belongings are not accessible for trading.

*Example: The Captain (↖) trades with the Patrol and sees the Dragon Essence, but does not buy it. The Dragon Essence is activated and begins radiating Purple magic (and attracting Dragons). Later, the Captain (↖) hires the Patrol. The Dragon Essence still supplies Purple magic to everyone in the Patrol leader's (marked with a *) clearing, and still acts as a Smoke chit, even though it is out of play and unavailable for trading.*

- 4.4.3 **POTIONS:** When a potion is activated it remains active until the end of the day. At Midnight, the potion and its special effect stops, and the card is put on the Chart of Appearances or the Chart of Bounty, face down, in the box named on the card under “Discard to”. The potion can then be bought from that box’s owner and used again. Potions can be bought and used any number of times.
- A “reusable” potion can be transferred, sold, or abandoned while active, and it can be used by its new owner.
 - A potion that “expires when activated” is immediately used and removed from play when it is activated.
 - A potion that is “consumed by activation” is used up by the character who activates it. He keeps the card until Midnight to represent the potion’s effect, which cannot be transferred.
 - A potion that is “applied to a weapon” is used up on the weapon the character has active when he activates the potion (his dagger, if he has no other weapon active). The card is put with that weapon until Midnight to represent the potion’s effect. The potion cannot be transferred to any other weapon.
- 4.4.4 **BOOTS:** Boots cards display a move chit with a strength letter and a time number. When a character has a Boots card active, he can use it in place of his other move chits with the strength and time number shown on the card. He can play it to carry items when he moves.
- A character can have a Boots card active only if its strength equals or exceeds the weight of the character and every item he owns. If he obtains an item whose weight exceeds the card’s strength, he must instantly deactivate the Boots card or abandon the item.
 - A character can never have more than one Boots card active.
- 4.4.5 **GLOVES:** Gloves cards display a fight chit with a strength letter and a time number. He can use his active Gloves card as a fight chit with the strength and speed shown on the card. A character can never have more than one Gloves card active.
- 4.4.6 **WEAPON AND ARMOR CARDS:** Weapon and armor cards can be used like normal weapons and armor. These cards have additional special effects listed in the List of Treasures.
- 4.4.7 **ARTIFACTS AND SPELL BOOKS:** Artifacts and spell books have a number of spells mentioned on them. Artifacts have one spell associated with them and Spell Books have four spells each. Artifacts and Spell Books can be used to cast spells of the same type as the card shows once a character reads runes successfully to free the spells. The spells can also be learned by magic-using characters with the correct types of magic chits.
- 4.4.8 **TREASURES WITH SPELLS:** The Dragonfang Necklace, Eye of The Moon and Flying Carpet treasure cards have spells that can be used by their owners. These spells cannot be learned or recorded, they can only be used. These spells are explained on the List of Spells and the List of Treasures.

4.5 Sharing Information and Spying

- 4.5.1 This section summarizes the information the characters can learn one from another, as opposed to what they can learn on their own through Search phases.
- 4.5.2 **MAP CHITS:** The only time a character can reveal a map chit is when he turns it face up to loot it, when he sells it as a discovery, to exchange it (if it is a substitute chit), or to allow it to summon monsters. He cannot reveal map chits privately.
- 4.5.3 **TREASURE CARDS:** A character must reveal treasure cards when he has them active, when he buys them from a native or visitor, and when he sells them to a native or visitor. He has the option to reveal cards when he loots them, when he has them inactive, when he abandons them and when he trades with other characters. He cannot reveal cards on the map or on the Chart of Appearances or on the Chart of Bounty.
- 4.5.4 **RECORDED INFORMATION:** A character must reveal his recorded fame and notoriety, whether he has found hidden enemies and his trading relationships whenever he is asked. He reveals his activities only when he does them and his discoveries only when he uses them or sells them. The rest of the information on his Record of Fate is secret until the game ends.
- 4.5.5 **SELLING OR SHARING INFORMATION:** Information about the location of secret paths, hidden passages, and treasure sites is transferable. A character or hired leader can sell or give discoveries to other characters and hired leaders. The recipient then crosses off the discovery on his Record of Fate, and he can use it from then on as if he had discovered it himself.
- a. Both individuals must be in the same clearing with the treasure site, hidden path, or secret passage in order to sell or transfer its location.
 - b. The individual selling or giving the information must have previously discovered the location of the hidden path, secret passage, or treasure site using a Search phase, or have previously received the information from another individual.
 - c. Each discovery can be sold or given separately, and it can be sold or given to some characters and hired leaders and not to others.
Exception: When an individual sells or gives a Treasures Within Treasures location, he automatically sells or gives the location of the treasure site where that card has been found. The recipient crosses both the Treasures Within Treasures location and the treasure site off his discoveries list.
 - d. When an individual sells or gives the location of a face up site chit (or a Treasures Within Treasures card within a face up site chit), he must turn the site chit face up for all to see. Then he puts the site chit in its clearing, face down.
 - e. An individual cannot sell or give away a “Hidden Enemies” result.
 - f. The characters cannot sell or give recorded spells to other characters.
 - g. An individual can sell or tell others secret information, including his future plans, but he is not allowed to verify it. For example, he could say what the chits were in a tile, but he can not allow others to look at the chits.

- h. Information can be sold or shared at the same times when characters and hired leaders can normally trade with one another – either at the beginning of phases during Daylight, or at the end of combat in the Evening.
- i. Individuals who agree to exchange belongings, gold or discoveries must honor the agreement and hand over what they agreed to. When they exchange unverified or secret information, let the buyer beware; the seller is not required to be honest about this information.
Note: The requirement to honor agreements only applies to trades in progress, not to promises of future trades.
- j. If a character is blocked or otherwise cannot trade with other characters, he cannot buy, sell, or share information either.

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

- a. Characters can spy on each other only when they are in the same clearing. An unhidden character is automatically spied on by everyone in his clearing. A hidden character is spied on by everyone who has found hidden enemies earlier that day.
 - a.1) Finding hidden enemies is not retroactive. A character starts spying on hidden characters at the moment he rolls the result.
 - a.2) The “Hidden Enemies” result expires at Midnight of each game day. At the start of each day, no one can spy on hidden characters.
- b. When a character uses a discovery, everyone who is spying on him discovers it and crosses it off their discoveries list. Spies discover only what he uses – they discover nothing when he just looks at map chits or makes discoveries himself.
 - b.1) If he moves along a hidden path or secret passage, it is discovered by everyone who spies on him in the clearing he leaves and the clearing he enters.
Exception: When a character transformed into Mist uses a secret passage or hidden path, the other individuals in the clearing do not discover it, since the character transformed into Mist can use these roadways without discovering them himself.
 - b.2) If he loots a treasure site, it is discovered by everyone who is spying on him. When he loots a Treasures Within Treasures card, everyone who is spying on him discovers both the Treasures Within Treasures card and the site chit that contains that Treasures Within Treasures card.
 - b.3) When he sells a discovery, everyone who is spying on him discovers it.
Note: Spying on the buyer does no good – only those characters who can spy on the seller discover what he is selling.

4.5.7 SECRECY: When a character is directed by the rules to keep a piece of information secret, he can tell it to the other players but he is not allowed to show any proof. This means that he can lie – and he cannot prove whether he is telling the truth.

Example: He can tell other characters what his victory requirements are, but he cannot show them what he actually recorded until the game ends.

Note: The right to lie is limited to the information that the rules classify as secret. The character must speak truthfully when he provides information that the other characters are entitled to have. He must also keep an honest record of his values, and he can never allow his recorded gold to fall below zero.

4.6 Magic

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

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

a. There are five colors of magic, each representing a different sort of spirit that causes a different sort of magic:

- *White* magic represents Power from on High, working beneficial magic;
- *Grey* magic represents Natural Laws, controlling nature;
- *Gold* magic represents Woods Sprites, working elvish magic;
- *Purple* magic represents Elemental Energies, twisting and reshaping reality; and
- *Black* magic represents Demonic power, working infernal magic.

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

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

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

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

d. On the seventh day of each week, an unlimited supply of magic color is supplied to everyone in the game. The Daily Record identifies the color of magic that is supplied to everyone on these days: both White and Black magic are supplied on day 7, Grey magic is supplied on day 14, Purple magic is supplied on day 21, and Gold magic is supplied on day 28.

Note: When playing with the Seasons and Weather optional rule (see rule D.1), the color supplied on day 7 varies with the season.

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

- e.1) In an enchanted tile, each character or denizen is supplied with the color of magic that is pictured around the clearing where he is located. Grey magic is supplied in the five Valley tiles and the Ruins tile, Gold magic is supplied in the six Woods tiles, and Purple magic is supplied in the Mountain, Ledges, Cliff, High Pass, Caves and Cavern tiles. Grey, Gold and Purple magic are supplied in every clearing of the Crag tile. In the Borderland tile, Grey magic is supplied in clearing 1, Gold magic is supplied in clearings 2 and 3, Purple magic is supplied in clearings 4 and 5, and both Grey and Purple magic are supplied in clearing 6.
- e.2) When an enchanted tile supplies magic color to a clearing, it also supplies magic color to every roadway that runs into that clearing. When a character is on a roadway between two clearings, both clearings supply him with magic color.
Example: When a character is on a roadway between an enchanted Valley tile and an enchanted Woods tile, he is supplied with both Grey and Gold magic.
Note: This rule does not apply to magic color supplied by the Chapel, Toadstool Circle, and enchanted cards. Magic color from these sources does not extend into the surrounding roadways.
- f. The characters can also use certain magic chits to create personal magic color that only they can use (see rule 4.6.4).

4.6.3 MAGIC CHITS:

- a. There are eight types of magic chits, each represented by a different symbol and Roman numeral. Each type represents a different sort of magic, and causes a different sort of result.
- Type I (✦) chits are Holy Invocations,
 - Type II (☿) chits are Pagan Rites,
 - Type III (§) chits are Elven Lore,
 - Type IV (⚡) chits are Elemental Alchemy,
 - Type V (♁) chits are Demonic Ceremonies,
 - Type VI (✠) chits are Summoning Techniques,
 - Type VII (♠) chits are Good Luck Charms and
 - Type VIII (♥) chits are Malicious Tricks.
- b. Each character's magic chits represent the types of magic that he has mastered. The symbol on each chit identifies its type, and the time number and effort droplets define the time and effort needed to do it.
- c. When a character does the Alert activity, he has the option to alert one of his magic chits instead of turning over a weapon counter. The alerted chit can be used like any other magic chit, but it automatically has a time number of "0" (zero) instead of the time number printed on the chit. At Midnight, all alerted magic chits fatigue.
Note: The characters cannot start the game with magic chits alerted.

- 4.6.4 **COLOR CHITS:** Holy (I – ✦), Pagan (II – ♡), Elven (III – §), Elemental (IV – ⚡) and Demonic (V – ☞) chits can be enchanted and turned into specific colors of magic using Enchant phases during Daylight. When a character enchants a magic chit, the chit is transformed into a specific color of magic. The magic chit's type defines what color of magic it becomes:
- a. Holy (I – ✦) chits become White magic,
 - b. Pagan (II – ♡) chits become Grey magic,
 - c. Elven (III – §) chits become Gold magic,
 - d. Elemental (IV – ⚡) chits become Purple magic, and
 - e. Demonic (V – ☞) chits become Black magic.
 - f. Summon (VI – ✘), Charms (VII – ♠) and Malicious (VIII – ☹) chits cannot be enchanted.
 - g. The player turns the enchanted chit symbol side up – this side shows the enchanted color – and leaves it in play. The chit is referred to as a color chit, representing one piece of magic color. It cannot be used as a magic chit, but it can be used to supply magic color.
 - h. Each color chit remains enchanted indefinitely, until it is used. It can be used only once, for one purpose; when used, it reverts to being a normal magic chit and fatigues. Each chit is under the control of its owner; he decides when and how it is used.
 - i. Color chits may be voluntarily fatigued without being used, if the character wishes to convert the chit back to a magic chit. Color chits may be fatigued at the beginning of any phase during Daylight, or during the encounter step of a round of combat.
 - j. The characters can start the game with their chits enchanted. As each character selects his spells, he can enchant any or all of his enchantable chits by secretly turning them symbol side up. He reveals his chits when the dwellings are placed.
- 4.6.5 **SPELLS:** The spells cause the controlled magic color to do specific tasks. Each spell is identified by its name. Each spell has a spell card that summarizes its qualities, and is explained in more detail in the List of Spells.
- a. Each spell requires a specific color of magic and a specific type of magic chit; a character can cast a spell only if he plays the required magic chit and supplies the spell with the required color of magic. Each spell must be cast on a specific sort of target, and it has a specific effect that lasts for a specific amount of time (the duration of the spell).
 - b. Spells are cast only during rounds of combat in the Evening (see rule 8.3.9b). Spells may be cast during the Evening even if no other combat or actions are taking place.
- 4.6.6 **ARTIFACTS AND SPELL BOOKS:** Each Artifact contains one spell card, and each Spell Book contains four spell cards. Each Artifact and Spell Book card can be used as a magic chit that is limited to casting the spell card(s) contained in that Artifact or Book. During the Evening, a character can play an active Artifact or Spell Book like a magic chit, and use it to cast one of its awakened spells (see rule 8.3.9c).
- a. There is no limit to the number of Artifacts and Spell Books that a character can have active at the same time.

- b. The magic symbol on each card identifies the type of magic chit it can be used as. Spell books that contain spells of other types cannot be used to cast those spells.

Example: The Good Book has a Holy (I – ✦) designation. It can be used to cast its two Holy (I – ✦) spells, but not its two Charms (VII – ♠).

- c. Spells must be awakened before they can be cast, by reading runes during a Search phase. When the spell is awakened, it is taken off the Chart of Appearances or the Chart of Bounty and placed with its Artifact or Spell Book.
- d. The only way that an Artifact or Spell Book can function as a magic chit is by casting its awakened spell cards. It cannot be enchanted, it cannot be used to enchant a tile, and it cannot be used to cast other spells or spell cards.

Note: The Enhanced Artifacts and Spell Books optional rule (see rule C.3) increases the number of ways in which Artifacts and Spell Books can be used.

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

- a. Each spell's duration defines when it expires and how it is implemented.
- b. Instant spells, Attack spells, Fly spells and Phase spells have a one-time effect and then expire. The magic chit that was played to cast the spell is put with the target to represent this effect until it ends. When the spell expires, the effects end and the magic chit fatigues.
- c. When an Instant spell comes to life, its effect occurs immediately. As soon as it is resolved, it expires.
- d. When a character casts an attack spell, it attacks like a weapon. When it hits, it can hit armor and horses normally, like weapons. All other spells inflict their effects directly on the target, ignoring his armor and horse; they are not stopped by armor or horses.

Note: Treasure cards that alter weapons do not affect attack spells.

- e. When a Fly spell comes to life it has no immediate effect, but a delayed effect. The spell creates a special "Fly" chit with the flying strength and time number defined by the spell, with no effort droplets. Put the magic chit used to cast the spell on top of any unused action chit to represent the fly chit, and place the fly chit with the character's active chits to show that it is available for use. The target can play this fly chit like a move chit during his turn or during combat, and when he plays it he flies. Exactly when he can use the fly chit depends on the spell (see the List of Spells).
 - e.1) The fly chit remains in play indefinitely, until it is used (fly chits cannot be fatigued or wounded). When it is used, the spell expires. If it is used to charge, it expires at the end of the encounter step. If it is used to maneuver in combat, it expires at the end of the mêlée step in which it is used. If it is used to fly away in combat or to fly from tile to tile during the day, it expires instantly when its owner lands.
 - e.2) When a native is the target of the spell, he can use the fly chit in place of his own move values.
 - e.3) When the target cannot play action chits due to a spell, he cannot play the fly chit.

- f. The only Phase spell is Protection from Magic. This spell has no immediate effect, but a delayed effect. Its magic chit is put with the target's inactive items and is handled like an item. Stack the magic chit on top of an unused chit to distinguish it from fatigued chits. While inactive it has no effect, but the target can activate it exactly as if it were an item.
- f.1) If he activates the chit at the start of a phase of his turn, the spell affects him until that phase ends; at the end of the phase, the spell expires. If he activates the chit as his action during an encounter step, the spell affects him until that round of combat ends; at the end of the round, the spell expires. He cannot do any other action during that step.
 - f.2) If he cannot rearrange his belongings, he cannot activate the magic chit.
- g. When a Combat spell or Day spell is cast, its magic chit is put with the target. This chit remains with the target until the spell ends by expiring or being broken; it represents a continuing effect that affects the target continuously while the spell is in effect. When the spell ends, the effect stops.
- g.1) Each Combat spell remains in effect for the remainder of the Evening; it expires at Midnight.
 - g.2) Each Day spell remains in effect until the end of the next Daylight period; it expires at Sunset of the day after it is cast.
- h. Permanent spells never expire, but they do not continuously affect their targets. A Permanent spell affects its target only when it is "energized". When it does not affect its target, it is "inert".
- h.1) When a Permanent spell is cast, its magic chit is put with the target and remains with the target until the spell is broken, tying up both the spell and its magic chit until then. The target is continuously bewitched by the spell, but the spell affects the target only when the spell is energized. When the spell is inert, the spell is ignored.
 - h.2) Each Permanent spell is automatically energized when it is cast. Thereafter, it is instantly re-energized whenever it is resupplied with the magic color needed to cast it. Each time the spell is energized, it remains energized and affects its target until Midnight (unless it is broken first). At Midnight of each game day, all Permanent spells become inert.
Example: The Transform spell can be energized only by Purple magic, the color needed to cast it. Bad Luck can be cast by any color, so it can be energized by any color.
 - h.3) Enchanted cards, the Chapel or Toadstool Circle, enchanted map tiles, and the seventh day of each week energize Permanent spells automatically, regardless of the wishes of the characters. A Permanent spell is automatically and instantly energized whenever its target is supplied with the required magic color from one of these sources.
Example: The Transform spell is instantly energized whenever its target is in the same clearing with the Dragon Essence card, or when he is on an enchanted map tile that supplies Purple magic, or when it is the 21st day of the month.
 - h.4) Each character can use his color chits to energize Permanent spells. When a color chit energizes a spell, the chit immediately fatigues and reverts to being a normal magic chit. Each color chit can energize only one spell before it fatigues.
 - h.5) A character can energize a spell using his color chits only if the spell's target is in his clearing and he plays a chit that supplies the magic color required by that spell. If there are several spells requiring that color in his clearing, he can energize any one he wants, but only one of them. He has total control over his color chits: he is never forced to play a

chit to energize a spell, even if he is the target. He can energize other spells in the clearing without energizing his own, if he wishes.

- h.6) During Daylight, he can play color chits each time he or anyone else starts a phase of their turn in his clearing. During the Evening, he can play color chits only when it is his turn to do an action during the encounter step of a round of combat. He can play any number of color chits at the same time, but each chit can energize only one spell before it fatigues. Playing a color chit does not count as his action, and is not limited by the monsters or natives on his chart.
- h.7) When a map tile is the target of a Permanent spell, the spell can be energized from anywhere on the tile, including roadways and woods. Once energized, the spell affects the whole tile, even the areas where the energizing magic color is not present.

4.6.8 CURSES, WISHES, AND POWER OF THE PIT: The Curses, Wishes, and Power of the Pit tables have special effects that need more explanation than is provided on the tables.

- a. When a character rolls on the Curses table VI.3e, he gets a “curse” that limits what he can do in the game until the curse is removed. Once inflicted, a curse remains in effect until it is removed (cancelled or broken). If he gets a curse that he already has, he suffers no additional effects – repetitions of the same curse have no effect. Additional curses of the same type are considered to be cancelled.
 - a.1) Curses have no effect on monsters or natives. Hired or controlled denizens just ignore curses.
 - a.2) A target who is suffering from Eyemist, Ill Health or Squeak can record an activity prohibited by the curse, but if the curse is still in effect when he does it, the activity is cancelled. *Note: Eyemist prevents the target from Searching on any table, including the Peer table, but does not affect the Enhanced Peer activity.*
 - a.3) Wither prevents the target from having any action chits with droplets in play. He must fatigue all of his action chits that have droplets, including color chits, and he cannot activate them until the curse is removed. He can rest to convert wounds to fatigue, but no matter how much he rests, he cannot activate fatigued chits. *Special: The Health Wish breaks the Wither curse.*
 - a.4) Ashes and Disgust do not alter the target’s recorded gold and fame, they just prevent these values from counting. The target can gain recorded gold and fame normally, but his recorded values do not count until the curse is removed. Until the curse is removed, he is considered to have -1 recorded gold or fame, respectively.
 - a.5) **Removing Curses:** At Midnight of each game day, the Chapel automatically removes all curses in its clearing. If a character is in the same clearing with the Chapel at Midnight, all of his curses are removed. Curses can also be removed by the Amulet or the Remedy spell.
- b. The Wishes and Power of the Pit tables inflict a one-time effect.
 - b.1) When a character Teleports due to a Wish, he and all of his horses and items (regardless of their weight) instantly move to whatever clearing he chooses. If an individual teleports to the clearing where he is already located, he does not move. When a denizen teleports, it goes to the place where it started the game: a Ghost or garrison native goes to the clearing

where it started the game, and any other monster or native goes to its box on the Chart of Appearances.

Note: If a hired native is teleported to the Chart of Appearances or the Chart of Bounty, he instantly becomes unhired.

- b.2) When a character gets a Wish for a Vision, he looks at all the treasure cards in one pile, then puts the treasure cards back exactly as he found them, without turning any of them face up.
- b.3) The Tremendous Strength Wish always affects the next fight chit (or Gloves card) the target plays. He can use this chit to open the Vault or Crypt of the Knight. He can never have more than one Tremendous Strength result ready to use – he cannot accumulate several Tremendous Strength results. An attack using Tremendous Strength as a result of a Wish is not affected or modified by the weapons or chits played – it always inflicts T damage if it hits.
- b.4) The Health Wish and the Terror, Blight, and Forget results of Power of the Pit alter the current status of the target's action chits without changing how he fatigues and rests thereafter.

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

- a. Unless a spell specifies otherwise, when an individual is transmorphized, he moves, blocks and selects targets normally, as if he were not transmorphized.
 - a.1) A transmorphized character still plays like a character: he records and does activities and he is still subject to the rules and spells that affect characters, not those that affect monsters. Denizens recognize him as a character: they appear and move at the end of his turn, combat is resolved in his clearing, natives can battle him, monsters block and attack him automatically, and so on. He continues to record fame and notoriety normally and he handles his hired and controlled denizens normally.

Example: A Witch King (♣) transmorphized into an Eagle must still use Magic Sight to search, and monsters still appear at the end of his turn.
 - a.2) A transmorphized monster or native continues to function as a monster or native. If it is hired or controlled when it is transmorphized, its owner continues to direct it. If unhired and uncontrolled, it prowls and moves at the times it normally would.

Example: A Lancer who is transmorphized into a Dragon still prowls, blocks and is assigned to targets like a Lancer, not like a Dragon.
- b. Transmorphizing alters the target's ability to carry things.
 - b.1) Unless the spell specifies otherwise, when an individual becomes transmorphized the recorded gold, items and horses he has with him are transmorphized with him. When he reverts to normal they reappear exactly as they were when they disappeared.
 - b.2) Transmorphized belongings and gold are frozen as they are, and they have no effect on the game: they cannot be used, rearranged, traded or abandoned. They have Negligible weight and move with their owner automatically. Active belongings remain active, but they have no effect.

Exception: Enchanted cards continue to radiate their magic color and their effects while transmorphized.

- b.3) Each native horse, head counter, and club counter is always transmorphized with its owner. Belongings owned by a native group are not transmorphized when the group's leader is transmorphized. These belongings are handled just as if the leader were not transmorphized. If a character becomes transmorphized while he is riding a flying monster, the flying monster is not transmorphized with him.
- b.4) A character, hired leader, or controlled monster that is transmorphized into a monster or beast can carry untransmorphized gold and belongings and trade them with other characters, hired leaders or controlled monsters. He must keep the belongings inactive (except for enchanted cards) while he is transmorphized, and he must carry his items normally, using the creature's move strength (or an untransmorphized horse, if he has one). Individuals transformed into Mist cannot carry untransmorphized gold or belongings.
- c. A transmorphized character, hired leader, or controlled monster still records activities normally, but he must cancel certain activities if he is transmorphized when he tries to do them.
 - c.1) A transmorphized individual can never do the Trade, Hire, Rest, Alert, or Enchant activities. He can always move, hide, and follow.
 - c.2) If he is transmorphized into a monster or beast, he can do the Search activity and he can be followed. If he is transmorphized into Mist, he cannot Search and he cannot be followed, nor can he block or be blocked.
- d. In combat, a transmorphized individual uses the combat values defined by the spell instead of his own values. An individual cannot attack or be attacked when it is turned into Mist. When a denizen is turned into a creature, it is assigned to its target normally, but it uses the creature's attack values, move values and vulnerability in place of its own (see rule 8.4.5p).
- e. While a character is transmorphized, his action chits are frozen and unusable. They cannot be activated, deactivated or played, and he cannot specify a target for a spell.

Exception: He can still use his color chits to energize Permanent spells normally, and they fatigue normally when used. While he is transmorphized, a character cannot be wounded, and his chits are not activated or deactivated by spells or the Wither curse. When the spell falls inert, curses and other effects apply normally.
- f. When a transmorphized individual is killed, he reverts to normal and his belongings, fame points, notoriety points and gold points are disposed of normally. His fame, notoriety, and gold bounty values are not affected by the spell.
- g. If an individual is affected by several transmorphizing spells at once, the strongest one nullifies the others. Melt into Mist is the strongest transmorphizing spell, Transform is the second strongest, and Absorb Essence is weakest.

4.6.10 SPELL EFFECTS AND INTERACTIONS:

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

- b. When a spell stops affecting a target, the effect is instantaneous – the target immediately reverts to normal play. He instantly reverts to his normal combat values, he is free to play chits and pick targets the next time it is his turn, and so on. Stopping the spell's effect does not alter the consequences it has already caused: discoveries it caused remain discovered, targets chosen because of it remain chosen, denizens hired because of it remain hired, chits activated or deactivated by it remain as they are, and so on.
- c. **Altering Magic Chits:** When a spell alters magic chits, the spellcaster can alter only his own active magic chits: he cannot alter inactive chits, enchanted chits, chits committed to spells, Artifacts, Spell Books or chits owned by other characters. He can choose exactly which of his magic chits to alter. While the spell is in effect, each altered chit uses only its altered values: its original values are ignored. When the spell ends, the chits revert to their original status.
- c.1) If the magic chit's type (Roman numeral and magic symbol) is altered, it uses the altered type to cast spells (when the chit reverts to its original type, any spell it is committed to is broken), to do enchantments (if the chit is enchanted when it reverts, it fatigues), and to record new spells (the spellcaster keeps these spells when the chit reverts to its original type).
- c.2) Altered chits can be altered again; the spellcaster must note each chit's current values.
Example: Faërie Lights can change an Elven (III – §) chit to Pagan (II – ♡) and Witch's Brew can change it from Pagan (II – ♡) to Elemental (IV – ⚡).
- d. **Stopping, Nullifying, and Ending Spells:** Certain spells, treasure cards and game events have effects that interfere with other spells. They can stop a spell from going into effect, temporarily nullify its effects, release one or more targets from the spell, or break the spell and end its effects. When a spell has several targets, its effect on each target is independent of its effects on the other targets.
- d.1) When a spell's effect on a target is nullified, the spell and its magic chit remain committed to the target but the spell does not affect the target at all. If the spell is still in existence when the nullification ends, the spell resumes its normal effects on the target. Nullifying a spell's effect on one target does not nullify its effects on the spell's other targets.
- d.2) When a target is released from a spell, he is no longer considered to be a target of that spell. The spell and the magic chit are not committed to him, and he is not affected by the spell. If the spell also had other targets, releasing one target does not break the spell and release its other targets, and they continue to be affected by the spell. If the spell has only one target, or if all of its targets are released, the spell is broken.
- d.3) When a spell is broken, all of its targets are released from the spell. The targets are no longer affected by the spell, the spell and its magic chit are no longer committed to the targets, and the magic chit returns to its owner and fatigues.
- e. **Duplicate Spells:** Unless specified otherwise on the List of Spells, a Combat spell, Day spell, or Permanent spell cannot go into effect if it duplicates a spell that is already bewitching the target. If a target is bewitched by one of these spells when a duplicate of the spell goes into effect, the target is released from the second spell.
Example: If the target is already bewitched by a Transform spell, another Transform spell cannot go into effect against him.
- e.1) The second spell is released only if the first spell is bewitching the target at the moment the second spell goes into effect. If the first spell is broken before the second spell goes into effect, the second spell goes into effect normally.

- e.2) If duplicate spells with mutually exclusive effects go into effect against the same target simultaneously, they cancel each other out and neither one goes into effect against that target.
Example: If two Transform spells go into effect simultaneously which would turn the target into two different creatures, they cancel each other out. If it happens that they would turn the target into the same creature, then the spells go into effect.
- e.3) Duplicate Instant, Attack, Move and Phase spells can be cast on the same target without interfering with each other.
Example: A target may be attacked by more than one Fiery Blast at the same time.
- f. **Conflicting Spells:** “Conflicting” spells are different spells that inflict mutually exclusive effects on the same target: e.g., Melt into Mist “conflicts” with Transform. If spells cause conflicting effects on the same target at the same time, the stronger effect nullifies the weaker effect until the stronger spell ends. If the spells have equal strength, they nullify each other and neither has any effect. The List of Spells, the Spell tables and the rules governing each spell define the relative strength of the spells.
- f.1) When conflicting spells affect different groups of targets, the conflicts are resolved separately for each target – if a target is affected by only one of the spells, there is no conflict over that target and the spell affects it normally.
- f.2) One-use effects conflict only when they are used at the same time. When used at different times, each spell has its full effect. Attack spells never conflict with each other, and the only Phase spell does not conflict with duplicates of itself. Instant spells conflict only if they are simultaneous. The spells that affect action chits are all equal in strength: when they inflict conflicting results simultaneously, the results are determined separately for each chit.
Example: If Make Whole conflicts with Terror caused by Power of the Pit, the spells nullify each others’ effects on the target’s Light and Medium chits, so these chits remain unchanged. There is no conflict over his other action chits or his armor, so the Make Whole spell repairs them normally.
- f.3) Fly spells conflict only when their fly chits are played at the same time. The chit with the greater flying strength nullifies the weaker strength. If the chits have equal flying strengths, the fly chits nullify each other.
- f.4) Continuing effects can conflict with other spells whenever they are affecting the same target(s) at the same time. Permanent spells must be energized to nullify other spells – inert spells do not affect their targets, so they do not conflict with other spells.
- f.5) Spells that do not have conflicting effects do not interfere with each other. Each spell has its full effect.
- g. **Spellbreaking:** Certain “spellbreaking” spells can release targets from other spells.
Note: These spells release targets only from spell effects, not from the effects of treasure cards. They have no effect on enchantments.
- g.1) To release targets from a spell, a spellbreaking spell must be cast in the clearing that contains the target or spellcaster of that other spell. If it goes into effect in the clearing that contains the spellcaster, the other spell is broken. If it goes into effect in a clearing that does not contain the spellcaster, all of the spell’s targets in that clearing (including the

map tile itself) are released from the spell, but the spell remains in effect against targets in other clearings.

g.2) A spellbreaking spell can release targets from another spell even if the other spell is inert, and even if the targets or spellcaster cannot be named as targets themselves – the spell is a different target from the individual.

g.3) When a spellbreaking spell (or the Amulet) is used against a single spell, it affects only one spell cast by one magic chit – duplicates of the spell are not affected.

Example: If natives who are bewitched by several Persuade spells cast by different characters are released from one of the Persuade spells, the other Persuade spells remain in effect.

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

h.1) All spells end at the end of the game. No spells are in effect when the characters calculate their scores at the end of the game.

Note: Curses do remain in effect at the end of the game.

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

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

Chapter 5

Turn Summary

This section provides a compact summary of the sequence of play during one complete day, including Daylight turns and rounds of combat. It is intended as a quick reference and player aide only, and does not replace the detailed rules. If any inconsistencies exist between the summaries below and the detailed rules, the detailed rules should be considered to have precedence.

5.1 Daily Sequence of Play

- a. Beginning a new day:
 - a.1) If it is the seventh day of a week, the day starts supplying its magic color everywhere on the map, energizing Permanent spells that require that color.
 - a.2) If it is the start of a week and the optional Seasons and Weather rules are being used, the weather chit for the week is determined.
- b. **BIRDSONG:** Each character records turns for himself, his hired leaders, and his controlled monsters.
- c. **SUNRISE:**
 - c.1) Each character assigns his hired underlings and hired monsters to the guides they will follow. Then each character, hired leader, and controlled monster who is doing the Follow activity is assigned to the guide he is following.
 - c.2) Characters, hired leaders, and controlled monsters who are not following mix their attention chits together, reverse side up. A monster die is rolled to determine which denizens are prowling; on the seventh day of the week, prowling monsters and natives return to where they started the game and prowling visitor chits turn over.
- d. **DAYLIGHT:** The attention chits are picked at random, one at a time. When a chit belonging to a character, hired leader, or controlled monster is picked, he and his followers take their turns. When everyone has had a turn, Daylight ends.
 - d.1) If a character owns the first chit picked, he is the “first character” for the day. If a hired leader or controlled monster owns the first chit picked, the hiring or controlling character is the “first character”.

- d.2) When his attention chit is selected, a character, hired leader, or controlled monster becomes unhidden and he and his followers do the phases he recorded. Whenever a character, hired leader, or controlled monster becomes unhidden, his followers also become unhidden.
- d.3) On each phase he and his followers do the following, in order:
- i. He and his followers can rearrange their belongings and trade with each other and with other characters, hired leaders and controlled monsters in the clearing. He and his followers can also use color chits to energize Permanent spells in the clearing, and pick up mission or campaign chits in the clearing.
 - ii. He and his followers do the activity he recorded for this phase, playing action chits as required by the activity.
 - A. At the start of an activity each follower can choose to stop following. If a follower stops following, his turn ends; if he is a character, hired leader, or controlled monster, at the end of the phase he can block and be blocked, and he causes denizens to appear, move, and block.
 - B. If the activity is his last Fly activity (i.e. if it is the last activity of his turn or his next activity is not Fly), then he and his followers must land at the end of the activity.
 - iii. At the end of the phase, the individual who is taking his turn can block and be blocked by characters, hired leaders, controlled monsters, and unhired and uncontrolled monsters in his clearing. If he is unhidden, unhired or uncontrolled monsters in the clearing automatically block him. Monsters already in the clearing block only the individual that is moving, not other individuals in the clearing. All individuals blocking or blocked become unhidden and end their turns (or lose them if they have not taken them yet).
 - iv. When a character's, hired leader's, or controlled monster's turn ends, the following things happen, in order:
 - A. Each unhired, uncontrolled monster that is prowling in his tile moves to his clearing (monsters that are hired or controlled do not move). Then he turns all of the map chits in his tile face up, exchanges any substitute chits, and the game pieces in his tile can summon new denizens from the Chart of Appearances. Each monster that moves to or appears in his clearing automatically blocks any unhidden hired leaders, characters, and controlled monsters in his clearing, and it can be blocked by any of the characters, hired leaders, and controlled monsters in that clearing.
 - B. Anyone who is following him stops following and is put in his clearing. Characters, hired leaders, and controlled monsters among the followers can block and be blocked, and they cause monsters to move and block as described above.
 - e. SUNSET: All Day spells expire. Characters put to sleep by the Flowers of Rest wake up. One attention chit is taken from each clearing that contains a character, hired leader, or controlled monster. The chits are mixed together, face down.
 - f. EVENING: The attention chits are picked randomly one at a time. When a chit is picked, combat is resolved in its owner's clearing. When combat is finished in a clearing, characters, hired

leaders, and controlled monsters can trade and rearrange belongings. When combat is finished in all of the clearings, Evening ends.

- g. MIDNIGHT: Map chits turn face down, weapon counters become unalerted, and curses are removed at the Chapel. Active potions expire, Combat spells expire, Permanent spells fall inert, terms of hire expire, and mission and campaign chits expire.
 - g.1) If it is the end of the seventh day of the week, the day stops supplying its magic color.
 - g.2) If this is the last day in the game, the game ends.

5.2 Resolving Combat in a Clearing

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

5.3 A Round of Combat

- a. ENCOUNTER STEP: Only the characters, monsters, and natives in the clearing take part in combat.
 - a.1) All unhired native horses turn “walking” side up.
 - a.2) LURING: Each character¹ can assign any number of unhired or uncontrolled denizens² to himself³ and one to each of his minions⁴.
 - a.3) RANDOM ASSIGNMENT: Unhired or uncontrolled denizens which remain unassigned are assigned randomly to attack unhidden characters and their minions in the clearing.
 - a.4) DEPLOYMENT: Each character gets a turn¹ for Deployment in which he can assign any of his currently unassigned minions⁴ to their targets. If he is in the clearing himself, he can charge another character in the clearing. Denizens who are unassigned after Deployment do not attack this round.
 - a.5) ACTIONS: Each character¹ in the clearing can play his color chits to energize Permanent spells, and if he did not charge, he can do one action: alert a weapon, run or fly away,

or cast a spell. Characters who run or fly away leave the clearing immediately, and denizens attacking them become unassigned until the next round. A character who did not charge, run away, or do any other action can activate or deactivate one item, or abandon any number of items.

- b. **MÊLÉE STEP:** All native horses turn over. Character's horses that were played on their galloping side in the encounter step also turn over. Each uncontrolled denizen that is on its own chart is assigned to attack the minion most recently put on its Denizen Confrontation Chart.
 - b.1) **SELECTING TARGETS:** The characters⁴ mix and pick their attention chits randomly, and when a character's chit is picked he selects targets for himself³ and for his minions who are on their own Denizen Confrontation Charts.
 - b.2) **SPELL EFFECTS:** All spells that were played this round come to life in the order defined by their completion times, lower times first.
 - i. When a spell comes to life it prevents its target from completing his spell (if he has not already done so).
 - ii. If a spell stops an individual from attacking, he cannot choose a new target until the next round.
 - b.3) **ATTACKS AND MANEUVERS:** Each character⁴ secretly plays the attacks and maneuvers for himself (if he is in the clearing) and his minions who are on their own Denizen Confrontation Chart. Players also distribute all denizens on their character's own Confrontation Chart and denizens on the charts of their minions, filling as many boxes as possible. They position their minions who are on the Denizen Confrontation Charts of unhired denizens. The characters reveal their plays simultaneously.
 - i. If a character played a spell that came to life this round, he cannot make a normal attack.
 - ii. If a character cast an Attack spell this round, he plays his attention chit in an attack box and it attacks like a weapon.
 - b.4) **RANDOMIZING ATTACKS:** Die rolls are made to randomize the attack and maneuver direction for all denizens except hired or controlled denizens on their own chart. Each box of denizens also rolls to see if they change tactics, except hired or controlled denizens on their own chart, who do not move or change tactics.
 - b.5) **RESOLVING ATTACKS:** Each attack is examined to see if it hits by matching directions with the target or by undercutting speed. Misses are removed, and weapons counters played by characters who miss are turned alerted side up.
 - b.6) **INFLECTING HARM:** Hits inflict harm in the order defined by their attack time and length.
 - i. In Round 1, longer weapons hit first and weapon speed breaks ties; in subsequent rounds, faster weapons hit first and length breaks ties.
 - ii. Individuals and horses are removed instantly when they are killed, and armor is removed instantly when it is destroyed. An attack on or by an individual or denizen who is killed is cancelled.
 - iii. Weapon counters used in attacks that hit and are not cancelled turn unalerted side up after harm has been inflicted.

- c. **FATIGUE STEP:** Each character pays for his fatigue and wounds. Denizens on a chart whose owner was killed become unassigned; unassigned Tremendous monsters turn dark side down. Tremendous monsters who hit targets that are still alive turn dark side up.
- d. **DISENGAGEMENT:** Unhired or uncontrolled denizens remain light or dark side up as they finished the round. All unhired or uncontrolled denizens who are assigned to characters remain assigned. Other than that, all denizens become unassigned, except dark side up Tremendous monsters and those who are being attacked by dark side up Tremendous monsters.

Notes

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

Chapter 6

Beginning a New Day

Each turn represents one day of time in the Magic Realm. Seven days make up one week, and twenty-eight days make up one lunar month. The game lasts for one lunar month. At the end of the 28th day the game ends and the characters determine how well they did. Each game day is broken up into six periods of time: Birdsong, Sunrise, Daylight, Sunset, Evening, and Midnight. During Birdsong each character determines how many phases he is entitled to, and secretly chooses and records the activity he will do on each phase.

6.1 Day Advancement

- 6.1.1 At the beginning of the game, the day (turn) chit is placed in the first box of the Daily Record section of the Chart of Bounty. At the beginning of each new day after the first, the day (turn) chit is moved to the next box to show that a new turn has started.

Note: If playing with the Seasons and Weather optional rule, days are sometimes skipped due to bad weather.

- 6.1.2 On the seventh day of each week, an unlimited amount of a specific magic color is supplied to everyone in the game. The Daily Record section of the Chart of Bounty identifies the color of magic that is supplied to everyone on these days: both White and Black magic are supplied on day 7, Grey magic is supplied on day 14, Purple magic is supplied on day 21, and Gold magic is supplied on day 28.

Note:

1. *If playing a game that is longer than one month, White magic is supplied on the day 7 of the first month and Black magic on day 7 of the second month, and alternating thereafter.*
2. *If playing with the Seasons and Weather optional rule (see rule D.1), the magic color supplied on day 7 varies with the season.*

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

6.2 Birdsong

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

- a. There are also special “enhanced” activities that are caused by certain special advantages, spells, and treasure cards. A character can record and do an enhanced activity only if he has the appropriate special advantage, spell, or treasure card.
- b. The enhanced activities are as follows: the Enhanced Peer activity is used to search on the Peer table (sometimes in a remote clearing), the Fly activity is used to fly around the board, and the Remote Enchant activity can be used to enchant tiles other than the one the character is in.
Note: The Caching optional rule (see rule A.4) introduces the Cache activity, which is used to store items and gold in a clearing for later retrieval.

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

- a. He always gets at least two phases – these are termed his basic phases.
- b. If he spends the whole day outside of the caves, he gets two additional sunlight phases. If he starts the day in a cave clearing or records a move into a cave clearing, he does not get these extra sunlight phases. Thus, characters can normally do two activities per day in caves, four activities per day outside of the caves.

Exception: The Dwarf (♂) cannot use sunlight phases due to his Short Legs. He gets only the two basic phases each day.

Note: If playing with *Seasons and Weather*, the numbers and types of phases each day vary by season and weather.

- c. He also gets any “extra” phases caused by his special advantages, treasure cards, spells, or horses.
Example: The Amazon’s (♀) extra move phase means she can do four activities plus a move (or two activities plus a move in the caves).

- c.1) He can record an extra phase caused by a treasure card or horse only if he has that treasure card or horse active during Birdsong. He must have already activated it the previous day to record an extra phase due to the item.

Explanation: A character cannot record any extra phases for a horse while he is in a cave during Sunrise, because a horse cannot be activated in a cave.

- c.2) He can record an enhanced activity that is caused by a spell only if that spell is active during Birdsong.

Special: He can record an activity caused by a Permanent spell even if the spell is inert during Birdsong. Once he records the activity he is committed to energizing the spell if he can.

c.3) Extra phases are cumulative.

Example: When riding a workhorse, the Amazon (♣) gets two basic phases plus two sunlight phases plus her own extra move plus an extra move for the horse.

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

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

a. He can record any activity for each basic or sunlight phase. Each extra phase that specifies an activity must be used for that activity – it cannot be used for other activities.

Example: The Magician's (♣) extra Alert phase can be used only to do the Alert activity.

b. He can record an extra phase that is restricted to specific clearings even if he is not in a clearing where he can use it. He must be in the proper clearing when he starts the activity, not when he records it.

Example: A character can record an extra phase for the Shielded Lantern even if he is not in a cave clearing. He must be in a cave when he starts the extra phase, however.

c. Each extra move phase caused by a pony must be preceded by a move phase that was not caused by the pony. Move phases caused by the pony must alternate with other move phases, and the pony cannot cause the first move in the turn. The move phases need not be consecutive – other activities can intervene.

Example: The Amazon (♣) could record her own extra move phase, then some other activity, then a move phase caused by a pony. She could not record another move for the pony until she recorded some other move phase.

d. He must note each extra phase and enhanced activity he records, and the special advantage, treasure card, spell, or horse that caused it.

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

e. A character can record an impossible activity in hopes that it will be possible when the time comes to do it.

Example: He can record a move through an undiscovered hidden path, in hopes that he will discover the path before he has to move.

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

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

- 6.2.5 On each day, each hired leader and controlled monster gets a turn in which he can do activities like a character. During Birdsong, the hiring or controlling character records the leader or monster’s activities on an extra Record of Fate, at Sunrise the leader or monster’s attention chit is mixed in with the others, and when his chit is picked he does the activities recorded for him. He gets two basic phases plus two sunlight phases plus any extra phases due to his native horse (if he has one), and he can record any activities a character can.

Note: He cannot use Alert or Rest phases, but he can record them for the benefit of characters who are following him. He cannot use Enchant phases, and neither can his followers. Controlled monsters also cannot do Trade or Hire phases; they can only trade with other characters, hired leaders, or controlled monsters. Hired underlings cannot record activities or take a turn; they can only follow other characters or hired leaders.

- 6.2.6 Players use the abbreviations listed in the Activities table II.1 to record activities for their characters and hired leaders. For certain activities, the associated clearing, tile, or individual must be specified along with the activity abbreviation.

Example: To record a Move activity, he records “M” and the clearing he is moving to. He identifies the clearing by its number and the tile it is in. To move to Nut Woods, clearing 2, record “MNW2”.

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

- 6.2.7 To record the Follow activity, a character records “F” and the name of the character or hired leader he is following across the current day’s row of his “Activities” section. He does not record any other activities.

Note: Underlings cannot be followed.

- a. Characters and hirelings can record the Follow activity only if they are in the same clearing with another character or hired leader during Birdsong. A follower can choose any character or hired leader in his clearing, whether they want to be followed or not, and even if the character or hired leader he plans to follow is hidden.
- b. A character can record the Follow activity only if he is in a clearing. He cannot be on a roadway, “walking the woods”, or flying (after running or flying away).

6.3 Sunrise

At Sunrise, the characters prepare for their turns by revealing who is following whom, rolling the monster roll, and mixing their attention chits together.

- 6.3.1 Before the characters reveal who is following whom, each character can assign his hired underlings to follow guides. Each underling can follow any character or hired leader in his clearing; underlings are not obliged to stay together in groups – they can split up. Each underling is put with his guide’s belongings. Underlings that are not assigned will spend the day where they are.
- a. Characters who disagree about who assigns his underlings first mix and pick their attention chits randomly to determine the order of assignment.
 - b. Hired underlings are automatically unhidden at the beginning of each day. The only way they can hide is by following a character or hired leader when he hides.

- 6.3.2 Once underlings are assigned to their guides, each character, hired leader, and controlled monster who recorded the Follow activity must declare that he is following and whom he is following. His counter is immediately removed from the map and is put with the active belongings of the character or hired leader he is following.
- Each follower keeps his attention chit and does not mix it in with the others – he will take his turn with the guide, when the guide’s chit is picked.
 - If a follower is himself being followed by another follower, then he puts his counter with the guide and puts the other follower’s counter with his own belongings. When the guide does his turn, both followers will follow what the guide does.
Special: Followers who follow each other do nothing that day.
- 6.3.3 **MONSTER ROLL:** The monsters, natives, and visitors on the six rows of the Chart of Appearances are hidden deep in the forests of the Magic Realm. On each game day, one of these rows is “prowling” and can move (the denizens in the other five rows are “dormant” and cannot move that day). At Sunrise, the players roll one die and the row that matches the number rolled is prowling; for the rest of that day, all of the denizens in that row are prowling, and all of the denizens in other rows are dormant. The monster roll chit is immediately put in the box to the left of the prowling row to identify it.
- 6.3.4 **END OF THE WEEK – DENIZEN REGENERATION:** On the seventh day of each game week (day 7, day 14, day 21, and day 28 of each game month), as soon as the monster roll chit is put on the Chart of Appearances, all of the monsters and unhired natives (and their horses) who are prowling that day are taken off the map and put back in the places where they started the game. The Ghosts (who prowl every day) are put back in the clearing where they started the game, and all of the monsters and unhired natives who have boxes in the prowling row of the Chart of Appearances are put back in their boxes. Dormant denizens in other rows stay where they are.

Monster Roll	Regenerating Denizens
◆ (1)	Ghosts, Dragons, Company
▼ (2)	Ghosts, Serpents, Demons, Woodfolk
▣ (3)	Ghosts, Wolves, Ogres, Goblins, Octopus, Patrol, Soldiers
⊙ (4)	Ghosts, Giants, Trolls, Lancers
⊕ (5)	Ghosts, Spiders, Imp, Bashkars, Rogues
⊗ (6)	Ghosts, Bats, Visitor and Mission Chits flip, Guard, Order

Table 6.1: Regeneration

- Prowling monsters, natives, and native horses are put back in their starting locations even if they have been killed; they regenerate and are brought back into play. This is the only way that killed denizens are brought back into play. Regenerated denizens represent new arrivals from outside the Magic Realm. The Ghosts regenerate every week. They simply cannot be permanently killed.
- When row ⊗ (6) is prowling, visitors, missions, and campaign chits stay where they are, but flip over to the other side, whether they are on the Chart of Appearances or on the board. Mission and campaign chits in the possession of a character do not flip over.

- c. Hired and controlled natives and monsters do not regenerate; they stay on the map in their current location. If some of the natives in a group are hired and others are not, the unhired natives and their horses return to their places but the hired natives and their horses do not. Natives that were once hired but have been killed do regenerate, as they are no longer considered hired. Horses that have been killed but belong to natives that are still hired do not regenerate.
- d. Garrison natives return to their dwellings when the natives or visitor and mission chits of the same color are prowling at the end of the week. The Rogues (purple counters) prowl when the Bashkars prowl, when row ④ (5) is prowling at the end of a week. The Soldiers (blue counters) prowl when the Patrol prowls, when row ③ (3) is prowling at the end of a week. The Guard and Order (brown counters) return to their dwellings when the visitor and campaign chits prowl, when row ⑥ (6) is prowling at the end of the week.
- e. Denizens who regenerate are released from all spells. If all the targets of a spell regenerate, the spell is broken.
Note: Hired and controlled monsters do not regenerate and are not released from their spells.
- f. Regenerated denizens continue to prowl for the rest of the day. They can (re)appear on the map and move normally.

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

Chapter 7

Daylight

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

7.1 Determining Turn Order

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

7.1.2 Even if hidden the previous day, each character, hired leader, and controlled monster is automatically unhidden when he starts to take his turn. When his attention chit is picked, his counter is turned colored side up.

Note: All of the characters are hidden at the start of the game and become unhidden at the start of their turn on day 1.

7.2 Beginning of a Phase

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

7.2.1 **TRADING WITH OTHER CHARACTERS, HIRED LEADERS, AND CONTROLLED MONSTERS:** Each character, hired leader, and controlled monster can trade with other characters, hired leaders, and controlled monsters at the start of any of his phases. The other characters, hired leaders, and controlled monsters in his clearing can trade with him but they cannot trade with each other during his turn. He can also trade with them at the beginning of one of their phases.

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

- b. Individuals can trade with each other even if some or all of them are hidden. They do not have to have found hidden enemies to trade with hidden individuals. Hidden individuals can trade without becoming unhidden.
- c. Characters, hired leaders, or controlled monsters that are following may also trade with other characters, hired leaders, or controlled monsters in the clearing whenever the guide they are following begins a phase.
- d. Individuals cannot trade while flying or “walking the woods”, or while on a roadway. Individuals also cannot trade or exchange information while blocked.

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

- a. When a character rearranges his belongings he can activate, deactivate, or abandon each belonging he owns, as long as he obeys the rules governing that belonging.
- b. Hired leaders and controlled monsters can abandon belongings, but cannot activate or deactivate them.
Exception: Enchanted cards remain activated when they are carried by hired leaders and controlled monsters.
- c. Any characters, hired leaders, or controlled monsters that are following may also rearrange their belongings whenever the guide they are following begins a phase.
- d. Individuals who are flying cannot rearrange their belongings, except that they can abandon items. To determine where the abandoned item lands, the player rolls one unmodified die for the tile he is in at the start of his phase, and the item lands in the clearing that matches the number he rolled (even if it is a cave). If the tile has no clearing with this number, he keeps rolling until he rolls a number matching a clearing on the tile.
- e. Individuals cannot rearrange belongings while “walking the woods”, or while on a roadway. They also cannot rearrange their belongings if they are blocked.
- f. Individuals cannot rearrange their belongings at other times of day or when other individuals or clearings are taking their turns.

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

- a. Protection from Magic creates a special chit for later use, which is put with the target’s inactive items and is handled like an item. While inactive it has no effect, but the target can activate it exactly as if it were an item.
 - a.1) If he activates the chit at the start of a phase of his turn, the spell affects him until that phase ends; at the end of the phase, the spell expires.
 - a.2) If a character cannot rearrange belongings, he cannot activate the chit.
- b. At the start of any phase, each character can use his color chits to energize Permanent spells. Once a color chit is used to energize a spell, it immediately reverts to being a normal magic chit and fatigues. He can play as many color chits as he chooses, but each color chit can energize only one spell before it fatigues (see rule 4.6.7h).

- c. He can play color chits without energizing spells, if he wishes. Each chit reverts to being a magic chit and fatigues.
- d. He cannot play a color chit if he is on a roadway, “walking the woods”, or flying at the start of the phase.

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

- a. A character can have no more than one campaign chit at a time. A character can have one or both of the mission chits (Food/Ale and Escort Party) whether he has a campaign chit or not.
- b. When a character takes a mission or campaign chit, he must pay a certain cost in recorded fame or notoriety, and he commits himself to complete a task within a certain time limit. When the time limit runs out, or the character completes the task, or he is killed, the chit is put in his clearing and can be taken again by anyone. The character must keep the chit until then, unless he abandons it according to rule 7.2.4j.
- c. When a character takes a chit, he must immediately subtract its cost from his recorded values. *Important:* He cannot take a chit if he has negative fame or notoriety points, or if paying for the chit would cause him to have negative fame or notoriety points.
- d. If the character completes the task within the time limit, he regains the fame and notoriety points he paid to take the chit (he gets back the chit’s cost). If he fails to complete the task within the time limit, or if he fails to complete the task before the game ends, then he gets no points back and he must pay the chit’s cost again, as a penalty for failing.
- e. The mission chits (Food/Ale and Escort Party) represent bands of hapless travelers who are going to a specific dwelling and who will pay for an escort.
 - e.1) Each mission chit costs 5 notoriety points. When a character takes a mission chit, his task is to deliver it to a particular dwelling within 14 days. When he takes the chit, he counts the number of clearings along the shortest route from his clearing to the dwelling, using any roadways. When he delivers the chit, he collects 2 gold points for each clearing he counted as his reward. He must count along the shortest route to define the price he is paid, including hidden paths and secret passages if they shorten the route, but he is not obliged to follow this route when he moves.
Special: If, when he picks up the chit, there is currently no legal route to the dwelling it must be delivered to (or the dwelling is not yet on the board), he collects 30 gold points as his reward once he delivers it.
 - e.2) When a character picks up the Food/Ale chit anywhere except at the Inn, his task is to take it to the Inn. When a character picks up the Food/Ale chit at the Inn, his task is to take it to the House.
 - e.3) When a character picks up the Escort Party chit anywhere except at the Chapel, his task is to take it to the Chapel. When a character picks up the Escort Party chit at the Chapel his task is to take it to the Guard house.

- e.4) To complete his task, he must move into the dwelling's clearing while he is carrying the chit; when he enters the clearing the task is instantly completed, he collects his reward and regains the notoriety points he paid, and the chit is put at the dwelling.
Note: Destinations for the mission chits and the reward for delivery vary by season if playing with Seasons and Weather.
- f. The campaign chits represent troublesome individuals who are trying to foment a military campaign in the Magic Realm. The cost and time limit of the campaign chits vary from chit to chit. When a character takes a campaign chit, certain native groups become his "partners" while other groups become his "foes". His task is to kill all of his foes.
- f.1) The time limit for the War, Conquer, Quest, and Revolt chits is the end of the game.
Note: In a game lasting more than one month, the time limit for these chits is 28 days, counting the day that the character takes the chit as the first day.
- f.2) The time limit for the Pillage and Raid chits is 14 days, counting the day that the character takes the chit as the first day. The character has until Midnight of the fourteenth day to complete the task, or the end of the game, whichever comes first.
- f.3) The Quest chit costs 20 notoriety points. When a character takes the Quest chit, his partners are the Order and his task is to kill all of the Dragons and Flying Dragons, of all sizes, in the game (including Dragons that are transmorphized into other beings, but not other beings that are transmorphized into Dragons).
- f.4) The Pillage chit costs 10 notoriety points. When a character takes the Pillage chit, his partners are the Bashkars and his foes are the Patrol and the Soldiers.
- f.5) The Raid chit costs 8 fame points. When a character takes the Raid chit, his partners are the Lancers and the Woodfolk, and his foes are the Bashkars and Rogues.
- f.6) The Revolt chit costs 35 notoriety points. When a character takes the Revolt chit, his partners are the Lancers, Woodfolk, Bashkars, and Rogues, and his foes are the Soldiers, Guard, Patrol, and Company.
- f.7) The War chit costs 10 fame points and 15 notoriety points. When a character takes the War chit, his partners are the Soldiers, Guard, and Patrol, and his foes are the Company, Bashkars, and Rogues.
- f.8) The Conquer chit costs 40 notoriety points. When a character takes the Conquer chit, his partners are the Soldiers, Guard, Patrol, and Company, and his foes are the Woodfolk, Lancers, Bashkars, and Rogues.
- g. A character can take a campaign chit only if one or more of its foes are on the map. He cannot take a campaign chit when all of its foes are out of play or are on the Chart of Appearances.
Note: Natives in the garrisons boxes always count as being on the map (not on the Chart of Bounty).
- h. When a character takes a campaign chit, it modifies his trading relationships with his partners and foes. The chit adds two levels of friendliness to his trading relationship with each group of partners, and he must always use the Enemy column when he rolls on the Meeting table for his foes (he cannot buy drinks for foes).

- h.1) If a campaign chit raises a character's trading relationship above the Ally level, he keeps track of the extra levels but they do not affect his die rolls.
Example: When an Ally of the Order takes the Quest chit, he still uses the Ally column to trade with them. The extra levels of friendliness only allow him to accept extra boons from the Order.
- h.2) These modifications last only while the character is carrying the campaign chit. As soon as he puts the chit back on the map, he subtracts two levels of friendliness from his ex-partners and his foes revert to their normal relationships.
- i. A character's campaign is complete when all of his foes are killed at the same time, whether he killed them himself or they were killed by others. His task is complete only if he has no foes on the map, on the Chart of Appearances or on the Chart of Bounty.
Note: If his foes regenerate, he has to kill them again in order to complete his campaign.
- j. A character has the option to abandon a campaign any time that none of his foes are on the map (for example, if native foes have regenerated and returned to the Chart of Appearances). He can abandon his campaign while some foes are still alive, as long as they are all on the Chart of Appearances. When he abandons his campaign he does not get back the cost of the chit, but he does not have to pay the cost again. He just puts the campaign chit in his clearing.

7.3 The Move Activity

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

- 7.3.1 NORMAL MOVEMENT: Each character, hired leader, or controlled monster uses the Move activity to move from clearing to clearing. He can record several move phases to move several clearings in the same turn.
- a. He must follow the roadways when he moves, and he must end every move in a clearing. He cannot stop on the road between clearings, and he cannot move off the roads into the forest. Each time he moves he goes onto a roadway out of his clearing and moves along this roadway until he enters another clearing, which completes his move phase. The roadway can be an open road, tunnel, bridge, secret passage, or hidden path, but it must run from the first clearing to the second without passing through any other clearings.
- a.1) He can move along open roads, bridges, and tunnels freely.
- a.2) He cannot move along a hidden path or secret passage until he has discovered it using the Search activity or learned its location from other players. Once he has discovered a hidden path or secret passage, he can move along it as if it were an open road for the rest of the game.
- a.3) If he comes to a place where his roadway runs over or under another roadway, he must stay on the roadway he is using. He cannot change roadways where a tunnel runs under an open road, and he cannot change roadways where an open road runs under a bridge.
- a.4) Leaving the Map: A character can move along a roadway to a map edge in the same way he moves to a clearing (he records "Edge" as the clearing he is moving to). When he does the activity, he leaves the game (see rule 9.2.2b).

- b. When an individual does the Move activity he must move to the clearing he recorded, if it is connected to his clearing by a roadway he can use. If he cannot move to the clearing he recorded, he forfeits this phase.
- c. Normally, it requires one move phase to move one clearing, with the exceptions listed below.
- c.1) Climbing Mountains: To enter a mountain clearing (marked by six triangles), he must do two Move activities on consecutive phases of the same day. He does not move at all until he does the second move, whereupon he moves all the way to the mountain clearing. He must do two Move activities each time he enters a mountain clearing, even when he is moving from another mountain clearing. He needs only one move phase to move from a mountain clearing to a woods or cave clearing.
Note: If playing with the Seasons and Weather optional rule (see rule D.1), the number of move phases required to move into a mountain clearing may vary by season.
- c.2) Entering Caves: He cannot enter (or be in) a cave clearing on the same day he uses a sunlight phase.
Example: The Black Knight (♄) has already used two basic phases to move to two woods clearings. He cannot move into a cave on his third phase because the third phase would be a sunlight phase.
- d. A character can do an extra move phase that is limited to certain clearings only if he starts the move in one of those clearings.
Example: The Captain (♠) can use the extra phase he gets at dwellings to leave a dwelling, but he cannot use it to move to a dwelling.
- e. Carrying Items: When a character moves out of a clearing, he must have a move chit active (or an active horse or Boots card), which defines the weight of the items he can carry with him. The character does not have the option to cancel a legal recorded move just because he is forced to abandon something. He must make the move and abandon the item.
- e.1) Weapons, armor and treasure cards are “items” that have to be carried. When a character moves from clearing to clearing, his horses move with him automatically, but his weapons, armor and treasure cards move with him only if he has an active move chit with enough strength to carry them.
- e.2) A character may also use an active horse or Boots card in place of a move chit.
- e.3) The strength letter on the move chit defines the heaviest weight he can carry. He can carry any number of items, as long as each item’s weight is less than or equal to this strength. He must abandon all items whose weight exceeds this strength when he moves. The letter on each item defines its weight.
Example: If the Black Knight (♄) has only “M” (Medium) move chits active, he can carry his “M” (Medium) mace and shield but he must abandon his “H” (Heavy) suit of armor. If he has a Heavy move chit active, he can carry his suit of armor too.
- e.4) If he does not have an active move chit (or horse or Boots card), he can move and he can carry any number of items with “Negligible” weight, but he must abandon all heavier items. He does not need to have a move chit to carry himself, his horses, nor items with Negligible weight.
- e.5) A character can own any number of items regardless of their weight, as long as he stays in the same clearing. He must “carry” items only when he moves from clearing to clearing.

- f. Boots cards display a move chit with a strength letter and a time number. When a character has a Boots card active, he can use it in place of a move chit with the strength and time number shown on the card to carry items when he moves.
 - f.1) A character can have a Boots card active only if its strength equals or exceeds the weight of the character and every item he owns. If he obtains an item whose weight exceeds the card's strength, he must instantly deactivate the Boots card or abandon the item.
 - f.2) A character can never have more than one Boots card active at a time.
- g. A hired leader's move strength defines the weight of the items he can carry. Move strengths for natives are listed in the List of Natives. A controlled monster's weight and vulnerability defines the weight of the items it can carry.
- h. A character or hired leader acting as a guide can use the strength of the underlings who are following him, whether their hiring character approves or not. He can use their move strength to carry items as he moves instead of an active move chit or Boots card, or in the case of a hired leader, in place of his own move strength.
- i. Pack Horses: A character, hired leader, or controlled monster can assign inactive items to his inactive horses. The horses carry these items, reducing the weight that the individual has to carry. Inactive horses that are carrying items are "pack horses" that automatically follow the individual when he moves.
 - i.1) Horses are described on the List of Horses. Each horse counter has the strength letter and time number shown on the side of the counter that is face up at the moment.
 - i.2) A pack horse can carry any number of items, as long as its move strength will carry the weight of each item. Items being carried by a pack horse are treated like any other inactive items, except they are put to one side with the horse counter. When an individual rearranges his belongings, he can rearrange the items being carried by his horses.
 - i.3) When an individual does move phases, his pack horses automatically follow him, even when he does extra move phases that exceed the horse's normal movement. Pack horses (and the items they are carrying) are left behind when an individual does a Fly phase. When a pack horse is left behind, or when its owner is killed, the horse and the items it is carrying are abandoned in the clearing normally.
 - i.4) When a character uses a move chit to move from clearing to clearing he does not have to carry the items being carried by his pack horses. Similarly, when he activates a horse or Boots card it does not have to carry the items being carried by his pack horses. This allows him to ride a fast, weak horse while a slow, strong horse carries his heavy items.
Example: The Swordsman (⚔) could activate a pony while he uses a warhorse to carry his heavy items. He can use the pony's extra move phases during his turn and he can use its faster movement in combat, and the warhorse automatically keeps up with him.
 - i.5) Pack horses can carry items even in caves, as they are always inactive.

7.3.2 RIDING HORSES: When a character has a horse active, he is riding it.

- a. A character can have only one horse active at a time, and he can have a horse active only if its strength letter equals or exceeds his weight and the weight of every item he is carrying (except those items being carried by pack horses). If the horse counter has different strengths on the

front and back sides, he may use the strength letter on either side to fulfil this requirement. If he obtains an item whose weight exceeds his horse's strength, he must instantly deactivate the horse or abandon the item.

Note: A character can have a Boots card and a horse active at the same time.

- a.1) A character cannot have a horse active when he is in a cave. When an active horse enters a cave it is instantly deactivated, and can only be used as a pack horse.
- a.2) A character can use an extra Move activity caused by a horse to enter a cave, but the horse is instantly deactivated when it arrives in the cave. The horse cannot be ridden while it is in the caves – the character cannot use it to move out of a cave clearing.
- b. Certain active horses give their rider extra move phases. To use these phases, he must have the horse active when he records the extra phase during Birdsong and he must have it already active at the beginning of the phase in which he plans to use it during Daylight. He cannot activate the horse and use its bonus move in the same phase.

Example: A horse's bonus phase cannot be used immediately after leaving a cave, because in order to use a bonus phase the horse must have been active at the start of that phase (prior to the rearranging belongings step where the horse can be activated).

 - b.1) Warhorses do not give their riders any extra move phases.
 - b.2) Workhorses give their riders one extra move phase per day.
 - b.3) A pony doubles its rider's movement. For each move phase he gets from other sources, he can record a second move phase due to the pony following that move phase. Each extra move phase caused by a pony must be preceded by a move phase that was not caused by the pony. Move phases caused by the pony must alternate with other move phases, and the pony cannot cause the first move in the turn. The move phases need not be consecutive; other phases can intervene.
- c. When a character is riding a horse, he can use it instead of a move chit to carry items when he moves, as long as all the items he is carrying are equal to or lower weight than the horse's move strength. Horses do not have to be carried. Whenever a character moves, all of his horses automatically move with him, even when he does an extra move.
- d. Transmorphized characters cannot ride horses.
- e. Hired natives cannot ride the octagonal horse counters. They can only ride their own native horses (square horse counters). Controlled monsters cannot ride horses.
 - e.1) Hired natives receive the same extra move phases for their own horses as do characters.
 - e.2) Hired natives and their horses must follow the same rules regarding caves as characters. They cannot ride their horses while in caves. They can ride their horses to enter a cave but not to leave a cave. Hired leaders cannot record extra phases due to their horses while in a cave.

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

- a. The Fly activity: When a character has flying ability and wishes to use it, he records and uses the Fly activity rather than the Move activity. When a character or denizen does the Fly activity, he moves from tile to tile without following the roadways or entering the clearings. He must either fly within his own tile without leaving, or move from tile to adjacent tile without skipping over any tiles. He can fly directly from a clearing (even a cave clearing) to his own tile or any adjacent tile.
- a.1) To record each Fly activity, he records “FL” and the tile he will fly to. He can record “FL” and any tile he chooses even if he has no flying values at the moment. When he does the Fly phase, if he is able to do the Fly activity he must fly to the tile he recorded, otherwise he forfeits that phase. His counter is put on the forest in that tile, away from the clearings.
 - a.2) To do the Fly activity, he must meet both conditions explained below. If he fails either condition, the activity is cancelled.
 1. He must have flying strength (a fly chit, his own transmorphized flying values, a flying steed, or the Magic Carpet) that is able to carry him.
 2. He must be in the tile he recorded, or in a tile that is adjacent to the tile he recorded.
 - a.3) When he flies, he instantly becomes unhidden and he must abandon his untransmorphized horses and any items his flying strength cannot carry. While flying he cannot block or be blocked.
 - a.4) A follower can follow a flying guide only if the follower is able to fly. Otherwise, he is left behind.
 - a.5) Individuals can fly in and out of caves freely; it is assumed that they are using chimneys leading to the surface.
- b. Landing: When an individual stops doing the Fly activity, he must land. He must land before doing any other activity (he cannot do other activities while flying) and he must land at the end of his turn. He cannot land in between consecutive Fly phases (except when he lands after flying away during combat, see rule 8.3.8e).
- Note: The Flying Activities optional rule (rule A.3) allows certain activities to be done while flying.*
- b.1) He rolls one unmodified die and lands in the last tile he flew to, in the clearing that matches the number he rolled (even if it is a cave). If the tile has no clearing with this number, he keeps rolling until he rolls a clearing on the tile.
Special: If he lands in a cave after using a sunlight phase during his turn, the remaining phases of his turn are cancelled.
 - b.2) When an individual lands, he can block and be blocked normally.
 - b.3) A flying character or denizen must land at the end of his last phase during Daylight. He cannot continue flying during the Evening.
- c. A character or non-flying denizen can gain flying ability in four ways: by using a magical fly chit created by a spell, by being transmorphized into a flying monster or beast, by riding a flying steed, or by riding the Flying Carpet.
- d. Certain spells, such as Broomstick, create special fly chits that allow individuals to fly around the board instead of walking or riding from clearing to clearing.

- d.1) When such a spell is cast it has no immediate effect, but a delayed effect. The spell's magic chit becomes a special fly chit with the flying strength and time number defined by the spell (it has no effort droplets). The target can play this fly chit like a move chit during his turn, and when he plays it, he flies. A fly chit created by a spell remains in existence indefinitely, until it is used. The fly chit can be used for multiple consecutive Fly phases, but expires as soon as the flier lands.
- d.2) When a denizen is the target of the spell, he can use the fly chit in place of his own move values.
- d.3) If the target cannot rearrange belongings at the beginning of a phase, he cannot play the fly chit that phase.
- e. If a character is transmorphized into a flying monster or creature, he must use the Fly activity instead of the Move activity. He can move normally only by following a guide who is moving normally.
- f. Hired or controlled monsters that fly must also use the Fly activity instead of the Move activity when they move. They can move normally only by following guides who are moving normally.
- g. When a controlled Bat or Flying Dragon follows a character, the character can ride the monster and fly during his turn. He can ride the monster only if its flying strength can carry him. He can also ride a transmorphized character or denizen who is following him, if its flying strength can carry him. A character cannot ride another character who is using a fly chit to fly.
 - g.1) Only characters can ride monsters. Hired or controlled denizens cannot ride monsters.
 - g.2) The only monsters that can be ridden are the Bats and Flying Dragons. The Winged Demon and the other monsters cannot be ridden.
 - g.3) The flying strength of a monster is the same as its weight and vulnerability, and its speed is the move time shown on the side of the counter that is face up at the moment. The flying values of flying creatures are given in the Transform table.
 - g.4) A transmorphized character can ride flying monsters only if he is transmorphized into a Goblin, Ogre, Imp, or Heavy Troll. If he is transmorphized into anything else, he cannot ride flying monsters.
 - g.5) If his steed stops following him, he and the steed must land (in the same clearing).
- h. The Flying Carpet is considered to have a permanent flying spell on it, which can be energized using Purple magic. A character who owns the Flying Carpet may use it repeatedly and without limit to fly during the day, as long as he and his belongings do not exceed its weight limit, and as long as it is supplied with Purple magic. If he uses a Purple magic chit to energize the Flying Carpet, it remains energized for the whole day, regardless of how often he lands.

7.3.4 **WALKING THE WOODS:** When transformed into a beast that “walks the woods”, a character or denizen can move from clearing to clearing within a tile without following the roadways. He can record and do a move to any clearing in his tile. He must follow the roadways normally when he moves from one tile to another.

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

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

7.4 The Hide Activity

- 7.4.1 A character, hired leader, or controlled monster uses the Hide activity to try to hide. To record a Hide activity, he records “H”. When he does the Hide activity he rolls the dice and consults the Hide table to find his result.

Important: Once he hides successfully he remains hidden. He does not have to roll for any additional Hide phases he has recorded – he automatically remains hidden.

- 7.4.2 A character’s counter is placed colored side up when unhidden and dark side up when hidden. A hired or controlled denizen’s counter is placed light side up when unhidden and dark side up when hidden.
- 7.4.3 A character, hired leader, or controlled monster who hides successfully remains hidden until he starts his next turn, unless he is revealed by being blocked during Daylight, being targetted in combat, selecting a target in combat (except when using the optional Ambush rule A.2), flying, or voluntarily becoming unhidden. He can choose to stop hiding at any time.
- 7.4.4 Characters, hired leaders, and controlled monsters can continue to do activities while they are hidden. They remain hidden as they move, search, trade, hire, etc.
- 7.4.5 Underlings become unhidden at the beginning of the day and can hide only by following a guide who hides successfully.

Die Roll	Result
▣ – ▣	Hide!
▣	No Effect

Table 7.1: Hide

Explanation of the Hide table 7.1 results: 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.

7.5 The Search Activity (including Enhanced Peer Activity)

- 7.5.1 A character, hired leader, or controlled monster uses the Search activity to search. To record a Search activity, he records “S”. When he does the activity, he states where he is searching and specifies the Search table 7.2 he will use. Then he uses the table he specified to find his result.
- 7.5.2 The places where the individual can search depend on the clearing that he is in, and what is in that clearing. The table that he can choose depends on where he is searching and what he is searching for.

There are eight Search tables: Peer, Locate, Loot, Reading Runes, Magic Sight, and three Treasure Within Treasure site card tables.

Note: Hired leaders and controlled monsters cannot use the Reading Runes and Magic Sight tables.

- 7.5.3 The individual does not have to specify where he is searching and the table he will use until he does the activity, just before he rolls the dice. He can roll the dice only once, on one Search table 7.2, per Search activity.
- 7.5.4 PEER AND LOCATE: The hidden paths, secret passages and treasure sites are considered to be concealed in the clearings where they are located. Individuals must “discover” these roadways and sites before they can use them.
- a. He can discover a hidden path, secret passage, or treasure site by searching in the clearing where it is located, using the Peer and Locate search tables. (They can also be discovered by spying (see rule 4.5.6) on characters who use the paths or passages, or loot the site.) Each treasure site can be discovered in the clearing indicated by its site chit. Each hidden path and secret passage can be discovered in either clearing it runs into; when an individual discovers one end of the roadway he discovers the whole roadway. He can discover only those roadways that are on the side of the tile that is face up.
 - b. The only clearing he can search is the clearing he is in.
Important Exception: If he is in a mountain clearing, he can use the Peer table to search any woods or mountain clearing in his tile or any adjacent tile (he cannot search from a mountain into a cave). He must use the Peer table, he can search only one clearing and he must specify the clearing before rolling the dice.
 - c. If an individual gets a secret look at map chits through a Clues result, no one else sees them. Finding a site chit in this way does not “discover” the site; the number on the chit just identifies the clearing that contains the site. If he finds a substitute chit, he can either exchange it or put it back without revealing it; if he exchanges the Lost City or Lost Castle for its five chits, he gets a secret look at the five chits.
 - d. When he discovers a roadway or treasure site, he is the only one who discovers it; it remains concealed from others, who must discover it on their own if they wish to use it. He does not have to admit whether he actually discovered a treasure site. He must reveal what he rolled, but he does not have to reveal whether there is a treasure site chit in his clearing.
 - e. Once an individual discovers a hidden path, secret passage or treasure site, he never has to discover it again. He keeps a record of each discovery by crossing it off the discoveries list on his Record of Fate.
 - e.1) Once he has discovered a hidden path or secret passage, he can use it for movement for the rest of the game.
 - e.2) Once he has discovered a treasure site, he can search it for treasure whenever he is in its clearing.
 - f. The Peer or Locate tables cannot be used to discover Treasures Within Treasures site cards (the only way to discover a Treasures Within Treasures site card is by drawing the card while looting or by learning its location from another individual.).

- g. Finding hidden enemies allows the individual to spy on hidden individuals when they are in the same clearing with him (see rule 4.5.6), and to block them. This ability remains in effect for the rest of the day, in each clearing he moves to. When an individual finds hidden enemies, he records this result in the “Find Enemies” column of his Record of Fate.
 - g.1) Finding hidden enemies is not retroactive. He starts spying on hidden individuals at the moment he rolls the result.
 - g.2) The “Hidden Enemies” result expires at Midnight of each game day. At the start of each day, no one can spy on hidden individuals.
- h. Hired leaders and controlled monsters have their own Record of Fate, and record their discoveries just like characters, by crossing them off the discoveries section of their sheets.
 - h.1) The hiring character looks at any map chits the hired leader or controlled monster finds, but any other discoveries the hired leader or controlled monster makes are crossed off his own list, not the character’s. The character cannot use these discoveries until they have been transferred to him, as described in rule 7.7.2a1.
 - h.2) When a hired leader or controlled monster finds hidden enemies, check off the “Find Enemies” column on the his own Record of Fate, not the character’s. This result cannot be transferred.
- i. Enhanced Peer Activity: A character can record and do the Enhanced Peer activity only when he is enabled to by a special advantage, spell, or treasure card. The Enhanced Peer activity allows characters to peer into clearings in other areas of the board. To record an Enhanced Peer activity, he records “P” and the clearing he is searching. He identifies the clearing by its number and the tile it is on. When he does the activity, he rolls the dice and consults the Peer table to find his result. He cannot use any other Search table 7.2. The Phantasm and familiar also record (normal) Peer activities using a “P”, as their Search phases are also limited to Peers.

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

- a. To obtain treasures, an individual must:
 1. identify a site chit so he knows where to look for a site;
 2. discover the site using the Locate table or observe another individual by spying (see rule 4.5.6) or trade (see rule 7.2.1); and
 3. loot the site to take treasures from its box, using the Loot table.
- b. If he is in the same clearing with a treasure site he has discovered or a pile of abandoned belongings, he can loot it (search it for treasures). He must declare exactly which site or pile he is looting before he rolls the dice.
 - b.1) He can loot a pile of abandoned belongings any time he is in its clearing; he can loot a treasure site only if he has crossed it off his discoveries list on his Record of Fate.

- b.2) When he loots a face up site chit, or a Treasures Within Treasures site card that is in a box that belongs to a facedown site chit, he must turn the site chit face up and show it to all the other players (if the chit has not yet been put in its clearing he can look through the chits in the tile to find it). Then he turns the site chit face down and puts it in the clearing where the site is located.
- c. When an individual loots a site chit or a pile of belongings, he uses the Loot table. His result indicates which treasure he gets, counting from the top of the pile. If his result is larger than the number of items in the pile, he gets nothing.
Example: If he rolls a 6 and a 3, he gets the third item from the top. If there are only two items in the pile, he gets nothing.
- d. Certain conditions must be met to loot certain sites. If an individual cannot meet the conditions, he cannot loot the site.
- d.1) A character must fatigue chits to loot the Cairns and the Pool. This reflects the effort needed to search these sites. He can use any chits showing a droplet, including magic chits. He cannot use any horses or items. Hired leaders, controlled monsters, and characters transmorphized into creatures or monsters can loot these sites without paying a penalty. Looting a Treasures Within Treasures site at the Pool or Cairns does not require fatiguing droplets; instead, the rules and special search tables pertaining to those sites are used.
- Tearing apart the Cairns: He must fatigue one droplet each time he rolls to loot the Cairns box, whether he gets an item or not.
 - Wading and diving in the Pool: He must fatigue one droplet each time he takes an item from the Pool box, whether he keeps it or not. He does not have to pay if he failed to get an item. Finding a Treasures Within Treasures site at the Pool does not count as getting an item.
- d.2) To loot the Vault or Crypt of the Knight, a character must either have the Lost Keys card active (to open doors) or he must play a piece with Tremendous strength (to break down doors). He can use a fight chit, a move chit, a Duck chit, a Berserk chit, a horse, a Gloves card, or a Boots card, as long as it has Tremendous strength. He can also use the “T” strength of any of his followers. If he plays an action chit, it is fatigued. He can use a “T” strength attack created by the Wish for Strength; he cannot use any other spell with “T” strength to open these sites. A hired native, controlled monster, or transmorphized character can loot these sites if they have “T” move or fight strength.
- Prying into the Crypt: He must use the Lost Keys or Tremendous strength each time he rolls to loot the Crypt of the Knight, whether he gets an item or not.
 - Opening the Vault: The Vault cannot be looted until someone uses the Lost Keys or Tremendous strength to open it. This penalty is paid only once per game – once the Vault is open anyone can loot it. It cannot be closed again.
- e. When an individual draws an enchanted card, a site card, the Mouldy Skeleton or the Remains of Thief, he must reveal it instantly (see the List of Treasures). When he draws any other card he keeps it secret until he activates it.
- f. As soon as a character loots an item, he can decide to activate it, keep it inactive, or abandon it in the clearing. Hired leaders and controlled monsters can choose whether to keep or abandon

an item, but cannot activate or deactivate items. If the item is an enchanted card, it activates automatically, and it energizes permanent spells after he decides whether to keep it or abandon it.

- g. Three of the cards hidden at the treasure sites are Treasures Within Treasures site cards that identify minor treasure sites (see the List of Treasures). Each minor site contains the treasures that are in its box in the Treasures Within Treasures section of the Chart of Bounty.
 - g.1) When an individual draws a Treasures Within Treasures site card he crosses it off his discoveries list, and thereafter he can loot it like any other treasure site. The only way to discover one of these sites is by drawing its site card, or by learning its location from another individual.
 - g.2) After being drawn, the site card is turned face up and is put back in the box it came from, at the bottom of the other treasures in that box. This gives others a chance to draw the card and discover the site.
 - g.3) When an individual uses a Search phase to loot a Treasures Within Treasures site card, he must use its special table instead of the Loot table (see the List of Treasures).

7.5.6 **READING RUNES AND LEARNING SPELLS:** When a character does the Search activity, he can specify an Artifact, Spell Book, or site chit and use the Reading Runes table to try to learn one of its spells. He can specify an Artifact or Spell Book only if he owns it and has it active. He can specify a site chit only if it is in his clearing and he has discovered it.

- a. Each spell card in the Spell Books, Artifacts and Treasure Locations sections belongs to the Artifact, Spell Book or site chit named above its box. Each spell card remains secret until it is found during the game.
- b. He can try to learn only one spell per Search activity. He can specify only one item or site, and he must try to learn the topmost spell card in its box on the Chart of Appearances or the Chart of Bounty.

Exception: If he specifies an Artifact or Spell Book with awakened spell cards, he can specify one of its awakened cards instead of the top card in its box. The card he specifies remains face down and secret.
- c. He rolls the dice and consults the Reading Runes table to find his result, as explained on the table.
 - c.1) If he “awakens” a spell card, he looks at it; if it belongs to an Artifact or Spell Book he puts it with its item, but if it belongs to a site chit, he puts it back in its box, underneath any other spell cards in that box.
 - c.2) If he rolls a “learn” result, he can record the spell only if he has a magic chit of the type needed to cast that spell; the magic chit can be active, inactive or enchanted, as long as it has the proper magic symbol.
 - c.3) If he neither learns nor awakens the spell card, he does not look at it and he leaves it on top of the spell cards in its box.
- d. When a character learns a spell from a site he does not take its spell card – he records the spell on his sheet and leaves the spell card for others to find.



- e. Each character records spells he learns in the “Spells” boxes on his Record of Fate. He records one spell per box and notes its name, magic type, the magic color it requires and where he got it. He keeps his spells secret until he uses them. He can use only those spells that he has recorded.
Note: Hired leaders and controlled monsters cannot record spells.
- f. A character can learn only one spell from each spell card. He cannot duplicate a spell that he has already recorded from a spell card – he cannot learn the same spell twice. He can record a spell that duplicates one of his starting spells.
Example: If he starts the game with the Persuade spell, he can record it again, in a separate box, when he finds the “Persuade” spell card and learns the spell.
- g. The number of spells a character can record is limited by the number of boxes he has. He can erase old spells to make room for new spells, if he wishes, but he loses the spells he erases. He can use spells only when they are recorded on his Record of Fate.
- h. When a character has an Artifact or Spell Book active, he can look at its awakened spell cards. He does not “learn” the spells by looking at the cards, he just learns what spells the item contains. He cannot look at cards that are still on the Chart of Appearances.













7.5.7 **MAGIC SIGHT:** Magic Sight is caused by the “Disembodied” special advantage, the Phantom Glass treasure card, and the World Fades spell. When a character is affected by one of these causes, each time he does a Search phase he must use the Magic Sight table instead of the Peer, Locate, Loot, and Reading Runes tables. He has no choice – he must use the Magic Sight table instead of the others.













- a. Magic Sight affects him only when he does the Search activity (he still uses the Peer table when he does the Peer activity), and it does not affect the Treasures Within Treasures site card tables. When he loots a Treasures Within Treasures site card he still must use its special table.
- b. Magic Sight is self-cancelling; when a character is affected by two causes of Magic Sight they cancel each other out and he must use the normal tables. When he is affected by all three, he must use Magic Sight again.
Example: The Witch King (♣) uses Magic Sight normally. When he is bewitched by an active World Fades spell, he stops using Magic Sight and searches normally. If he then activates the Phantom Glass, he starts using Magic Sight again.
- c. When a character uses the Magic Sight table, he can find hidden enemies only if they have spells or certain belongings. On a “Spells” result he finds everyone who has spells recorded, on a “Counters” result he finds everyone who owns a weapon, armor or horse counter, including all natives, Goblins, Ogres, and Giants. On a “Treasure cards” result, he finds everyone who owns treasure cards. The character notes on his sheet which types of hidden enemies he can see; other hidden enemies remain hidden to him. He loses sight of these hidden enemies if he loses his Magic Sight, or if they dispose of the spells or belongings that enable him to see them.
Note: If a character has found hidden enemies earlier in the day without using Magic Sight, he keeps that result when he starts using Magic Sight, and can still block, spy on, and attack all hidden enemies normally.
- d. When a character rolls a “Counters” or “Treasure cards” result, he can also take one belonging from any site chit he has discovered in his clearing or from a pile of abandoned belongings in the clearing. On a “Counters” result he takes the top counter (weapon, armor, or horse) in the pile. On a “Treasure cards” result he takes the top treasure card.

Note: He must still follow the restrictions listed in rule 7.5.5d to loot the Cairns, Pool, or Vault. Specifically, the Vault must be opened using “T” strength before he can take any items from it using Magic Sight. Similarly, he must fatigue chits when looting the Pool or Cairns. However, he only fatigues a chit when he actually takes an item from the Cairns, not every time he rolls on the Magic Sight table in a clearing with the Cairns.

Explanation: Unlike the Loot table, not every Magic Sight result would involve searching the Cairns, and he also has the choice to take items from other locations, such as a treasure pile in the clearing.

- e. A “Spells” result allows him to learn one spell without awakening it. He can specify an Artifact or Spell Book he has active, or a site chit (with spell cards) that he has discovered in his clearing, look at all of the spell cards that belong to that item or site (without changing their order) and choose the one he learns. He looks at the cards after specifying the item or site.
- f. The only way he can discover hidden paths and secret passages is by rolling a , which allows him to choose any result from the Peer or Locate tables. If he rolls a , he can only choose results from the Peer or Locate tables; he cannot choose a result from the Magic Sight table.

(a) Peer		(b) Locate	
Die Roll	Result	Die Roll	Result
	Choice		Choice
	Clues and Paths		Passages and Clues
	Hidden Enemies and Paths		Passages
	Hidden Enemies		Discover Chits
	Clues		Nothing
	Nothing		Nothing

(c) Loot		(d) Reading Runes	
Die Roll	Result	Die Roll	Result
	Top Treasure in Pile		Learn and Awaken Spell
	2 nd Treasure in Pile		Learn and Awaken Spell
	3 rd Treasure in Pile		Learn and Awaken Spell
	4 th Treasure in Pile		Awaken Spell
	5 th Treasure in Pile		Curse!
	6 th Treasure in Pile		Nothing







(e) Magic Sight	
Die Roll	Result
	Choice
	Counters
	Treasure cards
	Perceive Spell
	Discover Chits
	Nothing

Table 7.2: Search

Explanation of the Search table 7.2 results

Nothing You find nothing.

Hidden Enemies Check off the “Find Enemies” column for this day on your Record of Fate. For the rest of the day, you can spy on, block, attack, and cast spells on hidden enemies.

Paths Cross off all the hidden paths that run into the clearing you are searching on your Record of Fate. You may use these hidden paths freely for the rest of the game.

Passages Cross off all the secret passages that run into the clearing you are searching on your Record of Fate. 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 a monster spoor that allows you to deduce what is in the tile, but you do not discover the sites themselves.

Discover Chits You secretly look at the map chits in the tile you are searching. You discover every site chit in the clearing you are searching and cross it off your discoveries list on your Record of Fate. Henceforward, you can loot this site chit whenever you are in its clearing.

Choice You can choose any one result on the Peer or Locate table you rolled on originally, including a double result such as “Clues and Paths”.

Take ... Treasure in Pile Take the indicated treasure from the pile, counting from the top of the pile. Treasure cards, armor counters, weapon counters and horse counters all count as treasures and can be taken. If the result is larger than the number of treasures in the pile, you get nothing.

Learn and Awaken Spell You look at the spell card and if you have a magic chit that matches the spell's type you can record it (if you have not already learned it). If the spell card belongs to an Artifact or Spell Book, it is also awakened.

Awaken Spell You look at the spell card but you do not learn the spell. If the spell card belongs to an Artifact or Spell Book, put it with its Artifact or spell card.

Curse! Immediately roll on the Curses table. The curse you roll 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.

7.6 The Trade Activity

- 7.6.1 When a character or hired leader trades with native leaders and visitors, he can get recorded gold by selling belongings to them, and he can spend recorded gold to buy their belongings. Each native leader and visitor owns the belongings in his box on the Chart of Appearances or the Chart of Bounty, and he always has these belongings with him, ready to trade (his methods for transporting these belongings are not represented in the game). Natives and visitors also have an unlimited amount of gold to spend (this gold is not recorded anywhere, it just appears when they buy something).
- The leader of each native group is the only one who can trade, even when the group is scattered. When he is killed, no one in the group can trade.
 - Characters cannot trade with hired leaders using a Trade phase. When a leader is hired, his group's belongings become unavailable for trading and he has only the gold and items he has acquired since being hired, if any.
 - A hired leader can use the gold and belongings he has acquired to trade on behalf of the hiring character, using the character's trading relationships. Any belongings he obtains are put with the belongings he is carrying and any gold he obtains is recorded on his Record of Fate, but they belong to the hiring character. Any boons he accepts or repays affect the character's trading relationships. Controlled monsters cannot trade with native leaders or visitors.
- 7.6.2 Each belonging has a basic gold price that defines how much recorded gold the natives and visitors will pay for it; this price is also used to set the price when they sell it. Each counter and treasure card shows its own gold price, and the List of Weapons, List of Armor, and List of Horses show the prices for each weapon counter, armor counter, and horse counter, respectively.
- The List of Visitor Prices defines special prices that visitors use to buy or sell certain treasure cards. When trading with a visitor, use these special prices instead of the prices on the cards.
 - The List of Armor lists special prices for damaged armor. When selling damaged armor, use the price listed for damaged armor. When natives or visitors buy armor they instantly repair it. It is immediately available to be bought back from them for its full, "intact" price. This is the only way that armor can be repaired (other than a Make Whole spell).
- 7.6.3 A character or hired leader uses the Trade activity to trade with native leaders and visitors. To record a Trade activity, he records "T". When he does the Trade activity he specifies one native leader or visitor in his clearing and states whether he is buying or selling.

Note: Individuals can trade while hidden. Think of them as hooded figures making deals off in the shadows.

- He can specify any unhired leader or visitor in his clearing, regardless of who he traded with previously that day, but he can specify only one native leader or visitor. He cannot specify a character, hired leader, or controlled monster – these individuals trade with each other as explained in rule 7.2.1.
- He can either buy or sell during each Trade activity, but he cannot both buy and sell in the same activity.

Exception: He can use items to make up part or all of the purchase price when he buys.

- c. He has the option to cancel the Trade phase instead of using it, if he wishes.

7.6.4 **SELLING:** Natives and visitors always buy everything that is offered to them. A character or native leader can sell any number of belongings at the same time. He gets the basic gold price for each belonging he sells. He must reveal each card he sells, to verify its price. Everything he sells is put in the buyer's box in the order of the counter size, and each item is put underneath any items of the same type already in the box.

Example: A character sells a treasure, horse, and sword to a native group that already has two treasures. The new treasure goes on the bottom, beneath the two existing treasures, the horse counter goes immediately above the treasures, and the sword (the smallest counter) goes on the top of the pile. The character or hired leader does not look at the buyer's cards and he does not use the Meeting table. (Selling and buying procedures are modified by the Commerce optional rule D.2)

7.6.5 **BUYING:** A character or native leader can buy only one belonging per Trade activity. He gets a secret look at all of the seller's treasure cards, and then he specifies the belonging he will try to buy; if he specifies a treasure card, he leaves it face down and secret (once he looks at the seller's cards, he must specify something and roll on the Meeting table, even if he does not intend to actually buy it).

Special: If, when he looks at the native's or visitor's items, he finds an enchanted card, that card turns face up and immediately begins radiating magic color.

- a. He rolls the dice and finds his result on the Meeting table, in the column that shows his current trading relationship with the seller; when he buys from an Ally he uses the "Ally" column, and so on. If the seller is not listed among his trading relationships, he uses the Neutral column. Hired leaders use the hiring character's trading relationships.

Example: The Black Knight (♣) uses the Ally column to buy from the Company, and the Neutral column to buy from the Bashkars (who are not listed on his Character card).

Special: If a spellcaster has cast a Persuade spell that is still in effect, he uses the trading relationship defined by the spell rather than his normal trading relationships.

- b. Before buying from a native leader, a character or hired leader can "buy drinks" for the leader's group. Buying drinks costs him one gold point for each member of the group in the clearing (both hired and unhired), but it makes the native group one level friendlier – he uses the Meeting column that is one level friendlier than the column he would normally use. He can buy drinks only for natives, not visitors, and he can buy drinks only once per phase, just before he rolls the dice. The effect ends at the end of the phase – he must use the normal column if he trades with the group again (unless he buys drinks again).
- c. If he rolls a Price result he can buy the belonging for the indicated price, or he can end the activity by buying nothing and paying nothing. He can pay part or all of the price in belongings, valuing each belonging at its basic gold price (the seller keeps any overpayment – he does not give change). He cannot buy if paying the price would cause his recorded gold to drop below zero.
- d. "No Deal" or "Block/Battle" results mean the seller refuses to sell. "Block/Battle" means the seller also blocks the character or hired leader.
- e. If a character or hired leader accepts a boon (after rolling a "Boon" result), it costs him no gold but the seller becomes one level less friendly to him until the boon is repaid. In effect, he pays for the boon with the lost level of friendliness, as if the level were an item with the same gold price as the boon.

Example: If the Black Knight (♣) takes a boon from the Company, they drop from Ally to Friendly and he uses the Friendly column to buy from them thereafter. If he takes another boon from them they drop to Neutral, and so on.

Special: If a spellcaster using the Persuade spell takes a boon from the natives, it subtracts from his permanent trading relationship with the group, not the relationship caused by the spell. The relationship caused by the spell never changes.

- e.1) To regain the lost level of friendliness, the character or hired leader must use a Trade phase to buy it back exactly as if it were an item with the same gold price as the boon.

Important: He gets only one chance to buy back the lost level of friendliness. If he fails to purchase it on his first roll on the Meeting table, it is lost permanently. If he does purchase it, he regains the level of friendliness.

- e.2) He notes each change in friendliness in the trading relationships section of his Record of Fate. Any changes in friendliness resulting from trades by a hired leader affect the trading relationships of the hiring character.

- f. A character or hired leader must reveal each treasure card that he actually obtains, whether he buys it or gets it as a boon.

- 7.6.6 **FAME REWARD:** Certain treasure cards specify a fame reward by listing a native group and a number of fame points. Whenever a character or his hired leader sells the card to the specified group, he gains the fame points indicated; when he buys or accepts the card from the group as a boon, he loses the fame points. This is in addition to any gold that changes hands.

Note: Under the optional Grudges and Gratitude rule B.6, buying and selling items with a fame reward also affects a character's trading relationships with that group.

- 7.6.7 **BUYING SPELLS:** The characters can buy and learn spells from visitors. Each spell card in the visitors section can be bought from the visitor named above its box. The basic gold price of a spell is 10 gold points.

- a. When a character uses a Trade activity to buy and learn a spell from a visitor, he looks at the visitor's spell cards, selects which one he will try to buy and rolls on the Meeting table to find his result.
- b. He can try to learn only one spell per Trade phase, and can learn the spell only if it fulfils the conditions explained in rule 7.5.6c2). He does not reveal the spell he learns.
- c. If he buys and learns a spell, he does not take the card, but leaves it with the visitor for others to learn.
- d. Hired leaders cannot buy and learn spells on behalf of their hiring character.
- e. The visitors never buy spells from the characters.

7.7 The Hire Activity

Characters and hired leaders can use the Hire activity to “hire” native groups for a period of time, spending recorded gold to gain the ability to move the natives and use them in combat. During Daylight, hired natives can move around the map and hide by following the characters. In the Evening,

Group	Price
Bashkars	12 Gold
Company	16 Gold
Guard	12 Gold
Lancers	8 Gold
Order	Must be hired individually
Patrol	6 Gold
Rogues	Must be hired individually
Soldiers	10 Gold
Woodfolk	6 Gold

Table 7.3: Price for Hiring Groups

the hired natives can fight characters, monsters and natives in the clearings where they are located. Each character controls what his hired natives do.

- 7.7.1 To record a Hire phase, a character or hired leader records “HR”. When he does the activity, he specifies one of the native groups in his clearing and then rolls on the Meeting table to determine how much recorded gold it will cost him to hire the native(s) involved. He can either hire the native(s) by paying the indicated price, or he can pay nothing and hire no one.

Note: He can cancel the Hire activity before rolling on the Meeting table, if he wishes.

- a. He can specify only one group per Hire phase, but he can specify any native group that has one or more unhired members in his clearing, whether the group’s leader is in the clearing or not. He cannot hire natives who are in other clearings, and he cannot hire natives who are already under hire to other characters. The characters cannot hire natives away from each other.
 - a.1) If he specifies the Rogues or the Order, he can hire only one native per Hire phase. He cannot choose which unhired native he hires – the only unhired native that can be hired is the one with the highest number in the clearing (the leader is hired last of all).
*Example: It takes four Hire phases to hire the entire Order; the “Knight 3” must be hired first, “Knight 2” second, “Knight 1” third, and “Knight *” last of all.*
 - a.2) When he specifies any other native group, he must hire every unhired member of that group in his clearing. He cannot hire some members of the group and not hire others in the same clearing. He can hire only those members of the group who are in his clearing when he does the Hire phase. He uses the same Hire phase to hire all of them at once.
- b. The character or hired leader uses the same procedure to hire natives that he uses to buy from them (see rule 7.6.5). He finds his result on the Meeting table in the column that matches his current trading relationship with the group, and he can “buy drinks” before rolling (if he buys drinks, he does so for all the members of the group in the clearing, hired and unhired, even when he is hiring only one native). The results are explained on the table.
 - b.1) Each native’s basic “wage” defines the basic gold price of hiring that native; if he rolls a Price result, he multiplies it by the total wages of all of the natives he is hiring to find the amount of recorded gold it costs to hire the natives. To hire the natives, he must pay this price in recorded gold (not items). If he rolls a “Boon” result he can hire the native(s) for free as a boon, as explained in rule 7.6.5e.

Note: If a boon is repaid, it must be repaid to the group’s leader when he is not hired.

- b.2) The native's basic wage is the same whether he has a horse or not.
- b.3) If a spellcaster has cast a Persuade spell which is still in effect, he uses the trading relationship defined by the spell to hire the native(s).
Special: If the spellcaster takes a boon from the natives, it subtracts from his permanent trading relationship with the group, not the relationship caused by the spell.

Die Roll	Trading Relationships				
	ENEMY	UNFRIENDLY	NEUTRAL	FRIENDLY	ALLY
☐	Insult	Price × 4	Opportunity	Opportunity	Boon × 1
◻	Challenge	No Deal	Price × 3	Price × 2	Price × 1
◻◻	Block/Battle	No Deal	Price × 4	Price × 2	Price × 2
◻◻◻	Block/Battle	Insult	No Deal	Price × 3	Price × 3
◻◻◻◻	Block/Battle	Challenge	No Deal	Price × 4	Price × 4
◻◻◻◻◻	Block/Battle	Block/Battle	Trouble	No Deal	Price × 4

Table 7.4: Meeting

Explanation of the Meeting table 7.4 results:

Price × ... The final price is equal to the basic price times the indicated number. You can either pay this price and complete the deal, or pay nothing and get nothing. If this is rolled in the Evening, nothing happens.

Boon × 1 You can either treat this as a “Price × 1” result (so that the final price is equal to the basic price), or you can take the belonging or hire the native(s) for free, as a boon. If you take a boon, the group becomes one level less friendly towards you until you repay the boon. If this is rolled in the Evening, nothing happens.

No Deal No result. No deal is made and the natives do not block or battle.

Block/Battle When rolled during a Trade or Hire phase, the native group blocks the individual who is trying to deal with them. When a character rolls this result during the Evening, the native group starts battling him (and his hired and controlled denizens) in that clearing.

Challenge The character who rolled this result can choose to lose 5 recorded fame points and treat this as “No Deal”, even if this would result in negative fame. If he does not (or cannot) pay the points, treat it as a “Block/Battle” result.

Note: He cannot pay if he is under the “Disgust” curse.

Insult The character who rolled this result can choose to lose 5 recorded notoriety points and treat this as “No Deal”, even if this would result in negative notoriety. If he does not pay the points, treat it as a “Block/Battle” result.

Trouble Immediately roll again and find your result in the UNFRIENDLY column.



Opportunity Immediately roll again and find your result in the next friendlier column (so if you roll “Opportunity” in the NEUTRAL column, roll again and find your new result in the FRIENDLY column).

- c. Each native remains hired for 14 game days (counting the day of hire as the first day); this is the native's "term of hire". When a character hires natives, he must record their names and numbers and the day their term of hire expires.
- d. While natives are hired, the character who hired them can use Hire phases to hire the natives again, using exactly the same procedure he used to hire them in the first place. Each rehiring adds 14 days to their term of hire. He must rehire the Rogues and Order individually, and when he rehires any other group he must rehire all of the members of the group that are in his clearing. He may choose which of his hired Order or Rogues he rehires, and he may choose to use a Hire phase to rehire his own natives rather than additional unhired natives in his clearing. He can rehire only those natives who are in his clearing; he does not pay for (and cannot rehire) natives in other clearings.
- e. Natives stop functioning normally when they are hired. No one can trade with them, and the only character who can rehire them is the character who originally hired them. While hired, native leaders do not summon visitor and mission chits. While hired, natives do not return to the Chart of Appearances (and the garrison natives do not return to their dwellings) when their row is prowling at the end of a week. Also, their killed horses do not regenerate. If part of a group is hired and part is not, the unhired natives (and their horses) regenerate normally.
- f. Hired natives function as extensions of the hiring character.

Important: Each character controls what his hired natives do. This section refers to hired natives as doing things, but it is always the hiring character who controls what they do.

 - f.1) Each hired native deals with other denizens as if he were the hiring character. Monsters will attack him, natives that are battling the character will attack him, and he uses the character's trading relationships when dealing with unhired natives.

Exception: When a hired native rolls the dice and consults a table, his die roll is affected by only those modifiers that apply to him. The character's die roll modifiers do not apply to his hired natives. In addition, a character's special advantages do not apply to his hirelings.
 - f.2) The character always gets credit for the fame and notoriety his hired natives earn. When a hired native earns recorded fame or notoriety points, the hiring character instantly records these points on his own Record of Fate, regardless of where he is on the map.
- g. During Daylight, hired natives and their horses are placed light side up when they are unhidden, dark side up when they are hidden.

7.7.2 HIRED LEADERS: The leader of each group is much more powerful than the rest of his group. When hired, he functions like a character: he gets an attention chit, a Confrontation Chart and a Record of Fate, records activities for his Daylight phases, can be followed like a character, and he can record discoveries and carry belongings and recorded gold for the hiring character. He does not record fame and notoriety (see rule 7.7.1f2 above). For an attention chit, the leader takes an unused character's chit or a red numbered chit (a red chit numbered  to .

- a. The hired leader records his discoveries and gold on his own Record of Fate, and the belongings he is carrying are put with his Confrontation Chart. These gold points, belongings and discoveries belong to the hiring character, but while they are with the hired leader, the character cannot use them himself and they do not count towards his victory requirements.

- a.1) When the hired leader and the hiring character are in the same clearing, they can transfer items, gold, and information at the usual times when characters and hired leaders can trade and rearrange belongings. They must be in the same clearing with the discoveries to exchange information about sites, paths, and passages.
- a.2) The hired leader can carry enchanted cards while they are active, but he cannot activate any other belongings.
- a.3) The hired leader's own belongings (his native group's) are left on the Chart of Appearances or the Chart of Bounty, out of play.
Special: If the native group's belongings include an activated enchanted card, that card continues to radiate magic color in the clearing in which the hired leader is located, even though it is otherwise out of play.
- a.4) When a leader becomes unhired, his group takes any belongings he is still carrying: the belongings are put in his group's box on the Chart of Appearances or the Chart of Bounty. His recorded gold and discoveries are cancelled, and he has nothing recorded the next time he is hired.

b. The hired leader can use the gold and belongings he is carrying to trade and hire for the hiring character, using the character's trading relationships. Any fame and notoriety points he gains or loses are instantly credited to the hiring character. Any natives he hires are hired by the character.

Note: A hired leader cannot rehire himself, but he can hire other unhired members of his group.

c. A hired leader can loot the Cairns and the Pool without fatiguing. If he has a Tremendous harm letter on either side of his counter, or if he (or his horse) has Tremendous move strength, he can open the Vault and the Crypt of the Knight.

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

7.7.3 **UNDERLINGS:** Hired non-leaders are termed "underlings". Underlings cannot carry belongings nor record points or discoveries. Underlings can do only the Follow activity, and when they follow they can only move and hide – they cannot share in any other activities.

a. Underlings can be left behind as explained in rule 7.11.5. The hiring character decides when they will stay behind.

b. When the following underling's turn ends, he is put back on the map.

Important: Unlike characters and hired leaders, underlings do not cause monsters to move and they do not cause denizens to appear.

7.7.4 When a native stops being hired, he reverts to being an unhired native. If he is hidden, he becomes unhidden. He remains where he is until he is hired again, or until his group regenerates normally. Natives that are left scattered across the map when their group becomes unhired can be hired by characters or hired leaders who move to their clearings, but only the group's leader can trade for the group's belongings, and only he can summon visitor and mission chits from the Chart of Appearances. There are four ways that a native can become unhired:

a. A native automatically becomes unhired at Midnight of the last day in his term of hire.

- b. When a character is killed or leaves the board, all of his hired natives instantly become unhired. Although they become unhidden, they do not change sides until they change tactics normally or combat ends.
- c. When a hired native is killed, he instantly becomes unhired.
Note: When a hired native is killed, the hiring character loses notoriety points equal to the native's notoriety bounty.
- d. When a character commits "treachery" (see rule 8.4.2g) against a native group in combat, all members of that group who are currently under hire to him instantly become unhired. Natives hired by other characters and natives in other groups are not affected.

7.7.5 HIRED AND CONTROLLED MONSTERS: Certain spells, such as "Deal with Goblins" or "Control Bats", allow monsters to be hired or controlled as if they were hired natives.

- a. When a pacification spell ("Deal with Goblins" and "Persuade") is in effect during Daylight, the spellcaster and his hired leaders can use Hire phases to hire the target denizens. He uses the trading relationship defined by the spell, and he can buy drinks before rolling on the Meeting table. The term of hire is 14 days, and the denizens remain hired after the spell ends. The denizens can be rehired, but only when the spell is in effect.
- b. The target monsters must be hired together, as a group. Each monster's basic gold wage is equal to its notoriety bounty. Monsters must be hired for gold. They cannot be hired free, as a boon (boon results are treated as $\text{Price} \times 1$).
- c. When a character or hired leader hires a denizen, the denizen is released from all pacification spells cast by other characters. While a denizen is hired, only the hiring character can cast pacification spells on it – pacification spells cast by other characters cannot go into effect against a hired denizen.
Exception: Hirelings can still be targetted by the Peace spell.
- d. Hired and controlled monsters function like hired natives; they do not prowl and they do not return to the Chart of Appearances. In Daylight, unhidden monsters turn light side up, hidden ones turn dark side up (hidden Tremendous monsters also turn dark side-up).
- e. Each controlled monster functions like a hired leader. It gets an attention chit, a Confrontation Chart and a Record of Fate, it gets a turn to record and do activities, it can carry belongings and record gold and discoveries. Its move strength (same as its weight and vulnerability) defines the weight it can carry.
 - e.1) Controlled monsters cannot do the Trade and Hire activities. They can trade only with characters and hired leaders at the beginning of a phase and at the end of the Evening.
 - e.2) When the spell ends, the monster's recorded values vanish and its belongings are abandoned in its clearing.
- f. Each hired monster functions like a hired underling. It can only follow, and when it follows it can only move and hide.
- g. The spellcaster gains and loses fame and notoriety for his hired and controlled monsters as if they were hired natives. He gains the points they earn and he loses notoriety when they are killed.
Exception: When a spellcaster commits "treachery" against monsters he does not lose any fame points.

7.8 The Rest Activity

- 7.8.1 Each character can use the Rest activity to return his inactive action chits to play. A guide can record this activity for the benefit of his followers. He records “R” to record each Rest activity.
- 7.8.2 When he does the activity, he can bring fatigued or wounded chits back into play or convert a wounded chit to a fatigued chit.
- a. He can rest using any one of the following options:
 - a.1) he can place a fatigued one-droplet chit or a wounded chit that has no droplets back into play;
 - a.2) he can put into play a fatigued two-droplet chit and “make change” by fatiguing an active one-droplet chit;
 - a.3) he can convert a wounded one-droplet chit into a fatigued chit;
 - a.4) or he can convert a wounded two-droplet chit into a fatigued chit and “make change” by fatiguing an active one-droplet chit.
 - b. When a character “makes change”, he must fatigue an active chit; he cannot make change by converting a fatigued or active chit into a wound. The chit can be of any type as long as it shows the right number of droplets.
Example: He could activate or convert a move chit and use a magic chit to make change.
- 7.8.3 When a character converts a wounded chit into a fatigued chit, he moves it into the box labelled “Fatigued” on his Confrontation Chart.
- 7.8.4 When all of a character’s chits are fatigued, wounded, or committed to spells, he can do only the Rest activity. Any other recorded activities are cancelled and he must rest at the next opportunity. If he cannot do the Rest activity (due to the Ill Health curse or because all his chits are still committed to spells), he is killed.

7.9 The Alert Activity

- 7.9.1 A character can use the Alert activity to alert (or unalert) his weapon during his turn, or to prepare magic spells for use during combat. A guide (including a hired leader) can record this activity for the benefit of his followers. To record the Alert activity, he records “A”.
- 7.9.2 When a character uses the Alert activity with a weapon, he can turn his active weapon either side up, as he wishes. All alerted weapons turn unalerted (light) side up at Midnight.
- 7.9.3 When a character does the Alert activity, he has the option to alert one of his magic chits instead of turning over a weapon counter. The alerted chit can be used like any other magic chit, but it automatically has a time number of “0” (zero) instead of the time number printed on the chit. At Midnight, all alerted magic chits fatigue.

Note: The characters cannot start the game with magic chits alerted.

7.10 The Enchant Activity

Note: Formerly the Spell Activity, this activity has been renamed to the Enchant activity to better reflect its purpose, and to prevent confusion regarding the casting of spells, which can only be done in the Evening.

- 7.10.1 Characters who have Holy (I – ✦), Pagan (II – ♀), Elven (III – §), Elemental (IV – ⚡), or Demonic (V – ☞) magic chits can use the Enchant activity to do “enchantments”. Each character can do nothing on the first Enchant phase he does each day; he is considered to be “meditating” in preparation for the enchantment, and records “EM” for this phase. On each subsequent Enchant phase he does that day, he can do one “enchantment” – he can either 1) enchant a magic chit or 2) enchant the map tile where he is located. He records “E” for each of these subsequent Enchant phases.
- a. The character can do only one enchantment per “E” phase. He can specify and use only one magic chit. He can do as many of these phases as he likes on the same day without recording another “EM” phase; only one “EM” phase is required per day.
 - b. The character cannot voluntarily cancel the activity. If he has an active chit of the required type, he must do the activity.
- 7.10.2 When he does the activity, he must specify one of his Holy (I – ✦), Pagan (II – ♀), Elven (III – §), Elemental (IV – ⚡), or Demonic (V – ☞) magic chits which he is enchanting or using to enchant the tile where he is located. He can do the Enchant activity only if he has an active magic chit that is Holy (I – ✦), Pagan (II – ♀), Elven (III – §), Elemental (IV – ⚡), or Demonic (V – ☞). If he does not have one of these chits active when he does the Enchant activity, then the activity is cancelled. Summon (VI – ✂), Charms (VII – ♠), and Malicious (VIII – ♥) chits cannot do enchantments.
- 7.10.3 When a character enchants a magic chit, the chit is transformed into a specific color of magic. The magic chit’s type defines what color of magic it becomes:
- Holy (I – ✦) chits become White magic,
 - Pagan (II – ♀) chits become Grey magic,
 - Elven (III – §) chits become Gold magic,
 - Elemental (IV – ⚡) chits become Purple magic, and
 - Demonic (V – ☞) chits become Black magic.

Characters can enchant only one magic chit per Enchant phase.

- a. The character turns the enchanted chit symbol side up and leaves it in play. The chit is referred to as a color chit, representing one piece of magic color. It cannot be used as a magic chit, but it can be used to supply magic color.
- b. Each color chit remains enchanted indefinitely, until it is used. It can be used only once, for one purpose; when used, it reverts to being a normal magic chit and fatigues. Each chit is under the control of its owner: he decides when and how it is used.

- 7.10.4 To enchant a map tile, the specified magic chit must be supplied with a specific color of magic. If there is no source of that magic color in the clearing, the character can use a color chit of the proper type (the color chit immediately fatigues and reverts to being a magic chit). The magic chit used to enchant the tile does not fatigue, but remains in play. If he cannot supply the proper magic color, then he cannot enchant the tile; he must enchant the magic chit instead.

Note: The map tile itself can supply the magic color, if it supplies the proper color of magic and is enchanted side up. Color can also be supplied by the day or by an enchanted card or site radiating magic color in the clearing.

- a. The magic color that is required to enchant a tile depends on the magic chit that was specified:
 - a.1) A Holy (I – ✦) chit requires White magic.
 - a.2) A Pagan (II – ♀) chit requires Grey magic.
 - a.3) An Elven (III – §) chit requires Gold magic.
 - a.4) An Elemental (IV – ⚡) chit requires Purple magic.
 - a.5) A Demonic (V – ☞) chit requires Black magic.
- b. If the magic chit is supplied with the proper magic color, then the tile where the character is located is turned over and put back in place with its other side face up. The tile turns over regardless of which side is currently face up – if the tile is green side up it turns enchanted side up, and if it is enchanted side up then it turns green side up.

Important: When putting the tile back, orient it so that the name of the tile is in the same corner that it occupied before it was turned over. This will ensure that the roadways match up with the surrounding tiles.
- c. Before turning the tile over, remove all of the pieces that are on the tile and note the number of the clearing where each piece was located. After turning the tile over put each piece back on the tile, in the clearing that has the same number as the clearing that the piece was removed from. If a character is on a roadway between two clearings when the tile turns over, then after the tile turns over he is put on the roadway that connects the same two clearings.
- d. On some tiles, the roadways change when the tile turns over. If the roads change so as to make a character's recorded Move activity illegal before he does it, then the move is cancelled.

Note: The hidden paths and secret passages on the "enchanted" side of the tile are different from those on the green side. They are listed separately on the discoveries list, and they must be discovered separately.

Example: If a character discovers the secret passage on the Borderland when the tile is green side up, he crosses off only the "Borderland (green) 4-5" secret passage. He cannot use the secret passage when the tile is enchanted side up.

 - d.1) On the day a character enters a clearing, the only roadway he can run away onto is the roadway he used to enter the clearing. If this roadway has vanished or has turned into a hidden roadway he cannot use, he cannot run away that day.
 - d.2) If a character is on a roadway when it vanishes or turns into a hidden path or secret passage that he has not discovered, he is put in the forest. He must start his next turn by moving back to the clearing he just ran out of.

- 7.10.5 **THE REMOTE ENCHANT ACTIVITY:** The remote Enchant activity is an “enhanced activity” that a character can do only as a result of a treasure card or a spell. To record the remote Enchant activity, a character records “RE” and the clearing (tile and clearing number) where he will do the activity. When he does the activity, he does it exactly as if he were doing a normal Enchant activity in that clearing – he can either enchant one of his magic chits or use it to enchant the tile that contains the clearing he recorded, and he must record an earlier “EM” phase. If the character enchants the tile, he can use magic color that is supplied in his own clearing, or he can use magic color that is supplied in the clearing that he recorded.
- 7.10.6 Artifacts and Spell Books cannot be enchanted into magic color, nor can they be used to enchant a tile.
Exception: See optional rule C.3 Enhanced Artifacts and Spell Books.

7.11 The Follow Activity

- 7.11.1 The Follow activity is a special activity that the characters can use to move as a group. It does not have a separate function of its own – it is used to do other activities. One character, native leader, or controlled monster (the “guide”) records his turn normally, and the other characters or hired or controlled denizens (the “followers”) use the Follow activity to share in his activities as he does them (also see rule 6.2.7)
- 7.11.2 Doing the Follow activity changes the way an individual does his turn. If he uses the Follow activity he must use it throughout his turn; he cannot do any independent activities on the same day he uses the Follow activity.
- 7.11.3 Followers are assigned to follow their guides during Birdsong of each day.
Important: Hirelings do not begin following as soon as they are hired. They must wait until Birdsong of the following day when they can be assigned to follow a character or hired leader.
- 7.11.4 When the guide’s attention chit is picked, he and all of his followers become unhidden, and then he does his turn as he recorded it. Each time he does a phase of his turn, all of the individuals who are following him share in what he does.
- 7.11.5 Each time the guide starts an activity, each follower has the option to stop following. If he stops following then he does not share in the activity or affect it in any way. His turn ends and he is put in the clearing on the map where the guide was when the phase began. When the guide finishes the phase, the game pieces in the ex-follower’s tile summon denizens in the normal manner, and the ex-follower can then block and be blocked normally.
Note: This means a follower can end his turn and summon monsters in the middle of the guide’s turn.
- 7.11.6 When the guide does an activity, each follower who is still following him shares in it as explained below:
- a. When the guide does a Move activity, each follower who can do that activity moves along with him. If the follower is unable to do the move, he stops following and is left behind in the clearing that the guide is leaving.

- a.1) If the guide is hidden when he moves, he has the option to leave behind any followers who have not found hidden enemies that day, whether the followers want to be left behind or not. He can choose who is left behind. Followers who have found hidden enemies cannot be left behind in this way.
- a.2) When the guide does a move phase that is caused by a pony, all of his followers who do not have ponies are automatically left behind. The followers can stay with him when he does other extra move phases (such as one provided by a workhorse, treasure, or special advantage), but they are left behind when he uses a pony to move.
- a.3) Hidden paths and passages do not stop followers. When a guide uses a hidden path or secret passage, his followers discover it and move with him.
- a.4) When a character transformed into a beast is acting as a guide and moves from clearing to clearing by walking the woods, a follower can only follow it if he is also a beast or if the clearings are connected by a roadway. If the clearings are joined by a secret passage or hidden path, everyone who is following the beast discovers it.
- a.5) A follower can follow a flying guide only if the follower is able to fly. Otherwise he is left behind.
- a.6) Transmorphized characters and hired or controlled monsters that usually must fly can move normally if they are following a guide that is using the roadways.
- a.7) Flying Steeds: When a controlled Bat or Flying Dragon follows a character, the character can ride the monster and fly during his turn. He can ride the monster only if its flying strength can carry him and all his belongings, and only during Daylight. Only characters can ride monsters. Hired or controlled denizens cannot ride monsters.
- a.8) If the guide teleports, he teleports alone and his followers are left behind.
- b. When the guide does a Hide activity, the guide's result applies to all of his followers: if he hides they hide, if he fails they fail. They do not roll on the Hide table themselves.
- c. When the guide does a Search phase, all of his followers who are characters, hired leaders, or controlled monsters look at any map chits he looks at, they cross off any discoveries that he crosses off, and if he finds hidden enemies then they do also. They do not share in other results – he is the sole owner of any treasures he draws. Hired non-leaders cannot do these activities.
- d. The guide can use the strength of the underlings who are following him, whether the hiring character approves or not. He can use their move strength to carry items as he moves, and if their move strength or harm letter (on either side of the counter) is Tremendous, he can use them to open the Vault or the Crypt of the Knight. He cannot use them to loot the Pool or the Cairns.
- e. Followers spy normally while following.
Example: If the Elf is unhidden and loots the Altar while the Captain (↖) and his followers are in the clearing, the Captain (↖) and all his followers learn the location of the Altar.
- f. When the guide does a Rest or Alert activity, each follower who is a character can do the activity or not, as he chooses. The followers do the activity secretly and simultaneously. Hired and controlled denizens cannot do these activities, but hired leaders who are guides can record Rest and Alert phases for the benefit of following characters.

- g. When the guide does any other activities the followers do nothing. When he does a Trade or Hire activity, he is the only one who trades or hires. The followers meekly let him deal with the natives and visitors alone. When he does an Enchant activity, his followers do nothing.

- 7.11.7 By following a guide who has extra phases, followers can do more activities and can move farther than they could move on their own.

Explanation: The members of the group are assumed to be aiding one another, with the guide blazing the trail.

Example: Despite his short legs, the Dwarf (♂) can follow the Amazon (♀) for five phases a day (six if she is riding a workhorse).

- 7.11.8 When the guide's turn ends, the following stops and all of the followers are put back on the map in his clearing simultaneously. Characters and hired leaders who are put back on the map cause monsters to move and summon denizens normally, and separately from the guide.

*Example: The Wizard (♁) and the Patrol * are following the Magician (♁). The Magician (♁) ends his turn first, summoning a Dragon from the Chart of Appearances to another clearing in their tile. Then, the Wizard (♁) and Patrol * end their turn simultaneously, summoning the Dragon to their clearing. The guide and followers do their evening activities and combat normally.*

7.12 End of Phase – Blocking

- 7.12.1 Monsters can interrupt each character, hired leader, and controlled monster at the end of each phase as he takes his turn. These interruptions are referred to as “blocking”. The characters, hired leaders, and controlled monsters can also block the monsters to stop them from prowling, and can block other characters, hired leaders, and controlled monsters. Underlings cannot block or be blocked.

Note: An individual can never block himself.

- a. Blocking is mutual. A character or denizen who blocks another individual is also blocked.
- b. Individuals can block each other only if they are in the same clearing and one of them has just finished a phase of his turn. Similarly, an individual and monster can block each other if they are in the same clearing and the individual has just finished a phase of his turn, or if the monster has just arrived in the clearing at the end of his or another individual's turn.
- c. Individuals cannot block nor be blocked while they are following. They can block and be blocked normally as soon as they are put back on the map.

- 7.12.2 Each time an individual ends a phase of his turn, blocking can occur in his clearing.

- a. If he is unhidden, he is automatically blocked by all of the monsters in his clearing, and all of the individuals in his clearing have the option to block him. Prowling has no effect on blocking; monsters block regardless of whether they are prowling or dormant. They can block an individual whether he did an activity that phase or not, but if he was doing an activity he finishes it before he can be blocked.

Example: If he starts his turn in the same clearing with a monster, he can use his first phase to hide or move away, thus avoiding the block.

Explanation: When an individual tries to use two move phases to move to a mountain clearing, he does not move until he completes the second Move activity. If he is unhidden, all the monsters in his clearing block him at the end of the first Move activity, before he can move.

- b. If he is hidden, the monsters cannot block him and only those individuals who have found hidden enemies that day can block him.
- c. If he has found hidden enemies that day, he can block any or all of the individuals and monsters in his clearing. If he has not found hidden enemies he can block the monsters and unhidden individuals, but he cannot block hidden individuals. An individual can block while hidden, but becomes instantly unhidden when he blocks.
- d. An individual cannot be blocked if he is flying and still in the air at the end of a phase. He can block and be blocked normally when he lands.

7.12.3 Blocking can also occur when monsters arrive in a clearing at the end of a turn.

- a. When an individual ends his turn, all monsters that move or appear on the map automatically block all of the unhidden individuals in the clearings that they move to. At the same time, the monsters can be blocked by any of the individuals in those clearings.

Example: On a day when Goblins prowl, a character ends his turn in clearing 2 of a caves tile containing the “Howl 5” chit. Any Goblins already in the tile move to clearing 2 and block all of the unhidden individuals there, and any Goblins that appear in clearing 5 block all unhidden individuals in that clearing. At the same time, both the hidden and unhidden individuals in each clearing can block the Goblins as they arrive.

- b. Monsters that were already present in the clearing at the start of the day do not block unhidden individuals in the clearing at the end of another individual’s turn, even if they are prowling that day.

Example: The Dwarf (♂) starts the day unhidden in a clearing with a Giant. The Swordsman (♂) moves first that day and ends his turn by moving unhidden into the clearing. At the end of the Swordsman’s (♂) last phase, the Giant blocks the Swordsman (♂). However, even if the Giant is prowling that day, it does not block the Dwarf (♂) at the end of the Swordsman’s (♂) turn.

7.12.4 If an individual blocks or is blocked before the end of his turn, the rest of his turn is cancelled and it ends instantly. If he blocks or is blocked before he takes his turn, he does not get a turn that day (and does not attract prowling monsters). If he blocks or is blocked after he takes his turn, he loses nothing except his “hidden” status.

- a. An individual is instantly unhidden when he is blocked.
- b. Once blocked, an individual cannot trade with other individuals as they are taking their turns later in the day.








Explanation: He is fully engaged in eluding his blocker or preventing someone else from leaving the clearing. He can still block additional individuals or monsters that may appear in the clearing later in the day.


7.12.5 When a denizen blocks or is blocked, it stops prowling and cannot move for the rest of the day. Blocking has no other effects on denizens: unhired natives and visitors who have blocked one character can still trade with others, and dormant monsters can still block.

- 7.12.6 Unhired natives and visitors can block a character or hired leader only when he rolls on the Meeting table as part of a Trade or Hire phase. They can block him even if he is hidden, and when he is blocked, he becomes unhidden. Characters and hired leaders cannot block unhired natives or visitors.

7.13 End of Turn – Prowling Denizens

- 7.13.1 **PROWLING:** On each game day, some denizens are “prowling” and the rest are “dormant”. Prowling denizens can move from the Chart of Appearances to the map, and prowling monsters that are already on the map can move from clearing to clearing. Denizens cannot appear or move when they are dormant.

- The Ghosts are always prowling and can move every day. Garrison natives are always dormant and never move away from their dwelling unless they are hired.
- On each game day, one row of the Chart of Appearances will be prowling. This chart is divided into six rows, numbered  (1),  (2),  (3),  (4),  (5), and  (6); the small boxes along the left edge of the chart define the rows (the arrow in each box points to the row, and the number identifies it). At Sunrise of each game day, one die is rolled and the monster roll chit is put in the box that matches the number rolled. All of the denizens pictured or listed in this row are prowling that day, whether they are on the map or still on the Chart of Appearances (the visitor and mission chits are prowling when the monster roll is  (6)). The denizens in the other five rows are dormant.

Example: When the monster roll is  (4), only the Giants, Trolls, Lancers, and Ghosts (who prowl every day) can appear on the board or move.

















(a) Appearances at Site Chits			(b) Appearances at Woods Chits		
Map Chits	Monster Roll	Monsters	Map Chits	Monster Roll	Monsters
ALTAR	 (2)	Demon	 BONES	 (3)	Ogres
CAIRNS	 (5)	Spider	 DANK	 (2)	Vipers
HOARD	 (1)	Flying Dragon	 RUINS	 (3)	Wolves
LAIR	 (1)	Dragon			
POOL	 (3)	Octopus			
SHRINE	 (2)	Winged Demon			
STATUE	 (5)	Imp			
VAULT	 (4)	Troll			

Table 7.5: Appearances at Map Chits

- 7.13.2 **ENDING A TURN:** When each character, hired leader, or controlled monster ends his turn, all prowling monsters that are already in his tile move to his clearing, and new prowling denizens appear in his tile. The only time that monsters can move and denizens can appear is when an individual ends his turn – they do not appear or move during his turn (except see rule 7.11.5).

- All prowling monsters that are already in his tile (and not already blocked) move to his clearing, whether he is hidden or not. Natives and visitors in the tile stay where they are – monsters are the only denizens that move once they are on the map.

- b. The chits in his tile are then turned face up. When a red site or sound chit is turned face up, it is put in its clearing and it stays in that clearing for the rest of the game, both when it is face up and when it is face down. Yellow warning chits are placed in other parts of the tile, away from the clearings. If the Lost City or Lost Castle chit is turned up, it remains in the tile and its five chits are removed from the Chart of Appearances and placed in the tile, face up.
- c. If the  Smoke or  Stink chit appears, it is exchanged for the Small Campfire or Large Campfire, respectively. When one of these chits is revealed, it is removed from play and the Campfire it represents is put in its tile in clearing 5.
Exception: If clearing 5 does not connect to the Borderland by road, put the Campfire in clearing 4 instead. If clearing 4 does not connect to the Borderland either, put the Campfire in clearing 2. In determining whether a clearing connects to the Borderland, use whichever side of the tile is face up at the moment.
- d. Prowling denizens may then arrive from the Chart of Appearances into the individual’s tile if they are “summoned” by the chits in his tile. If the chits are already face up, as a result of a previous individual’s turn, they cannot summon any more monsters that day; chits only summon monsters once a day.




























Map Chits	Exchange for	Monster Roll	Natives
 BONES	Ghosts	any	–
 DANK	Chapel	 (3)  (4)	Patrol Lancers
 RUINS	Guard House	 (3)	Patrol
 SMOKE	Small Campfire	 (2)  (4)  (5)	Woodfolk Lancers Bashkars
 SMOKE	House	 (2)  (3)	Woodfolk Patrol
 STINK	Large Campfire	 (1)  (4)  (5)	Company Lancers Bashkars
 STINK	Inn	 (1)  (3)	Company Patrol

Table 7.6: Appearances of Natives at Map Chits

7.13.3 MONSTERS: Each box of monsters is summoned by the map chits listed above the box. When a character or hired leader ends his turn in a tile that contains face down map chits, he turns all of the map chits in his tile face up. If one of the chits in his tile is listed above a box of prowling monsters, those monsters move to his tile.

Special: If the box lists a sound chit with a symbol ( or ), that sound chit summons the monsters only if the chit is in the same tile with a warning chit that shows the same symbol.

Example: The Bat boxes list the “ Howl” chit. This means that a Howl chit can summon the Bats to a tile only if the tile contains an  warning chit (such as “ Dank”). It cannot summon Bats to a tile that contains a  warning chit (such as “ Dank”).

Note: The Lost City and Lost Castle chits never summon monsters. They are left on the map solely to identify their tiles.

- a. When the map chits in the tile are turned face up, any substitute chits that turn up must be exchanged for the pieces they represent. If the Lost City or Lost Castle is turned up, its five chits are also turned face up and they attract prowling monsters.
- b. Each map chit can summon only one box of monsters per day. If the tile contains several chits that are listed in the prowling row, each chit summons one box of monsters. When all of the boxes that list a chit are empty, that chit summons nothing.
 - b.1) If a chit is listed above a group of boxes, only one box of monsters moves to the map. Take the monsters from the first (leftmost) box that contains monsters.
Example: When a Flutter chit summons the Bats from row ☉ (6), take the single Bat from the first box. If this box is empty, take the two Bats from the second box. If this box is also empty, take the three Bats from the third box. If all three boxes are empty, the Flutter chit summons nothing.
 - b.2) Once a map chit is turned face up it stays face up until the end of the day, to show that it has summoned all the monsters it can that day. When an individual ends his turn in a tile where the map chits are already face up, they do not summon any more monsters. At Midnight the map chits are turned face down again, so they can summon monsters on the next day.
Note: Once found, map chits can be left face up to help the players remember the locations of the chits. However, the players should remember that only the first individual ending his turn in that tile each day will cause the chits to summon monsters from the Chart of Appearances.
- c. The clearing where each monster appears depends on the chit that summoned it.
 - c.1) Monsters that are summoned by a warning chit move directly to the individual's clearing. Monsters that are summoned by a sound chit or site chit move to the clearing that matches the number on the chit.
Example: Bats summoned by "♣ Ruins" are put in the individual's clearing, while Bats summoned by "Howl 5" are put in clearing 5 of the individual's tile, regardless of which clearing he is in.
 - c.2) If several chits are listed above the same group of boxes, the chits summon monsters one box at a time. Warning chits summon monsters first, then sound chits. Sound chits with lower numbers summon monsters before sound chits with higher numbers.
Example: If a tile contains ♣ Ruins, Flutter 1, and Howl 5 on a day when row ☉ (6) is prowling, the ♣ Ruins chit summons the first box (one Bat) to the individual's clearing, the Flutter 1 chit summons the second box (two Bats) to clearing 1, and the Howl 5 chit summons the third box (three Bats) to clearing 5.
- d. Once a prowling monster is on the map, it can move from clearing to clearing within its tile. It cannot move directly from one tile to another – it must stay in the same tile until it returns to the Chart of Appearances.
 - d.1) Each time an individual ends his turn, all prowling monsters that are already in his tile move to his clearing, whether he is hidden or not. Prowling monsters can keep moving from clearing to clearing until they block or are blocked.

- d.2) When an individual’s turn ends, only those prowling monsters that are already in his tile move to his clearing. Monsters that appear when his turn ends do not move – they must stay in the clearings where they appeared until another individual ends his turn in the tile.
- e. Hired and controlled monsters do not prowl; they move only under the direction of their controlling character.

Map Chits	⚔ Mountains		⚒ Caves	
	Monster Roll	Monsters	Monster Roll	Monsters
BONES	⊙ (4)	Giants	⊙ (4)	Trolls
	⊙ (6)	Giant Bats		
DANK	⊕ (5)	Spiders	▽ (2)	Serpents
RUINS	⊙ (6)	Giant Bats	▣ (3)	Goblins
SMOKE	◇ (1)	Flying Dragons	◇ (1)	Dragons
STINK	⊙ (4)	Giants	⊙ (4)	Trolls
	⊕ (5)	Spiders		
FLUTTER	◇ (1)	Flying Dragons	◇ (1)	Flying Dragons
	⊙ (6)	Giant Bats	⊙ (6)	Giant Bats
HOWL	⊙ (6)	Giant Bats	▣ (3)	Goblins
PATTER	⊕ (5)	Spiders	▣ (3)	Goblins
ROAR	⊙ (4)	Giants	◇ (1)	Dragons
			⊙ (4)	Trolls
SLITHER	◇ (1)	Dragons	◇ (1)	Dragons
	▽ (2)	Serpents	▽ (2)	Serpents

Table 7.7: Appearances in Lost City and Lost Castle

7.13.4 NATIVES: When a native group is prowling, it is summoned by the dwellings listed above its box. If the individual ends his turn in the same clearing with one of these dwellings, the native group appears in the clearing. The native group appears whether the individual is hidden or not, but only if he is in the same clearing with the dwelling (it does not appear if he is elsewhere in the tile). Once a native group appears in a clearing, it stays in that clearing until it returns to the Chart of Appearances – it does not move around the tile.

7.13.5 VISITORS AND CAMPAIGN CHITS: The visitors and campaign chits start the game in the small boxes in row ⊙ (6) of the Chart of Appearances. The first (leftmost) five boxes list native groups; chits in these boxes are summoned by the leaders of these groups (only if they are unhired). The last two boxes list site chits and site cards. When row ⊙ (6) is prowling, each visitor or campaign chit is summoned by the leader or sites listed above its box. If the individual ends his turn in the same clearing with one of these native leaders or sites, the visitor or campaign chit appears in his clearing. The chit appears whether the individual is hidden or not, but only if he is in the same clearing with the native leader or site (not if he is elsewhere in the tile). Once a visitor or campaign chit appears in a clearing, it remains there for the rest of the game, unless taken by a character. It never returns to the Chart of Appearances and does not move around the tile.

Example 2

Prowling Monsters

Day 1

The Monster Roll at Sunrise is $\square(4)$. The Dwarf ends his turn hidden in Clearing 6, so he turns up the “♣ Bones” and “Howl 4” chits in his tile and checks to see if they are listed in row $\square(4)$ of the Chart of Appearances.

The “Howl” chit is not listed, but the “♣ Bones” chit is listed above the Giants. The Giant in the first box moves to the Dwarf’s clearing. At Midnight the chits turn face down again.

Day 2

The Monster Roll is $\square(3)$. To avoid being blocked by the Giant at the end of his first phase, the Dwarf starts his turn by moving away. He is unhidden when he ends his turn, but the Giant does not move because it is not prowling, and the map chits do not summon monsters because they are not listed in row $\square(3)$ of the Appearance Chart.

Day 3

The Monster Roll is $\square(6)$. When the Dwarf ends his turn unhidden and turns up the chits, he finds that both chits are listed in row $\square(6)$, above the Bats. Warning chits summon monsters first, so the “♣ Bones” chit summons the Bat in the first box to the Dwarf’s clearing, where it blocks him. Then the “Howl 4” chit summons the two Bats in the second box to Clearing 4.

Later in the day, the unhidden Elf ends his turn in Clearing 1. The map chits can summon no more monsters today – each chit can summon only one box of monsters per day – but the two Bats in Clearing 4 move to the Elf’s clearing and block him. The Bat in Clearing 2 does not move because it has already blocked the Dwarf.

Note: The “Howl 4” chit counts as a “♣ Howl” because it is in the same tile with a “♣ Warning” chit. It cannot summon the Goblins who require a “♣ Howl”.

The Dwarf and the Elf each defeat their Bats in combat.

Day 4

The Monster Roll is $\square(4)$ again. The Dwarf hides during his turn. When he ends his turn, the Giant in the tile moves to the Dwarf’s clearing and another Giant appears in his clearing from the Appearance Chart.

The Elf hides during his turn. Both Giants move to his clearing when he ends his turn.

Chapter 8

Evening

All combat takes place in the Evening, one clearing at a time. When combat takes place in a clearing, monsters and unhired natives can attack the characters spontaneously, the characters can attack natives, monsters, or each other, and the characters can use their hired natives to fight monsters, natives, and other characters. Combat can cause a character to fatigue or wound action chits, it can damage or destroy his armor, it can kill his horse, and it can kill him. In the evening, characters can also cast spells; this is the only time when spells can be cast.

The characters, natives, and monsters fight by doing “rounds of combat”, each representing one exchange of blows or spells, including preparations and after-effects. Each round consists of an encounter step, a mêlée step, and a fatigue step. The characters and denizens in the clearing repeat the rounds of combat until there are no characters or hired natives left in the clearing, or until there are two consecutive rounds in which nothing is killed, damaged, destroyed, fatigued or wounded, and no Tremendous monsters are dark side up. At the end of the last round, characters in the clearing can rearrange belongings and trade.

8.1 Sunset and Start of Evening

- 8.1.1 **SUNSET:** At the beginning of Sunset, all Day spells cast during the Evening of the day before expire, and their associated magic chits fatigue. Characters put to sleep by the Flowers of Rest awake refreshed, with all their fatigued chits activated.

Note: All of the spells that allow monsters to be controlled are Day spells, and expire just before combat begins. Careful planning of Daylight activities is needed if you wish to avoid combat with your previously controlled monsters.

- 8.1.2 **DETERMINING COMBAT ORDER:** During Sunset the players take one attention chit from each clearing that contains one or more characters or hired leaders and then they mix these chits together reverse side up.
- a. Take only one attention chit per clearing with characters present, regardless of how many characters there are in that clearing.
 - b. Combat takes place in clearings that contain hired leaders even if no characters are present. When taking one attention chit from each clearing, take a hired leader’s chit if there is no character in the clearing.

- c. Combat does not take place in clearings that contain only underlings, monsters, or unhired natives. No attention chits are taken for these clearings and no Evening activities take place there.

8.1.3 **EVENING:** During the Evening, the attention chits that were mixed together during Sunset are picked in random order, and when a clearing's chit is picked, the individuals in that clearing do their activities. When all of the chits have been drawn, Evening ends. No evening activities take place in clearings without attention chits.

- a. If there are no monsters, hostile natives, or hostile characters in a clearing when it takes its turn, no fighting takes place, but the characters in the clearing still do at least two rounds of combat in which they can run away, cast spells, activate items, or do nothing. Following these two rounds, characters, hired leaders, and controlled monsters can trade with each other and rearrange their belongings.
- b. When a clearing's attention chit is chosen, only the characters and denizens in that clearing take part in rounds of combat; play stops in the other clearings, and the characters and denizens in those clearings do nothing.
Note: To speed up play, at Sunset the players can agree to do combat in all of the clearings simultaneously, but only if all of the players agree to it. If even one player vetoes it, then combat is done in one clearing at a time.
- c. Only the characters and denizens who are in the clearing can attack or be attacked. If a character has hired natives in the clearing but is not there himself, he can use his hired natives to fight during combat but he himself cannot attack and he cannot be attacked.

8.1.4 **INITIAL PLACEMENT OF DENIZENS:**

- a. At the beginning of combat in a clearing, all unhired natives and monsters in the clearing start with their counters light side up. Tremendous monsters are turned dark side down and their heads and clubs are light side up. These counters turn over only during combat, and when combat ends they turn light side up again.
- b. At the beginning of combat, put hired monsters and natives that are hidden to one side to identify them, since hired denizens can turn dark side up in combat even if unhidden. Hidden denizens are put aside until they enter the battle and become unhidden. At the end of combat, hidden denizen counters will be turned dark side up and unhidden denizen counters will be turned light side up. During combat, hired and controlled monsters fight just like hired natives.
Exception: Tremendous monsters (see rule 8.4.7c).

8.2 Battling Natives

8.2.1 During combat, characters and their hirelings can attack unhired natives and the unhired natives can also initiate an attack spontaneously. Unhired natives that are fighting characters and their hirelings are said to be "battling" those characters and hirelings.

- a. Natives do not start fighting automatically – they start fighting only when something causes them to start fighting: when they are lured or attacked, when they are chosen as the target of any spell, or when they roll to battle a character at the beginning of combat.

- b. Unhired natives fight as groups: when one unhired native starts fighting, all of the unhired natives of his group in that clearing also start fighting.

Important: A hired native does not count as part of his group. When he starts fighting, his group does not start fighting, and he is not obliged to start fighting when his group starts fighting. Hired natives fight only as directed by the character who hired them.

- c. Each unhired native group fights specific characters: it might battle all of the characters in its clearing, but more often it will battle some characters and not others. Whether a group is battling a character is defined separately for each group and character: different groups can battle different characters at the same time in the same clearing. Each character is attacked by only those groups that are battling him in that clearing that evening.
- d. Once a group starts battling a character, it keeps battling him until combat ends in the clearing. Battling does not carry over from day to day – when combat ends, the group stops battling until something happens to make it start battling again on another day.

- 8.2.2 When combat begins in a clearing, each character in that clearing must roll on the Meeting table to see if the unhired native groups in that clearing will battle him. He must roll even if he is hidden. He must also roll if he has hirelings in that clearing, even if he is not present himself.

Note: No combat takes place in clearings with only monsters, unhired natives and underlings. However, if combat starts in a clearing because other characters or hired leaders are present, characters who have only underlings in that clearing still must roll for battling natives.

- a. The character rolls once for each group that has any unhired natives in the clearing. He finds his result in the Meeting table that matches his trading relationship with the group using any of the character's die roll modifiers that apply to the Meeting table. If he is in the clearing, he can buy drinks before rolling to make the group one level friendlier.
- b. If he rolls "Block/Battle" for a group, or if he rolls "Insult" or "Challenge" and does not pay the penalty points, then that group battles him and his hirelings for the rest of the evening. If he rolls any other result, the group is not battling him (and the result has no other effect). His result applies only to that group. He rolls only once per group per day, at the very start of combat.

Note: Meeting table "Block/Battle" rolls start battles only during the Evening. Rolls during Daylight cause blocking, not battles.

- 8.2.3 A character or his hirelings can cause a group to start battling him in other ways:

- a. When a character specifies an unhired native as a target of a weapon attack or any spell, lures an unhired native into attacking, or assigns a hireling to lure or attack an unhired native, then that native's group starts battling him.

Note: The native's group starts battling only if the native being lured or attacked is unhired.

- b. Natives that are battling a character will also attack his hired and controlled natives and monsters, even if the character is not in the clearing himself. Battling does not carry over from clearing to clearing: a group that is battling a character and his hirelings in one clearing does not automatically battle him in other clearings.
- c. Battling natives fight like monsters, except that they attack only those characters and hirelings that they are battling.

- 8.2.4 Characters never roll for battling natives once rounds of combat begin in a clearing. If hired natives become unhired in the middle of combat (due to treachery or the death of their hiring character), the characters in the clearing do not have to roll to see if they are battled by the newly unhired natives.

8.3 Encounter Step

- 8.3.1 At the start of the encounter step, all horses belonging to unhired natives are turned walking side up in clearings where combat is taking place (they will use their galloping side in the mêlée step). When combat takes place in a woods or mountain clearing, each native must always use his native horse, if he has one. Characters cannot choose to play hired natives without their horses. In cave clearings, horses cannot be used.

- 8.3.2 The character who had the first turn during Daylight on this game day is the “first character”; if a hired leader or controlled monster had the first turn, the hiring or controlling character is the first character. During the encounter step, when the characters take turns they start with the first character and go to the left, skipping anyone who is not taking part. The turns start with the first character even if he has been killed or is not in the clearing.

Note: For Internet games, it may be more convenient to go in the order in which individuals took their turns during Daylight.

- 8.3.3 Uncontrolled and unhired natives and monsters that are already assigned to characters as a result of previous rounds of combat remain assigned to those characters when the new round of combat starts. Dark side up Tremendous monsters also remain assigned to their targets from one round to the next (see rule 8.6.1).

- 8.3.4 **LURING:** Starting with the first character and going to the left, each character in turn can take monsters and unhired natives onto his Confrontation Chart voluntarily, luring them into attacking him. He can take any or all of the unhired denizens in the clearing, including unhired denizens that are assigned to other characters, and place them in one of the “Target” boxes on his Confrontation Chart.

Comment: This tactic is often used in co-operation with other characters: one character takes several monsters and plays his best maneuver, allowing others to play their best attacks against the monsters.

- a. A character cannot remove denizens from his Confrontation Chart or put denizens on other Confrontation Charts – he can only take denizens onto his own Confrontation Chart.
- b. A hidden character can lure denizens onto his Confrontation Chart, but if he does so he instantly becomes unhidden.
- c. **Luring with Hirelings:** When he takes his turn to lure, a character can also cause his hirelings to lure. The character can lure denizens with his hirelings even if he himself doesn't lure.
 - c.1) Controlled or hired monsters act like hired natives: they can lure attackers, they cannot be lured, and so on. In the following sections, the term “hireling” will be used to refer to hired natives, hired monsters, and controlled monsters alike.
 - c.2) Each hireling can lure one attacker by taking an unused Confrontation Chart and putting the hireling who is luring in the red “Charge and Thrust” box and the lured denizen in the “Thrust” attack box. The hireling who is luring is the defender and owner of the Confrontation Chart, and the denizen who is lured is the attacker.

- c.3) If a hidden hireling lures a denizen, the hireling becomes unhidden.
- d. Hired natives, hired or controlled monsters, denizens that are assigned to hired natives, and dark side up Tremendous monsters cannot be lured. A monster or battling native who has been lured by a hireling cannot be lured away by other characters or natives.
- e. When a character or his hireling lures an unhired native, the unhired native's group begins battling him and his hirelings.
- f. If a spell prohibits a character from specifying an unhired or uncontrolled denizen as a target, he can still lure it (unless the spell specifies otherwise), and it can be assigned to him randomly. *Note: The restriction on the character does not affect his hirelings. They can lure and attack the individual normally.*
- g. A character and his hirelings can lure pacified natives into attacking (which breaks the spell used to pacify them).

8.3.5 **RANDOM ASSIGNMENT:** After characters and their hirelings finish luring, all of the remaining unassigned monsters and battling natives in the clearing are assigned to attack unhidden targets in the clearing. Monsters and unhired natives cannot be assigned to a hidden character or hireling.

- a. Each monster or battling native in the clearing that is unassigned after luring is assigned to a character at random. The players specify which denizen is being assigned; each character rolls two dice and uses the number rolled on the higher die as his result. Characters who tie for high result roll again to break the tie.
 - a.1) A character must roll only if he is unhidden and in the clearing, or if he has an unhidden hireling in the clearing. He must roll for a battling native only if it is battling him. A spellcaster who has cast a pacification spell on a denizen does not have to roll for that denizen.
 - a.2) Die roll modifiers do modify these rolls, and results greater than 10 are allowed – they are not converted to 10.

Exception: If the character is not in the clearing, his die roll modifiers do not affect his die rolls.
 - a.3) The character who rolls highest must assign the attacker to himself, if he is unhidden and in the clearing; otherwise, he must assign it to one of his unhidden hirelings. There is no limit to the number of attackers that can be assigned to a hireling randomly.
- b. Monsters and battling natives that have no unhidden targets remain unassigned. If all of the characters and hirelings in the clearing are hidden, the denizens remain unassigned and the round of combat continues.
- c. When a monster or native is assigned to attack a target, put the attacking counter on the target's Confrontation Chart. If the target is a character, put the attacker in one of the red boxes on his Confrontation Chart. If the target is a denizen, give the target an unused Confrontation Chart and put him in the red "Charge and Thrust" box, and put the attacker in the "Thrust" attack box.

8.3.6 **DEPLOYMENT AND CHARGING:** During this step, characters can assign their unassigned hirelings to attack targets. Hirelings that are left unassigned or that become unassigned after Deployment cannot

attack this round. If the character himself is in the clearing, he can also play a move chit to charge another character. These actions can be taken in whatever order the character chooses, and hirelings are deployed one at a time.

- a. **Deployment:** Starting with the first character and going to the left, each character in turn can assign each of his hirelings that is not already being attacked to attack one character, monster, or native by putting it on its target's Confrontation Chart. Each hired native who has a horse must always be played with his horse (except in caves). He cannot choose to dismount.
 - a.1) When a hireling is assigned to attack a character, it is put in a red box on his Confrontation Chart, like a monster, and it limits the action chits the character can play during the encounter step.
 - a.2) When one denizen is assigned to attack another denizen, the denizen who is being assigned is termed the "attacker" and the denizen being attacked is the "defender." The attacker and defender are put on an unused Denizen Confrontation Chart to resolve the combat. The defender is the "owner" of the Denizen Confrontation Chart and is put in the "Charge and Thrust" red box. The attacker is put in the "Thrust" attack box. Each Denizen Confrontation Chart can have only one owner: each defender gets his own Denizen Confrontation Chart.
 - a.3) When additional denizens are assigned to attack a defender, they join the attackers on the defender's chart. Stack the attackers up in order in the "Thrust" attack box so that the last attacker is on top.
 - a.4) During Deployment, characters can turn each of their hirelings (including native horses) either side up, as they choose, anytime the hireling is placed as an attacker on another chart (except Tremendous monsters, see rule 8.4.7c). Hirelings who are defenders on their own charts will be positioned either side up later in the round when the hiring character plays his attacks and maneuvers.
 - a.5) When an attacking denizen is itself attacked by another denizen, the attacking denizen is removed from the chart it was on and becomes a defender on its own chart.
 - a.6) When the last attacker on a defending denizen's chart is removed, leaving the denizen alone on its chart, then the denizen leaves his chart and becomes the newest attacker on the ex-attacker's chart.

Example: The Amazon's (♣) hired Lancer lures a heavy Troll onto his chart. During Deployment, the Berserker assigns his hired Rogue to attack the Troll. The Troll becomes the defender on its own chart and the Rogue is placed either side up as the attacker in the Thrust box. Now alone on his chart, the Lancer is moved to the Troll's chart as the last attacker, and placed on top of the Rogue in the Thrust box. The Amazon (♣) can turn the Lancer and his horse either side up when they move to the new chart. If the Berserker instead played his Rogue to attack the Lancer, the Lancer would remain on his own chart and the Troll and the Rogue would both be his attackers; in the mêlée step the Amazon (♣) would select one of them as the Lancer's target.
 - a.7) A denizen who is being attacked by one or more other denizens must attack one of the denizens who is attacking it. It cannot attack a character, and it cannot attack a denizen who is not on its chart.

Note: This rule does not apply to characters. Characters may defend on their own chart and simultaneously attack on a target's chart. Attacks by characters do not affect who the denizen attacks.

- a.8) Tremendous monsters that are dark side up do not change targets when they are attacked by other denizens. A dark side up Tremendous monster can attack a character while it is being attacked by a denizen. If a dark side up Tremendous monster is assigned to a character when it is attacked by a hireling, the monster is put on its own Denizen Confrontation Chart but it picks no target: it continues to attack the character as if it were in the matching red box on his chart. If all of the attackers leave the monster's chart, the monster returns to the character's chart.
- a.9) If a character deploys a hired or controlled denizen against an unhired native, all members of that native group in the clearing battle the character and his hirelings for the rest of the day.

b. **Charging:** A character can charge another character by playing a move chit and placing his attention chit on his target's Confrontation Chart. The attention chit functions like a monster counter, with the move time shown on the move chit; it restricts the action chits that the target character can play during the encounter step. Characters cannot charge denizens.

Comment: The most common use of charging is to prevent the target from running away.

- b.1) Charging counts as the character's action for the encounter step – he cannot do any other action that encounter step. The move chit counts towards his fatigue and effort limit, and it is subject to the normal restrictions. A character cannot charge if a Tremendous monster is dark side up on his chart. Otherwise, the move chit he plays is not limited by the denizens on his chart.
- b.2) Charging specifies the character's target for the round. He cannot change targets during the mêlée step.
- b.3) If a spell prohibits a character from specifying a certain individual as a target, he cannot charge that individual.
- b.4) A character transmorphized into a flying beast, with a fly chit, or using the Magic Carpet can use his flying values like move values to charge during his Deployment. When he charges, he stays in the clearing. He cannot ride a flying steed to charge.

c. **Hidden Targets:** A character can charge a hidden character only if he has found hidden enemies that day, and a hireling can be deployed against a hidden character only if he is a hired leader who has found hidden enemies that day. Underlings and monsters can never be assigned to hidden targets. A hidden character who is charged or has a hired leader deployed against him immediately becomes unhidden; the charging character or deployed leader also becomes unhidden.

*Example: The Amazon (♣) has found hidden enemies. She charges the hidden Druid. She can then deploy her hired Patrol * against the unhidden Druid. If the Patrol * had found hidden enemies but the Amazon (♣) had not, she could deploy the Patrol * against the Druid and then charge him after he became unhidden.*

8.3.7 ENCOUNTER ACTIONS: After all of the denizens have been assigned, starting with the first character and going to the left, each character who did not charge this round can do one action. If he can play the required chit, he can do any one of the following three:

- play a fight chit or active Gloves card and turn his active weapon counter over, alerting or un-alerting it;

- play a move chit, fly chit, or active Boots card, horse, or Magic Carpet to run or fly away; or
 - play a magic chit (or Artifact or Spell Book) to cast a spell.
- a. The monsters, natives, and move chits (from charging players) on his chart limit the action chits he can play. Each native who is riding a native horse uses the move time shown on the horse counter, not his own move time.
Explanation: Each denizen or charging character's move time defines the time before the denizen or character reaches the character trying to complete the action. If he plays a move or fight chit that ties or exceeds (or a magic chit that exceeds) this time, the charging individual reaches him and interrupts the action before he can complete it.
 - a.1) He can play a fight, move, or fly chit, Boots or Gloves card, horse, or Magic Carpet only if its time number is less than the move time of all of the denizens and move chits on his chart.
 - a.2) He can play a magic chit only if its time number is less than or equal to the move times of all the denizens and move chits on his chart. Alerted magic chits, Artifacts, and Spell Books have a completion time of "zero" and cannot be interfered with.
 - b. He can play a fight chit only if its strength is equal to or greater than the weight of his active weapon.
 - c. He can only play a chit or item to run or fly away if its carrying capacity is sufficient to carry himself and everything he is carrying.
Exception: If he is leading a packhorse, the packhorse can carry any of his inactive items that do not exceed the packhorse's carrying capacity. The items the packhorse carries must already have been inactive at the start of the round.
 - d. If he does not charge or play an action chit, the character can either: 1) activate one belonging or deactivate one belonging; or 2) abandon any of his belongings in the clearing. Denizens and charging characters do not interfere with these actions.
 - e. Hirelings never do actions. They never run away.

8.3.8 RUNNING OR FLYING AWAY:

- a. When a character plays a move chit, Boots card or horse as his action during an encounter step, he runs away. The character is not required to play a Boots card or horse, even if it is active; he can play a move chit instead.
- b. When a character runs away, he immediately moves onto one of the roadways that leads out of his clearing, taking all of his belongings with him. If he moved into the clearing that day, he must run onto the roadway he used to enter the clearing; if this roadway has vanished or has turned into a hidden roadway he cannot use, he cannot run away that day. If he started the day in the clearing and never left, he can run onto any roadway that he is able to use for movement, including ones that lead to mountain or cave clearings.
- c. The character takes no further part in combat that day. He removes any denizens that are on his chart and leaves them behind in the clearing: they are now unassigned and cannot be assigned to new targets until the next round of combat.
Note: If the character played a move chit with two droplets, he fatigues normally at the end of the round.

- d. The character ends the day on the roadway, between clearings. While between clearings, he cannot block or be blocked, he cannot rearrange or abandon belongings and he cannot trade with other characters.
 - d.1) He must start his turn on the next day by moving to one of the clearings at either end of the roadway. He must use a move phase to move to a clearing, even if he moves back to the clearing he ran out of; if he moves to a mountain clearing he must use two move phases to move. He does not have to play a move chit to carry items during this move – the move chit he played to run away has already paid for what he is carrying.
 - d.2) A character who runs out of a cave toward a non-cave clearing can record sunlight phases on his next turn, as long as he does not enter a cave clearing.
 - d.3) If a character is on a roadway when it vanishes or turns into a hidden roadway that he has not discovered, he is put in the forest. He must start his next turn by moving back to the clearing he just ran out of.
- e. **Flying Away:** Each character can use his flying values to “fly away” (instead of running away) as his action during the encounter step.
 - e.1) When he flies away, he ignores non-flying move times. The only denizens and attention chits on his Confrontation Chart that can stop him from flying away are those that fly, and dark side up Tremendous monsters, which are impossible to run or fly away from (see rule 8.4.7d2).
 - e.2) Instead of moving onto a roadway, his counter is put half in the tile he is in, and half in an adjacent tile of his choice (both tiles can supply magic color to him). He must start his next turn with a Fly phase to fly into either tile and land, even if his flying values vanished at Midnight. He must land, but if he still has flying values he can take off again (assuming he is not blocked).
- f. **Special Movement:** A character transmorphized into a beast can run away onto a roadway or into the forest, as he chooses. If he runs into the forest, he must start his next turn with move phases to move to any clearing in his tile. While in the forest, he is supplied with magic color by the whole tile.
- g. If a character runs out of a clearing on the same day that he used special movement (flying or walking the woods) to enter that clearing, he can run onto any roadway that enters the clearing.
- h. A character can run or fly out of his clearing even if no monsters are present. Rounds of combat are done in every clearing that contains characters even if no monsters are present (the combat will end after two uneventful rounds), and during these rounds the characters can run away or do other actions.

8.3.9 **ACTIVATING AND CASTING SPELLS:** During the encounter step, spells are cast that later come to life and have their effects during the mêlée step. In addition, Permanent spells can be activated by playing a color chit.

- a. **Activating Permanent Spells:** When it is his turn to do an action in the encounter step, each character can use his color chits to energize Permanent spells. When a color chit energizes a spell, the chit fatigues and reverts to being a normal magic chit. He can play any number of color chits at the same time, but each color chit can energize only one spell before it fatigues.

- a.1) The character energizes a spell only if the spell's target is in his clearing and he plays a chit that supplies the magic color required by that spell. If there are several spells requiring that color in his clearing, he can energize any one he wants. He has total control over his color chits: he is never forced to play a chit to energize a spell, even if he is the target. He can energize other spells in the clearing without energizing his own, if he wishes.
- a.2) Playing color chits does not count as his action – he can also charge, run or fly away, activate, deactivate or abandon items, or do an action. Playing a color chit is not limited by move chits, monsters, or natives on the character's chart.
- a.3) He can play color chits without energizing spells, if he wishes. Each chit fatigues and reverts to being a magic chit.
- b. **Casting Spells:** As his action during the encounter step, each character can play a magic chit in the presence of the correct magic color to cast one of his recorded spells.
 - b.1) The only time that a character can cast spells is during rounds of combat in his clearing. He cannot cast spells at other times of day or when combat is being resolved in other clearings.
 - b.2) Each character can cast one spell per round of combat.
 - b.3) To cast a spell, a character must play a magic chit when it is his turn to do an action during the encounter step. He puts the magic chit in the spell box (on his Confrontation Chart) that belongs to the spell. The magic chit must be the same type as the spell (the magic chit and spell must show the same magic symbol) and the spell must be supplied with the color of magic it requires, or the magic chit cannot be played to cast that spell. A character who plays a magic chit to cast a spell is referred to as a "spellcaster".
 - b.4) The time number on the magic chit is the spell's "completion time", the time it takes to complete the spell. Lower numbers mean faster spells. Alerted magic chits automatically have a time number of zero instead of the number printed on the chit.
 - b.5) He can play a magic chit only if its time number is less than or equal to the move time of every monster, native or attention chit on his Confrontation Chart. If the magic chit is alerted, its time number is "o" (zero). Dark side up Tremendous monsters do not automatically stop the playing of magic chits. A spellcaster can play a magic chit while a dark side up monster is on his Confrontation Chart, as long as the monster's move time is greater than or equal to the magic chit's time number.
Important: Notice that a magic chit (unlike other action chits) is not stopped by move times that equal its time number.
 - b.6) The magic color can be supplied by any of the sources of color, including the map tile, the seventh day of the week, the Chapel or an enchanted card anywhere in the clearing. The spellcaster can use one of his own color chits to supply the magic color, but he cannot use another character's color chits, even if that other character is willing.
 - b.7) A color chit counts only as a source of magic color – the time number and effort droplets on the chit are ignored. The effort droplets do not count towards the spellcaster's effort limit.

- c. **Artifacts and Spell Books:** As his action during an encounter step, a character can play an active Artifact or Spell Book like a magic chit, and use it to cast one of its awakened spells, with a time number of “o” (zero). To play the item he puts it and the spell card it is casting in one of his vacant spell boxes, face up. This counts as his action for that encounter step. If he has no vacant spell boxes, he can play the cards anywhere on his sheet.

Note: Spell cards that are in treasure site boxes or that are owned by visitors cannot be cast. They can only be learned.

- c.1) He can play only one Artifact or Spell Book per round, and it can cast only one of its spell cards each time it is played. He can play the item and spell card only if the item is active, the spell card is awakened, and both the item and spell card have the same magic type.

Example: The Good Book can be used to cast its two Holy (I – ✦) spell cards, but it cannot cast its two Charms (VII – ♠) spell cards.

- c.2) The spell must be supplied with the proper magic color as explained above, or the spell card cannot be played.

- c.3) The item and spell card remain committed to the target(s) until the spell ends. Until then, the item must stay face up, like an enchanted card, even if it is sold or abandoned. Neither the item nor the spell card can be played again while they are committed, but the spell card (and the item’s other spell cards) can be learned by reading runes while they are committed.

- c.4) Each Artifact or Spell Book can be used only once per Evening. Once it is played, it cannot be played again that day. When a spell cast by an Artifact or Spell Book ends, the Artifact or Spell Book cannot be used again until the start of the next Evening; if it ends during an Evening the item cannot be used again until the next Evening, but if it ends at Sunset or before, the item can be used during the Evening of that day.

- c.5) The Artifact or Spell Book itself functions as the “spellcaster” of the spell. The character who currently owns the item controls the effects of the spell.

Important: If no one owns the item, the spell is nullified (but not broken) until another character owns the item or the spell expires.

Example: If the spell controls monsters, the owner of the item controls the monsters. If no character has the item, the monsters are uncontrolled.

- c.6) The spell cannot be broken by killing the current owner of the item – the item itself is really the spellcaster, and it cannot be killed. A spellbreaking spell used in the item’s clearing can break the spell.

- d. Spells cast by a spellcaster, Artifact, or Spell Book do not go into effect immediately; they go into effect after targets have been selected in the mêlée step.

8.4 Mêlée Step

- 8.4.1 **NATIVE HORSES:** At the start of the mêlée step, all native horses being ridden by unhired natives turn dark side up, and all native horses being ridden by hired natives turn over. Native horses keep this new side face up throughout the rest of the combat round.

8.4.2 **SELECTION OF TARGETS:** Next, targets for uncontrolled denizens are determined, and the characters select targets for their own attacks and spells. Unhired natives and monsters cannot target each other, and the visitors cannot attack nor be attacked.

- a. **Uncontrolled Denizens:** A monster or unhired native on its own Denizen Confrontation Chart (a defender being attacked) automatically attacks the denizen who was most recently put on its chart: as each attacker is put on its chart it is stacked in the “Thrust” attack box, with the most recent attacker on top. The only attackers on its chart at this point are hirelings previously assigned during Deployment. At the start of the mêlée step the attacker on top of the stack becomes the defender’s target. The defending denizen is put in the red “Charge and Thrust” box and its head, club or horse is put in the red “Dodger and Swing” box. The targetted attacker is placed in the area of the maneuver boxes, and the remaining attackers stay in the “Thrust” attack box (the attackers will be repositioned by their controlling characters later in the round).
- b. **Characters:** The characters in the clearing (including hidden characters) and the characters with hirelings in the clearing mix their attention chits together reverse side up. The chits are picked randomly, one at a time, and when a chit is picked its owner takes his turn. He selects the target for each of his hirelings who is on its own Denizen Confrontation Chart, and if he is in the clearing he puts his attention chit on his own target. The character also positions his hirelings who are on Confrontation Charts owned by uncontrolled denizens.
 - b.1) If a character is not in the clearing but is taking part in combat because of his hirelings, he picks no target for himself.
 - b.2) When a hidden character or hireling specifies a target or is specified as a target of an attack or a spell, he and his target are instantly unhidden (see Ambush optional rule A.2 for exceptions).
 - b.3) A character is not obliged to pick a target; he can leave his chit unplayed if he wishes, but if he does so he cannot attack a target that round. If a hidden character leaves his chit unplayed, he remains hidden.
 - b.4) If a character charged this round, the only target he can attack is the character he charged.
 - b.5) A character can select a hidden target only if he has found hidden enemies that day.
Note: Characters and hired natives can stop hiding voluntarily at any time.
 - b.6) A character may select a target that is on another Confrontation Chart, even if there are attackers on his own chart.
 - b.7) If a spell prohibits a character from specifying a certain individual as a target, he cannot specify that individual as the target of an attack or spell.
Note: The restriction on the character does not affect his hirelings. They can lure and attack the individual normally.
- c. If a character is attacking with a weapon, when his attention chit is picked he puts it on the denizen or character he is attacking. To specify another character as his target, the character puts his attention chit on the target’s Confrontation Chart, by the attack octagons. To specify a monster or native as his target, he puts his chit on the target’s counter. He can put his chit on any denizen or character in the clearing, including denizens and monsters that are unassigned or that are assigned to other characters. Being named as a target does not affect the denizen – it is not re-assigned to attack the character that is attacking it.

Note: When there is no possibility of confusion, the players may simply announce their targets.

- d. If a character has cast a spell in the encounter step, when his attention chit is picked he puts it on the appropriate target for the spell. If his spell has multiple targets, he announces all the targets and places his attention chit on one of them. He must specify the sort of target required by his spell, or the spell is broken before it goes into effect. The various sorts of targets are outlined below, and are described more precisely on the List of Spells.
- d.1) When he specifies characters, denizens and items as targets, the spellcaster is limited to targets that are in his clearing. A “character” target can be any character, including the spellcaster himself. A “monster” or “Demon” is the monster specified in the spell. An “individual” can be any character, native, or monster, unless specified otherwise by the spell.
- d.2) A “multiple” target is any assortment of characters, natives or monsters that the spellcaster chooses. A “human group” is either one native group, or all of the Giants in the spellcaster’s clearing, or all of the Ogres in his clearing. A “Goblins” target must include all of the uncontrolled Goblins in his clearing, and a “Bats” target must include all of the uncontrolled Bats in his clearing.
- d.3) A “clearing” target must be the spellcaster’s clearing (the spell affects everyone in the clearing), a “map” target must be his map tile (the spell affects everyone in that tile), and a “map/human” target can be either his map tile or a character or hired leader in his clearing. A “one sound” target can be any face up sound chit anywhere on the map.
- d.4) A “weapon” target can be any active or inactive weapon counter owned by anyone in the spellcaster’s clearing, or any native, Goblin, Ogre, or club counter in his clearing. An “artifact” target must be an Artifact or Spell Book the spellcaster owns and has active. A “Magic chits” target can be any or all of the spellcaster’s own active magic chits (only the chits he specifies are affected by the spell).
- d.5) A “spell” target can be any spell whose spellcaster or target is in the spellcaster’s clearing (including spells in effect in his tile generally). The target spell must already be in effect – it cannot be a spell that is being cast in the current round.
- d.6) When a spellcaster specifies a character or denizen as his target, he and his target are instantly unhidden; if he specifies anything else as his target (such as a weapon, spell, magic chit, map tile, etc.), he remains hidden. He can specify a hidden target only if he has found hidden enemies that day.
Exception: He can always cast a spell on himself, even if he is hidden and has not found hidden enemies; however, he still becomes unhidden when the spell is cast.
Note: See the Ambush optional rule A.2 for circumstances under which a spellcaster may cast a spell and remain hidden.
- d.7) When a spellcaster specifies an unhired native as the target of any spell, that native’s group instantly starts battling him (see rule 8.2.3). When the spellcaster specifies one of his hired natives as the target of any spell, all of his hired natives belonging to that native group instantly rebel (see rule 8.4.2g).
Exception: The Benevolent Spells optional rule C.2 allows some spells to be cast on hirelings without causing them to rebel.

- e. **Hirelings:** When his attention chit is chosen, each character chooses targets for his hirelings who are on their own Denizen Confrontation Charts. A hireling who is being attacked by denizens must choose a target from among the attackers on his chart; if there are no denizens on his chart, he does not choose a target. He cannot choose not to attack, choose a target on another chart, or attack a character (even if the character has targeted him). The character puts the hireling's target in the maneuver boxes and puts the other attackers in the attack boxes. He will secretly position his hireling in one of the red squares later in the round when he plays his attacks and maneuvers.
- f. At the same time that a character selects targets for himself and his hirelings, he also positions his hirelings who are on Denizen Confrontation Charts owned by uncontrolled denizens. He cannot turn any counters over. The defending denizen is in the red "Charge and Thrust" box with its head, club, or horse in the "Dodge and Swing" box. Its target can be put in any maneuver square, and the remaining attackers can be put in any attack boxes; they do not have to fill all the boxes. Each native horse can be put in the same box or square with its rider, or a different one. Each character positions only his own hirelings. He does not position hirelings who are on Confrontation Charts owned by other characters or their hirelings.
- g. **Treachery:** When a character specifies one of his own hired natives as a target for himself or one of his hirelings, all members of the target's group that are currently under hire to that character instantly "rebel", no matter where they are on the map. Hirelings also rebel if they are chosen as the target of any spell (except under the Benevolent Spells optional rule C.2). Natives hired by other characters and natives in other groups are not affected. The rebels instantly become unhired and the character loses fame points equal to the notoriety bounty of each rebel.
 - g.1) Rebels cannot attack nor be attacked by monsters and unhired natives. All such attacks are instantly cancelled.
 - g.2) Rebels are automatically battling all characters and hirelings who are attacking them or who they are attacking.
- h. **Breaking Pacification Spells:** A spell that pacifies or controls a group of denizens is instantly broken when the spellcaster specifies one of the spell's targets as a target for himself or one of his hirelings. When the spell is broken, all of the targets revert to normal behavior.
 - h.1) If any of the spellcaster's hirelings are assigned to attack any of the spell's targets at the moment when the spell goes into effect, then the spell is stopped from going into effect. The spell is cancelled.
 - h.2) When the spellcaster assigns a hireling to attack one of the spell's targets, or when he specifies one of the spell's targets as his own target for a spell or attack, then the spell is broken.

8.4.3 SPELL ACTIVATION AND CANCELLATION: When all of the characters have specified their targets, the spells that have been played come to life and start working in the order defined by their completion times (lower time numbers first). All spells with a completion time of "0" (zero) come to life first, then all spells with a completion time of "1", and so on. Spells with equal time numbers start working simultaneously. All of the spells start working before the characters play their attacks and maneuvers.

- a. Each spell's completion time is equal to the time number on the magic chit that was played to cast it; alerted magic chits automatically have a time number of zero instead of the number printed on the chit. A spell card cast by an Artifact or Spell Book also has a completion time of "0" (zero).

- b. When characters cast spells on each other, faster spells interrupt and cancel slower spells. When a spellcaster casts a spell on a character who is casting a slower spell, the spellcaster's spell stops the target from completing his spell. When the spellcaster's spell starts working, he compares the completion time of his spell to the completion time of his target's spell. If the spellcaster's completion time is lower, the target's spell is cancelled. If the times are equal or the target's time number is lower, the target's spell is not cancelled.
- b.1) The target's spell is cancelled only if he himself was named as one of the spellcaster's targets. For example, spells aimed at a clearing cannot interrupt characters in that clearing, and spells aimed at a spell cannot interrupt the character on whom that spell is cast.
- b.2) The target's spell is cancelled regardless of the effect caused by the spellcaster's spell. Any spell that is aimed at a character stops him from completing a slower spell.
Exception: The Demons and Imp cast their spells as attacks during the mêlée step, not as actions in the encounter step. Their spells cannot stop a character's spell and his spell cannot stop theirs.
Note: *The Power of the Pit optional rule C.4 modifies this exception.*
- b.3) The characters must be careful to implement their spells in the order of their completion times. If the spellcaster's spell is itself cancelled by someone else before it starts working, it cannot cancel his target's spell.
- b.4) If a character's spell is cancelled before it goes into effect, the magic chit he played fatigues. Its effort droplets still count towards his effort limit for the round. He leaves his attention chit on his target – he can still attack with a weapon if he chooses, but he cannot change targets.
- c. The spell remains on its target(s) until it ends by expiring or being broken. Until then, both the spell and its magic chit remain committed to the target it is affecting. The spell cannot be cast again and the magic chit cannot be used in any way until the spell ends. When a spell is committed to a target, it is said to be “bewitching” that target.
Note: *The Enhanced Magic optional rule C.1 modifies this rule.*
- c.1) The magic chit that was played to cast the spell is used to symbolize the spell's effects. When the spell goes into effect, the spellcaster takes back his attention chit and puts the magic chit on the target to represent the effect of the spell. When the spell ends, the magic chit returns to its owner and fatigues. If the spell was cast by an Artifact or Spell Book, the spell card is put on the target (in place of a magic chit) to represent the effect of the spell, and it returns to the Artifact or Spell Book when the spell ends. Alternatively, any unused chit may be placed on the target instead of the spell card to represent the effects of the spell.
- c.2) The spellcaster notes the targets of the spell in its spell box. While the spell remains in effect, he cannot use the spell box (nor erase its spell). When the spell ends, he crosses off the note and he can use the box again. If he has duplicates of the spell in other boxes, each duplicate is treated as a separate spell: the duplicates can be cast separately by playing separate magic chits in separate rounds of combat.
- c.3) Unless the spell's description specifies otherwise, the spellcaster does not have the option to break his spell arbitrarily. He cannot simply take back his magic chit and end the spell.

8.4.4 SPELL EFFECTS IN COMBAT: When a spell starts working, its special effects start affecting the target(s). The List of Spells indicates the effects caused by each spell. Certain spells affect combat in special ways, described below.

- a. **Attack Spells:** Most spells take effect immediately. However, when a character casts an Attack spell, it attacks like a weapon, and must hit by undercutting or matching directions as would a weapon. When Attack spells hit, they hit armor and horses normally, like weapons. All other spells inflict their effects directly on the target, ignoring his armor and horse; they are not stopped by armor or horses. Damage from Attack spells occurs at the same time as damage from normal weapons. When all of the attacks have been resolved, the spell expires. An Attack spell must attack in the same round it is cast. It cannot be saved and used in a later round. If not used, it expires at the end of the mêlée step.
- b. **Pacification Spells:** Pacification spells cause denizens to act like unhired natives who are not battling the spellcaster: they stop attacking and blocking him and his hirelings, but they continue to block and attack other characters normally. When the spell goes into effect, all of its targets who are assigned to attack the spellcaster or his hirelings become unassigned. The spellcaster does not roll to see if they battle him.

Special: Different spellcasters can cast duplicates of the same spell to pacify the same denizens at the same time.

Note: If any of the spellcaster's hirelings are assigned to attack any of the spell's targets at the moment when the spell goes into effect, then the spell is stopped from going into effect. The spell is cancelled.

- c. **Controlling Monsters:** When a spell that controls monsters goes into effect, it can control only those monsters who are not already controlled. Monsters that are already controlled remain under their owner's control. When the spell goes into effect, the spellcaster can cancel the assignments of any or all of the target monsters. He cannot assign the monsters to new targets until the next round.

Note: Leaving a controlled monster assigned to one of his hired natives constitutes "treachery" against the native (see rule 8.4.2g).

- d. **Preventing Attacks:** If a spell prohibits a character from specifying a target, and he has already played a charge against that target, his charge is cancelled. If he has already specified that individual as his target, his specification of that target is cancelled and he cannot specify a new target until the next round (if he also had other targets, he keeps them).

Note: The restriction on the character does not affect his hirelings. They can continue to attack the individual normally.

- e. If the spell forbids a denizen from attacking a target it is already assigned to, the denizen becomes unassigned and it cannot be assigned to a new target until the next round. If it is a Tremendous monster, it turns dark side down.

8.4.5 PLAYING ATTACKS AND MANEUVERS: After all of the spells have started working or have been cancelled, the characters secretly play their attacks and maneuvers to resolve weapon attacks and Attack spells by comparing attack direction and speed with maneuver direction and speed.

- a. A character cannot attack with a weapon or fight chit in the same round that he successfully casts a spell. He can play a maneuver normally. If a character's spell was cancelled before it started working, he can play a normal attack. The only target he can attack is the target where his attention chit is located. If this target is not a character or denizen, he cannot attack.

- b. An attack represents a single blow that is coming at the target from a specific direction. Each attack has a direction and a time number (or attack time). There are three attack directions: Thrust (straight ahead), Swing (from side to side) and Smash (downwards). The attack time defines the amount of time before the blow hits; lower numbers represent faster attacks.
- c. A maneuver represents a move in one direction to evade attacks that are coming from the other directions. Each maneuver has a direction and a maneuver time. The three maneuver directions are Charge (straight ahead), Dodge (sideways) and Duck (downwards). The maneuver time defines the amount of time before the target completes his maneuver; lower numbers mean faster maneuvers.
- d. During the mêlée step each character can make one attack against one other character or denizen, and each denizen makes one attack against one character or another denizen.
Exception: Attack spells can attack multiple characters or denizens.
Each character and denizen can also do a defensive maneuver to avoid enemy attacks.
- e. **Character Attacks and Maneuvers:** Each character can play an attack, a maneuver and his armor, if he has armor active. He can choose not to play an attack or maneuver if he wishes, but if he has a shield or other armor active he must play it. All of the characters make their plays secretly, concealing their Confrontation Charts from each other. When they have finished they reveal their plays simultaneously. The plays cannot be changed once they are revealed.
 - e.1) To attack with a weapon, a character puts his active weapon and a fight chit in one of the attack boxes on his Confrontation Chart. His attack is always directed against the target he placed his attention chit on at the beginning of the mêlée step. The box he chooses defines his attack direction: each box names the direction it represents and the maneuver it intercepts. His attack time equals the time number printed on his weapon; if his weapon has no time number, his attack time equals the time number on the fight chit.
 - e.2) To play a maneuver, a character puts a move chit in one of his maneuver squares. The square he chooses defines his maneuver direction: each square names the direction it represents. His maneuver time equals the time number on the move chit.
 - e.3) Once the plays have been revealed, a character's weapon counter and attack chit may be moved onto his target's Confrontation Chart to assist in resolving combat accurately.

Example 3 Using the Mêlée section: Character vs. Monster

The Black Knight is unhidden in a clearing with a Giant. The Black Knight does not lure, and the Giant is randomly assigned to the Black Knight's Confrontation Chart.

The Black Knight
 WEIGHT/VULNERABILITY: Medium
 SPECIAL ABILITIES:
 AIM: The Black Knight subtracts one from each die roll whenever he rolls on the Missile Table to attack with a missile weapon.
 FEAR: Whenever the Black Knight rolls on the Missile 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.
 TRADING RELATIONSHIPS:
 ALLY: Company.
 FRIENDLY: Soldiers, Crane.
 UNFRIENDLY: Lancers.
 ENEMY: Guards.

The Confrontation Chart
 CHARACTER ATTACK: SMASH DOWN (hits DUCK), THRUST AHEAD (hits CHARGE)
 TARGETS BOXES: Giant club DUCK, Giant SMASH, Devil sword H6, Giant club
 REPOSITION: roll one die
 CHANGE TACTICS: roll two dice
 CHARACTER DEFENSE: PROTECT AGAINST SMASH, PROTECT AGAINST SWING & THRUST
 MANEUVERS: MOVE DUCK DOWN, MOVE H4, MOVE CHARGE AHEAD
 Shields chits, Helmets chits, Breastplates chits, Suit of armor chits, Move chits

The Shape of Aptitudes
 Active: H4, H5, M3, M4, M5, M4, H5, H6
 Employed in magic, Fatigued, Wounded

The State of Belongings
 Active, Inactive

All of the character's active armor must be put in the armor boxes. The Black Knight puts his suit of armor into the "Protect against all attacks" box.

Then each character secretly plays an attack, a maneuver, and his shield, if he has one. The Black Knight puts his shield in the "Protect against Swing" box. He also positions the monsters in as many red boxes as possible. He puts the Giant into the "Dodge and Swing" red box, and the Giant's club into the "Duck and Smash" box.

The Black Knight puts his Devil Sword (which he acquired earlier by looting) with a Fight H6 chit in the Swing box as an attack, and puts his Move H4** chit in the "Dodge" box as a maneuver. He cannot use his Move M4* chit while wearing his Heavy suit of armor.

After revealing his plays, he rolls to reposition the monster, and to see if it changes tactics. The Black Knight rolls a 1 on a single die for repositioning, so the Giant's club moves to the "Charge and Thrust" box, the Giant itself stays in the "Dodge and Swing" box. The Black Knight does not roll for "Change Tactics", because the Giant is a Tremendous Monster.

Before resolving the order of the hits, the attacks that missed are eliminated.

The grey arrows show which maneuver the character's attack intercepts, and the red arrows show which maneuver the monsters' attacks intercept. The Black Knight's Devil Sword aligns with the Giant, so it hits. The Giant's club does not align with the Black Knight's maneuver, and does not undercut (the Giant's club's attack time of 6 is slower than the Black Knight's maneuver time of 4), so it does not hit. The Giant itself aligns, so it hits.

The order of the two hits is determined as follows:

- in the first round of combat, the longer weapon hits first.

- starting from the second round of combat, the faster weapon hits first.

The Devil Sword is both quicker (4 against 5 for the Giant) and longer (7 against 0 for the Giant) and will hit first in both cases, doing Tremendous damage (“H*” is equivalent to “T” on an unarmored monster). Because the Giant’s vulnerability is Tremendous, it is killed by the Black Knight’s attack. Its attack does no damage, as it is cancelled before it can strike.

Because the Black Knight played a total of two fatigue droplets this turn, he must now fatigue one droplet.

- f. **Playing Restrictions:** There are limits on the action chits that a character can play during combat. However, the monsters or natives on his chart do not restrict what chits he can play during the mêlée step.
- f.1) **One Use:** Each action chit can be played only once per round. At the end of each encounter step and mêlée step, each character puts the action chits he played off the Confrontation Chart. These chits stay there until the end of the round, when he gets them back to use in the next round of combat.
- f.2) **Effort Limit:** Each character can play no more than a total of two effort droplets per round of combat. If he plays a chit that causes his droplets for the round to total more than two, then the play is cancelled.
*Example: If the White Knight (♠) plays his Move H4** chit to maneuver, he cannot play his Fight T5* chit to attack. Magic chits are also subject to the effort limit: if the Druid plays his Magic ♡3* chit to cast a spell, he cannot play a Move L2** chit to maneuver.*
- f.3) **Strength Restrictions:** The character's items limit the action chits he can play. He can play a fight chit only if its strength equals or exceeds the weight of his active weapon. He can play a move chit only if its strength equals or exceeds the weight of every item he is carrying (this does not include inactive items being carried by a pack horse). If he plays a chit that has insufficient strength, he must cancel the play – during the mêlée step he does not have the option of abandoning the over-weight item(s).
Example: The Black Knight (♣) cannot use his Move M4 chit to maneuver as long as he has his Heavy armor (even if inactive). To use his Medium move chits to maneuver in the mêlée step, he would have to abandon his armor and any other Heavy and Tremendous items he was carrying during the encounter step.
- g. **Illegal plays** are cancelled and have no effect, and the chits that were played are put in their owner's Used This Round box. They cannot be played again that round and their effort droplets do count towards their owner's effort limit and fatigue.
- h. **Weapons:** Weapons can be used only if they are active.
Important: Each character is limited to one active weapon (counter or card). He can own any number of weapons, but only one at a time can be active. Monsters and other denizens cannot use the weapon counters and cards. He can use his active weapon whether it is alerted or un-alerted (alerted weapons usually have better combat values). When a character has a weapon active when he plays a fight chit to attack, he must play the weapon in the attack. Combat characteristics of alerted and unalerted weapons are shown on the weapons and in the List of Weapons.
- h.1) If his weapon has a time number, this number must define his attack time – he does not have the option to use the chit's time number instead. If his weapon has no time number, then the time number on his fight chit defines his attack time.
- h.2) Each time a weapon hits in combat, it must be turned unalerted side up. Each time it attacks and misses, it must be turned alerted side up. In place of an attack, a character can play a fight chit during the mêlée step without specifying a target; if he does so, he can turn his weapon either side up at the end of the round. This is normally done to alert a weapon for a later round of combat.
- h.3) If he does not have an active weapon, he can attack with a fight chit alone.

Explanation: He is assumed to own a dagger that he uses when no better weapon is available. The dagger does “Negligible” harm with one sharpness star and no time number. He cannot use this dagger when he has a weapon active – he must play the weapon.

- i. **Armor:** During combat, each character must put all of his active armor pieces in the octagonal boxes on his Confrontation Chart. He cannot put inactive armor on his chart. Each active armor piece protects him from the attack directions named in the octagonal box where it is put.
 - i.1) He must put his helmet, breastplate and suit of armor counters in the octagonal boxes where they are pictured.
 - i.2) If he has an active shield, he must put it in one of the shield octagonal boxes. It protects only the direction named in the box. He secretly puts the shield in the box during the mêlée step, at the same time that he plays his attack and maneuver.
 - i.3) The Ointment of Steel armor card protects all three directions, like a suit of armor. It is put in the suit of armor octagonal box. If a suit of armor is also present in that box, any attack which intercepts the box hits the Ointment of Steel before it hits the armor. The suit of armor cannot be damaged or destroyed until the Ointment of Steel is destroyed.
 - i.4) The other three armor cards are put in the shield octagonal boxes: the Bejeweled Dwarf Vest must be put in the box labelled “Thrust”, the Golden Arm Band must be put in the box labelled “Swing”, and the Golden Crown must be put in the box labelled “Smash”. If a shield is also present in a box with an armor card, any attack which intercepts the box hits the shield before it hits the armor card. The armor card cannot be destroyed until the shield is destroyed.
- j. **Boots and Gloves cards:** Boots and Gloves cards can be used instead of move and fight chits for attacks and maneuvers. Like move and fight chits, they can only be played once per round.
 - j.1) Boots cards display a move chit with a strength letter and a time number. When a character has a Boots card active, he can use it in combat as a move chit with the strength and time number shown on the card. A Boots card can be active only if its strength equals or exceeds his weight and the weight of every item he is carrying (not including inactive items being carried by a pack horse).

Example: The Pilgrim cannot use the Shoes of Stealth to maneuver because they have only Light strength and his weight is Medium.
 - j.2) Gloves cards display a fight chit with a strength letter and a time number. When a character has a Gloves card active, he can use it in combat as a fight chit with the strength and attack speed shown on the card. He can play the Gloves card only if its strength equals or exceeds the weight of his active weapon.
- k. **Horses:** When a character has a horse active, he can play it as if it were a move chit with the strength and time number shown on the face up side of the counter. He can play it only if its move strength equals or exceeds his weight and the weight of everything he is carrying (not including inactive items being carried by a pack horse).

Example: If the Captain (↖) has the L3/M4 pony active during combat, he can only play it on the M4 walking side because his Medium weight exceeds the pony’s carrying capacity on the L3 side.

- k.1) The character can play a horse only if it is active (horses cannot be used in caves, where they are automatically inactive). He can choose whether or not to use the horse – he is not obliged to play it just because it is active.
- k.2) He can play his horse during both the encounter step and the mêlée step (it is not put off the Confrontation Chart when it is played), and when he plays it he can turn it either side up, but he can play it galloping side up only once per round (either in the encounter step or the mêlée step).
- k.3) When he uses a horse to maneuver in the mêlée step, any attacks that hit him inflict harm on the horse instead of the character.
Note: Warhorses are protected by armor in all directions. Every attack that hits a warhorse hits armor and loses one sharpness star. This armor cannot be damaged while the warhorse lives.
- k.4) Each hired native who has a horse must always be played with his horse (except in caves). He cannot choose to dismount.
- l. **Attack Spells:** When a character successfully casts an Attack spell, it attacks like a weapon. He plays his attack secretly at the normal time, when he plays his maneuver, but instead of playing a weapon or fight chit he puts either the attention chit or the magic chit he is using in an attack box to define his attack direction. His attack time is equal to the completion time of his spell.
 - l.1) The attack is resolved like an attack by a weapon. The spell card and the List of Spells specifies each spell's weapon length and method of attack, and the harm it inflicts.
Note: Treasure cards that alter weapons do not affect Attack spells.
 - l.2) The spell attacks all of the targets the spellcaster specified. It uses the same direction and attack time against each target. If it attacks like a missile weapon and gets multiple hits, the spellcaster makes a separate die roll on the Missile table 8.3 for each hit. Before each roll he specifies which hit he is rolling for, and his result affects only that hit.
- m. **Positioning Denizens:** As each character makes his own plays, he also puts the denizen counters on his Confrontation Chart in the "Targets" boxes without turning the counters over. He can put each denizen in any box he chooses, as long as he puts "attacking counters" in as many boxes as possible: he cannot leave one of his boxes empty while he doubles up the attacking counters in another box. "Attacking counters" are monster, native, head, or club counters. Native horses are not considered attacking counters, and cannot be used to fill an empty box by themselves if an attacking counter is available to put in that box. An unhired, uncontrolled denizen cannot be put in the same box with its head, club, or horse.
- n. **Hirelings:** For a defending hireling on his own Confrontation Chart, the hiring character positions all of the counters that are on the hireling's chart. He positions only those counters that are on the charts owned by his hirelings; hirelings on other charts are positioned by the owners of those charts.
 - n.1) He can put the defender in any "Targets" box, either side up. The defender's horse can be put in the same box or a different "Targets" box, but cannot be turned over. This positioning should be made secretly if the defender is being targetted by another character.
 - n.2) He can put the defender's target in any of the maneuver squares, and he can put each remaining attacker in any attack box. He must put attacking counters (monsters, natives,

heads, or clubs) in as many attack boxes as possible. He cannot put a head, club, or native horse in the same box or square as its owner. He cannot turn any of these counters over.

- o. **Unassigned Denizens:** Each unassigned denizen who is being attacked only by characters is positioned on an unused Denizen Confrontation Chart by one of the characters who is attacking it. Each denizen is put on a separate Denizen Confrontation Chart. Unassigned denizens that are not being attacked can be ignored this round.

Example: At the end of the encounter step, the Black Knight (♣) is hidden in the same clearing with an unassigned Heavy Dragon and an unassigned Giant Bat. In the mêlée step, the Black Knight (♣) selects the Dragon as his target, becoming unhidden. The Dragon is put on an unused Denizen Confrontation Chart, and the Black Knight (♣) plays his mace with a fight chit in an attack box on his own chart to attack the Dragon. The Dragon does not attack the Black Knight (♣) this round. The Giant Bat is not given a Denizen Confrontation Chart and does not take part in combat this round.

- p. **Transmorphized Characters:** Instead of playing his own chits, a transmorphized character plays unused chits symbol side up as dummies, and each chit has the values defined by the spell.
- p.1) If he is transmorphized into Mist, he does not take part in combat and cannot play an attack or maneuver. The only chit he can use is a move chit that he can use only to run away during the encounter step (he cannot carry anything, and he cannot be blocked, so the move chit does not have a time or weight).
- p.2) If he is transmorphized into a creature or monster, his chits match the creature's or monster's values. He uses its move values to charge, run away, and maneuver, and he uses its attack values to attack. He must specify exactly which combat value he is using when he plays the chit. Unlike a normal monster, he does not have to maneuver in the same direction in which he attacks.
- p.3) If he is transmorphized into a Tremendous monster with a head or club, he must use both attacks against the same target. He may play both attacks in the same direction or different directions.
- q. **Flying in Combat:** A character or denizen cannot ride flying steeds in combat. He can use his own flying values only if his flying strength will carry him and all of his items. He can use his flying time only if he uses his flying strength. He can use his flying values like move values, to charge during Deployment, and to maneuver during the mêlée step. The owner of the Flying Carpet has the option to use it repeatedly whenever it is energized, but only once per round of combat. When a character or denizen uses flying values to charge or maneuver, he stays in the clearing.

Example 4

Combat: Character vs. Denizen

The Amazon finds herself unhidden in a clearing with two bats. She has her helmet and breastplate to protect her, and uses her shield against swing attacks.



First Round

She puts the first bat into the “Duck and Smash” box, the second bat into the “Dodge and Swing” box and her attention marker on the second bat.

She attacks with her short sword by “Swinging to Side” with a Fight M5 chit – she has no chit that is fast enough to undercut the bat – and tries to evade attacks by “Dodging to Side” with a Move M3* chit.

The repositioning roll is \square , so the second bat moves to the “Charge and Thrust” box. The change tactics roll for the first bat is \square (\square), for the second bat \square (\square), so none of them flips over.

Both bats hit the Amazon, because their attack speed of 2 is faster than the Amazon’s maneuver time of 3 (so they both undercut).

The Amazon’s attack speed of 3 is not fast enough to undercut the targeted bat’s movement time of 3, and the attack does not align, so it misses.

The first bat hits the Amazon’s helmet with Medium harm, damaging it and inflicting one wound on the Amazon. Similarly, the second bat damages her breastplate and inflicts another wound.

The Amazon has to wound two chits (she chooses her Fight L4 and Move M4 chits), and fatigue no chits, because she only played one fatigue droplet this round.

Second Round

The amazon attacks with her sword (which is now alerted, as she missed last round) by “Swinging to Side”, and uses her shield to protect against “Thrust”. Her maneuver is “Dodge to Side”. She uses the same chits as in the previous round. She leaves the bats in their respective boxes (though she could move them, as long as she fills as many boxes as possible and does not flip the bats) and targets the upper bat.

The repositioning roll is \square , so the lower bat moves up into the “Dodge and Swing” box, and the upper bat moves down all the way to “Charge and Thrust”.

The upper bat stays on the light side, due to a tactics roll of ☉ (☐☉☉), the lower bat flips, due to a tactics roll of ☿ (☿☐☐).

As in the previous round, the upper bat undercuts the Amazon's movement speed of 3 with its attack speed of 2, destroying the helmet and inflicting one wound.

The lower bat (now with a slower attack time preventing it from undercutting) aligns with the Amazon's maneuver, hits, and destroys the breastplate, inflicting another wound.

The Amazon aligns with the upper bat and deals Heavy (M*) harm, killing the bat, which has vulnerability Medium.

She chooses to wound her Fight M3** and Move M4 chits, and fatigues no chit, as she only played one fatigue droplet this round.



Third Round

The Amazon decides to “Smash Down” with her sword, and “Duck Down”, using her shield to protect against “Swing”. She places the remaining bat into the “Duck and Smash” box.

The repositioning roll is ☐, the bat moves down one box. The tactics roll is ☉ (☐☉☉), so it doesn't flip. The bat undercuts the Amazon's maneuver, so it hits. It deals Medium damage to the Amazon, which has vulnerability Medium, thereby killing her.

8.4.6 REPOSITIONING DENIZENS AND CHANGING TACTICS: After playing his own attacks and maneuvers, the character rolls the dice to position the denizens on his Confrontation Chart randomly. At the same time he rolls the dice to position the attacking denizens on the chart of any of his hirelings that are on their own Denizen Confrontation Charts. Any player can roll to reposition the denizens on the chart of a monster or unhired native. Each monster and native also has two sets of “tactics” in combat which are represented by the different values on the two sides of their counter. One is typically a stronger but slower attack and the other is a weaker and faster attack. The rolls to “change tactics” that are made throughout combat represent a random chance for denizens to switch from one set to the other.

a. **Character’s Confrontation Chart:** After revealing his plays, the character randomly determines the final positions of the denizens he placed on his own chart. He rolls one die, and the denizen counters on his Confrontation Chart move among the “Targets” boxes as indicated by the result. This roll is not affected by modifiers. The results of each die roll are shown on the Confrontation Chart and on the Repositioning Denizens table.

b. Each denizen’s final placement defines its attack and maneuver. Its attack time is the attack time printed on the counter, its maneuver time is the move time on the counter, and the denizen’s “Targets” box defines its attack and maneuver direction: each box names the directions it represents.

Example: Monsters in the top box are doing the “Thrust” attack and the “Charge” maneuver. A native in the middle box with its horse in the bottom box is attacking in the “Swing” direction and maneuvering in the “Duck” direction.

c. After the denizen counters have been repositioned, the character randomly determines whether they turn over. He specifies one of the “Targets” boxes, rolls two dice (die roll modifiers do not affect these die rolls) and consults the Change Tactics table: if either die rolls ☐ (6), all of the denizens in that box turn over. He rolls separately for each “Targets” box that contains denizens, and the results apply only to the counters in that box. Once a counter turns over, it keeps its new side face up until it “changes tactics” again. Whether hired or not, native horses never turn over randomly. They never change tactics. Tremendous monsters also do not change tactics (see rule 8.4.7c).

Die Roll	Effect on Counters
☐ – ☐	No Effect
☐	Change Tactics

Table 8.1: Change Tactics

d. **Denizen’s Confrontation Charts:** A denizen (including a hireling) on his own chart is the “defender” and is positioned in one of the “Targets” boxes on an unused Denizen Confrontation Chart. After the plays are revealed, the attackers on each chart (including the defender’s target) can change positions and change tactics randomly. Roll separately for each chart. Die roll modifiers do not affect these die rolls.

d.1) Roll once to reposition the defender’s target in the maneuver squares and once more to reposition all the extra attackers in the attack boxes. The counters move as shown on the chart and on the appropriate Repositioning Denizens table 8.2. When changing tactics, roll for each box that contains denizens (except for the horse counters and Tremendous monsters, who never change tactics).

- d.2) If the chart's defender is an uncontrolled denizen, it can also change positions and change tactics: roll separately for him.
- d.3) If the defender is a hireling, he remains as he was placed: he cannot be repositioned and he does not change tactics.

DIE ROLL	EFFECT	STARTING BOX		
		Charge & Thrust	Dodge & Swing	Duck & Smash
▣	Top box unchanged	Charge & Thrust	Duck & Smash	Dodge & Swing
◻	Center box unchanged	Duck & Smash	Dodge & Swing	Charge & Thrust
◼	Bottom box unchanged	Dodge & Swing	Charge & Thrust	Duck & Smash
◻◻	No change	Charge & Thrust	Dodge & Swing	Duck & Smash
◻◼	Shift down	Dodge & Swing	Duck & Smash	Charge & Thrust
◻◻	Shift up	Duck & Smash	Charge & Thrust	Dodge & Swing

Table 8.2: Repositioning Denizens

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

- a. Spear-Carrying Goblins do not attack when they are light side up. They are assigned normally and interfere with their target's ability to play action chits during the encounter step, but they do not attack. They attack normally when dark side up. Denizens transformed into Birds, Frogs, or Squirrels behave similarly – they do not attack but are assigned normally and interfere with their target's ability to play action chits.
- b. **Demon, Winged Demon, and Imp:** One side of these counters shows a magic symbol in place of a harm letter. These magic symbols signify magic: when the magic symbol side of the monster counter hits, instead of inflicting harm the attack causes the target to roll on a spell table. When he has rolled and applied the results, the attack ends.
- b.1) When the Demonic (V – ☞) side of either Demon counter hits, the target must roll on the Power of the Pit table with himself as the target.
- b.2) When the Malicious (VIII – ♥) side of the Imp counter hits, the target must roll for a curse on the Curses table VI.3e.
- b.3) These attacks ignore the target character's armor and horses and hit the character himself.
- b.4) The monster makes this attack only when it is dark side down; when it is dark side up it makes a striking attack with a weapon length of "o" (zero, it attacks with tooth or claw).
- b.5) Both Demons are Tremendous monsters and flip over only as described in the next section. The Imp changes tactics normally.
- c. Tremendous monsters do not change tactics and turn over like other monsters. The only time a Tremendous monster turns dark side up is when it hits its target in combat; when the monster (or its head or club) hits its target, it turns dark side up at the end of that round of combat (but its head or club, if it has one, stays on the side it is on). Once it turns dark side up, it stays dark side up until it is killed or its target is killed. When its target is killed, the Tremendous monster turns dark side down again. Controlled or hired Tremendous monsters must be played dark

side down by the hiring character; their head or club can be played either side up. Controlled or hired Tremendous monsters turn dark side up if they (or their head or club) hit and behave just as uncontrolled dark side up Tremendous monsters do.

- d. When a Tremendous monster is dark side up, it has picked up its target and is trying to tear him apart. The monster's attack shows a skull in a red box instead of the normal attack strength to signify that the monster is holding its target. When the monster hits its target, instead of inflicting harm it just kills the target outright. If the target is a character, the attack is not affected by armor or horses, and it does not affect armor or horses: the character is just killed without hurting his armor or horses.
 - d.1) When a Tremendous monster is dark side up, it cannot change targets. It cannot be lured away by other characters or hired natives.
 - d.2) When a dark side up Tremendous monster is on a character's Confrontation Chart, it restricts the action chits he can play. During the encounter step, the character cannot play move chits, fly chits, Boots cards, or horses to run or fly away. He can play fight chits and Gloves cards to turn over his weapon counter, and he can do other actions. During the mêlée step, the character cannot play a horse. He can play an attack normally, and he can play a move chit or Boots card to do a maneuver; in terms of the game, he is wriggling around in hopes of delaying the final, fatal attack.
 - d.3) When a Tremendous monster or its head or club hits a native (or his horse) without killing the native, the monster turns dark side up and stays assigned to him until the monster or native is killed. If the native's horse survives, he continues to play it; the monster picks it up, too. When a dark side up Tremendous monster hits a native (or his horse), the native and his horse are both killed.
 - d.4) Combat cannot end in a clearing while a Tremendous monster is dark side up.
Special: Use of the Elusive Cloak can cause an "infinite loop" where neither the character nor the Tremendous monster can be killed, and combat extends indefinitely. If there is no chance for the Tremendous monster to be killed by either the character or anyone else in the clearing (or the other characters decline to help), then the character is killed. It is assumed that the character will tire before the monster does.
- e. **Head and Club Counters:** Each head or club counter is assigned with the monster it belongs to. When the monster is assigned to a character, its head or club is automatically assigned to the same character. Each head or club makes a separate attack against the target, using its own weapon length, harm letter, and sharpness stars.
 - e.1) A head or club cannot be put in the same "Targets" box with the monster it belongs to. When a character positions the monster counters in the "Targets" boxes, he must put the monster and its head or club in different boxes.
 - e.2) Head and club counters can be repositioned and can change tactics just like other monster counters (even though they are dark on the flip side).
 - e.3) When a head or club counter hits, the Tremendous monster is considered to have hit, and the Tremendous size monster counter representing its body turns over to its dark side. However, the head or club counter stays on its current side and continues to change tactics normally.

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

f. **Characters Transmorphized into Tremendous Monsters:** Characters transmorphized into Tremendous monsters follow many of the same rules in combat as untransmorphized Tremendous monsters. They must be played dark-side-down initially, and flip dark side up if their body, head, or club hits. Unless otherwise specified, while dark side up they stay assigned to their target until either they or their target are killed.

8.4.8 **RESOLVING ATTACKS:** After the denizens are randomized and change tactics, compare each attack with its target's maneuver to see if the attack misses. Attacks that hit do not go into effect yet – they can still be stopped by killing the attacker before his attack hits.

a. Compare the attack time of each attack to its target's maneuver time. If the attack time is lower, the attack will hit the target by “undercutting” the target's maneuver time.

b. If the attack did not undercut, compare the direction of the attack to the direction of its target's maneuver. If the attack direction matches the target's maneuver direction, the attack will hit the target by “intercepting” the target's maneuver. The rows on the Confrontation Charts illustrate which attack directions intercept which maneuver directions.

b.1) The grey arrows show which red box is hit by each octagonal attack box. Follow the grey arrow from the octagonal box containing the attack until it comes to a red box. If the target is in this box or in a matching box on another Confrontation Chart, the attack intercepts and hits.

Note: The attack cannot hit other denizens in the box. The only denizen that can be hit is the designated target.

Example: If a character has played his fight chit in the Smash attack box, he intercepts his target if the individual marked with his attention chit on it is in any “Duck and Smash” box on any Confrontation Chart.

b.2) The red arrows show which maneuver square is hit by each red box. If a red box contains denizens, follow the red arrow from that box until it comes to a maneuver square (after passing through the armor octagonal boxes). If this square contains the target's maneuver, all of the denizens in that red box intercept the maneuver and hit.

Special: If a character does not play a maneuver, all of the denizen counters on his chart intercept and hit him.

c. When one character attacks another, his attention chit attacks with the combat values defined by the weapon and fight chit he played. His chit attacks from the red box on the target's Confrontation Chart that matches the direction of the attack.

Example: If he plays a Swing attack, he attacks from the “Dodge and Swing” box on his target's chart. If the targetted character has played his move counter, Boots card, or horse in the “Dodge” maneuver box, he is intercepted.

d. If a character attacks a target on a denizen's Confrontation Chart, his attack box intercepts the matching octagonal box on that Confrontation Chart, the red box that this box points to, and the maneuver square that this red box points to.

Example: If he plays a Smash attack, he intercepts his target if it is in the “Smash” box, the “Duck and Smash” box, or the “Duck” square.

- e. On a denizen's chart, each attacker in an octagonal attack box intercepts the red box his box points to, the owner intercepts the maneuver square that his red box points to, and the attacker in the maneuver square intercepts the red box that points to his square.
- f. Whether or not an attack spell hits is determined in exactly the same manner as a weapon. It must either undercut (based on the spell's completion time) or intercept the target(s) to hit.
- g. If an attack neither undercuts nor intercepts its target, it misses.

Explanation: The target completes his maneuver and gets out of the way of the attack. When a character misses, he removes his attack from its box and turns his active weapon alerted side up. When a denizen misses, it is left on the chart if it is the target of anyone else's attack. If it is not the target of any attacks, it is placed at the top of the target's Confrontation Chart to indicate that it is still engaged with its target even though it has missed this round.


Example 5

Two Characters vs. Two Monsters



The Swordsman and the Elf are in a clearing with a Giant and a Bat. The Swordsman lures the Giant and the Bat in the encounter step. For his action, the Elf uses a Fight L3* to alert his bow. In the mêlée step the characters target the monsters indicated by their attention chits. The Swordsman put one monster in each box because he had to fill as many boxes as possible (in any case the Giant and its club must be put in different boxes), and after the die rolls for repositioning and changing tactics the monsters are placed as shown and the attacks are resolved.

The Swordsman



WEIGHT/VULNERABILITY: Light

SPECIAL ABILITIES:

BATTLE: The Swordsman rolls one die whenever he uses the Meeting Table during a Trade activity. *Note: He gets the advantage only during the Trade activity.*

CLAREN: The Swordsman chooses when to take his turn.

* At Sunrise he keeps his Attention chit, and when a new Attention chit is about to be picked during Daylight he can take his turn at that point. He can preempt once per day (the game only once per day), he cannot preempt another character's turn, and he must take his turn when all of the Attention chits have been picked.

* His ability applies only during Daylight.

* If several characters have the ability to preempt, they can preempt or pass in turn, starting with the last character to take a turn and going to the left, skipping other characters. When no chit remains to be picked, any characters who have not yet taken their turns cannot pass.

TRAINING BELONGINGS:

FINISSE: Rapier, Company, Warlock.

ESSENCE: Parry.

The Confrontation Chart

CHARACTER ATTACK	TARGETS BOXES	REPOSITION	CHANGE TACTICS	CHARACTER DEFENSE	MANEUVERS
SMASH (DECK)	Giant club (HS 3)	roll one die	roll two dice	protect against SMASH	SHOOT L3
FLIGHT (M4)	Giant Bat (M2 4)	roll one die	roll two dice	protect against SWING	SHOOT DODGE TO SIDE
Light bow (M4)	Giant (HS 5)	roll one die	roll two dice	protect against THIRST	SHOOT CHARGE AHEAD

Opponents chits Shields chits Helmets chits Breastplates chits Suits of armor chits Move chits

The Shape of Aptitudes

Active	Employed in magic	Fatigued	Wounded

The State of Belongings

Active	Inactive

Removing misses

Compare each attack to its target's maneuver to see if it hits:

Giant: The Giant's attack does not match the Swordsman's maneuver and its time (5) does not undercut the Swordsman's maneuver time (3), so the Giant counter misses and is removed from the box.

Club: The club intercepts the Swordsman's maneuver direction, so it will hit.

Bat: The Bat's attack time of 2 undercuts the Swordsman's maneuver time, so the Bat will hit.

Swordsman: The Swordsman's attack intercepts and hits the Bat.

Elf: The Elf uses the attack time shown on his weapon, so his attack time of 1 undercuts and hits the Giant.

Order of hits

It is the first round of combat in the clearing today, so the attacks hit in the order defined by their weapon length. They hit in the following order: Elf, club, Swordsman, and Bat.

Note: On later rounds, the attacks would hit in the order defined by their attack times, and the order would be: Elf, Bat, club (greater length wins ties), Swordsman.

Elf: The Elf's attack inflicts Heavy harm (Light harm plus two sharpness stars), and since the bow is a missile weapon he rolls on the Missile table 8.3. He rolls a \square , which increases the harm one level to Tremendous, killing the Giant.

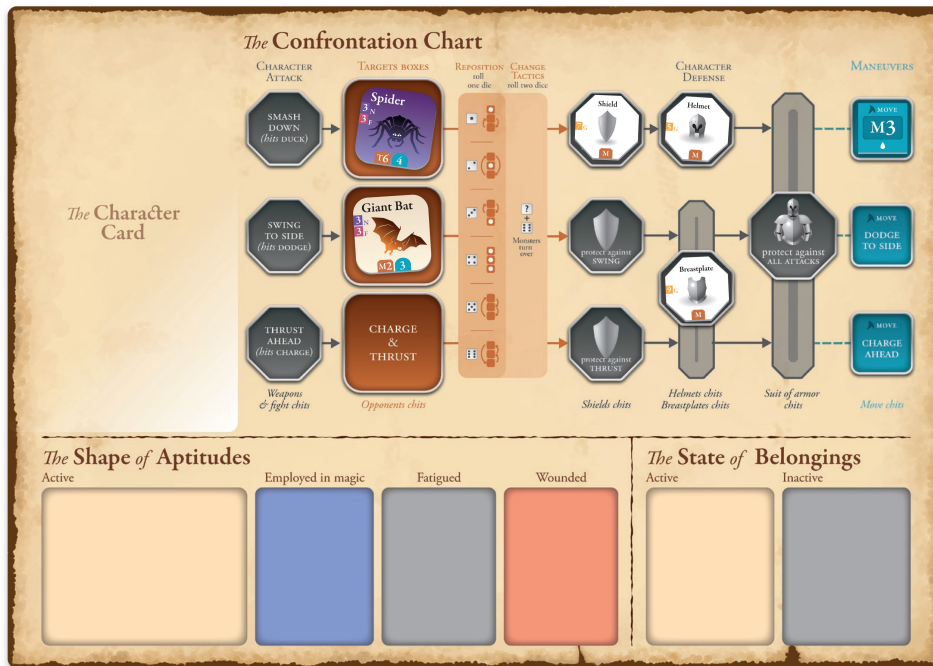
Club: When the Giant is killed, his club's attack is cancelled.

Swordsman: The Swordsman's attack inflicts Light harm plus one level for sharpness. Since he played a fight chit whose strength exceeds the weight of his striking weapon, he gains an extra level, so his attack inflicts Heavy harm, killing the Bat.

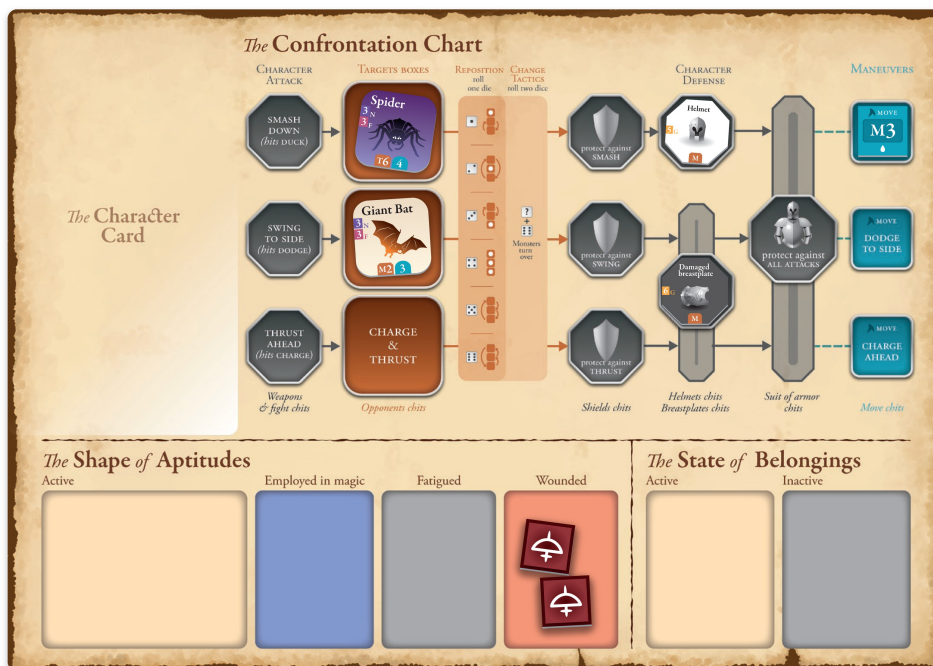
Bat: When the Bat is killed its attack is cancelled.

Example 6

Combat: Effect of Armor



Both monsters hit the Amazon who played a Move M3* chit in Duck. The Spider matches directions and the Bat's M2 attack undercuts her move time. The arrow from the Bat's box runs into her breastplate, so the Bat inflicts Medium damage on the breastplate, damaging it and inflicting one wound on the Amazon. The Spider's arrow runs into her shield, so its attack inflicts Tremendous damage on the shield, destroying it and inflicting another wound on the Amazon. Her helmet is not affected.



8.4.9 **INFLECTING HARM:** Attacks that hit go into effect one at a time, in the order defined by their weapon length and attack times.

- a. On the first round of combat in each clearing each day, attacks hit in the order defined by their weapon length, longer weapons before shorter. If attacks have the same weapon length, the attack with the faster attack time hits first.
- b. In all subsequent rounds of combat in that clearing that day, attacks hit in the order defined by their attack times, faster attack times before slower. If attacks have the same attack time, the attack with the greater weapon length hits first.

Note: If two or more attacks have both the same time and the same weapon length, they are simultaneous and inflict damage at the same time (see rule 8.4.9m).

- c. Hits inflict harm one by one, in the order defined by their length and attack time. When a hit inflicts harm the results go into effect instantly, before the next hit inflicts harm: if the hit changes the situation then the next hit inflicts harm in accordance with the new situation.

Note: Wounded action chits are not removed from play until the fatigue step. A character who has received a wound which will cause death does not actually die until the fatigue step, and his attack that round is not cancelled.

- c.1) When a denizen or character is killed, all attacks that are waiting to inflict harm are cancelled. Any weapons making the cancelled attacks turn alerted side up.

- c.2) If a character or denizen is killed before his attack inflicts harm, his attack is cancelled and has no effect.

Example: If a character and monster play killing attacks against each other, the one whose attack is resolved first survives.

- d. When a character's attack hits (if it is not cancelled before it can take effect), his weapon becomes unalerted.

- e. When an attack hits, it inflicts harm on its target. Harm is measured in the same levels as weight: "T" for Tremendous, "H" for Heavy, "M" for Medium and "L" for Light. The harm that a weapon or monster counter inflicts is equal to the harm letter on the attacking counter, plus levels for any sharpness stars on the counter.

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

- e.2) If the attack does hit armor, one of the sharpness stars does not add to the harm (the star is not lost permanently, it just does not count in the current attack), but each additional star increases the harm one level.

Example: A counter with an "M" (Medium) harm letter and two sharpness stars inflicts Tremendous harm normally, but only Heavy harm when it hits armor.

- e.3) If the attacking piece has no sharpness stars, the harm it inflicts is not affected by armor.

Example: A Heavy counter with no sharpness stars inflicts Heavy harm whether it hits armor or not.

- e.4) **Armored Monsters:** When an attack hits a monster, the attack hits armor only if the monster is a Dragon, Troll, or Serpent (including Vipers).

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

f. **Modifying Harm:** The method of attack of the character's weapon can modify the harm he inflicts.

f.1) If he hits with a missile weapon, he must roll on the Missile table 8.3 and adjust the harm level as indicated by his result.

Die Roll	Effect on Harm Inflicted
▣	Increase 2 levels
◻	Increase 1 level
◻	No change
◻	Decrease 1 level
◻	Decrease 2 levels
◻	Decrease 3 levels

Table 8.3: Missile Harm

f.2) If he plays a striking weapon with a fight chit whose strength exceeds the weight of the weapon, the harm increases one level. This is termed "overstriking". The harm increases only one level no matter how much extra strength the fight chit has.

Example: If he plays a Medium, Heavy or Tremendous fight chit with a Light striking weapon, the harm increases one level (to Medium, plus any sharpness).

f.3) A dagger (a fight chit played without a weapon) is a "Negligible" striking weapon with one sharpness star. It always gains a level for excess fight strength, so it inflicts Medium harm when it misses armor, Light harm when it hits armor.

g. **Bowmen:** The Archers and Crossbowmen fire missile weapons, so the harm they inflict is modified by the Missile table 8.3. When an Archer or Crossbowman hits, one of the players rolls for him on the Missile table and the result modifies the harm he inflicts.

g.1) The player's die roll modifiers do not affect this roll – he is rolling for the native, not for himself. Any player can roll.

g.2) The Archers have their own die roll modifier: when a player rolls on the Missile table 8.3 for an Archer's attack, he rolls only one die. This does not apply to the Crossbowmen, who roll two dice.

Note: When light side up (the side with no attack Strength), an Archer counter cannot attack.

h. When the target is a denizen, compare the final harm inflicted by the attack to the denizen's vulnerability. Monsters' vulnerabilities are defined by counter size. Natives' vulnerabilities are shown on the counter in a black box on the right edge and defined in the List of Natives, and horses' vulnerabilities (whether they belong to characters or natives) are shown on the counter in a black box on the right edge and also in the List of Horses. If the harm equals or exceeds its vulnerability, the denizen is killed. If the harm is less than the vulnerability, the harm has no effect. After the hit takes effect, the attacking weapon counter is turned unalerted side up.

i. **Native Horses:** If a native is riding a horse, his own counter defines his attack direction but each attack aimed at him is resolved against his horse: the attack is compared to the maneuver time and direction of the horse counter to see if it hits, and if it hits it inflicts harm on the

horse, not the rider. If the horse is killed before all of the hits against it have taken effect, the remaining hits inflict harm on the rider; the hits and misses previously defined by the horse's maneuver remain in effect for the rest of the mêlée step.

Example: Two Thrust attacks with different attack times intercept a horse doing the Charge maneuver. The first one kills the horse. The second Thrust inflicts harm on the rider, regardless of what maneuver he used.

- j. When the target is a character, determine whether the attack harms his horse, his armor or himself.

- j.1) If the character played a horse to maneuver in the mêlée step, then the attack hits the horse and no harm is inflicted on the character or his armor. Compare the final harm level to the horse's vulnerability in the black box on the right edge of the counter (or see the List of Horses). If the harm equals or exceeds the horse's vulnerability, the horse is killed and is removed from play for the rest of the game. If the harm is less than the vulnerability, the horse is not affected.

Note: If the horse is a warhorse, the attack strikes armor and is reduced by one sharpness star.

- j.2) If the character did not play a horse, then the attack inflicts harm on him or his armor. If the red arrow from the attacker's box leads to an octagonal box that contains an armor piece, then the attack hits that armor and is reduced by one sharpness star, and most of the harm is inflicted on the armor instead of the character.

Exception: If the final harm from a missile attack exceeds Tremendous harm (see Missile table 8.3), it kills the target without affecting his armor (it hits a vital unarmored spot).

- j.3) The direction of the attack (not the character's maneuver) defines what armor is hit. The attack hits only one piece of armor: it stops and hits the first piece of armor it comes to. If it hits an octagonal box that contains both an armor card and an armor counter, it hits only the counter, not the card.

Exception: The Ointment of Steel stops all attacks before they hit armor.

- j.4) If the attack inflicts Medium or greater harm on the piece of armor, the character suffers one wound (see rule 8.5.3).

- k. When an armor counter is struck by harm equal to its toughness, the armor becomes "damaged". When struck by harm that exceeds its toughness, the armor is destroyed.

Example: A Medium shield is damaged by Medium harm, destroyed by Heavy or Tremendous harm.

- k.1) Each armor counter is turned "intact" side up at the start of the game. When damaged it is turned "damaged" side up, and it remains damaged side up until it is repaired or destroyed. While damaged, it protects its owner normally.

- k.2) When damaged armor is damaged again, it is destroyed.

- k.3) When an ordinary armor counter is destroyed, its owner gets no compensation. The destroyed counter is immediately turned intact side up and is put on the Chart of Appearances or the Chart of Bounty: helmets and shields go in the Soldiers box, breastplates go in the Guard box, and suits of armor go in the Order box.

Explanation: The regenerated armor counter represents newly manufactured armor. Each ordinary armor counter is always in the game – each time it is destroyed it immediately reappears as a new piece of armor.

- k.4) When an armor card or treasure counter is destroyed, it is removed from play for the rest of the game.
Special: The owner of the armor gains recorded gold to reflect the value of the jewels and metal in the shattered treasure. A treasure counter shows the value of each destroyed treasure counter in a black box beneath the gold value, and an armor card shows the value of each destroyed armor card in a black box beneath the gold value. The gold value can also be found in the List of Treasures and the List of Armor, respectively.
- k.5) Armor cards cannot be damaged. When an armor card is struck by harm that equals or exceeds the armor's toughness, the armor card is destroyed.
- l. When a piece of armor or a horse is destroyed, it is instantly removed from play. It does not protect its owner from attacks that inflict harm after that.
Example: *Three Heavy Smash attacks with different attack times hit the Captain (↖), who played a workhorse and who is wearing a helmet. The first hit kills the horse, the second hit destroys the helmet, and the third hit kills the Captain (↖).*
- m. Simultaneous attacks (attacks with the same weapon length and attack time) inflict harm at the same instant, before the situation changes. If two individuals simultaneously inflict killing blows on each other, they both die. If two attacks hit the same armor or horse they all inflict harm on it, even if they inflict enough harm to destroy it several times over; the armor or horse is not removed until all of the simultaneous attacks are over. If two or more attacks damage the same piece of armor it is destroyed.
Example: *Three simultaneous Heavy attacks hit a character's Heavy suit of armor. Each attack inflicts a wound and two of them destroy the armor, but the third attack also hits the armor, not the character.*
- n. If the red arrow does not pass through an octagonal box that contains armor, the attack inflicts harm directly on the character. Compare the final harm level to the character's vulnerability (from his Character card). If the harm equals or exceeds his vulnerability, he is killed. If the harm is less than his vulnerability but more than "Negligible", then he suffers one wound. Attacks that inflict "Negligible" harm have no effect at all.
Note: *The Serious Wounds optional rule A.1 allows equal harm to cause multiple wounds rather than killing the character outright.*
- o. When an individual is transmorphized into a creature, he uses the creature's vulnerability when he is hit.
- p. When a character is killed, all of the denizens on his Confrontation Chart become unassigned; they will be assigned to new targets at the start of the next encounter step. All of his hirelings become instantly unhired. If his former hirelings are attacking or being attacked by monsters or unhired natives, they immediately disengage and discontinue their attacks. If his former hirelings are attacking or being attacked by another character or his hired natives, the former hirelings and their native group instantly begin battling that character and his hired natives, and continue their attacks.
- q. When a native or native horse is killed, it is removed from play until it regenerates. When a native is killed, his horse is killed also. When his horse is killed the native survives, unless he is killed separately.

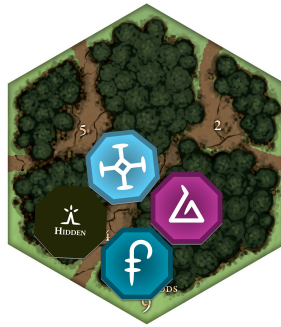
- r. Attack spells attack and inflict harm like weapons. When they hit, they can hit armor and horses normally, like weapons. All other spells inflict their effects directly on the target, ignoring his armor and horse; they are not stopped by armor or horses.
- s. After all of the attacks have hit or been cancelled, each character takes his attention chit back to use in the next round of combat and puts any monsters and unhired natives on his Confrontation Chart back at the top of his chart without turning them over. They start the next round on the same side that they ended the round on.

Example 7

Combat: Spellcasting

Sunset

The Pilgrim and the White Knight, with the White Knight's hired native Order III, are unhidden in a clearing with their sworn enemies, the Sorceror (unhidden) and the Druid (hidden).



Encounter Step – Deployment and Actions

The White Knight deploys Order III, with his horse on its galloping H4 side, against the Sorceror. The Sorceror, unable to run away because his fastest move is Move M4 chit, uses a Magic ✂4* chit and a Purple magic color chit to cast “Transform” as his action. He can cast a spell because his magic chit is equal in speed to Order III’s horse. The Pilgrim casts “Exorcise” using his Magic †4* chit and a White magic color chit, and the Druid casts “Stones Fly” with his Magic ♡2** chit and a Grey magic color chit. The White Knight alerts his sword with a Fight H6 chit.

Mêlée Step – Targeting

The White Knight targets the Sorceror, the Pilgrim selects the clearing as the target of his spell, the Sorceror targets the White Knight, and the Druid targets the Pilgrim and the White Knight, becoming unhidden.

Spell Activation

In order of their completion time, the Druid’s “Stones Fly” with speed 2 goes into effect first. This Attack spell will have to match directions or undercut the Pilgrim’s and White Knight’s maneuver speed when attacks and maneuvers are played. Since the Pilgrim is the target of the Druid’s faster spell, his spell is broken and his Magic †4* counter fatigues. The Pilgrim cannot attack with his staff this round because his target for the round is the clearing. The Sorceror’s “Transform” is the next spell to come to life, affecting the White Knight. The Sorceror rolls ☒ (☒,☒) on the Transform table, and the White Knight is transformed into a Squirrel!

Attacks and Maneuver

On his Confrontation Chart, the Sorcerer places Order III in “Charge and Thrust” and Order III’s horse, flipped to its walking side, in “Dodge and Swing”. He has played one droplet on his Magic 4* counter, so he plays a single droplet Move M4* chit in Duck to avoid Order III’s attack. The Pilgrim, not fast enough to avoid the Druid’s attack, maneuvers with Move M5 in Dodge. The White Knight, now transformed into a Squirrel, plays an action chit in Duck to represent the Squirrel’s move speed 2. As a Squirrel, he cannot play an attack. The Druid places his Magic 2** in the Smash attack box on his chart to attack his two targets. The Sorcerer rolls “No Change” for Order III’s repositioning roll and Order III does not change tactics, and the attacks and maneuvers are revealed (see diagram).

The Sorcerer

The Confrontation Chart

CHARACTER ATTACK: SMASH DOWNS (hits DUCK), SWING TO SIDE (hits DODGE), THRUST AHEAD (hits CHARGE)

TARGETS BOXES: DUCK & SMASH, Warhorse (Order III), Knight (Order III)

REPOSITION: roll one die

CHANGE TACTICS: roll two dice

CHARACTER DEFENSE: SHIELDS, Helmets chits, Breastplates chits, Suit of armor chits

MANEUVERS: MOVE M4*, MOVE DODGE TO SIDE, MOVE CHARGE AHEAD

The Shape of Aptitudes

Active: Employed in magic (Transform chit), Fatigued, Wounded

The State of Belongings

Active: Inactive

The White Knight

The Confrontation Chart

CHARACTER ATTACK: SMASH DOWNS (hits DUCK), SWING TO SIDE (hits DODGE), THRUST AHEAD (hits CHARGE)

TARGETS BOXES: DUCK & SMASH, DODGE & SWING, CHARGE & THRUST

REPOSITION: roll one die

CHANGE TACTICS: roll two dice

CHARACTER DEFENSE: SHIELDS, Helmets chits, Breastplates chits, Suit of armor chits

MANEUVERS: MOVE DODGE TO SIDE, MOVE CHARGE AHEAD

The Shape of Aptitudes

Active: Employed in magic (Transform chit), Fatigued, Wounded

The State of Belongings

Active: Inactive (Move M6* chit)

Transform

Frog (WALK WOODS), Squirrel (WALK WOODS), Sparrow (WALK WOODS), Eagle (MUST FLY), Lion (WALK WOODS), Flying Dragon (MUST FLY)

Resolving Attacks

The Druid hits the Pilgrim by undercutting and the White Knight / Squirrel by matching directions. Order III misses the Sorcerer. The Druid has four attacks, two against each target. He rolls ☐☐ (☐☐, ☐☐) and ☐☐ (☐☐, ☐☐) on the Missile table 8.3 for two L* attacks against the Pilgrim. The second attack inflicts Heavy damage (Light harm plus one sharpness star increased one level from the Missile table) and kills the Pilgrim. The Druid rolls ☐☐ (☐☐, ☐☐) and ☐☐ (☐☐, ☐☐) on the Missile table against the White Knight / Squirrel, inflicting Light damage which equals the Squirrel's vulnerability. The White Knight is killed, breaking the Sorcerer's spell. Both the Sorcerer's and the Druid's magic chits fatigue.

Aftermath

Order III is now unhired and on the Sorcerer's chart, battling the Sorcerer for the rest of the day. In round 2, the Sorcerer runs away from Order III using a Move M5, which is faster than Order III's horse on its walking side. The Druid and Order III end the day in the clearing, and the Druid receives the White Knight's and Pilgrim's gold, possessions, and notoriety.

8.5 Fatigue and Wounds

- 8.5.1 **FATIGUE:** Each character can normally play fight and move chits totalling up to two droplets per round (some Treasures allow more droplets to be played). If he plays chits with no droplets or a total of one droplet, he does not fatigue. If he played chits with a total of two or more droplets, he must fatigue by moving chits with droplets from active status to inactive (fatigued) status. The number of droplets he must fatigue is equal to the number of droplets he played, minus one.
- He can fatigue any chits with droplets he has in play, including chits he played this round, as long as they are of the same type as the extra droplets he played. If he played only move chits, he must fatigue a move chit, and if he played only fight chits, he must fatigue a fight chit. If he played both move and fight chits, he must specify which droplet does not fatigue, and fatigue droplets of the same type(s) as the remaining droplets played. If he fatigues a double-droplet chit he can bring back a single-droplet chit of the same type to “make change” (see rule 4.2.5).
 - When a character plays no droplets he does not gain droplets – he just does not have to fatigue any.
 - Normally a character will play no more than two droplets, but if he uses the Potion of Energy or Girtle of Energy treasure cards to play more than two droplets, then the extra droplets also fatigue. The number of droplets he fatigues is always one less than the number he played.
 - A transmorphized character pays his fatigue costs normally in the round he is transmorphized.
- 8.5.2 Magic chits and color chits that are played during a round of combat do not count towards fatigue at the end of the round. They pay their own fatigue costs by fatiguing automatically: color chits fatigue when they are used, and magic chits fatigue when the spell ends. Magic chits do count towards the spellcaster’s effort limit, but color chits do not.
- Example: If the Druid plays a Magic ♡₃* to cast a spell and his Move L₃* to maneuver in the same round, he does not have to fatigue a move chit. His Magic ♡₃* will fatigue when the spell expires, paying the fatigue cost of the step. If he plays his Magic ♡₂** he cannot play a move chit with a droplet because it would exceed his effort limit.*
- 8.5.3 **WOUNDS:** Each character must wound one active chit for each wound that was inflicted on him during this round. He gets one wound for each attack that inflicts Light or heavier harm on him, or Medium or heavier harm on his armor. He is not wounded by attacks that hit his horse. He can wound any action chits he has in play, including chits he played this round (see rule 4.2.5). A transmorphized character cannot be wounded.

8.6 Disengagement

- 8.6.1 At the end of each round of combat, all dark side up Tremendous monsters remain assigned to their targets and all monsters and unhired natives who are assigned to characters remain assigned to them. All other denizens, hired or not, become unassigned.
- 8.6.2 If a dark side up Tremendous monster is assigned to a native at the end of a round, at the start of the next round the monster becomes the defender on his own chart and the native automatically becomes

his target. Other natives can be assigned to attack the monster, but the native cannot be attacked by other denizens.

8.6.3 Uncontrolled denizens remain on their light or dark side, as they finished the round.

8.7 Spoils of Combat

8.7.1 When a character kills a monster, he immediately gains recorded fame and notoriety points. He gets the bounty points for the monster, multiplied by the number of monsters he has killed that day (including the monster he just killed).

Example: He collects the basic bounty points for the first monster he kills each day, double points for the second monster he kills, triple points for the third monster, and so on.

Note: Head and club counters do not count as separate kills.

- a. As he kills monsters he lines them up to keep track of how many he has killed that day. He starts a new line each day.
- b. If two or more characters kill the same monster simultaneously, they divide the bounty points equally, retaining fractions, and each character counts it as a kill: he gains his share of the bounty points multiplied by his number of kills (including the shared monster).
Example: The Elf and Druid simultaneously kill a Wolf, worth 1 notoriety point. Each character gets half a notoriety point, multiplied by his number of kills. It is the Elf's fourth kill of the day, so he gains 2 notoriety and his next kill will count as his fifth. It is the Druid's first kill of the day, so he gets only half a point of notoriety, and his next kill will be his second.
- c. Characters share a kill only if their attacks are perfectly simultaneous, equal in attack time and length. If one character hits first, he gets all the points and the characters who hit later get nothing.

8.7.2 Each character or native that a character kills counts as a kill just like a monster. He adds it to his line of kills for the day, and it multiplies the fame and notoriety he gets when he kills a denizen.

- a. When a character kills a native, he gains its notoriety bounty, multiplied by the number of kills he made that day (including the native he just killed), and he gains the native's gold bounty, without multiplication. Natives do not have a fame bounty.
- b. When he kills another character, he takes the victim's recorded notoriety, without multiplication. (If his victim has negative notoriety recorded, he loses notoriety.) He does not get his victim's fame points – when a character is killed, his fame just vanishes. The victim does count as a kill.
- c. When a spell kills a character or denizen, the spellcaster counts it as his kill and gets the points for it. If he kills several individuals simultaneously, he calculates their points as if he had killed them one at a time, starting with the individual worth the most points (without multiplication) and ending with the one worth the least.
- d. When a character kills a character or hired leader, he also takes any belongings and recorded gold the victim has with him. When a character is killed, his recorded spells vanish. The killer does not get them.

- e. When a character kills a horse, he gets nothing. Horses do not count as kills except for the purpose of extending rounds of combat in a clearing (see rule 8.8.3).

8.7.3 HIRELINGS: When a hireling kills a victim, the hiring character instantly gets the fame and notoriety points for it without multiplication, no matter where he is on the map. The character cannot count the victim as a kill; he can count a kill only if he kills it himself.

- a. When any hireling kills a monster, the hiring character gets its basic fame and notoriety bounty, without multiplication. When a hireling kills a native, the hiring character gets its basic notoriety bounty, without multiplication. When a hireling kills a character, the hiring character gets the victim's recorded notoriety, without multiplication.

- b. In addition, when a hired leader or controlled monster kills a native, the leader adds its gold bounty to his recorded gold. When he kills a character or hired leader, he also takes any recorded gold and belongings the victim has with him. He keeps the belongings and gold for the hiring character. When an underling or hired monster kills a victim, no one gets any gold and the victim's belongings are abandoned in the clearing.

8.7.4 MONSTERS: When a monster kills a character or hired leader, the victim's gold vanishes and his belongings are abandoned in the clearing.

8.7.5 UNHIRED NATIVES: When any unhired native (whether he is a leader or not) kills a character or hired leader, the victim's gold vanishes and his belongings are put in the native's box on the Chart of Appearances or the Chart of Bounty.

8.7.6 KILLING DENIZENS: When a monster or native is killed, it is removed from play until it regenerates and returns to play at the end of a week. Visitors can never be killed.

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

8.7.8 When an unhired leader is killed, his group's belongings are abandoned in his clearing, in the same order they are stacked in the group's box. When a hired leader is killed, his group's belongings remain on the Chart of Appearances or the Chart of Bounty, out of play, until he regenerates.

8.7.9 When a character is killed, his hired leaders keep the belongings they are carrying; these belongings are placed on the Chart of Bounty or on the Chart of Appearances with his group's belongings.

8.8 Ending Combat in a Clearing

8.8.1 END OF THE ROUND: After the fatigue step the characters determine whether there will be another round of combat. If combat continues, the characters and denizens start the next round of combat.

8.8.2 If characters or hired or controlled denizens remain in the clearing, combat ends if there are two consecutive rounds in which no chits are fatigued or wounded; no armor is damaged or destroyed; no spells are cast; no characters, denizens, or horses are killed; and there are no dark side up Tremendous monsters. Combat ends even if the clearing contains monsters and unhidden characters.

Explanation: The monsters quiet down when they cannot come to grips with the characters.

Note: Characters may extend combat if they cause any of these things to happen (for example, casting a spell or voluntarily fatiguing a color chit), even if all of the characters are hidden.

- 8.8.3 Whether or not there is any fighting going on, when there is a character or hired or controlled denizen in a clearing combat continues until two consecutive rounds pass without consequences as described above. Characters may run out of the clearing during these two rounds.
- 8.8.4 Combat in a clearing ends immediately when there are no characters, hired natives, or controlled monsters in the clearing.
- 8.8.5 **TRADING AND REARRANGING BELONGINGS:** At the end of the last round of combat in a clearing, any characters who remain in the clearing can rearrange all their belongings and trade with each other normally (see rule 7.2.1), even if they are unhidden and there are monsters in the clearing.
- Note: To speed up play, the players can agree to trade in all of the clearings simultaneously (each character still trades only in his own clearing). Simultaneous trading is allowed only if all of the players agree; if even one player vetoes it, then only one clearing trades at a time.*
- 8.8.6 At the end of combat, counters for hired and controlled denizens are turned dark side up if they are still hidden and light side up if unhidden. Counters for unhired and uncontrolled monsters and denizens are turned light side up.

8.9 Midnight

- 8.9.1 At Midnight the game day ends. If it is the 28th game day, the game ends and the players determine who has won.
- 8.9.2 If the game is not over, various effects automatically take place:
- a. Each potion that was activated that day expires and is returned, face down, to the box named on the card. The potion can then be bought from that box's owner and used again. Potions can be bought and used any number of times.
 - b. All weapon counters are turned unalerted side up.
 - c. All alerted magic chits fatigue.
 - d. All Permanent spells become inert, unless they are supplied with a continuous supply of magic color.
 - e. All Combat spells expire.
 - f. All curses are removed from any character in the same clearing with the Chapel.
- 8.9.3 A native automatically becomes unhired at Midnight of the last day in his term of hire.
- 8.9.4 A character can commit suicide at Midnight of any day.
- 8.9.5 Lastly, all face up map chits (except the Lost City and Lost Castle) are turned face down, and play proceeds to the next day.

Chapter 9

Ending the Game

9.1 Character Deaths and Restarts

9.1.1 CHARACTER DEATHS: Characters may be killed by monsters, natives, other characters, or Power of the Pit spell results. Characters may also be killed by wounds or fatigue, or by suiciding.

- a. Characters can be killed outright by taking a direct blow in combat that has an attack strength equal to or greater than their vulnerability.

Note: Under the Serious Wounds optional rule A.1, blows equal to a character's vulnerability may result in multiple wounds rather than death.

- b. Characters can also be wounded to death in combat by multiple blows or by wounds received due to involuntary fatiguing when all chits are already fatigued. As soon as all of a character's chits become wounded or committed to spells, he is killed. When determining which chits to wound, players must first wound all of their unenchanted in-play chits, then their enchanted in-play chits, then any fatigued chits. This is the only time that fatigued chits can be wounded. Chits dedicated to spells cannot be wounded and do not count when determining whether all chits have been wounded (see rule 8.5.3).

- c. When all of a character's chits are fatigued, wounded, or dedicated to spells, the only activity he can record and carry out is a Rest phase. If the character cannot do a Rest phase on the next Daylight phase (for example, due to the Ill Health curse), he is killed.

Note: Certain types of weather in the Seasons and Weather optional rule D.1 require involuntary fatiguing of chits, and can eventually result in death. See the Seasons and Weather rules for details.

- d. If the character is killed, his items are abandoned in the clearing, and his recorded fame, notoriety, gold, spells, and discoveries are lost. The dying character determines the order in which the abandoned items are stacked.

9.1.2 FRESH STARTS: When a character is killed, he can start over on the next day. The new character is considered to be a completely different individual from the one who was just killed. A relative, perhaps.

- a. When a player's character is killed, he can pick any character that is not in use (including the one just killed) and reenter the game at the start of the next game day. He takes a fresh Record of Fate, records new victory requirements and proceeds as if it were the start of the game. If he

cannot get his starting weapons and armor from the natives, he takes them from the abandoned items on the map; if they are not on the map, he must do without them (he cannot take any substitutes), but he collects the gold price for each item he cannot get.

Important: He must start at the Inn.

Note: New players can join the game in progress by following the same procedure.

- b. If two players lose characters on the same day, the player who lost his character first picks a new one first. If the old characters were killed simultaneously, each player rolls one die and the higher roll gets first pick.

9.2 Quitting the Game

9.2.1 The players can agree to end the game at any time (they can play to a set hour, for example). If they all quit together, the game ends as if it were the end of the month. If any players refuse to quit, the game continues.

9.2.2 Individual characters can quit the game in two ways:

- a. **Committing Suicide:** A player can kill his own character at Midnight of any day. When he commits suicide, his belongings are abandoned in his clearing. When a player commits suicide, he must stay out of the game for at least one complete game day. After sitting out a day, he can rejoin the game as explained in rule 9.1.2 (he loses his recorded values and belongings before re-entering the game).
- b. **Leaving the Map:** Characters can move along a roadway to the edge of the map and leave the game early, by recording an “M Edge” phase. When a player moves his character off the map, his belongings are removed from play for the rest of the game, and his score is immediately calculated as if it were the end of the game. Any of his hired natives remaining on the board become unhired.

9.3 Winning the Game and Scoring

9.3.1 **ENDING THE GAME:** At the end of the game, each character must discard those items that exceed the carrying capacity of his strongest in-play move chit, active horse, or active Boots card – he cannot count items he can't carry toward his victory. Then he uses his remaining belongings and his recorded values to calculate his score and compares this score to his requirements.

- a. When a character leaves the game, his score is calculated immediately. If he moves off the map before the end of the game, he uses his belongings and recorded values to calculate his score normally. If he is killed or commits suicide and does not restart, his score is automatically -100. If the player rejoins the game, he uses only his new character to define his score at the end of the game; his previous characters do not count and are ignored.
- b. All spells are broken at the end of the game. No spells are in effect when the characters calculate their scores.

Note: Curses do remain in effect at the end of the game and can affect the scores as described below.

- 9.3.2 **SCORING:** Each character determines what he earned in each category and subtracts the requirement he recorded for that category. The result is his score in that category.

Important: If the result for a category is less than zero, multiply it by three as a penalty.

- a. His great treasures score is the number of great treasures (with a red-and-black border) he owns when the game ends, minus the number of great treasures needed for his victory requirements.
- b. His spells score is the number of spells he has learned during the game, minus the number of spells needed for his victory requirements. He can count a spell only if he learned it from a spell card. He cannot count spells he had at the start of the game. If he learns a spell from a spell card that duplicates one that he had at the start of the game, he can count the duplicate, but not the starting spell. Spell cards belonging to Artifacts and Spell Books in his possession do not count toward his score, unless he has learned them.
- c. His Fame score is his recorded fame plus the fame value of the belongings he owns at the end of the game, minus the fame needed for his victory requirements. Belongings with negative fame values subtract from his score. He does not count the fame reward of belongings he still owns. If he has the curse of Disgust, his recorded fame is treated as -1. This negative recorded fame can be offset by belongings with a positive fame value.
- d. His Notoriety score is his recorded notoriety plus the notoriety value of the belongings he owns at the end of the game, minus the notoriety needed for his victory requirements. Belongings with negative notoriety values subtract from his score.
- e. His Gold score is his recorded gold only, minus the gold points needed for his victory requirements. He does not count the gold price of the belongings he owns; only recorded gold counts toward victory. If he has the curse of Ashes, his recorded gold is treated as -1.
Special: To adjust for the gold points that he had available at the start of the game, he must reduce his gold score by subtracting 10 points for his starting gold, plus the gold price of all of the weapons and armor he had at the start of the game.
- f. **Basic score:** He divides each category by its factor (1 for great treasures, 2 for spells, 10 for fame, 20 for notoriety, and 30 for gold) to convert to victory points. Round fractions down, including negative fractions, to his disfavor. The result is his basic score in each category.
- g. **Bonus score:** He multiplies his basic score in each category by the number of victory points he assigned to that category, and the result is his bonus score in that category.
Explanation: The points that a character assigns to each category defines how much he values that category. Excess points are worth more to him if they are in a category he values, and a shortfall in a category hurts him more if it is a category he values.
- h. **Total score:** He adds together all of his basic scores and his bonus scores, and the result is his total score.
- i. Each character who has a total score of zero or more has fulfilled his victory requirements and thus can fairly be said to have won the game. There can be several winners in a game, or none. Notice that a character who falls short in one category can still win by gaining excess points in other categories. This is difficult, however, because the shortfall is tripled.
- j. The character who has the most points is the most successful. He is the “victor”. There will be a victor even if nobody “wins”!

Example 8

Scoring

At the beginning of the game, the Wizard (♁) selected his victory points as shown in the table below.

Category	Points	Factor	Required
Great Treasures	1	× 1	1
Fame	1	× 10	10
Notoriety	1	× 20	20
Usable Spells	2	× 2	4
Gold	0	× 30	0

Victory Requirements

He ended the game with 1 great treasure, 16 recorded fame points, 11 recorded notoriety points, 8 spells learned (over and above the two spells he started with), and 43 gold, but he has an unbroken Ashes curse. His great treasure is the Scroll of Alchemy (SoA) with a fame value of -10 and a notoriety value of 15. He also has the Scroll of Nature (SoN) with 5 notoriety. At the end of combat on day 28 he abandoned the Sacred Grail so he wouldn't have to count its -25 notoriety. His starting gold and equipment (his staff) are worth a total of 111 gold.

His score is calculated as follows (keep in mind that a negative score is multiplied by 3):

Score	Required	Total
Great Treasure Score		
1	1	0
Fame Score		
16-10 (SoA) = 6	10	-4 · 3 = -12
Notoriety Score		
11 + 15 (SoA) + 5 (SoN) = 31	20	11
Spells Score		
8	4	4
Gold Score		
-1 (Ashes) -11 (Equipment) = -12	0	-12 · 3 = -36

Scoring

The basic and bonus scores are calculated from these values in the following way:

(a) Basic Score					(b) Bonus Score						
Category					Score	Category					Score
Great Treasure	0	÷	1	0	Great Treasure	0	·	1	0		
Fame	-12	÷	10	-2	Fame	-2	·	1	-2		
Notoriety	11	÷	20	0	Notoriety	0	·	1	0		
Spells	4	÷	2	2	Spells	2	·	2	4		
Gold	-36	÷	30	-2	Gold	-2	·	0	0		
Basic Score					-2	Bonus Score					+2

Basic and Bonus Score

This gives the Wizard (♁) a **total score** of 0 (Basic Score + Bonus Score = -2 + 2 = 0).

The Wizard (♁) has won the game by fulfilling his victory requirements!

Another character, the Elf (♃), earns a score of 2 and is the victor.

Part II

Advanced and Optional Rules

This part combines the advanced rules and optional rules sections of the Second Edition Rulebook. Some of these rules increase the capabilities of the characters, some affect the play balance, and some add entirely new systems that enhance certain aspects of the game. The rules have been reorganized into sections depending on how they affect the game.

The players can use these rules to increase verisimilitude, modify play balance, or emphasize the aspects of the game that they find most appealing. The players must agree on exactly which rules they will use before they start to play. The rules they choose overrule any conflicting rules in the basic game.

A Extended Character Capabilities

The following rules affect the capabilities of the characters.

A.1 Serious Wounds

This rule gives characters a chance to survive harm that exactly matches their vulnerability. When a character suffers harm exactly equal to his vulnerability, he suffers a “serious wound” instead of being killed. He rolls two dice and suffers a number of wounds equal to the number rolled on the higher die (the die roll is modified normally by treasures and spells).

A.2 Ambushes

Characters can use missile weapons or spells while hidden and possibly retain their hidden status. When a hidden character who is using a missile weapon specifies a target, he rolls on the Hide table (normal modifications apply). If he rolls a “Hide!” result he remains hidden. If he fails to roll a “Hide!” result, he becomes unhidden. Once he becomes unhidden, he remains unhidden normally. Native archers still become unhidden when they are assigned to targets. This rule also applies to a hidden character when he casts a spell on a single individual, including himself: when he specifies his target, he rolls on the Hide table and becomes unhidden only if he fails to roll a “Hide!” result. If he attacks multiple targets, he must become unhidden.

Example: If he specifies one target for Fiery Blast, he can remain hidden. If he specifies several targets, he is unhidden.

A.3 Flying Activities

Flying characters can inspect the tiles they fly over and do the Alert activity. When an individual is flying, he can do the Alert and Enhanced Peer activities without landing. He must still land before doing any other activities, and when his turn ends.

Special: When an individual is flying, he can use his basic and sunlight phases to record and do the Enhanced Peer activity. He can search any mountain or woods clearing in his tile or any adjacent tile; he must record the clearing when he records the activity. He cannot search cave clearings.

A.4 Caching (the Optional Cache Activity)

This rule and the next rule create alternatives to abandoning items that are too heavy for a character to carry.

1. Any character can use the Cache activity to store belongings in a clearing while he moves on; in effect, he creates a private treasure site that only he knows about. He can store belongings and recorded gold in this cache, but while they are in the cache he cannot use them and they do not count towards his victory requirements. All characters, hired leaders and controlled monsters can do the Cache activity.
2. To record the Cache activity, an individual records “C”. When he does the activity, he can either create a new cache or “open” a cache that he already has in the clearing. He can create or open only one cache per Cache phase.
 - 2.1) To start a new cache, he puts an unused chit in his clearing to represent the cache, and he records the chit and the gold and belongings he is storing. He puts the belongings in a pile (in any order he chooses) to one side, and he subtracts the gold from his recorded gold.
 - i. The cache can contain any amount of recorded gold and any number of horses or items (stored horses are assumed to be penned up in a concealed corral with forage available). The cache must contain at least one belonging or gold – it cannot be totally empty. The gold and treasure cards in the cache are secret (except for enchanted cards).
 - ii. An individual can create any number of caches, in the same clearing or in different clearings. If he runs out of unused chits he can use anything that is small and unique to mark his caches: coins, pieces from other games, and so on. He puts each cache’s belongings in a separate pile. He can create only one cache per Cache phase.
 - 2.2) When an individual opens an existing cache, he can add and remove gold and belongings freely. An individual can open only those caches that he himself has created, and he can open only one cache per Cache phase.
3. Individuals can discover and loot caches as if they were sites. Each individual keeps a record of the caches he has discovered.
 - 3.1) When an individual discovers site chit(s), he discovers all caches in his clearing. A cache can be transferred like any other discovery: it can be sold; it can be discovered by spying on someone when he creates, opens, or loots it, and so on.
 - 3.2) When an individual is in the same clearing with a cache he has discovered, he can loot it like a treasure site.

Special: The top treasure in the cache’s “pile” is always the cache chit itself, representing the gold stored at the cache. When a looter is directed to take the “top treasure”, he takes the cache’s gold; if it has no gold, he gets nothing.

Note: The cache chit is neither a counter nor a treasure card – it cannot be taken by Magic Sight.
 - 3.3) When a hired or controlled denizen creates a cache, the hiring or controlling character cannot open the cache. If the denizen does not transfer the discovery to him, he must discover and loot it like anyone else.
4. The player who creates a cache is responsible for keeping a record of what it currently contains, adding and subtracting gold and belongings as they are added or removed. When all of the belongings and gold are removed from a cache, it vanishes and its chit is removed from the map.

5. Once an individual creates a cache, the cache remains on the map until it is emptied, even if the individual is killed.

A.5 Dropping (and Losing) Belongings

With this rule, characters have a choice of dropping an item in plain sight (where anyone can find it), or throwing it away (so it can only be found by searching).

1. There are two ways a belonging can be abandoned: it can be “lost” in the forest, or it can be “dropped” out in the open.
 - 1.1) When an individual abandons a belonging involuntarily, either because he is killed or because he becomes unhired or uncontrolled, he must lose the belonging. Lost belongings are handled in exactly the same way that abandoned belongings are handled under the basic rules. They are put in a pile and the only way to obtain them is to loot the pile.
 - 1.2) When an individual abandons a belonging voluntarily, he can either lose it or drop it, as he chooses. He must specify his choice when he abandons it.
Exception: If he abandons it while he is flying, it must be lost in the clearing where it lands.
2. When an individual drops a belonging, he puts it in front of himself to one side; if it is a treasure card, he turns it face up. He no longer owns the belonging. When he leaves the clearing, the belongings he has dropped are put in the clearing on the map (treasure cards remain face up). Dropped belongings should be put in a separate pile from any lost belongings in the clearing.
3. An individual can pick up dropped belongings simply by being in the same clearing with them, but he can pick them up only at certain times. When a hidden individual picks up a belonging that is in front of himself, he remains hidden. He must become unhidden before he can pick up dropped belongings that are not in front of himself. He can choose to become unhidden for this purpose.
4. During Daylight, an individual can pick up dropped belongings at the start and end of each phase of his turn. He can pick up any number of belongings, one at a time, until he is blocked. At the start of each phase he cannot be blocked, but he can pick up only the belongings that are in front of himself. At the end of each phase he can pick up any dropped belongings in his clearing, but each time he starts to pick up a belonging individuals who are able to block him can block him before he picks up the belonging.
5. Denizens cannot pick up dropped belongings during combat. Each character can pick up one dropped belonging per encounter step. This counts as his action – if he picks up a belonging he cannot charge or do any other action that encounter step.
 - 5.1) He can pick up a dropped belonging that is in front of himself automatically, without playing an action chit.
 - 5.2) To pick up a dropped belonging that is not in front of himself he must play a move chit, subject to the restrictions governing move chits: its move time must undercut the move times on his Confrontation Chart, and there cannot be a dark side up Tremendous monster on his chart.

6. When combat ends in a clearing, each individual in that clearing can pick up the dropped belongings that are in front of him. If any belongings remain unclaimed, the individuals take turns claiming them, one at a time, starting with the first character and going to the left. When it is a character's turn, each individual he has in the clearing can pick up one belonging.

A.6 Optional Abilities

This rule describes ways to modify certain characters for play balance purposes. Suggestions for combining optional abilities with the development game, if desired, are also provided below.

1. Certain characters are intended to co-operate in teams, where they can combine their strengths to offset their weaknesses. When diplomacy is absent from the game due to a lack of cooperative players, these characters are at a serious disadvantage. This rule modifies these characters to make them more competitive when they operate independently.
Note: The players are not obliged to modify all of the characters listed. They should agree on which characters will be modified before selecting their characters.
2. CAPTAIN (↖): Due to his reputation for victory, the Captain (↖) rolls one die instead of two whenever he does the Hire activity. He rolls two dice normally when trading or rolling for battling natives. He receives this additional ability at 3rd level.
3. DRUID (☿): The Druid gains two advantages. First, at 4th level his Peace with Nature extends to site chits: when he ends his turn, the site chits in his tile do not summon monsters from the Chart of Appearances. Second, he is immune to curses – no curses can take effect on him. This added ability is gained at 3rd level.
4. MAGICIAN (♁): The Magician's (♁) alerted magic chits do not fatigue at Midnight. Instead, they merely become unprepared. This optional ability is granted as an extension of the Magician's (♁) normal Magical Paraphernalia ability, at 2nd level.
5. WIZARD (♁): The Wizard (♁) is modified in two ways. First, treat his 2nd level Move M5 chit as a Magic §2* chit. Second, he can do enchantments on every Enchant phase of his turn; he is not obliged to do the "EM" activity before doing "E" activities. He receives this ability at 3rd level.
6. WOODS GIRL (⊕): Beginning at 2nd level, the Woods Girl's tracking skills extend to all woods clearings except those on the Ruins and Valley tiles. When in a woods clearing (any non-cave and non-mountain clearing) in any other tile, she uses one die for all Hide, Search, and Meeting rolls.
7. ELF (♃): The Elf is a special case. His abilities are intended to antagonize other characters, putting him at a disadvantage during diplomacy, but if there is no diplomacy his abilities just give him too big an advantage. To compensate for this, when a player selects the Elf at the beginning of the game he must choose to be either a Light Elf or a Great Elf. If he is a Light Elf, he cannot play his Medium strength fight and move chits during the game. If he is a Great Elf, he cannot play his "Move L2*" chit. He can use his unplayable chit(s) to pay for fatigue and wounds he incurs during combat, but he cannot play them for any purpose.
8. THE KNIGHTS (♁♁): The White Knight (♁♁) and Black Knight (♁♁) have unique trading advantages that give them an excellent chance of gaining a boon from their allies. In many cases this allows them to gain overwhelming equipment or hired native advantages at the beginning

of the game. To limit their advantage, their trading relationship with their allies is reduced; the White Knight (♣) is “Friendly” with the Order and the Black Knight (♠) is “Friendly” with the Company, beginning at 3rd level.

B Denizen Optional Rules

As difficult as it is to believe for a beginning player struggling to survive for a month in the Realm, experienced players often find the denizens, particularly the natives, to be too weak to adequately defend themselves. The following rules generally increase the uncertainty, aggressiveness, and danger of the denizens.

B.1 Quiet Monsters

This rule makes the monsters less aggressive, if desired by beginning players.

1. If a character is hidden when he ends his turn, he does not turn up the map chits in his tile and monsters cannot move to his tile from the Chart of Appearances. If he is unhidden, he turns up the map chits and monsters appear normally. Monsters already in his tile move normally and natives and visitors appear normally.
2. This rule has two important effects: as long as the characters remain hidden, the map chits remain face down and the monsters cannot appear. Careful characters can keep away from monsters longer, and they can keep the identity of the site chits secret longer.
3. Site chits must still be revealed when they are looted, as explained in rule 7.5.5b2.
4. This rule also applies to hired and controlled denizens. When hidden, they do not turn up map chits or summon monsters.
5. In combat, the attackers on a character’s Confrontation Chart do not have to be put in as many red boxes as possible. Each head, club and native horse must still be put in a different box from its owner, but otherwise the character can group the attacking denizens as he wishes (so he can always leave at least one red box vacant). This rule also applies when he positions attackers on charts owned by his hired or controlled denizens.

Note: This rule can be used by itself or with the rest of optional rule B.1

B.2 Alerted Monsters

This rule makes denizens fight more aggressively against unhidden attackers. When combat starts in a clearing that contains any unhidden characters or any unhidden hired or controlled denizens, all of the unhired and uncontrolled denizens in that clearing (and their heads and clubs) turn dark side up (Tremendous monsters remain dark side down). They change tactics normally during combat. If all of the characters and hired or controlled denizens are hidden when combat starts, the unhired and uncontrolled denizens turn light side up as usual.

Variant: Alerted Monsters is sometimes not satisfactory because characters, by remaining unhidden, can deliberately make the monsters slower and easier to run away from. To make the monsters more unpredictable, roll two dice for “Change Tactics” for each medium or heavy monster, club, or head when combat begins in the clearing – regardless of whether characters are hidden or unhidden. If a

☒ is rolled on either die, the monster begins combat on its dark side. Otherwise the monster begins on its light side.

B.3 Dragon Heads

Tremendous Dragons become fire-breathing. This rule makes the Dragons less dangerous in the regular game, but more dangerous with the optional Combat (rule D.3). Instead of striking, Dragon head counters breathe fire and attack like missile weapons. When a head counter hits, the target rolls on the Missile table 8.3 for the attack (the die roll is not modified). Tremendous Dragon heads have a weapon length of 15, and the Tremendous Flying Dragon's head has a weapon length of 13.

B.4 Watchful Natives

This rule makes the natives less vulnerable to attacks by characters. It was intended to be part of the Second Edition Rules, but was left out because of space limitations.

1. Unhired natives that are unassigned at the end of random assignment, or become unassigned when they are left behind by a character who runs away, are termed to be “watchful” against surprise attack. When an unhired native is assigned to a Confrontation Chart (either his own or someone else's), he immediately stops being watchful. Monsters and hired natives are never watchful.
2. If a watchful native is targetted by a character in the mêlée step, the attacked native and all other watchful natives from the same native group as the target are immediately put on the character's Confrontation Chart and attack normally in that round.
Exception: If the character remains hidden by making his hide roll under the optional rule A.2 (Ambushes), the natives of that group remain unassigned and watchful.
3. If a character deploys a minion (hired native or hired or controlled monster) against a watchful native, all other watchful natives of the target's group are immediately assigned to attack the character. The character finishes deploying his minions before the watchful natives are assigned. Those unhired natives who have a minion deployed against them are assigned to fight the deployed minion and stop being watchful.
4. In rule B.4.2 and rule B.4.3 above, if the character is hidden or is not in the clearing, all the watchful natives will be assigned to any unhidden minions the character has in the clearing as in Random Assignment (see rule 8.3.5). If the attacking character and all his minions are hidden (for example if the character attacks from Ambush and passes his hide roll) the watchful natives remain unassigned and watchful.
5. It is possible for some members of a native group to be watchful and others not to be.
Example: *The Berserker lures one Soldier. The Amazon (☒) lures the other three and runs away. The three Soldiers that the Amazon (☒) lured are watchful. If another character targets one of them, all three attack that character in the same round. On the other hand, the Soldier that is assigned to the Berserker is not watchful. If the Berserker or any other character targets the Soldier on his Confrontation Chart, the three watchful Soldiers who were lured by the Amazon (☒) don't attack him.*
6. Natives are watchful of all characters, not just those that are battling them.

7. The Watchful Natives optional rule does not affect rule 8.3.4e: if a character lures or targets an unhired native or has one of his hired natives lure or deploy against an unhired native, the target native's group is battling that character for the rest of the day.

Example: The Berserker is not battling the Soldiers. The Soldiers are unassigned and watchful at the end of random assignment. In the mêlée step he attacks one of the Soldiers. He is now battling the Soldiers for the rest of the day. In addition, his target and all the other Soldiers are put on his Confrontation Chart and counterattack him in the same round.

B.5 Extended Treachery

Ordering a hired native to attack another member of his group now counts as treachery.

1. If a character causes one of his hired natives to lure or be deployed against an unhired native of the same native group, the character has committed treachery against the native group, triggering all the consequences of rule 8.4.2g.
2. The hired native and all other hired natives from the same group immediately rebel and become unhired. Those attacking unhired natives or monsters are immediately unassigned. Those assigned to other characters or their hired natives are battling for the rest of the day.
3. The hiring character loses notoriety equivalent to the notoriety of his rebels.

B.6 Grudges and Gratitude

Natives now remember a character who does them a good turn...or a bad one. Events during the game can permanently change a character's trading relationships. If a relationship goes above Ally he still uses the Ally column but he keeps track of the extra levels of friendship and counts them against levels he loses later in the game. Similarly, if his relationship goes below Enemy he uses the Enemy column but he keeps track of the extra levels and counts them against any levels he gains later.

Example: If he buys drinks for a leader who is worse than an enemy, he still uses the Enemy column.

1. When a character (or one of his hired or controlled denizens) kills an unhired native who is currently a Friend, the native's group instantly becomes two levels less friendly. When he kills an unhired native who is currently an Ally, the native's group becomes four levels less friendly. If he commits treachery against a group (see rule 8.4.2g), the group becomes five levels less friendly towards him.
2. There is no penalty when a character kills a native hired by some other player, or an unhired native who is neutral, unfriendly, or an enemy.
3. When a character (or one of his hired leaders) sells a card with a fame price to the group named on the card, he gains one level of friendliness with that group. If he buys the card from the group, the group becomes one level less friendly.

B.7 Extended Grudges and Gratitude

Killing natives that are not your friends makes them like you even less.

1. Killing an unhired neutral, unfriendly or enemy native reduces a character's friendship level with the native's group one level for the rest of the game.

C Advanced Magic Rules

The following rules enhance the importance of magic and the capabilities of the magic-using characters:

C.1 Enhanced Magic

Spells and magic chits are not tied up by the casting of a spell, which allows the casting of multiple instances of a single spell.

1. Casting a spell does not tie up the spell or the magic chit. The spell is free to be cast on the next round, and the magic chit fatigues like any other action chit at the end of the round (it must fatigue).
2. Similarly, casting a spell card does not tie up the card, and using an Artifact or Spell Book to cast a spell card (or spell) does not tie up the item. However, each item can still be used only once per Evening.

C.2 Benevolent Spells

With this rule, some spells can be cast on your hired natives without causing them to attack you. This is another rule that was intended for the Second Edition.

1. Certain spells are deemed benevolent and can be cast by a character on his hired natives without constituting “Treachery” and causing the natives to rebel (see rule 8.4.2g). They can also be cast on unhired natives without causing the natives to battle the spellcaster.
2. Benevolent spells are all Day spells, all Combat spells, and Peace with Nature. All other spells, including Attack spells and all Permanent spells except Peace with Nature are not benevolent.

C.3 Enhanced Artifacts and Spell Books

This rule allows characters to use Artifacts and Spell Books as extra magic chits.

1. Each Artifact and Spell Book can be used exactly like a magic chit by the character who owns it. It can be enchanted into magic color, it can be used to enchant a map tile, it allows its owner to record spells and it can be played to cast recorded spells.
Special: If a character uses an Artifact or Spell Book to record a spell, he can count that spell towards victory only if he has that Artifact or Spell Book at the end of the game.
 - 1.1) Each Artifact and Spell Book’s type is defined by the magic symbol on its card. It has a time number of zero.
 - 1.2) Each Artifact and Spell Book still can be used only once per Evening.
2. The awakened spell cards that belong to an Artifact or Spell Book can be cast by magic chits like recorded spells. They also count towards victory at the end of the game, if the owner of the item has the magic chits to cast them.

3. When an Artifact or Spell Book is enchanted to magic color, it ceases to be an Artifact or Spell Book. It can no longer be used to cast spells or read runes, it cannot be the target of an Enchant Artifact spell, and it cannot be bought, sold, or given away. The magic color must be expended – turning it back into an Artifact or Spell Book – before it can again be used for these activities. The magic color can be voluntarily expended at any time, and disappears immediately if the item is dropped or lost.
4. An Artifact or Spell Book can only be enchanted to one type of magic color – the color corresponding to the magic symbol on the card – even if it contains multiple magic types.
 - 4.1) If the Enchant Artifact spell is used to add a spell to an Artifact or Spell Book, then a magic symbol matching that spell's type is also added, and is present whenever the Enchant Artifact spell is energized. The Artifact or Spell Book can be enchanted to magic color matching either this new magic symbol or the original printed magic symbol. An Artifact or Spell Book may not be enchanted to more than one type of magic color simultaneously.
 - 4.2) When an Artifact or Spell Book is enchanted to magic color using a magic symbol provided by an energized Enchant Artifact spell, the magic color will automatically be expended at Midnight (if unused) when the Enchant Artifact spell falls inert.
5. When an Artifact or Spell Book that has been enchanted to magic color is used to supply color during combat, it is placed off the Confrontation Chart. It cannot be used to cast a spell until the next round of combat. In the following rounds of combat, the Artifact or Spell Book can be used to cast spells normally, once for each magic type it has.

Explanation: Use of an Artifact or Spell Book as a color chit does not count against the daily usage restrictions for Artifacts and Spell Books.

C.4 Power of the Pit

This rule requires the Power of the Pit attack to hit like an attack spell.

1. Monsters and characters use the same procedure to cast the Power of the Pit spells. The spells are cast during the encounter step, even when they are cast by Demons, but they are resolved like Attack spells during the mêlée step. The Imp and the Curse spell are not affected by this rule. They continue to function as explained in the basic rules.
2. A Demon's spell comes to life at the start of the encounter step like a character's spell, and it cancels any spell that its target has played but not completed. If a character specifies a Demon as his target and his spell comes to life before the Demon's spell, the Demon's spell is cancelled.

Example: If he casts Ask Demon with a completion time of zero, the Demon does not cast its spell.
3. All Power of the Pit spells are resolved as attacks during the mêlée step. The direction of a Demon's attack is determined as explained in the basic rules. A character puts his magic chit in an attack box to specify the direction of his attack. If the spell hits, it inflicts its effect directly on the target, not on his armor or horses. If the spell fails to hit, it has no effect. Notice that Power of the Pit can cancel its target's spell even if it ultimately misses the target.

C.5 Automatic Enchanting

Certain map tiles flip over automatically at the end of each week, changing many of the roadways and making more magic color available.

1. On the seventh day of each game week, certain map tiles turn over automatically, without any action by the characters. Only automatic sources of magic color can turn tiles over automatically; color chits cannot be used. Each tile turns over as explained in rule 7.10.4. All of the tiles turn over at the very start of the day, immediately after Midnight of the day before.
2. The magic color supplied by the seventh day each week automatically turns certain tiles over. It turns over each tile that contains an enchanted card or dwelling that supplies the same magic color, and it turns over all tiles that have that color on their enchanted side (the tiles turn over whether they are enchanted side up or green side up, as long as the enchanted side has the matching color).
3. On day 7, White magic will turn over the tiles that contain the Chapel and the Sacred Grail, and Black magic will turn over the tiles that contain the Toadstool Circle and the Cloven Hoof. If optional rule E.2 Changing the game time is being used to play a game longer than one month, only Black or White magic (not both at once) will be supplied on the seventh day of each month. If optional rule D.1 Seasons and Weather is being used, the magic color supplied on the seventh day will vary according to the current season. If colors other than White or Black are supplied, tiles will turn over as described below.
 - 3.1) On day 14, the Grey magic turns over the five Valley tiles, the Ruins, the Crag, the Borderland, and the tile that contains the Golden Icon.
 - 3.2) On day 21, the Purple magic turns over the Borderland, Cavern, Caves, Cliff, Crag, High Pass, Ledges and Mountain tiles, and the tile that contains the Dragon Essence card.
 - 3.3) On day 28, the Gold magic turns over the six Woods tiles, the Crag, the Borderland and the tile that contains the Flowers of Rest card.
4. An enchanted card also causes its tile to turn over if the card is in the same clearing with another enchanted card or dwelling that supplies the same color, or if it is in a clearing (or roadway) that supplies that color when the tile is enchanted side up (the tile turns over whether it is enchanted side up or green side up, as long as its enchanted side supplies the matching color to the card's clearing or roadway).

Note: Enchanted cards cause tiles to turn over only on the seventh day of the week (days 7, 14, 21, and 28).

 - 4.1) If the Chapel and Sacred Grail are in the same clearing, their tile turns over.
 - 4.2) If the Golden Icon is in a clearing or roadway that supplies Grey magic when enchanted, its tile turns over.
 - 4.3) If the Flowers of Rest card is in a clearing or roadway that supplies Gold magic when enchanted, its tile turns over.
 - 4.4) If the Dragon Essence is in a clearing or roadway that supplies Purple magic when enchanted, its tile turns over.
 - 4.5) If the Toadstool Circle and Cloven Hoof are in the same clearing, their tile turns over.
 - 4.6) If an enchanted card is on a roadway between tiles when it causes a tile to turn over, it causes both tiles to turn over.
5. A tile can turn over automatically only once at the end of each week. If several causes make it turn over, it turns over only once.



D Extended Game System

The following rules extend the game system, adding texture, increasing the importance of trading with natives, and introducing more uncertainty into the combat system.

D.1 Seasons and Weather

This rule brings the dramatic effects of weather into the game, and allows games to take place in different seasons of the year.

1. In the Magic Realm, the year is divided into thirteen seasons, each coinciding with one lunar month. Each game of Magic Realm takes place within one of these seasons. This rule allows the players to select the season in which the game takes place.
2. The Calendar of Seasons specifies the peculiarities of each season. The season in which the game is played defines the number of victory points each character must assign to his victory requirements, the number of days in each week, the number of phases in each turn, the number of move phases it takes to enter a mountain clearing, where the mission chits must be taken to collect a reward and what the reward is, and the magic color that is present on the seventh day of the month.
 - 2.1) When a character records his victory requirements at the start of the game, he must assign the number of victory points defined by the season instead of the five victory points specified in the basic rules.
 - 2.2) Each week consists of the number of days specified by the season instead of the seven days specified in the basic rules.
 - i) When a week has fewer than seven days, the lost days are skipped over – no one gets a turn, no denizens appear, no combat takes place, characters who are between clearings remain between clearings, and so on. The days are always lost from the beginning of the week: if the week has four days, the players skip days 1, 2, and 3 and play days 4, 5, 6 and 7.
 - ii) The game lasts for four weeks regardless of the number of days in each week. The game ends on the last day of the fourth week.
 - 2.3) Each individual's turn consists of the basic, sunlight and sheltered phases specified by the season instead of the two basic phases and two sunlight phases specified in the basic rules. Everyone who does a turn gets the number of phases defined by the season: characters, hired leaders, controlled monsters, familiars and phantasms.
 - i. The season does not affect extra phases. Each individual can still do the extra phases to which he is entitled.
 - ii. "Sheltered" phases are the exact opposite of sunlight phases, except that they can be done in buildings. An individual can use a sheltered phase only if he stays in a cave or at a building throughout his turn; he can move from one cave or building to another, but he cannot fly or enter a buildingless woods or mountain clearing in the same turn that he uses a sheltered phase. The Inn, Chapel, House and Guard house are the only buildings; individuals cannot do sheltered phases at campfires.

- 2.4) To enter a mountain clearing, an individual must do the number of move phases defined by the season (instead of the two move phases required in the basic rules). The move phases must be done consecutively, in the same turn.
- 2.5) The Escort Party and Food/Ale chits must be taken to the dwellings defined by the season instead of the dwellings specified in the basic rules. When a character delivers them, he collects the reward defined by the season instead of the normal reward.
- 2.6) The magic color that is present on day 7 of the month is the color specified by the season, not the Black and White magic specified in the basic rules.
3. The players must agree on the season to be used before they start to prepare for play. They can set the season by mutual agreement, or each player can write his choice on a slip of paper and they can pick one of the slips at random to determine the season.
4. The weather defines the number of days in the week, the number of phases in each turn, and occasionally inflicts additional penalties. See the Calendar of Seasons.
Note: If the players prefer, they can assume that the weather is Clear every week.
- 4.1) This rule uses the four weather chits and the six red chits numbered  to . These chits cannot be used for other purposes when weather is being used.
- 4.2) The weather is either Clear, Showers, Storm, or Special. At the start of each week, place a weather chit on the first day of the week on the Daily Record, face up. The chit defines the weather and remains in effect until the end of the week.
5. Each game starts with one week of clear weather. At the start of the game the “Clear” chit is put in the box for day 1.





Die Roll	Weather Chit
	Special
	Storm
	Showers
	Clear

Table D.1: Weather

6. The weather for subsequent weeks is defined by randomly picking a red numbered chit and rolling one die. The number on the chit is compared to the number on the die, and the higher number defines the weather for the week. The weather table D.1 shows the weather caused by each number.
Important: The chit is picked a week in advance and remains secret until it goes into effect. At the start of the game a random chit is secretly put on day 8 of the Daily Record. At Midnight of day 7 the chit is revealed (and a die is rolled) to define the weather for the upcoming week. Then the six chits are mixed together and the next random chit is secretly put in box 15. This continues from week to week until the game ends.

LUNAR SEASON		WEATHER CHITS			
		Clear	Showers	Storm	Special
1. Christmas	<i>Light snow swirls across the frozen earth</i>	<i>Cold</i>	<i>Flurries</i>	<i>Snowstorm</i>	<i>Icy Winds</i>
assign 4 Victory points	Food to Inn (Chapel)	7 days/week	5 days/week	4 days/week	5 days/week
Mountains: 3 phases	Escort to Chapel (Guard)	2 Basic,	3 Basic,	3 Basic,	3 Basic,
7 th day: White magic	Reward: 3 Gold / clearing	2 Sunlight	1 Sunlight	1 Sheltered	2 Sunlight
2. Ice	<i>Ice-crusted snow underfoot and still, frigid air</i>	<i>Cold</i>	<i>Ice Storm</i>	<i>Snowstorm</i>	<i>Frigid Air</i>
assign 4 victory points	Food to Guard (Inn)	7 days/week	4 days/week	3 days/week	4 days/week
Mountains: 4 phases	Escort to Inn (Chapel)	2 Basic,	4 Basic	4 Basic,	4 Basic,
7 th day: Black magic	Reward: 3 Gold / clearing	1 Sunlight		1 Sheltered	2 Sunlight
3. Snow	<i>Deep, drifting snow blankets the world</i>	<i>Snowdrifts</i>	<i>Sleet</i>	<i>Snowstorm</i>	<i>Blizzard</i>
assign 3 victory points	Food to Inn (House)	5 days/week	4 days/week	3 days/week	2 days/week
Mountains: 4 phases	Escort to Inn (Guard)	3 Basic,	4 Basic	4 Basic,	4 Basic,
7 th day: Purple magic	Reward: 4 Gold / clearing	1 Sunlight		1 Sheltered	2 Sheltered
4. Easter	<i>Melting snows and late blizzards</i>	<i>Cool</i>	<i>Showers</i>	<i>Snowstorm</i>	<i>Soft Ground</i>
assign 4 victory points	Food to Chapel (Inn)	7 days/week	5 days/week	4 days/week	7 days/week
Mountains: 3 phases	Escort to Chapel (Guard)	2 Basic,	3 Basic,	3 Basic,	2 Basic,
7 th day: White magic	Reward: 3 Gold / clearing	2 Sunlight	1 Sunlight	1 Sheltered	2 Sunlight
5. Freshet	<i>Flooding as snows melt and cold rains run off</i>	<i>Cool</i>	<i>Showers</i>	<i>Rain</i>	<i>Flooding</i>
assign 5 victory points	Food to Inn (House)	7 days/week	5 days/week	4 days/week	3 days/week
Mountains: 2 phases	Escort to Small C. (Guard)	2 Basic,	2 Basic,	2 Basic,	2 Basic,
7 th day: Grey magic	Reward: 2 Gold / clearing	2 Sunlight	3 Sunlight	4 Sunlight	4 Sunlight
6. Spring	<i>Sprouts and blossoms bloom in milder weather</i>	<i>Warm</i>	<i>Showers</i>	<i>Rain</i>	<i>Beautiful</i>
assign 5 victory points	Food to Inn (Guard)	7 days/week	6 days/week	6 days/week	7 days/week
Mountains: 2 phases	Escort to Large C. (House)	2 Basic,	2 Basic,	2 Basic,	2 Basic,
7 th day: Gold magic	Reward: 2 Gold / clearing	2 Sunlight	3 Sunlight	2 Sunlight	3 Sunlight
7. Midsummer	<i>Full, green trees in long, sunny days</i>	<i>Warm</i>	<i>Showers</i>	<i>Soft Rain</i>	<i>Nuts and Berries</i>
assign 6 victory points	Food to Large C. (Inn)	7 days/week	7 days/week	7 days/week	7 days/week
Mountains: 2 phases	Escort to Small C. (Large C.)	2 Basic,	2 Basic,	2 Basic,	2 Basic,
7 th day: All except White	Reward: 2 Gold / clearing	3 Sunlight	2 Sunlight	2 Sunlight	3 Sunlight
8. High Summer	<i>Hot, clear days</i>	<i>Warm</i>	<i>Showers</i>	<i>Rain</i>	<i>Heat Wave</i>
assign 5 victory points	Food to Guard (Large C.)	7 days/week	7 days/week	5 days/week	5 days/week
Mountains: 2 phases	Escort to Small C. (Guard)	2 Basic,	2 Basic,	2 Basic,	3 Basic,
7 th day: Gold magic	Reward: 2 Gold / clearing	2 Sunlight	2 Sunlight	3 Sunlight	3 Sunlight
9. Swelter	<i>Very hot, humid and still air</i>	<i>Hot</i>	<i>Showers</i>	<i>Thunderstorm</i>	<i>Ball Lightning</i>
assign 5 victory points	Food to Chapel (Small C.)	5 days/week	7 days/week	7 days/week	4 days/week
Mountains: 2 phases	Escort to Inn (Small C.)	3 Basic,	2 Basic,	2 Basic,	4 Basic,
7 th day: Purple magic	Reward: 2 Gold / clearing	3 Sunlight	3 Sunlight	1 Sunlight	3 Sunlight
10. Harvest	<i>Golden fields of ripening crops</i>	<i>Warm</i>	<i>Showers</i>	<i>Rain</i>	<i>Ripening</i>
assign 6 victory points	Food to Inn (Large C.)	5 days/week	7 days/week	7 days/week	7 days/week
Mountains: 2 phases	Escort to Guard (Large C.)	2 Basic,	2 Basic,	2 Basic,	2 Basic,
7 th day: Grey magic	Reward: 2 Gold / clearing	3 Sunlight	2 Sunlight	1 Sunlight	3 Sunlight
11. Autumn	<i>Brightly colored leaves on frosty mornings</i>	<i>Cool</i>	<i>Showers</i>	<i>Cold Rain</i>	<i>Autumn Summer</i>
assign 5 victory points	Food to Guard (Large C.)	7 days/week	7 days/week	7 days/week	7 days/week
Mountains: 2 phases	Escort to Guard (Small C.)	2 Basic,	2 Basic,	2 Basic,	2 Basic,
7 th day: Purple magic	Reward: 2 Gold / clearing	2 Sunlight	2 Sunlight	1 Sunlight	3 Sunlight
12. Halloween	<i>Dead leaves blowing in long, cold nights</i>	<i>Cold</i>	<i>Cold Showers</i>	<i>Cold Rain</i>	<i>Blowing Leaves</i>
assign 5 victory points	Food to Chapel (Inn)	7 days/week	7 days/week	7 days/week	7 days/week
Mountains: 2 phases	Escort to Inn (Large C.)	2 Basic,	2 Basic,	2 Basic,	2 Basic,
7 th day: All colors	Reward: 2 Gold / clearing	3 Sunlight	1 Sunlight	1 Sunlight	2 Sunlight
13. Desolate	<i>Cold rains on barren trees and ground</i>	<i>Cold</i>	<i>Flurries</i>	<i>Freezing Rain</i>	<i>Early Snow</i>
assign 5 victory points	Food to Inn (House)	7 days/week	5 days/week	7 days/week	7 days/week
Mountains: 2 phases	Escort to Inn (Chapel)	2 Basic,	3 Basic,	2 Basic,	2 Basic,
7 th day: Grey magic	Reward: 2 Gold / clearing	2 Sunlight	1 Sunlight	1 Sunlight	2 Sunlight

Table D.2: Calendar of Seasons

Explanation of the Calendar of Seasons

The LUNAR MONTH column summarizes the effects of each season. The WEATHER CHITS columns summarize the effects caused by each weather chit. The effects caused by each chit are listed in that chit's column.

assign victory points: The number of victory points that the characters must assign to their victory requirements when they play this season.

Mountains: The number of consecutive move phases a character must do (in one turn) to enter a mountain clearing during this season.

7th day: The magic color that is supplied everywhere on the map on the seventh day of this season.

Food to: The dwelling where the Food/Ale chit must be taken to complete the mission and collect the reward. If the chit is already at this dwelling, it must be taken to the dwelling named in parentheses instead. "Large C." and "Small C." are the campfires.

Escort to: The dwelling where the Escort Party chit must be taken to complete the mission and collect the reward. If the chit is already at this dwelling, it must be taken to the dwelling named in parentheses instead. "Large C." and "Small C." are the campfires.

days/week: The number of days in the week that this weather chit is in effect. The remaining days in the week are skipped over (the days are skipped at the beginning of the week).

Basic: The number of basic phases each character, hired leader, controlled monster, familiar, or phantasm gets in his turn each day in the week that this weather chit is in effect.

Sunlight: The number of sunlight phases each character, hired leader, controlled monster, familiar, or phantasm gets in his turn each day in the week that this weather chit is in effect. An individual can use a sunlight phase only if he stays out of the cave clearings for his entire turn.

Special: The Dwarf can never do sunlight phases.

Sheltered: The number of sheltered phases each character, hired leader, controlled monster, familiar, or phantasm gets in his turn each day in the week that this weather chit is in effect. An individual can use a sheltered phase only if he spends his whole turn in caves or in buildings.

Special: If the Dwarf fulfils this requirement, he can do sheltered phases in addition to his basic phases.

Reward: The reward for completing a mission is the number of gold points mentioned per clearing for the shortest path at the time the chit is taken. If at the time the mission chit is taken there is no path to the dwelling or the dwelling has not yet been found, the reward is 30 gold.

Special Weather Effects

The following special weather effects occur:

Icy Winds: If a character is not in a cave or dwelling (including campfires) during Birdsong, he must immediately fatigue one droplet.

Frigid Air: Each time a character ends a phase of his turn outside a cave or dwelling (including campfires), he must fatigue one droplet. If he is blocked outside of caves and dwellings before completing his turn, he must also fatigue droplets for the phases he cancelled.

Soft Ground: No one can use the Hide table. This affects both the Hide activity and hide rolls caused by the World Fades spell.

Early Snow: No one can use the Hide table. This affects both the Hide activity and hide rolls caused by the World Fades spell.

Heat Wave: If a character is not in a cave or mountain clearing during Birdsong, he must fatigue one droplet.

Ball Lightning: Each time a character ends a phase of his turn in a mountain clearing, he must fatigue one droplet. If he is blocked in a mountain clearing before completing his turn, he must also fatigue droplets for the phases he cancelled.

Blowing Leaves: No one can use the Search activity to roll on the Peer table. The Enhanced Peer activity is not affected.

D.2 Commerce

This rule enhances the importance of trading.

1. Natives now have special prices they use for buying and selling certain treasures. A native group will value some treasures very highly, while others will be worthless, or even repulsive, to them.
 - 1.1) **Purple and red natives:** For the Rogues, Bashkars and Company, each item's special price is equal to the item's gold price plus its notoriety value.
Example: To the Rogues, the Beast Pipes have a basic price of 13 (a gold price of 8 plus 5 for its notoriety).
 - 1.2) **Green, grey and blue natives:** For the Woodfolk, Lancers, Soldiers and Patrol, each item's special price is equal to its gold price plus its fame and notoriety values.
Example: To the Lancers, the Beast Pipes have a price of 8 (a gold price of 8 plus 5 for its notoriety minus 5 for its negative fame).
 - 1.3) **Brown natives:** For the Order and Guard, each item's special price is equal to its gold price plus its fame and notoriety values.
Example: To Order and Guard, the Beast Pipes have a price of 3 (a gold price of 8 minus 5 for its negative fame value).
 - 1.4) A card's fame price also adds to its special price, but only when trading with the group named on the card.
Example: The Sacred Statue is worth an extra 10 gold points to the Order, but not to anyone else.
 - 1.5) When a character rolls to buy an object that has a negative special price for the selling group, if he rolls any purchase result the native group will give the object to the purchaser and give him the negative gold price (without multiplication) to take the item off their hands.
Example: The Dwarf (♂) attempts to buy the Black Book from the Order. Its special price is 10 - 15 fame = -5. The Dwarf (♂) rolls Price x4. The Order gives him the Black Book and 5 gold.
 - 1.6) If you use one or more belongings to help pay for an item you are buying, the value of the belongings is their basic price, adjusted by the modifiers given above.

2. **The Commerce Table:** When a character (or hired leader) sells belongings to natives and visitors, he must roll on the Commerce table to set the price he collects. He finds his result in the column that matches his current trading relationship with the leader or visitor, and he can buy drinks to gain one level of friendliness during the roll. The results are indicated on the table.

Note: Trade phases used to buy items (and Hire phases) are still rolled on the Meeting table.

- 2.1) All treasures and special abilities that affect Trade rolls on the Meeting table also apply to the Commerce table.
- 2.2) As in the basic game, a character or native leader can sell any number of belongings at the same time. Any price adjustment from the Commerce table (positive or negative) applies to the total price of all the items being sold, and not to the price of each individual item.
- 2.3) Explanation for the Commerce table D.3.

Offer Gold The final price is equal to the basic price plus the indicated number of gold points (negative numbers subtract from the price). If no addition or subtraction is listed, the final price equals the basic price. You can sell the belonging(s) for this price, or keep them and collect nothing. If the price is below zero, the denizen refuses to buy.

Demand Gold The final price is equal to the basic price plus the indicated number of gold points (negative numbers subtract from the price). You can sell the belonging(s) for this price, or keep them and collect nothing.

Important: If you refuse to sell for the final price, the denizen blocks you! If the price is below zero, the denizen automatically blocks you.

Block/Battle The denizen blocks the individual who is trying to sell.

Trouble Immediately roll again and find your result in the UNFRIENDLY column.

Opportunity Immediately roll again and look up your result in the next friendlier column (so if you roll "Opportunity" in the NEUTRAL column, roll again and find your result in the FRIENDLY column).

Die Roll	Trading Relationships				
	ENEMY	UNFRIENDLY	NEUTRAL	FRIENDLY	ALLY
☐	Demand Gold -10	Offer Gold -5	Opportunity	Opportunity	Offer Gold +10
▣	Demand Gold -15	Offer Gold -10	Offer Gold	Offer Gold +5	Offer Gold +5
▢	Demand Gold -20	Offer Gold -10	Offer Gold -5	Offer Gold	Offer Gold +5
▧	Demand Gold -30	Demand Gold -5	Offer Gold -10	Offer Gold	Offer Gold
▨	Block/Battle	Demand Gold -10	Offer Gold -15	Offer Gold -5	Offer Gold
▩	Block/Battle	Demand Gold -20	Trouble	Offer Gold -10	Offer Gold -5

Table D.3: Commerce

D.3 Optional Combat Rules


These rules increase the combat power of all denizens and characters, making the Realm a much deadlier place, and making combat more realistic. They are not recommended for beginners! Alerted Monsters (rule B.2) and Dragon Heads (rule B.3) work much better with these rules than they do

with the basic game, but optional abilities (rule A.6) should be used with caution, as some of those play balance adjustments may no longer be necessary.

1. **Move actions:** When a character plays a move chit, Boots card, or horse to run away or pick up a dropped belonging, he must roll on the Stumble table D.4 to see if his play works or is cancelled. His move time does not have to be lower than the move times of the attackers (denizens and Action chits) on his chart, although playing a low move time will increase his chances of success. He still cannot play a move chit if a Tremendous monster is dark side up on his chart.
 - 1.1) In addition to his normal die roll modifiers, he modifies the die roll by adding the number of attackers on his Confrontation Chart and subtracting his time advantage over the fastest attacker. His time advantage equals the attacker's move time minus his own move time. If the result is negative, subtracting it adds to the die roll: in effect, he adds his own move time to the die roll and then subtracts the attacker's move time.
Example: If he plays a move time of 2 when three attackers are on his chart and the fastest has a move time of 4, he adds 3 (for three attackers) plus 2 (his move time) and subtracts 4 (the attacker's move time), for a net adjustment of +1. If he rolls 6 his final result is 7.
 - 1.2) If his final result is 6 or less, he completes his action successfully. If it is 7 or more, his play is cancelled.
 - 1.3) A character must also use the Stumble table when he flies, but only flying attackers count towards altering his die roll.
2. **Riding Horses:** When a character has an active horse, it is the only piece he can play to move. He cannot play move chits or Boots cards to charge or run away, and he must play the horse to do his maneuver.
Special: When a character or native uses a horse to maneuver, he can also play a maneuver of his own to provide extra protection against a character who targets him directly (see rule D.3.3 below). A character can play a move chit or Boots card in any maneuver square, subject to the normal restrictions. A native is always assumed to be maneuvering with his own counter in addition to his horse (if he has one).
3. Characters are able to attack riders without attacking the horses they are riding (inactive horses cannot be attacked). When a character specifies a target who is riding a horse, he must specify whether he is attacking the target or his horse. Denizens continue to attack as explained in the basic rules: they always attack the horse first. If a horse is killed, any subsequent attacks that would also have hit the horse automatically hit the rider instead.
 - 3.1) If he attacks the horse, his attention chit is put on the horse and the attack is resolved normally, against the horse.
 - 3.2) If he attacks the rider, he must still intercept or undercut the horse's maneuver to hit the rider. If the rider also played a maneuver of his own, it merely alters the harm that the attack inflicts (see rule 3.4.2).
4. **Attacks:** When any attack hits, the harm it inflicts is modified by the optional combat tables. After calculating the harm caused by the attack's harm letter and sharpness, the attacker rolls the dice and consults the appropriate table to adjust the harm. When making a striking attack, he uses the Fumble table table D.4 to adjust the harm. When making a missile attack, he uses the optional Missile table D.4 (instead of the regular Missile table 8.3). The effects are indicated in the tables.

Exception: There are only two instances in which the optional Combat tables are not used: Dark side up Tremendous monsters automatically kill their target if they hit it; and attackers that have received “Wish for Strength” automatically inflict Tremendous final harm if they hit their target.

- 4.1) In addition to the normal modifications to his die roll, he subtracts his attack’s time advantage over the target’s maneuver time. If his attack did not intercept the direction of the target’s maneuver, he also adds 4 to his result (the “undercut penalty”). His time advantage equals his target’s maneuver time minus his own attack time. If the result is negative, subtracting it adds to the die roll: in effect, he adds his attack time to the die roll and subtracts the target’s maneuver time.

Example: If his attack time is 2 and the target’s maneuver time is 3 his time advantage is 1, subtracting 1 from the die roll. If his attack fails to intercept the target’s direction, he adds 4 to make the net adjustment +3; if he rolls a  it becomes a 9.

- 4.2) If the target played both a horse and a maneuver of his own, the die roll is altered by both the horse’s maneuver and the rider’s maneuver. The attacker calculates his time advantage over each maneuver and subtracts both advantages from his die roll, and he adds 4 for each maneuver his attack does not intercept.

Example: If his attack time of 3 hits a horse and rider with move times of 5 and 2, he subtracts 2 (his advantage over the horse) and adds 1 (his disadvantage over the rider), for a net adjustment of -1. If he intercepts the rider but not the horse (or the horse but not the rider) he adds 4, making his final adjustment +3. If he had intercepted neither the horse nor the rider, he would add another 4, making his final adjustment +7.

- 4.3) The attacker uses the normal procedure to determine whether his attack hits; misses are removed without being rolled for. Attacks that hit armor still lose one sharpness star. The die roll is affected by the attacker’s modifications, not the defenders. All die roll modifications for an attack are determined at the moment of hit determination. The die roll modifications for an attack never change, regardless of what occurs as the attacks are resolved.

Example: If a horse is killed early in a round of combat, the horse’s move speed and maneuver direction are still used to determine the die roll modifications for any subsequent attacks in that round against its rider.

- 4.4) If the defender is a character who did not play any maneuver at all (no move chit, fly chit, Boots card, or horse), the adjustment is calculated as if he had played a move time of 8 without applying the +4 undercut penalty.

Example: An attack time of 1 would have an advantage of 7, subtracting 7 from the roll.

- 4.5) Prepared magical attacks have an attack time of 0 (zero) and roll on the optional Missile table.

Special: Prepared Fiery Blast or Lightning Bolt attack with an attack time of 0 (zero), but subtract one sharpness star from their harm, in addition to any sharpness lost due to armor.

Comment: This special adjustment for alerted Fiery Blasts and Lightning Bolts was added by the designer Richard Hamblen, for play-balance purposes.

5. **Penetrating Armor:** When a missile attack hits a character’s armor, the harm is inflicted on the character but the armor reduces the harm. The armor is not damaged or destroyed. This rule

applies to all missile attacks that hit characters. Missile attacks that hit armored denizens and all striking attacks that hit armor continue to inflict harm as explained in the basic rules.

- 5.1) If the final harm of a missile attack (including any sharpness star that would normally be lost for hitting armor) exceeds Tremendous, it simply ignores the armor – even if the character has multiple pieces of armor blocking the attack – and kills the character (It hits a vital unarmored spot). Otherwise, the harm is compared to the toughness of the armor. If the armor exceeds the harm, the attack has no effect – the target is not wounded. If the harm equals the armor, and there is no other armor blocking the attack (it hit the character’s final piece of armor, if he had more than one activated), the target gets one wound but there is no further effect: he is not killed and the armor is not damaged. If the harm exceeds the armor, the harm drops one level (in addition to the sharpness star it has already lost) and the resulting harm is inflicted on the target as if he were not armored. The armor is neither damaged nor destroyed.

Example: If Heavy harm hits a Medium piece of armor, the harm drops to Medium and Medium harm is inflicted on the target.

- 5.2) A missile attack can penetrate several pieces of armor, losing one level for each armor piece it penetrates. If it reaches a piece of armor it cannot penetrate, it stops. Regardless of how many pieces of armor the attack penetrates, only one sharpness star is lost for striking armor.

Example: If a Tremendous missile attack hits a shield and breastplate, it drops to Heavy when it penetrates the shield and drops to Medium when it penetrates the breastplate. Medium harm is inflicted on the target.

6. Explanation of the optional Combat tables (see table D.4).

These tables only allow results from 1 to 10. If the adjusted die roll falls within 1 to 10, use it to find the result. If the adjusted die roll exceeds 10, convert it to 10. If it is lower than 1, convert it to 1.

Missile and Fumble tables In addition to the normal die roll modifications, the attacker subtracts his time advantage from the die roll. If his attack fails to intercept, he also adds 4 to the die roll. See optional rule D.3. If the result is “Negligible” harm or less, the hit inflicts no harm but it still counts as a hit: if a weapon attacks, it is unalerted, if a Tremendous monster attacks, it turns dark side up.

Stumble table In addition to the normal die roll modifications, the character subtracts his time advantage from the roll, and then he adds the number of attackers (denizens and attention chits) on his Confrontation Chart.

E Expanding the Realm

These rules explain how to change the size of the Magic Realm, increasing or decreasing the number of characters, changing the length of the game and combining games to create a larger Magic Realm. Additions and subtractions to the number of victory points that a character must record are cumulative: if one rule increases his victory points by two and another rule reduces them by one, he must record one extra victory point.

(a) Optional Missile Harm		(b) Fumble	
Adjusted Die Roll	Effect on Harm Inflicted	Adjusted Die Roll	Effect on Harm Inflicted
-2 or less	Increase 3 levels	1	Increase 2 levels
-1	Increase 2 levels	2-3	Increase 1 level
0-1	Increase 1 level	4-6	No change
2-4	No change	7-8	Decrease 1 level
5-6	Decrease 1 level	9	Decrease 2 levels
7	Decrease 2 levels	10	Negligible
8 or more	Decrease 3 levels		

(c) Stumble	
Adjusted Die Roll	Effect on Action
1-6	Completed
7-10	Cancelled

Table D.4: Optional Combat

E.1 Solitaire Play

1. This section explains how a player can play Magic Realm by himself, with no other players.
2. The player sets up the game secretly as explained in Chapter 3 Prepare For Play, except as explained below.
3. To construct the map, he puts the Borderland down as the first tile and shuffles the remaining tiles and puts them in a pile. Then he takes each tile in turn from the top of the pile and adds it to the map as explained in step 2 under Prepare For Play.
 - 3.1) He must always take the top tile in the pile and add it to the map, if it can be placed within the restrictions explained under step 2 of Prepare For Play.
Special: If it is a Woods or Valley tile, he cannot put it next to another Woods or Valley tile if any other placement is possible. If no other placement is possible, he may put it next to another Woods or Valley tile.
 - 3.2) If he cannot place the tile legally, he puts it at the bottom of the pile and takes the next tile.
 - 3.3) If the last tile cannot be placed, the player picks up the map and starts all over again.
4. When all twenty tiles have been placed he selects his character, places the visitor and mission chits and selects his victory requirements normally. He must meet his victory requirements normally to win the game.
 - 4.1) One of the most interesting aspects of solitaire play is working out the style of play that best suits each character. Different characters have very different styles of play, and it takes several playings to learn their subtleties.

Note: Some characters rely on advantages in diplomacy that vanish in solitaire play. It is recommended that these characters be given the optional abilities explained in optional rule A.6.

- 4.2) The player can take several characters as explained in optional rule E.4 below, but all of his characters must win for him to win.
5. The player does not turn up the chits in the Valley tiles. These chits remain face down and secret at the start of a solitaire game. The dwellings and Ghosts in the Valley tiles will appear like campfires, when their chits are turned up during the game.
6. The player starts the game by moving onto the map along any road that runs from the edge of the map to the Borderland. His first activity must be a Move activity to enter the map.
Note: If the player starts a new character after his old character is killed, the new character enters the map along the same roadway that the original character used.
7. The player plays the game normally, except that two rows of denizens are prowling each day, and both rows can appear and move on the map. At Sunrise the player rolls twice and puts a monster roll chit in each row he rolls (using an extra chit to represent the second monster roll chit). If he rolls doubles, he puts both chits in the same row and that is the only row that prowls.
8. The optional rules are highly recommended for solitaire players who are familiar with the game. These rules add diversity that enhances a solitaire game. In particular, the optional combat rule D.3 add a charming uncertainty to individual battles.

E.2 Changing the Game Time

1. A game can begin on the first day of any week and it can last for any number of weeks. It cannot start or end part way through a week. The players must agree on the starting day and length of the game before starting to set it up.
2. The game's length defines the number of victory points that each character must assign to his victory requirements. He must assign one basic point, plus one point for each week in the game.
Example: In an eight-week game, he must assign nine victory points.
3. In games longer than one month, instead of supplying Black and White magic, the seventh day of each month alternates between White and Black from month to month. On the first month it is White magic, on the second month it is Black magic, and so on.
4. When characters use optional rule D.1 Seasons and Weather in games that run from season to season, the seasons in the game define the number of victory points each character must assign to his victory requirements.
 - 4.1) The Calendar of Seasons lists the number of points that must be assigned for each season. If the game includes a fraction of a season, multiply the fraction by the season's points (rounding up) to calculate the points that must be assigned for that season.
Example: The characters must record three victory points to play half (two weeks) of MID-SUMMER.
 - 4.2) The seventh day of each season supplies the magic color specified for the season instead of the normal Black or White magic.

5. **Joining a Game in Progress:** If a new player wishes to join a game that is already in progress, the number of weeks remaining in the game defines the number of victory points he must assign. If he joins part way through a week, he counts it as a whole week.
6. **Extending Play:** If the players wish to continue playing at the end of the agreed time, they can agree on extension and add the corresponding number of victory points to their victory requirements. They cannot rearrange the points they have already assigned.

E.3 Sudden Death Game

1. Instead of ending on a specific day, the game continues until one character has fulfilled all of his victory requirements. When the game ends, the characters calculate their scores normally. *Comment: This was the standard rule in the original Magic Realm rulebook, but occasionally it causes the game to end before it really gets started. The rule was changed to give the other characters a chance to catch up, but the old version is included here as an option for those who prefer it. Scoring calculations can be avoided by declaring the player who ends the game to be the victor.*
2. A character can end the game only if he has a total score of zero or better in each category at Midnight of any game day. He cannot have a minus score in any category, regardless of his score in the other categories. He can end the game at Midnight of any day, but only at Midnight. He is not required to end the game – he can keep silent and allow play to continue, if he wishes.
3. It is recommended that a player can only end the game if he is in the clearing where he started the game.
4. This rule usually shortens the game: a typical game lasts from three to five weeks. The players can adjust the length of the game by changing the number of victory points they assign. Each additional point adds roughly a week to the game.

E.4 Multiple Characters

1. Each player can control more than one character. The players can all have the same number of characters, or different players can have different numbers of characters. Before starting, the players must agree on how many characters each player is to have.
2. The players select their characters when the map is being set up. When a player is out of tiles, each time it is his turn he can pick one of his characters. He can select only one character per turn. When he has all of his characters, on his next turn he places a visitor and mission chit normally.
3. Each player records separate victory requirements for each of his characters. *Important:* Each additional character must record an extra victory point in his victory requirements. The first character a player takes must record five victory points, the second character must record six victory points, the third character must record seven victory points, and so on.
4. Each player treats his characters as separate beings. He keeps their belongings separate, he uses a separate Record of Fate for each character, and so on. When a character's attention chit is picked, only that character takes his turn.

5. During combat, when it is a player's turn to lure attackers all of his characters in the clearing can lure attackers. When it is his turn to do actions, all of his characters in the clearing can do actions. The players go in turn, starting with the player whose character had the first turn that day and going to the left.
6. At the end of the game, each player averages the scores of all of the characters he had in the game. He totals the scores of all of his characters and divides by the number of characters he had at the start of the game, and the result is the player's score. If his total is zero or greater, he wins. The player with the largest average score is the victor.
7. If a player's character is killed, he can start a new character to replace him, using the same number of victory requirements as the killed character. At the end of the game he gets no points for the killed character, but he can count the new character's points instead. Whether he takes a new character or not, at the end of the game he must divide his total score by the total number of characters he had at the start of the game.

E.5 Development

1. Each character has four stages of development, outlined in the development section on the back of his Character card. The levels are listed in order, with the earliest (first) level at the top and the last (fourth) level at the bottom. Each level lists the name and the weapon, armor or spell(s) the character has at that level and the three action chits he gains at that level.
2. Each character can start the game at an earlier stage of development than the fourth. He gets the weapon, armor or spells listed for the level he starts at, plus all of the action chits listed for that level and all previous levels (his other action chits are removed from play).
 - 2.1) Each character gets his special advantages at his second and fourth levels. His special advantages are ordered on his Character Chart and numbered "1", and "2" on the List of Characters; when he starts at (or reaches) second or third level he gets the upper Advantage (numbered "1" on the List of Characters), and when he starts at (or reaches) fourth level he gets both special advantages. When he starts at first level, he has no special advantages.

Example: At first level, the Dwarf (♂) does not get the Short Legs and Cave Knowledge advantages (his youthful energy offsets his short legs).
 - 2.2) Each character gets his trading relationships at his third level – he gets these trading relationships only if he starts the game at his third or fourth level. If he starts at first or second level, all of the natives and visitors start the game Neutral to him.
3. When a player records the dwelling where his character will start the game, he also records his character's starting level. When he puts his character counter on the map, he announces his character's level. Reducing his character's level reduces the number of victory points he assigns to his victory requirements. Each level is worth one victory point (regardless of the length of the game), so if he starts two levels lower than normal he records two fewer victory points at the start of the game.

Exception: A character must always record at least two victory points, regardless of the level he starts at or the length of the game.
4. A character's development can increase during the game (particularly if the game is a long one). Each time he gains a certain number of points towards fulfilling his victory requirements, he

gains one of the action chits listed for his next development level. He can choose which chit to take. When he has obtained all three of the chits that belong to his next level, he advances to that level.

4.1) The number of points a character must obtain to gain a chit depends on his current level. At first level, he gains a chit each time he gains one victory point. At second level, he must gain two victory points for each chit, and so on.

4.2) The character's great treasures, and the fame and notoriety values of his belongings, count towards his development. He gains a victory point only when his victory point total increases: if he loses points, he must regain the lost points before he can progress towards his next chit. A victory point counts towards his development only if it counts towards his victory requirements.

Example: If he assigns 3 points to gold, only the first 90 gold points he gets counts towards his development.

4.3) Once a character gains a chit, he keeps it and can use it normally in the game thereafter. When he completes his second level he gains his first special advantage, and when he completes his fourth level he gains his second special advantage. Gaining levels does not change his weapons, armor, spells and trading advantages; these change only as a result of the normal events of the game.

E.6 Extended Development

The following rules, published by Richard Hamblen in the Avalon-Hill General magazine, allow a player to keep a character from game to game and develop his strength. Some options suggested by on-line playtesting are noted. A link to alternate rules for a continuous extended development game that have been developed and play-tested extensively by the on-line community is given in section 1.6.

1. The development section on the back of each character card is used. The first time a character is used he starts at his first stage of development, with the appropriate combat counters, spells and equipment.
2. During each game, each character must record and acquire a number of victory points equal to the next stage in his development. Thus, if a character was at his first stage of development he must record and acquire two victory points; a fourth-stage character would have to acquire five victory points. (Players who prefer longer games can agree to double or triple these numbers if they wish.)
3. When a character fulfils his victory requirements, he wins and the game is over. Alternatively, the game may be played to a fixed number of days and scoring calculated as rule 9.3.2. Six weeks (42 days) is recommended as a game length since lower stage characters accumulate victory points slowly.
 - 3.1) Each character who has survived without being killed, gains one action chit (in addition to any gained during the game as in optional rule E.5.4). He gains one of the chits listed in the next stage after his current stage, and can use it in the next game.
 - 3.2) A character who is at first stage and who has two extra chits is still at first stage.
 - 3.3) When a character gets all three of the chits of a stage, the next game he starts at that new stage with the appropriate spells and equipment.

- 3.4) The character who won the game (the victor) jumps a full stage in the next game. If he was first stage with one extra chit, the next game he would be second stage with one extra chit. Alternatively, players may find that advancing the winning character one entire stage gives him too much advantage in the next game. The victor may be given only one extra chit in addition to the chit for surviving the game, or no extra chit at all, since he will most probably have gained chits during the game from rule E.5.4.
- 3.5) A character who is killed drops a full stage (three chits) for the next game.
4. If the revival rule is being used and a character is killed, he loses three chits before he is revived – and if he is killed again he loses another three chits.
5. A character can never be lower than first stage; he can never have less than three chits.
6. When a character reaches fourth stage he should continue to keep track of the stages and chits he has earned even though he cannot get additional chits.
7. Instead of extra chits, a character gains certain advantages for each full stage he has earned above the fourth (he gains nothing for chits that do not complete a stage). He takes these items when he places his first map tile.
- 7.1) Fifth stage and above: 15 extra gold.
- 7.2) Sixth stage and above: Take one random treasure card from any native group.
- 7.3) Seventh stage and above: 10 notoriety and 5 fame.
- 7.4) Eighth Stage and above: Take one horse from any native group.
- 7.5) Ninth stage and above: Gets one bonus basic phase every day.
- 7.6) Tenth stage: Take one weapon or armor counter from any native group; or record one extra spell of any type.
- 7.7) Eleventh stage: The character should be declared an “immortal” and retired. His owner should start over with a new (and preferably different) character. Over the really long haul the players can compete to see who can reach “immortal” status with the most characters.
8. A character must record and acquire extra victory points for his excess stages of development (So a seventh-stage character needs eight points to win).
9. The players will find that games can end quickly when some of the players are at low stages; when a game ends too quickly the characters can leave the board setup, move to the start of the next lunar month and start the next game from there.
10. As an option, because it is difficult for lower stage characters to acquire victory points, extended development games may be played where the characters are not required to select victory requirements at the beginning of the game. Victory points of any kind acquired during the game entitle the character to earn an extra chit as in rule E.5.4. Any victory points lost will have to be regained before a character can qualify for the next extra chit, and negative victory points (negative fame or notoriety divided by 10 or 20 and rounded down – no $\times 3$ penalty) must be compensated for by a greater number of positive victory points to earn a chit. The winner of each game is the character who has gained the most extra chits at the end of the agreed-upon game length. A longer-term goal can also be established, such as the first character to reach 5th level, regardless of the number of games required to reach that goal.

E.7 Combining Realms

1. The players can combine multiple games of Magic Realm to expand the size and ferocity of the game. To simply combine games, set up and play normally, except as explained below.
2. Pieces that belong to the same game should be marked with the same identifying symbol. Each game should have its own distinctive symbol, so pieces from one game will show a different symbol from other games.
 - 2.1) Each game's symbol is put on its Chart of Appearances and Chart of Bounty, on each map chit, dwelling, denizen, visitor and mission chit, ordinary armor counter, Treasures Within Treasures card, Lost Keys card, potion, Artifact, Spell Book, spell card, each treasure card that has a fame price, and on all of the character pieces (cards, counters and action chits) that belong to the game. Map tiles and other cards and counters need not be marked.
 - 2.2) On cards, the symbol is put only on the face of the card; on chits, the symbol is put only on the front side of the chit.
3. When setting up the game, set up the Charts of Appearances and the Charts of Bounties without discriminating between games – mix all of the Large treasures together and place them on all of the charts at random, and so on.
 - 3.1) Put the proper armor, weapon and horse counters in each Treasures Within Treasures section, and put the proper number of spears and armor counters in each native box.
 - 3.2) Mix the Light weapons together and put seven at random on each Chart of Bounty. Distribute Medium weapons, Heavy weapons, bows and horses similarly, so that natives from different games will have different assortments of counters.
 - 3.3) All denizens and spell cards must set up on their game's card.
4. Mix all of the map tiles together and deal all of them out. The first Borderland dealt is the starting tile, and all of the remaining tiles are added to the map normally. Other Borderland tiles are added to the map just like any other tile.
 - 4.1) Put the map chits on the map without discriminating between games. Mix chits from different games together before placing them, and so on. The chits in each Lost City and Lost Castle section can come from any game(s).
 - 4.2) Characters can be chosen from any of the games. Each character gets only those pieces that belong to his own game; his trading relationships apply to all of the natives in all of the games, and his special advantages apply to all of the games. He can take his starting weapons and armor from any game. He must start the game at a dwelling that belongs to his game.
 - 4.3) Each game's garrison natives set up at that game's dwellings.
5. Only one monster roll is made each day, and all of the monster roll chits are adjusted accordingly. Alternatively, the players can make a separate monster roll for each Chart of Appearances, if they wish. Doing so is more exciting – but it also makes the game more difficult.
 - 5.1) Each game piece can summon denizens only from its own Chart of Appearances and Chart of Bounty. Regenerating denizens return to their own game's Chart of Appearances or dwellings.

- 5.2) If optional rule D.1 Seasons and Weather is used, only one weather chit is picked and it affects the whole map.
6. When an individual loots a site, he takes his loot from the Chart of Appearances or Chart of Bounty that belongs to his site's game. When he exchanges a substitute card, the treasures that enter play come from the substitute's Chart of Appearances or Chart of Bounty. Each Lost Keys card opens only the Chest, Vault, and Crypt on its own Chart of Appearances or Chart of Bounty.
7. Natives from different games are treated as separate groups: they must be traded with and hired separately.
 - 7.1) Each native leader and visitor owns only the box that is on his own Chart of Appearances or Chart of Bounty.
 - 7.2) Gold prices remain the same from game to game. A card is worth its fame price only to those natives who belong to its game.
 - 7.3) A mission chit can be delivered to a dwelling only if the dwelling and chit belong to the same game.
 - 7.4) A campaign chit affects only those denizens that belong to its game.

Example: When a character takes a game's "Quest" chit, only the Knights that belong to that game become friendlier and he must kill only the Dragons that belong to that game.
8. When a potion expires or an ordinary armor counter is destroyed, it returns to its game's Chart of Appearances.
9. A game's Artifacts and Spell Books contain only the spell cards that are on that game's Chart of Appearances or Chart of Bounty.

Part III

Appendix

This appendix comprises all lists and tables necessary for playing the game. Most of the information found here is also drawn on the respective counters, and will be readily available during the game.

I Lists and Tables

Amazon

The Amazon is a skilled warrior and soldier, with excellent speed and fair strength. She is deadliest against Medium and Heavy opponents. She should avoid or run from Tremendous and armored Heavy monsters, who are too dangerous for her to handle even if she obtains heavier equipment.

Weight/Vulnerability: Medium

Special Advantages:

1. *Aim:* The Amazon subtracts one from each die roll whenever she rolls on the Missile table to attack with a missile weapon.
2. *Stamina:* The Amazon can record and do an extra move phase each turn. She gets this bonus even when she is riding a horse – her stamina includes being an excellent horsewoman.

Starting Location: Inn

Trading Relationships:

Friendly: Lancers, Patrol, Shaman.

Unfriendly: Company, Bashkars.

Development and Combat Chits:

Scout: Light Bow, Move M₄, Move M₃*, Fight L₄

Warrior: Spear, Helmet, Breastplate, Shield, Move M₄, Fight M₅, Fight M₄*

Champion: Spear, Helmet, Breastplate, Shield, Move M₃*, Fight M₃***, Fight H₄**

Amazon: Short Sword, Helmet, Breastplate, Shield, Fight M₄*, Fight M₃***, Move M₃*

Berserker

The Berserker is a powerful fighting man with the strength to dispatch the largest monsters and humans and the speed to outmaneuver them. He is not fast enough to escape faster opponents, so against them he must rely on going berserk to survive and on his robust health to help him recover from his wounds.

Weight/Vulnerability: Heavy

Special Advantages:

1. *Robust:* The Berserker can record and do an extra Rest phase each day.
2. *Berserk:* The Berserker can play his Berserk chit to increase his vulnerability to Tremendous for the rest of the day. Once he plays it, it takes Tremendous harm to kill him. At Midnight he reverts to normal.

Note: For purposes of fatiguing, the Berserk chit counts as a fight chit. It cannot be used as a fight chit in any other way.

- 2.1 He can play his Berserk chit during an Alert phase (instead of alerting a weapon). It fatigues instantly.

- 2.2 He can play his Berserk chit as his action during the encounter step. This counts as his action for the step, and the denizens on his chart restrict his ability to play it (as if it were a fight chit). It counts towards his effort limit and fatigue normally.

Starting Location: Inn

Trading Relationships:

Friendly: Rogues, Lancers, Shaman.

Unfriendly: Patrol, Guard.

Development and Combat Chits:

Youth: Axe, Helmet, Move H6, Move H5*, Fight H4*

Raider: Axe, Helmet, Shield, Move T6*, Move H4**, Fight H5

Viking: Axe, Helmet, Breastplate, Shield, Move H4**, Fight T6*, Fight T4**

Berserker: Great Axe, Helmet, Berserk T4**, Fight T5*, Fight T4**

Black Knight

The Black Knight is a deadly and feared veteran of many battlefields. He is at his best against humans. He is too weak to dispatch Tremendous monsters until he gets a heavier weapon.

Weight/Vulnerability: Medium

Special Advantages:

1. *Aim:* The Black Knight subtracts one from each die roll whenever he rolls on the Missile table to attack with a missile weapon.
2. *Fear:* Whenever the Black Knight rolls on the Meeting table he rolls one die instead of two. His deadly reputation makes it easier for him to trade and hire natives, and it makes his enemies think twice before blocking or battling him.

Starting Location: Inn

Trading Relationships:

Ally: Company.

Friendly: Soldiers, Crone.

Unfriendly: Lancers.

Enemy: Guard.

Development and Combat Chits:

Spearman: Spear, Helmet, Breastplate, Move M5, Move H5*, Fight H5*

Mercenary: Crossbow, Helmet, Breastplate, Move H6, Move M4*, Fight H6

Heavy Footman: Mace, Helmet, Breastplate, Shield, Fight M4*, Fight M4*, Fight M5

Black Knight: Mace, Armor, Shield, Move H4**, Fight H4**, Fight M3**

Captain

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

Weight/Vulnerability: Medium

Special Advantages:

1. *Aim*: The Captain subtracts one from each die roll whenever he rolls on the Missile table to attack with a missile weapon.
2. *Reputation*: The Captain can record and do an extra phase each day he is at a dwelling (including a campfire). He must be at the dwelling when he starts to do the phase, not when he records it. He can use the extra phase to do any normal activity.

Starting Location: Inn, House, or Guardhouse

Trading Relationships:

Friendly: Patrol, Soldiers, Guard, Scholar.

Unfriendly: Woodfolk.

Enemy: Bashkars.

Development and Combat Chits:

Spearman: Spear, Shield, Move M₄*, Move M₅, Fight H₅*

Soldier: Short Sword, Helmet, Breastplate, Shield, Fight M₅, Fight M₃***, Move M₃**

Lieutenant: Short Sword, Helmet, Breastplate, Shield, Move M₄*, Fight H₅*, Fight M₄*

Captain: Short Sword, Helmet, Breastplate, Shield, Move M₄*, Fight H₆, Fight M₄*

Druid

The Druid is an elusive magician at peace with nature. Since he cannot deal with most opponents even if he gets a weapon, he must operate alone, avoiding and hiding from monsters and running from them at need. He needs to win without combat, if possible.

Weight/Vulnerability: Light

Special Advantages:

1. *Concealment*: The Druid rolls one die instead of two each time he makes a Hide die roll.
2. *Peace With Nature*: When the Druid ends his turn, the warning and sound chits in his tile do not summon monsters. Individuals following the Druid will summon monsters normally.
 - 2.1 If the map chits in his tile are face down he reveals them normally, but he turns the warning and sound chits face down again to show they have not summoned monsters yet (chits are turned face up only if they have had the opportunity to summon monsters). The chits react normally when anyone else ends his turn in the tile.
 - 2.2 Peace With Nature does not affect dwellings, site chits and site cards, and it does not affect the Dragon Essence treasure card. When the Druid ends his turn in a tile that contains one of these pieces, it summons denizens normally.

Starting Location: Inn

Trading Relationships:

Ally: Bashkars.

Friendly: Lancers.

Unfriendly: Order, Shaman.

Enemy: Woodfolk.

Development and Combat Chits:

Herbalist: Move L₃*, Move L₄, Fight L₃*

Animalist: Fight L₄, Move L₂**, Fight L₂**

Soothsayer: Spell (♥ or ♡), Magic ♠₃*, Magic ♡₄*, Magic ♣₃*

Druid: 2 Spells (♥ or ♡), Magic ♠₂**, Magic ♠₃*, Magic ♡₂**

Dwarf

The Dwarf is a slow and powerful fighter who is at his best in the caves, where he is respected as a master of searching, hiding and fighting the monsters that live there. Outside of the caves he is slow and clumsy. In battle, his ability to duck allows him to swiftly escape enemy blows and out-manuever the largest and slowest denizens. He must be careful to avoid the fast opponents who live outside of the caves, however, and he is extremely vulnerable to attacks made by other characters, who can always Smash him as he ducks. Since he relies heavily on the ducking maneuver, his helmet is a critical part of his defenses.

Weight/Vulnerability: Heavy

Special Advantages:

1. *Short Legs:* This “advantage” is a mixture of advantages and disadvantages:
 - 1.1 The Dwarf can never use sunlight phases – he can only use basic phases (plus any extra phases due to belongings or spells). He can follow characters normally, even if they are using sunlight phases.
Note: When using the optional Seasons and Weather rules, the Dwarf can also use sheltered phases.
 - 1.2 The doughty Dwarf can rest an extra effort droplet each time he does a Rest activity.
 - 1.3 The Dwarf can use his Duck chit as a special move chit. He can play it only to do the Duck maneuver during the mêlée step. He cannot use it for any other purpose (except as a “T” chit for looting): he cannot use it to carry items, to charge or run away during the encounter step, and he cannot use it to do any maneuver except Duck. For purposes of fatigue, it counts as a move chit.
Note: In the development game, he can use the Duck chit even as a Youngster, before he receives the Short Legs special advantage.
2. *Cave Knowledge:* The Dwarf rolls one die instead of two whenever he uses the Hide table, the Meeting table, or any Search table when he is in a cave clearing. This gives him some powerful advantages in the caves, somewhat offsetting his short legs. Obviously, the Dwarf prefers to spend as much time as possible in the caves.

Starting Location: Inn or Guardhouse

Trading Relationships:

Friendly: Company, Guard, Scholar.

Unfriendly: Woodfolk, Bashkars.

Development and Combat Chits:

Youngster: Axe, Helmet, Duck T₃*, Move H₆, Fight H₅*

Smith: Axe, Helmet, Move T₆*, Fight H₆, Fight H₄**

Warrior: Great Axe, Helmet, Move H₅*, Fight T₆*, Fight H₄**

Dwarf: Great Axe, Helmet, Move T₅***, Fight T₅***, Fight T₅**

Elf

The Elf is an elusive and graceful warrior and magician. With his Light bow, he is a deadly match for anything less than an armored Heavy foe, and with a Medium bow he can face any opponent. He has the speed to escape numerous opponents.

Weight/Vulnerability: Light

Special Advantages:

1. *Elusiveness*: The Elf can record and do an extra Hide phase each day.
2. *Archer*: The Elf rolls one die instead of two whenever he rolls on the Missile table to make an attack with a bow or crossbow.

Starting Location: Inn

Trading Relationships:

Ally: Woodfolk.

Friendly: Bashkars.

Unfriendly: Order, Scholar.

Enemy: Lancers.

Development and Combat Chits:

Stripling: Spell (\$ or ♠), Magic \$3*, Magic \$4*, Magic ♠4*

Faerie: 2 Spells (\$ or ♠), Magic ♠3*, Magic \$3*, Magic \$2*

Hunter: Light Bow, 2 Spells (\$ or ♠), Move L3*, Fight L3*, Move L2*

Elf: Light Bow, 2 Spells (\$ or ♠), Move M4, Fight M3*, Fight M4

✠ Magician

The Magician knows a little about a lot of different types of magic. He can cast nearly any spell – if he can obtain the right magic color. He must make the best use of the magic color he finds in the game, for he lacks the paired magic chits necessary to enchant tiles. Obviously, he values enchanted cards above all else. When he picks his starting spells, he must be very careful to pick spells that he can cast with the chits he has available.

Weight/Vulnerability: Light

Special Advantages:

1. *Magical Paraphernalia*: The Magician can record and do an extra Alert phase each day. This reflects the effects of the magical implements he is carrying; the phase is best used to alert magic chits.
2. *Knowledge*: The Magician subtracts one from each die he rolls when he uses the Reading Runes table.

Starting Location: Inn

Trading Relationships:

Friendly: Company, Rogues.

Unfriendly: Patrol, Soldiers, Crone.

Development and Combat Chits:

Student: Fight L3*, Move L4, Move L3*

Trickster: Spell (♥), Fight L4, Magic ♥3*, Move M4*

Illusionist: 2 Spells (♥, \$, ♠, or ♣), Magic \$3*, Magic ♠4**, Magic ♣4*

Magician: 3 Spells (♥, \$, ♣, ♠, ♠, ♠, or ♣), Magic ♣3*, Magic ♠4**, Magic ♣4*

ƒ Pilgrim

The Pilgrim is an adventurous cleric who must rely on his alliance with the Order and his ability to swiftly dispatch Medium opponents. With better weapons and armor, he can defeat heavier opponents, but he is very slow and must choose his battles cautiously. He can wield powerful White magic, and his choice of a starting spell is critical in determining his strategy.

Weight/Vulnerability: Medium

Special Advantages:

1. *Heavenly Protection:* The Demon, Winged Demon and Imp cannot block the Pilgrim and they cannot be assigned to attack him; he cannot lure them into attacking, and they cannot be assigned to him randomly. He can block and attack them normally. His hirelings are not protected and can lure and be assigned Demons and Imps.
2. *Learning:* The Pilgrim rolls one die instead of two each time he uses the Reading Runes table.

Starting Location: Inn or Chapel

Trading Relationships:

Ally: Order.

Unfriendly: Bashkars, Company, Crone.

Development and Combat Chits:

Acolyte: Move M4*, Move M5, Fight M3*

Guardian: Staff, Move H5*, Fight M4, Fight M2**

Missionary: Staff, Spell (♣ or ♠), Magic ♣6*, Magic ♠3*, Fight M3*

Pilgrim: Staff, Spell (♣ or ♠), Move H6, Fight H4*, Magic ♣4*

△ Sorcerer

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 Elemental (IV – ⚡) Attack spells at the start of the game, which make him formidable in combat. His favorite treasures are the Book of Lore and the Scroll of Alchemy, which can vastly increase the powers he can call on.

Weight/Vulnerability: Medium

Special Advantages:

1. *Lore:* The Sorcerer rolls one die instead of two each time he rolls on the Reading Runes table.
2. *Aura Of Power:* The Sorcerer can record and do an extra Enchant phase each turn.

Starting Location: Inn

Trading Relationships:

Ally: Lancers.

Friendly: Company, Bashkars.

Unfriendly: Order, Soldiers, Warlock.

Enemy: Guard.

Development and Combat Chits:

Apprentice: Move M5, Fight L3*, Move M4*

Alchemist: Spell (⚡), Magic ⚡4*, Magic ⚡4*, Magic ⚡4*

Conjurer: 2 Spells (⚡ or ⚡), Magic ⚡5*, Magic ⚡6*, Magic ⚡4*

Sorcerer: 3 Spells (⚡ or ⚡), Magic ⚡3*, Magic ⚡3*, Magic ⚡5*

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 feet; against individual Light, Medium and Heavy opponents his speed makes him a deadly antagonist, and he can run away when he faces Tremendous monsters, armored Heavy monsters and enemies who outnumber him.

Weight/Vulnerability: Light

Special Advantages:

1. *Barter:* The Swordsman rolls one die instead of two whenever he uses the Meeting table during a Trade activity.
Note: He gets this advantage only during the Trade activity. He does not get it during the Hire activity or when he rolls for battling natives.
2. *Clever:* Instead of taking his turn when his attention chit is picked, the Swordsman chooses when he will take his turn.
 - 2.1 At Sunrise he keeps his attention chit instead of mixing it in with the others, and each time a new attention chit is about to be picked during Daylight he can preempt and take his turn at that point. He can preempt only once per day (he gets only one turn per day), he cannot interrupt another character's turn once that other character's chit has been picked, and if he has not taken his turn when all of the attention chits have been picked, he must take his turn at that point.
 - 2.2 The ability to preempt applies only during Daylight. It does not work when chits are picked during other periods of the day.
 - 2.3 If several characters have the ability to preempt (due to spells or duplicate Swordsmen in the game), they can preempt or pass in turn, starting with the last character to take a turn and going to the left, skipping any characters who do not have the ability to preempt. When no chits remain to be picked, any characters who have not yet taken their turns cannot pass.

Starting Location: Inn

Trading Relationships:

Friendly: Rogues, Company, Warlock.

Enemy: Patrol.

Development and Combat Chits:

Wanderer: Move L4, Move L3*, Fight L3*

Thief: Move L3*, Fight L2**, Move L2**

Adventurer: Thrusting Sword, Move M4*, Fight M4*, Fight M3**

Swordsman: Thrusting Sword, Fight L4, Fight M5, Fight L2**

White Knight

The White Knight is famous for his virtue and his prowess in battle. He is among the most powerful fighters and can handle the largest and most terrible monsters, but he moves slowly and fatigues easily. Against smaller and faster foes he must rely on his armor to stay alive, and he must use his health to recover from the fatigue and wounds he suffers in combat.

Weight/Vulnerability: Heavy

Special Advantages:

1. *Health*: The White Knight can record and do an extra Rest phase each day.
2. *Honor*: The White Knight subtracts one from each die he rolls whenever he rolls on the Meeting table; this includes all rolls he makes during trading, hiring and rolling to see if the natives will battle him. His noble accomplishments and reputation make even his enemies less likely to attack him, and all of the native groups are likely to give him a little price break when he deals with them.

Starting Location: Inn or Chapel

Trading Relationships:

Ally: Order.

Friendly: Lancers.

Unfriendly: Bashkars, Crone.

Enemy: Company.

Development and Combat Chits:

Squire: Broadsword, Helmet, Breastplate, Shield, Move H5*, Move H6, Fight H5*

Knight-Errant: Broadsword, Armor, Shield, Move H4**, Fight H6, Fight H4**

Crusader: Broadsword, Armor, Shield, Spell (✦), Fight H4**, Fight H5*, Magic ✦5**

White Knight: Great Sword, Armor, Spell (✦), Move T6*, Fight T4**, Fight T5*

⊕ Witch

The Witch is the mistress of natural and demonic powers. Nearly helpless in combat, she must select some spells that allow her to fight or avoid combat. She usually does best by going off by herself, preferably to some place where she can find Grey magic.

Weight/Vulnerability: Light

Special Advantages:

1. *Knowledge*: The Witch subtracts one from each die she rolls when she uses the Reading Runes table.
2. *Familiar*: The Witch has an invisible companion that can move around the map separately and discover things for her.
 - 2.1 She uses an extra game piece to represent this familiar. Each day, she records a separate turn for the familiar: it gets the same basic and sunlight phases as do the characters, and it can do only the Move, Follow, and Peer activities (the only clearing it can search is the clearing it is in). It takes its turn just before she takes her turn, when her attention chit is picked. The familiar cannot block or be blocked, it does not summon denizens nor cause monsters to move, and it cannot take part in combat.
 - 2.2 The familiar can follow and spy like a character. When it follows the Witch, she can carry it like an item with Negligible weight, even when she flies. The familiar cannot be followed or spied on.
 - 2.3 The familiar cannot carry belongings or recorded gold.
 - 2.4 The Witch and her familiar share the same discoveries list. Anything either of them discovers can be used by both of them. If the familiar discovers hidden enemies, the Witch can only see them if she is in the same clearing with the familiar.

Starting Location: Inn (Witch and familiar)

Trading Relationships:

Ally: Company.

Friendly: Bashkars.

Unfriendly: Order, Lancers, Soldiers, Shaman.

Development and Combat Chits:

Old Woman: Move L4, Move L3*, Move M4*

Medium: Spell (♠, ♣, or ♡), Magic ♡4*, Magic ♣6*, Magic ♠3*

Hag: 2 Spells (♠, ♣, or ♡), Magic ♣5*, Magic ♠3*, Fight L3*

Witch: 3 Spells (♠, ♣, or ♡), Magic ♣4*, Magic ♠2*, Magic ♡2*

♠ 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 (IV – ⚡), Demonic (V – ♣) and Summon (VI – ✖) spells, which give him a great deal of choice in how he will play the game. His best choice of spells at the start of the game depends on his victory requirements and strategy, but usually he needs some kind of spell to move, some kind of spell to attack, and some kind of spell to protect him in combat.

Weight/Vulnerability: Light

Special Advantages:

1. *Disembodied:* The Witch King must use Magic Sight. See rule 7.5.7.
2. *Aura Of Power:* The Witch King can record and do an extra Enchant phase each turn.

Starting Location: Inn or in the clearing with the Ghosts

Trading Relationships:

Ally: Bashkars.

Friendly: Company.

Unfriendly: Lancers, Scholar.

Enemy: Order.

Development and Combat Chits:

Wraith: Spell (⚡, ♣, or ✖), Magic ⚡4*, Magic ♣4*, Magic ✖4*

Wight: 2 Spells (⚡, ♣, or ✖), Magic ⚡4*, Magic ♣3*, Magic ✖3*

Evil Spirit: 3 Spells (⚡, ♣, or ✖), Magic ⚡3*, Magic ♣3*, Magic ✖3*

Witch-King: 4 Spells (⚡, ♣, or ✖), Magic ⚡3*, Magic ♣2*, Magic ✖2*

♠ Wizard

The Wizard is an elderly wanderer familiar with the ways of the Magic Realm. During his travels, he has made many friends, and he has learned all of the secret roads of the land. In combat he is slow and weak, so he must choose his battles cautiously.

His long study of the colors of magic enables him to create Grey, Gold and Purple magic at the same time, giving him great powers with enchantments and spells, particularly Artifacts and Spell Books. His strengths and weaknesses make him a valuable member of a party, but he is extremely vulnerable when he tries to work alone.

Weight/Vulnerability: Medium

Special Advantages:

1. *Lore:* The Wizard rolls one die instead of two whenever he rolls on the Reading Runes table.
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 his discoveries list. He can use them all.

Starting Location: Inn, House, or Guardhouse

Trading Relationships:

Friendly: Woodfolk, Patrol, Soldiers, Guard.

Unfriendly: Company, Bashkars, Warlock.

Enemy: Lancers.

Development and Combat Chits:

Apprentice: Move M5, Move M4*, Fight M3*

Scholar: Move M5, Move M5, Fight M5

Wise One: Staff, Spell (☿, \$, or ✂), Magic ☿4*, Magic ✂4*, Fight L4

Wizard: Staff, 2 Spells (☿, \$, or ✂), Magic ☿3*, Magic \$3*, Magic ✂3*



Woods Girl

The Woods Girl is the elusive mistress of the wooded lands, an expert tracker who is deadly with the bow against Light, Medium or Heavy opponents. When facing heavier opponents or overwhelming numbers, she is fleet enough to run away.

Weight/Vulnerability: Light

Special Advantages:

1. *Tracking Skills:* The Woods Girl rolls one die instead of two whenever she uses the Hide table, the Meeting table or any Search table while she is in one of the six tiles labelled “Woods” (specifically, the Deep Woods, Linden Woods, Maple Woods, Nut Woods, Oak Woods and Pine Woods). She does not get this advantage in other tiles, even when she is in woods clearings in those tiles.
2. *Archer:* The Woods Girl rolls one die instead of two each time she rolls on the Missile table to make an attack with a bow or crossbow.

Starting Location: Inn or House

Trading Relationships:

Ally: Woodfolk.

Friendly: Lancers.

Unfriendly: Soldiers, Warlock.

Enemy: Bashkars.

Development and Combat Chits:

Maid: Move L3*, Move L4, Move L2**

Sprite: Spell (♠), Fight L4, Move L2**, Magic ♠6**

Huntress: Light Bow, Spell (♠), Fight L3*, Fight M5, Fight L4

Woods-Girl: Light Bow, Spell (♠), Move L3*, Fight M4*, Fight L3*

Name	Attack	Unalerted	Alerted	Length	Gold Price
Medium Bow	Missile	M	M1**	16	8
Light Bow	Missile	L	L1**	14	6
Crossbow	Missile	H	H1*	12	10
Spear	Striking	6	M*	10	6
Staff	Striking	L	L	9	1
Great Sword	Striking	H6*	H*	8	10
Broadsword	Striking	M5*	M*	7	8
Morning Star	Striking	H6	H3	6	8
Great Axe	Striking	H*	H4*	5	8
Thrusting Sword	Striking	L4*	L*	4	6
Short Sword	Striking	L*	L*	3	4
Axe	Striking	M5*	M*	2	4
Mace	Striking	M	M3	1	6
Bane Sword	Striking	T8*	T2*	8	20
Devil Sword	Striking	H4*	H3*	7	20
Truesteel Sword	Striking	M**	M**	7	25
Living Sword	Striking	L3*	L2*	4	25

Table I.1: List of Weapons

Name	Vulnerability	Move Bonus	Gallop	Walk	Gold Price
Gold Pony	Medium	Double movement	L2	L4	16
Pony	Medium	Double movement	M2	M5	16
Pony	Medium	Double movement	M3	M4	15
Pony	Medium	Double movement	M3	M5	14
Pony	Medium	Double movement	L3	M4	14
Pony	Medium	Double movement	L3	M5	12
Pony	Medium	Double movement	M4	M5	12
Workhorse	Heavy	Extra move phase	H6	T8	12
Workhorse	Heavy	Extra move phase	H6	H7	11
Workhorse	Heavy	Extra move phase	M5	H7	11
Workhorse	Heavy	Extra move phase	M5	M6	10
Workhorse	Heavy	Extra move phase	L4	M6	9
Workhorse	Heavy	Extra move phase	L4	L5	8
Gold Warhorse	Tremendous & Armored	None	T3	T5	25
Warhorse	Tremendous & Armored	None	T5	T7	22
Warhorse	Tremendous & Armored	None	H4	T7	20
Warhorse	Tremendous & Armored	None	H4	H6	18

Table I.2: List of Horses

NAME	WEIGHT AND VULNERABILITY	PROTECTS AGAINST	GOLD PRICE	
			Intact	Damaged Destroyed
Suit of Armor	Heavy	All directions	17	12 -
Breastplate	Medium	Thrust and Swing	9	6 -
Helmet	Medium	Smash	5	3 -
Shield	Medium	Any one direction	7	5 -
Tremendous Armor	Tremendous	All directions	25	18 5
Silver Breastplate	Heavy	Thrust and Swing	25	21 15
Gold Helmet	Heavy	Smash	30	27 20
Jade Shield	Heavy	Any one direction	20	16 10

Table I.3: List of Armor

Name	Weapon	Length	Vulnerability	Basic Gold Wage	Bounty		Move Strength	Weight
					Notoriety	Gold		
Knight	Striking	7	Tremendous & Armored	8	12	8	Tremendous	Heavy
Greatswordman	Striking	8	Heavy & Armored	4	6	4	Heavy	Heavy
Greataxeman	Striking	5	Heavy	4	6	4	Heavy	Heavy
Pikeman	Striking	10	Medium & Armored	2	3	2	Medium	Medium
Shortswordman	Striking	3	Medium & Armored	2	3	2	Medium	Medium
Crossbowman	Missile	12	Medium & Armored	2	4	2	Medium	Medium
Lancer	Striking	10	Light	2	4	2	Light	Light
Raider	Striking	3	Light	2	4	2	Light	Light
Archer	Missile (one die)	16 (*)/14 (1,11)	Medium	2	4	2	Medium	Medium
Swordsmen	Striking	4	Medium	1	2	1	Medium	Medium
Assassin	Striking	3	Medium	1	2	1	Medium	Medium

Table I.4: List of Natives

Native	Type	Unalerted Native		Alerted Native		Horse	Unalerted Horse		Alerted Horse	
		Attack	Move	Attack	Move		Weight	Speed	Weight	Speed
Bashkar *	Raider	L4*	2	M4*	3	Pony	M	4	M	3
Bashkar I	Raider	M3*	3	L3*	3	Pony	M	5	M	3
Bashkar II	Raider	M4*	2	L3*	3	Pony	M	5	M	4
Bashkar III	Raider	L4*	2	M3*	4	Pony	M	4	L	3
Bashkar IV	Raider	M5*	2	L2*	4	Pony	M	5	L	3
Bashkar V	Raider	L2*	4	L2*	4	Pony	L	5	M	2
Company *	Shortswordsmen	M3*	5	L4*	3					
Company I	Shortswordsmen	L3*	4	M4*	3					
Company II, III, IV	Pikeman	H6*	4	M4*	5					
Company V	Greatswordsmen	T4*	6	H5*	5					
Company VI	Crossbowman	H6	5	H1	4					
Guard *, I, II	Greatswordsmen	H5*	5	T4*	6					
Lancer *	Lancer	H5*	3	M3*	4	Pony	M	4	M	3
Lancer I	Lancer	H6*	2	M3*	4	Pony	M	5	M	3
Lancer II	Lancer	M4*	3	H4*	4	Pony	M	5	M	4
Lancer III	Lancer	H4*	5	M4*	4	Pony	L	4	L	2
Order *	Knight	H6*	4	T4*	6	Warhorse	T	5	T	3
Order I	Knight	H4*	6	T5*	5	Warhorse	H	6	H	4
Order II	Knight	H5*	5	T5*	6	Warhorse	T	7	T	5
Order III	Knight	H4*	6	T5*	6	Warhorse	T	7	H	4
Patrol *	Shortswordsmen	M4*	3	L2*	5	Workhorse	H	7	M	5
Patrol I	Shortswordsmen	L4*	3	M4*	4	Workhorse	H	7	H	6
Patrol II	Shortswordsmen	M5*	3	L4*	3	Workhorse	M	6	H	6
Rogue *	Assassin	M3*	4	L4*	2					
Rogue I, II	Greataxeman	H5*	4	T3*	5					
Rogue III	Shortswordsmen	M5*	3	L3*	4					
Rogue IV	Archer		2	L1**	4					
Rogue V	Assassin	M3*	4	L4*	2					
Rogue VI, VII	Swordsmen	M3*	5	L3*	4					
Soldier *	Greatswordsmen	T4*	6	H5*	5					
Soldier I	Pikeman	H6*	4	M4*	5					
Soldier II	Pikeman	H6*	4	M4*	5					
Soldier III	Crossbowman	H6	5	H1	4					
Woodfolk *	Archer		2	M1**	4					
Woodfolk I, II	Archer		2	L1**	4					

Table I.5: Native Combat Statistics

Name	Vulnerability	Light side		Dark side		Length	Weapon	Bounty		Notes
		Attack	Move	Attack	Move			Fame	Notoriety	
Tremendous Flying Dragon	Tremendous & Armored	M3	4	☠6	4			12	12	flies
Trem. Flying Dragon Head		M3		T3		7	Striking			
Tremendous Dragon	Tremendous & Armored	H5	6	☠3	6			10	10	
Tremendous Dragon Head		H4		T4		9	Striking			
Giant	Tremendous	H5	5	☠4	6			8	8	
Giant Club		H6		T4		8	Striking			
Winged Demon	Tremendous	☠3	3	☠5	2	17	Power of the Pit	8	8	flies
Demon	Tremendous	☠2	4	☠4	4	17	Power of the Pit	8	8	
Tremendous Troll	Tremendous & Armored	H4	4	☠2	6			8	8	
Octopus	Tremendous	L4	2	☠4	3			8	8	
Tremendous Serpent	Tremendous & Armored	L4	4	☠4	5			7	7	
Tremendous Spider	Tremendous	M4	3	☠5	4			6	6	
Heavy Flying Dragon	Heavy & Armored	H4	4	L4	3			5	5	flies
Heavy Dragon	Heavy & Armored	H4	4	M4	3			5	5	
Heavy Troll	Heavy & Armored	M4	4	H5	4			5	5	
Heavy Serpent	Heavy & Armored	M4	3	H5	4			5	5	
Giant Bat	Heavy	M2	3	M3	2			3	3	flies
Heavy Spider	Heavy	L4	3	T5	4			3	3	
Imp	Medium	☠2	2	M4	3	17	Curse	2	1	
Goblin with Spear	Medium		3	H5*	5	10	Striking	1	1	
Goblin with Great Sword	Medium	H6*	3	T5*	5	8	Striking	1	1	
Goblin with Axe	Medium	L4*	3	M4*	4	2	Striking	1	1	
Viper	Medium & Armored	M4**	4	L2	2			1	2	
Ghost	Medium	H4	4	L2	2			0	2	
Ogre	Medium	T5	5	H5	4			0	2	
Wolf	Medium	L4	3	M4	4			0	1	
Wolf	Medium	M5	3	L3	4			0	1	

Table I.6: List of Monsters

The following table lists the gold prices, fame value, fame reward and notoriety value for all golden armor and weapon counters, and any special price the visitors will pay for treasures.

(a) 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

(b) 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

(c) Visitor Prices

Item	Scholar	Crone	Shaman	Warlock
Good Book	50 Gold	–	–	–
Scroll of Nature	50 Gold	–	50 Gold	–
Book of Lore	50 Gold	–	–	50 Gold
Black Book	50 Gold	50 Gold	–	–
Scroll of Alchemy	50 Gold	–	–	50 Gold
Sacred Statue	20 Gold	–	–	–
Eye of the Idol	20 Gold	–	–	–
Glimmering Ring	20 Gold	–	20 Gold	–
Enchanter’s Skull	20 Gold	–	–	20 Gold
Blasted Jewel	20 Gold	–	–	–
Hidden Ring	20 Gold	–	–	–
Glowing Gem	20 Gold	–	–	–
Beast Pipes	20 Gold	20 Gold	–	–
One Spell	–	10 Gold	10 Gold	10 Gold

Table I.7: Price Lists

Explanation of Armor Counters table I.7a and Weapon Counters table I.7b:

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 Intact: The price of the armor counter when it is intact.

Gold Price Damaged: The price of the armor counter when it is damaged.

Gold Price 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.

Explanation of the Visitor Prices table I.7c: 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. A “–” 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.

II Daylight Activities

The Daylight Activities table II.1 summarizes all activities a character can note down for his turn.

ACTIVITY	RECORD	RESULT
HIDE	H	Roll on Hide table 7.1
MOVE	M (clearing)	Move to recorded clearing
SEARCH	S	Use one Search table 7.2 once
TRADE	T	Buy from or sell to one leader or visitor
REST	R	Rest one effort droplet
ALERT	A	Turn over a weapon or alert one magic chit
HIRE	HR	Hire denizen(s) from one group
FOLLOW	F (individual)	Follow an individual throughout an entire turn
ENCHANT	EM	Do nothing (first Enchant phase of day)
	E	Enchant one magic chit or turn over one tile
Only with special advantage, treasure card or spell		
PEER	P (clearing)	Use Peer table 7.2a to search clearing
FLY	F (tile)	Fly to the specified tile
REMOTE ENCHANT	RE (clearing)	Enchant one magic chit or turn over tile
Optional rules		
CACHE	C	Create or open one cache

Table II.1: Daylight Activities

III Encounter Step Actions

The Encounter Step Actions table III.1 summarizes all actions a character can do during the encounter step.

ACTION	CHIT PLAYED	NOTES
Run out of clearing	Move Chit	No dark side up Tremendous monster on the character's chart. The move chit's time number must be lower than the move times of all the attackers (monsters, natives and move chits) on the character's chart.
Turn over weapon counter	Fight Chit	The fight chit's time number must be lower than the move times of all of the attackers on the character's chart.
Activate or deactivate one belonging	None	The attackers on the character's chart do not restrict his play.
Abandon belongings	None	The attackers on the character's chart do not restrict his play.
Charge character	Move Chit	No dark side up Tremendous monsters on the character's chart. Charging is not exactly an action – it is done during the deployment turn. A character cannot do an action if he charges.
Cast spell	Magic Chit, Artifact, Spell Book or treasure card	The chit's time number must be lower than or equal to the move times of all of the attackers on the character's chart.
Activate Phase spell	None	The attackers on the character's chart do not restrict his play.
Fly out of clearing	Fly Chit or flying values	The character's flying time number must be lower than the move times of all of the flying attackers on his chart. No dark side up Tremendous attackers on the character's chart.
Play color chits	Color Chits	Playing color chits does not count as an action. A character can play any number of color chits in addition to his action.
Optional Dropping rule A.5		
Drop belongings	None	The attackers on the character's chart do not restrict his play.
Pick up dropped belonging in front of the character	None	The attackers on the character's chart do not restrict his play.
Pick up dropped belonging elsewhere in the clearing	Move or Fly Chit	The character's move or fly time number must be lower than the move times of all attackers on his chart. No dark side up Tremendous monsters on his chart.

Table III.1: Encounter Step Actions

IV List of Treasures

This list describes the special effects or abilities that each treasure provides. One treasure, the Imperial Tabard, is not listed because it has no special abilities – its only value is in its potential contribution to victory requirements. Statistics for all treasures, including fame, fame reward, notoriety, gold, magic or color type, spells, large or great treasure, and treasure within treasure values are provided in the Treasure table, following this section.

IV.1 Treasures within Treasures

Each of these cards has a box of treasures on the Chart of Bounty. When a card is found, its treasures become available in some way.

Substitute Cards

Each of these cards is exchanged for the treasures in its box. When the card is exchanged, it is removed from play for the rest of the game.

CHEST The only way to open the Chest is with the Lost Keys; it stays in play like any other item until it is opened and its card exchanged. A character can open the Chest only if he has the Lost Keys and the Chest active at the same time. When he opens the Chest, he immediately exchanges it for its treasures, and the Chest card is removed from play. He keeps the treasures and adds 50 points to his recorded gold.

Note: The Chest cannot be reused once it is opened.

MOULDY SKELETON When a character draws this card, he must immediately reveal it and roll for a curse. Then he exchanges the card, but he does not keep its treasures – he must put them in the site box he was searching when he drew the Mouldy Skeleton, and the only way to obtain them is by further looting of that site. He puts the treasures on top of any other treasures in that box, with the Gold Helmet on top, the Silver Breastplate next and the Jade Shield third from the top.

REMAINS OF THIEF When a character draws this card, he must immediately reveal it and roll for a curse. Then he exchanges the card and keeps its treasures; he also adds 20 points to his recorded gold.

Site Cards

When a character draws one of these cards, he turns it face up and crosses it off his discoveries list (this is the only way a site card can be discovered by searching). Then he returns it to the box he drew it from, at the bottom of the pile of treasures in that box, face up. The card stays in that box, but it is assumed to be in the same clearing with that box's chit. If several site cards are in the same box, the one that was drawn most recently is the one that is on the bottom of the pile. When a character is in the same clearing with a site card that he has crossed off, he can use Search phases to loot it. He must use the special table for that card – he can neither 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 (see table IV.1), and an abbreviated version is shown on the Chart of Bounty.

(a) Toadstool Circle

Die Roll	Effect on the searching character
▣	He takes the Devil sword. If it is gone, he gets nothing.
◻	He takes the treasure card. If it is gone, he gets nothing.
◻◻	He instantly teleports to any cave clearing he chooses, remaining hidden if he was hidden, and he continues his turn from there. If he is already in a cave, he can choose to stay there. All followers are left behind.
◻◻◻	For the rest of the day each time he uses the Peer table he can search any clearing (including caves). Similarly, each time he does an Enchant activity he can do it in any clearing, as if he were in that clearing.
◻◻◻◻	He must roll on the Power of the Pit table with himself as the target.
◻◻◻◻◻	He must roll for a curse.

(b) Crypt of the Knight

Die Roll	Effect on the searching character
▣	He takes the Gold Warhorse. If it is gone, he gets nothing.
◻	He takes the Tremendous suit of armor. If it is gone, he gets nothing.
◻◻	He takes the Bane Sword. If it is gone, he gets nothing.
◻◻◻	He takes the treasure card. If it is gone, he gets nothing.
◻◻◻◻	He adds one point to his recorded gold. These gold points remain available when all of the treasures are gone.
◻◻◻◻◻	He must roll for a curse.

(c) Enchanted Meadow

Die Roll	Effect on the searching character
▣	He takes the Gold Pony. If it is gone, he gets nothing.
◻	He takes the Truesteel Sword. If it is gone, he gets nothing.
◻◻	He must roll for a Wish. He is both the spellcaster and target.
◻◻◻	All of his fatigued and wounded action chits instantly return to play, rested. <i>Note:</i> This result automatically breaks the Wither curse.
◻◻◻◻	He must roll for a curse.
◻◻◻◻◻	He gets nothing.

Table IV.1: Treasures Within Treasures

IV.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 deactivate, sell or voluntarily abandon the card until he has completed the altered phase. If he does not have enough move strength to carry the card when he moves then he must abandon it and cancel the activity. He must make available adequate move strength to carry the card if he is able to (e.g., by activating a Horse or Boots card).

CRYSTAL BALL This card allows its owner to use his regular phases to record the Enhanced Peer or remote Enchant activity. When he records the Enhanced Peer activity, he can record any clearing on the map, and when he records the remote Enchant activity, he can record any tile on the map. When he does the activity, he searches the clearing, or enchants the tile that he recorded.

Extra Phases

Each of the following cards allows its owner to record an extra phase. He must record which phase is caused by each card and keep the card active until he does that phase.

ANCIENT TELESCOPE This card gives its owner an extra phase that he can use to do the Enhanced Peer activity, peering from one mountain clearing to any other mountain clearing on the board. When he records the activity he must record the mountain clearing he will search. When he does the activity, he must be in a mountain clearing or the activity is cancelled.

CLOAK OF MIST This card allows its owner to record an extra phase to do the Hide activity.

MAGIC SPECTACLES This card allows its owner to record an extra phase to do the Search activity.

REGENT OF JEWELS This card allows its owner to record an extra phase to do the Trade activity.

ROYAL SCEPTRE This card allows its owner to record an extra phase to do the Hire activity.

7-LEAGUE BOOTS This card allows its owner to record an extra phase to do the Move activity, even if he is riding a horse.

SHIELDED LANTERN This card allows its owner to record an extra phase that he can use to record any normal activity. He must be in a cave clearing when he starts the phase or the activity is cancelled.

TOADSTOOL CIRCLE This site card allows each character in its clearing to record an extra phase to do the Enchant activity, if he is in that clearing both when he records the phase and when he does it. This card is also an enchanted card which supplies Black magic color to everyone in its clearing, as well as being a site card which can be looted.

TOADSTOOL RING This card allows its owner to record an extra phase to do the Enchant activity.

IV.3 Daylight Cards

These cards are automatically in effect whenever they are active. They have effects that apply only during Daylight.

DRAGON ESSENCE This enchanted card affects everyone in its clearing. It summons monsters just like a Smoke warning chit whenever a character ends his turn in the clearing. It affects only its own clearing – it does not summon monsters when someone ends his turn in another clearing. In a cave tile it counts as a ♠ Smoke chit, and in a mountain tile (including the Deep Woods tile) it counts as a ♣ Smoke chit. In a ♠ or ♣ tile (remember that Deep Woods is not a ♣ tile), it does not summon monsters. It also supplies Purple magic color to everyone in its clearing.

FLOWERS OF REST During Daylight, this card instantly activates all fatigued chits in its clearing, but when it activates a chit it causes the chit's owner to fall asleep until Sunset. He skips his turn (if he has not already taken it) and he cannot block or be blocked or summon monsters. At Sunset he returns to normal, and all of his fatigued action chits are rested at no cost (wounded chits are not affected). This effect occurs only during Daylight and only if he has one or more fatigued action chits – the flowers have no effect after Sunset, and they have no effect on a character if all of his action chits are active or wounded. This card also supplies Gold magic color to everyone in its clearing.

1. Characters can fall asleep only when they are in the clearings, not when they are on roadways.
2. If a character is affected by the Flowers of Rest and the Wither curse at the same time, his chits cannot be activated or rested and he does not fall asleep. As soon as the Wither curse is removed, the Flowers of Rest have their normal effect.

POULTICE OF HEALTH When a character has this card active, each time he does a Rest activity, he rests two effort droplets instead of one.

Note: When a character activates this card he uses all of the potion on himself. The card cannot be transferred while active.

TIMELESS JEWEL The owner of this card chooses what to do on each phase of his turn as he does the phase. He gets the same number of phases and types of activities he is normally allowed, except that he can use an extra or enhanced activity caused by a belonging as soon as he activates that belonging, whether it was active during Birdsong or not.

Exception: Only one horse per day can give him extra phases. Once he uses an extra phase caused by one horse, for the rest of that day he cannot use extra phases caused by other horses.

1. If he activates the Timeless Jewel during his turn, he can choose how to do the remaining phases of his turn as he does them.
2. If he deactivates the Timeless Jewel during his turn, he is instantly blocked.

IV.4 One-Use Cards

When a character activates one of these cards, he must use it immediately. If he cannot use it, he cannot activate it. Each card can be used only once before it is removed from play or returned to a visitor.

AMULET This card can cure one character in its clearing of one curse, or it can break (or partially break) one spell whose spellcaster or target is in its clearing. The card's owner chooses exactly which curse or spell is cancelled. At Midnight it returns to the Shaman's box.

1. The Amulet can break one curse on one character. Other characters and other curses are not affected. Characters are not affected by more than one copy of the same curse – only one use of the Amulet is needed to remove a curse even if the character has received it more than once.
2. When used against a spell, the Amulet functions like a spell-breaking spell. It releases some or all of the spell's targets from the spell. It can be used against a spell only if the spell already exists at the moment the Amulet is activated – it cannot affect a spell that is in the process of being cast. The Amulet affects only one spell – duplicates of the spell are not affected.

CHEST A character can activate this card only if he also has the Lost Keys active. When he opens the Chest he exchanges it for the items in its box, and he adds 50 points to his recorded gold. The Chest cannot be opened without the Lost Keys, and once its card is exchanged it is removed from play for the rest of the game. See detailed description under rule IV.1 Treasures within Treasures.

WITHERED CLAW When a character activates this card, he immediately rolls for a Wish and a curse. He uses the same die roll to find his result on both tables (so if his result is 63 he gets the “Peace” Wish and the “Ill Health” curse). At Midnight it returns to the Shaman’s box.

IV.5 Using Tables

These cards modify how the characters use one or more of the tables in the game. They are in effect whenever they are active, and their effects are cumulative.

Example: If a character has the Map of Lost City and the Map of Ruins active in a tile that contains both a Ruins chit and the Lost City chit, he subtracts two from his Locate rolls.

Note: Die roll modifications do not apply to combat tables such as repositioning and changing tactics, or to game rolls such as the monster roll or weather. These rolls are not considered to be character rolls. A character’s die roll modifications also do not apply to his hirelings; they use their own die roll modifications, if any.

CLOVEN HOOF Whenever a character rolls on a table while he is in the same clearing with the Cloven Hoof, he adds +1 to his result. This enchanted card is also a source of Black magic color 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 the Crypt of the Knight. This card can also be used to open the Chest.

LUCKY CHARM When a character has this card active when he uses a table (including curse or Power of the Pit), 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 8.3 when it is used to resolve an Attack spell. If a character has this card active when he uses one of these tables, he chooses what the red die rolls instead of rolling it. If he must roll two dice he must still roll the white die, after choosing what the red die rolls, and the higher number is his result. If he must roll only one die (as a result of the Lucky Charm, for example), he can use the red die and choose his result.

MAP OF LOST CASTLE This card affects all Locate rolls made in the tile that contains the Lost Castle chit. If a character has this card active when he is in this tile, then – when he uses the Locate table – he subtracts one from his result.

MAP OF LOST CITY This card affects all Locate rolls made in the tile that contains the Lost City chit. If a character has this card active when he is in this tile, then – when he uses the Locate table – he subtracts one from his result.

MAP OF RUINS This card affects all Locate rolls made in the Ruins tile or in any tile that contains a yellow “Ruins” warning chit. If a character has this card active in one of these tiles, then – when he rolls on the Locate table – he subtracts one from his result.

Note: If the Ruins tile contains a Ruins chit, the subtraction is still one – not two.

PHANTOM GLASS This card causes its owner to use Magic Sight when he searches (see rule 7.5.7).

Note: If the Phantom Glass is active, the character must use Magic Sight, he can not opt to use any other Search table.

SHOES OF STEALTH When a character has this card active, he rolls only one die each time he uses the Hide table.

IV.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 droplets on each chit define its strength: each chit with two droplets has Tremendous strength, each chit with one droplet has Heavy strength, and each chit with no droplets 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 droplets on each chit defines its time number: each chit with two droplets has a time of 2, each chit with one droplet has a time of 3, and each chit with no droplets has a time of 4. This potion is used up by the character who activates it. It cannot be transferred while active. At Midnight, it returns to the Warlock.

GARB OF SPEED This card alters the time numbers on all of its owner’s action chits (including his magic chits). The droplets on each chit define its time number: each chit with two droplets has a time of 3, each chit with one droplet has a time of 4, and each chit with no droplets 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.

IV.7 Instant Rest

These cards instantly bring action chits closer to being in play. Each card is automatically in effect when it is active.

FLOWERS OF REST During Daylight, this card instantly activates all fatigued chits in its clearing, but when it activates a chit it causes the chit’s owner to fall asleep until Sunset. See detailed description under rule IV.3 Daylight Cards.

VIAL OF HEALING This card converts its owner's wounds into fatigue instantly, at no cost. While a character has this card active, all of his wounded action chits are instantly converted into fatigued chits, and any new wounds he receives are also converted to fatigued chits. This card does not affect fatigued chits. This potion is reusable and can be transferred while active, but it expires at Midnight and is returned to the Chapel.

IV.8 Boots Cards

A character can never have more than one Boots card active (he can carry more than one Boots card, but only one of them can be active). He can use his active Boots card as a move chit with the strength and time values shown on the card. He is not obliged to use the card as a move chit just because it is active. A character can activate a Boots card only if its strength equals or exceeds his weight (as shown on his character card) and the weight of everything he is carrying.

Example: The Captain's (↖) card lists his weight as Medium, so he can never activate the Shoes of Stealth or the Elven Slippers because they have only Light strength.

ELVEN SLIPPERS Light strength, time number of 2.

POWER BOOTS Heavy strength, time number of 4.

QUICK BOOTS Medium strength, time number of 3.

7-LEAGUE BOOTS Tremendous strength, time number of 5. This card can be used to open the Vault and the Crypt of the Knight. It also allows its owner to record an extra move phase during Birdsong.

SHOES OF STEALTH Light strength, time number of 3. This card also allows its owner to roll only one die on the Hide table.

IV.9 Gloves Cards

A character can never have more than one Gloves card active (he can carry more than one Gloves card, but only one of them can be active). He can use his active Gloves card as a fight chit with the strength and time values shown on the card. He is not obliged to use the card as a fight chit just because it is active.

DEFT GLOVES Light strength, time number of 2. This card also allows its owner to roll only one die on the Loot table.

GLOVES OF STRENGTH Tremendous strength, time number of 5. This card can be used to open the Vault and the Crypt of the Knight.

HANDY GLOVES Medium strength, time number of 3.

POWER GAUNTLETS Heavy strength, time number of 4.

IV.10 Weapon and Armor Cards

Weapon Cards

Weapons cards can be used just like weapons, and can be modified by any potions that alter weapons.

ALCHEMIST'S MIXTURE This potion represents pinches of deadly powder that are thrown at a target. It is a missile weapon, length 11, weight Negligible, impact Medium, with three sharpness stars. Once activated, it can attack one target per round of combat until Midnight, when it expires and returns to the Warlock. It is not limited to the character who activates it – it can be transferred while active.

Armor Cards

Armor cards can be played just like armor, and in addition to a character's other armor, during combat.

BEJEWELED DWARF VEST When active, this card intercepts Thrust attacks. It is destroyed when Heavy (or greater) harm is inflicted on it. When it is destroyed, its owner gets 23 gold points to represent the value of its jewels.

GOLDEN ARM BAND When active, this card intercepts Swing attacks. It is destroyed when Medium (or greater) harm is inflicted on it. When it is destroyed, its owner gets 11 gold points to represent the value of the gold.

GOLDEN CROWN When active, this card intercepts Smash attacks. It is destroyed when Medium (or greater) harm is inflicted on it. When it is destroyed, its owner gets 48 gold points to represent the value of its gold and jewels.

OINTMENT OF STEEL When active, this card intercepts all attacks. It is destroyed when Tremendous (or greater) harm is inflicted on it. When it is destroyed, its owner gets nothing. When a character activates this card, he uses all of the potion on himself. This card returns to the Shaman at Midnight.

IV.11 Alter Weapons

When a character activates one of these potions he automatically uses it all on the weapon he has active (his dagger, if he has no other weapon active); the potion cannot affect any other weapon. The card is put with the weapon and stays with it until the potion's effect expires at Midnight.

GRIPPING DUST This card keeps the weapon alerted side up at all times, even when it hits. This card returns to the Warlock at Midnight.

OIL OF POISON This card adds one sharpness star to the damage the weapon inflicts when it hits. This card returns to the Crone at Midnight.

OINTMENT OF BITE This card causes the weapon to hit whenever its attack time undercuts or ties its target's maneuver time. This card returns to the Crone at Midnight.

PENETRATING GREASE This card causes the weapon to ignore armor. It inflicts damage on all monsters and natives as if they were unarmored. When it hits a character, it inflicts damage directly on him as if he were not wearing any armor. The weapon does not damage or destroy armor – it just ignores all armor. This card returns to the Crone at Midnight.

IV.12 Combat Effects

When a character has one of these cards active, it alters how he plays during a round of combat.

REFLECTING GREASE When a character has this card active, he cannot be wounded by any attack that strikes armor. If an attack hits him and strikes armor, he does not wound any action chits. His armor can still be damaged and destroyed normally, and attacks that hit him without striking armor can still wound and kill him. This potion is used up by the character that activates it – it cannot be transferred while active. This card returns to the Crone at Midnight.

Increased Effort

Each of these cards allows its owner to play more than two effort droplets during a round of combat. The number of droplets he must fatigue is always one less than the number he uses.

Example: If he plays three droplets, then he must fatigue two droplets.

GIRTLE OF ENERGY This card allows its owner to play up to three effort droplets (instead of two) during each round of combat.

POTION OF ENERGY This card allows its owner to play any number of droplets in each round of combat. This potion is used up by the character who activates it – it cannot be transferred while active.

Note: If the same character has both the Girtle of Energy and the Potion of Energy active, the potion takes precedence; there is no limit to the number of droplets he can play. This card returns to the Warlock at Midnight.

Changing Directions

A character who has one of these cards active can use it during the mêlée 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 exchange 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 box 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 mêlée step, the attack is shifted first, then the maneuver.

IV.13 Sources of Magic Color

Each of these cards supplies an infinite supply of one color of magic to every character in its clearing, whether he wants it or not. This magic color 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.

Note: Remember that the Chapel counter is also a source of White magic color 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.

IV.14 Artifacts and Spell Books

Artifacts

Each Artifact contains one spell card that can be learned and awakened by reading runes. Once the spell is awakened, the Artifact can be used to cast it once per day, with a completion time of o (zero).

BEAST PIPES This card contains one Malicious (VIII – ♡) spell card. It can be used as a Magic ♡ chit to cast this spell.

BLASTED JEWEL This card contains one Demonic (V – ♠) spell card. It can be used as a Magic ♠ chit to cast this spell.

ENCHANTER'S SKULL This card contains one Elemental (IV – ⚡) spell card. It can be used as a Magic ⚡ chit to cast this spell.

EYE OF THE IDOL This card contains one Pagan (II – ♀) spell card. It can be used as a Magic ♀ chit to cast this spell.

GLIMMERING RING This card contains one Elven (III – \$) spell card. It can be used as Magic \$ chit to cast this spell.

GLOWING GEM This card contains one Charms (VII – ♠) spell card. It can be used as a Magic ♠ chit to cast this spell.

HIDDEN RING This card contains one Summon (VI – ♣) spell card. It can be used as a Magic ♣ chit to cast this spell.

SACRED STATUE This card contains one Holy (I – ♠) spell card. It can be used as a Magic ♠ chit to cast this spell.

Spell Books

Each Spell Book contains four spell cards that can be learned and awakened by reading runes. It can be used to cast only those spells that match the magic symbol on the book's card – the other spell cards can be learned from the book but they cannot be cast by it. Each Spell Book can be played only once per day, and it can cast only one spell each time it is played, with a completion time of 0 (zero).

BLACK BOOK This card contains two Demonic (V – ♣) spell cards and two Malicious (VIII – ♡) spell cards. Once per day it can be used as a Magic ♣ chit to cast one of the two Demonic (V – ♣) spells. It cannot cast the two Malicious (VIII – ♡) spells.

BOOK OF LORE This card contains four Elemental (IV – ⚡) spells. Once per day it can be used as a Magic ⚡ chit to cast one of them.

GOOD BOOK This card contains two Holy (I – ♠) spell cards and two Charms (VII – ♠) spell cards. Once per day it can be used as a Magic ♠ chit to cast one of the two Holy (I – ♠) spells. It cannot cast the two Charms (VII – ♠) spells.

SCROLL OF ALCHEMY This card contains four Summon (VI – ♣) spell cards. Once per day it can be used as a Magic ♣ chit to cast one of them.

SCROLL OF NATURE This card contains two Pagan (II – ♡) spell cards and two Elven (III – §) spell cards. Once per day it can be used as a Magic ♡ chit to cast one of the two Pagan (II – ♡) spells. It cannot cast the two Elven (III – §) spells.

IV.15 Treasures with Spells

Certain treasure cards have spells that do not appear elsewhere in the game. These spells cannot be learned by reading runes (or in any other way) – the only way to cast them is by using the items.

DRAGONFANG NECKLACE The Dragonfang Necklace can be played exactly like an Artifact to cast its spell. It can be played only once per Evening, and its spell has a completion time of 0 (zero). This spell requires Purple magic to cast, and targets one Dragon or Flying Dragon of any size. The character who owns this card controls the Dragon. When no character has the card, the spell is nullified. This Day spell expires at the next Sunset. This spell can be broken just like other spells.

EYE OF THE MOON The Eye of the Moon can be played exactly like an Artifact to cast its spell. It can be played only once per Evening, and its spell has a completion time of 0 (zero). This instant spell can be cast only if the optional Seasons and Weather rules are being used. This spell requires Grey magic to cast, and targets the face up number chit that will define next week's weather. When the spell goes into effect, the spellcaster can either look at this chit secretly or, without looking at it, insist that a new chit be picked using the normal method. If a new chit is picked, he does not look at it.

Comment: A character usually must cast this spell several times to get the weather he wants. He must cast it once to look at the chit, a second time to change it, a third time to look at the new chit, and so on. This spell can be broken just like other spells.

FLYING CARPET The Flying Carpet is the target of an unbreakable Permanent spell that can be energized by Purple magic. This spell cannot be broken – when a spellbreaking spell is used against it, the spell just falls inert until it is resupplied with Purple magic. When the spell is energized, the Flying Carpet can be used as a fly chit with Medium strength and a time number of 2. The owner of the card can play it once per round of combat, using it repeatedly (the spell does not expire after one use). The card's owner can also use it to fly during his turn.

Treasure Card	Section	Great Treasure	Large Treasure	Chit	Spells	Discard to	Weight	Fame Reward	Fame	Notoriety	Gold
7-League Boots	Birdsong			Move T5						2	5
Alchemist's Mixture	Weapon					Warlock					4
Amulet	One-Use					Shaman					5
Ancient Telescope	Birdsong										5
Battle Bracelets	Combat		•					2	4	4	12
Beast Pipes	Artifacts			Magic ♡	1 ♡			-5	5	5	8
Bejeweled Dwarf Vest	Armor	•					M	10 (Soldiers)		5	27
Belt of Strength	Altering Chits	•					L	3	3	6	16
Black Book	Spell Books	•		Magic ♣	2 ♣, 2 ♡		L	-15	15	15	10
Blasted Jewel	Artifacts	•		Magic ♣	1 ♣		H	-15	15	15	30
Book of Lore	Spell Books			Magic ♣	4 ♣		L	-5	10	10	10
Chest	TwTs	•					T				0
Cloak of Mist	Birdsong									2	4
Cloven Hoof	Using Tables	•		Black				-20	40	40	4
Crypt of the Knight	TwTs		•								
Crystal Ball	Birdsong		•				M			5	20
Deft Gloves	Using Tables			Fight L2				5 (Order)		6	10
Dragon Essence	Daylight	•		Purple				-10	20	20	3
Dragonfang Necklace	Treasures with Spells	•						12 (Lancers)	12	12	8
Draught of Speed	Altering Chits					Warlock					6
Elusive Cloak	Combat									2	10
Elven Slippers	Boots			Move L2						2	5
Enchanted Meadow	TwTs		•								
Enchanter's Skull	Artifacts	•		Magic ♣	1 ♣		L	-10	10	10	17
Eye of the Idol	Artifacts		•	Magic ♡	1 ♡		M	-5	10	10	34
Eye of the Moon	Treasures with Spells		•				M			13	13
Flowers of Rest	Daylight			Gold						2	2
Flying Carpet	Treasures with Spells	•					M			12	17
Garb of Speed	Altering Chits	•						2	6	6	16
Girtle of Energy	Combat	•						2	4	4	13

Table IV.2: Treasure Table 1 / 3

Treasure Card	Section	Great Treasure	Large Treasure	Chit	Spells	Discard to	Weight	Fame Reward	Fame	Notoriety	Gold
Glimmering Ring	Artifacts	•	•	Magic \$	1 \$					10	15
Gloves of Strength	Gloves			Fight T5				5 (Order)		6	8
Glowing Gem	Artifacts	•	•	Magic ⚡	1 ⚡		L	5 (Soldiers)		5	17
Golden Arm Band	Armor	•	•				H	3 (Lancers)			15
Golden Crown	Armor	•	•				H	20 (Guard)		-15	50
Golden Icon	Color	•	•	Grey			T		-10	20	100
Good Book	Spell Books			Magic †	2 †, 2 ⚡		L		5	5	10
Gripping Dust	Alter Weapons					Warlock					3
Handy Gloves	Gloves			Fight M3					1	2	6
Hidden Ring	Artifacts	•	•	Magic ✖	1 ✖				-10	10	20
Imperial Tabard		•	•				M	20 (Guard)		-10	17
Lost Keys	Using Tables										5
Lucky Charm	Using Tables	•	•								14
Magic Spectacles	Birdsong									2	6
Magic Wand	Using Tables	•	•						-10	10	17
Map of Lost Castle	Using Tables										3
Map of Lost City	Using Tables										3
Map of Ruins	Using Tables										3
Mouldy Skeleton	TwTs		•			Discard					
Oil of Poison	Alter Weapons					Crone					3
Ointment of Bite	Alter Weapons					Crone					5
Ointment of Steel	Armor					Shaman					4
Penetrating Grease	Alter Weapons					Crone					4
Phantom Glass	Using Tables						L			2	8
Potion of Energy	Combat					Warlock					5
Poultice of Health	Daylight					Shaman					2
Power Boots	Boots			Move H4						3	8
Power Gauntlets	Gloves			Fight H4				3		4	7
Quick Boots	Boots			Move M3				1		2	8
Reflecting Grease	Combat					Crone					3

Table IV.3: Treasure Table 2/3

Treasure Card	Section	Great Treasure	Large Treasure	Chit	Spells	Discard to	Weight	Fame Reward	Fame	Notoriety	Gold
Regent of Jewels	Birdsong	•	•				L	10 (Soldiers)		10	67
Remains of Thief	TwTs	•	•			Discard					
Royal Sceptre	Birdsong	•					L	20 (Guard)		-15	8
Sacred Grail	Color	•	•	White			M	50 (Order)		-25	12
Sacred Statue	Artifacts	•		Magic ✦	1 ✦		L	10 (Order)		-5	10
Scroll of Alchemy	Spell Books	•		Magic ✦	4 ✦		L		-10	15	10
Scroll of Nature	Spell Books			Magic ♡	2 ♡, 2 \$		L			5	10
Shielded Lantern	Birdsong						L				8
Shoes of Stealth	Using Tables			Move L3						2	7
Timeless Jewel	Daylight		•				L	5 (Soldiers)		7	34
Toadstool Circle	TwTs		•	Black							
Toadstool Ring	Birdsong									3	9
Vial of Healing	Instant Rest					Chapel					2
Withered Claw	One-Use					Shaman					3

Table IV.4: Treasure Table 3/3

V List of Spells

The spells are grouped by type and each spell is listed in the following format:

NAME OF SPELL (*Type/magic color needed to cast spell*), **target of the spell**, *Duration of spell*: Explanation of the spell's effects.

V.1 ✦ – Holy Invocations (Type I Spells)

EXORCISE (✦/*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 (✦/*White*), **one character**, *Instant*: This spell activates all of the target's fatigued and wounded action chits and repairs all of his damaged armor (including his inactive armor). It affects only those chits that are already inactive and only that armor that is already damaged – it does not affect fatigue, wounds and damage that are inflicted during the current round of combat. This spell's strength is equal to the Power of the Pit results that affect action chits and armor (it does not conflict with the other Power of the Pit results).

Special: This spell breaks the Wither curse on the target.

Note: *Make Whole does not repair the magic chit used to cast the spell, because it fatigues after the spell takes effect.*

PEACE (✦/*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 (✦/*White*), **one character**, *Instant*: The target character immediately rolls the dice and consults the Wishes table VI.2d.

V.2 ♡ – Pagan Rites (Type II Spells)

BLEND INTO BACKGROUND (♡/*Grey*), **one character, hired leader or controlled monster**, *Day*: The target can record and do an extra Hide phase during his turn.

FOG (♡/*Grey*), **the spellcaster's map 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 (♠/Purple), **one character**, *Day*: The target character ignores his recorded turn and instead chooses what to do on each phase of his turn as he does the phase. He gets the same number of phases and types of activities he is normally allowed, except that he can use an extra or enhanced activity caused by a belonging as soon as he activates that belonging, whether it was active during Birdsong or not. Only one horse per day can provide him with extra phases – once he has used an extra phase caused by one horse, for the rest of that day he cannot use extra phases caused by other horses. If this spell is broken before he finishes his turn, he is instantly blocked.

Note: His hired leaders, controlled monsters, familiars, and phantasms must still do the turns recorded for them.

STONES FLY (♠/Grey), **any number of character(s), native(s), or monster(s)**, *Attack*: This spell attacks each target like a missile weapon with a length of 15, and it inflicts Light damage with one sharpness star.

Special: This spell always makes at least four attacks. If the spellcaster specifies one target, all four attacks are made against that target. If he specifies two targets, two attacks are made against each target. If he specifies three targets, two attacks are made against the target where he put his attention chit, and one attack is made against each other target. If he specifies four or more targets, one attack is made against each target. The spellcaster rolls separately on the Missile table 8.3 for each hit.

TALK TO WISE BIRD (♠/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 (♠/Grey), **any of the spellcaster's Pagan (II – ♠) and Malicious (VIII – ♡) magic chits that he chooses**, *Day*: Each targetted Pagan (II – ♠) chit is transformed into an Elemental (IV – ⚡) chit, and each targetted Malicious (VIII – ♡) chit is transformed into an Elven (III – \$) chit (see rule 4.6.10c).

V.3 § – Elven Lore (Type III Spells)

ELVEN GRACE (\$/Gold), **one character, monster or native**, *Combat*: If the target is a character, this spell alters the time numbers on all of his move chits. The strength on each move chit defines its time number: each Light chit has a time of 1, each Medium chit has a time of 2, each Heavy chit has a time of 3, and each Tremendous chit has a time of 4. If the target is a monster or native, his size redefines the move time on both sides of his counter: a Light target has a move time of 1 on both sides of his counter, a Medium target has a move time of 2, and so on. This spell affects only move times. It does not affect attack times, Duck chits, horses or Boots cards, and it does not affect “Move/Fight” chits created by the Unleash Power Spell.

1. Elven Grace ignores any strength changes caused by the Belt of Strength; it always uses the strength that is actually printed on each move chit to define that chit's time number.
2. The Draught of Speed and Garb of Speed nullify Elven Grace. When the target has one of these treasure cards active, the card defines the time number on each chit and the Elven Grace is ignored.

FAËRIE LIGHTS (\$/Gold), **any of the spellcaster's Elven (III – \$) and Charms (VII – ♠) magic chits that he chooses**, *Day*: Each targetted Elven (III – \$) chit is transformed into a Pagan (II – ♠) chit, and each targetted Charms (VII – ♠) chit is transformed into a Summon (VI – ✖) chit (see rule 4.6.10c).

ILLUSION (\$/Gold), **one character or the spellcaster's map tile**, *Permanent*: Each affected individual adds one to his result whenever he uses any Search table 7.2. If the target is a tile, the spell affects every character, hired leader, controlled monster or phantasm in that tile.

LOST (\$/Gold), **one character or the spellcaster's map 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 (\$/Gold), **one native group, or all of the Giants or Ogres in the spellcaster's clearing**, *Day*: The spellcaster pacifies the targets. To hire them, he uses the Friendly column of the Meeting table. See rule 7.7.5.

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 (\$/Gold), **one character**, *Day*: The target can record and do one extra Search phase during his turn.

V.4 ⚡ – Elemental Alchemy (Type IV Spells)

BLAZING LIGHT (⚡/Purple), **the spellcaster's 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 (⚡/Purple), **any of the spellcaster's Elemental (IV – ⚡) and Summon (VI – ⚡) magic chits he chooses**, *Day*: Each targetted Elemental (IV – ⚡) chit is transformed into a Malicious (VIII – ♡) chit, and each targetted Summon (VI – ⚡) chit is transformed into a Demonic (V – ♣) chit (see rule 4.6.10c).

FIERY BLAST (⚡/Purple), **any number of character(s), monster(s) or native(s)**, *Attack*: This spell attacks each target like a missile weapon with a length of 13, and it inflicts Light damage plus three sharpness stars.

HURRICANE WINDS (⚡/Purple), **one character, monster or native**, *Fly*: This spell can be cast only in a mountain clearing. It creates a fly chit with Tremendous strength and a time number of 1. The target must use this chit to fly away just before the next encounter step begins; the fly chit overrules the target's normal behavior. When this spell is cast on a dark side up "T" monster or its target, the monster immediately drops its target and turns dark-side-down, and the target of the spell flies away. When the target flies out of the clearing, all of his belongings, including his horses, fly and land with him. The spellcaster chooses which adjacent tile the target flies to. If the target is a denizen that does not record turns, it lands at the beginning of Daylight, just before the first attention chit is chosen. Otherwise, the target lands during his turn, as usual.

LIGHTNING BOLT (⚡/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.

ROOF COLLAPSES (⚡/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. Hidden individuals in the clearing are also attacked, and can play maneuvers without becoming unhidden. It attacks like a striking weapon with a length of 18, and it inflicts Heavy damage with no sharpness stars.

Important: This spell always attacks each target in the Smash direction with a time number of 4, regardless of the chit or card that was used to cast it.

VIOLENT STORM (⚡/*Purple*), **the spellcaster's map tile**, *Day*: The spellcaster rolls the dice and consults the Violent Storm table. The result is the number of phases each character, hired leader and controlled monster must cancel when he ends a phase in a woods or mountain clearing in that tile. He pays this penalty only once per turn, and he can choose which activities to cancel. He can cancel only those activities that remain in his current turn – if he loses more activities than he has remaining, the excess losses are ignored.

Violent Storm affects only the target tile, and it affects only woods and mountain clearings that do not contain the Inn, House, Chapel or Guardhouse (campfires are affected). A character is not affected until he is in an affected clearing – he is not affected between clearings, in caves (or buildings), or when he is flying.

V.5 ☞ – Demonic Ceremonies (Type V Spells)

ABSORB ESSENCE (☞/*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 is a “character” target, not a monster). This spell transmorphizes the spellcaster into the monster he named as a target. His items and horses are not transmorphized.

1. The spellcaster and monster become one entity, even when the spell is inert. The spellcaster continues to be represented by his character counter, but the absorbed monster simply ceases to exist – it is removed from play and is put in the spell's spell box, where it remains until the spell ends. The monster no longer functions as a monster: any denizens and attention chits assigned to it become unassigned, and it is released from any spells bewitching it. It is not killed and cannot regenerate.
 - 1.1 If the spellcaster is killed the monster is also killed. The killer gets the spellcaster's points plus the monster's bounty points, without multiplication, and both the spellcaster and the monster count as kills towards the killer's daily total.
 - 1.2 If the spell is broken without killing the spellcaster, the monster instantly appears in the spellcaster's clearing.
2. When the spell is energized, the spellcaster plays dummy chits and uses the monster's combat values instead of his own. He must always use the combat values that are on the face up side of the monster's counter. If the monster is Medium or Heavy, he can turn it either side up whenever he plays a chit (it does not change tactics). If it is Tremendous, it turns dark side up only when it gets a hit; once it is dark side up, he can turn it red side down whenever he plays a chit. The counter automatically turns red side down when he changes targets, or when his target is killed.
 - 2.1 If the monster has a head or club, the spellcaster can play it during combat as a second attack against his target. Heads and Clubs can be played either side up, even when the body is dark side up.
 - 2.2 If the monster is a Demon or Imp with red side down, he casts its spell as an attack (like a monster, not a character). He cannot change the spell it casts.
Special: When the spell is energized, the spellcaster can use the monster's magic type to record spells.
3. If a spellcaster has duplicate Absorb Essence spells, he can absorb one monster per spell. As each spell is energized, he transmorphizes into its monster (so he will always be transmorphized into

the monster that belongs to the most recently energized spell). When the spells are energized simultaneously, the spellcaster chooses which one transmorphizes him.

4. When Absorb Essence is cast by an Artifact or Spell Book, the item transmorphizes when the spell becomes energized. The character holding the item transmorphizes into the monster; if the item is not held by a character, the item itself becomes the monster, and it functions like a normal monster in all respects. When the monster is killed the spell is broken and the item reappears.

ASK DEMON (♣/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 (♣/Black), **one Light character**, *Fly*: This spell creates a fly chit that the target can use to fly. This fly chit has Light strength and a time number of 1. It can be cast only on a target with Light weight. The spellcaster controls when this chit is used, but it can be used only when the target uses a Light move chit.

Exception: If the spellcaster plays this spell on himself, he can play the fly chit directly, without playing a move chit.

Example: The Witch King can cast Broomstick on himself and play the fly chit even though he does not own a Light move chit.

1. When the target plays a Light move chit during the encounter step, the spellcaster can interrupt his play and force him to use the fly chit to charge or fly away, as the spellcaster chooses. When the target plays a Light move chit to maneuver, when the final maneuvers are revealed the spellcaster can invoke the fly chit. He cannot change the direction of the target's maneuver.
2. When the target starts to do a Fly phase, the spellcaster can invoke the fly chit and allow him to fly. If he does not invoke the fly chit, the activity is cancelled (unless the target has another source of flying strength).
3. If the target does a move phase and plays a Light move chit to carry items, then the spellcaster can invoke the fly chit and force him to Fly to the tile he is moving to instead of moving to a particular clearing.
4. Any time the target uses a move chit that is stronger than Light, the spellcaster can invoke the fly chit. When this happens, the fly chit has no effect and the spell is broken.

CURSE (♣/Grey), **one character**, *Instant*: The spellcaster rolls on the Curses table VI.3e and applies the curse to the target.

PENTANGLE (♣/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, such as Roof Collapses.

POWER OF THE PIT (♣/Black), **one character, native or monster**, *Instant*: The spellcaster rolls on the Power of the Pit table VI.1a and applies the result to the target. See rule 4.6.8 and the Power of the Pit table for information on specific Power of the Pit results.

V.6 ✂ – Summoning Techniques (Type VI Spells)

DISSOLVE SPELL (✂/*Purple*), **one spell in the spellcaster's clearing**, *Instant*: The target spell must already exist when it is specified as a target – it cannot be a spell that is being cast during the current round. When Dissolve Spell goes into effect, the target spell is broken. Duplicates of the target spell are not affected.

Note: This spell cannot break curses.

ENCHANT ARTIFACT (✂/*Purple*), **one Artifact or Spell Book that the spellcaster has active**, *Permanent*: When the spellcaster names his target, he must also name one of his recorded spells. This spell and its magic type are added to the target. The magic type and spell can be new or the same as the Artifact already has.

1. Whenever the Enchant Artifact spell is energized, the target contains the added type and spell in addition to its own type and spell(s). The character who is holding the target item can read runes to learn the spell, and he can play the item to cast the spell (which is automatically awakened). He must specify which magic type and spell he is using when he plays the item.
2. A new magic type can also be used to cast spell cards of the same type that belong to the item. *Example: If Enchant Artifact is used to add Charms (VII – ♠) to the Good Book, the Good Book can be used to cast its Charms (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 (✂/*Purple*), **one character, native or monster**, *Permanent*: This spell transmorphizes the target into mist. His horses and items are all transmorphized with him. He cannot carry untransmorphized items while turned into mist.

1. If the target is a character or hired or controlled denizen, he can do only the Move, Hide and Follow activities. *Special: The target can move along hidden paths and secret passages that he has not discovered. He does not discover them as he moves.*
2. The target is not affected by spells. Any other spells and curses that are currently bewitching him are nullified, new spells cannot go into effect against him and he is not affected by spells aimed at other targets (he is immune to Power of the Pit results, for example). *Important: The Melt into Mist spell itself is not immune to spells. It can be broken while energized (or inert).*
3. The target cannot block or be blocked. The target takes no part in combat, he cannot charge or attack, and he cannot be charged or attacked. If he is a character, he has a Move T4 chit that he can use only to run away.

PHANTASM (✂/*Purple*), **one character**, *Day*: This spell creates an ethereal being (or “phantasm”) that the target controls.

1. During Birdsong of the next day he puts an unused piece with the targetted character to represent the phantasm, and he records a separate turn for the phantasm. The phantasm gets the same number of basic and sunlight phases as other characters. It can do only the Move, Peer and Enchant activities.

2. The phantasm takes its turn just before the target character, when the target character's attention chit is picked, and it does its Peer and Enchant activities in the clearing it is in. It uses the target character's magic chits to do the Enchant activity, and it shares his discoveries list; it can use his discoveries, and he discovers what it discovers, even if they are in different clearings. If the Phantasm discovers hidden enemies, the controlling character can only see hidden enemies if he is in the same clearing as the Phantasm.
3. The phantasm cannot carry belongings or recorded gold, it cannot follow or be followed, it cannot spy or be spied on, it cannot block nor be blocked, and it does not summon denizens or cause monsters to move.

TRANSFORM (♣/Purple), **one character, monster or native**, *Permanent*: The spellcaster rolls the dice and consults the Transform table VI.3f, and the target is transmorphized into the creature (monster or beast) indicated by the result. Each time he energizes the spell, he is transformed into the same creature; he does not roll again.

1. All of the recorded gold and belongings (including horses) the target has with him are transmorphized with him.
2. If the target is a character, hired native or controlled monster, he can gain new recorded gold and belongings which are not transmorphized. He must keep his transmorphized gold and belongings separate from those that are untransmorphized; when the spell falls inert, he merges the two groups.

Note: If he ends the day in a location where the magic color needed to energize the spell is supplied automatically, the Transform spell does not fall inert – it remains energized without a break.

UNLEASH POWER (♣/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 droplets 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, the belt overrides Unleash Power. The Belt of Strength defines the final strength of each Move/Fight chit.

WORLD FADES (♣/Black), **one character**, *Permanent*: If the target character is unhidden and there are no denizens on his Confrontation Chart at the end of a round of combat, he rolls on the Hide table. If he hides successfully, he remains hidden until he is revealed normally (he can hide and be discovered repeatedly). The target character must also start (or stop) using Magic Sight when he does the Search activity (see rule 7.5.7).

V.7 ♠ – Good Luck Charms (Type VII Spells)

CONTROL BATS (♠/any), **all of the Bats in the spellcaster's clearing**, *Day*: The spellcaster controls all of the Bats in his clearing. See rule 7.7.5.

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 (♠/Gold), **one character, hired leader or controlled monster**, *Permanent*: This spell prevents warning and sound chits from summoning monsters when the target ends his turn. If the chits are face down he reveals them as usual but turns the warning and sound chits face down again to show they have not summoned monsters yet (chits are face up only if they have had the opportunity to summon monsters). The chits react normally when anyone else ends his turn in the tile, including followers. This spell does not affect site chits, dwellings, site cards or the Dragon Essence card, which continue to summon denizens normally, and it does not affect prowling monsters that are already in the tile, who still move to the target's clearing.

Note: If the target is a hired leader or controlled monster, he remains bewitched when he becomes unhired or uncontrolled.

PREMONITION (♠/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 (♠/Gold), **one character**, *Phase*: The target character is protected from spells and curses for one round of combat or one phase of his turn. He keeps the spell's magic chit to represent its effect, and he activates it like an item. When he activates it, it nullifies all spells and curses that are bewitching him, and prevents new spells from being cast on him; he is still vulnerable to spells aimed at other targets. At the end of the phase or round, the spell expires.

SENSE DANGER (♠/Purple), **one character**, *Permanent*: The target can record and do an extra Alert phase on his turn.

V.8 ♡ – Malicious Tricks (Type VIII Spells)

BAD LUCK (♡/any), **one character**, *Permanent*: The target character adds one to his result whenever he uses any table (except where specified differently in the rules or table descriptions).

DEAL WITH GOBLINS (♡/Black), **all of the Goblins in the spellcaster's clearing**, *Day*: The spellcaster pacifies the Goblins. To hire them, he uses the Neutral column of the Meeting table 7.4. See rule 7.7.5.

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 THE EIGHT-LEGGED (♡/Grey), **one Spider or Octopus**, *Day*: The spellcaster controls the monster. See rule 7.7.5.

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 (♡/Grey), **one weapon counter, native counter, Goblin counter, Ogre counter or Giant's club**, *Day*: Add one sharpness star to the harm the target counter inflicts when it hits. This spell cannot be cast on the Alchemist's Mixture or on a dagger.

REMEDY (♡/Grey), **one spell or curse in the spellcaster's clearing**, *Instant*: The target spell or curse must already exist when it is specified as a target – it cannot be a spell that is being cast during the current round. The target can be one curse on one character, or one spell. The target spell or curse is broken. Duplicates of the spell are not affected.

WHISTLE FOR MONSTERS (♡/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 facedown. 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.

VI The Spell Tables

(a) Power of the Pit

Die Roll	Event	Effect
☐	FIERY CHASM OPENS	All unhidden characters, natives and monsters in the clearing are killed; their belongings and recorded gold are disposed of normally. Visitors and hidden characters, natives and monsters are not affected by this result.
☐	CARRIED AWAY	The target is instantly killed; his belongings and gold are disposed of normally.
☐	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.
☐☐	BLIGHT	All of the target's active chits that show effort droplets become wounded (no effect on denizens or horses). Chits that are already fatigued or that show no droplets are not affected.
☐☐	FORGET	All of the target's active magic chits become fatigued (no effect on denizens or horses).
☐☐	RUST	All of the target's active armor counters suffer damage (no effect on denizens or horses). Intact armor counters become damaged, damaged armor counters are destroyed. Armor cards and inactive counters are not affected.

(b) Violent Storm

Die Roll	Upon first entering the tile:
☐	Cancel 4 phases
☐☐	Cancel 3 phases
☐☐☐	Cancel 2 phases
☐☐☐	Cancel 1 phase

(c) Lost

Die Roll	Individual must move to:
☐	Clearing 1
☐	Clearing 2
☐☐	Clearing 3
☐☐	Clearing 4
☐☐☐	Clearing 5
☐☐☐	Clearing 6

Table VI.1: Spells 1/3

Explanation of the Lost table:

1. The character rolls the dice and consults the table to determine where he moves. He must move to the adjacent clearing that matches the number he rolled. An adjacent clearing is any clearing that is connected to the character's clearing by a roadway, including those in adjacent tiles.
 - a. While "Lost", he can use paths and passages that he has not discovered. He does not discover these roadways when he uses them.
 - b. When "walking the woods", he is forced to follow the roadways only when he moves from tile to tile.

(d) Wishes

Die Roll	Event	Effect
▣	I AM ELSEWHERE	You teleport to any clearing of your choice. You are released from any spells that have not yet gone into effect. A character must leave the clearing, but he can move to any other clearing he chooses.
▣	YOU ARE ELSEWHERE	You must specify one character, monster or native in your clearing (a hidden character or denizen only if you have found hidden enemies), and he teleports. He is released from any spells that have not yet gone into effect. A character must leave the clearing, but he can move to any other clearing he chooses. You cannot specify yourself – if you are alone in the clearing, no one teleports. A monster or native (hired, controlled, or not) returns to the Chart of Appearances or Chart of Bounty, or the clearing where it started the game (if it started in this clearing, it does not move). <i>Note: When a denizen returns to the Chart of Appearances or the Chart of Bounty, he is released from all spells that are bewitching him and becomes unhired.</i>
▣	VISION	You look at the treasure cards in any one box on the Chart of Appearances or the Chart of Bounty. Return the cards to their box without turning them up or changing their order. Do not roll for curses.
▣	PEACE	Combat ends for the day in your clearing. All spells that have not yet gone into effect are cancelled (simultaneous spells are not affected) and all characters and denizens are prohibited from specifying targets or attacking for the rest of the day (but rounds of combat continue for two rounds to allow characters to do actions. This “peace” cannot be broken before it expires).
▣	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.
▣	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: You can use this hit to open the Vault or Crypt of the Knight.</i>

Table VI.2: Spells 2/3

2. If several adjacent clearings match the indicated number, he can choose which one to move to. If none of the adjacent clearings matches the number, then the individual does not move and

(e) Curses

Die Roll	Event	Effect
▣	EYEMIST	The target character cannot do the Search activity. He can still do the Enhanced Peer activity.
▣	SQUEAK	The target cannot be hidden. He can do the Hide activity, but regardless of the result he remains unhidden.
▣	WITHER	The target cannot have any active effort droplets. All of his active chits with droplets become fatigued, including color chits. While the curse remains in effect, his wounded chits can be converted to fatigue, but his fatigued chits cannot be activated. <i>Special:</i> This curse is removed by the Make Whole spell and the Wish for Health.
▣	ILL HEALTH	The target cannot do the Rest activity. <i>Special:</i> This curse is removed by the Wish for Health.
▣	ASHES	The target's recorded gold is worthless and cannot be spent or given away. He can add to his recorded gold normally, but he cannot subtract from it, and it counts as a value of -1 recorded gold (see rule 9.3.2e).
▣	DISGUST	The target's recorded fame is worthless. He can add to his fame normally but he cannot do any game function that would cause him to subtract from it. It counts as a value of -1 recorded fame (see rule 9.3.2c).

(f) Transform

Die Roll	Target Becomes	Attack Values		Movement Values			Size Weight and Vulnerability	
		Harm	Time	Strength	Type	Time		Special
▣	DRAGON	Tremendous	4	Tremendous	Flying	4	Must Fly	Tremendous & Armored
▣	LION	Heavy	3	Heavy	Move	4	Walk Woods	Heavy
▣	EAGLE	Medium	2	Medium	Flying	2	Must Fly	Medium
▣	BIRD	Cannot Attack		Light	Flying	1	Must Fly	Light
▣	SQUIRREL	Cannot Attack		Light	Move	2	Walk Woods	Light
▣	FROG	Cannot Attack		Light	Move	3	Walk Woods	Light

Table VI.3: Spells 3/3

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.

VII The Least You Need to Know to Play Magic Realm

A Summary by Stephen McKnight 2002-12-12

This is a summary of the play of Magic Realm.

Magic Realm is an adventure-battle game in which players take the part of characters trying to fulfil their chosen goals (victory requirements) in the ruins of a magical civilization, filled with hidden treasure and criss-crossed by twisting paths and secret passages through caves, woods, and mountains. The kingdom is inhabited by swarms of monsters that the characters must battle or avoid, and by sparse groups of friendly or unfriendly natives that may assist a character for hire, or, on the other hand, attack him with deadly force. Characters compete (or co-operate) to gain victory points selected at the beginning of the game from five areas:

- 1) gold accumulated by finding and selling treasures,
- 2) great treasures found,
- 3) spells learned from runes found in the kingdom,
- 4) fame gained for killing monsters or collecting certain famous treasures, and
- 5) notoriety gained by killing monsters, natives, or other characters, or by holding certain infamous treasures.

Any player who fulfils his victory requirements at the end of 28 days wins. The player who has the most points scored is the victor. Each turn (day) of the game is played in four parts:

- Birdsong and Sunrise,
- Daylight,
- Sunset and Evening, and
- Midnight

Birdsong and Sunrise

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

Daylight

- A. One attention chit is picked at random.
- B. That character or hired leader (and all others following him) becomes unhidden and executes his recorded activities exactly as written down, one phase at a time. If a recorded activity is not possible at that moment, that phase is lost.

- C. Daylight consists ordinarily of four phases in which each character or hired leader can perform any one of the activities below. If a character starts his turn in a cave clearing or moves into a cave clearing, he gets only two phases that day. If a player gets a bonus phase at a particular location (at a dwelling, for instance) he can record the phase as long as he will be in the location when he executes the bonus phase. If he gets a bonus phase from an item, it must be active when he records and executes the phase.

Note: Horses become inactive on entering a cave. The activities that can be executed each phase and [in brackets] what must be written down, are:

1. MOVE [M TILE, CLEARING] The character can move to an adjacent clearing along a path. He can change paths only at a clearing, not where paths cross on a bridge. To use a hidden path or secret passage, he must have already discovered it. Ordinarily, two move phases must be recorded to enter a mountain clearing (marked by six small triangles in the clearing). Characters must leave behind any item heavier than their strongest move action chit in play.
2. HIDE [H] For each hide phase, may roll once on the Hide table. If successful, he turns his counter dark side up; he cannot be blocked or attacked by monsters, by unhired natives, or by characters and hired natives who have not found hidden enemies during a Search phase that day. Characters will become unhidden just before executing their first phase the next day, or if they block or attack anyone (or are blocked or attacked) during this day. *Note: All die rolls, unless modified by special advantages, are made with two dice, but only the higher number counts. This means that there are 11 chances out of 36 of rolling a 11, but only 1 chance in 36 of rolling a 1.*
3. ALERT [A] The character may turn a weapon alerted side up or prepare one magic spell to use in the combat phase.
4. REST [R] The character may bring wounded action chit with no fatigue droplets back into play or change a wounded single droplet chit to fatigue or bring a fatigued single droplet chit back into play. Double droplet chits can be unwounded or returned from fatigue by making change and fatiguing another single droplet chit.
5. SEARCH [S] The character may roll on any one of the Search tables to discover secret passages, hidden paths, hidden characters (whom you then may block and attack), or treasure locations. From a mountain clearing, may use Peer table to peer into a non-cave clearing on an adjacent tile. May also use a Search phase to loot a treasure location he has found; or a stack of abandoned treasures, weapons, armor, or horses in a clearing. When a character takes an item, he must choose to activate, deactivate, or abandon it (hired natives may not activate items). If a character has an active artifact or is at a discovered treasure location with spells and has the right type of magic chit, he may roll on the Reading Runes table to attempt to learn the spell. Only the Witch King or a character with the Phantom Glass active can roll on the Magic Sight table.
6. TRADE [T] The character may either
 - a) sell one or more belongings for the basic gold price to a visitor or unhired native leader in the clearing, or
 - b) look at the treasures held by a native group or visitor and then roll once on the Meeting table to attempt to buy one weapon, armor, horse, or treasure from natives (if the leader of a native group is unhired and in the clearing) or visitors. The result gives the price for which the leader or visitor will sell the item. Before rolling on the Meeting table, the character may buy drinks, paying 1 gold for each unhired member of the native group in the clearing to make the group one level friendlier for one roll only.

7. HIRE [H] The character may roll once on the Meeting table to determine the cost of hiring a native group for 14 days. Rogues and the Order must be hired one at a time, higher numbered natives before lower ones (e.g., Rogue II before Rogue I) and the leader (e.g. Rogue *) last of all. Other natives must be hired as a group: all unhired members in the clearing must be hired. You may hire or trade while hidden, but if you are blocked, you will become unhidden. You can buy drinks before the roll.
8. FOLLOW [F CHARACTER/LEADER] For the entire day, the character will move with another character or hired native leader and share in some the activities that character. If a character loots, followers (as well as any other characters in the clearing who can see the looting character) will find the treasure location but cannot take any treasure without looting themselves; if he trades, hires, or enchants, the followers do nothing. All hired native non-leaders can only follow (hired native leaders have their own turns to do activities and can move on their own or follow). A character can always leave behind his hired following natives, or, if he wishes, can leave behind any following person who hasn't found hidden enemies when he moves to a new clearing while hidden. Following persons will also be left behind when a character flies or makes a double move with a pony unless the followers can fly or have a pony.
9. FLY [FL TILE] A character with a spell or activated flying artifact can use phase to fly to adjacent tile or to another clearing in the same tile. When finished flying for the day the character rolls one die and lands at random in th clearing with the rolled number of the tile he is in.
10. ENCHANT [EM OR E] The first enchant phase of the day (EM) is used only to prepare to do an enchantment. He can use second or succeeding enchant phases of day (E) to
 - a) enchant one of his magic chits or
 - b) enchant the tile he is in.

Enchantments have the following effect:

- a) Enchanting a magic chit transforms the chit to magic color. The magic chit is turned over to indicate its enchanted status. magic chits convert as follows.
 - † magic chit to White magic color
 - ♡ magic chit to Grey magic color
 - § magic chit to Gold magic color
 - ⚡ magic chit to Purple magic color
 - ♯ magic chit to Black magic color

Other magic chits (⚡, ♡, or ♯) may not change to magic color.

- b) A magic action chit in the presence of the right magic color (present in the tile or supplied by playing another transformed magic color chit) can be used to enchant (turn over) a tile. This can change the roadways and adds magic color to the tile. The following magic chits must be played with the indicated magic color:
 - † magic chit with White magic color
 - ♡ magic chit with Grey magic color
 - § magic chit with Gold magic color
 - ⚡ magic chit with Purple magic color
 - ♯ magic chit with Black magic color

Other types and combinations of magic chits cannot enchant tiles. Magic color chits return to ordinary magic chits and are fatigued when used.

- D. Additional activities possible at the beginning or end of any phase (these do not have to be recorded):
1. At the beginning of each phase:
 - a) Sell or Trade: The character may sell, trade, or give weapons, treasures, information, or discoveries (in the clearing) to another character in the same clearing for any price agreed upon.
 - b) Rearrange Belongings: may activate, deactivate, or abandon items. (Can only have one weapon, horse, gloves or boots activated at a time.)
 2. At the end of each phase: **BLOCKING**. A character or hired leader may block another character, monster, or hired leader if either individual ends a phase in the same clearing. Only characters and hired leaders who have found hidden enemies that day can block hidden characters or leaders. Both the blocking and blocked individuals become unhidden and end their move at that point. No further phases can be executed, but either may block other individuals. Monsters always block unhidden characters and hired leaders in the same clearing at the end of the character or hired leader's phase or when the monster arrives in the clearing. Hired non-leaders cannot block or be blocked, and unhired natives block only on Block/Battle Meeting table rolls.
- E. At end of a character's Daylight phases, all face down warning chits (yellow back side), sound and site chits (red back side) turn face up. Unblocked prowling monsters in his hex will move to the character's clearing and block all unhidden characters. The first player to finish his turn in a hex tile each day causes prowling monsters and natives to move from the Chart of Appearances to the hex. Monsters summoned by warning chits appear in the character's clearing, monsters summoned by sound or site chits appear in the clearing with the same number as the chit.

Sunset and Evening (Combat)

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

Rounds of combat consisting of an encounter step, a mêlée step, and a fatigue step, are played until two successive rounds are completed with no wounds, fatigue, armor damage, kills, or spells cast, and no Tremendous monsters dark side up. Each character, monster, or native should have an available Confrontation Chart to plot attacks and maneuvers. When combat begins, each player who has a character or hired native (even if hidden) in a clearing with unhired natives must roll on the Meeting table for each unhired native group to see if they are battling him (the character's die roll modifiers apply and he may buy drinks before the roll). A Block/Battle result in combat means that the character and his hired natives are battling all unhired members of that native group in the clearing for the rest of the day. (Block/Battle rolled during daylight only results in the native group blocking the character or hired leader.) Unhired natives will also begin to battle a character if he or his hired natives lure or attack one of the group. At the start of combat each day, all heavy and medium monsters are turned light side up. Tremendous monsters are turned dark side down. Unhired native horses are turned walking side up.

Encounter Step

In the encounter step, monsters and natives are assigned to characters and their hired natives, characters may run away or alert a weapon, and spells are cast.

Note: If natives and monsters are not assigned in the encounter step, they don't attack this round.

1. **LURING:** Beginning with the first character to move that day and going around the board, characters may become unhidden and take any number of monsters or unhired natives on their Confrontation Chart to fight (or run away from). Hired natives and their horses can be played either side up and take one monster or unhired native on their chart. Monsters (except dark side up Tremendous monsters) or unhired natives attacking a character can be lured away, but a monster or native already lured by a native cannot be lured away by another character or native.
2. **RANDOM ASSIGNMENT:** All unassigned monsters or battling unhired natives are assigned by die roll to unhidden characters. If a character is hidden or not in the clearing, he rolls and assigns monsters or battling natives to any of his unhidden hired natives in the clearing. There is no limit to the number of monsters or battling natives that can be assigned to a character (or hired native if the hiring character is hidden or not in the clearing) by random assignment. If everyone is hidden, monsters and unhired natives are not assigned and do not attack this round, but they can be targeted and attacked by characters in the mêlée step.
3. **DEPLOYMENT AND CHARGING:** Beginning with the first character to move and going around the board, each character can deploy any of his unassigned hired natives onto the Confrontation Chart of another unhidden character, native, or monster to attack them. (A hired leader who has found hidden enemies that day can be deployed against a hidden target – un hiding it.) He may place his hired native and its horse either side up. A monster or native must be returned to their own Confrontation Chart if attacked.

Special: If the last attacker is removed from the Confrontation Chart of a monster or native, the defender leaves his chart and becomes the newest attacker on the ex-attackers chart.

Example: *The Amazon's hired Lancer lures a heavy Troll onto its chart. During deployment, the Berserker assigns his hired Rogue to attack the Troll. The Troll becomes the defender on its own chart and the Rogue is the attacker. Now alone on its chart, the Lancer is put, along with his horse, on the chart of the Troll as the last attacker. If the Berserker, instead, played his Rogue to attack the Lancer, the Lancer would remain on his own chart and the Troll and the Rogue would both be his attackers; in the mêlée step, the Amazon would select one of them as the Lancer's target.*

The character may also charge another character by putting a move action chit or his active horse (either side up) on the other character's Confrontation Chart if the other character is unhidden or if the character has found hidden enemies (both characters become unhidden if the player charges). Charging may prevent the other character from performing an action in the round.

4. **ACTIONS:** Beginning with the first character and going around the board, each character can play a color chit to activate a permanent spell and, if he didn't charge during deployment, he can play a move, fight, or magic chit to do one of the following actions:

Important: The action chit played must have a number less than (equal to or less than for magic chit) any move chit or horse counter, or any monster or native move time, on his Confrontation Chart. Smaller numbers are faster speeds.

- a) play a fight chit to alert his weapon.
- b) play a move chit to run out of the clearing. The character is put half-way between clearings on one of the paths leading out of the clearing. If he just entered the clearing that day, he must be on the same path he came in. He must move to one of the two clearings as his first activity the next day. Anything on his chart is unassigned for this round. You cannot run away from a Tremendous monster turned dark side up on your Confrontation Chart, and natives never run away.
- c) play a magic chit to cast a spell. If the character is casting a recorded spell, he must play a magic chit of the same type as the spell; both the magic chit and the recorded spell are tied

up and can't be used again until the spell expires. Spells that have been awakened from an artifact by reading runes can be cast using the artifact instead of a magic chit, as long as the artifact and spell are of the same type. Artifact spells and all prepared spells have a time of zero (cannot be stopped by a move chit). All spells must have the correct magic color present at the time they are cast. The magic color can be present in the clearing or supplied by one of the spellcaster's transformed magic chits. If all these conditions are met the spell is cast. It will go into effect when a target is selected in the mêlée stop if it is not stopped by another character's spell.

Note: This is the only time that spells can be cast.

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

Mêlée Step

In the mêlée step, targets for spells and weapon attacks are chosen, characters play attacks and defensive maneuvers for themselves and their hired natives, and the attacks are resolved to see what harm is inflicted on the targets.

1. All horses played in the encounter step turn over (native and character horses played in the encounter step cannot be played on the same side in the mêlée step). Monsters and unhired natives on their own charts are assigned to attack the last hired native put on their chart.
2. ATTENTION CHITS: Characters mix their attention counters and select them at random.
3. SELECTING TARGETS: When his attention chit is chosen, each character makes the following placements:
 - a) He selects a target for his own attack or spell by putting his attention chit on the target (or on the target's Confrontation Chart). Additional targets for multiple target spells are announced. If he charged this turn, he must target the character he charged or not attack at all. A character, unlike natives and monsters, can attack targets not on his own chart. When he puts an attention chit on another character, monster, or native (or himself if he is casting a spell on himself) the character and his target are immediately unhidden (unless the Ambush optional rule is used).

Note: When a character selects a target, he does not know who will be targetted by a character who goes after him. This creates opportunities for deception.
 - b) He selects a target for his hired natives that are on their own chart by putting one of the attacking monsters or natives on the chart in a maneuver box.
 - c) He positions his hired natives who are attackers on the chart of a monster or unhired native (Those on the chart of hired natives are positioned by the hiring character when attacks and maneuvers are plotted). He cannot turn any counters over. The defending monster or unhired native is placed in the "Charge and Thrust" box and its head or club or horse is put in the "Dodge and Swing" box. The defender's target (the last hired native put on his chart in the encounter step) is put in one of the maneuver boxes at the right of the Confrontation Chart; his horse may be put in the same or another maneuver box. Other attackers are positioned in one or more of the attack boxes.
4. SPELL EFFECTS: If a character casting a spell is himself a target of a spell, his spell will be cancelled if the speed of his spell is not equal to or faster than the spell aimed at him (prepared and artifact spells have speed 0). If a character's spell is cancelled, he may choose to attack the target of his spell with a weapon. An uncancelled spell goes into effect now unless it is an attack spell aimed at a character, native, or monster, in which case it must hit like any attack (as in 7 below).

5. **ATTACKS AND MANEUVERS:** Secretly and simultaneously, each character can place a move chit (or horse counter if not in a cave) in the Charge, Duck, or Dodge maneuver boxes on his own Confrontation Chart and a fight chit with a weapon (or magic chit if attacking with an attack spell) in the Smash, Swing, and Thrust attack box. The fight chit strength (L=Light, M=Medium, H=Heavy, T=Tremendous) must equal or exceed the weight of the weapon, and the move chit strength must equal or exceed the weight of any weapon, armor, or treasure carried. Even if otherwise unarmed, all characters are assumed to have a dagger with Negligible weight and one sharpness star that they can attack with by playing a fight chit without a weapon. Active armor counters go in the appropriate armor boxes.

Important: A character may play no more than two droplets total on his fight, move, and magic chits in any round, including those he played in the encounter step.

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

- a) The attacking natives and monsters on a character's Confrontation Chart are placed in the red boxes. The attackers must fill as many boxes as possible, and a native or monster cannot be played in the same box as his horse, head, or club. You cannot leave one box empty and double up attackers in another box.
 - b) The defending hired native on his own chart is positioned in one of the red boxes. He may be placed either side up, and his horse can be placed in the same or a different box.
 - c) The attacking natives and monsters on his defending hired native's Confrontation Chart are positioned. The defender's target is placed in one of the maneuver boxes; the horse, head or club counter must be in a different box from the attacking native or monster. Other attackers are put in the attack boxes, filling as many boxes as possible and separated from their head, club, or horse.
6. **RANDOMIZING:** The final attack and maneuver directions for all monsters, unhired natives, and hired natives not on their own chart is determined by rolling one die and consulting the "Repositioning Denizens" chart. Then, two dice are rolled for each box with medium or heavy monsters or natives: they change tactics and their counters turn over if there is a 11 on either die. Tremendous monsters do not change tactics randomly; they turn over only if they hit as in step 7 below. Hired natives on their own charts do not change directions or tactics.
7. **RESOLVING ATTACKS:** All attacks and maneuvers are now revealed simultaneously. The speed and direction of the attack (the fight or magic speed) is compared with the speed and direction of the maneuver (the move speed). An attack hits under either of two conditions:
- a) If an attack matches direction with the maneuver of the target it always hits.
 - b) An attack which missed directions still hits if it has a speed which is less than ("undercuts") the move speed or move chit played of the target. The attack always undercuts a character who didn't play a move chit.

The speed of the attack is:

- i) the weapon speed if the weapon counter has a number on the face up side,
 - ii) the fight speed if the weapon has no number (or for natives and monsters),
 - iii) the number on the magic chit if it is a magical attack (prepared magic and artifact spells have speed 0)
8. Attacks that missed are removed, attacks that hit are checked to see which hit first.

- a) On the first round of battle in a clearing, the order of attack is determined by weapon length from longest to shortest. Attack speed breaks ties.
 - b) On successive rounds of battle, the lowest attack speed hits first with weapon length determining ties.
9. HARM: The effect of each attack is determined in order, before other hits are resolved.
- a) The strength of the attack – Tremendous, Heavy, Medium, Light, or Negligible – is determined from the weight of the weapon, adding one level for each sharpness star and subtracting one star if the attack hits armor. Striking weapon attacks are increased one level if the strength of the fight chit exceeds the weight of the weapon. Missile attacks and magical attacks must roll on the Missile table which may increase or decrease the attack strength. Negligible and lower level attacks have no effect and are removed.
 - b) If the attack direction does not intercept an armor counter, the target is killed if the strength of the attack equals or exceeds the target's vulnerability. If the attack strength is less than the vulnerability, monsters and natives are unharmed, and characters must remove one active action chit from play, wounded, in the fatigue step. The chit is turned over to signify the wound.
 - c) If the attack direction does intercept an armor counter, the character receives only a wound if the attack strength is Medium or greater, and is unharmed if the attack strength is Light or less. The armor counter is damaged if the attack strength equals the armor weight and destroyed (and instantly removed) if it is exceeded. Damaged armor is destroyed if damaged again and is returned to the natives for repair. Armored natives or monsters are not wounded and their armor is not damaged; they are killed if the attack equals or exceeds their vulnerability. The only effect of natives' or monsters' armor is to reduce the level of the attack by one sharpness star.
 - d) If the target is killed, all its subsequent attacks in the round are cancelled and the counter is removed from the game. A character can receive fame and notoriety for the monsters killed by him or his hired natives, and notoriety and gold for natives killed. If he kills another character, he gets the victim's notoriety points and all his gold and belongings. If he kills more than one victim by himself in a day, the character can multiply the fame and notoriety value of the monster, native, or character by the order in which it was killed.
 - i) The armor, weapons, and treasures of a character who is killed are taken by the (unhired) native group, hired leader, or character who killed him, or abandoned in the clearing if killed by a monster or hired non-leader.
 - ii) If a character kills a native he gets the native's gold and notoriety bounty. If he kills a hired leader he takes any belongings carried, but the group's belongings stay on the Chart of Appearances or Chart of Bounty. If he kills an unhired leader, the group's belongings are abandoned in the clearing. When a hired native is killed, the employer loses notoriety points equal to the notoriety bounty.
 - iii) A character who is killed can be reincarnated in the same or different form and start over fresh the next day.
 - e) An attack on a native or character who played a horse counter to maneuver inflicts damage on the horse alone. The character or native cannot be harmed until the horse is killed.
 - f) A dark side down Tremendous monster that hits its target inflicts damage and turns dark side up. A dark side up Tremendous monster that hits immediately kills its target without affecting the armor or horse and is then turned dark side down.
10. Any weapon that hit its target, regardless of effect, is turned with its alerted side up. Weapons that miss are turned alerted side down.

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

Fatigue Step

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

Midnight

- A. After the end of rounds of combat, players can rearrange their belongings and trade with each other.
- B. All weapon counters become unalerted, curses are removed at the chapel, and potion cards activated during the day are discarded to the visitor or native group mentioned on the card.
- C. Permanent spells become inactive until they are supplied with the proper magic color again.
- D. If the day is the end of the month, the game ends and victory points are calculated.

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