**Magic Realm Quest Card Variant**

**Tables**

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| **Dwellings**   |  |  | | --- | --- | | **Roll (1d6)** | **Dwelling** | | 1 | Chapel | | 2 | Guard | | 3 | House | | 4 | Inn | | 5 | L Campfire | | 6 | S Campfire | | **Native Groups**   |  |  | | --- | --- | | **Roll (1d8)** | **Group** | | 1 | Order | | 2 | Guard | | 3 | Soldiers | | 4 | Rogues | | 5 | Company | | 6 | Woodfolk | | 7 | Bashkar | | 8 | Lancers | | **Treasure Sites**   |  |  | | --- | --- | | **Roll (1d10)** | **Random Site** | | 1 | Altar | | 2 | Cairn | | 3 | Hoard | | 4 | Lair | | 5 | Lost Castle | | 6 | Lost City | | 7 | Pool | | 8 | Shrine | | 9 | Statue | | 10 | Vault | | **Hexes**   |  |  | | --- | --- | | **Roll (1d10)** | **Random Site** | | 1 | Borderland | | 2 | Cavern | | 3 | Caves | | 4 | Cliff | | 5 | Crag | | 6 | Deep Woods | | 7 | High Pass | | 8 | Ledges | | 9 | Mountain | | 10 | Ruins | |

**Setup**

When playing the Quest Card Variant, skip the normal VP allocation.

Instead, once the board is constructed, and all characters have been chosen, deal each player three Quest Cards. Each player then has the option to discard any number of these and redraw one time. Once everyone has settled on their quest hand, and investigated any cards that need it, players choose their start locations.

Once start locations have been chosen, three Event cards are then investigated and placed on the board.

Day 1 is now ready to start.

**Quest Cards**

Players score points by completing the Quest Cards in their hand, and resolving Event Cards on the board. Each card has specific conditions for completion, and it might have a location, or some other decision to be made before it can be started or resolved. Players will answer those questions by ***investigating*** the card.

**Birdsong – Investigating and Tracking**

Each morning, before moves are written, each player can choose a one or more cards to ***investigate***.

* Any random locations are rolled and recorded at this time.
* Any decisions that need to be made are made and recorded at this time.

Unless otherwise stated, once a random location, or decision, for a quest has been decided it cannot be changed.

**Completing Quests**

Quests can be completed at various times during the day, depending on the specific card and the listed conditions. In general, a quest is completed and turned in at the end of the phase or activity that caused its conditions to be met.

For instance, a quest that requires you to Locate the Vault would be completed at the end of the SEARCH phase in which the site was successfully located. A quest that requires you to kill a monster would be completed at the end of the evening in which the monster was defeated.

Once a quest is completed, it is removed from your hand and discarded. Some quests might leave you with an item, or allow you to perform an additional activity for further rewards. In this case, you are permitted to turn the quest card in and make a note of the item, and any other location or reward promised, so that you can collect it at a later time.

**Evening – Campfire Stories**

At the end of the day, any character in a dwelling may discard any number of his quest cards and then redraw to fill his hand. Any character not in a dwelling cannot discard quests, but may redraw to fill their hand (if they used or resolved a card that day).

Drawing a copy of a quest card you already have is forbidden. Immediately discard that card and draw a new one.

Note that the Archmage’s Tower, Circus, Monastery, and Thieves’ Guild all count as dwellings for purposes of completing, or discarding quest cards.

**Event Cards**

At the beginning of the game, three event cards are drawn. Event cards are available for every player to complete, and some of them can be completed by multiple adventurers. Like quests, each event has conditions for its resolution/completion. Once a card has been resolved, it can be removed from the board and discarded.

Resolved events are not replenished. Instead, at the beginning of each week, three new event cards are drawn and investigated, adding to the unresolved events from previous weeks.

**Skill/Knowledge Tests**

Some cards call for a test. By default, you have a single roll and to succeed at the test you must roll a 3, 2 or 1. However, most tests allow you to fatigue a number of asterisks before rolling to give you extra attempts. The type of chit that must be fatigued depends on the test and will be listed on the quest card. You get one extra roll for every two asterisks you fatigue.

**Labor**

Some cards call for a number of Labor Points to resolve them. To conduct labor, you must end your day at the site and then do one or more of the following:

* Fatigue asterisks of FIGHT or MOVE chits. (1 Labor / \* spent)
* Exhaust your followers, or a horse, to gain Labor based on their Weight/Vuln. (L = 1 Labor, M = 1 Labor, H = 2 Labor, T = 3 Labor)
* Cast a summon spell to gain Labor based on the summon’s attack strength. (L/M = 1 Labor, H = 2 Labor, T = 3 Labor)
* Cast other spells based on the specific event to score Labor as stated in the event text.

Exhausted followers and horses can fight normally, but cannot be used for labor for a week. Exhausted followers can be refreshed early by paying their gold value.

Labor is cumulative. Put a number of your chits on the event clearing/card to indicate how much labor you have accumulated so far. When you reach the requisite number of labor, you have resolved the event.

**Victory**

At the end of the game, you tally the VP earned based on the quests you completed. In addition, you earn bonus VP based on your standing in the following categories:

* Gold
* Great Treasures
* Spells Learned
* Prowess

In a two-player game, the leader of each category scores 1 VP. In a game with three or more players, the leader in each category gets 2 VP, and the runner-up gets 1 VP.

**Prowess**

Prowess is a combination of Fame and Notoriety. You gain Prowess in the following ways:

* Every kill of a monster or native scores the higher of its Fame/Notoriety values as Prowess.
* Treasures with a conditional Fame value score that value in Prowess if you sell them to the proper native group.
* Treasures with a Notoriety value score ½ that value as Prowess at the end of the game (or 0 if the Notoriety value is negative). However, the same treasure cannot be counted twice for both Prowess and Great Treasures. Players must choose when they tally their score at the end of the game which category each treasure will count for.

**Visitors**

When playing the Quest Card Variant, visitors are not played normally. Instead, they come into play due to quest and event cards.

**Boons**

Some cards are boons. Boons are held in the player’s hand, and played at the appropriate time. When played, they take place immediately, unless stated on the card. They do not earn the character VP, but instead give him some bonus. Boons may be discarded at the end of any day, even if the character is not at a dwelling.

**General Rules**

* When the L Campfire, or S Campfire is indicated as a random dwelling, that result stands even if the campfire is not yet on the board. When the campfire in question is found, any quest items, or visitors assigned to that dwelling spawn at that campfire.
* When a “Roll” is called for, the normal procedure for Magic Realm rolls is used (ex. roll two dice and take the higher of the two). When a different roll is required, it will be specified (ex. “Roll 1d6”).
* When a denizen will buy or sell a treasure for a stated value (ex. the Ancient Scrolls quest), a meeting roll is required, but only to determine if the trade will happen. If the result of the roll is INSULT, CHALLENGE, or BLOCK/BATTLE, then no trade can occur. TROUBLE causes the reroll as normal. Other results are ignored and the trade happens at the price listed in the quest.
* Whenever a quest reward allows you to learn a spell, you may choose to immediately convert any two of your chits into the type of magic that would allow you to cast the spell. You MUST do this (to at least one chit) if you otherwise would not be able to cast the spell, or else you forfeit the spell reward.

**Event Cards**

|  |  |  |
| --- | --- | --- |
| **Quest Name** | **Investigate/Track** | **Details** |
| Amazing Weather x2 | * Lasts one week | * Everyone gets an extra Sunlight phase each day |
| Archmage Tower | * The Tower appears in a random clearing. | * The first hero to end a phase here rolls 1d6 to determine the situation at the tower  |  |  | | --- | --- | | 1 | Mage Attack - An apprentice trying to prove himself starts hurling spells your way. Mage: M - L3\*\*\*/4, L3\*/3 or Summon. | | 2 | Minions Attack - Roll on the Summon Elemental chart and the hero must face that creature. | | 3 | Experiment Gone Awry - 2 Heavy Spiders attack. | | 4 | Trinket Needed - You must trade a small treasure to gain entrance. | | 5-6 | All is quiet and you may enter. |  * Summon Note: The first time the mage starts a round on the dark side, he casts Summon Elemental. That elemental immediately becomes your target that round. You may target normally in subsequent rounds. * The first hero to enter earns 1 VP. * Services available here: * *Font of Mana* - Pay 1g and then REST counts 2x for MAGIC chits until you leave. * *Mentor* - The Mages know 3 random spells of type II - VIII. They will teach for 10g. |
| Banditry | * Take the top 3 Rogues and place them on a random space from this chart. * Optional – Draw 3 random Rogues (d8 roll) from the extras. * The bandits remain here until defeated.  |  |  | | --- | --- | | Roll 1d6 | Location | | 1 | Outside the Chapel | | 2 | Outside the House | | 3 | Outside the Guard | | 4 | Crag 2 | | 5 | Ruins 4 | | 6 | Mountain 5 | | * The Bandits do not prowl, but ending a phase unhidden will cause them to block you. * If you ***end the day*** in the clearing with the Bandits, you can deal with them in one of the following ways: * ***The King’s Justice*** – You defeat the Bandits in battle and get their normal value in gold and prowess. You also earn 1 VP and can return to any dwelling for a 10 gold reward. * ***Intimidation*** – Roll a MEETING roll. On a 1-4, you scowl, they flee to the hills, and you earn 1 VP. On a 5, it is a standoff and the evening ends with no combat. On a 6, they battle you. * ***Bribe*** – You pay 3 gold and they leave you alone. For the rest of the game, you may pass through this clearing without fear of being blocked by these bandits. * ***Lord of the Bandits*** – You offer 10 gold and roll a MEETING roll. On a 1-5, the bandits join you for a normal 2 week contract and you score 1 VP. On a 6, they refuse your offer and battle you instead. |
| … Bounty (Bat, Goblin, Spider, Wolf) | * The Bounty ends 2 weeks after it has started. | * You have been tasked with killing the indicated creature (Bat, Goblin, Spider). * Killing any one of the listed creatures during the Bounty will immediately earn you 1 VP. * Each bat you kill while you hold this card earns you one **Trophy** from the hunted creature. * Turn in your **Trophies** at any dwelling to earn a gold reward based on the type of creature the Bounty is targeting.   + Bat = 5 gold   + Goblin = 3 gold   + Spider = 5 gold   + Wolf = 3 gold |
| Broken Wagon | * Place the Broken Wagon token in one of the following tiles:  |  |  | | --- | --- | | Roll 1d8 | Location | | 1 | Awful Valley | | 2 | Bad Valley | | 3 | Curst Valley | | 4 | Dark Valley | | 5 | Evil Valley | | 6 | Ledges | | 7 | Cliff | | 8 | Ruins |  * The destination of the wagon is either the Inn, or the Guardhouse (if the wagon is in the Inn’s tile already). | * The first character to ***end a phase*** in the Wagon’s clearing rolls to determine the fate of the wagon and how to resolve it.  |  |  | | --- | --- | | Roll 1d6 | Situation | | 1-3 | ***In Need of Repairs*** – The wagon has broken a wheel and needs repairs. Suitable materials can be found in any clearing in any tile named Woods. End a phase in such a clearing, then return to the wagon and execute REPAIR phases until you get a 4, 3, 2 or 1.  Repairing the wagon earns you 1 VP, and one Keg of Ale or 8 gold. | | 4 | ***Harassed by Ogres*** – Two ogres are here, preventing the wagon from continuing its journey. They will immediately block you if unhidden. Killing these creatures frees the wagon.  Freeing the wagon earns you 1 VP. If you escort the wagon to its destination, the driver pays you a Keg of Ale, or 8 gold. | | 5 | ***Raiders*** – Two raiders (with the same stats/relationships as the top two Bashkars) are here, robbing the wagon. They will immediately block you if unhidden. Killing these raiders, or bribing them with 4 gold, and a successful meeting result (any TRADE), frees the wagon.  Freeing the wagon earns you 1 VP. If you escort the wagon to its destination, the driver pays you a Keg of Ale, or 8 gold. | | 6 | ***Abandoned*** – The wagon is broken and abandoned. Who knows what happened here? You can execute SEARCH phases, and on a DISCOVER result, you can collect some evidence, and a small treasure, from the wreckage.  The treasure you can keep. If you return the evidence to the Guardhouse, you earn 1 VP. | |
| The Circus is in Town | * Place the Circus in a random space based on this chart  |  |  | | --- | --- | | Roll 1d6 | Location | | 1 | Cliff 3 | | 2 | Deep Woods 1 | | 3 | Ledges 4 | | 4 | Borderland 1 | | 5 | Borderland 2 | | 6 | Borderland 3 | | * The Circus has arrived, but is in need of a main attraction. * Any character that ***ends a day*** at the circus can discard and draw quests as though he were at a dwelling. * Any character who ***ends a day*** here will be given a special blowgun (--/T3) that will capture any Tremendous creature it hits. * Once captured, the creature will follow you, making it hard to hide (+1 HIDE rolls). * You can release the creature at any time, but it will become hostile immediately and block/battle anyone in the clearing normally. * The first character to return a T creature to the circus***, by executing a QUEST phase in the clearing unhidden***, scores 1 VP, earn 10 gold, and gain the 2x the prowess value of the creature. * The circus then moves on and leaves the Realm, taking all of its magical blowguns with it. * Any creature captured when the circus leaves immediately blocks its leader and battles them that evening. Regardless of the outcome of the battle, if the creature is the guardian of a treasure site, it will return to that site the next Birdsong. |
| The Cook | * Place the Cook at a random dwelling. | * The Cook waits at a random dwelling to be hired. * The Cook costs 6 gold to HIRE for 2 weeks. * The Cook gives his employer an extra REST phase each day. |
| Damsel in Distress | * Choose either the Hoard or the Lair and place the Damsel on that site. * If only one site is face up, choose that site. * If both are face up, roll 1d6, 1-3 place the Damsel at the Hoard, 4-6 place the Damsel at the Lair. * If neither has been found, the first one to be turned face up has the Damsel. | * To rescue the Damsel in Distress, you must DISCOVER the site where she is held captive. * Once located, you must end a phase in the clearing unhidden to free the Damsel from her chains. * Once freed, the Damsel becomes your follower. Roll a random dwelling to determine her home. * Return her to ***any*** dwelling to score 1 VP. * Return her ***home*** to score 1 VP and choose an additional reward: * ***We Scraped Up What We Could*** – Gain 10 gold. * ***Famous Hero*** – Gain 15 Prowess. * ***Home Away from Home*** – Natives at the dwelling become friendly; you gain an extra phase in this dwelling. |
| Dead Adventurer x3 | * Select a random hex and clearing and place the Dead Adventurer there. | * This is the resting place of a dead adventurer. * Execute SEARCH phases until you get a DISCOVER the body. * You loot one small treasure from the corpse. * You take the corpse (or some identifying piece of clothing) as an item (no weight) and if you return it to ANY dwelling, you score 1 VP. |
| Delivery | * Put the three Delivery chits on the Inn. * This card goes away one week after it is drawn. | * The Inn has urgent deliveries of ale to go to the garrisons. * Any character who ***executes a QUEST phase*** in the Inn can pick up one of these deliveries. * Deliver the ale to the correct dwelling to score 1 VP and get paid 8 gold. * You may only carry one barrel of ale at a time, but a character may make multiple deliveries and score multiple points from this event. * Once the event is over, a delivery in progress can be completed, but no more ale can be taken from the Inn. * ***If you end the game with an undelivered barrel of ale, it will cost you 8 gold, or 1 VP if you cannot pay the gold.*** |
| Dwarven Pathfinder | * Place the Dwarven Pathfinder in a random dwelling. | * The Dwarven Pathfinder costs 6 gold to HIRE for the rest of the game. * The Dwarven Pathfinder allows his employer to use secret passages without finding them. |
| The Dwarven Smith |  | * The Smith is being held prisoner in the Lost Castle. * DISCOVER the Castle like a treasure site and the Smith becomes your follower. * If returned to the Guardhouse (by ***ending a phase*** there), you gain 1 VP and the Smith enchants your weapon, giving it one of the following bonuses: * ***Sharp*** -- +1 sharpness star * ***Leaden*** -- +1 weight * ***Quick*** – reduce time by 1 on a single side |
| Elven Pathfinder | * Place the Elven Pathfinder in a random dwelling. | * The Elven Pathfinder costs 6 gold to HIRE for the rest of the game. * The Elven Pathfinder allows his employer to use secret paths without finding them. |
| The Enchanter | * Place the Enchanter in a random clearing. | * The Enchanter will follow any character who HIRES him for 1 gold. * The Enchanter can enchant the tile he is in for a fee of 5 gold, by ***executing an ENCHANT phase***. * Once the Enchanter has enchanted three tiles, his magic is spent and he leaves the Realm. |
| The Faerie Ring | * Place the Faerie Ring in the middle of the Deep Woods (clearing 6 if green and ? if enchanted). * Place the Ring Gone marker 7 days from today. | * The Faerie Ring is a source of GOLD magic in its clearing as long as it is in play. * Any character ***performing a QUEST phase in the clearing*** may perform one of these actions at the end of the day: * ***Enchant*** – Enchant the Deep Woods using GOLD or GREY. You get 1 VP and a Faerie Companion (Light -/1 -/1). The Ring remains and others may benefit from it. * ***Defile*** – Enchant the Deep Woods using BLACK or PURPLE. You get 1 VP and learn a random Type IV or V spell. The Ring is weakened. Make a roll. On a 1-5 the Ring remains. On a 6, the Ring is destroyed. * ***Purify*** – You can enchant the Deep Woods with WHITE magic, or cast any spell that would cancel a spell or curse to destroy the Ring. * ***Destroy*** – Wound two chits and then defeat the Ring Guardian. You get 1 VP. The Ring is destroyed. * ***Step Through*** – You wound 2 chits and then step through the Ring. You are instantly teleported to a random hex and clearing. You score 1 VP and the Ring remains and others may benefit from it. * The Ring disappears when destroyed, or in 7 days. * The Ring Guardian is a HEAVY monster with (M4/3, H4/3) |
| Gates |  |  |
| Goblin Bounty | * The Goblin Bounty ends 2 weeks after it has started. | * You have been tasked with killing goblins. * Killing any goblins earns you 1 VP. You can only score this VP once per game, but you may turn in ears more than once. * Each goblin you kill while you hold this card earns you one **Goblin Ear**. * Turn in your **Goblin Ears** at any dwelling to earn 3 gold/ear. |
| Goblin Horde | * Choose a random hex and clearing and place a stack of 5 axe goblins and 1 sword goblin there. | * A horde of goblins appears in the Realm. * Once the goblins are cleared from the map any character who killed a goblin earns 1 VP. * The character who killed the sword goblin gains a random artifact.      * Alternately, a character can cast Deal with Goblins to negotiate with the horde’s leader. Casting the spell allows an immediate Meeting roll. If the roll comes up as a TRADE result (as opposed to NO DEAL, INSULT, CHALLENGE, or BLOCK/BATTLE), the horde disperses and the character gets credit for “killing” those goblins (but no artifact). |
| Goblin Siege | * Choose a random dwelling. * Every clearing leading to that dwelling spawns a stack of three goblins. One stack is axe goblins, the other is spear goblins. * One of the two stacks (randomly chosen), gets a sword goblin added to it. | * When the siege is cleared, whoever killed any of the goblins gets 1 VP. * Whoever killed the most goblins also gets a random trophy:  |  |  | | --- | --- | | **Roll** | **Find** | | 1-2 | ***Prisoner of War*** – One of the defeated goblins becomes your follower | | 3 | ***Head on a Spike*** – Gain 10 Prowess; the head has 3 uses and ends combat for the day with any goblins in the clearing. | | 4 | ***Goblin Charm*** – Extra phase in caves, 3 uses | | 5 | ***Loot the Bodies*** – L Helm, L Breastplate, L Shield, Axe | | 6 | ***Spoils of War*** – 4d6 gold | |
| Goblins in Peril | * Choose any group of goblins in a tile with at least one other group of monsters. | * These goblins will not block/battle you while you hold this card, but revert to hostilities if you discard it. * Clear all other monsters from the tile, and end a phase with your chosen goblins to complete the quest. * Score 1 VP, and the goblins become FRIENDLY to you, and can be hired at the base cost of 1g/goblin. |
| The Hermit | * Choose a random hex and clearing and place the Hermit there. | * The first character to DISCOVER the Hermit scores 1 VP. * The Hermit remains in his clearing for the rest of the game and will remove curses for a cost of 5 gold. |
| Hunter Lodge | * Choose a random clearing from these. * 1 = LW4 * 2 = MW4 * 3 = NW4 * 4 = OW4 * 5 = PW4 * 6 = DW4 | * To join the Lodge, you must pay 4g, or bring a trophy you obtained from killing a creature. (Ears, Dragon Tooth, Giant or Spider Innards, etc.) * The first to join the Lodge gets 1 VP. * Anyone who joins can use the Lodge's services. The Lodge is FRIENDLY for trades. * *Bounty* - Each week, the Lodge puts a mini-bounty on one row in the Appearance Chart. A member killing one of these creatures gets 2g. * *More Bounty* - The Lodge pays on event bounties, but pays an additional 1g on 3g bounties, and 2g on 5g bounties. * *Spears and Bows* - The Lodge sells spears and bows to its members (and has an unlimited number). * *L Armor for Sale* - Breastplate = 6g, Shield = 4g, Helmet = 3g |
| Inquisition | * The Inquisition lasts 2 weeks from when it is drawn. | * The Order calls an Inquisition for two weeks. During this time, you may pledge yourself to the Inquisition to become at least NEUTRAL to the Order, and you may now perform one of the following actions to score 1 VP: * Killing any Demon or the Imp * Selling the Order any item with BLACK magic, or Type V spells * Ending a day at the Chapel, executing a QUEST phase and wounding 2\* of MAGIC chits, or tithing 6g. * You can earn multiple VP, but only one per category. |
| The King’s Soldiers | * The King’s Soldiers lasts 2 weeks from when it is drawn. | * The Soldiers need your assistance to maintain peace in the realm. During this time, you can pledge yourself to the King’s service and become at least NEUTRAL to the Soldiers, and are able to perform one of the following actions to score 1 VP: * Handing in (TRADE) a M or H weapon, or a piece of L or M armor * Handing in any treasure (TRADE) * Killing a member of the Bashkar, Lancers, Woodfolk, or Rogues * You can earn multiple VP, but only one per category. |
| Landslide | * Choose a clearing * 1-3 = High Pass 2 * 4-6 = High Pass 5 | * The High Pass is impassible due to a landslide. * 12 points of Labor must be done to clear the path. * In addition to the normal means of Labor, you may blast the stones with magic. Cast any of the following spells to generate Labor. * The landslide is considered armored for purposes of damage done. * Fiery Blast = 1-3 Labor based on the damage done * Lightning Bolt = 1-3 Labor based on damage done * Stones Fly = 4 Labor * Once cleared, the High Pass is reopened. Anyone contributing Labor gets 1 VP, but the hero who contributed the most Labor gets 2 VP and 10 gold. |
| The Lost… (1/Visitor) | * Take the visitor indicated on the quest card and choose a random hex and clearing. * If the visitor is not yet on the board, put him in play in the chosen clearing. * If he is in play, he has wandered off and has gotten himself lost in the chosen clearing. | * The first player to get to the visitor and ***end a phase in his clearing*** will become his guide. * Return the visitor to any dwelling to earn 1 VP and gain one level of relations with that visitor. |
| The Miner | * Roll a random clearing in the Caves and place the Miner there. | * A miner toils in the Caves. * You assist him by performing SEARCH phases until you successfully get a DISCOVER CHITS result. Roll on the following chart:  |  |  | | --- | --- | | **Roll** | **Find** | | 1 | *Jeweled Axe* – This is a M axe with an additional sharpness star | | 2 | *Dwarven Crown* – H head armor with only L weight | | 3 | *Gold* – 50 gold | | 4 | *Silver –* 5d6 gold | | 5 | *Copper* – 2d6 gold | | 6 | *Goblins* – 1d6 axe goblins appear to fight you |  * Regardless of the result, score 1 VP and learn all passages in the Caves (green and enchanted). * *Note: the Dwarf, or any character who can produce extra phases in caves rolls only 1 die on this table.* |
| Missing Person | * Notices are posted at every Garrison. * Choose 4 random clearings and place a ? token in each. * Each token represents a location where the missing person was rumored to be. | * Any character who ***executes a QUEST phase*** in a clearing with a ? token may turn that token over. * Blank tokens are discarded. * Once the person is found, the character becomes their guide. * Return the missing person to a garrison to receive 2 VP, 10G, and the natives in that dwelling become one level friendlier to you. * When you turn this quest in, anyone who investigated, but found nothing, still get a payment of 1d6 gold for their efforts. |
| Monastery | * Place the Monastery in a random Mountain clearing. | * Any character may visit the monastery and avail themselves of its services by ***executing a TRADE phase***. * ***Remove Hexes***: For a donation of 5 gold, the monks will remove all curses and (optionally) break all spells on you. * ***Learned Brothers***: The monks know two spells from the Type I list. You can learn a spell for a donation of 10 gold. * ***Healers***: For a donation of 1 gold, you may rest here, taking one extra REST phase each day, until you are healed, or leave. * The first person to reach the Monastery gains 1 VP and has all their fatigued chits rested, and all their wounded chits moved to fatigued. |
| Old Bones | * Choose a random clearing in the CRAGS. | * The corpse of a large creature has been spotted in a clearing in the CRAGS. * The first person to end a phase in the clearing rolls 1d6.  |  |  | | --- | --- | | **Roll 1d6** | **Find** | | 1 | ***Lost My Mate*** – Tremendous Flying Dragon mourns at this site. You must kill it, or remain hidden and DISCOVER its treasure. | | 2 | ***Dinner is Served*** – Tremendous Dragon is here waiting to eat the curious. You must kill it, or remain hidden and DISCOVER its treasure. | | 3 | ***Molting Skin*** – Tremendous Serpent is here. You must kill it, or remain hidden and DISCOVER its treasure. | | 4 | ***Something Underneath*** – Clear the bones by scoring 8 points of Labor. Once you do so, you find the treasure. | | 5-6 | ***Its Lair Must Have Been Nearby*** – Nothing is alive here, search the clearing to DISCOVER the creature’s lair and find its treasure. |  * In addition to the large treasure, resolving the Old Bones scores 1 VP. |
| The Peddler | * Choose a random dwelling and place the Peddler there. | * The Peddler appears in the Realm. * He carries 4 small treasures. * Execute a TRADE phase with the Merchant and you can sell any single treasure to him at face value, or buy one of his treasures for 4x face value. * The first character to purchase a treasure from the Peddler gains 1 VP. |
| Plague of Wolves | * Choose a random hex and clearing in the Realm and place a stack of 6 wolves there. | * When the wolves are cleared, any character who killed a wolf gets 1 VP. * Alternately, a character who can cast Send Wolves can disperse the plague, getting credit for defeating those wolves. * The character who killed the most wolves also receives a trophy:  |  |  | | --- | --- | | **Roll 1d6** | **Find** | | 1 | *Wolf Companion* – Choose a random wolf who becomes your companion | | 2 | *Wolf Heart* – Acts as an extra chit that can be wounded or fatigued | | 3 | *Wolf Hides* – L Breastplate, L Helm | | 4 | *Wolf Charm* – Walk the Woods, 3 uses and then disappears | | 5-6 | *Wolf Pelts* – 4d6 gold | |
| Poison Pool | * Choose a random clearing a place the Poison Pool there. | * A fetid pool creates a foul-smelling cloud of toxic fumes in the region. * ***Until the Poison Pool is resolved, all monsters in this tile gain +1 sharpness star to their attacks.*** * A character can resolve this event by ***ending the day in the clearing*** and performing one of the following actions: * ***Alchemy & Lore*** – Fatigue any number of asterisks of MAGIC chits or potions. For every potion, or 2 asterisks you fatigue, you get a chance to create a potion that will purify the pool. Each chance is a roll with 3, 2 or 1 being a success. * ***Purify the Pool*** – Cast any effect that cures a curse, or cancels a spell. * ***Scholarly Advice*** – End a phase with a Visitor, and if they are at least neutral to you, they will temporarily become your follower. Bring them to the Pool and they will purify it. * Purifying the Pool scores 1 VP and you get a random reward.  |  |  | | --- | --- | | **1d6** | **Find** | | 1 | *Did You Drink That* – You gain a TOUGH chit (unmarked \* can be used to fatigue or wound) | | 2 | *Experimental Elixir* – You choose either a MAGIC IV4\* or a MAGIC II4\* chit | | 3 | *Water Spirit* – You get a one-time summon of a Water Elemental (HEAVY, H4/2, H2/4) | | 4 | *Something Shiny at the Bottom* – You get one large treasure | | 5 | *Purest Water* – You get a Potion of Rest (immediate 6 REST phases, 5 gold) | | 6 | *Take Some Home* – You get a Spider’s Blood potion (+1 sharpness, 5 gold) | |
| The Porter | * Place the Porter at a random dwelling. | * The Porter costs 6 gold to HIRE for the rest of the game. * The Porter gives his employer the ability to carry items up to H weight for you. *(Note: You will still not be able to use any of these items in battle unless you have the appropriate MOVE/FIGHT chits, but you can at least carry them to be sold.)* |
| Possessed Spirit | Choose a random hex and clearing and place the Spirit there. | * To capture it, you must perform a SEARCH phase and roll a 3,2 or 1. * Once captured, you score 1 VP and the spirit becomes your follower. * When you are in a clearing with a denizen that is killed, you may order the spirit to possess that creature and it will become your follower, but its MOVE and FIGHT times will be increased by one. * Once this denizen is killed, the Spirit is freed from your service and leaves the game. |
| The Rift | * Choose a hex by rolling 1d6, and choose a random clearing in that hex.  |  |  | | --- | --- | | Roll 1d6 | Location | | 1 | Mountain | | 2 | Ledges | | 3 | High Pass | | 4 | Caves | | 5 | Cavern | | 6 | Crag | | * When a character ***ends a phase in the clearing***, roll to determine that week’s Rift Guardian  |  |  | | --- | --- | | Roll 1d6 | Guardian | | 1 | Tremendous Demon | | 2 | Tremendous Spider | | 3 | 3-6 Sword Goblins | | 4 | 2-3 Bats | | 5 | Noxious Fumes cause anyone entering this clearing to fatigue 1d6 asterisks | | 6 | Volcanic Gasses cause anyone entering this clearing to wound 1d6 chits |  * The Guardian does not prowl, but blocks unhidden characters as normal. * Once the Guardian is overcome, you may interact with the Rift * ***Seal with Magic*** – Enchant the tile with white, grey or gold magic, score 1 VP. * ***Seal with a Legendary Weapon*** – With an active gold weapon, fatigue one FIGHT asterisk, score 1 VP and 10 Prowess. * ***Seal with an artifact*** – With any item containing color magic, or a spell, fatigue one MAGIC asterisk, score 1 VP. * ***Seal with Blood*** – Roll and wound that many chits, score 1 VP, or forego the VP to gain a MAGIC IV4\* or MAGIC V4\* chit. Alternately, you may sacrifice one of your hirelings, but that group will become unfriendly with you. * ***Commune*** – Enchant the tile with black or purple, score 1 VP, or forego the VP to learn a random spell of type IV or V, or gain a MAGIC IV4\* or MAGIC V4\* chit. Also, you become immune to the Rift’s Guardian, and if none is here, a new one is immediately spawned. |
| Spider Plague | * Choose a random hex and place a number of heavy spiders.  |  |  | | --- | --- | | Roll 1d6 | # | | 1 | 1 | | 2 | 2 | | 3 | 2 | | 4 | 2 | | 5 | 3 | | 6 | 3 | | * When the wolves are cleared, any character who killed a spider gets 1 VP and 5G for each spider they killed. * Alternately, a character who can cast Guide Spider or Octopus can disperse the plague, getting credit for defeating those spiders. |
| Storm is Coming | * Make a roll. * Place the Storm marker on the calendar that many days from today. | * On the day of the storm, any character who finishes his day in shelter earns 1 VP. * Shelter includes any clearing with a dwelling, any cave clearing, The Lost City, The Lost Castle. * Any character who does not end their day in shelter must fatigue 1d6 asterisks. |
| The Strongman | * Place the Strongman at a random dwelling. | * The Strongman costs 8 gold to HIRE for the rest of the game. * The Strongman acts as a T chit for the purposes of opening the Vault, or the Crypt of the Knight, or for carrying a single item. |
| Thieves’ Guild | * Place the Thieves’ Guild in a random clearing in the Ruins. | * The Guild remains here the rest of the game and will offer services. Execute TRADE phases to interact with the Guild. * The first character to get to the Thieves’ Guild gains 1 VP and 5 gold. * ***Lockpicks***: For 5 gold, they will sell you a set of lockpicks that will allow you to open the Vault, Chest or Crypt of the Knight. They break after one use. * ***Fence***: You may sell your treasures here for face value. * ***Stealing***: For 10 gold, you may learn the STEAL activity.   **STEAL Table**   |  |  | | --- | --- | | **Roll** | **Result** | | 1 | Steal/Loot | | 2 | Steal/Loot | | 3 | Steal/Loot | | 4 | Steal/Loot | | 5 | No Effect | | 6 | Trouble |   **STEAL/LOOT Table**   |  |  | | --- | --- | | **Roll** | **Result** | | 1-5 | ***Loot*** – You take the nth treasure from the natives’ pile. | | 6 | ***Suspicion*** – You get nothing, but the group becomes suspicious of you. If you are allied/friendly, they immediately become neutral for the rest of the game. Otherwise, you lose one level of relationship with them.  Furthermore, if you become enemies with this group, they will become “Watchful” when you are around, and you will no longer be able to surprise them in combat. |   **TROUBLE Table**   |  |  | | --- | --- | | **Roll** | **Result** | | 1-5 | ***Posse*** – The natives Block/Battle you, but you can remain hidden. | | 6 | ***Caught*** – You are unhidden, and the natives Block/Battle you. | |
| Tiles Enchant |  |  |
| Wood Sprite | * Choose a random clearing in the Deep Woods and place the Wood Sprite there. | * To capture the Sprite, you must SEARCH in her clearing and roll a 3, 2 or 1. * When you capture the Sprite, you gain 1 VP. * You can choose to release her, in which case you gain a MAGIC III3\* chit, and a random Type III/GOLD spell. * Alternately, she becomes your follower. * She is a source of GOLD magic, and acts as a Fairy in combat (-/1, -/1, Light, No attack). |
| Young Knight | * Choose a random hex and clearing and place the Young Knight there. | * ***End a phase unhidden*** in the Knight’s clearing. * She will assess you. * If you have three or more MAGIC chits, the Knight attacks. * If you have less than three MAGIC chits, the Knight offers to join you for 4 gold (to pay her meager expenses). * Roll for the knight’s stats      * If you kill the Knight, or she joins you, you gain 1 VP. |

**Quest Cards**

|  |  |  |
| --- | --- | --- |
| **Quest Name** | **Investigate/Track** | **Details** |
| Ancient Scrolls | * Bring a visitor of your choice into play by placing him at a random dwelling. | * Bring any single treasure with spells to ***ANY*** visitor and execute a TRADE phase. * The visitor buys this treasure for 2x its value and you earn 1 VP. |
| Archeological Dig | * Choose a random clearing in the Ruins tile. | * LOCATE the Dig as though it were a treasure site. * Score 1 VP, gain 5 gold and a small treasure. |
| The Armorer | * Choose a random clearing in the Mountain and place the Armorer there. | * ***Take a damaged piece of armor to the Armorer, pay him 1 gold, and execute a QUEST phase.*** * He will repair the piece of armor, and he will teach you his secrets. * You score 1 VP and learn the following trait: * ***Armorer*** – You can repair a piece of armor by executing two consecutive REPAIR phases. |
| The Arsonist x2 | * Choose between one of three options: * ***Retribution*** – Your target is an enemy native group of your choice. * ***Petty Revenge*** – Your target is an enemy with which you are unfriendly. Your reward for completing this mission will be 1 VP and a random loot roll from their treasure pile. * ***Nefarious Plot*** – You have been hired to do the job. Roll a random dwelling. You can choose to perform the arson, or warn them of the plot. | * To perform an arson, you must be hidden, and in the same clearing as the HQ of the target group. * Then, you must complete SEARCH phases until a DISCOVER CHITS result is rolled. * Your reward is based on your choice during investigation: * ***Retribution*** – Your reward is 2 VP and a random loot roll from their treasure pile. * ***Petty Revenge*** – Your reward is 1 VP and a random loot roll from their treasure pile. * ***Nefarious Plot*** – If you perform the arson, you get 1 VP and 10 gold, but you become unfriendly with the native group. If you warn them of the plot, you get 1 VP and raise your friendliness with the natives by one level. |
| Big Game x2 | * Choose which type of creature you are going to hunt: Medium, Heavy or Tremendous | * Kill a creature of the appropriate size and ***end a phase in any dwelling.*** * Score 1 VP and get a piece of armor (roll 1d6): 1-2 Helmet, 3-4 Shield, 5-6 Breastplate. You choose either L or M weight. |
| Bridge Magic |  | * Cross any three bridges. * Score 1 VP and gain a Float Charm.  |  | | --- | | **FLOAT CHARM**  May change paths on bridges. Roll after every use. On a result of 6, the Charm disintegrates.  - **10** | |
| The Challenge | * You receive a challenge from a member of a random native group. * Take the top unhired member of that group and place him at a random dwelling. * The Order and the Guard never issue challenges. Reroll the native group if either of these are indicated. | * End your day in the same clearing as the challenger and he will issue his challenge to a fair fight. If you accept the challenge, you become unhidden. * Killing the challenger earns you 1 VP, 5 Prowess (in addition to what you get from the kill), and 5 gold (in addition to what you get from the kill). * You suffer no loss of status with the challenger’s group for killing the challenger in a fair fight. * Alternately, you may choose to kill the challenger in an unfair fight by starting the combat hidden and the rewards will be the same. However, your relationship with every native group will suffer. Lose one level of friendliness with ALL NATIVES. * Alternately, if you are friendly or allied with the challenger’s group, you can choose to talk your way out of the fight. You cannot be hidden when you do this. Roll on this special MEETING table:  |  |  | | --- | --- | | Roll | Result | | 1-2 | ***I Love You Man*** – You settle your differences over drinks, and convince the challenger to join you. Score 1 VP and gain the challenger as a follower. | | 3-5 | ***Calm*** – You manage to calm the challenger down and avoid combat. Score 1 VP. | | 6 | ***Fight*** – The challenger fights you as normal. | |
| Color Source (1/Color) |  | * Play as a one-time source of the listed color magic. * You can use this card any time you would otherwise have to use a color chit to enchant or cast a spell. |
| Consult a Demon |  | * ***End your day unhidden*** in the same clearing as a demon. * The demon will block you as normal, but will not battle you that evening. * You earn 1 VP and can choose another boon. * ***Amulet*** – You get an amulet that either removes all your current curses, or stops the next curse you suffer from affecting you. * ***Change of Heart*** – You can discard any quest in your hand and replace it with one from the discard pile. * ***Dark Desires*** – You can look at the chits in any hex, or the treasures in any pile. In addition, your first phase tomorrow can be a teleport to a random clearing in any hex. * ***Demonic Lore*** – You gain a MAGIC V4\*\* chit and a random black magic spell. |
| Curse Breaker |  | * Get cursed and then find a way to remove that curse. * Alternately, you can remove a curse on another character. * Score 1 VP and choose: * ***Immune*** – You become immune to curses. * ***Learned*** – Choose a type of spell you can cast, and learn a random spell from that list. |
| Danger Sense x2 |  | * Play at any time to immediately ALERT your weapon or a MAGIC chit. |
| Deep Diver |  | * Loot an item from the POOL * Earn 1 VP |
| Delver |  | * End a phase in CAVERN 3 and CAVES 3 * Earn 1 VP and a Shielded Lantern  |  | | --- | | **SHIELDED LANTERN**  Extra phase in caves  L **8** | |
| Diplomat (Ogres, Goblins) |  | * Encounter a stack of monsters as indicated on the card. * They disperse and return to the Appearance Chart. * Score 1 VP and one of the creatures becomes your companion. |
| Dragon Slayer x2 |  | * Kill any dragon for 1 VP and a Dragon Tooth  |  | | --- | | **DRAGON'S TOOTH**  One dragon in the clearing ends combat with you for the rest of that day  (discard to SCHOLAR)  (Order 5F)  - **5** | |
| The Druid’s Test | * The High Druid has arrived in a random clearing. | * The High Druid wants to test your skills at herbalism. * ***End a phase in his clearing*** to bring him a potion and he will reward you. * Score 1 VP and learn a random Type II spell, and gain a MAGIC II4\* chit with which to cast it. |
| Enchanter |  | * Enchant three hexes. * Score 1 VP and gain a Mage Totem.  |  | | --- | | **MAGE TOTEM**  Extra SPELL phase  (5 uses then discard)  - **5** | |
| Envoy |  | * Execute a TRADE phase with two different native groups with which you are friendly, or an ally. * Gain 1 VP. * Take a group that is neutral or unfriendly, and make it friendly. |
| Explore the Borderland |  | * ***End a phase*** in all six clearings of the Borderland tile. * Score 2 VP, 10 gold, and learn all the paths/passages in the tile. |
| Explore the Caves |  | * ***End a phase*** in all six clearings of the Caves tile. * Score 2 VP and gain a Lantern.  |  | | --- | | **SHIELDED LANTERN**  Extra phase in caves  L **8** | |
| Explore the Cliff |  | * ***End a phase*** in all six clearings of the Cliff tile. * Score 2 VP and gain Climbing Tools.  |  | | --- | | **CLIMBING TOOLS**  The first mountain clearing you enter in a day costs only one MOVE instead of two  L **8** | |
| Explore the Crags |  | * ***End a phase*** in all six clearings of the Crags tile. * Score 2 VP, 10 gold, and learn all the paths/passages in the tile. |
| Explore the Mountain |  | * ***End a phase*** in all six clearings of the Mountains tile. * Score 2 VP, 10 gold, and learn all the paths/passages in the tile. |
| Fan Club | * Place the top unhired Rogue at the House. * If no Rogues are unhired, you may take the top member of the Company and place him at the House. * If neither group has an unhired member, you may discard this card and replace it in the evening. | * ***End your day*** at the House. * You gain 1 VP and the denizen there joins you as a follower. |
| Find Armor |  | * ***End a phase unhidden*** in a clearing with a ROAR chit. * Alternately, you may be hidden, but must successfully DISCOVER the armor as though it were a site. * You can choose a shield, helmet or breastplate or either M or L weight. |
| Find a Bow |  | * ***End a phase unhidden*** in a clearing with a FLUTTER chit. * Alternately, you may be hidden, but must successfully DISCOVER the bow as though it were a site. * Take a Light Bow. |
| Gambler |  | * ***End your day*** at either the Inn or the House. * Place a bet of up to 20 gold and roll.  |  |  | | --- | --- | | Roll | Result | | 1 | Win 4x your bet | | 2 | Win 3x your bet | | 3 | Win 2x your bet | | 4 | Win 1x your bet | | 5 | Break even | | 6 | Lose your bet |  * Regardless of the result of your bet, you gain 1 VP and gain one level of relation with the group with which you gambled. |
| Ghost Hunter x2 |  | * Kill both Ghosts. * Earn 1 VP. * ***End a phase*** in the Chapel for an additional reward: * ***Ghost Hunter*** – Gain 10 Prowess. The ghosts will no longer prowl, block, or battle you. * ***Fractured Grail*** – This treasure (no weight) produces WHITE magic on demand. But at the end of any day it is used, you must roll. On a result of 6, the grail is destroyed. |
| Giant Slayer x2 | * Choose a visitor and place it on a dwelling of your choice. | * Kill any giant. * Earn 1 VP and Giant Innards. * Return the Giant Innards to any visitor to receive a potion of Giant Strength  |  | | --- | | **GIANT'S STRENGTH**  Increase the strength of all your FIGHT and MOVE chits by one level  (discard to SHAMAN)  (Soldiers 5F)  - **6** | |
| Gift Exchange |  | * ***Execute a TRADE phase*** to give any treasure you possess to a group with which you are FRIENDLY or ALLIED * Earn 1 VP and take any one item from their stash |
| Guide x2 |  | * Play during a SEARCH to get a FIND PATH/PASSAGES result without having to roll. |
| Happy Camper |  | * ***End a phase*** at the L Campfire. * Score 1 VP. * If there is a native group there, you may increase your friendliness with them by one level. |
| Insulted | * Take if you get a CHALLENGE, or INSULT result on a MEETING roll. * This quest does not count as one of your three Quest Cards. | * Group becomes unfriendly to you. * You can complete this quest by harming this group in one of the following ways: * Kill one or more members of this group. * Complete the Thief quest with this group as the target. * Complete the Arsonist quest with this group as the target. * Learn the STEAL activity and steal one of this groups’ items. * Completing this quest earns you 1 VP. * ***Failing to complete this quest by the end of the game loses you 1 VP.*** |
| Learn a Spell |  | * Learn any spell, either by Reading Runes, or by completing a quest. * Gain 1 VP and a Mana Potion.  |  | | --- | | **MANA POTION**  Instantly REST all fatigued MAGIC chits  (1 use, then discard)  - **5** | |
| Locate the… (1/Site) |  | * DISCOVER the site listed on the card to score 1 VP. * If you draw this card but have already located the site listed, you just have to end a phase in the same clearing as the site and you score the VP. |
| Locksmith | * Choose a random clearing in the High Pass. | * The locksmith has a workshop here. If you ***end your day*** here, he will award you 1 VP, and give you a set of keys.  |  | | --- | | **KEYS**  Opens the Crypt, Chest and Vault  - **5** | |
| Lost Pouch | * Choose a random native group and put a marker on their space on the Appearance Chart. | * You have found a lost pouch. * You can ***execute a QUEST phase*** to open it to gain 3d6 gold. * Alternately, you can return it to the indicated natives and gain 1 VP and that group becomes friendly. |
| Lucky Day x2 |  | * Play at any time to reroll a search, hide, or meeting roll |
| Merchant |  | * Buy any item at one dwelling. * Sell it at another dwelling for 2x your purchase price. * Earn 1 VP |
| Monster Lure |  | * ***At the end of your day,*** drag one clearing of monsters from an adjacent hex to your clearing. * Fight them and win. * Earn 1 VP |
| Mountain Pilgrim |  | * ***End a phase in a clearing*** in each of these hexes: Mountain, Ledges, Cliff. * Score 1 VP. * Choose an additional reward: * ***Mountaineer*** – Every day, the first mountain clearing entered costs only one MOVE instead of two. * ***Lightning Caller*** – Learn one Type IV spell, and convert two of your chits to MAGIC IV4\* and MAGIC IV3\* to cast it. |
| Natives Arrive x2 |  | * Choose one native group from the appearance chart * Place that group in one of the locations it could normally appear |
| Navigator x2 |  | * Find any three secret paths or passages. * Score 1 VP and learn three additional paths or passages of your choice. |
| Pilgrimage |  | * ***End a phase in the clearings*** containing the **Chapel**, **Shrine**, **Altar**, or **Monastery**. * Once you visit any two of these clearings, you can turn in the quest for 1 VP. * However, if you visit three before turning the quest in, you gain 2 VP, a MAGIC I6\*\* chit, and a random spell from the Type I list. |
| Plant Your Flag x2 | * Choose a random clearing as your flag location. | * A local noble has commissioned you to claim some land in his name. * Perform a QUEST phase in that clearing while no monsters are present anywhere in the tile to claim the tile for your Lord. * Score 1 VP, and you now hold a title to this land. * At the end of each week, if there are no monsters present in the tile, you choose a reward. * *Income* - You gain 1d6 gold. * *Levy* - A Peasant Militiaman is added to your retinue of followers.   + *Militiaman* M – L\*3/4 (3), M4\*/5 (8) * *Supplies* - You may immediately take the effects of 1d6 REST phases. |
| Pub Crawl x2 |  | * End a phase in all four garrison dwellings (Inn, House, Guard, Chapel). * Score 2 VP and get a Keg of Beer.  |  | | --- | | **KEG OF BEER**  Buying drinks for natives is free  (3 uses, then discard)  (Rogues 5F)  L **5** | |
| Quiet Night x2 |  | * Play during BIRDSONG or MIDNIGHT to immediately rest chits as though you took 4 REST phases. |
| Rescue x2 | * Choose a clearing (not in your current hex) containing at least one group of monsters. * Roll a random native group. * Place the top member of that native group in that space as a captive. * The Order and Guard would never find themselves in such a predicament, reroll if you get one of these natives. | * One of the Realm’s natives has been captured by monsters and it is up to you to free him. * The native is a captive, and will prowl with the group of monsters he is assigned to. * If the monsters assigned to the captive are killed, and there are other monsters in that clearing, he will be captured by those monsters and will prowl with them. * If the captive is ever alone in a clearing, he will escape back to his dwelling and the quest is over. * However, if you are in the clearing, and all the monsters are dead, you can free the captive, scoring 1 VP and the captive will join you as your follower. * Alternately, you can free the captive with stealth by being hidden and rolling a DISCOVER CHITS result in his clearing. * You can return the captive to his dwelling (***by ending a phase there***). He will leave your service, but the native group will give you 10 gold and gain a level of friendliness to you. |
| Riddle Game | * Choose one of the following: * A clearing in the Ruins W tile. * A clearing in the Bones W tile. * A clearing in the Dank W tile. * Put the Riddle Game marker on that clearing. | * A clever Imp waits in this clearing to challenge you to a game of riddles. * ***End your day*** in the marked clearing. * Fatigue any number of asterisks. * You get one chance to answer the Imp’s riddle. * You get an additional chance for every 2 asterisks you fatigued. * For each chance, roll. A result of 1, 2, or 3 means you answered the riddle. You score 1 VP and gain a small treasure. * If you cannot answer the riddle after using your chances, you are sent away empty-handed, discard this card. * Alternately, you may become unhidden, and attack the Imp. If you defeat him in battle, you score 1 VP and gain a small treasure. |
| Sacrifice |  | * Take any LARGE treasure and sacrifice it at the **Chapel**, **Altar**, **Shrine**, **Monastery**, or **Rift**. * Score 1 VP and take any one of your chits and gain an identical one to use for the rest of the game. |
| Secret of the High Pass |  | * Go to High Pass 3 or 6 and perform SEARCH phases until you FIND PASSAGES. * You score 1 VP. * You discover a secret passage between your clearing and High Pass 4. * Others can discover and use this passage, but score no VP for doing so. |
| Snake Charmer |  | * Encounter a serpent. * If it is M or H, you score 1 VP and can choose to either kill it for prowess, or take it as a companion. * If it is T, you can kill the serpent by becoming unhidden; you score 1 VP and the prowess for the kill. |
| Soldier Remains |  | * End a phase unhidden in a clearing with a SLITHER chit. * You find a random weapon  |  |  | | --- | --- | | Roll 1d6 | Weapon | | 1 | Mace | | 2 | Broadsword | | 3 | Axe | | 4 | Spear | | 5-6 | Short Sword | |
| Spell Master | * Choose a random clearing as the location of the master. | * You learn of a reclusive teacher living as a hermit somewhere in the realm. * Execute a QUEST phase in that clearing and pay 5 gold to get a lesson. * Score 1 VP and gain a MAGIC chit with these stats. * Type: Choose I - VIII * Time: 4 * Fatigue: \* |
| Spider Slayer x2 | * Choose one of the visitors and place it at a dwelling of your choice. | * Kill any spider. * You gain 1 VP and Spider Innards. * Take the Spider Innards to any visitor to get a potion of Spider’s Blood  |  | | --- | | **SPIDER'S BLOOD**  Weapon does one extra \*  (discard to CRONE)  ()  - **5** | |
| Sudden Insight x2 |  | * Play during a SEARCH phase to immediately score a DISCOVER result without having to roll. |
| Survivor |  | * Survive having 3 or more chits wounded and return to any dwelling * Earn 1 VP and a TOUGH chit (can be wounded or fatigued, but used for nothing else) |
| Take Cover x2 |  | * Can be played at any time to immediately become hidden. |
| Thief x2 |  | * End a phase hidden in a clearing with natives who are unfriendly, or enemies. * Execute SEARCH phases until you get a DISCOVER CHITS result. * Score 1 VP and take a random item from their pile. (You can choose to just loot their treasures, but you don’t get to look at them before deciding.) |
| Tiny Hut (Mountains, Woods, Valley) |  | * Take any visitor not currently on the board, and put him into play in a \_\_\_\_\_ clearing of your choice. * The visitor remains there unless he gets Lost due to an event. |
| Treasure Cache (City, Castle) |  | * You learn of a hidden cache inside the Lost City/Castle. * DISCOVER the Lost City/Castle as though it were a treasure site. * Gain 1 VP and collect a large treasure. |
| Trinkets |  | * Encounter a Giant with a small treasure in your inventory. * Give that treasure to the Giant. * Score 1 VP and he gives you a large treasure in return. |
| Troll Slayer x2 | * Choose one of the visitors and place it at a dwelling of your choice. | * Kill any Troll * You gain 1 VP and Troll Innards. * Take the Troll Innards to any visitor to get a potion of Troll’s Blood  |  | | --- | | **TROLL'S BLOOD**  Immediately take 6 phases worth of Rest  (discard to CRONE)  (Order 5F)  - **8** | |
| Weapon Master | * Choose a random clearing as the location of the master. | * You learn of a reclusive teacher living as a hermit somewhere in the realm. * Execute a QUEST phase in that clearing and pay 5 gold to get a lesson. * Score 1 VP and gain a FIGHT chit of your choosing.   + FIGHT L2\*   + FIGHT M3\*   + FIGHT H4\*   + FIGHT T5\* |
| Windfall x2 |  | * End your day in a dwelling and gain 5 gold. |
| Wolf Tamer |  | * Encounter a group of wolves * Earn 1 VP * The wolves disperse * One random wolf becomes your follower |
| Woods Wise x2 |  | * End a phase in any three WOODS tiles. * Score 1 VP and gain a Squirrel Companion. * The Squirrel can battle for you (Light: -/2, -/2), but can also use the following powers: * *Follow Me* - You can Walk the Woods for a day. Can not be used in cave clearings, mountain clearings, or in the Ruins. * *Nuts Galore* - You gain the benefit of 1d6 REST phases. * Using a power exhausts the Squirrel for the rest of the week, and he cannot act in any way until he is rested. |
| Woodsman |  | * ***End a phase*** at the S Campfire. * Score 1 VP. * If any natives are there, increase your relationship with them by one level. |