

Power of the pit

RUST

All of the target's active armor counters suffer damage. Intact armor counters become damaged, damaged armor counters are destroyed. Armor cards and inactive counters are not affected.

FORGET

All of the target's active Magic chits become fatigued.

BLIGHT

All of the target's active chits that show effort asterisks become wounded. Chits that are already fatigued or that show no asterisks are not affected.

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.

CARRIED AWAY

The target is instantly killed.

FIERY CHASM

All unhidden characters, natives and monsters in the clearing are killed. Visitors and hidden characters, natives and monsters are not affected by this result.

Curse

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).

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).

ILL HEALTH

The target cannot do the Rest activity. Special: This Curse is removed by the Wish for health.

WITHER

The target cannot have any active effort asterisks. All of his active chits with asterisks 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. Special: This Curse is removed by the Make Whole spell and the Wish for Health.

SQUEAK

The target cannot be hidden. He can do the Hide activity, but regardless of the result he remains unhidden.

EYEMIST

The target character cannot do the Search activity. He can still do the enhanced Peer activity.

Wishes

STRENGTH

The next Fight chit or Gloves card you play that hits inflicts Tremendous harm. Regardless of how many times you get this wish, it affects only your next hit – you cannot "store up" several hits. Note: You can use this hit to open the Vault or Crypt of the Knight.

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.

PEACE

Combat ends for the day in your clearing. All spells that have not yet gone into effect are cancelled and all characters and denizens are prohibited from specifying targets or attacking for the rest of the day.

VISION

You look at the Treasure cards in any one box on the Chart of Appearances. Return the cards to their box without turning them up or changing their order. Do not roll for Curses.

YOU ARE ELSEWHERE

You must specify one character, monster or native in your clearing, and he teleports to any clearing of your choice. You cannot specify yourself – if you are alone in the clearing, no one teleports.

I AM ELSEWHERE

You teleport to any clearing of your choice.

Peer

NOTHING

You find nothing.

CLUES

Secretly look at the map chits in the tile searched, but do not cross any sites off your Discoveries list.

HIDDEN ENEMIES

Check off the ENEMIES column for this day. For the rest of the day, you can spy on hidden enemies you can block and attack hidden enemies.

HIDDEN ENEMIES & PATHS

Check off the ENEMIES column for this day. For the rest of the day, you can spy on hidden enemies. Also cross off (on your Discoveries list) all hidden paths that run into the clearing you are searching. You may use these hidden paths freely for the rest of the game.

CLUES & PATHS

Secretly look at the map chits in the tile searched, but do not cross any sites off your Discoveries list. Also cross off (on your Discoveries list) all hidden paths that run into the clearing you are searching. You may use these hidden paths freely for the rest of the game.

CHOICE

Choose any one result on the PEER or LOCATE tables, including a double result such as "Clues and Paths".

Power of the pit

Curse

Wishes

Peer

Locate



NOTHING

You find nothing.



DISCOVER CHITS

Secretly look at the map chits in the tile searched. Cross Site chits off your Discoveries list. Henceforward, you can LOOT this Site chit whenever you are in its clearing.



PASSAGES

Cross off (on your Discoveries list) all secret passages that run into the clearing you are searching. You may use these secret passages freely for the rest of the game.



PASSAGES & CLUES

Cross off (on your Discoveries list) all secret passages that run into the clearing you are searching. You may use these secret passages freely for the rest of the game. Secretly look at the map chits in the tile searched, but do not cross any sites off Discoveries list.



CHOICE

Choose any one result on the PEER or LOCATE tables, including a double result such as "Clues and Paths".

Locate

Loot



TAKE 6TH TREASURE

Take the 6th treasure counting from the top of the pile.



TAKE 5TH TREASURE

Take the 5th treasure counting from the top of the pile.



TAKE 4TH TREASURE

Take the 4th treasure counting from the top of the pile.



TAKE 3RD TREASURE

Take the 3rd treasure counting from the top of the pile.



TAKE 2ND TREASURE

Take the 2nd treasure counting from the top of the pile.



TAKE 1ST TREASURE

Take the topmost treasure from the pile.

Loot

Read Runes



NOTHING

You find nothing.



CURSE!

Roll for curse and suffer the result.



AWAKEN SPELL

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



LEARN & AWAKEN SPELL

If you have a magic chit that matches the spell's type you can record the spell. The Artifact or Spell book to which the spell belongs is also awakened.

Read Runes

Magic Sight



NOTHING

You find nothing.



DISCOVER CHITS

Secretly look at the map chits in the tile searched. Cross Site chits off your Discoveries list. Henceforward, you can LOOT this Site chit whenever you are in its clearing.



PERCEIVE SPELLS

Hidden enemies who have spells recorded are revealed to you. 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.



SNIFF OUT TREASURES

Hidden enemies who have Treasure cards are revealed to you. 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).



COUNTERS

Hidden enemies who have weapon, armor or horse counters are revealed to you. 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.



CHOICE

Choose any one result on the PEER or LOCATE tables, including a double result such as "Clues & Paths".

Magic Sight

Meet with ENEMY



Block/Battle

When rolled during a TRADE or HIRE phase, the native group blocks the individual who is trying to deal with them.

PRICE x4

The final price is equal to the basic price multiplied by 4. You can either pay this price and complete the deal, or pay nothing and get nothing. If this is rolled in the Evening, there is no result.

INSULT

The character who rolled this result can choose to lose 5 recorded NOTORIETY points and treat this as "NO DEAL". If he does not pay the points, treat it as a "Block/Battle" result.

Meet with UNFRIENDLY

Block/Battle

When rolled during a TRADE or HIRE phase, the native group blocks the individual who is trying to deal with them.

CHALLENGE

The character who rolled this result can choose to lose 5 recorded FAME points and treat this as "NO DEAL". If he does not (or cannot) pay the points, treat it as a "Block/Battle" result.

Note: He cannot pay if he is under the DISGUST curse.

INSULT

The character who rolled this result can choose to lose 5 recorded NOTORIETY points and treat this as "NO DEAL". If he does not pay the points, treat it as a "Block/Battle" result.

No DEAL

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

PRICE x4

The final price is equal to the basic price multiplied by 4. You can either pay this price and complete the deal, or pay nothing and get nothing. If this is rolled in the Evening, there is no result.

Meet with NEUTRAL

TROUBLE

Roll again, find your result in the UNFRIENDLY table.

No DEAL

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

PRICE x4

The final price is equal to the basic price multiplied by 4. You can either pay this price and complete the deal, or pay nothing and get nothing. If this is rolled in the Evening, there is no result.

PRICE x3

The final price is equal to the basic price multiplied by 3. You can either pay this price and complete the deal, or pay nothing and get nothing. If this is rolled in the Evening, there is no result.

OPPORTUNITY

Roll again, find your result in the FRIENDLY table.

Meet with FRIENDLY

No DEAL

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

PRICE x4

The final price is equal to the basic price multiplied by 4. You can either pay this price and complete the deal, or pay nothing and get nothing. If this is rolled in the Evening, there is no result.

PRICE x3

The final price is equal to the basic price multiplied by 3. You can either pay this price and complete the deal, or pay nothing and get nothing. If this is rolled in the Evening, there is no result.

PRICE x2

The final price is equal to the basic price multiplied by 2. You can either pay this price and complete the deal, or pay nothing and get nothing. If this is rolled in the Evening, there is no result.

OPPORTUNITY

Roll again, find your result in the ALLY table.

Meet with ENEMY

Meet with UNFRIENDLY

Meet with NEUTRAL

Meet with FRIENDLY

Meet with ALLY



PRICE x4

The final price is equal to the basic price multiplied by 4. You can either pay this price and complete the deal, or pay nothing and get nothing. If this is rolled in the Evening, there is no result.



PRICE x3

The final price is equal to the basic price multiplied by 3. You can either pay this price and complete the deal, or pay nothing and get nothing. If this is rolled in the Evening, there is no result.



PRICE x2

The final price is equal to the basic price multiplied by 2. You can either pay this price and complete the deal, or pay nothing and get nothing. If this is rolled in the Evening, there is no result.



PRICE x1

The final price is equal to the basic price. You can either pay this price and complete the deal, or pay nothing and get nothing. If this is rolled in the Evening, there is no result.



BOON OR PRICE x1

You can either treat this as a "PRICEx1" result, or you can take the belonging or hire the native(s) for free, as a "boon". If you take a "boon", the group becomes one level less friendly towards you until you repay the boon (see rule 10.5/3). If this is rolled in the Evening, there is no result.

Meet with ALLY

Violent Storm



CANCEL 1 PHASE



CANCEL 2 PHASES



CANCEL 3 PHASES



CANCEL 4 PHASES

Upon first entering the tile.

Violent Storm

Lost

The character rolls the dice and must move to the clearing that matches the number he rolled. If several clearings match the number he rolled he can choose which one to move to. If no clearing of that number can be reached then the character does not move and the Move phase is cancelled.

While LOST, he can use paths and passages that he has not DISCOVERED. He does not DISCOVER these roadways when he uses them.

When WALKING THE WOODS, he is forced to follow the roadways only when he moves from tile to tile.

If 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.



MOVE TO THE CLEARING THAT MATCHES THE DIE RESULT.

Lost

Missile

When a missile attack hits, roll the dice and adjust the harm inflicted as indicated on the table. If the result is Negligible or less, the hit inflicts no harm but it still counts as a hit: if a weapon attacks it is unalerted, if a Tremendous monster attacks it turns red side up. Armor: If the attack hits armor, it loses one sharpness star (if it has no stars it loses nothing), and the final harm is inflicted on the armor. Missile attacks can damage and destroy armor.

Exception: If the final harm exceeds Tremendous, it kills the target without affecting his armor (it hits a vital unarmored spot).



-3 LEVELS

Decrease the harm inflicted by 3 levels.



-2 LEVELS

Decrease the harm inflicted by 2 levels.



-1 LEVEL

Decrease the harm inflicted by 1 level.



NO CHANGE



+1 LEVEL

Increase the harm inflicted by 1 level.



+2 LEVELS

Increase the harm inflicted by 2 levels.

Missile

Sell to ENEMY



BLOCK/BATTLE

The denizen blocks the individual who is trying to sell.



DEMAND -30

The final price is equal to the basic price minus 30.



DEMAND -20

The final price is equal to the basic price minus 20.



DEMAND -15

The final price is equal to the basic price minus 15.



DEMAND -10

The final price is equal to the basic price minus 10.

You can sell the belonging(s) for these prices, 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.

Sell to ENEMY

Sell to UNFRIENDLY



DEMAND -20

The final price is equal to the basic price minus 20.



DEMAND -10

The final price is equal to the basic price minus 10.



DEMAND -5

The final price is equal to the basic price minus 5.

You can sell the belonging(s) for these prices, 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.



OFFER -10

The final price is equal to the basic price minus 10.



OFFER -5

The final price is equal to the basic price minus 5.

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.

Sell to UNFRIENDLY

Sell to NEUTRAL



TROUBLE

Roll again, find your result in the UNFRIENDLY table.



OFFER -15

The final price is equal to the basic price minus 15.



OFFER -10

The final price is equal to the basic price minus 10.



OFFER -5

The final price is equal to the basic price minus 5.



OFFER 0

The final price is equal to 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.



OPPORTUNITY

Roll again, find your result in the FRIENDLY table.

Sell to NEUTRAL

Sell to FRIENDLY



OFFER -10

The final price is equal to the basic price minus 10.



OFFER -5

The final price is equal to the basic price minus 5.



OFFER 0

The final price is equal to the basic price .



OFFER +5

The final price is equal to the basic price plus 5.

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.



OPPORTUNITY

Roll again, find your result in the ALLY table.

Sell to FRIENDLY

Sell to
ALLY



OFFER -5

The final price is equal to the basic price minus 5.



OFFER 0

The final price is equal to the basic price .



OFFER +5

The final price is equal to the basic price plus 5.



OFFER +10

The final price is equal to the basic price plus 10.

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.

Sell to
ALLY

Transform



Frog



WALK WOODS

3



Squirrel



WALK WOODS

2



Sparrow



MUST FLY

1



Eagle



MUST FLY

M2 2



Lion



WALK WOODS

H3 4



Flying Dragon



MUST FLY

T4 4

Transform

PLAYER AIDS
for MAGIC REALM
CARTHAGINIAN

PLAYER AIDS
for MAGIC REALM
CARTHAGINIAN