

BOOK OF QUESTS

Errata #1 26 Dec 2002

Changes and corrections from 11/02 and 12/02.

A complete list of these modifications may be found in the Revision Log section.

These corrected pages will eventually be incorporated into the original Book of Quests file.

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INTRODUCTION

The *Book of Quests* is a variant for The Avalon Hill Game Company's *MAGIC REALM* game (second edition). These rules replace those of rule **4. Winning The Game**. Instead of using VICTORY REQUIREMENTS, each player must select a Quest to fulfill. The first player to complete a Quest wins the game.

The *Book of Quests* is not a complete game. Ownership of *MAGIC REALM* and the second edition rule book is required.

These Quests are compatible with all Advanced Rules and all Optional Rules except **1. Optional Abilities** and **3. Quiet Monsters**. Players are encouraged to combine two *MAGIC REALM* games as explained in the Expanding The Realm Rule **6. Combining Realms**. The Quests are designed for play with two game sets combined, but they also may be played using just a single game set.

The *Book of Quests* refers to a game played with just a single game set as *Standard MAGIC REALM*. A game played with two game sets combined is called *Double MAGIC REALM*.

The inspiration for the *Book of Quests* can be found in the following excerpts:

"MAGIC REALM is a complex game designed to recapture the suspense and desperate struggles of fantasy literature."

Magic Realm Rules

first edition 1979, second edition 1986

"Here is a pretty problem to perplex a game designer: how do you capture the magic of fantasy literature in a game? Games and books can both present stories but they cannot possibly present those stories in the same way—and the thing that makes fantasy literature come alive is the way it is told (the details; the depth and the descriptions of remarkable characters striving to cope in fantastic worlds.) Fantasy exists only in the telling and is built entirely of skillful storytelling tricks and tools. If games by their nature have different tricks and tools, then it is almost a contradiction in terms to do a game that captures the essence of fantasy."

The Magical Mystery Tour by Richard Hamblen

The Avalon Hill GENERAL, Volume 16, Number 4

Clearly the experience of fantasy literature was a driving force in the creation of *MAGIC REALM*. And yet we found this literary experience to be poorly developed in the final product. Frodo Baggins in **The Lord of the Rings** held the fate of his world in his hands and thus embarked upon an adventure of vast scope. No such adventure awaited the player of *MAGIC REALM*, where one's only concerns were to find another treasure to loot or creature to slay. Fantasy literature offers much more than greedy treasure hunters and merciless monster slayers.

The problem is contained entirely in the primitive VICTORY REQUIREMENTS of the original rules. We discovered that by simply modifying the VICTORY REQUIREMENTS of a character beyond their original limited scope, we could create an endless variety of adventures. Thus was born the idea of the *MAGIC REALM* Quest: a self-contained story complete with a rationale for the adventure, predefined VICTORY REQUIREMENTS, and a list of any special conditions in effect for that adventure.

With the use of Quests, there is no longer any limit on what a character may do, or what a player may experience, in a game of *MAGIC REALM*. The adventure can be as rich as the imagination of the person writing the Quest.

No changes have been made to the standard *MAGIC REALM* rules other than to discard rule **4. Winning The Game**. This ensures that current players can start using the Quests with a minimum of trouble. Note that **Quest for Fame** (#17) and **Quest for Notoriety** (#18)

play almost exactly the same as the normal game and thus are excellent choices for players trying the Quests for the first time.

We have, however, added a few new rules to the standard rules. Most of these new rules just clarify the operation of the Quests; others are enhancements to the original game system. We believe that each enhancement we made was necessary to allow the Quests to have the greatest possible scope of adventure.

Some of the rules we developed were judged either unnecessary or controversial. These have been included as optional rules. Each includes a commentary detailing our thoughts on it.

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Richard Hamblen wrote in the Avalon Hill GENERAL about the four critical requirements he had to address when he designed *MAGIC REALM*. ("The Magical Mystery Tour," Volume 16, Number 4.) Let's see how the *Book of Quests* addresses each of these. Excerpts from Mr. Hamblen's article are in italics.

Variety

"So, in the game, alternate adventures have to be constructed and presented."

Quests, by their very nature, allow an endless variety of adventures to be added to the game system.

Detail

"In a game all possible adventures have to be detailed without much narrative."

This restriction is no longer true with the Quest system. A player does not have to read or memorize the entire *Book of Quests* to play a game. Only the Quests currently being played need to be read. The *Book of Quests* can be as long and as detailed as desired.

Creating a Fantastic World

"A game about adventure fantasy in general, a game such as MAGIC REALM, has to include all the aspects that are present in adventure fantasy generally or it does not invoke its world."

In this requirement the original game falls short, but the Quests succeed. For instance, in the original game a Dragon cannot befriend a character or be lulled to sleep by the singing of a princess. A Quest could easily allow these events to occur.

Surprise

"A game that entertains like fantasy each time it is played must therefore be able to surprise its players with unforeseen developments even after they have played it many times and have become familiar with its mechanics."

The original game seemed to do well in this requirement. After over 70 plays, however, we found our games to be falling into a rut. The original VICTORY REQUIREMENTS system was allowing us to discover optimal strategies for each character. Even with all the randomness of developing the map, encountering the monsters, and finding the treasures, our characters were beginning to play each game the same way. There were no mysteries left to solve in the game system.

The Quests bring surprise back to *MAGIC REALM* in two ways. First, the Quest system is dynamic. New Quests are constantly being written by the players. If a player finds an optimal strategy for a given Quest, there are plenty of others to challenge him. Secondly, Quests interact with each other in strange and unpredictable ways. We encourage this effect by writing Quests that intentionally change the game conditions for all characters participating in the game. With each game having a different mix of Quests in play, the surprise level is always high.

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Over six years of playtesting has gone into the development of these Quests. Most of these games were played using two game sets combined and with three to five players participating. Under these conditions, our definition of a balanced Quest is one that can be played to completion in four or five weeks, if the weather is reasonably normal.

You will find, however, a wide variety of results in your games. Some will last only a couple of hours as one player wins easily in only a week or two of game time; others can last up to eight hours (and three months of game time) as players search desperately for some way to complete their tasks. Most games will require four or five hours to complete.

Unpredictability runs rampant in the *Book of Quests* system. The layout of the map, the weather, the diverse capabilities of the characters, and the interaction of the Quests with all the above makes true play balance impossible to achieve. *MAGIC REALM* played with the *Book of Quests* is a poor exercise for those only interested in wins and losses. As a medium for bringing fantasy literature to life, we believe it is unequalled.

Lindsborg, KS
1992

Q1. THE QUESTS

- Q1.1** Each Quest includes the title, a description of the Quest, and a FAME & NOTORIETY section. Quests may include one or more special rules located between the description and the FAME & NOTORIETY section, and an *AT START* section.
- Q1.1/1** The Quest description sets the scene for the adventure and explains what the player must do to fulfill the Quest.
 - Q1.1/2** The FAME & NOTORIETY section explains how the character playing the Quest handles FAME and NOTORIETY points.
 - Q1.1/3** Special rules explain special conditions that exist when playing the Quest. Many of these special rules will affect all characters in the game and not just the character playing the Quest.
 - Q1.1/4** The *AT START* section presents a list of options. The player may choose one of the options and receive those items in addition to their character's normal starting weapons and spells. *EXAMPLE:* If the White Knight plays **Dragon Slayer** (#1) and chooses the third *AT START* option, he would start the game with a Great Sword, a suit of armor, one spell, a workhorse, and 20 GOLD.
- Q1.2 CHOOSING A QUEST:** A player chooses a Quest when he selects a character.
- Q1.2/1** A player may choose to play any Quest. Note that some Quests require certain characters to be played, while others prohibit certain characters from participating. Each player in the game must have a different Quest. *Exception:* See Q1.11.
 - Q1.2/2** Players choose their *AT START* options after each player has selected a Quest. The player who first selected a Quest chooses his *AT START* option first, followed by the second player to select a Quest, and so on.
 - Q1.2/3** All players must write down their starting location and their starting spells before the Dwellings are revealed on the map.
- Q1.3 WINNING:** The first player to fulfill his Quest is the winner of the game. Ties are possible if several players fulfill their Quests on the same day.
- Q1.3/1** A character must move to a specific destination to win the game.
 - a.** Once all of the character counters have been placed on the map, each character (or team of characters, in a teamwork Quest) must be assigned a destination if one is not specified by the Quest being played. This destination must be a building. The destination building may be the same as the character's starting location. In *Double MAGIC REALM*, the destination building may belong to either game set.
 - b.** A character's (or team's) destination is chosen by a consensus of the opposing players. The opposing players must choose a building that the player's Quest does not require him to visit, if possible.
 - c.** When a character (or team) is present at his destination at *Midnight*, and has fulfilled all the requirements of his Quest, he wins the game. If several characters reach their destinations on the same day, they all win.
 - Q1.3/2** A character cannot win the game unless he has broken all Curses that may have been inflicted upon him.

- Q1.4 FAME & NOTORIETY:** Some Quests do not allow a character to record FAME and/or NOTORIETY points. A character playing such a Quest always treats INSULTS and CHALLENGES on the MEETING table as NO DEAL. A character who can record only FAME treats all INSULTS as NO DEAL. A character who can record only NOTORIETY treats all CHALLENGES as NO DEAL.
- Q1.5 GOLD:** A character does not automatically receive 10 GOLD at the start of the game. He receives GOLD only if it is in the *AT START* option he chooses.
- Q1.6 CHOOSING AT START OPTIONS:** Some *AT START* options cannot be chosen unless a character meets certain requirements.
- Q1.6/1** Only characters that have MAGIC chits may choose *AT START* options that allow knowledge of additional spells.
 - Q1.6/2** When an *AT START* option allows a horse or an additional weapon/armor counter, the character may choose any available counter on the SET UP CARD(s). The character may not select a weapon/armor counter unless he has the proper MOVE counter to carry it (ignore horses when determining this), and the proper FIGHT counter to use it.
 - Q1.6/3** Horses and weapon/armor counters selected as *AT START* options cannot be sold to the natives in the character's starting location. Selecting an expensive item with the intention of converting it into GOLD at the first opportunity is defeating the spirit of these rules!
 - Q1.6/4** Treasure counters can never be selected as *AT START* options.
- Q1.7 LOCATING SPECIAL SITES:** When a Quest requires a character to locate a LOST CITY or LOST CASTLE Site chit, the character must treat these Site chits exactly as if they were treasure sites and use the SEARCH tables to discover them. The LOST CASTLE is placed in clearing 1 of its map tile, and the LOST CITY is placed in clearing 3. These Site chits contain nothing and do not summon monsters onto the map. A Quest may define other special sites that must be discovered in the same way.
- Q1.8 KILLING SPECIFIC MONSTERS:** A Quest may require that certain specific monsters or natives be killed, without FAME or NOTORIETY being recorded. In such cases it is not necessary that a character personally makes the kill; hired natives and hired native leaders may also be used. If a hired native leader fulfills a victory requirement for a character in this manner, the requirement will remain fulfilled even if the hired native leader is later lost. It is even possible (however unlikely) to make a deal with other characters in the game to fulfill such victory requirements for you. Should some other character kill your target, even inadvertently, your victory requirement is fulfilled.
- EXAMPLE: "You must kill the Tremendous Dragon at the LAIR."*
- Q1.9 MAGICAL TREASURES:** Most of the treasures in *MAGIC REALM* are magical in nature, but the *Book of Quests* defines a special class of Magical Treasures that are of particular interest to spellcasters. These Magical Treasures are Artifacts, Spell Books, and Enchanted cards.
- Q1.10 DEVELOPMENT:** Some Quests allow a character to play at a lower level of development. A character played at a reduced level of development usually receives extra phases as compensation. This option requires the use of the Expanding The Realm Rule **5. Development**, found on page 60 of the second edition rule book. Ignore sections 5.3 and 5.4/x, as victory points are not used when playing Quests. Characters cannot increase their development during the course of a Quest.

Q1.11 TEAMWORK: Some Quests require the use of more than one character.

- Q1.11/1** When a teamwork Quest is played by one player, he controls the actions of all characters participating.
- Q1.11/2** When a teamwork Quest is played by more than one player, each player controls a separate character.
- Q1.11/3** The participating characters may start together in the same location or in different locations.
 - a.** Characters that start together may select a starting location available to any of the characters. *EXAMPLE:* If the Witch King and the White Knight were paired they could start together in the INN, CHAPEL, or the clearing containing the Ghosts.
 - b.** All characters participating in a teamwork Quest must have the same destination.
- Q1.11/4** Each participating character may select one option from the *AT START* list. The characters may choose identical options if desired.
- Q1.11/5** All participating characters must be present at their destination before victory may be claimed. When a teamwork Quest is played by several players, they will all win or lose together as a team.
- Q1.11/6** If a participating character is killed, the teamwork Quest should be restarted with all new characters, unless the **Death Quest** (#65) is being used.

Q1.12 PERMANENT WOUND: A character who receives a *permanent* wound must select one of his action chits and remove it from play for the remainder of the game. *Permanent* wounds cannot be healed. They will not cause a character to be blocked by the FLOWERS OF REST Treasure card.

Q1.13 ADDITIONAL SETS OF COMBAT ROUNDS: A Quest or Event Card may require a new set of combat rounds to be started in a clearing. Play continues as if the clearing's *ATTENTION* chit had just been picked. Monsters killed in the previous set of rounds cannot be counted when figuring the bounty point multiplication in the new set. There is no limit to the number of sets of combat rounds that may take place in a clearing during an *Evening*.

Q1.14 NATIVES: The *Book of Quests* requires additional precision in explaining the use of natives. The terms "type," "band," "group," and "present" have specific meaning when referring to natives.

- Q1.14/1** Natives consist of various types of individuals. A native band includes several individuals, one of whom is a native leader. In *Double MAGIC REALM* there are nine groups of natives, each group consisting of two bands. In *Standard MAGIC REALM* each group has only one band.

EXAMPLE: An Archer is a type of native. A Woodfolk band starts with three Archers. In *Double MAGIC REALM* the Woodfolk group has two bands of three Archers each. You have a trading relationship with the group, but you can hire one band without hiring the other. In *Standard MAGIC REALM* the Woodfolk group has only one band (the band and the group are identical).

- Q1.14/2** A native group is present in a clearing only if an individual belonging to that group is physically located there.

EXAMPLE: The Patrol may appear at the CHAPEL, GUARD house, HOUSE, or INN, but they are not present at any of these locations until they appear in one as prowling denizens. If they appear at the INN they are then present there but not at the other three locations.

They would remain present at the INN as long as at least one member of the Patrol remained in the INN's clearing.

- Q1.15 DORMANT INDIVIDUALS:** A Quest may specify that certain individuals (characters, companions, natives, or monsters) begin the game dormant. A dormant individual is placed on the map, as a reminder of his location, but takes no part in the play of the game until activated. Dormant individuals do not summon monsters or campaign/visitor chits, cannot be blocked or attacked, and cannot be affected by any spell result. As far as the game is concerned, they do not "exist" until they are activated.
- Q1.16 SUGGESTED RULES:** The Quests may be played with any mix of Advanced and Optional Rules that the players can agree on. Some Quests may require the use of a specific Advanced or Optional Rule; if that specific rule is not being used, then that Quest may not be selected for play.
- Q1.16/1** Optional Rules **1. Optional Abilities** and **3. Quiet Monsters** should not be used with the Quests. *Exception:* Optional Rule **1.7 Elf** may be used, but not with any Quest that specifically requires the Elf as a participating character.
 - Q1.16/2** The use of Optional Rule **6. Automatic Enchanting** is strongly recommended. Without this rule, the ability of magic users to block parts of the map by enchanting WOODS tiles will cause many game play problems.
 - Q1.16/3** If Advanced Rule **4.2 Ambushes** and Quest Optional Rule **Q5.2 Restricted Ambush** are being used, then Advanced Rule **1. Caching** should also be used.
 - Q1.16/4** If you are playing a *Double MAGIC REALM* game, using a separate MONSTER ROLL for each SET UP CARD is strongly recommended.

Q2. COMPANIONS

Q2.1 A character's companions represent such individuals as relatives, close friends, apprentices, and chance acquaintances.

Q2.1/1 Companions, including monster companions, are exactly the same as hired natives except that they are hired permanently. A character never has to hire or rehire his companions. Native and monster counters are used to represent companions as required.

a. When a character dies, his companions revert to being normal natives or monsters at *Midnight*.

b. When a companion dies, it may regenerate later as a normal native or monster.

Q2.2 **SELECTING COMPANIONS:** A companion may be selected from the Rogues or from any native group that is FRIENDLY or ALLY to the player's character. A character may not buy drinks when selecting a companion. Companions may not be selected from the Order, the Guard, or the Soldiers. In *Double MAGIC REALM* a companion does not have to belong to the same game set as the character.

Q2.2/1 When a Quest allows a character to begin the game with companions, these companions may be chosen from any eligible group. In *Double MAGIC REALM* multiple companions may be selected from either the same or different game sets, as desired.

Q2.2/2 A companion gained during the game may only be selected from eligible natives present in the character's clearing.

Q2.2/3 A character may only have one companion armed with a missile weapon (Archer or Crossbowman). All his other companions must be armed with striking weapons.

Q2.2/4 When selecting a companion from a native band, the only native that can be selected is the one with the highest ID code number in the clearing. A native leader can never be selected as a companion.

Q2.2/5 A character receiving multiple companions at the start of the game must choose each one from a different native group. If there are not enough eligible groups to fulfill his companion allotment he may then take up to two companions from each native group. If this is still not enough to fulfill his allotment he may continue to take additional companions from the eligible native groups, but he must spread his selections as evenly as possible among these groups.

Q2.2/6 Any character eligible to select a companion at the start of the game may select one Wolf as a companion instead of a native. This Wolf represents a Wolfhound. No more than one of a character's companions may be a Wolfhound. A Wolfhound can keep up with a character who is using a pony movement bonus, but it cannot be ridden.

Q2.2/7 Some Quests will allow a character to select monsters as companions. Such companions function the same as native companions. Monster companions are never treated as hired leaders. They cannot be ridden.

EXAMPLE: The Berserker may select companions from the Rogues (all characters may select from the Rogues) and the Lancers (his friends). If his Quest allows him to select two companions, he may select one Rogue and one Lancer, or one Wolfhound and either a Rogue or a Lancer. If he takes the first option, he would choose one Rogue band and one Lancer band and take the highest numbered individuals remaining in each. If the Berserker's Quest allows him to select five companions, he may select three natives from one group and two from the other, or two from each along with a Wolfhound.

- Q2.3 RIDING COMPANIONS:** Some Quests will allow a character to ride a companion (usually a monster) in the same way as one rides a horse. Normal horse rules apply except as follows:
- Q2.3/1** You do not receive any bonus MOVE phases when riding a companion.
 - Q2.3/2** You may ride a companion in cave clearings as long as the companion is normally active in caves.
 - Q2.3/3** A flying companion may be used to FLY from one map tile to another, in the same manner as you would use a controlled flying monster. Flying companions may also be ridden in combat.
 - Q2.3/4** When a monster companion is ridden in combat, it can make its attack normally.
 - Q2.3/5** If you are riding a companion and run away from a battle, the companion you are riding runs away with you. This is the only situation in which a companion can run away from a battle.
 - Q2.3/6** When you are riding a companion, the companion never tires. You may ride the companion during the day, use its move to charge another character, and ride it during combat, all without penalty. Unlike a horse, a companion that is being ridden is never required to flip over during the melee step.

Q3. MINOR CHARACTERS

- Q3.1** Quests may introduce minor characters into the play of the game. Minor characters are not represented by counters.
- Q3.2 CAPABILITIES:** Minor characters cannot fight, be killed, carry items, or be assigned to FOLLOW a hired native leader or an opposing character. They cannot be transmorphized. They cannot ride, or be carried by, a flying creature. *Exception:* A Quest may assign specific capabilities to a minor character.
- Q3.3 MOVEMENT:** Minor characters cannot move on their own. If assigned to FOLLOW a character by their Quest, they will always FOLLOW that character regardless of how he might move. They cannot be left behind except as allowed by their Quest. A character may not FLY while a minor character is following him.
- Q3.4 PONIES:** Some Quests may have minor characters riding ponies. Minor characters with ponies can use the pony movement bonus to FOLLOW a character who also has an active pony. Minor character ponies are not represented by counters.
- Q3.5 RUNNING AWAY:** If a character runs from a battle, any minor characters that are following him will also run away.

Q4. RULES CONFLICTS

Each Quest may have numerous special conditions. Whenever the special conditions of a Quest seem to conflict with the rules given here or in the *MAGIC REALM* rule book, the Quest conditions are to be given precedence. They override all other rules. This forms a hierarchy of rules that must be observed when a rules question arises: first you check the Quest's special conditions, then the general Quest rules, and finally the regular *MAGIC REALM* rules. You move down this hierarchy of rules only as far as is necessary to find an answer; once you have an answer to your question, rules lower in the hierarchy are ignored.

Quests can interact with one another in unforeseen ways. Occasionally a problem will arise that cannot be resolved by explicitly following the written Quest special conditions. When a situation arises that the rules cannot resolve, the players (or, in a PBEM game, the gamemaster) must use their own judgment to arrive at a compromise solution. The players are encouraged to use common sense, imagination, and their knowledge of fantasy literature to arrive at a reasonable compromise acceptable to all.

EXAMPLE: If your Quest requires you to select a companion at the start of the game, but, when it comes your turn to select no eligible natives remain available, the players must then select some non-eligible native to be your companion as a compromise solution; or, the players could simply agree to allow you to choose some other Quest to play.

IMPORTANT: A player's Quest cannot be made unwinnable by the legal actions of another player. Should such a situation arise, the players (or, in a PBEM game, the gamemaster) must find a compromise that allows the original player a way to continue playing his Quest. Note the wording here: a player cannot be prevented from playing a legal move; it is the consequences of that legal move that must be dealt with.

EXAMPLE: An Old Friend in **Unexpected Reunions** (#46) asks you to take him to the POOL, where you will LOOT a Treasure card to give him, after which he leaves the game. But before you can get there the POOL treasures are all taken by another character, which would appear to make the Quest unwinnable. One possible compromise would be that you go to the POOL, do the LOOT and find that it's empty, your Old Friend gives you an "Oh, well..." shrug and leaves empty-handed, and your Quest continues. You did what the Quest required, and gained no advantage by not there not being a Treasure card to give to your Old Friend.

EXAMPLE: A much wilder version of the same situation: Your Old Friend directs you to the STATUE, but before you arrive the character from **The Animator** (#49) shows up and brings the STATUE to life. They wander off and get into a battle in which the STATUE is destroyed. A possible compromise for this situation: You go to the STATUE's original location, where your character says "It's gone!" and your Old Friend says "Look! Footprints..." Then you travel to the clearing where the STATUE was destroyed and your character says "Oops..." and then your Old Friend gives you the "Oh, well..." shrug and leaves empty-handed. Once again, you did what the Quest required; you gained no advantage from not being able to follow the Quest's directions exactly; and the compromise action makes sense in terms of the Quest's story.

Q5. QUEST SYSTEM OPTIONAL RULES

Q5.1 EVENT CARDS: The Event Cards are shuffled together and placed face down next to the map at the start of the game. Every day during *Midnight* each character in a Dwelling may draw one Event Card, starting with the first character of the day and then going to the left. Each character keeps their Event Cards secret and separate from those of other characters. Only characters may possess Event Cards.

Q5.1/1 An eligible character who holds three Event Cards must discard at least one before drawing.

Q5.1/2 All eligible characters must have a chance to draw before any Event Cards may be played during *Midnight*.

Q5.1/3 Reshuffle the discards to form a new Event Card deck as necessary.

Comment:

The use of Event Cards serves two purposes. First, Event Cards bring about situations that are too unlikely and unpredictable to be included within a Quest. Second, and most importantly, they serve as a play balance mechanism. A character who is making good progress on his Quest will rarely waste time stopping at a Dwelling just to gain an Event Card. For a character in trouble, however, Event Cards offer a hope of overcoming almost any problem. And while trying for one that will help, a player will get plenty to use to bedevil his opponents.

Having characters gain Event Cards at a Dwelling nicely represents incidental encounters with inhabitants and travellers.

The Event Cards are designed to be subtle in their effects in order to prevent any one card from being able to influence the course of a game too severely.

Q5.2 RESTRICTED AMBUSH: A character attempting an ambush (Advanced Rule 4.2) cannot have any of his companions, hired natives, horses, suits of armor, or shields (whether active or not) with him in the clearing. A character who holds a mission chit or is serving as a guide for a minor character or visitor may not attempt ambush.

Comment:

The Optional Combat Rules of the *MAGIC REALM* second edition rules make ambush into the preferred method of combat. Bows become prized above all other weapons, regardless of whether the character has any missile weapon skills or not. This decreases the play value of many Quests, turning them into simple, repetitive ambush expeditions. The image of a mighty hero skulking around in the bushes shooting his enemies in the back isn't quite what most of us have in mind when we think of the great works of fantasy literature. This rule curbs the excessive use of ambush by making it more difficult and more dangerous.

The rule envisions ambush as a solitary, stealthy hunter stalking his prey in an extended game of "cat and mouse." Ease of maneuver and silence are critical. With minor characters, visitors, or missions present, the character would not dare leave them alone and unprotected for the length of time that it would take to attempt an ambush.

Q5.3 TWO-HANDED WEAPONS: The following weapons are two-handed weapons: Crossbow, Medium Bow, Light Bow, Great Sword, Morning Star, Great Axe, Spear, and Staff. The use of a two-handed weapon limits a character's ability to use a shield for defense.

Q5.3/1 If a character has a shield activated he may not have a Crossbow, Medium Bow, or Light Bow activated.

Q5.3/2 If a character has both a shield and a Great Sword, Morning Star, Great Axe, Spear, or Staff activated, he must add +2 to his FUMBLE table roll when he scores a hit. This is cumulative with any other die roll modifiers.

Comment:

This simple rule adds extra realism and can present players with difficult decisions. It is optional because the game plays just fine without it. This rule requires the use of the Optional Combat Rules.

Q5.4 FRESH STARTS: When a player's character dies the player may reenter the game on the next day with another character. He must keep the same Quest, but may change *AT START* options, etc. The character played by the reentering player is chosen for him by his opponents.

Comment:

This rewriting of rule 2.7 originally proved effective in convincing players not to suicide their characters just because things aren't going well. However, players reentering the game with a new character were still far too likely to end up winning the game. We now strongly recommend that experienced players use the **Death Quest** (#65) instead of this rule.

Q5.5 CHARACTERS KILLED BY DRAGONS: Combat will be interrupted at the end of any round in which a character carrying any Treasure cards or treasure counters is killed by a Tremendous Dragon from a treasure site.

Q5.5/1 The Dragon picks up all of that character's treasures and immediately returns to its treasure site where it stashes them away. The player whose character died should add them to the treasures already present, with large treasures and treasure counters placed on top and the remainder on the bottom.

Q5.5/2 After stashing the treasures, the Dragon regenerates back to the SET UP CARD and combat rounds resume in the original clearing.

Comment:

This rule was written just for fun. It adds a bit of "realism" but rarely comes into play.

Q5.6 UNPREDICTABLE WEATHER: Instead of choosing the starting season before setting up the game, wait until the map is complete and all characters, Quests, and *AT START* options have been selected. Choosing the starting season is the last activity before revealing the Dwellings on the map.

Comment:

This rule makes the game much more challenging, unpredictable, and realistic. Recommended for use by experienced players only.

Q5.7 SOLITAIRE PLAY: A Quest may be played solitaire using the provisions of rule E1. Ignore rules E1.5 and E1.6, as most Quests require a character to start at a Dwelling.

Q5.7/1 When playing *Standard MAGIC REALM*, a time limit of four weeks is recommended.

Q5.7/2 When playing *Double MAGIC REALM*, a time limit of six weeks is recommended.

Q5.7/3 You must choose your own destination, but it should be a building that would be likely to be chosen for you by your opponents in a non-solitaire game.

Comment:

Solitaire play requires the use of an arbitrary time limit. Many of the Quests present no significant challenge if a character has an unlimited number of weeks to use in fulfilling them. In the multi-player game, the threat of someone else completing their Quest first and winning the game keeps each player focused on fulfilling their own Quest; a player must take some risks to have a chance of winning. Using a time limit recreates this tension in solitaire play. The recommended time limits are just suggestions, feel free to adjust them as you see fit.

Q5.8 EXTENDED PLAY: The game continues until all players have completed their Quests. As each player completes his Quest, his character and belongings are removed from play. His companions and hired natives are immediately regenerated. Players receive victory points based on their order of completion.

Q5.8/1 The first player to complete his Quest receives five victory points.

Q5.8/2 A player who completes his Quest in the first three weeks of the game, but who is not the first player to complete a Quest, receives four victory points.

Q5.8/3 A player who completes his Quest in the fourth week of the game, but who is not the first player to complete a Quest, receives three victory points.

Q5.8/4 A player who completes his Quest in the fifth week of the game, but who is not the first player to complete a Quest, receives two victory points.

Q5.8/5 A player who completes his Quest in the sixth week of the game, but who is not the first player to complete a Quest, receives one victory point.

Q5.8/6 After the sixth week of play, a player receives no victory points for completing his Quest, unless he is the first player in the game to complete a Quest (Q5.8/1).

Q5.8/7 Players who complete their Quests simultaneously each receive the appropriate number of victory points.

Comment:

Some players have criticized the *Book of Quests* for being a throwback to the original rules and their "sudden death" victory conditions. Although the requirement that a character must move to a specific destination mitigates the most objectionable aspects of "sudden death," it is frustrating to have your Quest cancelled just because someone else has completed theirs. This rule allows every player a chance to complete his Quest. The victory point values are designed to maintain the pressure on the players to finish quickly, which provides much of the tension and excitement in the game. Victory point totals for each player should be kept over a series of games, allowing players to compete to become the series champion. This rule adds more strategy to the game (do you take risks to try to score five points, or play cautiously to be sure of getting two or three?) but the games will take much longer to finish.

Q5.9 ADDITIONAL BOUNTY POINTS FOR DISCOVERIES AND TREKS: A character playing a Quest that allows him to record FAME and NOTORIETY points normally may also gain points for recording certain discoveries and completing Treks. A character whose Quest restricts his ability to record FAME or NOTORIETY to certain specific situations may not earn these additional bounty points. Hired native leaders may not earn these points for their employer.

Q5.9/1 A character who discovers a Site chit may record 5 points of FAME if, and only if, that Site chit has not been previously discovered by any other character or hired native leader.

Q5.9/2 A character who discovers a Site card may record 10 points of FAME and five points of NOTORIETY if, and only if, that Site card has not been previously discovered.

Q5.9/3 A character who discovers a LOST CITY or LOST CASTLE chit may record 10 points of FAME and 10 points of NOTORIETY if, and only if, that chit has not been previously discovered.

Q5.9/4 A character who completes a Trek may record the FAME and NOTORIETY for that Trek if no other character (even a character that cannot record FAME & NOTORIETY) has previously completed that Trek. Characters following another character never receive FAME or NOTORIETY from completing a Trek; only a single character may receive the points for any given Trek. A character may not FLY or use "walking the woods" while on a Trek. If the character leaves the map tile before completing the Trek, he will have to start over from the beginning. There are five Treks in *Standard MAGIC REALM*, and 10 in *Double MAGIC REALM*. Some Treks may be impossible when their map tiles are positioned at the edge of the map.

a. To complete the HIGH PASS Trek, a character must enter clearing 2 and then move to clearings 4, 1, and 5 before exiting the HIGH PASS tile from clearing 5. The Trek may also be done in the opposite direction, moving 5, 1, 4, 2, and exiting the tile. This Trek is worth 10 FAME and 10 NOTORIETY upon exiting the HIGH PASS tile.

b. To complete the MOUNTAIN Trek, a character must enter clearing 5 and then move to clearings 6, 3, and 1. This Trek is worth 10 FAME and 10 NOTORIETY upon entering clearing 1.

c. To complete the CRAG Trek, a character must enter clearing 2 and then move to clearings 5, 3, 6, 4, and 1. This Trek is worth 15 FAME and 15 NOTORIETY upon entering clearing 1.

d. To complete the CAVERN Trek, a character must either enter the CAVERN tile on clearing 1 and exit from clearing 5, or enter on clearing 5 and exit from clearing 1. This Trek is worth 15 FAME and 15 NOTORIETY upon exiting the CAVERN tile.

e. To complete the CAVES Trek, a character must either enter the CAVES tile on clearing 1 and exit from clearing 5, or enter on clearing 5 and exit from clearing 1. This Trek is worth 15 FAME and 15 NOTORIETY upon exiting the CAVES tile.

Q5.9/5 A character may record an extra 10 points of FAME if he is the first to complete both the CRAG and MOUNTAIN Treks. A character may record an extra 10 points of NOTORIETY if he is the first to complete both the CAVERN and CAVES Treks. In *Double MAGIC REALM* these Treks must belong to the same game set to gain these points.

Comment:

It seems unrealistic to limit FAME and NOTORIETY gains to battle and the holding of treasures. The use of this rule expands the *MAGIC REALM* world and gives players more options in the play of the game.

DRAGON SLAYER

You have been set the task of fighting against a particularly nasty Dragon who has lately been plundering the land. To succeed in this Quest you must carry out a rescue, destroy a Tremendous Dragon, and draw a Treasure card from its HOARD or LAIR. All these actions must take place at a single HOARD or LAIR.

ACTIVE DRAGONS: Dragons that have been killed automatically regenerate at the end of every week (Dragons on the map regenerate normally).

THE DRAGON: Your target Dragon is unknown until you rescue the Girl. If you have not rescued the Girl, the other characters in the game may freely battle Tremendous Dragons at HOARDs and LAIRs without fear of fulfilling your victory requirement for you. If you kill the Dragon before you rescue the Girl, that does not fulfill your victory condition. You must kill it (again, if you've killed it earlier) after rescuing the Girl.

THE RESCUE: The first time you end a phase in a clearing containing a HOARD or LAIR without being blocked, you immediately rescue a young Girl left by terror-stricken locals as a sacrificial offering to the Dragon living there. You become unhidden, and the Tremendous Dragon guarding that treasure site appears in the clearing and blocks you (even if it was previously killed or located elsewhere on the map). Any other uncontrolled monsters in the clearing must randomly move to other clearings in that hex tile. You may automatically run away in the first round of combat, if you wish. You must have both a MOVE chit and a FIGHT chit active in order to carry out the rescue (i.e., you cannot rescue the Girl as a Lion or with MELT INTO MIST active), otherwise your move continues normally. You can only do one rescue per game.

THE YOUNG GIRL: The young Girl is a minor character. She starts following you the moment you rescue her. After you rescue her, roll one die to determine which Dwelling represents her home:

- 1 : INN
- 2 : INN
- 3 : HOUSE
- 4 : HOUSE
- 5 : GUARDHOUSE
- 6 : CHAPEL

The Girl's home cannot be the same Dwelling as your destination; re-roll until you select a Dwelling other than your destination. In *Double MAGIC REALM*, the Dwelling must be from the same game set as the HOARD or LAIR.

Upon ending a turn in the clearing containing the appropriate Dwelling, the Girl will leave you. Her family is not wealthy, but they insist that you accept 10 GOLD in payment for your trouble. If you would rather avoid the embarrassment and awkwardness of accepting GOLD from poor folk, you may instead generously give her family 10 GOLD yourself. If you do so, any native groups which have members at the Dwelling, along with any visitors present, immediately become one level friendlier to you for the remainder of the game. You must escort the Girl home before concluding your Quest.

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GIFT OF HEALING: The Girl you rescue proves to be a healer. You may record one extra REST phase each turn in which she FOLLOWS you. This bonus REST phase cannot, however, recover a fatigued MAGIC asterisk.

FAME & NOTORIETY: You cannot record any FAME or NOTORIETY points while on this Quest. If killed your NOTORIETY value is 30.

AT START: warhorse
-or- weapon/armor counter
-or- workhorse, 20 GOLD
-or- 30 GOLD

NOTES: Sacrificing virgins to appease a Dragon until some Hero comes along to put an end to both the barbaric practice and the Dragon itself is a well-worn theme in fantasy literature. The motion picture **Dragonslayer** is an interesting modern treatment.

A TROLL HUNT

As a child, you were horrified when your favorite uncle fell afoul of a Troll and was never heard from again. Now, at last, the time has come to set matters straight. To succeed in this Quest you must score 30 points of FAME and NOTORIETY in combat with Trolls.

ACTIVE TROLLS: Killed Trolls automatically regenerate at the end of every week (Trolls on the map regenerate normally).

VAULT BUSTER: You possess a special charm that allows you to open any VAULT immediately upon discovering it.

FAME & NOTORIETY: You record FAME and NOTORIETY points only for Trolls. Other monsters you kill do not count for points, and they do not cause any multiplication of Troll points. You may also claim FAME and NOTORIETY for any treasures drawn from a VAULT by displaying the treasures to the other players as you draw them. If you choose to keep a Treasure card secret when drawing it, you cannot claim its points. You may look at each Treasure card before deciding whether to show it.

AT START: Light or Medium weapon/armor counter (excluding Bows)

–or– 1 companion

–or– 10 GOLD

NOTES: This Quest is loosely based on Sam's "Troll Poem" in **The Fellowship Of The Ring** by J. R. R. Tolkien. This Quest can be played with just a single game set, but this is not really recommended due to the low number of Trolls in play. With a single game set this Quest will probably be more frustrating than fun.

THE GREAT GOBLIN WAR

Periodically, some particularly evil Goblin leader will obtain enough power to drive forth his minions in a war of conquest against the peoples of the *MAGIC REALM*. In the midst of the latest assault your family fell victim, in your absence, to a Goblin raiding force. The Goblin leader had them put to the sword. Upon discovering the terrible news, you vow to take your vengeance. To succeed in this Quest you must kill the Goblin leader.

REQUIRED RULES: This Quest requires the use of Advanced Rule **4.1 Alerted Monsters** and Optional Rule **5. Optional Combat Rules**. If these rules are not being used, this Quest may not be selected for play.

GOBLIN LEADER: Upon choosing this Quest you must select one of the Goblin Great Swordsmen to be the Goblin leader (you can mark him with an unused counter). The Goblin leader is wearing the Magical Armor of the Great Goblin. During *Sunset* any characters in the same clearing as the Goblin leader are immediately unhidden. During a battle the Goblin leader cannot be placed on the sheet of a denizen if there are any characters participating in that battle; he must always be placed on a character's sheet. If you succeed in killing him he will regenerate as a regular Goblin. There can only be one Goblin leader, even in *Double MAGIC REALM*.

MAGICAL ARMOR OF THE GREAT GOBLIN: The Goblin leader is an armored target. This armor is quite ancient, and is wound about with exceedingly potent magic wards. The Goblin leader is therefore immune to all spells (even EXORCISE and POWER OF THE PIT) and attacks (even that of a red-side-up Tremendous monster).

THE TRIUMPH OF JUSTICE: The Magical Armor of the Great Goblin has only one weakness. It cannot stop the blow of a person with blood to avenge. Thus, only your character is capable of defeating the Goblin leader (the Goblin leader is still considered an armored target). Even you cannot use a magical attack or arrows, you must use a striking weapon. You must defeat the Goblin leader personally; hired natives are powerless against him.

GOBLIN FRENZY: Goblins are prowling every day and will automatically regenerate at the end of each week. This is in addition to the regular MONSTER ROLL, which is made normally. Once you have succeeded in killing the Goblin leader the Goblins will regenerate and prowl normally; they will no longer frenzy. PEACE WITH NATURE, whether used as a spell or as the Druid's Special Advantage, will not prevent Goblins from appearing on the map until the Goblin leader is killed and the frenzy is over.

FAME & NOTORIETY: You cannot record any FAME or NOTORIETY points while on this Quest. If killed your NOTORIETY value is 20.

AT START: weapon/armor counter
-or- 1 spell, 10 GOLD
-or- 20 GOLD

NOTES: The rousing goblin battles related in J. R. R. Tolkien's **The Hobbit** were the main inspiration for this Quest.

THE QUEST OF THE VALIANT

There are many tales told concerning heirlooms lost because of carelessness or treachery. True-hearted, honorable, and seeking adventure, your sense of justice and destiny leads you to hunt out these lost treasures. To succeed in this Quest you must locate a Treasure card with conditional FAME and deliver it to the appropriate native band.

PEACEABLE: You may not attack any unhired native group that begins the game NEUTRAL, FRIENDLY, or ALLY to you. You may only attack unhired natives who begin the game UNFRIENDLY or ENEMY to you. This restriction remains in place even if a protected native group becomes UNFRIENDLY or ENEMY to you during the course of the game. If a native group chooses to attack you ("Battle" result on the MEETING TABLE), you may fight them normally in that battle.

UNPRINCIPLED TRADERS: Whenever you attempt to purchase a Treasure card with conditional FAME from a native group, the basic GOLD price must be at least 11. This rule will override the card's printed GOLD price, and the effects of the commerce rules, if they would normally give a GOLD price of less than 11. Trading is done normally if the GOLD price is 11 or more.

A PROUD ADVENTURER: You may never accept a Treasure card with conditional FAME as a boon. You must always pay cash.

FAME & NOTORIETY: You cannot record any FAME or NOTORIETY points while on this Quest. If killed, your NOTORIETY value is 10.

AT START: workhorse
 -or- Light or Medium weapon/armor counter (excluding bows)
 -or- 10 GOLD

NOTES: The quest for the Holy Grail by King Arthur's knights, as related in Malory's **Le Morte D'Arthur**, inspired this Quest.

IN SEARCH OF THE MAGIC REALM

Legend says that a mighty kingdom of old was once located in this land. Long ago it failed suddenly from some unknown cause. You seek to determine the truth underlying the legend; to discover the lost *MAGIC REALM*. To succeed in this Quest you must locate all the LOST CASTLES and LOST CITIES.

STANDARD MAGIC REALM: In *Standard MAGIC REALM* there is only one LOST CITY and one LOST CASTLE, so the victory requirements are amended as follows: To succeed in this Quest you must locate the LOST CITY, the LOST CASTLE, and two treasure sites.

One treasure site must be in a CAVES tile other than the one containing the LOST CITY; if there are no treasure sites in the other CAVES tiles, then you must locate a treasure site in the LOST CITY tile that is not in clearing 3; if there are no other treasure sites in the LOST CITY tile then you must locate a treasure site in any clearing that does not contain the LOST CITY or the LOST CASTLE.

The other treasure site must be in a MOUNTAIN tile other than the one containing the LOST CASTLE; if there are no treasure sites in the other MOUNTAIN tiles, then you must locate a treasure site in the LOST CASTLE tile that is not in clearing 1; if there are no other treasure sites in the LOST CASTLE tile then you must locate a treasure site in any clearing that does not contain the LOST CITY or the LOST CASTLE.

FAME & NOTORIETY: You cannot record any FAME or NOTORIETY points while on this Quest. If killed your NOTORIETY value is 60.

- AT START:** warhorse, weapon/armor counter
- or- pony, weapon/armor counter
 - or- Heavy non-flying Dragon, 2 weapon/armor counters, 10 GOLD
 - or- workhorse, 2 weapon/armor counters, 10 GOLD
 - or- 2 companions, 2 weapon/armor counters
 - or- 6 spells
 - or- 4 spells, 20 GOLD
 - or- 3 spells, warhorse
 - or- 3 spells, pony
 - or- 3 spells, Heavy non-flying Dragon, 20 GOLD
 - or- 3 spells, workhorse, 20 GOLD
 - or- 2 spells, 1 companion, weapon/armor counter
 - or- 2 spells, 2 companions, 20 GOLD

NOTES: Fair warning: this is an insanely difficult Quest!

THE TEST

As the Chosen One, you are called upon to prove yourself worthy to lead your people. A special trial of skill and strength, which you must face alone, awaits you. Although you are not allowed to receive any assistance during this trial, you have no shortage of equipment. To succeed in this Quest you must obtain 100 points of FAME and 100 points of NOTORIETY.

PEACEABLE: You may not attack any unhired native group that begins the game NEUTRAL, FRIENDLY, or ALLY to you. You may only attack unhired natives who begin the game UNFRIENDLY or ENEMY to you. This restriction remains in place even if a protected native group becomes UNFRIENDLY or ENEMY to you during the course of the game. If a native group chooses to attack you ("Battle" result on the MEETING TABLE), you may fight them normally in that battle.

ON YOUR OWN: You may not execute any TRADE or HIRE phases during the game for any reason whatsoever. You may not buy or sell anything, nor "buy drinks."

SECRETLY A COWARD: You may, when you select this Quest, declare your weapon(s) to be immune to Event Card #203 **Weapon Breaks!** Declaring this immunity requires you to obtain 120 points of FAME and 120 points of NOTORIETY to succeed in this Quest.

FAME & NOTORIETY: You record FAME and NOTORIETY normally. You cannot spend these points on missions or campaigns.

AT START: warhorse, weapon/armor counter

- or- pony, weapon/armor counter
- or- 2 workhorses, 2 weapon/armor counters
- or- 3 weapon/armor counters
- or- 6 spells
- or- 3 spells, warhorse
- or- 3 spells, pony
- or- 2 spells, workhorse, weapon/armor counter

NOTES: The theme of a "trial by fire" or "rite of passage," to prove oneself without recourse to any outside help, occurs repeatedly in fantasy literature. It sometimes only appears as a subtle background theme, unlike this Quest.

THE MYSTERIES OF MAGIC

Having decided to take the first faltering steps towards the mastery of Magic, you set off in search of the necessary magical artifacts and an uncertain future. To succeed in this Quest you must learn and cast two different spells.

REQUIRED RULES: This Quest requires the use of Optional Rule **7. Enhanced Artifacts and Spell Books**, found on page 57 of the second edition rule book. If this rule is not being used, this Quest may not be selected for play.

BEGINNERS ONLY: Only non-magic characters may play this Quest. Characters possessing any MAGIC action chits are not allowed.

DEVELOPMENT: A character may play this Quest at a lower level of development, as explained in rule Q1.10. This may be done in order to meet the "Beginners Only" restriction (*EXAMPLE:* the Pilgrim may play this Quest only as an Acolyte or Guardian), or simply to provide additional variety. Characters playing at a reduced level of development receive the following bonuses:

1st level:	extra MOVE phase, HIDE phase, and REST phase
2nd level:	extra MOVE phase
3rd level:	10 GOLD AT START

FAME & NOTORIETY: You cannot record any FAME or NOTORIETY points while on this Quest. If killed your NOTORIETY value is 20.

AT START: workhorse, 1 companion
-or- Heavy non-flying Dragon, 1 companion
-or- 2 companions

NOTES: Fantasy literature includes many interesting (and often funny) stories of people attempting to learn to control and use magic. Skeeve in the "Myth Adventure" series by Robert Asprin, and Harold Shea in de Camp & Pratt's **The Compleat Enchanter** are good examples.

THE ODD COUPLE

You and your friend, a big, quiet fellow, head out into the countryside to have a few laughs. To succeed in this Quest you must obtain 150 points of NOTORIETY.

BIG, QUIET FELLOW: You begin the game with a Tremendous Troll as your companion. (This cannot be the Troll residing at the VAULT). You may use him just as you would a warhorse by riding piggy-back on his shoulders, except, of course, that this “warhorse” has an attack and can tear people apart. He can also fight separately in the same fashion as other companions. Only your character may ride him. If you are killed he remains in the clearing and reverts to being a normal monster.

A DISGUISE WON'T WORK: You can never be hidden while in a Dwelling. You cannot execute any HIDE phases while in a Dwelling, and you immediately become unhidden whenever you end a phase in a Dwelling. There's just no hiding a Tremendous Troll in a town or encampment. This restriction remains in effect even if you enter a Dwelling without the Troll (the Troll's delicate stench permeates your clothes: dogs and townsfolk can smell your approach). But you would never want to leave the Troll behind anyway, because you two are...

BOSOM BUDDIES: You may not FLY while on this Quest. Your place is at your buddy's side (or up on his shoulders).

SURVIVAL INSTINCT: The Tremendous Troll cannot be killed. An attack that would kill him instead forces him to immediately run away from the battle, and you lose 25 points of NOTORIETY. This running away is automatic and cannot be prevented (do not roll on the STUMBLE table). If you are riding him at the time, you automatically run away also. If you are not riding him, but are present in the clearing, you may choose to jump up on his shoulders as he passes by and automatically run away with him. The Troll cannot make any attack for the next two days, as he has to recover from his wounds. He can move and carry items (including you) normally, but his move time is increased to “6” while wounded. If he receives another kill result while he is recovering, he again runs away (as above) and two more days are added to his total recovery time.

A MALADROIT MOUNT: You may not cast any spells while riding on the Troll's shoulders.

PRIOR REPUTATION: All natives and visitors are UNFRIENDLY except for the Rogues, who are NEUTRAL.

FAME & NOTORIETY: You ignore FAME completely; you may only record NOTORIETY points. The NOTORIETY points you earn are never multiplied for multiple kills; you receive only the basic NOTORIETY value for each kill. Additional bounty points (Quest Optional Rule Q5.9) cannot be earned for discoveries and Treks.

NOTES: Players who are familiar with the long-defunct fantasy magazine **EPIC** will immediately recognize these two as reincarnations of Cholly & Flytrap, creations of artist Arthur Suydam.

TO REACH FOR THE STARS

A great Astronomer has decided that he needs a new observatory to better continue his studies of the heavens. The only suitable sites for this new observatory are the CRAG-1 and MOUNTAIN-1 clearings. The Astronomer has hired you to escort him to one of these sites. The Astronomer is a minor character. To succeed in this Quest you must move to one of the these observatory sites and help the Astronomer set up his observatory.

PEACEABLE: You may not attack any unhired native groups while on this Quest. If a native group chooses to attack you ("Battle" result on the MEETING TABLE), you may fight them normally in that battle.

ASTRONOMICAL INSTRUMENTS: Your workhorse also represents the transport for the Astronomer's equipment (astrolabes, etc.). If it is killed before you set up the observatory site you must obtain another workhorse or warhorse to replace it.

THE ASTRONOMER'S WORK HABITS: Inasmuch as the Astronomer stays up all night studying the sky and then sleeps most of the day, you may not execute any sunlight phases. You may only use basic, sheltered, and extra phases. This restriction is lifted once the observatory is set up.

SETTING UP THE OBSERVATORY: You must spend one complete turn in the appropriate clearing to set up the observatory. This cannot be done if there are any monsters present anywhere in the same tile, or if there are any treasure locations present in the tile that you have not yet discovered. The Astronomer will stop FOLLOWING you as soon as the observatory is set up.

SOLAR ECLIPSE: As soon as you select this Quest, before the Dwelling locations are revealed, you may write down any date (day and month) likely to be played during this game. This date is kept secret from the other players; treat it as a discovery that cannot be spied out. When the turn corresponding to this date arrives, a total Eclipse of the Sun takes place. You are the only character that can take a normal turn on this date. All other characters and hired native leaders (even yours, unless they are FOLLOWING you) will automatically do nothing but HIDE phases. No MONSTER ROLL is made as all natives and monsters are dormant except for the Ghosts. Monsters (except Ghosts) may not move, block or regenerate. You may block if you wish. All combat is resolved normally. Only one Solar Eclipse may occur per game. If the Solar Eclipse falls on a day skipped because of bad weather, it does not occur. After the eclipse occurs, the Astronomer's honor allows you to subtract one from MEETING rolls while he accompanies you. This has no effect on the White Knight, who already has HONOR as a Special Advantage.

CASTING A HOROSCOPE: Immediately after the MONSTER ROLL for the day, you may declare "Bad Omens" and cancel your entire written turn, replacing it with a single HIDE phase. You must decide whether to do this before any character takes a turn. There is no limit to the number of times you may do this.

FAME & NOTORIETY: You cannot record any FAME or NOTORIETY points while on this Quest. If killed your NOTORIETY value is 20.

AT START: workhorse, 10 GOLD

NOTES: Early astronomers commanded great power and respect due their ability to predict accurately such events as eclipses. Although they laid the foundations for the modern science of astronomy, many of them (notably Johannes Kepler) were also often deeply interested in astrology and the occult.

TRAVELS OF THE HEALER

You are escorting the famous Wilderness Doctor, travelling throughout the *MAGIC REALM* challenging sickness and affliction wherever they may be found. The Wilderness Doctor is a minor character. To succeed in this Quest in *Standard MAGIC REALM*, you must visit all of the buildings and campfires in the game, spending at least one complete day in each. To succeed in this Quest in *Double MAGIC REALM*, you must visit all of the buildings in the game, spending at least one complete day in each.

PEACEABLE: You may not attack any unhired native groups while on this Quest. If a native group chooses to attack you ("Battle" result on the MEETING TABLE), you may fight them normally in that battle.

PRIOR REPUTATION: All native groups and visitors are FRIENDLY to you except your ALLIES, who remain ALLIES.

WAGES: After spending a complete turn in a building, you may roll one die at *Midnight* to determine your share of the donations received by the Wilderness Doctor. You receive GOLD equal to the die roll. You may make this die roll only once per game for each building. If you spend a complete turn at a campfire you do not roll for GOLD but instead may take one Treasure card of your choice from any native band present at that campfire. You may only receive one Treasure card per campfire per game. Taking such a card is not considered a boon. You may not select a card with conditional FAME to the native band holding it. You cannot sell any Treasure card received in this manner.

GIFT OF HEALING: You may record two extra REST phases per turn, thanks to the presence of the Wilderness Doctor. These bonus REST phases cannot, however, recover fatigued MAGIC asterisks.

MERCY OF THE HEALER: Any wounded or fatigued character who is in the same clearing as you during *Sunset* may claim Mercy of the Healer. This occurs even if you are hidden (you may remain hidden). You cannot battle any character the Wilderness Doctor is attending, and that character will also receive two extra REST phases on the next turn. There is no limit to the number of characters that may be tended simultaneously. Fatigued MAGIC counters do not count for this rule, and may not be rested with the bonus REST phases.

FAME & NOTORIETY: You cannot record any FAME or NOTORIETY points while on this Quest. If killed your NOTORIETY value is 10.

AT START: workhorse

NOTES: Fantasy literature often depicts healers as having great wisdom and commanding much respect. Elrond and Aragorn from J. R. R. Tolkien's **The Lord of the Rings** and U-Nasada from Richard Adams' **Maia** are good examples.

THE SHADOW OF DEATH

A lone figure appears unexpectedly, surrounded by a deathly aura. Knowing his life to be drawing to a close, he nevertheless struggles to obtain one last good work and cheat Death of its victory. To succeed in this Quest you must obtain 80 points of FAME.

PEACEABLE: You may not attack any unhired native group that begins the game NEUTRAL, FRIENDLY, or ALLY to you. You may only attack unhired natives who begin the game UNFRIENDLY or ENEMY to you. This restriction remains in place even if a protected native group becomes UNFRIENDLY or ENEMY to you during the course of the game. If a native group chooses to attack you ("Battle" result on the MEETING TABLE), you may fight them normally in that battle.

CHANCE COMPANIONS: You start the game with an ESCORT PARTY chit. These people, who are minor characters, must be escorted to their destination before you may conclude your Quest. You are not required to do this within fourteen days; there is no time limit. Once you arrive at their destination you receive payment in the form of FAME rather than GOLD. The ESCORT PARTY chit will then remain on the map in that clearing as a normal mission chit.

APPROACHING DEATH: You must roll two dice once each day at *Midnight*. If you roll a "6" on either die you suffer one *permanent* wound. If both dice show "6" you suffer two *permanent* wounds. You must remove all two asterisk chits first, then the one asterisk chits, and finally the plain chits. You do not roll the dice on days skipped during bad weather.

OLD WARHORSE: When selecting your warhorse you must take a T5/T7 warhorse if one is still available.

DOOM: You may ignore all Curses. They have no effect on you and cannot prevent you from fulfilling this Quest. In addition, you do not have to return to any specific Dwelling or location to win. As soon as you succeed in obtaining 80 points of FAME, and have escorted the PARTY to their destination, you will fulfill your Quest at *Midnight*.

FAME & NOTORIETY: You ignore NOTORIETY completely; you may only record FAME points. If killed your NOTORIETY value is 60.

AT START: warhorse, weapon/armor counter
-or- warhorse, 3 spells

NOTES: Ingmar Bergman's film **The Seventh Seal** was the main inspiration for this Quest.

THE ZOOLOGICAL SPECIMEN

Your father is a knowledgeable and renowned man of learning who takes great interest in the wild creatures of the *MAGIC REALM*. His insatiable curiosity brings him into contact with a large variety of animals, but he is frustrated in that he has never had the opportunity to examine, up close, a living specimen of Tremendous monster from the *MAGIC REALM*. To help Dad out (and succeed in this Quest), you volunteer to capture a Tremendous monster and bring it back alive to your destination.

PEACEABLE: You may not attack any unhired native groups while on this Quest. If a native group chooses to attack you ("Battle" result on the MEETING TABLE), you may fight them normally in that battle.

THE KNOCKOUT ARROW: Your father has supplied you with a Light Bow and seven arrows tipped with a powerful tranquilizer. By inflicting at least Medium damage on a Tremendous monster the drug-tipped arrow will penetrate the monster's hide enough to render it harmless. The tranquilizer, however, takes a while to produce its effect. Tremendous monsters will continue to fight for two additional rounds of combat before going to sleep. Other targets fight for one additional round after being hit. Due to their special nature, knock-out arrows cannot kill a target.

THE CAGE: Your father has sent a cage along with you large enough to hold any single Tremendous monster, plus the necessary devices to keep the creature from harming you during transport (muzzles, chain, rope, etc.). Its size prevents you from using a pony movement bonus.

ALL GOOD THINGS MUST PASS: The tranquilizer's effects last for only two days. At the start of the third full day of its captivity, the monster will regain consciousness and start raising an incredible fuss. From that turn on, all your attempts to HIDE will automatically fail. You dare not re-tranquilize your monster for fear of causing permanent damage.

GETTING THERE WAS HALF THE FUN: A caged Tremendous monster is ponderous! Regardless of terrain or weather, you may only record and execute basic phases (no sunlight or sheltered phases) each day after capturing your monster. The cage, whether occupied or not, cannot be flown or transmorphized. You may not abandon the cage while it is occupied.

The cage, and any monster within it, is always treated as one of your character's belongings. A caged monster cannot be attacked or harmed. If you are killed, your caged monster immediately regenerates back to the SET UP CARD. *Exception:* On the **Death Quest**, a result of DÉJÀ VU or YOU'RE STILL ALIVE allows you to retain possession of a caged monster.

BORN FREE: You may release your monster back into the wild any time that you desire by executing a CACHE phase. Fortunately, the cage has an ingenious release mechanism that allows you to run away toward the clearing of your choice at the moment the cage door swings open. Not so lucky are any other characters unhidden in the clearing where the release takes place. The monster will remain in that clearing and will block any unhidden character who ends a phase in that clearing. A released monster never prowls, but will regenerate normally. If released at a Dwelling, it will attack all uncontrolled natives and any other unhidden individuals present during *Evening*.

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NO RECAPTURE: You cannot capture any monster more than once. They aren't dumb! A once-captured monster will know your scent, your attack technique and the sound of your footsteps. You cannot attempt to re-tranquilize it; if you go back into the same clearing while it remains there, you become unhidden and are immediately blocked. You will have to use normal combat techniques to kill the monster and get your cage back. The only alternative will be to return to your starting location and get another cage from Dad (you may only have one cage at a time).

LOW AMMO: Your Light Bow may not be used in normal combat. You may only use it to shoot tranquilizer arrows at monsters, natives, and characters. Once your seven arrows are expended you cannot obtain any more. To be effective against any opponent besides a Tremendous monster, at least Light damage must be inflicted. Tranquilized characters are considered hidden while tranquilized, and may not be caged.

A CURIOUS SIGHT: It's not every day a caged Tremendous monster comes through. Whenever you are transporting a Tremendous monster in the cage all native groups and visitors are one level friendlier to you than normal.

FAME & NOTORIETY: You cannot record any FAME or NOTORIETY points while on this Quest. If killed your NOTORIETY value is 10.

AT START: 50 GOLD
-or- 1 companion, 40 GOLD

NOTES: Quest designed by Mike Decker.

THE “GREAT” HUNTER

What a difference a day makes. Last night you were having a few drinks with your friends, boasting of your accomplishments as a great hunter of the creatures of the Realm. Unfortunately, this morning you were reminded of the bet you made last night, and you have no choice but to go through with it. Your Quest is to gain 40 GOLD in monster heads and deliver them to your betting partner.

YOUR BETTING PARTNER: Your betting partner is an expert in the creatures of the Realm, and greatly desires their heads. You must return the heads to him, where he will pay a set sum of GOLD for each head. He is located at your destination.

GOLD VALUE OF HEADS: Your partner will pay 2 GOLD for Medium, 5 GOLD for Heavy, and 8 GOLD for Tremendous heads. The GOLD price is increased by 1 for armored monsters (after all, they’re harder to kill).

NOW THE HARD PART: Killing the creatures can be easy, but collecting the heads is a little more difficult. You cannot claim the heads if you run away from combat. Such heads are lost to you, even if you return to the clearing later (they have been destroyed by scavengers). If combat ends in your clearing you may claim heads from your kills. Head values are never multiplied for multiple kills (unlike FAME and NOTORIETY).

YOUR PORTERS: You have porters following you to carry the heads. These porters are minor characters. If you are playing with Optional Rule **Q5.2 Restricted Ambush**, these porters do not prevent you from attempting an ambush as they have been trained in the techniques of the hunt. They may carry Tremendous weight.

YOUR DOG: You start the game with one Wolfhound, which represents your noble and trusty hunting dog. The dog’s presence, like the porters, does not prevent you from attempting an ambush.

FAME & NOTORIETY: You cannot record any FAME or NOTORIETY points while on this Quest. If killed your NOTORIETY value is 10.

NOTES: Loosely based on the story from Greek mythology of Orion the Hunter, and also on the Avalon Hill game **Source of the Nile**, by Ross Maker & Dave Wesely. Quest designed by Mike Blomberg.

THE MERCHANT

There is always a piece of GOLD waiting to be spent, if one is willing to search it out. That's been your motto, and now you have the chance to put it to the ultimate test. Eager with anticipation, you set out to enjoy adventure, exploration, and some sharp trading. To succeed in this Quest you must accumulate a total of 80 points of GOLD.

REQUIRED RULES: This Quest requires the use of Optional Rule **4. Commerce**, found on page 55 of the second edition rule book. If this rule is not being used, this Quest may not be selected for play.

PEACEABLE: You may not attack any unhired native groups while on this Quest. If a native group chooses to attack you ("Battle" result on the MEETING TABLE), you may fight them normally in that battle.

NO LOOTING: Your character may never use the LOOT table or MAGIC SIGHT to obtain Treasure cards or counters while on this Quest. As a businessman it would be unbecoming for you to be seen grubbing around in the dirt like a common adventurer. This prohibition does not apply to any native leaders you may hire.

BARTER: You roll one die instead of two for all TRADE die rolls.

MISCELLANEOUS TRADING: Each time that you end a turn in a Dwelling without being blocked you may conduct Miscellaneous Trading. This occurs during *Sunset*. You may conduct Miscellaneous Trading while hidden. To resolve this trading roll two dice (adding them together) and then have one of your opponents do the same for the locals. If the locals' total is equal to or greater than your total you receive that amount in GOLD. If the locals' total is less than yours, you receive no GOLD and are fined 1 GOLD by the local authorities for creating a public disturbance. Failure to pay the fine results in the confiscation of your workhorse (return it to the Rogues). You may only attempt Miscellaneous Trading once per game per Dwelling. You may not trade at a campfire unless at least one uncontrolled native is present.

YOUR STOCK IN TRADE: Your workhorse carries your inventory of small goods. If you should lose your workhorse, you also lose the ability to do any further Miscellaneous Trading for the remainder of the game.

BUSINESS IS BUSINESS: All native groups and visitors are NEUTRAL to you except your FRIENDS and ALLIES, who remain unchanged.

FAME & NOTORIETY: You cannot record any FAME or NOTORIETY points while on this Quest. If killed your NOTORIETY value is 10.

AT START: workhorse, 40 GOLD
-or- workhorse, 1 companion, 30 GOLD

NOTES: This Quest is good practice in learning to make full use of the Commerce rules. Beware of playing this Quest if someone else is playing **The Quest of the Green Cloak** (#33).

THE NOBLE KNIGHT

As one of the finest and truest Knights in all the *MAGIC REALM* you are ever eager for adventure to come seeking you out. One day, while out upon a minor journey, you came across a lady of noble birth weeping piteously at the side of the road. "O, kind Knight, I beseech thee to help me as this very day three renegade Knights hath killed my husband and left me abandoned here and alone!" she cried. You of course immediately pledged to be her champion and see the three recreants brought to accounting for their nefarious deeds. After making arrangements for the lady's safety, you ride forth in pursuit. To succeed in this Quest you must defeat each of the renegade Knights in combat.

REQUIRED RULES: This Quest requires the use of Optional Rule **5. Optional Combat Rules**. If this rule is not being used, you can still try to play it, but your character must have a FIGHT chit with Tremendous strength, and you will not be able to use your jousting skill against the renegade Knight from the Order (a Spear cannot kill him or his warhorse unless the Optional Combat Rules are used).

PEACEABLE: You may not attack any unhired native group that begins the game NEUTRAL, FRIENDLY, or ALLY to you. You may only attack unhired natives who begin the game UNFRIENDLY or ENEMY to you. This restriction remains in place even if a protected native group becomes UNFRIENDLY or ENEMY to you during the course of the game. If a native group chooses to attack you ("Battle" result on the MEETING TABLE), you may fight them normally in that battle.

RESTRICTIONS OF KNIGHTHOOD: To select this Quest your character must have at least one FIGHT chit with Medium strength.

THE RENEGADE KNIGHTS: When you select this Quest your opponents must immediately choose the three renegade Knights and position them on the map. One renegade is chosen from each of the following groups: the Bashkars, the Lancers, and the Order. Any group member, except the leader, may be selected as a renegade. Each renegade and his horse is then placed in any WOODS hex tile. Each renegade must be in a separate hex tile. The renegade Knights will remain in their hex tiles and automatically prowl each day. They will block in the same manner as prowling monsters. They cannot attack or be attacked if any uncontrolled denizens are present in the clearing at the start of combat. They never leave the hex tiles they are originally placed in. They can regenerate as normal natives if killed. Optional Rule 4.4 does not apply to a character who kills a renegade Knight.

PILFERED LOOT: When a character kills a renegade Knight, calculate the GOLD bounty by multiplying the normal GOLD bounty with the number rolled on one die.

HONOR: You may subtract one from all rolls on the MEETING and COMMERCE tables. This has no effect on the White Knight, who already has HONOR as one of his Special Advantages.

PRIDE: You may not execute any HIRE phases while on this Quest.

SKILL: You receive an extra ALERT phase each turn.

JOUSTING CHAMPION: Whenever you have a Spear activated while riding a horse the time number on each of your FIGHT chits is reduced by two, to a minimum value of "2". If Quest Optional Rule **Q5.3 Two-Handed Weapons** is used, a Spear is a not a two-handed weapon while a character is riding a horse.

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COMBAT WITH HONOR, PART 1: The Unwritten Code of Chivalry demands that you meet all your opponents face-to-face. Therefore, you cannot select a target during combat if you are hidden. In order to attack, you must voluntarily stop hiding at the end of *Sunset* (thus giving the nasties the opportunity to select yourself as their target).

COMBAT WITH HONOR, PART 2: You may never make any kind of missile attack while on this Quest. Such uncouth methods of combat are beneath your dignity. If your character normally starts with a Bow you must exchange it for any other weapon of equal weight before starting the game.

YOUR SQUIRE: You may take one of the Lancers as a companion, regardless of your trading relationship with them. This companion represents your Squire. If killed, he can regenerate as a normal native. When your character fights against a renegade Knight, your Squire may not participate until the fourth round of combat.

BAGGAGE RESTRICTIONS: You may not take a suit of armor as your *AT START* armor counter option if your character already has one.

FAME & NOTORIETY: You cannot record any FAME or NOTORIETY points while on this Quest. If killed your NOTORIETY value is 50.

AT START: warhorse, Spear, armor counter
–or– pony, Spear, armor counter

NOTES: This Quest was inspired by the Arthurian legends, specifically “The Tale of Sir Launcelot du Lake” in Malory’s **Le Morte D’Arthur**. Players should note that the Optional Combat Rules, on page 56 of the second edition rule book, allow you to attack an opposing rider without first killing his horse.

THE RETURN OF THE ADVENTURERS

You and your fellow adventurers have just completed a tremendous adventure in a far-off land. It has been a long and arduous journey, filled with terrible dangers, but at last the end is at hand. You are returning to the familiar lands of the *MAGIC REALM*. To succeed in this Quest you must see that each of your companions returns safely home.

REQUIRED RULES: This Quest requires the use of Expanding the Realm Rule **6. Combining Realms** (it can only be played with *Double MAGIC REALM*), and Advanced Rule **4.5 Serious Wounds**. If these rules are not being used, this Quest may not be selected for play. *Exception:* The players may agree to allow serious wounds as a special condition for this Quest only.

PEACEABLE: You may not attack any unhired native groups while on this Quest. If a native group chooses to attack you ("Battle" result on the MEETING TABLE), you may fight them normally in that battle.

STARTING LOCATION: Your group of adventurers does not start the game at a Dwelling. You start the game by moving onto the map along any road that runs from the edge of the map to the BORDERLAND. Your first activity must be a MOVE activity to enter the first clearing along that roadway. You must write down which road you will enter on before the Dwellings are revealed on the map. When character counters are placed on the map, your counter is placed on the roadway between the edge of the map and the first clearing.

THE ADVENTURERS: You must choose six companions to represent your fellow adventurers, who start the game with you. These companions are chosen normally, except that they may include natives from NEUTRAL groups as well as the Order, Guard, and Soldiers. Each companion must be from a different native group. You may not exchange any of these companions for a Wolfhound.

SAFE RETURN: To see a companion returned safely home, you must end a turn in a Dwelling where his native band could possibly appear. You may remove him at *Midnight* regardless of whether his band is present or not. He is then eligible to regenerate as a normal native, and is no longer considered your companion. Each companion must be returned to a different Dwelling. The last companion to return home cannot do so at your destination. At least one companion must return to a campfire.

HEROES: Word of your success has spread quickly. As soon as you enter the map you discover that all natives and visitors are one level friendlier to you than normal.

HEROIC RESCUE: Should one of your companions be killed during a round of combat you may, at the end of that round, cancel the "kill" result on him by taking a serious wounds result yourself. Any horse or armor that you might be using is unaffected by this, and all assignments are figured normally for any additional rounds of combat. There is no limit to the number of times you may make a heroic rescue, but you may only do this once per round. Thus, if you were to have two of your companions killed in a round of combat you would be unable to win this Quest (you could only rescue one of them). Your character must be in the same clearing as the companion in order to use a heroic rescue.

FAME & NOTORIETY: You cannot record any FAME or NOTORIETY points while on this Quest. If killed your NOTORIETY value is 60.

THE RESCUE OF THE POETESS

The terrible news spread like wildfire. Warning beacons were lit; messengers were dispatched; lamentations were offered up; the peasants were in a state of near riot... for the Poetess had been taken by the Goblins! Now, the natives of the *MAGIC REALM* are an unruly lot, with a bewildering assortment of grudges, feuds, and ancient hatreds almost insuring that any gathering will quickly give rise to at least one brawl; but if anything could cause them to set aside their various animosities and unite (at least temporarily) it would be the Poetess. With her melodious voice, stirring epics, and poignant ballads she was adored by one and all. The thought of that Lady held captive and forced to recite amidst the leers and jeers of the Goblins filled the populace with anguish. You have been selected to lead the rescue party – and there will be plenty of volunteers. To succeed in this Quest you must rescue the Poetess from the Goblin dungeons and escort her to your destination.

PEACEABLE: You may not attack any unhired native groups while on this Quest. If a native group chooses to attack you ("Battle" result on the MEETING TABLE), you may fight them normally in that battle.

CAUGHT BY SURPRISE: Instead of choosing a Dwelling as your starting location you must choose a clearing in a DEEP WOODS hex tile.

VOLUNTEERS: Each day in which you end your turn in a clearing containing a native band you may select one member of that band to join you as a companion. This occurs during *Sunset*. You may select any native present except a leader, ignoring their numerical order. You may ignore the normal restrictions on the numbers of Archers and Crossbowmen allowed as companions. Natives will volunteer in this fashion even if there is no native leader present or if they are currently hired by another player. Your presence always summons native bands to appear, regardless of whether they are prowling this turn or not. Each native group will provide one volunteer, thereby limiting you to nine volunteers at most. This restriction is applicable even in *Double MAGIC REALM*.

GOODWILL: All native groups and visitors are FRIENDLY to you except your ALLIES, who remain ALLIES. In addition, natives hired by other players will always refuse to make any attacks upon you or your volunteers unless you attack them first. Natives will always give your character weapons or armor, free for the asking, at the rate of one per TRADE phase. This is not a "boon" and no die roll is made. You may only take items that you are capable of using and may have no more than one suit of armor, one helmet, one breastplate, one shield, and two weapon counters in your possession (including caches) at any given time. You may never sell weapon/armor counters for any reason.

THE GOBLIN DUNGEONS: The LOST CITY counter represents the site of the Goblin dungeons. In *Double MAGIC REALM* you must choose which LOST CITY counter represents the dungeons when you select this Quest. You must locate the LOST CITY counter before you may enter the dungeons. When you decide to enter the dungeons write down "ENTER" as your only phase for that turn. If you are not blocked before you take your turn your party enters the first level of the dungeon. You cannot be attacked by anything else in that clearing and you do not cause prowling monsters to move to your clearing. Place your character counter under the LOST CITY counter to signify this. Your party may exit the dungeons from any level by writing down "EXIT" as your only phase for that turn; when executed this will return you to the surface unhidden.

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INSIDE THE DUNGEONS: Entering the dungeons results in combat against the denizens residing there. There are five levels to the dungeon. On each level you will have to fight against a randomly determined group of monsters. All monsters on a given level must be defeated before you may descend to the next level. You may only descend one level per day, and it requires all your phases to do so (write "DOWN" as your move). Since you are unable to execute a HIDE phase on the turn in which you enter a new dungeon level, each random monster group begins combat dark side up. If combat ends on a level without all the random group monsters being killed, the survivors are regenerated and you must fight a new random group on that level on the next turn; you will receive one phase before being blocked. Once you have defeated a random group on a level that level becomes safe to you until you leave it (allowing you to spend some turns resting or preparing magic). If you run away from combat in the dungeons your character returns to the surface unhidden. All companions and hired or controlled denizens left behind when you run from the dungeons are automatically killed.

COMBAT IN THE DUNGEONS: The Goblin dungeons are narrow, winding, and dim. They require a special kind of treacherous close-in combat. Bows and Crossbows may not be used; natives armed with these weapons are always set to the side with the slowest attack times and may never change tactics. Due to the narrowness of the corridors only three individuals may participate in combat for each side per round of combat. Other individuals present are considered to be behind the front three and may not attack or be attacked. Spellcasters not among the front three may cast spells normally, but may not select opposing individuals as targets. A side may not have less than three individuals up front unless fewer than three remain, in which case all are up front. Only the three front opposing monsters count when trying to run away. At the end of each round any unassigned individuals in your group may be placed into or removed from your front three.

HOME FIELD ADVANTAGE: You are at a big disadvantage when fighting in the dungeons, as the monsters are completely familiar with the intricate tunnel system and are quite practiced in this kind of fighting. All random group monsters encountered in the dungeons therefore have their attack times and move times reduced by "1". *EXAMPLE:* the Tremendous Troll values are H3/3 and a circled 1/5.

RANDOM GROUP MONSTERS: To choose a random monster group roll one die and consult the table below. This is done each time you enter a new level of the dungeon. You must select your starting front three before rolling on this table. *Special:* You must roll the die twice upon reaching the fifth level, resulting in a group of four to six monsters. In *Single MAGIC REALM*, reroll a duplicate roll of "5" or "6" as there are not enough monster counters present.

- 1 : Three Goblins with Spears
- 2 : Three Goblins with Axes
- 3 : Three Goblins with Great Swords
- 4 : Three Goblins with Great Swords
- 5 : Two Heavy Trolls
- 6 : One Tremendous Troll (occupies entire front line)

Monsters for the random group are selected with the following preferences: First from any monsters dead and out of play, then from the SET UP CARD matching the LOST CITY counter, then from any other SET UP CARD, and finally from any monsters in play on the map. Monsters killed on previous levels cannot be selected again unless no other choice exists. The Tremendous Troll cannot be the one residing at the VAULT.

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RESCUING THE POETESS: To rescue the Poetess you must fight your way through all five levels, defeating all five monster groups. If you fail to do this on your first attempt, you will find that all levels have been restocked with monsters each time you reenter the dungeons. If you succeed in defeating the monsters on all five levels you immediately return to the surface hidden. You may not fight or be attacked by anything that might be present in the clearing until the next day.

THE POETESS: The Poetess is a minor character. After being rescued from the Goblin dungeons she will FOLLOW you for the remainder of the game. If you succeed in fulfilling this Quest she will compose a poem about it, and your exploits will be remembered throughout history. She must be given a round horse counter when you rescue her, as you and your volunteers cannot bear the thought of the Lady having to walk all the way back. If you have more than one kind of horse the following precedence applies: pony, workhorse, warhorse. The horse counter you give to her is permanently removed from the game. If you have no horse to give you suffer no penalty, but are still obligated to give to her the first horse that may come into your possession later in the game.

THE FAME OF THE POETESS: Native groups and visitors are always ALLY to you while the Poetess accompanies you.

THE POWER OF THE POETESS, PART 1: No Dragons may ever attack you or your volunteers while the Poetess accompanies you. The wondrous tales she spins will easily charm them into docility. They will still block you normally.

THE POWER OF THE POETESS, PART 2: No Demons or Imps may ever attack you or your volunteers while the Poetess accompanies you. If any are present in your clearing at *Sunset* they are immediately regenerated back to the SET UP CARD. Although she finds it distasteful, she can compose bawdy limericks when necessary and easily embarrass the poor devils into running away. They will still block you normally.

FAME & NOTORIETY: You cannot record any FAME or NOTORIETY points while on this Quest. If killed your NOTORIETY value is 20.

AT START: 2 workhorses, 10 GOLD

NOTES: With tongue placed firmly in cheek, we pay tribute to the ancient Greek storytellers, the poets of mythology, the epic fantasy poems of the Middle Ages, and the popular "D&D"-type role playing dungeon games; all of which have contributed elements to *MAGIC REALM*. The idea of embarrassing a literate monster with an off-color story comes from de Camp & Pratt's **The Compleat Enchanter**.

SUNDERED SIBLINGS

The woman begging in the dust at the side of the road was slowly dying; whether more from hunger or heart-break would be difficult to say. The people took pains to avoid her – she had been accused of practicing witchcraft and other evils. Her husband had died in mysterious circumstances. Her four young children had been taken from her and given into the hands of various travelers passing through, to get them away from her. And now she sat alone beyond all human pity. Until one day when two adventurers came upon her.

The more they inquired of people concerning her, the more fantastic were the stories they heard. Sharing their food with her, they gained her trust and heard her side of the story. They quickly realized that she was nothing more than an innocent victim of a superstitious people. After making arrangements for the woman to be transported to a place of refuge and cared for, the two adventurers prepare to set out in search of her lost children. To succeed in this Quest you must find all four children and escort them safely to your destination.

TEAMWORK: This Quest requires the use of two characters, as explained in rule Q1.11. They must start the game together in the same clearing.

PEACEABLE: You may not attack any unhired native groups while on this Quest. If a native group chooses to attack you ("Battle" result on the MEETING TABLE), you may fight them normally in that battle.

THE CHILDREN: The children are minor characters. Once found, each child will FOLLOW your character until you end a turn at your destination, at which point you deliver them into the hands of their mother. The two characters participating in this Quest may freely exchange any children they have following them with one another during any normal trading opportunity. A character guiding a single child may continue to use extra MOVE phases from an active pony, as one child is small enough to ride along with the character. (Use four facedown action chits from an unused character to represent the children.)

SUNDERED AND FAR-FLUNG: Before the Dwellings are revealed on the map, you must write down three starting locations for the children. These must be buildings, and none of them may be the same as your starting location. In *Double MAGIC REALM* you must also make note of the game set each starting location belongs to. One child will begin the game in each of these three buildings. The fourth child will remain out of play until all the campfires have been placed on the map. As soon as the last campfire is revealed the fourth child is placed at that campfire.

FINDING THE CHILDREN: To locate each child you must move to the appropriate building or campfire and then obtain a "Discover chit(s)" result using SEARCH phases. The child will join you at *Midnight* on the turn you obtain this result, provided that you are still present at the Dwelling. If you are not present at *Midnight* the child does not join you and you will have to obtain another "Discover chit(s)" result on a future turn.

WHAT EVERY PARENT KNOWS: Because children are naturally rambunctious and occasionally uncontrollable, a character who begins a turn guiding children must add one to all his HIDE rolls.

INNOCENCE WARMS THE COLD HEART: While either character is accompanied by at least one child, any "Block/Battle" result that character receives on the MEETING or COMMERCE tables is changed into "NO DEAL." "Block/Battle" results received at your destination are also ignored, starting as soon as at least one child has been reunited with their mother and continuing for the duration of the game.

FAME & NOTORIETY: You cannot record any FAME or NOTORIETY points while on this Quest. Each character has a NOTORIETY value of 10 if killed.

THE ANIMATOR

From a faraway, unknown land the evil one appears. He wields a fearsome magic of unmatched power, leaving death and terror in his wake. He seeks the fabled Fountain of Eternal Youth and will let nothing stand in his way. To succeed in this Quest you must locate the Fountain of Eternal Youth.

MYSTERIOUS ARRIVAL: When you play this Quest, your starting location (and destination) is always the clearing containing the Ghosts. Ghosts will never block or attack you. In *Double MAGIC REALM* you must write down which Ghosts clearing you will start at when you select your character; your destination is then the Ghosts clearing belonging to the other game set.

THE FOUNTAIN OF ETERNAL YOUTH: The Fountain of Eternal Youth is located at the POOL. In *Double MAGIC REALM* you must decide which of the two POOLS contain the Fountain before the Dwellings are revealed. The Fountain must be discovered as if it were another treasure site. Before you attempt to locate the Fountain you must first locate the POOL, and you must have the three Keys to the Fountain in your possession.

THE THREE KEYS: The SHRINE, the ALTAR, and the STATUE each contain one of the Keys to the Fountain. A LOOT roll result of "3" or less may be used to take the Key instead of (possibly) a Treasure card. If you are using MAGIC SIGHT you must get a "Treasure cards" result. No character other than yourself may ever possess a Key to the Fountain. In *Double MAGIC REALM* the SHRINE, ALTAR, and STATUE must be from the same game set as the POOL that contains the Fountain.

EVIL AURA: You start with the following trading relationships: Bashkars – FRIENDLY; Rogues and visitors – NEUTRAL; Order – ENEMY; all others – UNFRIENDLY.

THE HEART OF STONE: You have a pendant that was carved in a forgotten time long ago from a solid black stone. This pendant is a source of *BLACK* magic for the entire clearing; all rules pertaining to Enchanted cards apply. You may never abandon or cache this pendant. Players should note that this makes the casting of the ABSORB ESSENCE spell by your character a questionable tactic, as the pendant guarantees that you will remain in the form of whatever monster you absorb for the duration of the game!

THE SPELL OF ANIMATION: You have, after decades of study, mastered a special spell known as the SPELL OF ANIMATION. It requires *BLACK* magic (supplied by your pendant), but no MAGIC chit is powerful enough to cast this spell. To cast this spell you must select one of your action chits and remove it as a *permanent* wound. This counts as two asterisks towards your effort limit for the round. The SPELL OF ANIMATION always has a completion time of "0"; it cannot be broken, cancelled, or nullified by any other spell whatsoever. The spell can have various effects as detailed below, but only one effect may be obtained per casting. Casting this spell does not cause you to become unhidden.

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ANIMATING A MOUNTAIN CLEARING: You may cast the SPELL OF ANIMATION to cause an avalanche whenever you are in a mountain clearing. The avalanche automatically attacks all occupants of the clearing except you and anyone following you. It attacks like a striking weapon with a length of 18, and it inflicts Tremendous damage with no sharpness. Each target is attacked in the *Thrust* direction with a time number of "3".

ANIMATING A CAVE CLEARING: You may cast the SPELL OF ANIMATION to cause an earthquake whenever you are in a cave clearing. The earthquake automatically attacks all occupants of the clearing except you and anyone following you. It attacks like a striking weapon with a length of 18, and it inflicts Tremendous damage with no sharpness. Each target is attacked in the *Swing* direction with a time number of "3".

ANIMATING AN ANCIENT TREE: You may cast the SPELL OF ANIMATION to bring forth an ancient tree as your companion whenever you are in a DEEP WOODS hex tile. The ancient tree appears in your clearing at the end of the current round of combat. It attacks like a striking weapon with a length of 11, a time number of "3", and inflicts Heavy damage with no sharpness. It has a maneuver time of "6", a vulnerability of Tremendous, and is considered to be unarmored. Bows, Crossbows, Staffs, and Maces cannot harm an ancient tree. An ancient tree will remain your companion until it is destroyed or until you abandon it. You cannot move more than one clearing per day unless you abandon the ancient tree. When abandoned, it will once again take root and no longer be a threat to anybody; it cannot be reanimated.

ANIMATING A SEPULCHRAL LIKENESS: If you are present at an ALTAR and have discovered it, you may cast the SPELL OF ANIMATION to bring to life the marble likeness of a long-dead saint, which currently caps his tomb. The sepulchral likeness appears in your clearing at the end of the current round of combat. It attacks like a striking weapon with a length of 0, a time number of "5", and inflicts Tremendous damage with no sharpness. It has a maneuver time of "3", a vulnerability of Tremendous, and is considered to be armored. Bows and Crossbows cannot harm a sepulchral likeness. A sepulchral likeness will remain your companion until it is destroyed or until you abandon it. You cannot move more than one clearing per day unless you abandon the sepulchral likeness. When abandoned, it will revert to lifelessness; it cannot be reanimated. Only one sepulchral likeness may be animated per ALTAR.

ANIMATING A GRAVEN IMAGE: If you are present at a SHRINE and have discovered it, you may cast the SPELL OF ANIMATION to bring to life the stone image of a forgotten king, which adorns one of the rooms of the SHRINE. The graven image appears in your clearing at the end of the current round of combat. It attacks like a striking weapon with a length of 0, a time number of "4", and inflicts Tremendous damage with no sharpness. It has a maneuver time of "4", a vulnerability of Maximum (an attack must exceed Tremendous to destroy), and is considered to be armored. Bows and Crossbows cannot harm a graven image. A graven image will remain your companion until it is destroyed or until you abandon it. You cannot move more than one clearing per day unless you abandon the graven image. When abandoned, it will revert to lifelessness; it cannot be reanimated. Only one graven image may be animated per SHRINE.

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ANIMATING A STATUE: If you are present at a STATUE and have discovered it, you may cast the SPELL OF ANIMATION to bring the STATUE itself to life. The STATUE appears in your clearing at the end of the current round of combat. It attacks like a striking weapon with a length of 11, a time number of "3", and automatically kills any target it hits. It has a maneuver time of "4", a vulnerability of Maximum (an attack must exceed Tremendous to destroy), and is considered to be armored. No missile attack except LIGHTNING BOLT can ever harm the STATUE. A STATUE will remain your companion until it is destroyed or until you abandon it. You cannot move more than one clearing per day unless you abandon the STATUE. When abandoned, it will revert to lifelessness; it cannot be reanimated. Note that when the STATUE moves along with you, the STATUE Site chit also moves with you on the map. No one may LOOT or READ RUNES at the STATUE while it is animated. If the STATUE is destroyed it is removed from the game and any remaining treasures and spells are lost.

ANIMATING THE CRYPT OF THE KNIGHT: If you discover a CRYPT OF THE KNIGHT that has not yet been successfully looted, you may cast the SPELL OF ANIMATION to reanimate the KNIGHT. The KNIGHT's skeleton will arise, strap on the suit of armor, take the warhorse and the BANE Great Sword and join you as a companion for the remainder of the game. You may take the Treasure card for your own. In combat the KNIGHT will use his own MELEE SECTION and fight using the values printed on the Great Sword and the warhorse exactly as if he was a character. The KNIGHT will use the warhorse to maneuver whenever possible, but if forced to fight on foot his maneuver time is "8". You cannot gain possession of any of the items from the CRYPT (other than the Treasure card) until someone succeeds in destroying the KNIGHT. His vulnerability is Tremendous. If destroyed, the KNIGHT cannot be reanimated again.

ANIMATING A RANDOM OBJECT: You may cast the SPELL OF ANIMATION to animate a random object in the clearing of another character, provided that the character is located in a clearing that you could move into using just four MOVE phases along roadways. When you do this, you may look at all the Treasure cards that the character has with him and choose one to be stolen and brought to you by the random object. That card is immediately taken from the character and becomes your belonging at *Midnight*, when the random object appears in your clearing and gives it to you. The random object then becomes inanimate once again.

ANIMATING A FLYING FIEND: You may cast the SPELL OF ANIMATION to create a flying fiend whenever you are in a WOODS hex tile. A flying fiend is treated exactly the same as the Witch's familiar (page 64 of the second edition rule book) except that it must FLY instead of MOVE. Once created, flying fiends remain in play for the duration of the game.

ANIMATING THE GHOSTS: You may cast the SPELL OF ANIMATION to summon two Ghosts to join you as companions. They appear in your clearing at the end of the current round of combat. They will remain your companions until you enter a new hex tile, at which time they will immediately regenerate.

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ANIMATING DOORS AND GATES: If you are in a Dwelling and do not have a red-side-up Tremendous monster on your MELEE SECTION, casting the SPELL OF ANIMATION will allow you to immediately run away from that Dwelling in the direction of your choice.

ANIMATING A LOCKED OBJECT: You may cast the SPELL OF ANIMATION to open a CHEST or a VAULT; the effect in either case is the same as if you had used the LOST KEYS.

GAINING ETERNAL YOUTH: If you succeed in discovering the Fountain of Eternal Youth you may drink from it and gain its benefits. After drinking from the Fountain all your *permanent* wounds, regular wounds, and fatigue are healed and returned to play. All your action chits will remain in play for the duration of the game. You cannot be wounded or fatigued, and even casting the SPELL OF ANIMATION no longer causes you to remove an action chit from play. *Color* chits that you might fatigue return to play immediately. Note that you are still subject to effort asterisk limitations, and also that you can still be killed; you simply ignore wounds and fatigue. After drinking from the Fountain you will cast the three Keys into it to insure that no other player may ever drink from it.

FAME & NOTORIETY: You cannot record any FAME or NOTORIETY points while on this Quest. If killed your NOTORIETY value is 100.

AT START: 1 companion from the Rogues
-or- Wolfhound
-or- 10 GOLD

NOTES: Gordon Hessler's film **The Golden Voyage of Sinbad**, featuring Tom Baker's marvelous portrayal of an evil sorcerer and Ray Harryhausen's spectacular special effects, inspired this Quest. Players who wish to appreciate this Quest fully should view this film.

THE NIGHTMARE

An evil wizard has hired you to seek out Magical Treasures for him. He is desperate for power and has ordered you to let nothing stand in your way. To help you in this Quest your master has given you a demonic horse known as the Nightmare. To succeed in this Quest you must obtain four Magical Treasures.

REQUIRED RULES: This Quest requires the use of Optional Rule **5. Optional Combat Rules**. This Quest works best with these rules, but you may also play it using the standard combat rules, in which case the Nightmare may be killed by an attack whose harm level equals Tremendous.

MAGICAL ARRIVAL: When you play this Quest, your starting location (and destination) is always the clearing containing the Ghosts. Ghosts will never block or attack you. In *Double MAGIC REALM* you must write down which Ghosts clearing you will start at when you select your character; your destination is then the Ghosts clearing belonging to the other game set.

THE NIGHTMARE: When you select this Quest you must choose either the H4/H6 warhorse or the L4/L5 workhorse to represent the Nightmare. If neither of these counters are available then this Quest may not be selected for play. The Nightmare combines the abilities of both a horse and a hired native leader; it is not a companion. It may use "walking the woods" (47.8) when it moves, and you may follow it even if there is no roadway joining the clearings. The Nightmare may only be killed by an attack whose harm level exceeds Tremendous.

THE NIGHTMARE'S POWER: The Nightmare knows two spells: ASK DEMON and POWER OF THE PIT. It may cast each spell with a completion time of "0", even if you are riding it at the time. ASK DEMON may only be cast once per day, but there is no such limitation on the Nightmare's use of POWER OF THE PIT. When the Nightmare rolls on the POWER OF THE PIT table it rolls only one die. The Nightmare is a source of *BLACK* magic for the entire clearing; all rules pertaining to Enchanted cards apply.

DEMONIC PROTECTION: Curses have no effect on you and do not prevent you from fulfilling your Quest. Your character, along with the Nightmare, can never be harmed by a result from the POWER OF THE PIT table.

DEMONIC FRIENDS: Demons and Imps will never block or attack you.

DEMONIC AURA: All natives and visitors are ENEMY to you.

FAME & NOTORIETY: You cannot record any FAME or NOTORIETY points while on this Quest. If killed your NOTORIETY value is 100.

NOTES: Quest designed by Kenny Blomberg.

THE MYTHOLOGIST

FWOOSH!

"Egads! An attack by some miscreant magician!" you think, as you force your heart back down your throat, grab your weapons, and whirl about to face... a completely harmless looking group of people in outlandish garb, gazing at you with rather sheepish expressions. A moment ago you would have sworn that you were the only soul around for miles. A distinguished looking gentleman steps forward and begins speaking about "time travel" and other meaningless terms, but you gradually realize that he is interested in storytelling and history and desires your services as a guide. Fascinated by these strange folk, you agree. To succeed in this Quest you must assist the Mythologist in obtaining 75 Folklore points.

PEACEABLE: You may not attack any unhired native groups while on this Quest.

TIME TRAVEL FOCAL POINT: You must select as your starting location any clearing in a WOODS tile other than DEEP WOODS. This same clearing is also your destination, even when playing *Double MAGIC REALM*. The Mythologist insists that you return them to the exact same clearing from which you start, even though you cheerfully point out that one wood is much like any other.

THE MYTHOLOGIST'S PARTY: The Mythologist and his assistants are minor characters. They may carry items with a weight of Medium or less. They do not have ponies.

THE MYTHOLOGIST'S INFLUENCE: Any "Block/Battle" results you receive on the MEETING or COMMERCE tables are changed into "NO DEAL."

THE FIREARM: One member of the Mythologist's party, anticipating that there might be trouble, has brought along a firearm. The firearm may not be used in the first round of combat because the owner is busy unholstering it. On each succeeding round it may fire at a single individual with a time number of "0". If it hits a target with Light or Medium vulnerability the target is automatically killed. If it hits a target with Heavy or Tremendous vulnerability the target is scared off. Immediately remove the target from the combat and randomly place it in another clearing in the same hex tile (other unresolved attacks against this target have no effect). The firearm cannot affect any target with a vulnerability exceeding Tremendous. The firearm may not be used against natives or other characters. The owner of the firearm may not be selected as the target of any attack.

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FOLKLORE POINTS: The Mythologist obtains Folklore points by possessing certain items, by spending an entire day unhidden in certain locations, or by spending an entire day unhidden in the same clearing as a native leader (whether hired or not). Folklore points are recorded on your PERSONAL HISTORY sheet in the same manner as FAME and NOTORIETY points would be. For items, use the largest single value applicable. You may receive Folklore points for any specific location or native leader only once per game, even if the leader is killed and later regenerated. You may receive points for only one location or leader per day. Site chits, including the LOST CITY and the LOST CASTLE, must be discovered before you begin spending your day there to receive points.

EXAMPLES: A Spell Book that is also a Great Treasure is worth 4, not 6. If you are at the GUARD house and the GUARD leader is present, it will take two days for you to receive all 8 points (3 + 5).

The following table lists the various Folklore points available:

Points	Description
15	CHAPEL
15	SCHOLAR
10	INN
10	LOST CASTLE
10	LOST CITY
7	SHRINE
5	HOUSE
5	RUINS-6 clearing
5	native leader
4	ALTAR
4	Spell Book
4	treasure counter
3	GUARD house
3	STATUE
2	campfire
2	Great Treasure
1	weapon/armor counter
1	Treasure card (except Potions)

FAME & NOTORIETY: You cannot record any FAME or NOTORIETY points while on this Quest. If killed your NOTORIETY value is 10.

AT START: 1 companion
 –or– 10 GOLD

NOTES: This Quest is loosely, but respectfully, based on the life and works of Joseph Campbell (1904–1987). The Folklore point values for locations reflect the relative chances of encountering written records, living storytellers, and relics of interest to a mythologist.

THE PHYSIOLOGUS

The various creatures of the world have fascinated you throughout your entire life. Recently, while spending some time in a friendly scholar's library, you suddenly realized that there were no books that described the profusion of beasts in any detail. After wasting some time fruitlessly wondering why such a book had never been written, you resolve to write one yourself. Dedicating the rest of your life to the task, you prepare to set forth. To succeed in this Quest you must obtain 60 Observation points.

PEACEABLE: You may not attack any unhired native groups while on this Quest. If a native group chooses to attack you ("Battle" result on the MEETING TABLE), you may fight them normally in that battle.

OBSERVATION POINTS: You obtain Observation points by being in a location occupied by monsters at *Midnight*. Record Observation points on your PERSONAL HISTORY sheet in the same manner as FAME or NOTORIETY points. The following table lists the various Observation points available. You may claim the points for each of the entries in the table only once per game. There is no limit to how many different entries you may claim in a single turn.

Points	Description
10	Tremendous Flying Dragon
8	Tremendous Dragon
5	Heavy Flying Dragon
4	Heavy Dragon
10	<i>BONUS</i> for observing all four Dragon species
8	Tremendous Flying Demon
8	Tremendous Demon
10	<i>BONUS</i> for observing both Demon species
6	Tremendous Troll
4	Heavy Troll
10	<i>BONUS</i> for observing both Troll species
6	Tremendous Serpent
4	Heavy Serpent
3	Viper
10	<i>BONUS</i> for observing all three Serpent species
5	Tremendous Spider
3	Heavy Spider
10	<i>BONUS</i> for observing both Spider species
5	Octopus
5	Giant
3	Bat
2	Imp
2	Goblin (any kind)
2	Ogre
1	Wolf
0	Ghost

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WANDERING WARRIOR: If your character normally begins the game with a suit of armor, you may choose to exchange it for a workhorse and a shield when you select your *AT START* option.

FAME & NOTORIETY: You cannot record any FAME or NOTORIETY points while on this Quest. If killed your NOTORIETY value is 10.

AT START: 1 companion
-or- 10 GOLD

NOTES: Sometime between the second and fifth centuries A.D. a bestiary was compiled by a person known only as the Physiologus – the naturalist. This book was a major literary event and became immensely popular. Nancy Hathaway discusses the Physiologus in her book **The Unicorn**.

THE DWARF'S ADVENTURE

A fearless Dwarf with a taste for adventure, you set out to explore the forgotten caves and caverns of the *MAGIC REALM*. Along the way you befriend another hardy adventurer, who joins you on your Quest. To succeed in this Quest the Dwarf must obtain two Great Treasures, 60 points of FAME, 80 points of NOTORIETY, and 40 points of GOLD.

TEAMWORK: This Quest requires the use of two characters, as explained in rule Q1.11. One of the characters chosen must be the Dwarf. The two characters must start in separate locations. The starting location of the Dwarf is chosen normally, but the second character starts in a building chosen by the other players in the game, after the Dwarf's character counter has been placed on the map.

TALLYING THE TOTALS: Only the Dwarf can earn FAME and NOTORIETY points. The Dwarf can also earn FAME and NOTORIETY points from the actions of the second character as noted in rule 35.2, but only for actions that occur after they have ended a day together in the same clearing. For scoring purposes only, the second character is considered a "hired leader."

THE LURE OF THE UNDERWORLD: The love the Dwarves have for the deep places of the Earth greatly colors their perception of FAME and NOTORIETY. FAME and NOTORIETY points may be earned only in cave clearings. Values for Treasure cards and treasure counters are ignored unless you loot them from a treasure site in a cave clearing. All FAME and NOTORIETY point values are doubled in cave clearings in a LOST CITY hex tile. You use the normal values when trading with natives. Both Great Treasures required for victory must be looted from treasure sites located in cave clearings. If you are using Quest optional rule Q5.9, the additional bounty points for discoveries and Treks may be earned only in cave clearings. These additional bounty points are not doubled in the LOST CITY tile.

FAME & NOTORIETY: Only the Dwarf records FAME and NOTORIETY. The second character has a NOTORIETY value of 10 if killed.

AT START: Light or Medium weapon/armor counter (excluding Bows)
 -or- 1 spell

NOTES: The Dwarf's SHORT LEGS Special Advantage prevents many players from trying him. This Quest was developed to give timid souls an easy way of gaining experience with him. It is a modification of **Quest for Adventure** (#16).

This is the first of a projected series of Quests written specifically for certain characters. Tailoring a Quest to a particular character should allow a stronger sense of story to come through during play. This kind of Quest will also avoid the problem of Quests being found easy with some characters and impossible with others.

THE QUEST OF THE FUGITIVE

There seemed to be nothing wrong when you returned home on that fateful day. But in the back of your mind, a warning bell began to sound. You found the living room in disarray, as if a struggle had taken place. Some of your most prized possessions were gone. Frantically, you bolted the stairs to the bedroom, flung open the door, to find your beloved spouse lying dead in a pool of blood, a grisly dagger on the floor.

A movement out of the corner of your eye made you turn quickly toward the window and there, with an evil smile on his face was the villain who had performed the murderous deed; a one-armed Troll, carrying a large bag filled with your belongings. Dumbfounded, you were unable to react. The menacing Troll leered at you for what seemed an eternity, then leapt from the window and was gone. Turning toward your spouse, you took the murder weapon from the floor. Your timing was not fortunate as at that moment, the leader of the Patrol burst into the room. By the look in his eyes, you knew he was acting as judge, jury, and executioner. The evidence was all too clear. You, an innocent and decent citizen of the *MAGIC REALM*, now accused of murder.

Leaping from the window you managed to escape for the moment, but now you are on the run, motivated by revenge to seek vengeance for the murder of your mate, but constantly in fear of the pursuers who seek to punish you for a crime you did not commit. To succeed in this Quest, you must find and destroy the one-armed Troll, and open the VAULT he guards to reveal the evidence that will clear your name.

PEACEABLE: You may not attack any unhired native groups while on this Quest. If a native group chooses to attack you ("Battle" result on the MEETING TABLE), you may fight them normally in that battle.

AND HE DIDN'T HAVE TIME TO BRUSH HIS TEETH: Considering the circumstances under which you had to leave, normal starting weapons and armor for the character you choose are ignored. You are armed only with the dagger you normally keep in your belt. Fortunately, you also had 30 GOLD in your wallet. Magical characters receive their normal complement of spells, but they may not have any *color* chits prepared at the start of the game.

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THEY ALWAYS GET THEIR MAN: The Patrol is the first group of natives that will pursue you. In *Double MAGIC REALM*, you must designate which Patrol band you will be running from. This native band starts the game at the CHAPEL. During the game, the natives that pursue you are treated as another player, taking their turn in sequence, and their actions are controlled by a consensus of your opponents. Their presence will trigger monsters. They can be blocked and attacked by monsters just like a regular player. Their sole purpose is to apprehend you and bring you to justice.

The natives chasing you are all expert trackers, giving them the advantage of not having to write down their move, similar in manner to a player who owns the TIMELESS JEWEL. They are limited to using basic phases, however, because of the need to search out your trail. They can never use sunlight or sheltered phases. The Patrol may use the extra MOVE phase gained from their workhorses.

Because of the native band's peculiar sense of urgency, they will not block other characters or attack them. Other characters cannot trade with them until they complete their task. Because these natives are acting as deputies of the law, characters (including you) are prohibited from attacking them or hiring them.

The pursuing band must always move together as a single unit and make steady progress towards you. Although it is legal for them to move slowly or remain in place in the interest of their own safety, they are not allowed to sit in one spot and wait for you to come to them. They must move towards you if they can do so safely.

If the leader of the band is killed, the band's belongings remain on the SET UP CARD.

TO HELL WITH DOUBLE JEOPARDY: Whenever a native band pursuing you is killed off, you escape from prison, or you perform a heroic action while in the custody of a pursuing band, another band must be chosen to serve as your pursuers. Bands are chosen in the order listed below:

1. Patrol – The initial pursuers
2. Soldiers
3. Guard
4. Company
5. Order

The new band of native pursuers will begin their search for you at their normal starting location. If more than one starting location is possible, your opponents will choose where they begin. Natives who have not yet appeared on the map will appear automatically, regardless of the MONSTER ROLL. Natives under hire to another player cannot be used as pursuers.

In *Double MAGIC REALM*, when there are two possible bands of natives to be used, (two sets of Soldiers, two sets of Guards, etc.), the native band to be used is chosen by your opponents. In addition, only one band from each group may serve as pursuers during a game.

EXAMPLE: If, in a game of *Double MAGIC REALM*, the original Patrol band pursuing you is killed off, a band from the Soldiers would become your new pursuers. The other Patrol band can never be selected to pursue you.

Thus, in either *Standard* or *Double MAGIC REALM*, there are a maximum of five possible bands of pursuers that you may have to face in the course of the game.

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BOOK 'EM, DANNO: To apprehend you, the pursuing native band must enter the clearing you are currently in. If you are unhidden, you are immediately arrested and taken into their custody. If you are hidden, the group must find "hidden enemies" to be able to arrest you. While under arrest you may only FOLLOW your pursuers. Remember, you are a decent, law abiding citizen of the *MAGIC REALM*. You cannot resist arrest, but must go with them peaceably.

All your possessions are taken from you and become the property of the group that caught you. All natives under your hire at the time are immediately released from your employ and are returned to their starting locations. You retain your dagger, your GOLD, and any companions you might have.

TAKE ME HOME, COUNTRY ROADS... Once they apprehend you, they will proceed with you directly to the nearest Dwelling, taking the route that is the shortest number of hex clearings away. They are no longer limited to basic phases, but the only activities they may do are HIDE and MOVE. They must move as swiftly as possible.

If the native band apprehends you in the same clearing harboring the one-armed Troll, they will not arrest you, and will allow you to do combat but will offer no help themselves. The next day under these conditions, you must open the VAULT as your first activity, or the native band will arrest you and carry you away to justice with only half your Quest performed.

DR. KIMBLE, WHAT A GUY! If, on the way to the nearest Dwelling (where the hangman's noose awaits), you and the band are blocked and do battle with monsters, the relationship with your captors will change. By combining your attacks with theirs (using the dagger you have cleverly kept concealed in your tunic or any spells that you know), the native band you are with will see your heroic actions as proof of your innocence and release you once combat is over and, of course, if you survive.

You may handle combat rounds any way you wish, using the natives in any way you see fit. During combat (only while under arrest), your move and attack times are one less than normal, due to your inspiration to prove your innocence. The native band, (or what's left of it), will immediately return to their starting location. If you are the only survivor of combat, you are, of course, no longer under arrest.

Unfortunately, while you have convinced your captors that you are innocent, the rest of the world remains unconvinced. Another native band will immediately begin to pursue you (see "To Hell With Double Jeopardy").

HANG DOWN YOUR HEAD, TOM DOOLEY... If the natives who have captured you do manage to bring you back to the nearest Dwelling, you are tossed into prison. Roll one die at *Midnight*. The number rolled is the number of days you have remaining before your execution. (Each day skipped because of bad weather delays your execution one day). The native band that apprehended you will immediately return to their starting location.

THE PRISONER: While you are in prison you do not draw Event Cards, do not summon prowling denizens, may not attack or be attacked, and may do nothing except the REST activity.

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COLONEL KLINK, WHERE ARE YOU WHEN I NEED YOU? At *Evening* of each day in prison, roll two dice. If either die turns up a "6", you have managed to escape and can resume your Quest. You immediately run from the clearing in any direction (*Special:* any companions you have will run away with you.) If you do escape, a native band will once again pursue you (see "To Hell With Double Jeopardy"). If the band's normal starting location is the same as the Dwelling you just escaped from, or your opponents in the game had the opportunity and were nasty enough to begin them there, you get a two day head start (do not count days skipped because of bad weather). If, however, you fail to escape, at *Midnight* of the day of your execution, the hangman's noose will end your character's life.

THE ONE-ARMED TROLL: The heinous villain who murdered your spouse is the Tremendous Troll guarding the VAULT. In *Double MAGIC REALM* you must designate which Troll is the murderer before the start of play. Any weapon/armor counters that your character normally starts the game with must be added to the top of the VAULT's treasure pile before the game begins. This Tremendous Troll is always prowling and will regenerate each week until you destroy him, after which time he will revert to being a normal Troll. Any natives you have hired, or any weapon you have purchased or acquired may be used against him.

EVIL INTELLIGENCE: The one-armed Troll possesses an evil intelligence. He uses this evil intelligence to overcome his physical disability, so his attack and move values are unaffected. In addition, at *Sunset*, he uses this evil intelligence to cause all hidden individuals in his clearing to become unhidden.

CLEARING YOUR NAME: When you succeed in opening the VAULT you have cleared your name. Any native band pursuing you immediately returns to its starting location. You will not be pursued again for the remainder of the game.

FAME & NOTORIETY: You cannot record any FAME or NOTORIETY points while on this Quest. If you are killed by another character, your NOTORIETY value is 10. In addition, since the peoples of the *MAGIC REALM* believe spouse killing to be one of the most horrible crimes imaginable, a character who kills you before you are able to open the VAULT also gains 10 FAME points.

NOTES: If you don't recognize the inspiration for this Quest, the games you should be playing are probably made by Fisher-Price. Quest designed by Mike Decker. (*Scribe's note: This Quest was written by someone who watched way too much television as a child. Parents of young children take heed!*)

TRAVELS OF THE ELF

You have journeyed far from your home forests, exploring the world in which you live. The love of the woods shared by every Elf is particularly strong in you. Your goal is to gain as much woods knowledge as you can. To succeed in this Quest you must obtain 120 points of FAME and 40 points of NOTORIETY.

ELF ONLY: The Elf is the only character allowed to play this Quest.

EXPLORING A DEEP WOODS HEX: If you succeed in executing a SEARCH phase in each of the six clearings of a DEEP WOODS hex you gain FAME and NOTORIETY. In *Standard MAGIC REALM* you receive 36 points of each, and in *Double MAGIC REALM* you receive 24 points. These points may be scored only once per game for each DEEP WOODS hex.

EXPLORING A REGULAR WOODS HEX: If you succeed in executing a SEARCH phase in each of the three clearings of a regular WOODS hex you gain FAME and NOTORIETY. In *Standard MAGIC REALM* you receive 12 points of each, and in *Double MAGIC REALM* you receive 8 points. These points may be scored only once per game for each WOODS hex.

GUARDIAN OF THE WOODS: Monsters may not be counted for FAME and NOTORIETY points unless they are killed in a WOODS hex tile.

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RANDOM ROMANCE: When you end a turn in a Dwelling, roll two dice on the table below at *Midnight*. Use the higher of the two rolls and follow the directions for any result you get.

- 1 : In Love with a Mortal
- 2 : In Love with a Mortal
- 3 : True Love
- 4 : Encounter Travelling Elves
- 5 : no effect
- 6 : no effect

❖ **IN LOVE WITH A MORTAL:** The impossible has happened: you have fallen in love with a human woman! She is a minor character and will FOLLOW you the rest of the game. It is a heart-rending event, this merging of the two races. She cannot become an Elf, so the price of your love is that you must become a mortal human. Remove your six MAGIC chits as *permanent* wounds. You can no longer use the ELUSIVENESS Special Advantage. You gain one level of friendship with the Rogues, but lose one level with the Woodfolk and the Order. You also gain 30 points of both FAME and NOTORIETY. You may not roll again on the Random Romance table for the remainder of the game.

❖ **TRUE LOVE:** At last you have found the elf-lady of your dreams! She is a minor character and will FOLLOW you the rest of the game. Roll one die on the table below to see how she aids you on your Quest. You may not roll again on the Random Romance table for the remainder of the game.

- 1, 2 : Learn any Type III spell
- 3, 4 : Learn any Type VII spell
- 5, 6 : You have a source of *GOLD* magic
(Enchanted card rules apply)

❖ **ENCOUNTER TRAVELLING ELVES:** You meet a band of travelling Elves and spend the day in their company. You may not leave the Dwelling on your next turn except by running away during combat. At the end of that turn, if you have not run away, you may draw an Event Card twice.

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ADDITIONAL SPELLS: You may choose your starting spells from the ones in the following list as well as from those in the LIST OF SPELLS. These spells are not available to the other characters in the game.

ESTABLISH WARDS (III/GOLD), the spellcaster's hex tile, Day: The spellcaster automatically finds "hidden enemies" for any individuals who execute a phase in the target hex tile.

SPEAK TO BEAST (III/GOLD), one Medium or Heavy uncontrolled monster, Instant: The spellcaster links his mind with that of the target and wills the beast to withdraw. The target immediately regenerates.

OPEN LOCKED DOOR (VII/any), VAULT or CRYPT OF THE KNIGHT, Day: The spellcaster can loot the target treasure site. This spell will keep the CRYPT OF THE KNIGHT open throughout the spellcaster's turn. He does not need to cast it once for each LOOT roll. This spell opens the VAULT permanently.

UNEARTHLY SPEED (VII/PURPLE), one character, Day: The target character can record and do two extra MOVE activities during his turn.

FAME & NOTORIETY: The Elf records FAME and NOTORIETY normally, observing the restrictions of "Guardian of the Woods" for killed monsters. The Elf cannot earn the additional bounty points provided by Quest optional rule Q5.9.

AT START: warhorse, Light or Medium weapon/armor counter (excluding Bows)
 -or- workhorse, Light or Medium weapon/armor counter, Wolfhound
 -or- L or M weapon/armor counter, Heavy non-flying Dragon, Wolfhound
 -or- 2 weapon/armor counters
 -or- warhorse, 1 spell
 -or- workhorse, Wolfhound, 2 spells
 -or- Heavy non-flying Dragon, Wolfhound, 2 spells
 -or- Heavy non-flying Dragon, 3 spells
 -or- Wolfhound, 3 spells
 -or- 4 spells

NOTES: Careful Quest selection allows weaker characters to compete successfully with the stronger ones, thereby eliminating the need for Optional Rule 1. **Optional Abilities.** The Elf, however, has been a problem. He has enjoyed an unusual amount of success in the Quest system. This Quest was written as an alternative to using the penalties of the Optional Abilities rule. The intent is to create an adventure for the Elf that is both appealing and difficult.

ONE WHO WALKS AMONG US

There are many tales told of beings from a higher plane of existence disguising themselves to walk unnoticed through the world. You are one such being, offering secret assistance and shaping events towards some purpose known only to you. To succeed in this Quest you must obtain 65 Influence points.

REQUIRED RULES: This Quest requires the use of Quest Optional Rule **Q5.1 Event Cards**. If this rule is not being used, this Quest may not be selected for play.

PEACEABLE: You may not attack any unhired native groups while on this Quest. If a native group chooses to attack you ("Battle" result on the MEETING TABLE), you may fight them normally in that battle.

INFLUENCE POINTS: You obtain Influence points by playing Event Cards and visiting Dwellings. Record Influence points on your PERSONAL HISTORY sheet in the same manner as FAME or NOTORIETY points.

MYSTERIOUS POWERS: You may draw one Event Card every day at *Midnight*, even if you are not at a Dwelling. You must immediately discard any *BAD LUCK* Event Card that you draw.

SHAPING EVENTS: You gain 1 Influence point for each *RANDOM* Event Card you play.

SECRET ASSISTANCE: You gain 2 Influence points for each *GOOD LUCK* Event Card you play. You can play *GOOD LUCK* cards only on the other characters in the game, never on your own character. A character you play a *GOOD LUCK* card on does not have to be in your clearing. You cannot play an Event Card unless the player you play it on can actually make use of it.

EXAMPLES: If a player attempts to HIDE and succeeds, you cannot play card 102, **A Second Chance**, on him. If a player does the SEARCH activity, you cannot play card 105, **Hidden Path Revealed**, on him unless there is a hidden path in that clearing that the character does not have as a discovery. If there is such a hidden path, you may play the card. The player must then find the path as the result of his SEARCH activity, even if he was hoping to search for something else. You cannot play card 110, **Renewed Strength**, on a character unless that character has at least four asterisks fatigued.

A player has the right to refuse Event Cards 103, **Escape**, 108, **Wander...**, and 109, **Forced March**. If refused, you may keep the card for future use. If a player does not refuse the **Forced March** card he must execute at least one extra MOVE phase on the following turn.

MANIPULATING THE MASSES: You gain Influence points each time you spend an entire turn in a Dwelling. In *Standard MAGIC REALM* you gain 7 Influence points per Dwelling, and in *Double MAGIC REALM* you gain 5. You may obtain these points only once per game for each Dwelling.

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LAYING THE GROUNDWORK: Even a powerful being such as yourself has trouble influencing people if you are not in contact with them. Therefore, you cannot use the FLY activity until you have scored at least 45 Influence points.

FAME & NOTORIETY: You cannot record any FAME or NOTORIETY points while on this Quest. If killed your NOTORIETY value is 10.

AT START: Light or Medium weapon/armor counter (excluding Bows)

-or- 1 companion

-or- 1 spell

-or- 10 GOLD

THE WHITE KNIGHT'S ADVENTURE

As a member of the Riders of the White, it is your duty to destroy the Dragons that afflict the land, wherever they may be found. You set out upon your latest campaign with a heavy heart, for it was a tearful farewell that your betrothed bid you. She stood alone upon a high battlement of the Riders' castle to watch you gallop away. She will return there each day, to watch and pray for your safe return. During your journey you are befriended by another hardy adventurer, who joins you on your Quest. To succeed in this Quest the White Knight must obtain two Great Treasures, 60 points of FAME, and 80 points of NOTORIETY.

TEAMWORK: This Quest requires the use of two characters, as explained in rule Q1.11. One of the characters chosen must be the White Knight. The two characters must start in separate locations. The starting location of the White Knight is chosen normally, but the second character starts in a building chosen by the other players in the game, after the White Knight's character counter has been placed on the map.

TALLYING THE TOTALS: Only the White Knight can earn FAME and NOTORIETY points. The White Knight can also earn FAME and NOTORIETY points from the actions of the second character as noted in rule 35.2, but only for actions that occur after they have ended a day together in the same clearing. For scoring purposes only, the second character is considered a "hired leader."

SLAYER OF DRAGONS: The only monsters that may be counted for FAME and NOTORIETY are Dragons, and any monsters killed in a clearing containing a HOARD or LAIR. Ignore all other killed monsters when figuring bounty point multiples. When the White Knight personally kills a Dragon, he receives double the usual number of bounty points.

INTO THE DRAGON'S DEN: One of the Great Treasures required for victory must be looted from a HOARD or LAIR.

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RANDOM ENCOUNTER: When the White Knight ends a turn in a Dwelling, roll two dice on the table below at *Midnight*. Use the higher of the two rolls and follow the directions for any result you get. Only the White Knight can be affected by a Random Encounter.

- 1 : Great Blessing
- 2 : Great Blessing
- 3 : Small Blessing
- 4 : A Gently Broken Heart
- 5 : no effect
- 6 : no effect

❖ **GREAT BLESSING:** You deliver your sword to an aged blacksmith to be cleaned and sharpened. When you return later to pick up the sword, you find that the blacksmith has disappeared. His shop is in ruins, and you are told that no blacksmith has worked there in many years. As you enter the debris-cluttered shop, you see your sword shining brightly atop a broken table. Picking it up, you discover that it has been enchanted! Roll one die on the table below to determine the nature of the enchantment. You may not roll again on the Random Encounter table for the remainder of the game. You must have a sword in order to receive a Great Blessing.

- 1 : Source of *WHITE* magic (Enchanted card rules apply)
- 2 : Always shift attack to intercept target
- 3 : Ignore asterisks on FIGHT chits
- 4 : Always use alerted side
- 5 : Two extra sharpness stars
- 6 : One extra sharpness star

❖ **SMALL BLESSING:** The prayers of your betrothed are heard. You may, at any future point in the game, roll once on the WISHES table. That wish will be granted immediately. There is no limit to the number of Small Blessings that you may receive during the course of the game.

❖ **A GENTLY BROKEN HEART:** A noble lady of the Dwelling falls deeply in love with you and declares herself to you. Alas, as your own betrothed awaits you at the end of your Quest, the lady's love cannot be reciprocated. Your gentleness and kindness cannot ease the lady's bitter disappointment. Lose five points of FAME.

FAME & NOTORIETY: Only the White Knight records FAME and NOTORIETY. Ignore rule Q5.9; additional bounty points cannot be earned for discoveries and Treks. The second character has a NOTORIETY value of 30 if killed.

AT START: warhorse
 -or- workhorse, Light or Medium weapon/armor counter
 -or- workhorse, 2 spells

NOTES: This is another modification of **Quest for Adventure**, rewritten this time especially for the White Knight (see also **The Dwarf's Adventure**). The Random Romance table receives a name change to reflect its varied content, becoming the Random Encounter table.

OPPOSITES

Fate throws together two wandering adventurers. They become fast friends, in spite of their differing outlooks on life. To succeed in this Quest one character must obtain 30 points of FAME and have more FAME than NOTORIETY. The other character must obtain 30 points of NOTORIETY and have more NOTORIETY than FAME. In addition, they must together obtain one Great Treasure. The Quest cannot be concluded while either character has a negative FAME or NOTORIETY total. (Your characters do not have to choose which bounty points requirement they will fulfill until you conclude your Quest.)

REQUIRED RULES: This Quest requires the use of Quest Optional Rule **Q5.9 Additional Bounty Points for Discoveries and Treks**. If this rule is not being used, this Quest may not be selected for play.

TEAMWORK: This Quest requires the use of two characters, as explained in rule Q1.11.

DEVELOPMENT: Each character in this Quest plays at their second level of development, as explained in rule Q1.10. They each receive the following bonus:

extra MOVE phase

POCKET CHANGE: The two characters, pooling their resources, find that they have a total of 10 GOLD between them.

LIMITED INFLUENCE: If you are playing with the optional Event Cards, each character is limited to holding only one Event Card instead of the normal three.

FAME & NOTORIETY: Each character records FAME and NOTORIETY normally.

NOTES: Although the multi-page story-based Quests can be quite fascinating, there should always be a place for the simple FAME & NOTORIETY based Quest. Writing this Quest was an conscious attempt to “get back to basics” – a one page Quest with a unique twist. The original version featured a “bonus points” condition to help the weak 2nd level characters compete; it worked so well that it was expanded and incorporated directly into the Quest rules as optional rule Q5.9.

TRAVELS OF THE MERCHANT

In business, market share is everything. A successful trader, you set out into the *MAGIC REALM* laden with treasures. Your hope is to spread your reputation as a trustworthy businessman all across the land (and turn a nice profit in the process). To succeed in this Quest you must sell all of your Treasure cards and obtain 80 points of GOLD.

REQUIRED RULES: This Quest requires the use of Optional Rule **4. Commerce**. If this rule is not being used, this Quest may not be selected for play.

PEACEABLE: You may not attack any unhired native groups while on this Quest. If a native group chooses to attack you ("Battle" result on the MEETING TABLE), you may fight them normally in that battle.

NO LOOTING: Your character may never use the LOOT table or MAGIC SIGHT to obtain Treasure cards or counters while on this Quest. As a businessman it would be unbecoming for you to be seen grubbing around in the dirt like a common adventurer. This prohibition does not apply to any native leaders you may hire.

BARTER: You roll one die instead of two for all TRADE die rolls.

EAGER CUSTOMERS: All native groups and visitors are FRIENDLY to you except your ALLIES, who remain ALLIES.

TREASURE-LADEN: When you select this Quest, you may immediately draw the bottom Treasure card from each of the following SET UP CARD boxes: the HOARD, LAIR, POOL, CAIRNS, Company, Woodfolk, Patrol, Lancers, and Bashkars. You begin the game with these nine Treasure cards, and may keep each one secret from the other players until you use or sell it. In *Double MAGIC REALM* these cards must all be drawn from the same SET UP CARD. You may never voluntarily abandon or give away a Treasure card.

SPREADING YOUR REPUTATION: You must be at a Dwelling to sell Treasure cards. In *Standard MAGIC REALM* you may sell only two cards in each Dwelling per game. In *Double MAGIC REALM* you may sell only a single card in each Dwelling. These limits remain in effect even if you acquire additional Treasure cards, all of which must be sold before you can win the game.

This restriction is removed once you have sold the maximum number of cards allowable at every Dwelling in the game.

FAME & NOTORIETY: You cannot record any FAME or NOTORIETY points while on this Quest. If killed, your NOTORIETY value is 10.

AT START: workhorse, 2 companions

- or- workhorse, 1 companion, 1 Heavy non-flying Dragon
- or- workhorse, 1 companion, 1 spell
- or- workhorse, 2 spells

NOTES: See **The Merchant**, Quest #38.

THE MAGICIAN'S ADVENTURE

A skilled Magician with a taste for adventure, you enter the mysterious *MAGIC REALM* in search of forgotten spells and a little GOLD. During your journey you are befriended by another hardy adventurer, who joins you on your Quest. To succeed in this Quest the Magician must obtain two Great Treasures, 40 points of GOLD, and learn or awaken four spells.

TEAMWORK: This Quest requires the use of two characters, as explained in rule Q1.11. One of the characters chosen must be the Magician. The two characters must start in separate locations. The starting location of the Magician is chosen normally, but the second character starts in a building chosen by the other players in the game, after the Magician's character counter has been placed on the map.

RANDOM ENCOUNTER: When the Magician ends a turn in a Dwelling, roll two dice on the table below at *Midnight*. Use the higher of the two rolls and follow the directions for any result you get.

- 1 : True Love
- 2 : True Love
- 3 : Magical Demonstration Backfires
- 4 : Magical Demonstration Delights Locals
- 5 : no effect
- 6 : no effect

❖ **TRUE LOVE:** At last you have found the woman of your dreams. She is a minor character and will FOLLOW you for the rest of the game. Roll one die on the table below to select a third Special Advantage for the Magician, which represents your love's ability to aid you on your Quest. You may not roll again on the Random Encounter table for the remainder of the game.

- 1 : **POWERS OF PROPHECY:** your love will cast the PROPHECY spell on you whenever there is *PURPLE* magic present in your clearing during *Evening*; you may fatigue your own *color* chit to supply this, if you wish
- 2 : **MYSTIC RENEWAL:** you may record two extra REST phases if you do no activity other than REST
- 3 : **DISCERNING:** subtract "1" from PEER rolls
- 4 : **GIFT OF HEALING:** may use extra REST phase every turn
- 5 : **SMART:** subtract "1" from LOCATE rolls
- 6 : **TRACKER:** may use extra SEARCH phase every turn

❖ **MAGICAL DEMONSTRATION BACKFIRES:** While showing off to impress some locals, you unfortunately get the two key words of the incantation reversed (...again). All of your active MAGIC chits and all of your *color* chits immediately fatigue.

❖ **MAGICAL DEMONSTRATION DELIGHTS LOCALS:** Your simple but flamboyant display of magical talent draws much applause and a few small coins. You receive two points of GOLD.

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ADDITIONAL SPELLS: The Magician may choose his starting spells from the ones in the following list as well as from those in the LIST OF SPELLS. These spells are not available to the other characters in the game.

LEVITATION (II/GREY), one character, native, or monster, Instant: The spellcaster may immediately move the target into any clearing in the spellcaster's hex tile. When a target levitates, all his belongings, including his horses, levitate with him. *Exception:* This spell cannot be cast in a cave clearing, and the target may not be moved into a cave clearing.

READ MIND (II/GREY), one character, Day: The spellcaster may look at the target character's recorded turn before recording his own. This spell may be cast on any character in the game, even one not in the spellcaster's clearing.

TRANSMIGRATION (III/GOLD), the spellcaster's hex tile, Instant: When this spell is cast in a WOODS hex tile, the spellcaster may immediately exchange that hex tile with any other WOODS tile on the map. The chits and occupants of both tiles travel along with them. Each tile takes the same orientation as the one it replaces. In *Double MAGIC REALM*, this spell may also be cast in a DEEP WOODS hex tile, causing the two DEEP WOODS to exchange places.

DISGUISE (VI/PURPLE), any number of character(s), Day: This spell allows the target character to always use the FRIENDLY column when rolling on either the MEETING TABLE or the COMMERCE TABLE. The FRIENDLY column must be used, even if the character would normally use the ALLY column. If a character hires natives while disguised, he must then renew the spell each day, in the first round of combat, as long as any of those hired natives remain in his clearing. If he fails to renew the spell, any natives in his clearing that he hired while disguised immediately become unhired.

OPEN LOCKED DOOR (VII/any), VAULT or CRYPT OF THE KNIGHT, Day: The spellcaster can loot the target treasure site. This spell will keep the CRYPT OF THE KNIGHT open throughout the spellcaster's turn. He does not need to cast it once for each LOOT roll. This spell opens the VAULT permanently.

HYPNOTIZE (VIII/GREY), one native, Day: The spellcaster controls the native as if he were a hired native. *Special:* When this spell is cast by an Artifact or Spell Book, the native is controlled by the character who holds the item. When no character holds the item, the spell is nullified.

FAME & NOTORIETY: Neither character may record any FAME or NOTORIETY points while on this Quest. If killed, a character's NOTORIETY value is 30.

AT START: Light or Medium weapon/armor counter

- or- 1 spell, Light or Medium weapon/armor counter (excluding bows)
- or- 2 spells

NOTES: This is the third Quest in a series of rewrites of **Quest for Adventure**. This series tailors it to each character in turn.

THE DRUID'S ADVENTURE

An enigmatic Druid with a taste for adventure, you venture forth into the *MAGIC REALM* to conduct arcane rituals at two ancient sacred sites. During your journey you are befriended by another hardy adventurer, who joins you on your Quest. To succeed in this Quest the Druid must obtain two Great Treasures and use them for offerings at the ALTAR and the SHRINE, and learn or awaken one spell.

TEAMWORK: This Quest requires the use of two characters, as explained in rule Q1.11. One of the characters chosen must be the Druid. The two characters must start in separate locations. The starting location of the Druid is chosen normally, but the second character starts in a building chosen by the other players in the game, after the Druid's character counter has been placed on the map.

ANCIENT SACRED SITES: You must locate an ALTAR and a SHRINE in order to complete your Quest. You may never loot any ALTAR or SHRINE, and may not take Treasure cards or counters from them using MAGIC SIGHT; if you are present in such a location while someone else is looting it, you must engage them in combat (you cannot run away) or immediately fail this Quest!

ARCANE RITUALS: The Druid conducts an arcane ritual by locating an ALTAR or a SHRINE. Then, when he is present at that ALTAR or SHRINE at *Midnight*, he may secretly place a Great Treasure on the top of the other treasures there. In *Double MAGIC REALM* the ALTAR and SHRINE must belong to the same game set, but you do not have to choose which game set you will use until you conduct your first arcane ritual.

Note that the two Great Treasures that you are required to obtain are used in these rituals. You do not have them with you at your destination when you complete this Quest.

FAILING THE QUEST: Should you "immediately fail this Quest," you and all your belongings are removed from the map and remain out of play for the remainder of the game. You may not reenter the game with another character.

ADDITIONAL SPELLS: The Druid may choose his starting spells from the ones in the following list as well as from those in the LIST OF SPELLS. These spells are not available to the other characters in the game.

READ MIND (II/GREY), **one character**, *Day*: The spellcaster may look at the target character's recorded turn before recording his own. This spell may be cast on any character in the game, even one not in the spellcaster's clearing.

REVEAL TRAIL (II/GREY), **the spellcaster's clearing**, *Day*: This spell may only be cast in a non-cave clearing. The spellcaster creates a temporary hidden path from his clearing to any other non-cave clearing on the same hex tile. The spellcaster, and anyone FOLLOWING him, may move along this hidden path during his turn (he does not need to SEARCH for it). The hidden path may be used by anyone else who can discover it. It disappears when the spell expires.

HYPNOTIZE (VIII/GREY), **one native**, *Day*: The spellcaster controls the native as if he were a hired native. *Special*: When this spell is cast by an Artifact or Spell Book, the native is controlled by the character who holds the item. When no character holds the item, the spell is nullified.

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RANDOM ENCOUNTER: When the Druid ends a turn in a clearing containing a Site chit, roll two dice on the table below at *Midnight*. Use the higher of the two rolls and follow the directions for any result you get. This roll is made whether or not he has discovered that Site chit, but is never made at a SHRINE or ALTAR. Only one roll is made per turn, regardless of how many Site chits are in the clearing.

- 1 : Assailed by Evil Spirits
- 2 : Assailed by Evil Spirits
- 3 : Dream Time
- 4 : Troubled by Evil Spirits
- 5 : Talk to Small Animal
- 6 : no effect

- ❖ **ASSAILED BY EVIL SPIRITS:** Every character in the clearing must immediately fatigue four effort asterisks. A character with fewer than four asterisks left to fatigue must suffer a wound for each asterisk he fails to fatigue.
- ❖ **DREAM TIME:** Every character in the clearing falls into a deep slumber filled with fantastic dreams. These characters will be dormant on the following day. They may not block, do activities, summon monsters, participate in combat or be attacked. All of their fatigued and wounded action chits are rested and returned to play. The effects of Dream Time expire at *Midnight* of the following day.
- ❖ **TROUBLED BY EVIL SPIRITS:** Every character in the clearing must immediately fatigue one effort asterisk. A character with no asterisks to fatigue must suffer a wound instead.
- ❖ **TALK TO SMALL ANIMAL:** The Druid may secretly look at all of the Treasure cards hidden in treasure sites in this clearing. None of these Treasure cards may be turned face up or recorded as discoveries. For the remainder of the game, he may subtract "1" from his roll whenever he uses the LOOT table to search for treasures in this clearing. This result may be obtained only once per game for each clearing; treat as "no effect" if it occurs more than once.

FAME & NOTORIETY: Neither character may record any FAME or NOTORIETY points while on this Quest. If killed, a character's NOTORIETY value is 30.

AT START: pony
-or- warhorse
-or- weapon/armor counter
-or- workhorse, Light or Medium weapon/armor counter
-or- workhorse, 2 spells
-or- 3 spells

NOTES: This is the fourth Quest in a series of rewrites of **Quest for Adventure**. This series tailors it to each character in turn.

The Magic Realm Book of Quests Revision Log

QUEST RULES

- 8/84** original TRS-80 Model III Cassette Scripsit file started
- 8/85** converted to TRS-80 Model 4 Allwrite
- 12/86** converted to Magic Realm 2nd edition rules
- 6/87** submitted to Avalon Hill
- 4/90** converted to DOS Xerox Ventura Publisher 2.0
- 10/90** rules re-write
 - added Q5.3 Two-Handed Weapons
- 4/91** realized Berserker spelled wrong! (ugh)
- 8/91** added rules Q5.7 Solitaire Play and Q5.8 Extended Play
- 4/92** added rule Q5.9 Additional Bounty Points for Discoveries and Treks
- 10/02** converted to Corel Ventura 8 and released to the Internet
- 11/02** changed Introduction to state that Quests are "compatible with" Advanced and Optional rules, rather than "requiring" them
 - changed rule Q1.3/1: a player's destination is now chosen by his opponents
 - added rule Q1.6/4
 - added clarifications to rule Q1.7: where LOST CITY and LOST CASTLE are positioned, contain nothing, do not summon monsters
 - added clarifications to rule Q1.8: "specific" monsters or natives; without FAME or NOTORIETY being recorded; changed "hire" to "make a deal with"; explained that other characters may fulfill inadvertently; added example
 - revised rule Q1.11/3b: players no longer choose their own destination
 - clarified rule Q1.11/6: not used with the Death Quest
 - added rule Q1.16 Suggested Rules
 - added rule Q2.3 Riding Companions (for clarification)
 - added clarification to rule Q4: a player's Quest cannot be made unwinnable by the actions of another player, with two examples
 - minor clarifications to several of the Quest Optional Rules
- 12/02** added rule Q1.15 Dormant Individuals (for clarification)
 - added clarification to rule Q2.1/1: even monster companions are identical to hired natives
 - added clarification to rule Q3.2: Quests may assign capabilities to minor characters
 - clarified rule Q5.9: followers do not get Trek points, some Treks have specific entry/exit roads and may be impossible if placed at the edge of the map

QUESTS

1. *Dragon Slayer*

8/84 new

85 [no record]

12/86 [no record]

1/87 [no record]

4/87 [no record]

12/02 removed "(in any order)" because you have to rescue the Girl first; clarifications: added *THE DRAGON*; the Girl's home must be different from your destination

3. *A Troll Hunt*

8/84 new

85 [no record]

12/86 [no record]

4/87 [no record]

12/02 added single board warning to *NOTES*

4. *The Great Goblin War*

8/84 new

85 [no record]

7/86 [no record]

12/86 [no record]

4/87 [no record]

1/88 [no record]

12/02 added *REQUIRED RULES* clarification

10. *The Quest of the Valiant*

8/84 new

85 [no record]

12/86 [no record]

4/92 added *UNPRINCIPLED TRADERS* and *A PROUD ADVENTURER* to stop the easy wins that result when character simply buys a card and delivers it; the minimum price of 11 insures that the character can't buy it with a starting 10 GOLD with a lucky roll

12/02 added *PEACEABLE*

16. *Quest for Adventure*

85 new

12/86 [no record]

7/89 added a horse to all characters

17. Quest for Fame

8/84 new

85 [no record]

11/90 added *DEVELOPMENT*

18. Quest for Notoriety

8/84 new

85 [no record]

11/90 added *DEVELOPMENT*

19. In Search of the Magic Realm

85 new

7/86 [no record]

12/86 [no record]

12/02 added *STANDARD MAGIC REALM* and *NOTES*

22. The Test

7/86 new

12/86 [no record]

5/90 added *SECRETLY A COWARD*

12/02 added *PEACEABLE*

23. The Mysteries of Magic

7/86 new

12/86 [no record]

1/88 [no record]

12/02 clarification: added *REQUIRED RULES*

24. The Dragon-Rider

7/86 new

12/86 [no record]

4/91 removed the 60 point notoriety value

25. A Birthday Present for Someone Special

7/86 new

12/86 [no record]

9/90 must select which *STATUE* in double realm

26. The Odd Couple

12/86 new

5/90 added *A MALADROIT MOUNT* to prevent FIERY BLASTS

12/02 added *A DISGUISE WON'T WORK* and *BOSOM BUDDIES* to make it harder to rack up big Notoriety totals by attacking natives; added *SURVIVAL INSTINCT* to somewhat compensate for the above penalties, plus it solves a common problem with Quests like this that feature a special companion: often players will play too cautiously out of a fear of getting the companion killed early – *SURVIVAL INSTINCT* allows a player to play much more aggressively, and take more risks; changed visitors and natives to UNFRIENDLY instead of ENEMY to avoid problems with removing curses and winning the game; all of these changes in response to a horrible playtest report featuring the Witch King, but they all also vastly improve the Quest, making it play much more in the manner that was originally envisioned

27. To Reach for the Stars

12/86 new

1/88 [no record]

12/02 added *PEACEABLE*; slight revision to introduction to allow everything to fit on one page; revised *SOLAR ECLIPSE* to add the Astronomer's honor plus minor clarifications

28. Travels of the Healer

12/86 new

4/87 [no record]

12/02 revised victory conditions for a single board: you must visit all campfires as well as all buildings (numbers are not specified, because other Quests may occasionally add additional buildings and/or campfires); added *PEACEABLE*; clarified *MERCY OF THE HEALER*, it occurs during *Sunset*

30. The Shadow of Death

12/86 new

1/87 [no record]

5/87 [no record]

12/02 added *PEACEABLE*; clarification in *DOOM*: you fulfill your Quest at *Midnight*, so ties are still possible

32. The Quest of the Conqueror

1/87 new

5/87 [no record]

1/88 [no record]

10/90 fixed spelling(!) and broke up large rules

33. The Quest of the Green Cloak

- 1/87 new
- 5/87 [no record]
- 6/87 [no record]
- 10/90 broke up large rules

34. The Zoological Specimen

- 1/87 new
- 5/87 [no record]
- 6/87 [no record]
- 12/92 added clarifications to *GETTING THERE WAS HALF THE FUN*
- 12/02 clarification: must bring the monster to your destination; added *PEACEABLE*

35. The "Great" Hunter

- 5/87 new
- 12/02 clarification: changed "denizens" to "creatures" - you are hunting MONSTERS... not NATIVES!
(what a gruesome thought)

38. The Merchant

- 5/87 new
- 6/87 [no record]
- 1/88 [no record]
- 12/02 clarification: added *REQUIRED RULES*; added *PEACEABLE*

41. A Second Life

- 1/88 new
- 10/90 reduced starting GOLD from 150 to 120
- 10/02 reduced starting GOLD from 120 to 100; added *MISTRUST*

42. The Noble Knight

- 1/88 new
- 4/89 increased jousting time minimum from 1 to 2
- 12/02 added *REQUIRED RULES* and *PEACEABLE*

43. The Golden Unicorn

- 1/88 new
- 10/90 minor revisions & clarifications

44. *The Return of the Adventurers*

1/88 new

- 12/02 clarification: added *REQUIRED RULES*, and revised the Quest to be double board only (too easy on a single board); added *PEACEABLE* – definitely needed in this Quest for play balance purposes; clarified where your character counter is placed in *STARTING LOCATION*; removed *YOUR DESTINATION* as it is no longer needed with the new destination rules; clarified *SAFE RETURN* by replacing "clearing" with "Dwelling"

46. *Unexpected Reunions*

2/88 new

- 10/90 revised *THE PRICE OF FRIENDSHIP* — the old version, where opponents chose locations to move to, was too static and too much of a penalty; the revision to a treasure site table and giving away a Treasure card is more dynamic, offers more decisions for the player to make, and can be both a help and a hindrance... it may also directly influence other Quests by removing Treasure cards
- 10/02 added the requirement that an Old Friend and the Old Arch-Enemy each be encountered at least once, because sometimes the Quest could be won without either one appearing, which sort of defeats the purpose of the Quest; replaced *A SAD LOSS* with *IT'S JUST A SCRATCH* so the player doesn't try to suicide his Old Friends

47. *The Rescue of the Poetess*

3/88 new

4/88 [no record]

6/88 [no record]

- 12/02 added *PEACEABLE*; clarified *CAUGHT BY SURPRISE*

48. *Sundered Siblings*

4/88 new

- 10/90 children may now ride on ponies, not horses; replaced *CHAOS* phases (too detrimental & fiddly) with +1 to *HIDE*
- 12/02 added *PEACEABLE*; characters must start together (otherwise there aren't enough Dwellings on a single board)

49. *The Animator*

4/88 new

- 11/90 an animated *STATUE* is removed if killed
- 4/91 changed the *LOOT* roll requirement to obtain a key to 3 or less instead of 5 or less; this should encourage further use of the spell of animation
- 10/02 added "along roadways" to *ANIMATING A RANDOM OBJECT*
- 12/02 clarified *MYSTERIOUS ARRIVAL*

52. The Nightmare

7/88 new

8/88 [no record]

12/02 added *REQUIRED RULES*; clarified *MAGICAL ARRIVAL*; revised *THE NIGHTMARE* to a choice of two specific horse counters, much simpler than the original version, and it gives the player a choice to make: near invulnerability (armored warhorse) or an extra move with little carrying capacity; clarified that it is not a companion

55. The Mythologist

8/88 new

12/02 added *PEACEABLE*

59. The Physiologus

3/89 new

12/02 added *PEACEABLE*

62. The Dwarf's Adventure

4/90 new

10/02 added clarification for rule Q5.9

12/02 revised *TEAMWORK*, the player's opponents now choose the starting location of the second character; minor clarification in *TALLYING THE TOTALS*; clarification in *THE LURE OF THE UNDERWORLD*, additional bounty points are not doubled in the LOST CITY

64. Berserker Fury

10/90 new

8/91 changed *RANDOM ROMANCE* rolls to make more likely

65. Death Quest

11/90 new

12/90 complete rewrite; *REINCARNATION* dropped

11/92 added *RESCUE TABLE* to avoid a character repeatedly being killed by the same opponent without getting a chance to rest & recover

10/02 clarified that a Troubled Spirit must return to the Ghosts that match the Dwelling in which the abandoned friend was found

66. The Quest of the Fugitive

11/90 new

3/91 [no record]

6/91 changed *TAKE ME HOME*, *COUNTRY ROADS* to nearest Dwelling instead of starting location to make the Quest a little easier and a lot simpler

12/02 added *PEACEABLE*

67. Travels of the Elf

12/90 new

8/91 changed *RANDOM ROMANCE* rolls to make more likely

12/02 clarification: the Elf cannot earn additional bounty points

68. One Who Walks Among Us

12/90 new

12/02 added *REQUIRED RULES* and *PEACEABLE*, removed *NOTES*

69. The White Knight's Adventure

1/91 new

8/91 changed *RANDOM ENCOUNTER* rolls to make more likely; changed scoring from hex containing *HOARD* to clearing containing *HOARD* because of easy wins

10/02 clarification: additional bounty points not applicable

12/02 revised *TEAMWORK*, the player's opponents now choose the starting location of the second character; minor clarification in *TALLYING THE TOTALS*

70. The Gifted Child

3/91 new

8/91 changed *RANDOM ENCOUNTER* rolls to make more likely; added *PEACE WITH NATURE* clarification to *PROWLING DEMONS*

4/92 changed *SHAPESHIFTING* penalty from two to four chits, and added "I wish for peace" to the forbidden wish list, both in response to easy playtest wins

72. Fortress in the Clouds

4/91 new

8/91 changed *RANDOM ENCOUNTER* rolls to make more likely; changed kinfolk to attack times +2 and armored

4/92 deleted *A LITTLE SIGHTSEEING*; added *THE SECRET MINERAL*; changed kinfolk to start in caves away from the Dwarf, with four in double realm; all these changes due to the overwhelming fighting ability of the Dwarf and two kinfolk — they could only be defeated by bad weather or a pack of bats

73. Opposites

4/91 new

4/92 removed *BONUS POINTS*, use rule Q5.9 instead

12/02 clarification: added *REQUIRED RULES*; added new *NOTES*

74. The Master of the Elements

6/91 new

4/92 changed fatigue all asterisks to fatigue seven asterisks when summoning the three vital forces of nature; removed die roll for changing the weather

75. Travels of the Merchant

4/92 new

12/02 clarification: added *REQUIRED RULES*; added *PEACEABLE*; minor clarification to *SPREADING YOUR REPUTATION*

76. The Magician's Adventure

4/92 new

5/92 [no record]

12/02 revised *TEAMWORK*, the player's opponents now choose the starting location of the second character

77. The Revenge of the Dragon-Rider

4/92 new

5/92 [no record]

10/02 CLOVEN HOOF subtracts one from *THUNDER AND FIRE IN THE SKIES*

78. The Druid's Adventure

4/92 new

5/92 [no record]

10/02 cannot allow others to loot the SHRINE or ALTAR while you are present

12/02 revised *TEAMWORK*, the player's opponents now choose the starting location of the second character

EVENT CARDS

Event Card 108. Wander...

85 new

10/02 must move to other roadway in VALLEYS (makes the card much more useful)

Event Card 112. Make A Wish

85 new

5/90 changed "I wish for peace" to a re-roll

Event Card 119. Find Enchanted Weapon

6/88 new

10/02 name change from "Acquire Enchanted Weapon" which was too big for the inkjet card design

DELETED EVENT CARDS

The following is a list of Event Cards that were deleted from the *Book of Quests* in May, 1988.

Enchant Hex Tile (85): flip your tile but lose your turn

Goblin Attack (85): Goblin group attacks a dwelling

Dragon (85, 7/86): T Dragon confronts a character; give treasures or fight

Troll (85, 7/86): Troll confronts a character, pay gold or fight

Giant (85, 7/86): Giant confronts a character, must run away

Change Tactics (85): all uncontrolled denizens in your clearing change tactics

Take a Shortcut (85): move to any other clearing in your tile

Mistral (85, 7/86): all fatigue 4*, 1/6 chance for each tile to flip

Chance (85): control one die

Luck (85): roll one die

Cancel Curse (6/86): cancel one curse

Protection from Curses (6/86): immunity for the remainder of the day

Gain a Weapon (6/86, 7/86): TRADE for free weapon, neutral or better

Rusted Armor (12/86): damage or destroy another player's armor counter