

The Magic Realm

BOOK OF QUESTS

**Tales of
Audacity, Desperation, and Valour
to**



**Challenge
and
Entertain
the**



Thoughtful Gamer

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QUEST RULES

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 require the use of 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.

* * * * *

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.

* * * * *

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.** When playing *Standard MAGIC REALM* (using just a single game set) a character must return to his original starting location. When a character is present at his starting location at *Midnight*, and has fulfilled all the requirements of his Quest, he wins the game.
 - b.** When playing *Double MAGIC REALM* (using two game sets combined) a character is assigned a destination. A character's destination is the location that matches his starting location in the other game set. When a character is present at his destination at *Midnight*, and has fulfilled all the requirements of his Quest, he wins the game. *EXAMPLE:* A character that starts at the HOUSE in game set #1 has as his destination the HOUSE in game set #2.
 - 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!
- Q1.7 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. 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 monsters be killed. 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 "hire" other characters in the game to fulfill such victory requirements for you.
- 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.** Characters that start in separate locations may use any of these locations to determine their destination. 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.

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.

Q2. COMPANIONS

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

Q2.1/1 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.

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.

- 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.

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. The players are encouraged to use common sense, imagination, and their knowledge of fantasy literature to arrive at a reasonable compromise acceptable to all.

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 (A4.2) 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.

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. We now recommend that experienced players use the **Death Quest** (#65) instead.

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.

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.

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/or 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 five 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 has previously completed that Trek. Characters may not FLY or use “walking the woods” while on a Trek. There are five Treks in *Standard MAGIC REALM*, and 10 in *Double MAGIC REALM*.

- 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. 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.



QUESTS

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 destroy a Tremendous Dragon, draw a Treasure card from its HOARD or LAIR, and carry out a rescue (in any order). 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 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

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. In *Double MAGIC REALM*, the Dwelling must be from the same game set as the HOARD or LAIR.

(continued on next page...)

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.

PASSAGE INTO DARKNESS

Rumors of horror spread throughout the land as the forces of Chaos bring forth their power. You have solemnly pledged to help drive back the emissaries of Evil from their foul black pits and profane temples. To succeed in this Quest you must kill a Tremendous Demon and either draw a Treasure card or learn a spell from its Site chit.

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

SPIRITUAL SOLIDARITY: The Knights of the Order are FRIENDLY to you.

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- 10 GOLD

NOTES: The Hero comes face-to-face with the terrifying embodiment of Evil. This Quest was inspired by the observation that many players avoid Demons (and their POWER OF THE PIT spell) at all costs.

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.

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.

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.

IN QUEST OF FABLED TREASURE

Many stories you have heard tell of fantastic mythical treasures, long ago hidden or lost. Common sense suggests that they are mere legend, embellished in each retelling down through the ages, but you can't quite accept that. You decide to attempt to locate one of these storied treasure hoards. To succeed in this Quest you must locate a TREASURES WITHIN TREASURES ('P') Treasure card and then obtain one of the Treasure cards or treasure counters contained within it.

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

AT START: pony
-or- workhorse, 20 GOLD
-or- Heavy non-flying Dragon, 20 GOLD
-or- 2 companions, 10 GOLD
-or- 2 spells, workhorse
-or- 2 spells, Heavy non-flying Dragon
-or- 2 spells, 10 GOLD
-or- 1 spell, 2 companions
-or- 1 spell, 1 companion, 10 GOLD

NOTES: The search of Jason and the Argonauts for the Golden Fleece is a good example of this kind of adventure in fantasy literature.

THE MYSTERIOUS WARLOCK

A mysterious WARLOCK tells you of a difficult journey that he intends to undertake. Intrigued by the exotic tales he tells, you ignore your misgivings and agree to be his escort. To succeed in this Quest you must first locate a SHRINE, and then travel to a CRAG-1 clearing, where the WARLOCK will stay.

THE WARLOCK: You must select a WARLOCK to start the game with you when you choose this Quest. The WARLOCK always FOLLOWS you; you cannot make any move that would leave him behind before reaching a CRAG-1 clearing. He cannot be transmorphized, and will not fly or use a horse movement bonus. If you are unhidden other characters in your clearing may TRADE with him. You may always TRADE with him (he is FRIENDLY to you). While he is FOLLOWING you he will not flip over on a MONSTER ROLL of "6".

WAGES: As an escort, you are in the employ of the WARLOCK and receive a fee from him for your services. The GOLD you get *AT START* represents part of this fee. The WARLOCK will pay you the remainder when you succeed in locating a SHRINE. You may choose to either receive an additional 10 GOLD or to learn one of the WARLOCK's spells. This payment is made at *Midnight* on the day you locate the SHRINE.

FAME & NOTORIETY: You cannot record any FAME or NOTORIETY points while on this Quest. If killed your NOTORIETY value is 40.

AT START: 2 companions, 20 GOLD
-or- 40 GOLD.

NOTES: This Quest is simply an expansion of a Mission in an earlier version of *MAGIC REALM* that was called "Warlock to CRAG-1."

THE STUDIES OF THE SHAMAN

Practitioners of the magical arts never pass up an opportunity to increase their knowledge and skill, even though doing so usually entails grave personal risks. Being interested in magic yourself, you manage to convince a SHAMAN to allow you to escort him on one such journey of discovery. To succeed in this Quest you must locate an ALTAR, a SHRINE, and a STATUE (in any order).

THE SHAMAN: You must select a SHAMAN to start the game with you when you choose this Quest. The SHAMAN always FOLLOWS you; you cannot make any move that would leave him behind. He cannot be transmorphized, and will not fly or use a horse movement bonus. If you are unhidden other characters in your clearing may TRADE with him. You may always TRADE with him (he is FRIENDLY to you). He will not flip over on a MONSTER ROLL of "6".

WAGES: In return for your services as an escort, the SHAMAN agrees to pay you a fee. The GOLD you get *AT START* represents part of this fee. Each time you succeed in locating an ALTAR, SHRINE, or STATUE the SHAMAN will make an additional payment to you. Each payment consists of either receiving 10 GOLD or learning one of the SHAMAN's spells. This payment is made at *Midnight* on the day you locate an appropriate treasure site. In *Double MAGIC REALM* you may receive a payment for only one of each pair of Site chits.

FAME & NOTORIETY: You cannot record any FAME or NOTORIETY points while on this Quest. If killed your NOTORIETY value is 40.

AT START: 2 companions, 20 GOLD
-or- 40 GOLD.

JOURNEY INTO THE PAST

You are serving as a guide to a famous and distinguished SCHOLAR who has devoted his life to the study of the history of the *MAGIC REALM*. Having exhausted the materials collected by his predecessors, he is determined to conduct firsthand explorations. To succeed in this Quest you must travel to both a LOST CITY clearing and a LOST CASTLE clearing, locating them and then spending one complete turn unhidden in each.

THE SCHOLAR: You must select a SCHOLAR to start the game with you when you choose this Quest. The SCHOLAR always FOLLOWS you; you cannot make any move that would leave him behind. He cannot be transmorphized, and will not fly or use a horse movement bonus. If you are unhidden other characters in your clearing may TRADE with him. You may always TRADE with him (he is FRIENDLY to you). He will not flip over on a MONSTER ROLL of "6".

THE SCHOLAR'S TREASURES: You receive the three Treasure cards that the SCHOLAR starts with. In *Double MAGIC REALM* you may not look at these cards before selecting a SCHOLAR. These cards cannot be sold back to him.

FAME & NOTORIETY: You cannot record any FAME or NOTORIETY points while on this Quest. If killed your NOTORIETY value is 40.

AT START: 4 companions
-or- 40 GOLD

A PERILOUS JOURNEY

A chance meeting along a road with what you took to be a harmless old lady has placed you in the company of a mysterious, haggard CRONE. Together, held by a curious mutual respect, you set out to explore the realms of Natural Magic. To succeed in this Quest you must explore a RUINS hex, a CRAG hex, and a BORDERLAND hex by ending a turn in each. In addition, you must also locate at least one treasure site within one of these hexes. If none of these hexes contains a treasure site, then you must locate one treasure site anywhere.

THE CRONE: You must select a CRONE to start the game with you when you choose this Quest. The CRONE always FOLLOWS you; you cannot make any move that would leave her behind. She cannot be transmorphized, and will not fly or use a horse movement bonus. If you are unhidden other characters in your clearing may TRADE with her. You may always TRADE with her (she is FRIENDLY to you). She will not flip over on a MONSTER ROLL of "6".

CRONE'S KNOWLEDGE: Having befriended one another, the CRONE's knowledge of the magical arts enables you to ignore any Curses you may receive. Curses have no effect on you and do not prevent you from fulfilling your Quest.

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

AT START: 1 companion, 10 GOLD
-or- 20 GOLD.

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.

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.

THE DRAGON'S TREASURE

Endless stories are told of Dragons and their dens loaded with treasure, and you've heard most of them. The temptation finally becomes too strong... you've decided to journey in search of such treasures yourself. To succeed in this Quest you must locate either a HOARD or a LAIR and obtain four Great Treasures, one of which (at least) must be drawn from the HOARD or LAIR.

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- pony
-or- weapon/armor counter
-or- workhorse, 20 GOLD
-or- 2 companions, 10 GOLD
-or- 2 spells, workhorse
-or- 2 spells, 10 GOLD
-or- 1 spell, 2 companions

THE CONNOISSEUR

In your adventures as a treasure hunter, you've gradually lost interest in mere GOLD and common treasures. Now only the Great Treasures are capable of arousing your imagination and desire. To succeed in this Quest you must locate any treasure site and obtain two Great Treasures (they need not be drawn from the treasure site that you discover).

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

THE WOULD-BE ENCHANTER

Your discovery and study of ancient accounts concerning legendary magical items of perilous power has changed your life. Now your dream is to become a great master of magic forces. To succeed in this Quest you must awaken six new spells while learning at least two of them. No spell can be counted towards fulfilling the Quest unless you succeed in casting it. These spells must not duplicate any of your original spells or each other.

IMMUNITY FROM CURSES: If you select “Immunity From Curses” as your starting option you have a magic talisman that protects you. Curses have no effect on you and do not prevent you from completing the Quest.

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

AT START: Immunity From Curses
-or- warhorse
-or- pony
-or- Heavy non-flying Dragon, 20 GOLD
-or- 2 spells, workhorse
-or- 2 spells, 1 companion
-or- 2 spells, 10 GOLD
-or- 1 spell, 2 companions
-or- 1 spell, 1 companion, 10 GOLD

IN PURSUIT OF HIDDEN MAGICS

You are intensely interested in the magical Artifacts and Spell Books of the ancients, and seek to find them at any cost. To succeed in this Quest you must obtain one Artifact Treasure card and one Spell Book Treasure card.

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
-or- 1 companion, 10 GOLD
-or- 2 spells
-or- 1 spell, workhorse
-or- 1 spell, 1 companion
-or- 1 spell, 10 GOLD

THE ESTRANGED

Fancy treasures and obscure magical inscriptions are not for you or your band of fellow outcasts. Your tastes are simple: GOLD, and lots of it. To succeed in this Quest you must obtain 200 points of GOLD and 40 points of NOTORIETY.

BAND OF OUTCASTS: You may choose three companions from the Rogues. These companions do not have to be chosen in hiring order. You may take any Rogues available, excepting only the leader. In *Double MAGIC REALM*, all three must be selected from the same band.

FAME & NOTORIETY: You ignore FAME completely; you may only record NOTORIETY points.

QUEST FOR ADVENTURE

Your unquenchable thirst for adventure leaves you always eager to take on whatever Fate cares to throw in your path. To succeed in this Quest you must obtain two Great Treasures, 60 points of FAME, 80 points of NOTORIETY, 40 points of GOLD, and learn or awaken one spell.

A TRUSTY MOUNT: You begin the game with one horse counter in addition to the *AT START* option you select. Characters with a vulnerability of Heavy may choose a warhorse or a workhorse. Characters with a vulnerability of Medium or Light may choose a workhorse or a pony.

FAME & NOTORIETY: You record FAME and NOTORIETY normally.

AT START: weapon/armor counter

- or- 2 Light or Medium weapon/armor counters (excluding Bows), 10 GOLD
- or- 2 companions, Light or Medium weapon/armor counter (excluding Bows)
- or- Light or Medium weapon/armor counter (excluding Bows), 20 GOLD
- or- 1 companion, 20 GOLD
- or- 3 spells
- or- 2 spells, 1 companion
- or- 2 spells, 10 GOLD
- or- 1 spell, 1 companion, 10 GOLD
- or- 1 spell, 2 companions
- or- 1 spell, 20 GOLD
- or- 30 GOLD

NOTES: Players believed this Quest was too difficult to win with, so the 7/89 revision allows all characters to receive a horse. The main purpose for the restrictions on selecting a horse is to prevent FIERY BLAST from being used with a warhorse.

QUEST FOR FAME

Setting out to fulfill your dreams of heroic adventure, you boldly enter the unknown *MAGIC REALM*. To succeed in this Quest you must obtain one Great Treasure, 40 points of FAME, and 10 points of NOTORIETY.

DEVELOPMENT: A character may play this Quest at a lower level of development, as explained in rule Q1.10, if desired. 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: choice of helmet, Short Sword, or Axe

FAME & NOTORIETY: You record FAME and NOTORIETY normally.

AT START: 1 companion
–or– 10 GOLD

QUEST FOR NOTORIETY

Intent on fulfilling your visions of adventure, you aren't too concerned about becoming a hero in the process. To succeed in this Quest you must obtain one Great Treasure, 10 points of FAME, and 60 points of NOTORIETY.

DEVELOPMENT: A character may play this Quest at a lower level of development, as explained in rule Q1.10, if desired. 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: choice of helmet, Short Sword, or Axe

FAME & NOTORIETY: You record FAME and NOTORIETY normally.

AT START: 1 companion
-or- 10 GOLD

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.

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

THE HIDDEN CASTLE

You are searching for the ruins of a great castle built many ages past by your forefathers. A dark and terrible defeat long ago drove your people from the ruined walls of the castle, but you still have hope of recovering some relics. To succeed in this Quest you must locate any LOST CASTLE and obtain 40 points of FAME and 60 points of NOTORIETY.

FAME & NOTORIETY: You record FAME and NOTORIETY normally.

AT START: pony
-or- weapon/armor counter
-or- workhorse, 20 GOLD
-or- 2 companions, 10 GOLD
-or- 2 spells, 10 GOLD
-or- 1 spell, 20 GOLD

THE BURIED CITY

Driven out of their ancestral home in a forgotten time long ago, your people became wanderers. They have never felt at home in the scattered settlements to which they fled. This unease leads you to search for the long-forgotten city where your people once dwelt. To succeed in this Quest you must locate any LOST CITY and obtain 30 points of FAME and 40 points of NOTORIETY.

FAME & NOTORIETY: You record FAME and NOTORIETY normally.

AT START: pony
-or- weapon/armor counter
-or- workhorse, 20 GOLD
-or- 2 companions, 10 GOLD
-or- 2 spells, 10 GOLD
-or- 1 spell, 20 GOLD

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.

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. This Quest requires the use of **Optional Rule 7. Enhanced Artifacts and Spell Books**, found on page 57 of the second edition rule book.

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 <i>AT START</i>

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 DRAGON-RIDER

As one of the legendary Dragon-Riders, those eccentric Knights of the sky, you are obligated by your "Dragon-vows" to perform heroic deeds to be remembered through the ages in song and story. To succeed in this Quest you must obtain two Great Treasures, 60 points of FAME, and 60 points of NOTORIETY.

DRAGON-RIDER: You cannot be attacked by any Dragon, nor may you attack them. Dragons will, however, block you if you are unhidden in their clearing (in greeting, not attack). During a battle, any uncontrolled Dragons present in your clearing will temporarily join you and fight as though they were your hired natives. (Thus, if you wish, your mere presence could prevent any Dragons from attacking other characters in your clearing.) You may never loot a Dragon treasure location; 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!

YOUR MOUNT: You start the game with a Heavy Flying Dragon as your companion. Whenever you and the Dragon wish to leave one hex tile and enter another, you must ride the Dragon and FLY. If you do not leave your present hex tile during your turn you may either move normally (the Dragon FOLLOWS you) or FLY. You may ride your Dragon during combat if you wish, and the Dragon still gets its attack. If your Dragon is killed you cannot obtain another one, as it takes a long time to train one.

A DIFFERENCE OF OPINION: The Knights of the Order are your ENEMIES. They don't like Dragons! You cannot do any trading with a character who has any of the Order as hired natives. If a Knight of the Order (hired or not) is in your clearing during *Evening*, you must engage him in combat (you cannot run away) or immediately fail this Quest! *Exception:* You are not required to call combat against the Knights of the Order when you are in the CHAPEL, although they might attack you at the end of the day.

FAILING THE QUEST: Should you (for shame!) "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.

FAME & NOTORIETY: You record FAME and NOTORIETY normally. You cannot take the QUEST campaign chit.

AT START: weapon/armor counter
 -or- Light or Medium weapon/armor counter (excluding Bows), 20 GOLD
 -or- 3 spells
 -or- 2 spells, 10 GOLD
 -or- 1 spell, 20 GOLD
 -or- 30 GOLD

NOTES: This was inspired by a Spanish comic strip entitled "The Mercenary" which appeared in **Heavy Metal** magazine, and the video game **Joust**.

A BIRTHDAY PRESENT FOR SOMEONE SPECIAL

We've all been faced with the problem of finding a suitable birthday gift for a close friend. In this case you and your associates have thought of the perfect item... it's just a little matter of procurement. To succeed in this Quest you must locate a **STATUE** and then carry it with you to your destination.

YOUR FRIENDS: You begin the game with the following companions: one Wolf, one Ogre, one non-flying Heavy Dragon, and one Heavy Troll. None of the companions may ever be ridden.

THE GIFT: A **STATUE** has a weight of Tremendous, and may not be moved by any character or native leader not under your control. Of your companions, only the Troll is capable of carrying a **STATUE**. When a **STATUE** moves, its treasures and spells move along with it. While you are transporting it, the **STATUE** is considered to be your belonging and only your character and native leaders may use **LOOT**, **MAGIC SIGHT**, or **READ RUNES** on it. The **STATUE** cannot be transmorphized or cached. In *Double MAGIC REALM* you must choose which **STATUE** will be your gift before the Dwellings are revealed on the map.

AWKWARDNESS: On any turn during which you will attempt to move the **STATUE** you may only record and execute your basic phases. You may not use sunlight or sheltered phases while moving the **STATUE**.

FIRST IMPRESSIONS: All native groups and visitors are **UNFRIENDLY** to you except your normal **ENEMIES**, who remain **ENEMIES**, and the Rogues, who are **NEUTRAL**.

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

NOTES: This was inspired by Robert Asprin's **Myth Directions**, a volume in his "Myth Adventure" series.

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 either of you are killed he remains in the clearing (if alive) and reverts to being a normal monster.

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

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

FAME & NOTORIETY: You ignore FAME completely; you may only record NOTORIETY points.

NOTES: Players who are familiar with the defunct fantasy magazine **EPIC** will immediately recognize these two as reincarnations of Cholly & Flytrap.

TO REACH FOR THE STARS

A great Astronomer has decided that he needs a new observatory to better continue his studies of the stars and planets. 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.

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 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 occurs on a day skipped because of bad weather, it is ignored and has no effect on the play of the game.

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 you must visit each of the buildings in the game, spending at least one complete turn in each.

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 ends the day in the same clearing as you 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.

APPRENTICE AND MENTOR

Out of the bordering mists come two characters into the *MAGIC REALM*. One is an old master, long in years, wise in the ways of the world; no longer tempted by gleaming treasures or the glories of combat. The other is younger – eager to explore and seek out adventure. This Quest has variable victory requirements that are dependent upon the level of the younger character.

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

THE APPRENTICE: Choose any character to be the Apprentice character. This character must start the game at any of the first three levels of development, and receives only the action chits, weapon/armor counters, spells, and Special Advantages applicable to that level. You must announce the level you will play at to the other players when you choose the Apprentice character.

THE MENTOR: Choose any character to be the Mentor character, who starts with all action chits, weapon/armor counters, spells, etc. normally received.

VICTORY CONDITIONS: Success in this Quest is dependent upon the starting level of the Apprentice character. The Apprentice character must accumulate the following totals of FAME and NOTORIETY points:

Level 1 — 30 FAME and 30 NOTORIETY
Level 2 — 40 FAME and 40 NOTORIETY
Level 3 — 50 FAME and 50 NOTORIETY

In addition, the Apprentice character must choose at the start of the game to either obtain one Great Treasure or learn two spells. The other players must be informed of the choice made.

FAME & NOTORIETY: The Apprentice character records FAME and NOTORIETY points normally, except that he does not receive points for any item bought, found, or sold by the Mentor character or the Mentor character's hired natives. The Mentor character cannot record any FAME or NOTORIETY points while on this Quest. If the Mentor character is killed his NOTORIETY value is 10.

AT START: 5 GOLD

NOTES: This was originally designed to help beginning players learn the *MAGIC REALM* system. A beginner would be paired with an experienced player who, being a partner on the "team," would be free to give as much help and advice as necessary. The theme, an older & wiser person helping along a youngster but also forcing him to prove himself, is quite common and not limited to fantasy literature.

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.

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 have fulfilled your Quest.

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.

SWORD OF TERROR

Curiosity can be a dangerous thing. You recently came upon a sword with mysterious figures engraved upon the blade. The sword was underneath a pile of bleached bones. You discovered, upon picking up the sword, that the weapon was possessed of a terrible enchantment. Now you are under its spell! To succeed in this Quest you must break the sword's enchantment, thereby freeing yourself of it.

THE TERRIBLE SWORD: Upon selecting this Quest you must choose a sword to be the enchanted weapon. This weapon must be the heaviest, longest sword that you are capable of carrying and using. This is the only weapon that you may have active until you succeed in breaking the enchantment upon it. You may not Drop, Abandon, Cache, Sell, give away, or de-activate this weapon while the enchantment lasts. You must use it whenever you fight; you cannot use any other weapon, *Attack* spell or Potion.

TRANSMORPHIZING: You cannot be transmorphized while you possess this sword. Any transmorphizing spells cast at you are automatically cancelled.

ATTACKING: The sword's enchantment makes it an extremely potent weapon. Whenever you hit your target with this sword, the target is automatically killed. You do not roll on the FUMBLE table. If you succeed in hitting a horse, both the horse and its rider are automatically killed (this counts as only a single kill).

FEEDING THE ENCHANTMENT: Unfortunately the sword's enchantment draws its power from your will to survive. Each time you make a kill with the sword you immediately suffer a *permanent* wound. You must remove all two asterisk chits first, then the one asterisk chits, and finally the plain chits. A plain FIGHT chit must be the last chit removed (if your character has one).

DEFENDING: Missile and magic attacks affect you normally, but the sword offers protection against striking attacks. A striking attack that would normally give you a wound is ignored, and one that would give you serious wounds or kill you instead gives you a single wound. Similarly, an attack that would damage your armor does not affect it, and an attack that would destroy your armor merely damages it. The sword does not give any special protection against red side up Tremendous monsters; you are killed if they succeed in hitting.

STARTING LOCATIONS: A character playing this Quest may not start at a CHAPEL.

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BREAKING THE ENCHANTMENT: First, you must end a turn in a CHAPEL. This is the normal way of removing Curses. Sadly, your sword's enchantment is not an ordinary one. The devout monks and nuns of the CHAPEL are unable to break its power. They do, however, consult some ancient manuscripts on magic and are able to offer three suggestions. You may attempt these in any order you wish. If a suggestion fails once it will automatically fail throughout the rest of the game. No suggestion may be attempted before you reach a CHAPEL.

FIRST SUGGESTION: Plunging the sword into the heart of a Demon may succeed in overpowering the sword's enchantment, which seems designed primarily as protection against mortals. If you succeed in killing a Demon you may immediately Test the Enchantment.

SECOND SUGGESTION: You are taught an ancient ritual of exorcism. It can only be performed in an area of extreme magical influence. If you succeed in ending a turn in a CRAG-1 clearing when the CRAG is enchanted you may Test the Enchantment at *Midnight*.

THIRD SUGGESTION: One of the CHAPEL's scholars believes that the sword may be the weapon of a long-ago hero of the LOST CITY and that the enchantment is a double one: the original fighting enchantment and a later one designed to discourage grave robbers. She thinks that if the sword was returned to its rightful place in the hero's tomb, the enchantment would release you. If you succeed in locating a LOST CITY you may Test the Enchantment at *Midnight*.

TESTING THE ENCHANTMENT: Roll two dice. If you get a "6" on either die the enchantment breaks. Remove the sword from the game. If you get a "6" on both dice the enchantment breaks but you must also take a serious wounds result. *Permanent* wounds suffered from previous use of the sword may be counted as part of any serious wounds suffered.

FINAL HOPE: If the first two suggestions you try fail to break the sword's enchantment, the last one will automatically succeed. You still must roll to see if you take serious wounds.

RECOVERY: Once you succeed in breaking the sword's enchantment all your *permanent* wounds revert to being normal wounds. They may be healed normally.

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

NOTES: The inspiration was **The Misenchanting Sword** by Lawrence Watt-Evans.

THE QUEST OF THE CONQUEROR

As a young adventurer in the *MAGIC REALM*, GOLD and treasure pale in comparison to your real desire: POWER! The *MAGIC REALM* is just a ripe plum for the picking to you, and you'll stop at nothing to be its absolute ruler. To succeed in this Quest you must conquer and control over one third of the non-VALLEY hex tiles (*Standard MAGIC REALM*: 6 tiles; *Double MAGIC REALM*: 11 tiles).

GATHERING AN ARMY: Instead of merely hiring a band of mercenaries you may try to stand unchallenged as their permanent leader. To do this, you must challenge the leader of the particular band of natives you desire to be part of your army. In one-to-one combat, you must defeat him, hoping that his followers will recognize your leadership qualities and loyally pledge their lives to your cause.

ISSUING A CHALLENGE: You issue a challenge by doing a HIRE phase in the leader's clearing without rolling on the MEETING TABLE. UNFRIENDLY and ENEMY natives cannot be challenged, although they may still be hired as mercenaries. The presence of uncontrolled monsters in a clearing cancels any challenge.

ONE-TO-ONE COMBAT: One-to-one combat is resolved during *Evening*. You are unhidden. Each native opponent you face in one-to-one combat begins combat dark side up. Native horses are used normally.

COUNTER-CHALLENGE: If you defeat the leader, there is a chance that one of the remaining natives in the band will think himself more qualified than you. Roll two dice. If either die shows a "6" the native with the lowest ID code number challenges you to one-to-one combat to avenge their fallen leader. This counter-challenge begins a new set of combat rounds in the clearing. Continue the process until you are killed, you win the allegiance of the band, no natives remain in the band, or you run away – this combat cannot end any other way. Should you choose to run away from one-to-one combat that native group will be ENEMY to you for the remainder of the game. To run away you need only to outrun the single opponent you are fighting, not the entire band.

WINNING A CHALLENGE: If you are successful in your one-to-one combat the remaining members of the native band immediately become your companions. Winning a challenge does not affect your trading relationship with the native group that you challenged.

EVERYONE LOVES A FIGHT: A challenge and subsequent one-to-one combat supersedes any normal combat and native attacks, even against non-participating characters in the same clearing. When a challenge has been made no other battles may take place in that clearing that day. Any spellcasters present in the clearing that are not participating in the one-to-one combat may not cast any spells that day.

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CONQUERING TERRITORY: To conquer a hex tile, you must end your turn in one of its clearings, unhidden, surviving all attacks from monsters, unfriendly natives, and other characters. Remaining monsters may continue to inhabit a conquered hex and appear normally if triggered by future monster rolls. (They are considered normal, albeit threatening, parts of the terrain.)

HOLD THE FORT: To retain possession of a conquered hex tile, a garrison of at least one native must be left behind when you leave the hex tile. Whenever your character is not present in the hex tile the following special rules apply: The garrison is immune to attack from uncontrolled monsters. The garrison is treated as another monster group. They are always prowling and will combine with other monsters to attack an unhidden character. If the garrison is killed, the hex tile is no longer considered conquered for victory conditions.

FAME & NOTORIETY: You cannot record any FAME or NOTORIETY points while on this Quest. If killed your NOTORIETY value is 70.

AT START: warhorse, weapon/armor counter, 10 GOLD
-or- pony, weapon/armor counter, 10 GOLD
-or- workhorse, 2 weapon/armor counters, 20 GOLD
-or- 5 spells, Wolfhound, 10 GOLD
-or- 4 spells, Wolfhound, 20 GOLD
-or- 3 spells, warhorse, Light or Medium weapon/armor counter (excluding Bows)
-or- 3 spells, pony, 10 GOLD
-or- 3 spells, workhorse, 30 GOLD

NOTES: Quest designed by Mike Decker.

THE QUEST OF THE GREEN CLOAK

Surveying the course of events in the *MAGIC REALM*, you have become incensed with the widening gap between the haves and the have-nots. If there is any justice in the world, the fat cats must pay and the poor people given a chance at the good life. To succeed in this Quest you must Confront a character, rob him of all his Treasure cards and GOLD, and leave them at a CHAPEL to be distributed to the poor. If possible, you must spare the life of the character you rob.

WANDERER: You may not start the game at a CHAPEL. In *Double MAGIC REALM* you must select which CHAPEL you will leave the stolen wealth at before the Dwellings are revealed on the map.

YOUR MENTOR: Through an unforeseen set of circumstances a peculiar old man befriends you, and sees in you the continuation of a tradition of justice-minded adventurers who fight to restore equality to the land. To aid you in your Quest he entrusts you with a mysterious Green Cloak.

THE GREEN CLOAK: This garment is automatically activated whenever your character is in a WOODS hex tile. The cloak cannot be activated in any other kind of hex tile. Whenever you are hidden with the Green Cloak activated a mist of invisibility envelopes you, your belongings, and all your companions. Remove your character's counter from the map until you enter a non-WOODS hex. You may spend any number of turns hidden in this fashion without having to make any additional HIDE rolls as long as you do not enter a non-WOODS hex. Upon entering a non-WOODS hex your character's counter returns to the map, hidden side up.

INVISIBILITY: While invisible, you have complete peace with nature – your presence in a hex does not cause any prowling denizens, including treasure site monsters, to appear or move. You may even decline to turn over or inspect any Warning and Sound chits present in order to keep your location secret from the other players. You may conduct any activity except TRADE and HIRE, recording your move normally but with a bit more care since opponents will probably want to check over your movements when you reappear on the map.

INVISIBILITY AND MOVEMENT: You may use “walking the woods” (47.8) while invisible. You may also move directly from one WOODS hex to another adjacent one when no road crosses their common hexside, but you must roll for the clearing you enter as noted in rule 47.3. Your companions are always able to follow these special movements. While invisible, you always take your turn first. If you block another player or denizen your counter immediately returns to the map, unhidden side up, and you are no longer invisible.

HONOR: If you attack and kill another character any possessions gained as a result may not be used to fulfill the victory conditions of this Quest. Only possessions gained as a result of a Confrontation may be used to fulfill the Quest victory conditions.

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YOUR VICTIM: You may Confront any character who has obtained at least one Treasure card. Cards received at the start of the game do not count.

THE CONFRONTATION: At *Sunset* of any day in which you occupy the same clearing as your intended victim, and the victim is unhidden or you have found “hidden enemies” that day, you may declare a Confrontation. Confronting a character causes you to immediately become unhidden (return your counter to the map if invisible). No Confrontation is possible if uncontrolled monsters are present.

YOUR VICTIM'S CHOICES: When Confronted, your victim has the option of either giving you all his Treasure cards and GOLD, or facing you in combat (all hired natives and companions may participate). If your victim voluntarily gives you his wealth, no combat occurs. If you are killed by your would-be victim, your possessions, including the Green Cloak, transfer normally. Confrontation occurs before normal combat and may take place in any hex tile. Confrontation survivors may not fight each other again that day.

DELIVERING THE GOODS: The loot taken from your victim is delivered to the CHAPEL by ending a turn there. This loot is then removed permanently from the game.

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

AT START: 1 companion, Light or Medium weapon/armor counter
-or- 2 companions, Wolfhound
-or- 2 companions, 10 GOLD

NOTES: Quest designed by Mike Decker.

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.

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 denizens 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 denizen heads and deliver them to your betting partner.

YOUR BETTING PARTNER: Your partner is an expert in the denizens 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 denizens 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.

A THIEF IN THE NIGHT

The leader of the Thieve's Guild is seeking someone he can groom to take over as leader someday, and you have been chosen. But first you must prove your worthiness. To succeed in the Quest you must obtain the equivalent of 50 points of GOLD in stolen items along with one Great Treasure (which need not be stolen).

GOLD EQUIVALENCY: For the purposes of this Quest, Treasure cards and counters stolen are not sold for GOLD. Instead, use their base GOLD value (the Commerce rules are ignored for this). All stolen items must be displayed.

STEALING: You may only steal from native bands. To attempt any theft you must first locate the native band's treasures. LOCATE and LOOT rolls can only be taken while you are hidden. Once you locate the treasures roll one die to determine the amount of loose GOLD you pick up. When looting, make a normal LOOT roll but, if the band has more than six treasures/weapons, you may choose to use either the number on the high die or the total of both dice.

EXAMPLE: If you roll a "5" and a "3" you may steal either the 5th item or the 8th item.

Immediately after deciding which item to steal you must make a HIDE roll. You do not make this HIDE roll if you fail to get an item to steal with your LOOT roll. If you fail this HIDE you take the item but you are immediately blocked and the native group becomes ENEMY to you for the remainder of the game. You may only make a maximum of three LOOT rolls per day when attempting to steal from a native band. This restriction cannot be increased by any means whatsoever.

THE COMMANDER IS NO DUMMY: Once you have successfully looted a native band's belongings the theft will be discovered. The remaining treasures will be moved and additional guards posted, precluding any further attempts at stealing from that native band on future turns.

THE THIEVE'S GUILD: The Guild has been allowed to exist due to the useful information it provides the rulers and people of the Realm, and because of its Code of Honor.

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CODE OF HONOR PART 1: No Treasure card with conditional FAME to a native band may be stolen from that band. Also, if you steal or otherwise obtain a Treasure card with conditional FAME you must return it to the corresponding native band (if it is on the map) or to a Dwelling where they could come on (if they are not on the map). To do this, go to the Dwelling hidden and execute a TRADE phase (even if the native group is your enemy). At *Midnight*, you collect the base GOLD value for the card if the leader is there, or ½ the base value (fractions rounded up) if he is not there. Do not roll on the COMMERCE table as you are dealing with a go-between. The group will not become one level friendlier. If the native leader is not present the card is assumed to be in a cache until he arrives to claim it.

CODE OF HONOR PART 2: You may not steal from any native band at either your starting location or your destination.

CODE OF HONOR PART 3: The Guild Code of Honor states that you may not take a person's life. If you intentionally kill a native or another character you immediately fail this Quest and may not return to the game. If you are blocked when stealing, you must attempt to run away. In the first round of combat your only opponent is the native leader, who is light side up and not riding any horse (even if he owns a horse, he is caught by surprise and has not had time to mount up). In subsequent rounds (if any) you will face all members of that native band (including any mounts). These additional natives enter the battle dark side up. You must always attempt to run away each round. If you fail to run away and survive all combat, you must pay the Dwelling in GOLD and treasures (using the base GOLD value) an amount equal to the NOTORIETY value of any natives you may have killed in self-defense (values multiply normally). This amount represents a token payment to the families and your remorse over having broken the Code. If you do not have this amount, you must obtain it and pay this debt before you may claim victory. In the future this Dwelling is off limits to you for any future thefts. Treasure cards paid to a Dwelling are given to any native band present or placed in a cache if none are present.

USED MERCHANDISE: Any item that you steal and later use for any purpose cannot be claimed for victory purposes. You may use stolen workhorses and ponies for their movement bonus and as pack horses, but they cannot be claimed if used in combat.

A DIFFERENCE OF OPINION: The Patrol is your ENEMY. If at any time you are in the same clearing as the Patrol, unhidden, and fail to run away from them you are captured (no combat takes place). This can occur in two different ways. 1) If you blunder unhidden into a clearing containing the Patrol you are blocked. 2) If the Patrol is present and you fail a HIDE while stealing, they will capture you if you fail to run away from the native band's leader.

ESCAPE: If captured by the Patrol, the only phases you may execute are escape phases. Until you succeed in escaping you do not participate in any combat rounds and cannot block other characters. Each escape phase you roll two dice. If the high die is a "3" or less you escape and can run from that clearing. You retain all your possessions, stolen or not, when escaping. In their vanity, certain you could not escape, the Patrol left all your items in plain sight. In addition, when escaping you may also make one free normal LOOT roll on the Patrol's items, which is a kind of "in your face!" gesture. Any item stolen in this way may be used by you and still claimed for victory (Used Merchandise does not apply to it).

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REMAINS OF THIEF: Years ago a master thief, almost a legend now among the Guild members, claimed to have located something magnificent and went off to obtain it. He was never heard from again, and there is much speculation about what happened to him. If you should find the REMAINS OF THIEF Treasure card you may claim victory upon reaching your destination with the “remains.” All debts and Curses must still be removed, of course, and the “remains” may not be used to pay off debts.

BOUNTY HUNTERS: Although the Guild’s Code of Honor prohibits you from killing another character, there is nothing to keep other characters from trying to kill you. If you are attacked by another character and kill him in self-defense, you may use all items he has for victory purposes exactly as if you had stolen them. The Code of Honor does not apply to Bounty Hunters! If another character does succeed in killing you, the Patrol becomes one level friendlier to him. If you were killed at a Dwelling, any native group present there also becomes one level friendlier to the Bounty Hunter.

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

AT START: workhorse

NOTES: Thieves are quite common in fantasy literature. The thief and the Thieve’s Guild represented here are a combination of characters (and their morals) from three sources: Shadowspawn (Hanse), created by Andrew Offutt for the “Thieve’s World” anthologies edited by Robert Asprin; Jimmy the Hand and the Mockers from the four volume work **The Riftwar Saga** (introduced in volume two, **Magician: Master**) by Raymond E. Feist; and Slippery Jim DiGriz from Harry Harrison’s “Stainless Steel Rat” series. Quest designed by Mike Blomberg.

REVENGE OF THE ASSASSIN

Years ago, as a youngster, you were horrified to learn of your Father's death in a mindless "training" exercise for the military. Upon seeking compensation, you and your Mother were cast out as traitors by the commander. Slowly through the years your hatred for that commander and all authority grew as you watched your Mother struggle to provide and, in the end, die in shame. Now, after months of training, your hatred is so deep that you are ready to take your vengeance upon the world. To succeed in this Quest you must obtain 15 points of NOTORIETY and 10 points of GOLD in native leader bounty.

STARTING LOCATION: You must start the game at a CHAPEL.

THE HATED COMMANDER: Roll one die to select a leader: "1", "2", or "3" is the Soldiers' leader; and "4", "5", or "6" is the Guards'. In *Double MAGIC REALM* assign each game set to be either "odd" or "even" before the roll. The leader selected by this roll is the one who originally threw you out, and must be the first leader you attempt to assassinate. If you fail to assassinate him you must try again later – you cannot win this Quest while he lives.

ASSASSINATION: To attempt an assassination, you must be hidden and in the same clearing as your target at the end of normal combat. All natives are considered to be asleep. Begin another set of combat rounds and place the leader on your combat sheet with his slowest move time showing. He is so well-trained that you cannot obtain complete surprise. In the first round you fight only the leader, who does not make an attack of his own (he has not had time to draw his weapon). If he survives the first round he fights normally in the second round. If any additional rounds occur you must fight the entire native band. Neither you nor the leader may use a horse in the first two rounds.

SECRECY: If you succeed in killing the native leader in the first two rounds you automatically run from the clearing. If combat ends in your clearing during an assassination attempt you automatically run from the clearing. You do not roll on the STUMBLE table in either case. If you do not succeed in killing the leader in the first two rounds of combat that native group will become ENEMY to you for the remainder of the game.

FAILURE: A failed assassination attempt will result in increased vigilance. If you fail to kill a native leader you may not make another attempt on him until you have tried an assassination on another leader in a different clearing.

NO AMBUSH: You cannot ambush any native band. You want to meet your victim face to face.

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OUTCASTS: All native groups are NEUTRAL, except your normal ENEMY and UNFRIENDLY groups, who remain unchanged. The Knights of the ORDER at your starting location are NEUTRAL, but will never block or attack you (unless you attack them first, in which case they become ENEMY to you for the remainder of the game). You may not execute any HIRE phases while on this Quest.

IMMUNITY: You may never assassinate the ORDER'S leader who is present at your starting location. Since he allowed you and your Mother to live there, you allow him to live. Once you have made a successful assassination of a native leader, you may not hit that native band again.

GOLD BOUNTY: You may obtain and spend GOLD in any of the normal ways, but only GOLD obtained as a bounty from the assassination of a leader may be counted for the purpose of fulfilling your Quest. You do not have to retain the bounty GOLD to win; simply keep a record of how much you obtain.

FAME & NOTORIETY: You ignore FAME completely; you may only record NOTORIETY points gained by killing native leaders.

NOTES: Assassination is a fairly common theme, whether primary or underlying, in fantasy literature. Prince Arutha in Raymond E. Feist's four volume work **The Riftwar Saga** seemed to be plagued by assassination attempts. Conan's obsession with revenge over Thulsa Doom's murder of his parents in the movie **Conan the Barbarian** is an excellent example of the revenge motive attempted in this Quest. 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.

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 requires the use of the Commerce optional rules on page 55 of the second edition rule book. It is good practice in learning to make full use of these rules. Beware of playing this Quest if someone else is playing **The Quest of the Green Cloak**.

SHAPESHIFTER

Immemorial legends speak of creatures able to change their shape at will, who stalk through forlorn lands in search of both prey and precious items to ease their troubled existence. You are such a creature. Unfortunately, you do not have complete control of the process. To succeed in this Quest you must obtain two Great Treasures, 20 points of FAME, and 80 points of NOTORIETY.

YOUR FACADE: Choose any character when selecting this Quest. You play this character normally whenever you are not under the effects of Shapeshifting.

SHAPESHIFTING: You may invoke Shapeshifting each day during *Sunrise*. To do this, select any killed monster counter (you may not take a monster counter from the SET UP CARD or the map). For the rest of the day you play exactly as if you had absorbed this monster using the ABSORB ESSENCE spell. At *Midnight* the monster counter automatically regenerates and you return to your character's normal form. This process does not cause you any fatigue.

SPECIAL MOVEMENT: When Shapeshifted to a flying monster you must FLY when moving. Shapeshifting to a non-flying monster allows you to use "walking the woods."

FAME & NOTORIETY: You record FAME and NOTORIETY normally.

AT START: 1 companion
-or- 10 GOLD

THE QUEST OF THE MYSTERIOUS STRANGER

They eyed the newcomer warily. No one had ever seen the person before. What secrets were hidden behind that calm, proud face? Only you know the answers... you are the mysterious stranger. To succeed in this Quest you must obtain two Great Treasures, 50 points of FAME, and 30 points of NOTORIETY.

MYSTERIOUS: When you select a character for this Quest you must also select (and write down) any two of the options listed under Mysteries. You may keep your choice of Mysteries secret until you use them.

MYSTERIES:

(A) *Secret Alliances* – You may change one native group (or visitor) into your ALLIES and another group (or visitor) into your FRIENDS prior to the start of the game. Make a written note of the changes.

(B) *Three Wishes* – You may automatically receive three wishes from the WISHES table during the course of the game. You do not need to roll; you simply select the wish you want, when you want it, and it is granted. You may not choose any single wish more than once, however.

(C) *Immunity From Curses* – You have a talisman that prevents any Curse from affecting you. Curses do not prevent you from completing your Quest.

(D) *Immunity From Spells* – You wear a ring that prevents any spell from affecting you, including any you attempt yourself.

(E) *Hex Enchanting* – You have a talisman that allows you to enchant one hex tile per turn. This may be done at any point during your move. It does not have to be written in advance, requires no SPELL phases, and does not cause any fatigue.

(F) *Combat Amulet* – You have a combat amulet that allows your weapon to attack with a strength of Heavy and a time of "0". It may only be used three times per game. You may choose at the start of each round whether to use it.

(G) *Vision Crystal* – You possess a Vision Crystal. Whenever you end a turn in a clearing containing a gold treasure site chit you may use the crystal to look secretly at the Treasure cards hidden there. You may not change their order. You do not have to discover the treasure site before using the crystal. The crystal does not work on caches or native band treasures.

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(H) *Goblin Bane* – Your starting weapon is enchanted and is known as the “Goblin Bane.” Whenever you select a Goblin as your target while using this weapon, it will automatically become alerted and will move as necessary to line up with the Goblin. Against other targets the weapon is used normally.

(I) *Foe-Seeker* – Your starting weapon is enchanted and is known as the “Foe-Seeker.” Whenever you have this weapon alerted but fail to hit your target the attack time is decreased by two for the next round. This new attack time will take precedence over the time shown on either the weapon or your FIGHT chit. The weapon’s speed will continue to decrease by two each round until you either score a hit or change targets. Either of these causes the weapon to revert to normal. The weapon can never have an attack time lower than “1”. In *Double MAGIC REALM* you may use the unused set of red number markers to keep track of the weapon’s current attack time. “Foe-Seeker” cannot be used with a Bow or Crossbow.

(J) *Defensive Specialist* – During any round of combat, after all attacks are in place and monster tactics checked, you may cancel your own attack in order to parry any one striking attack being made against you. Parrying an attack prevents it from doing any harm. You must fatigue one FIGHT asterisk at the end of the round, which will be in addition to any fatigue for MOVE chits. It is legal for you, because of your skill, to fatigue two asterisks in a round in which you parry an attack. You must have a weapon active in order to parry. Daggers, Bows, Crossbows, and Morning Stars cannot be used to parry.

(K) *Gift Of Healing* – You may record two extra REST phases per turn. These may be used for all wounds and fatigue. You may also allow any other character who ends a day in your clearing to record two extra REST phases on the following day.

(L) *Beast Friend* – Before the start of the game you may select one kind of monster, as listed next to the MONSTER ROLL boxes, as being friendly to you (make a written note). They will never block or attack you. You cannot select each other as targets in combat, and you cannot LOOT any treasure site at which they reside. They will not follow you and cannot be hired. You may never select Goblins as your friends.

(M) *Summon Demon* – At the beginning of any round of combat you may choose to summon a Demon as your action during the encounter step. The Demon immediately appears in your clearing and fights alongside you as if it were a hired native. When combat ends in your clearing the Demon will regenerate. Roll one die when you summon a Demon: a “1”, “2”, or “3” summons the Demon from the ALTAR and a “4”, “5”, or “6” summons the Demon from the SHRINE. There is no limit to the number of times you may summon a Demon during a game, but only one Demon may be summoned each day. Demons always answer a summons.

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(N) *Mistral* – At the start of any week, before new weather is determined, you may conjure a Mistral Wind that will blow across the entire map throughout the week. To do this simply name a magic *color*. This *color* will then be present in every clearing of the map that week. There is no other effect; the Mistral does not interfere with any other *color* source. You may conjure a Mistral only once per game.

(O) *Dragon Companion* – Your companion may shapeshift into a Tremendous non-flying Dragon during any encounter step. Replace his counter with the Dragon's when he does so. You must take a killed Dragon's counter if possible. You may never take the Tremendous Dragon residing at the LAIR. Your companion remains in Dragon form until *Midnight*, when the Dragon counter automatically regenerates.

FAME & NOTORIETY: You record FAME and NOTORIETY normally.

AT START: 1 companion

–or– 10 GOLD

NOTES: This is a Design-Your-Own Quest and as such it is reminiscent of the original *MAGIC REALM* victory conditions. There's a subtle difference, though. In the original version your character was defined but you could select your own victory conditions. In this Quest your victory conditions are defined but you can design your own kind of character. Each of the various items listed under Mysteries could serve as the basis for a more elaborate Quest. Quest designers wishing to test the effects of various magic weapons, etc. should find this Quest quite useful for such purposes.

A SECOND LIFE

"Amnesia," the Healer had solemnly intoned, "complete and irreversible." With such words were you welcomed back to consciousness and this, your 'second' chance at life. They said that you had been attacked by a band of Rogues, who apparently had employed a spellcaster to do something unpleasant to your mind. Only the timely intervention of the Patrol had saved you. But you can't recall any of this. In fact, you can't remember a single thing about who you are, where you came from, or where you were going. Resigning yourself to your fate, you set out to make a new life for yourself. To succeed in this Quest you must have three groups of natives as your FRIENDS or ALLIES.

TRADING RELATIONSHIPS: The Patrol are FRIENDLY to you, and the Rogues are your ENEMIES. All other natives and visitors are NEUTRAL to you. You may count the Patrol as one of the three FRIENDLY or ALLY native groups you need to succeed in this Quest.

STARTING LOCATION: You may start the game at any Dwelling where the Patrol could possibly appear. The Patrol does not start on the map, however.

NO POSSESSIONS: Before the Patrol was able to rescue you, the Rogues were able to steal every possession you had, save for one small, nondescript bag and the clothes on your back. Therefore you do not receive any weapons or armor at the start of the game except for a dagger (courtesy of the Patrol).

LOST KNOWLEDGE: You may not start the game with any recorded spells. (You may thank the spellcaster employed by the Rogues for this.) You may, however, learn spells during the course of the game by READING RUNES normally.

MISTRUST: Your inability to remember your past leads people to view you with suspicion. Whenever you attempt to HIRE natives by rolling on the NEUTRAL column of the MEETING TABLE, a result of "Price x 4" becomes "Price x 6" and a result of "Price x 3" becomes "Price x 5"; when you roll on the UNFRIENDLY column, "Price x 4" becomes NO DEAL.

DISCOVERING FRIENDS AND ALLIES: In addition to the normal method of gaining FRIENDS and ALLIES (optional rule 4.4 **Grudges And Gratitude**, page 55 in the second edition rule book) you may try telling your story to a NEUTRAL native group. To do this you must be in a clearing with an appropriate uncontrolled native leader. Roll two dice at *Midnight*. If the high roll is a "1" or less, that native group becomes FRIENDLY to you. You may subtract "1" from the die roll for every 30 points of FAME and NOTORIETY you have (total both together to figure this) and for each Great Treasure that you may have sold to the native group that day. You may not tell your story to a given native group more than once per game.

ALL IS NOT LOST: In spite of the Healer's gloomy prognosis, you quickly discover that your character's Special Advantages are still in full effect. Some things just cannot be forgotten (or lost).

SMALL, NONDESCRIPT BAG: Upon inspecting the one item your attackers neglected to grab, you discover that it conceals a collection of exquisite gems! You begin the game with 100 GOLD.

FAME & NOTORIETY: You record FAME and NOTORIETY normally, but may not use these points to pay for campaign chits.

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.

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 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 GOLDEN UNICORN

A beautiful, haunting dream has come to you, a dream filled with images of a golden Unicorn and endless expanses of emerald forests. A sense of powerful anticipation awakens within you. When rumors of the sighting of a golden Unicorn begin circulating, you realize that your destiny is calling. To succeed in this Quest you must find the golden Unicorn and together make safe all the WOODS hex tiles in the game.

DEVELOPMENT: A character may play this Quest at a lower level of development, as explained in rule Q1.10, if desired. 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

THE UNICORN: When you select this Quest take the L2/L4 pony that normally starts at the ENCHANTED MEADOW and place it in any clearing of a DEEP WOODS hex tile. This pony represents the golden Unicorn. All horse rules apply normally except as follows: Once your character ends a turn in the same clearing as the Unicorn it will automatically FOLLOW you the rest of the game (you may not leave it behind). Until you find the Unicorn it is dormant and may not attack or be attacked. No character may ride the Unicorn, and it may not be used as a pack horse. There is only one Unicorn in play, even in *Double MAGIC REALM*.

A SHY, SELDOM SEEN CREATURE: Should a character other than your own enter the Unicorn's clearing before you reach it, that player may immediately move the Unicorn into any adjacent hex tile and randomly chose a new clearing for it. There is no limit to the number of times this may occur.

MASTERY OF THE BEASTS: The Unicorn may use magic to attack one monster each round of combat. This attack has a speed of "2", a length of 17, and the same direction as the Unicorn's movement; it is identical in nature to the spell attacks made by Demons. If the attack hits, the monster is immediately regenerated back onto the SET UP CARD (no FUMBLE roll is necessary). The Unicorn may not attack in a cave clearing, and may not attack characters or natives.

WOODS MAGIC: Whenever you and the Unicorn start a turn together in a WOODS hex tile, you may choose to enchant that hex tile. This is done during *Birdsong* before anyone writes down their moves for the day.

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MAKING SAFE THE WOODS: Whenever you and the Unicorn end a turn together in a WOODS hex tile, you may make it “safe” by removing any Sound and Warning chits during *Midnight*. These chits are never replaced onto the map. When the chits are removed all uncontrolled monsters in the hex tile are immediately regenerated back to the SET UP CARD. Site chits and the LOST CASTLE chit, if present, remain in the hex tile but will not summon any monsters for the remainder of the game. Remove the Unicorn from the game as soon as the last WOODS hex tile is made safe (it does not revert to being a pony).

CAMPFIRES: You do not need to make safe any WOODS hex tile that contains a campfire, as these are already safe to begin with. You must, however, attempt to make safe all unexplored WOODS hex tiles, even if (by process of elimination) you know that only a campfire could be present. The Unicorn cannot remove campfires from the map, and cannot prevent them from appearing on the map.

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

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.

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 map. You must select which road you will enter on before the Dwellings are revealed on the map.

YOUR DESTINATION: Even though you do not begin the game at a Dwelling, your character must still choose one to serve as your destination. This is done at the same time as you select the road you will enter on, and is subject to the normal rules concerning choosing a starting location.

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 clearing 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. In *Standard MAGIC REALM* two companions may be returned to a clearing. In *Double MAGIC REALM* each companion must be returned to a different clearing. The last companion to return home cannot do so in the clearing containing 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 SECRET IN THE POOL

The ancient manuscript crumbled into dust as you tried to pick it up, but no matter. The words that you had read there, after finding the sheet hidden in an old and boring book of history, were burned indelibly into your mind. The POOL! Long ago a party of adventurers had explored it. Although they were driven from it by some nameless terror, their leader had written down all that they had learned. Now you, too, have learned the secret. To succeed in this Quest you must obtain a Treasure card from the selected POOL along with 25 points of FAME and 25 points of NOTORIETY.

DEVELOPMENT: A character may play this Quest at a lower level of development, as explained in rule Q1.10, if desired. 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*

KNOWLEDGE OF THE POOL: Once you have located the POOL normally, your first looting attempt is resolved as follows. You may take all the Treasure cards at that POOL and secretly look at each one without changing their order. You then may take any one of these cards as your LOOT table result and the rest are returned to the SET UP CARD. All future LOOT rolls are resolved normally. In *Double MAGIC REALM* you must write down at the start of the game which of the two POOLS will be the one where you have special knowledge. You receive no special advantage in looting the other POOL.

FAME & NOTORIETY: You record FAME and NOTORIETY normally.

- AT START:**
- weapon/armor counter
 - or- workhorse, armor counter
 - or- workhorse, Light or Medium weapon/armor counter
 - or- workhorse, 20 GOLD
 - or- 2 companions, 10 GOLD
 - or- workhorse, 1 spell, 10 GOLD
 - or- 2 companions, 1 spell
 - or- 1 companion, 1 spell, 10 GOLD
 - or- 1 spell, 20 GOLD

UNEXPECTED REUNIONS

After a long and successful, if somewhat unnoticed, career as an adventurer and explorer, you have decided to embark upon an adventure that will make your name famous to one and all. You will attempt to become the first explorer to reach the Ends of the Earth! To succeed in this Quest you must locate the two Ends of the Earth clearings.

THE ENDS OF THE EARTH: The Ends of the Earth are located in the MOUNTAIN-1 and CAVERN-3 clearings. In *Double MAGIC REALM* you must randomly determine which of the two MOUNTAINS and the two CAVERNS are the correct ones when you choose this Quest. To locate an End of the Earth, you must move to the appropriate clearing and execute a successful LOCATE roll just as if you were searching for a Site chit.

AN UNEXPECTED REUNION: At the start of any round of combat you may announce that a native has suddenly appeared in your clearing. You may declare this native to be either an Old Friend or your Old Arch-Enemy as detailed below. Only one reunion may take place each round. You cannot win this Quest until you have encountered your Old Arch-Enemy and at least one Old Friend.

YOUR OLD FRIENDS: If you announce that an Old Friend has appeared, you may choose any native to join you as a companion, subject only to the following restrictions: The native may not be a leader, may not be hired by another character or be a companion to another character, and may not be UNFRIENDLY or ENEMY to your character. You may obtain up to five Old Friends during the course of the game, but each one must be from a different native group if possible. Old Friends will always FOLLOW you; you may not leave them behind. If you are killed any Old Friends that you may have immediately regenerate (after burying the remains, if there were any).

THE PRICE OF FRIENDSHIP: While Old Friends are always ready to lend a helping hand, they expect the same in return. Each time an Old Friend enters the game as your companion, roll one die on the table below:

- | | | |
|---|---|--------|
| 1 | : | ALTAR |
| 2 | : | CAIRNS |
| 3 | : | POOL |
| 4 | : | SHRINE |
| 5 | : | STATUE |
| 6 | : | VAULT |

Before concluding this Quest, you must move to the indicated treasure site and execute at least one LOOT phase there. If you have more than one Old Friend, each will direct you to a different treasure site (reroll any duplicate numbers). Make a note of which treasure site each Old Friend is directing you to. In *Double MAGIC REALM*, the indicated treasure site is the one belonging to the same game set as your Old Friend.

HELPING AN OLD FRIEND: When you end a phase at an Old Friend's treasure site you immediately discover it. When you execute your first LOOT phase there, do not roll the dice, but instead take the top Treasure card and give it to your Old Friend. Thanking you profusely, he then bids you farewell. The Treasure card is removed from the game and the Old Friend regenerates back to the SET UP CARD.

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IT'S JUST A SCRATCH: If an Old Friend dies in combat, temporarily set him aside. If you survive the combat, he will rejoin you at *Midnight*, staggering up with a dazed expression on his face. You thought he was dead, but he had just been knocked senseless.

YOUR OLD ARCH-ENEMY: After all players have selected their Quests and *AT START* options, your opponents must select one native to represent your Old Arch-Enemy and set it aside out of play. This native must be chosen from a native group that is **UNFRIENDLY** or **ENEMY** to you. The only restrictions are that he may not be a leader, and he may not be a companion to another character. When he appears, your Old Arch-Enemy fights alongside you as a temporary companion until combat ends normally (he's not about to let anyone else kill you... he's reserving that pleasure for himself). Your Old Arch-Enemy always has his attack times and his move times reduced by one (to a minimum of "1").

THE FINAL RECKONING: If combat ends and you and your Old Arch-Enemy are still in the same clearing, another set of combat rounds immediately commences in which he is your sole attacker. No one else present in the clearing may attack with him. He is removed from the map if you run away or if combat ends for a second time that day, and immediately regenerates as a normal native if you are killed. If he is killed he may regenerate as a normal native. He may appear any number of times until he is killed, and you incur no penalty for bringing him on other than the possibility of his attacking you.

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- workhorse
- or- Wolfhound
- or- 1 spell
- or- 10 GOLD

NOTES: Games attempting to capture the experience of literature in a playable format often fall short of their goal due to the inherent rigidity of their rules. A writer can dream up endless plot twists, subplots, and unexpected happenings; games, especially with repeated playing, tend to be predictable. This Quest attempts to give the players a chance to influence the course of fate and introduce unlikely events into the flow of the game, just as a writer might when composing a story.

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.

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

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.

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. (Players may find it helpful during the course of the game to 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(s) or destination. 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.

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.

PARTNERS

All truly great adventurers and heroes come from humble beginnings. In this Quest three inexperienced characters join forces to face the dangers and the challenges of the *MAGIC REALM*. To succeed in this Quest the three characters must learn one new spell, obtain one Great Treasure, and have a cumulative score of 20 FAME and 30 NOTORIETY. (Note that these victory requirements are for the group as a whole, and not for each character individually.)

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

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

extra MOVE phase, HIDE phase, and REST phase

POCKET CHANGE: The three 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.

GATEWAYS TO THE REALM

There once was an age when the *MAGIC REALM* was a safe, peaceful land, ruled by a succession of benevolent kings and queens. These monarchs maintained their realm by building a series of magical gateways. The gateways allowed their emissaries and armies to teleport quickly wherever trouble might threaten. The kings and queens have now long disappeared, and with them went the knowledge of how to use the gateways safely. From time to time some brave soul would set out to pass through a gateway. Most were never seen again. The few who returned did so after long journeys, with hair-raising tales to tell. After years of arduous inquiry into the long-lost secrets of the gateways, you believe that you are now ready to master the art of using them. To succeed in this Quest you must activate each of the six ancient gateways at least once, and map all their locations.

THE GATEWAYS: When you select this Quest you must immediately position the following six gateways on the map:

- #1: Ebony Gate, in a DEEP WOODS hex
- #2: Stone Gate, in a CLIFF hex
- #3: Marble Gate, in a VALLEY hex
- #4: Bronze Gate, in a HIGH PASS hex
- #5: Iron Gate, in a RUINS hex
- #6: Crystal Gate, in a CAVES or CAVERN hex

To position a gateway roll one die and place the gateway in the clearing whose number corresponds to the die roll. Do not make this die roll when positioning gateway #3, the Marble Gate. Place it in the clearing that connects by roadway to the clearing that will contain the building or Ghosts. Players may find it necessary to make special markers to show the position of the gateways. The location and identity of each gateway must always be clear to all the players. Gateways have absolutely no effect on the play of the game unless a character chooses to activate one.

SAFE PASSAGE: Whenever your character occupies a clearing containing a gateway you may, at *Midnight*, elect to activate it and teleport. You, and anyone following you, must immediately move either to a clearing that contains a gateway you have activated at least once previously; or to a randomly selected gateway. To move to a randomly selected gateway you roll one die and move to the gateway whose number matches the die roll. It is possible to end up right where you started. You do not inspect or reveal any map chits in the hex tile. You will start the next day hidden. Your character may only activate one gateway each day.

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MAPPING A GATEWAY LOCATION: The location of each of the six gateways can be mapped by starting a turn in a building and then moving normally (without flying or teleporting) to the gateway and ending a turn there, or by teleporting to that gateway from another one and then moving normally to any building and ending a turn there. The gateways must be mapped separately, one at a time. You must complete the mapping of one gateway before you may start mapping another one. The route you travel when mapping may be as long and convoluted as you like. You do not need to keep to any particular route; the only requirement is that you must move normally from a building to a gateway, or, having teleported from one gateway to another, move normally from it to any building, in order to map that gateway successfully. The LOCATE table is not used in mapping the gateways.

UNSAFE PASSAGE: Whenever a character other than your own occupies a clearing containing a gateway he may, at *Midnight*, elect to activate it and teleport. That character, and anyone following him, must immediately move to a randomly selected gateway. The character rolls one die and moves to the gateway whose number matches the die roll. It is possible he will end up right where he started. The character does not inspect or reveal any map chits in the hex tile. The character and any followers will start the next day unhidden. A character may only activate one gateway each day.

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

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.

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.

THE NIGHTMARE: When you select this Quest you must take the warhorse with the lowest GOLD price to represent the Nightmare. This will usually be the H4/H6 warhorse. You may never take the T3/T5 warhorse as the Nightmare. If all other warhorses are already taken you must then take the lowest GOLD price workhorse. The Nightmare combines the abilities of both a horse and a hired native leader. 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.

LOVE AND ADVENTURE – I

It was, to reuse a well-worn phrase, love at first sight. And what's more, you quickly discovered that the feeling was mutual! However, your dreams of living happily ever after were temporarily dashed as unavoidable circumstances drew your Beloved away from you. To succeed in this Quest you must fulfill the following requirements in the order in which they are listed: First you must rejoin your Beloved by being together in the same clearing at *Midnight*. You and your Beloved must then spend one complete day together in any CHAPEL. After spending a day at a CHAPEL you must obtain one Great Treasure from any treasure site; you and your Beloved do NOT need to be together at the treasure site when this occurs. Finally you win the game when you are both present at your destination, where you will live happily ever after.

YOUR BELOVED: When you select this Quest you must roll one die and consult the following table:

1	:	Lancer
2	:	Raider
3	:	Archer
4	:	Swordsman
5	:	Assassin
6	:	Assassin

Select a native of the appropriate type to be your Beloved. The normal restrictions on choosing a companion apply, except that you may choose from any native group regardless of your trading relationships. If no native of the appropriate type remains unclaimed as a companion you may reroll. Your Beloved plays as a permanently hired native leader, and is always of the opposite sex of your character. If female her move time is always reduced by "1"; if male the harm his attack inflicts is always increased by one level. Your Beloved may use rule **25. Running Away**, but may not receive Event Cards.

STARTING LOCATIONS: You select a starting location and destination for your character normally (you may not start at a CHAPEL). Your Beloved always begins the game standing at the top of a towering CLIFF, gazing wistfully into the wind. Or in other words, your Beloved starts on clearing 6 of the CLIFF and may mark off the secret passage from clearing 3 to clearing 6 as a discovery. In *Double MAGIC REALM* your Beloved may start on either CLIFF.

THE WHOLE WORLD LOVES A LOVER: Whenever you and your Beloved are together in the same clearing all uncontrolled natives are one level friendlier to both of you.

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YOUR BELOVED'S SPECIAL ADVANTAGE: After selecting your Beloved you may then select one Special Advantage from the following list and record it on your Beloved's PERSONAL HISTORY sheet. Your Beloved may use this Special Advantage normally. In addition, whenever your Beloved FOLLOWS you, this Special Advantage may be used as a third Special Advantage for your character.

AURA OF POWER:	extra SPELL
BARTER:	one die TRADE
CAVE KNOWLEDGE:	one die HIDE, MEETING, SEARCH in cave
CLEVER:	choose when to move
ELUSIVENESS:	extra HIDE
HEALTH:	extra REST
HONOR:	subtract "1" MEETING
KNOWLEDGE:	subtract "1" READING RUNES
MOUNTAINEER:	one die HIDE, MEETING, SEARCH in mountain
PRESCIENCE:	extra ALERT
SCOUTING:	extra SEARCH
STAMINA:	extra MOVE
TRACKING SKILLS:	one die HIDE, MEETING, SEARCH in WOODS

NOTHING LEFT TO LIVE FOR: If your Beloved is killed you have failed this Quest and should start over with another character.

FAME & NOTORIETY: You cannot record any FAME or NOTORIETY points while on this Quest. If killed your NOTORIETY value is 1.

AT START: 10 GOLD

NOTES: It is rare to encounter a fantasy story that doesn't contain at least a hint of romance, and many great tales build upon love as their primary theme. This Quest represents a first attempt to explore how romance might be incorporated into the *MAGIC REALM* system. This version is designed for play by one player; couples should play using the Quest that follows.

LOVE AND ADVENTURE – II

It was, to reuse a well-worn phrase, love at first sight. And what's more, you quickly discovered that the feeling was mutual! However, your dreams of living happily ever after were temporarily dashed as unavoidable circumstances drew your Beloved away from you. To succeed in this Quest you must fulfill the following requirements in the order in which they are listed: First you must rejoin your Beloved by being together in the same clearing at *Midnight*. You and your Beloved must then spend one complete day together in any CHAPEL. After spending a day at a CHAPEL you must obtain one Great Treasure from any treasure site; you and your Beloved do NOT need to be together at the treasure site when this occurs. Finally you win the game when you are both present at your destination, where you will live happily ever after.

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

STARTING LOCATIONS: One character selects a starting location and destination normally (this character may not start at a CHAPEL). The other character must begin the game standing at the top of a towering CLIFF, gazing wistfully into the wind. Or in other words, on clearing 6 of the CLIFF. That character may mark off the secret passage from clearing 3 to clearing 6 as a discovery. In *Double MAGIC REALM* this character may start on either CLIFF.

THE WHOLE WORLD LOVES A LOVER: Whenever both characters are together in the same clearing all uncontrolled natives are one level friendlier to both of you.

NOTHING LEFT TO LIVE FOR: If one of the characters is killed the Quest has failed. You should start over with two new characters.

FAME & NOTORIETY: FAME and NOTORIETY points may not be recorded while on this Quest. Each character has a NOTORIETY value of 1 if killed.

AT START: 5 GOLD

NOTES: This Quest is a simple rewrite of the previous one allowing two players to participate, each controlling their own character.

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.

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 TREASURE HUNTER

Over the years, you quietly amassed a fortune from the treasure hoards of the *MAGIC REALM*. You could easily live out your life quite comfortably. But the stories of so-called valor and courage in looting these hoards persist, stories that are nothing compared to what you faced. Therefore, your ego both bruised and challenged, you and your companions prepare to undertake the greatest hunt of all. To succeed in this Quest you must loot one Treasure card or one treasure counter, or learn one spell, from six different treasure sites; obtain two Great Treasures (both must be looted from treasure sites); and obtain 15 points of FAME from killing treasure site monsters. In *Standard MAGIC REALM* reduce these requirements to three treasure sites, one Great Treasure, and 8 points of FAME.

YOUR COMPANIONS: You start the game with two companions. You may ignore trading relationships and number order when choosing these companions. All other restrictions on selecting companions remain in effect. These companions are childhood friends who joined you early in your career and remain loyal to you now despite any differences that may have arisen between you and their group.

YOUR PROWESS: You roll one die instead of two whenever you roll on any SEARCH TABLE, including the TREASURES WITHIN TREASURES tables. This represents your skill as a tracker and hunter.

TREASURES AND SPELLS: To win the game, you must have in your possession at least one treasure or spell from each of the six/three treasure sites. You should keep a record of each qualifying item, noting the location where you obtained it. Items sold or abandoned cannot be claimed. Only Great Treasures looted by you from a treasure site may be counted for the two/one that you need. Any Great Treasures you may buy cannot be counted for victory purposes. You may freely use any Treasure card or treasure counter you loot.

PACK HORSE: You are accompanied by a pack horse capable of carrying Tremendous weight. You may not ride this animal, nor does it give you any extra MOVE phases. The pack horse is a minor character that always FOLLOWS you.

IMMUNITY FROM CURSES: If you select “Immunity From Curses” as your starting option you have a magic talisman that protects you. Curses have no effect on you and do not prevent you from completing the Quest.

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FAME & NOTORIETY: You ignore NOTORIETY points. In recording FAME, record only FAME points obtained in killing treasure site monsters. You receive only the basic FAME value of the monster; you may not use Rule 23.6 to multiply this value. You ignore any FAME value received from Treasure cards or treasure counters. If killed your NOTORIETY value is 50.

AT START: Immunity From Curses

- or- Light or Medium weapon/armor counter, 10 GOLD
- or- 2 spells, 10 GOLD
- or- 1 spell, 20 GOLD
- or- 30 GOLD

NOTES: This Quest not only attempts to make a character move all over the map in search of victory, but also attempts to force him to face certain situations he may not want to face. Part of the inspiration for this Quest came from Bilbo's encounters with the trolls and Smaug in **The Hobbit**, by J.R.R. Tolkien. Quest designed by Mike Blomberg.

THE SPOILED PRINCESS

It was love at first sight, you and the beautiful Princess. Cupid's arrow had found its mark. Unfortunately the wound wasn't fatal. "Spoiled brat" would be a very mild description of this person who always gets what she wants, or else. Now she wants you, as a (heaven forbid) husband, and asks Daddy. Daddy, the King, says that you will marry his fair daughter if you fulfill her pre-wedding wish; fail and you will die. Even though the latter is very tempting, you think it just might be possible to pull this off and still leave the Realm before the wedding. As you will certainly find out, though, the Royal Pain... er, lovely Princess, tends to want more as the weeks go by. To succeed in this Quest you must simply(?) fulfill the wishes of the Princess. (By the way, she's going with you. Daddy hasn't had any peace and quiet for 18 years.)

THE PRINCESS: The Princess is a minor character who starts the game following you. Therefore, much as you'd like to, you cannot transmorphize her or leave her behind. She rides in a horse drawn wagon (palace on wheels may be closer to the truth), so you may never use a pony MOVE bonus. You may use the wagon to carry tremendous weight. (I don't know how, but this wagon is also capable of moving through caves. I told you you couldn't leave her behind.)

THE PROBLEMS WITH THE LADY: Even though you could probably keep counting for days, as far as this Quest is concerned there are just two problems with the Princess. The first concerns her wishes. During *Birdsong* on the first turn roll one die on the Initial Wish Table below:

Die Roll	Initial Wish Result
1 or 4	"I want a Dragon's head" Any Dragon killed will do, she'll believe you when you tell her it's the deadliest Dragon in the Realm.
2 or 5	"I wish to see a Lost City" Locate a LOST CITY site chit.
3 or 6	"I wish to see a Lost Castle" Locate a LOST CASTLE site chit.

If you can fulfill her Initial Wish and reach your destination before the first week is over at *Midnight* on the seventh day you win the game (and the Princess if you don't escape).

If (as is likely) you fail to win the game at the end of the first week, you must then make one loot roll on the Additional Wish Table each time weather is determined at the start of a week, to find out what else she wishes for. These Additional Wishes are cumulative with Initial Wish and each other; all selected wishes must be fulfilled in order to win. Take heart, though, she quits wishing after making her fifth Additional Wish (that's only a month and a half... sheesh!).

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Wish No.	Additional Wish Result
1	<i>"I want a fantastic treasure"</i> You must obtain a card or counter from a TREASURES WITHIN TREASURES site. The CHEST will satisfy this wish even if you do not have the LOST KEYS.
2	<i>"I want something that someone else desires"</i> You must obtain a Treasure card with a FAME price.
3	<i>"I want something magical"</i> You must obtain a Spell Book, Artifact, or an Enchanted card.
4	<i>"I want a Dragon's treasure"</i> You must obtain a Treasure card from a HOARD or LAIR.
5	<i>"I wish to see Goblins"</i> This is a tricky one, and Goblins encountered before this wish was made do not count. The moment you encounter any Goblins, the Princess squeals with delight and you immediately become unhidden. But it's not too bad. Roll two dice; the high die is the number of Goblins (from each "stack" of six on the SET UP CARD) that flee in agony, their ears ringing from the high-pitched squeal. Fleeing Goblins immediately regenerate. If another player in the game is playing The Great Goblin War the Goblin leader, if present, is the first to flee (that Magical Armor of the Great Goblin being like an echo chamber). If any Goblins remain roll two dice again. If the high die is less than or equal to the number of Goblins remaining in each stack, one Goblin from each stack joins you as a companion, somehow pacified by the Princess. Any remaining Goblins are handled just like normal monsters.
6	<i>"I wish to see the beach"</i> You must locate a POOL.
7	<i>"I wish to see a sacrificial altar"</i> You must locate an ALTAR.
8	<i>"I wish to see a shrine"</i> You must locate a SHRINE.
9	<i>"I wish to sleep on a soft bed"</i> You must be at an INN at <i>Midnight</i>.
10	<i>"I wish to see the top of the world"</i> You must be in a CRAG clearing at <i>Midnight</i>.

Whenever the Princess makes a wish you must LOOT for the result just as you would Treasure cards. Write down the numbers 1-10 in a column in the Notes section of your PERSONAL HISTORY sheet to form the "treasure pile" and cross out each wish that the Princess may make. For example, if your result was a "6" on your first roll you would cross out wish number 6 and for the next roll wish 7 would be the sixth item.

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THE SECOND PROBLEM: The Princess is constantly complaining. If you are hidden in a clearing containing monsters during *Sunset* you must make a HIDE roll. If you fail you are immediately unhidden and must encounter the monsters during combat. This pampered Princess has no idea what danger is. (No, you can't feed her to the monsters.)

STARTING LOCATION: You must start the game at a CHAPEL (yes, she is a little anxious) where you receive all the blessings and prayers from the priests (and a few comments from the locals). You are also given an amulet that makes you immune to all Curses (except, of course, for the one following you). Curses have no effect on you and do not prevent you from completing the Quest.

NATIVES: Knowing a rube when they see one, all natives are FRIENDLY to you except for your ALLIES, who remain ALLIES. (They've always loved a good joke.)

DIVINE PROTECTION: If you are unhidden in a clearing containing a Demon or an Imp at the start of *Evening*, they will not attack you. In fact, they will regenerate back to the SET UP CARD. They flee in embarrassment upon seeing the Princess, a terror greater than any they have ever loosed upon the world. They are so embarrassed that if you are at their Site chit, they tell you the location (you automatically discover it). You can never be affected by a POWER OF THE PIT spell cast by a Demon. Only a POWER OF THE PIT cast by another character (including "absorbed" Demons) can affect you. Fleeing Demons and Imps cannot be chosen as targets by anyone in the clearing. Demons and Imps will still block you normally during movement.

TOADSTOOL CIRCLE: Since the Demon Scholars wish to learn more about the terror, I mean Princess, you are not affected by the POWER OF THE PIT or teleport results when rolling on the TOADSTOOL CIRCLE table.

A WORD TO THE WISE: Even though the Princess makes a lot of demands (and headaches), she doesn't pay much attention. Therefore you can't tell her she saw Goblins last week when she decided today that she wants to see Goblins. But you can buy or loot items she may want and CACHE them, or discover a treasure site she may want to see, and go back to them later to fulfill her wish.

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OPPONENT SATISFACTION: Should you by chance win the game, your opponents, who obviously had rotten luck, can demand that you complete the story. Make a normal HIDE roll. If you succeed your victory is complete as you flee the Realm and live happily ever after. If you fail, however, you claim only a hollow victory as you end up marrying the Princess, with your only true friends being the Demons who stop by every night to take notes.

FAME & NOTORIETY: You cannot record any FAME or NOTORIETY points while on this Quest. If killed your NOTORIETY value is 40.

AT START: 4 companions
-or- 2 companions, 20 GOLD
-or- 40 GOLD

NOTES: This Quest was inspired by the character of Princess Felicia from the book **A Baroque Fable** by Chelsea Quinn Yarbro. From that inspiration it quickly degenerated into a parody of “damsel in distress” books and movies. The inspiration for the Demons came primarily from the third book of the Ebenezum trilogy, **A Night in the Netherhells**, by Craig Shaw Gardner. It should be noted that if you are playing a female character then this Quest should be referred to as **The Spoiled Prince** and all female references should become male. Come to think of it, Princess Felicia’s brother, Prince Andre of Alabaster-on-Gelasta, was also an inspiration. Quest designed by Michael Blomberg (so blame him!).

THE RELUCTANT TRANSFORMER

The ring that you found in the dust seemed quite harmless at the time... until you slipped it on your finger. The ring was a magical ring, a ring that enables the wearer to transmorphize into another creature. The problem is that you can neither stop or control the transmorphizing nor can you remove the ring from your finger. You seek the aid of a powerful Mage, who tells you he can teach you how to use the ring or remove it from your finger – but for a price. To succeed in this Quest you must obtain 20 points of GOLD and two Magical Treasures to meet the Mage's price.

THE RING OF TRANSFORMATION: The ring causes you to transmorphize at *Midnight* of every day; it does not require the presence of any *color* magic. As you set out on your Quest, the Mage gave you a vague hint about how to control the ring; a hint you did not fully understand. At *Midnight* of each day you must roll two dice to see if you can control the ring. If roll a "6" on either die you succeed and may choose what you transmorphize into: either your normal character, or any one of the creatures listed on the TRANSFORM table. If you fail to control the ring, roll one die and consult the TRANSFORM table to see what you change into. If this die roll selects a creature whose form you already have you then revert to your normal character.

EXAMPLE: If you have the form of a Dragon and roll a "1" you then revert to a normal character.

Note that unless you control the ring you cannot be the same creature for two (or more) days in a row. You start the game in the form of your normal character, and must roll for control each day regardless of any previous success or failure. You may attempt to control the ring even if you are in the form of a creature.

OTHER TRANSMORPHIZING: You are immune to all other transmorphizing spells while in the form of a creature. You may be transmorphized normally, by yourself or others, while in the form of your character.

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

NOTES: The TRANSFORM table is fun, frustrating, and entertaining. This Quest is an attempt to make full use of every creature on the table. Quest designed by Michael Blomberg.

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. Dedication the rest of your life to the task, you prepare to set forth. To succeed in this Quest you must obtain 60 Observation points.

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 MECHANIC

Failure! Failure! Failure! How you had learned to hate that word! Some of the finest magicians in the world had risked their sanity to try to teach you the fundamentals of magic. Each of them eventually affirmed that you possess not one speck of magical talent. These setbacks, however, did not quench your overwhelming desire to be a magician. Reluctantly, you spent your entire life's savings to purchase a selection of magical trinkets and jewelry. Now you must use them to regain your vanished wealth and fulfill your ambitions. To succeed in this Quest you must obtain one Great Treasure, 40 points of FAME, 60 points of NOTORIETY, and 60 points of GOLD.

MUNDANE CHARACTERS ONLY: Only non-magic characters may play this Quest. Characters having 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 "Mundane Characters 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: choice of helmet, Short Sword, or Axe

MAGICAL INEPTITUDE: You may not do the SPELL activity or use the READING RUNES table. If you use MAGIC SIGHT you must treat the "Perceive spell" result as "Nothing."

THE TRINKETS AND JEWELS: You begin the game with six of these objects, each of which may be used to cast one spell. Record one spell for each object when you choose your character. Select any spells you please, but no spell may be recorded more than once. You may not sell, cache, or abandon any of these objects. If you are killed other characters may not LOOT to recover these objects (they wouldn't be able to figure out their use, anyway).

MECHANICAL MAGIC: A trinket or jewel may cast its spell once per game with a completion time of "1". No *color* magic is required, as the objects provide their own. They cannot serve as a source of *color* magic for any other purpose whatsoever. Only one object may be used per round of combat, and such use is a "Cast spell" action. Event Card 204, **Permanent Spell Fizzles**, cannot affect a spell cast by one of your objects.

FAME & NOTORIETY: You record FAME and NOTORIETY normally.

NOTES: The character of Massha in Robert Asprin's "Myth Adventure" series was an important inspiration for this Quest and provided the title. A desire to see some spectacular and exotic spell combinations put into play guided the development of the Quest.

THE LUCKIEST PERSON ALIVE!

Everybody knows an unusually lucky person, a person that fate and good fortune seem to smile upon. You are such a person, and you embark upon this Quest to prove one thing... that you are the luckiest person alive. To succeed in this Quest you must obtain two Great Treasures, 75 points of FAME, 75 points of NOTORIETY, 50 points of GOLD, and awaken or learn one spell.

LUCK POINTS: You start the game with 10 Luck Points. You must keep a running total of the amount of Luck Points you spend, which your opponents may review at any time. Luck Points are used (spent) as additions or subtractions to any die roll your character makes, excluding MONSTER ROLLS and weather change die rolls. Each Luck Point used allows you to add or subtract one from your die roll. Luck Points can also be used to change trading relationships with natives during a TRADE or HIRE phase. Each Luck Point so used changes the trading relationship by one level. The trading relationship returns to normal at the end of the phase.

EXAMPLE OF HIDING: You execute one HIDE phase, roll the dice and get a "6" (no effect). If you wish to hide you must deduct one Luck Point from your total.

EXAMPLE OF USING TABLES: You search for the HOARD, roll the dice and get a "6" (nothing). If you wish to discover the HOARD you must deduct two Luck Points.

EXAMPLE OF COMBAT: The Amazon enters combat against the Octopus. You put the Octopus in the DUCK and SMASH box, play an M4 MOVE in the Dodge square, and play an M3** FIGHT with a Short Sword in the Smash circle. You roll to reposition the monster and get a "1" (moves to DODGE & SWING). You deduct two Luck Points to change to roll to a "3" to keep the monster from moving. Since you have the longest weapon in the first round of combat, your attack is resolved first. The harm you inflict is Heavy, modified by a FUMBLE table roll of "5", which keeps it at Heavy. You spend three Luck Points to make the FUMBLE roll a "2". This result gives Tremendous damage to kill the Octopus, for a total of five Luck Points expended.

EXAMPLE OF HIRING: The Witch King wishes to hire a Knight from the ORDER, his enemies! He executes a HIRE phase and spends four Luck Points to change the trading relationship to ALLY and then rolls a "4" (PRICE x 3). Since he has no GOLD, he spends three more Luck Points to hire the Knight for free as a boon, for a total of seven Luck Points expended.

HIRED NATIVES AND COMPANIONS: Your Luck Points cannot be used by hired natives or companions, except in the case of a spell result where your character may also suffer damage.

EXAMPLE: The Berserker, unhidden and accompanied by Lancers, enters combat against a Demon. The Demon's POWER OF THE PIT roll is a "3" (TERROR). The Berserker cannot be hurt by this result and therefore cannot change it with Luck Points, but his Lancers are all killed. The Woods Girl, however, would be able to spend Luck Points to change die roll, saving both herself and the Lancers.

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REGAINING LUCK POINTS: You can regain Luck Points, up to a maximum of 10, in three ways:

- ❖ You may regain all Luck Points by spending two full days in a CHAPEL. You must announce upon entering the CHAPEL that you will be praying. You may only execute REST phases while praying. You cannot trade with other characters, draw Event Cards, cast spells, or engage in combat. You are immune to all attacks for three days, beginning with the day you enter the CHAPEL.
- ❖ You may regain one Luck Point for every 10 points of recorded FAME, NOTORIETY, and/or GOLD you give up. You must be in a Dwelling at *Midnight* to do this.
- ❖ You may total the FAME, NOTORIETY, and GOLD values of any treasure(s) that you *give* to another character or native group and immediately regain one Luck Point for every 10 points in your total (rounded down). Characters must accept such treasures unless the treasures exceed their carrying capacity or are detrimental to them.

FAME & NOTORIETY: You record FAME and NOTORIETY normally.

NOTES: This Quest is an attempt to put into a gaming situation the heroes from books, movies, television, and (notably) the old cliffhanger serials who get themselves into impossible situations and then come out of them unscathed. The other inspiration for this Quest comes from the character of Lucky McGee in the Game Designers Workshop game **Asteroid** by Marc W. Miller and Frank Alan Chadwick. Quest designed by Michael Blomberg.

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 used to determine their destination, which is always the same for both characters. If one of the characters is killed the Quest should be restarted with the Dwarf and a new character.

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 after they have ended a turn 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 optional rule Q5.9, the additional bounty points for discoveries and Treks may be earned only in cave clearings.

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 WINGED HORSE

In the temple of an oracle, where you have come to seek guidance concerning your future, sits a blind priestess. As you pass by, she calls to you by name. She gives you a parcel wrapped in an ancient robe, and tells you to follow your destiny. Outside the temple, you open the parcel and discover a fabulous golden bridle, the only one capable of taming the legendary Winged Horse. There are two ways to succeed in this Quest: A) You must obtain 75 points of FAME and 75 points of NOTORIETY, or B) You must obtain five Great Treasures. You do not have choose one way over the other; both are always available to you.

THE WINGED HORSE: When you select this Quest take any available warhorse from the Order and place it in a CRAG-3 clearing. This warhorse represents the Winged Horse. When your character ends a turn in the same clearing as the Winged Horse you may automatically take possession of it. Until this happens the Winged Horse is dormant and may not be attacked. Only your character may possess the Winged Horse. There is only one Winged Horse in play, even in *Double MAGIC REALM*. Besides moving as a normal warhorse, the Winged Horse may also FLY using a value of FLY H2.

WITH THE SPEED OF THE WIND: When you use the Winged Horse to FLY, you receive one extra FLY phase for each normal FLY phase you use. (This works the same way as using a pony to MOVE.)

FAME & NOTORIETY: You record FAME and NOTORIETY normally.

AT START: 10 GOLD

NOTES: This is a retelling of the story of Pegasus from Greek mythology.

BERSERKER FURY

Life was sooo boring. What a misfortune it was to have a peace-loving King. Without a war to look forward to even the nightly brawls at the tavern lost their appeal. Thus it was with a mixture of both outrage and joy that you received the news of the death of a cousin. This cousin had been exploring the remains of a LOST CASTLE when the monsters living there caught him by surprise. Even though you are saddened by his death, the thought of visiting vengeance upon the foul creatures brings joy to your heart. To succeed in this Quest the Berserker must obtain one Great Treasure, 50 points of FAME, and 60 points of NOTORIETY.

BERSERKER ONLY: The Berserker is the only character allowed to play this Quest.

VENGEANCE: Monsters may not be counted for FAME and NOTORIETY points unless they are killed in the hex tile containing the LOST CASTLE. In *Double MAGIC REALM* you must write down which LOST CASTLE was the site of your cousin's demise before the Dwellings are revealed on the map. Monsters killed at the other LOST CASTLE may not be counted for points, and "Blood Lust" and "War With Nature" do not apply there.

BLOOD LUST: You cannot complete this Quest unless you have personally killed at least one monster in the LOST CASTLE hex tile after having played your BERSERK chit that day.

CLAUSTROPHOBIA: You can never activate a suit of armor.

WAR WITH NATURE: If, at the end of your turn, you are in the LOST CASTLE hex tile and unhidden, the following events take place. First, all uncontrolled monsters in the hex immediately move to your clearing, even if they are not prowling or have been blocked by someone else earlier in the day. Then all Site chits, Sound chits, and Warning chits that have not yet summoned monsters that day immediately do so. Use a "MONSTER ROLL" of 1-6 for this summoning, which means that some chits may bring several different kinds of monsters simultaneously.

(We can imagine the clumsy Berserker, trying to sneak about and remain inconspicuous. Suddenly, he steps on a twig, drawing the attention of some beast. In the face of danger, his suppressed battle hysteria breaks loose! He clambers up onto a rock, whips his Great Axe around above his head, and bellows, "All right you suckers! You want a fight? Here I am!" The creatures are happy to oblige.)

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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 : True Love
- 2 : True Love
- 3 : Lured by a Maiden
- 4 : Wild Party
- 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 the rest of the game. Roll one die on the table below to select a third Special Advantage for the Berserker, which represents your love's ability to aid you on your Quest. You may not roll again on the Random Romance table for the remainder of the game.

- 1 : BARTER: one die TRADE
- 2 : CLEVER: choose when to move
- 3 : GIFT OF HEALING: extra REST phase
- 4 : HONOR: subtract "1" MEETING
- 5 : KNOWLEDGE: subtract "1" READING RUNES
- 6 : TRACKING SKILLS: one die HIDE, MEETING, SEARCH in WOODS hexes

❖ **LURED BY A MAIDEN:** You meet a beautiful, friendly girl. Could it be love? You gain one point of NOTORIETY. You may not leave the Dwelling on your next turn except by running away during combat.

❖ **WILD PARTY:** You encounter some local yokels who invite you to sample their homemade brew. You have a wonderful time, but you'll wake up next morning feeling just awful. All your active action chits with asterisks become fatigued. Gain five points of NOTORIETY.

FAME & NOTORIETY: The Berserker records FAME and NOTORIETY normally, observing the restrictions of "Vengeance" for killed monsters.

AT START: 2 companions (one must be a Wolfhound)

NOTES: We've noted that the Berserker rarely uses his BERSERK chit when playing most Quests. The obvious remedy was to write a Quest that would provide him with a strong incentive to play the BERSERK chit. To be on the safe side, he is required to play it at least once. The Random Romance table promises to be an interesting addition to Quests designed for specific characters.

DEATH QUEST

Special

This Quest may not be selected by any player at the start of the game. The **Death Quest** is used only when a character dies during the course of the game. Using the **Death Quest** is optional and must be agreed to by all players. It replaces rule 2.7 and optional rule Q5.4. Any number of players may participate in the **Death Quest** simultaneously. Multiple players in the **Death Quest** are never considered a team.

KILLED BY A CHARACTER OR HIRED NATIVE: Your opponent gains your NOTORIETY bonus normally, even if the Death Quest table brings you back to life. (This by itself does not cause you to lose your recorded NOTORIETY.) If your opponent takes your GOLD and belongings you cannot “recover” or “retain” them, even if the Death Quest table would normally allow you to do so. *Exception:* In *Déjà Vu* you always replace your starting GOLD total and may draw replacement belongings from the SET UP CARD.

Each opposing player in the game can gain the NOTORIETY bonus for killing you only once per game. *Explanation:* This prevents a character from being “killed” repeatedly by someone looking to score a big NOTORIETY gain against an opponent unable to defend himself.

COMPANIONS AND HIRED NATIVES: Any companions and hired natives that survive your “death” remain in their clearings on the map. They do not move with you if you are “rescued.”

THE DEATH QUEST TABLE: When your character dies you must roll two dice on the following table at *Midnight* and apply the indicated result. Use the higher of the two rolls, and subtract “1” for each week completed prior to the current day. Event Cards, Quest special conditions, Treasure cards, and Special Advantages never affect this die roll. You must discard all your Event Cards before rolling on the Death Quest table.

-3	: Requiescat in Pace
-2	: Walking Dead
-1	: Troubled Spirit
0	: Rescued by Hooligans
1	: Rescued by Hooligans
2	: Rescued by Good Folk
3	: Rescued by Good Folk
4	: You're Still Alive!
5	: You're Still Alive!
6	: Déjà Vu

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DÉJÀ VU: You may reenter the game on the first day of the second week. You must reenter the game exactly as you started it – keeping the same Quest, character, weapon/armor counters, spells, *AT START* option, companions, and starting location. These following list summarizes these effects:

action chits	all are active
<i>permanent</i> wounds	return to play
belongings-counters	recover/replace all that you started with
belongings-Treasure cards.	recover/replace all that you started with
GOLD	same amount as you started with
recorded spells.	retain the ones you started with
companions	recover all that you started with
hired natives	all become unhired
recorded points	lost
discoveries	lost
spells affecting you	broken
Curses	removed

EXPLANATION: Abandoned belongings and companions are removed from the map and returned to you if you started the game with them. New belongings may be drawn from the SET UP CARD as necessary to replace starting belongings held by another character. Killed companions may also be returned to you. Surviving hired natives become unhired. Any recorded points and discoveries are lost. Spells and Curses affecting you are broken or removed. Note that “Déjà Vu” can only occur in the first week of play.

YOU'RE STILL ALIVE! You're not actually dead, it just feels like it. Return your counter to the map, hidden side up. You continue your original Quest with the following effects:

action chits	one is active, remainder are wounded
<i>permanent</i> wounds	remain out of play
belongings-counters	recover all abandoned items
belongings-Treasure cards.	recover all abandoned items
GOLD	retain
recorded spells.	retain
companions	retain survivors
hired natives	retain survivors
recorded points	retain
discoveries	retain
spells affecting you	remain in effect
Curses	remain in effect

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RESCUED BY GOOD FOLK: You are alive but unconscious. You continue your original Quest with the following effects:

action chits	one is active, remainder are wounded
<i>permanent</i> wounds	remain out of play
belongings-counters	recover all abandoned items
belongings-Treasure cards.	roll 1-5 on one die to recover each abandoned item
GOLD	retain
recorded spells.	retain
companions	retain survivors
hired natives	retain survivors
recorded points	retain
discoveries	retain
spells affecting you	remain in effect
Curses	remain in effect

A passing band of Good Folk finds you and transports you to a nearby Dwelling, where you finally reawaken. Your counter is held off the map until the first day of the following week. It is then placed, hidden side up, at the Dwelling selected by the RESCUE TABLE. You cannot do any activities whatsoever while your counter is not on the map, but hired native leaders may take their turns normally.

RESCUED BY HOOLIGANS: You are alive but unconscious. You continue your original Quest with the following effects:

action chits	one is active, remainder are wounded
<i>permanent</i> wounds	remain out of play
belongings-counters	recover all abandoned items
belongings-Treasure cards.	roll 1-2 on one die to recover each abandoned item
GOLD	lose all
recorded spells.	retain
companions	retain survivors
hired natives	survivors become unhired
recorded points	retain
discoveries	retain
spells affecting you	remain in effect
Curses	remain in effect

A passing gaggle of Hooligans finds you and drags you to a nearby Dwelling, where you finally reawaken. Your counter is held off the map until the first day of the following week. It is then placed, hidden side up, at the Dwelling selected by the RESCUE TABLE. You cannot do any activities whatsoever while your counter is not on the map.

RESCUE TABLE: When returning to the game after being rescued by either Good Folk or Hooligans, roll one die on the table below to select the Dwelling at which you reappear. If the roll selects a campfire that is not yet on the map, reroll. In *Double MAGIC REALM*, randomly choose which game set the selected Dwelling belongs to.

- 1 : CHAPEL
- 2 : HOUSE
- 3 : INN
- 4 : GUARD house
- 5 : Small campfire
- 6 : Large campfire

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TROUBLED SPIRIT: You die and become a ghostly apparition. You no longer participate in your original Quest. Return your counter to the map, hidden side up, with the following effects:

action chits	all are active
permanent wounds	return to play
belongings-counters	recover all abandoned items
belongings-Treasure cards.	recover all abandoned items
GOLD	lose all
recorded spells.	retain
companions	survivors become unhired
hired natives	survivors become unhired
recorded points	lose all
discoveries	retain
spells affecting you	broken
Curses	removed
Special Advantages.	retain
trading relationships	all native groups are one level less friendly

As a Troubled Spirit you cannot be killed or wounded. Only fatigue affects you. You must fatigue action chits instead of wounding them. If you are "killed" again you simply fatigue all your action chits and remain a Troubled Spirit (do not roll on the Death Quest table).

You cannot use the TRADE or HIRE activities, or Event Cards. You are not affected by any Curse. Your presence summons prowling denizens normally. You can automatically run away from any combat; no roll on the STUMBLE table is necessary. Ghosts will never block or attack you.

A Troubled Spirit can win the game only by seeking out an abandoned friend as follows:

Many years ago, a dear friend of yours was heading into a life of trouble. You, however, decided to get on with your own life and abandoned this friend. With your mortal existence having come to an abrupt end, you have one last chance to redeem your spirit. You must seek out your abandoned friend and give him the guidance he so desperately needs.

Whenever you are in a Dwelling at *Midnight*, roll two dice. If both dice show "1" you have located your abandoned friend who, with your other-worldly assistance, proceeds to get his life in order. You may attempt this roll only once per Dwelling per game. If you have unsuccessfully checked all the Dwellings but one, you will automatically succeed at the final Dwelling.

After saving your abandoned friend, you win the game by joining the Ghosts in their clearing at *Midnight*. In *Double MAGIC REALM* the Ghosts must belong to the same game set as the Dwelling in which you found your abandoned friend.

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WALKING DEAD: You die and become a zombie. You no longer participate in your original Quest. Return your counter to the map, hidden side up, with the following effects:

action chits	all are active
permanent wounds	return to play
belongings-counters	recover all abandoned items except horses
belongings-Treasure cards.	lose all
GOLD	lose all
recorded spells.	lose all
companions	survivors become unhired
hired natives	survivors become unhired
recorded points	lose all
discoveries	retain
spells affecting you	broken
Curses	removed
Special Advantages.	lose all
trading relationships	all native groups are ENEMIES

As a Walking Dead you may not execute sunlight or sheltered phases for the remainder of the game. Your MOVE and FIGHT chits have a strength of Tremendous. Your vulnerability is Tremendous. If you are “killed” again you are out of the game (do not roll on the Death Quest table).

If you possess MAGIC chits they all change into Type V MAGIC chits and you automatically learn the following spells:

DEATH (V/BLACK), one native, Attack: If the spell hits, the target native is immediately killed.

DRAIN LIFE (V/BLACK), one native, Attack: If the spell hits, all of the spellcaster’s fatigued and wounded action chits are activated. The target native is killed, and the spellcaster may not cast any more spells for the remainder of the turn. This spell affects only those chits that are already inactive – it does not affect fatigue and wounds that are inflicted during the current round of combat. This spell’s strength is equal to the POWER OF THE PIT results that affect action chits (it does not conflict with the other POWER OF THE PIT results).

INFLICT WOUNDS (V/BLACK), one character, Attack: If the spell hits, the target character must immediately wound two action chits. The spellcaster chooses one of the chits to be wounded and the target chooses the other. Armor offers no protection against this spell.

You cannot use the FLY, TRADE, or HIRE activities. You cannot use READING RUNES or MAGIC SIGHT. You cannot use Event Cards or horses. You are not affected by any Curse. Your presence summons prowling denizens normally.

A Walking Dead is driven by a furious envy of the living. You win the game by obtaining 100 points of NOTORIETY. The only way you gain NOTORIETY points is by killing characters and natives (treasures and killed monsters do not give you any NOTORIETY points). You do not have to return to any specific Dwelling or location to win. As soon as you succeed in obtaining 100 points of NOTORIETY you have fulfilled this Quest.

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REQUIESCAT IN PACE: (May he rest in peace.) The character is dead. The player may not reenter the game. Note that this result cannot occur before the fifth week of play.

EFFECT ON TEAMWORK QUESTS: When a character participating in a teamwork Quest dies and receives a result of "0" or more on the Death Quest table, the teamwork Quest is unaffected. The various characters participating continue to play it. If the killed character receives a result of "-1" or less the teamwork Quest may be affected.

If the teamwork Quest was being played by only a single player, and the killed character received a result of "-1" or "-2", the player must choose between the two Quests. He can choose to make the result a "-3" and continue the original Quest with his remaining character(s). Or he can cancel the teamwork Quest, in which case the surviving characters must leave the map (rule 7.9) by the shortest possible route. The player continues playing the **Death Quest** with the "killed" character.

If the teamwork Quest was being played by only a single player, and the killed character received a result of "-3", the player must try to win using the remaining characters in the teamwork Quest. If such a win is no longer possible the player cannot win the game except by taking a chance on the Death Quest table with one of the remaining characters.

EXAMPLE: A single player is playing **The Dwarf's Adventure** (#62) using the Dwarf and the Berserker. If either character dies and receives a result of "0" or more on the Death Quest table, the original Quest continues.

If the Berserker dies and receives a result of "-1" or "-2", the player may choose to turn the Berserker's result into a "-3" and continue playing **The Dwarf's Adventure** with just the Dwarf. Otherwise the Dwarf must leave the map by the shortest route and the player stays in the **Death Quest** with the Berserker.

If the Berserker dies and receives a "-3" result on the Death Quest table, the player must continue playing **The Dwarf's Adventure** with just the Dwarf.

If instead the Dwarf is killed and receives a "-3" result, the Berserker cannot win **The Dwarf's Adventure** alone. The player's only remaining chance to win would be if the Berserker died and received a result of "-1" or "-2" on the Death Quest table.

If the teamwork Quest was being played by a team of players, and the killed character received a result of "-1" or less, the other players must try to win using the remaining characters in the teamwork Quest. If such a win is no longer possible the other players cannot win the game except by taking a chance on the Death Quest table with their characters. Characters who receive a result of "-1" or less on the Death Quest table are no longer a part of any team.

NOTES: Players will not have to look too deeply to find the flavors of their favorite old zombie movies and Charles Dickens' **A Christmas Carol** in this "Quest." We wrote the **Death Quest** after deciding that players reentering the game using rule Q5.4 were using the advantages of hindsight to win much too often. An incidental advantage to using the **Death Quest** is that teamwork Quests are now much more realistic. A team that loses a character may have to try to carry on without him.

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.

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.

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 rule **01. 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 rule 01.7. 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.

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

NOTES: This Quest requires the use of rule **Q5.1 Event Cards**.

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 used to determine their destination. If one of the characters is killed the Quest should be restarted with the White Knight and a new character.

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 after they have ended a turn 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.

THE GIFTED CHILD

Deep in the forests of the *MAGIC REALM* a young orphan girl is found to possess disturbing powers of prophecy. Rumors of her abilities quickly circulate throughout the land, drawing the attention of those who would use the child for their own evil purposes. A beautiful, mystical warrior enters the *MAGIC REALM*, sworn to bring the child to a place of safety. There she will be taught to use her gift for the benefit of all people. To succeed in this Quest you must find this Gifted Child and escort her to the CHAPEL.

AMAZON ONLY: The Amazon is the only character allowed to play this Quest.

MYSTIC RENEWAL: During any turn in which you record only REST phases, you may record and do two extra REST phases.

SHAPESHIFTING: You have the ability to transmorphize into the form of a Panther. You may shapeshift at the start of your turn during *Daylight* by wounding four of your action chits. Shapeshifting does not need to be recorded in advance, and may be done any number of times during a game. All your recorded GOLD and belongings, except horses, transmorphize with you when you take the Panther form.

When in the form of the Panther you may use “walking the woods.” You must abandon your horses when you move as a Panther. You may carry Medium weight.

You automatically transmorphize back into the Amazon at the start of your clearing’s turn during Evening. Thus you can never engage in combat as a Panther.

THE GIFTED CHILD: The Gifted Child is a minor character. She begins the game at the Small campfire. In *Double MAGIC REALM* she begins at the Small campfire belonging to the same game set as your starting location. She will begin following you when you are present at her campfire during Evening, or when you rescue her. You cannot shapeshift into a Panther while you are guiding the Gifted Child.

She will leave you when you end a turn at the CHAPEL. In *Double MAGIC REALM* this CHAPEL must be the one belonging to the same game set as your starting location.

POWERS OF PROPHECY: While the Gifted Child FOLLOWS you, she will cast the PROPHECY spell on you every day. She does not require the presence of any *color* magic to do this. The Gifted Child never has any effect on the other characters in the game.

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THE EVIL TRACKERS: When you select this Quest your opponents must immediately choose three Bashkars to serve as the Evil Trackers. Any group member, except the leader, may be selected. Set their horses aside, out of play. The Evil Trackers begin the game at the GUARD house. In *Double MAGIC REALM* they begin at the GUARD house belonging to the same game set as your starting location.

During the game, the Evil Trackers are treated as another player, taking their turn in sequence, and their actions are controlled by a consensus of your opponents. Their presence will summon monsters, natives, and visitors. They can be blocked and attacked by monsters just like a regular player. They cannot be hired, and cannot block or attack any character other than you. They cannot run away from combat. If killed, they may regenerate as normal Bashkars (with their horses).

The Evil Trackers must always move together as a unit. They do not have to write down their move in advance. Instead, they move in the same manner as a player who has the TIMELESS JEWEL activated. They are limited to using basic phases (they can never use sunlight or sheltered phases) plus one extra HIDE phase per turn. They can enchant a hex by doing two SPELL phases during a turn, but they cannot supply *color* magic or cast spells.

The Evil Trackers begin the game knowing all the hidden paths and secret passages on the map. They will never share this information with any other character, although characters may spy on them.

A PROFANE SACRIFICE: If the Gifted Child and the Evil Trackers are together in the same clearing at *Midnight*, and the Gifted Child is not following you and is not in a CHAPEL, the Evil Trackers will capture her. She must then FOLLOW them until she is rescued by you. You can rescue her by killing the Evil Trackers.

If the Evil Trackers succeed in escorting the Gifted Child to the ALTAR, she will be sacrificed at *Midnight*. If this occurs you immediately fail this Quest and are removed from the game along with all your belongings. The Evil Trackers are also removed from the game at this time, and may regenerate as normal Bashkars. In *Double MAGIC REALM* the ALTAR must be the one belonging to the same game set as your starting location.

PROWLING DEMONS: Demons are always prowling and will regenerate at the end of each week. This is in addition to the regular MONSTER ROLL, which is made normally. Demons will never block or attack the Evil Trackers. Demons will prowl and regenerate normally once the Gifted Child has been sacrificed. PEACE WITH NATURE, whether used as a spell or as the Druid's Special Advantage, will not prevent Demons from appearing on the map until the Gifted Child has been sacrificed.

RANDOM ENCOUNTER: 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 | : | Phantom Swordsman |
| 2 | : | Phantom Swordsman |
| 3 | : | Lecherous Assault |
| 4 | : | Spiritual Intervention |
| 5 | : | no effect |
| 6 | : | no effect |

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- ❖ **PHANTOM SWORDSMAN:** A mysterious swordsman appears to challenge you to a duel. Temporarily borrow any Great Swordsman counter. Immediately begin a new set of combat rounds between yourself and the Great Swordsman. You are unhidden, and no one else in the clearing may participate in any way.

If you succeed in killing the Great Swordsman a deep voice speaks: "You have studied well, daughter, and have become powerful indeed. Receive now a weapon suited to your strength. Well did it serve those who wielded it in ages past; well will it serve you in your hour of need!" The Great Swordsman's body disappears in a shower of sparks and a gleaming weapon appears in his place. Take a Broadsword from the SET UP CARD. This is an enchanted sword; when using it your attack will always shift to intercept your target.

If you fail to kill the Great Swordsman there is no effect.

Return the Great Swordsman counter. Regardless of the outcome of the battle, you may not roll again on the Random Encounter table for the remainder of the game.

- ❖ **LECHEROUS ASSAULT:** A scruffy band of male drifters assaults you, mistakenly thinking that you can be easily disarmed. You defeat them in a rousing, and very one-sided, battle. Roll two dice and add them together. The total is the number of asterisks you must fatigue as a result of the battle. There is no additional penalty if you do not have enough asterisks in play to meet the total rolled. You also gain GOLD equal to the total of the dice, gathered from the belongings the drifters cast aside as they ran away from you.
- ❖ **SPIRITUAL INTERVENTION:** As you sleep, a spirit appears to you to aid you in your Quest. You may, at any future point in the game, choose a wish from the WISHES table. That wish will be granted immediately. Only one wish will be granted in a game; treat this result as "no effect" if you roll it again. You may not select "I wish I were elsewhere," "I wish you were elsewhere," or "I wish for peace" as your wish.

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

NOTES: This Quest was inspired by a low budget exploitation movie entitled **Rollerblade Warriors**, which featured scantily clad sword-slinging females roller-skating across a post-apocalypse desert. Although such films often seem a shameful waste of talent and resources, many of their plots contain sufficiently interesting ideas that one wishes the filmmakers had taken the time and effort to make a good film. Lacking the resources to make a good film of our own, we'll settle for making a good Quest. The Quest closely follows the movie's plot, the major change being the substitution of shapeshifting for those ludicrous roller-skates.

THE RETURN OF THE DRAGON-RIDER

Once again you take to the skies of the *MAGIC REALM*, this time with your terrified squire flying alongside for support. As one of the legendary Dragon-Riders, those eccentric Knights of the sky, you are obligated by your "Dragon-vows" to perform heroic deeds to be remembered through the ages in song and story. After mucking up matters badly in your first outing, you are now more determined than ever to accomplish great things. To succeed in this Quest you must obtain three Great Treasures, 90 points of FAME, and 90 points of NOTORIETY.

YOUR TERRIFIED 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. The Lancer's horse remains out of play while he is your Squire. Your Squire's attack time is increased by one if he rides a Dragon during combat. (He's afraid of heights.)

DRAGON-RIDER: You cannot be attacked by any Dragon, nor may you attack them. Dragons will, however, block you if you are unhidden in their clearing (in greeting, not attack). During a battle, any uncontrolled Dragons present in your clearing will temporarily join you and fight as though they were your hired natives. (Thus, if you wish, your mere presence could prevent any Dragons from attacking other characters in your clearing.) You may never loot a Dragon treasure location; 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!

YOUR MOUNTS: You start the game with two Heavy Flying Dragons as your companions. Whenever you and the Dragons wish to leave one hex tile and enter another, you must ride the Dragons and FLY. If you do not leave your present hex tile during your turn you may either move normally (the Dragons FOLLOW you) or FLY. You and your Squire may ride Dragons during combat if you wish, and the Dragons will still get their attacks. If a Dragon is killed you cannot obtain a replacement, as it takes a long time to train one.

Normally you and your Squire will each be riding a separate Dragon. Should one Dragon be killed, the two of you may ride together on the remaining Dragon. When a single Dragon is carrying both of you, you may execute only one FLY phase per day. In addition, if you are both riding a single Dragon during combat, the Dragon does not make any attack of its own.

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A DIFFERENCE OF OPINION: The Knights of the Order are your ENEMIES. They don't like Dragons! You cannot do any trading with a character who has any of the Order as hired natives. If a Knight of the Order (hired or not) is in your clearing during *Evening*, you must engage him in combat (you cannot run away) or immediately fail this Quest! *Exception:* You are not required to engage the Knights of the Order in combat when you are in the CHAPEL, although they might attack you at the end of the day.

FAILING THE QUEST: Should you (for shame!) "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.

FAME & NOTORIETY: You record FAME and NOTORIETY normally. You cannot take the QUEST campaign chit.

AT START: weapon/armor counter

- or- Light or Medium weapon/armor counter (excluding Bows), 20 GOLD
- or- 3 spells
- or- 2 spells, 10 GOLD
- or- 1 spell, 20 GOLD
- or- 30 GOLD

NOTES: This is a sequel to **The Dragon-Rider** (#24).

FORTRESS IN THE CLOUDS

On a high mountaintop stands a massive FORTRESS, maintained by the Soldiers as a final refuge in time of war. No one knows who built the FORTRESS; it had long been abandoned when the Soldiers discovered it. The useless main gate lies in twisted ruins, a grim memorial to some titanic battle of the past.

Only the Dwarves retain the skill and knowledge needed to rebuild such a gate. The Soldiers, fearing that war may soon be upon them, have hired you to do the job. To succeed in this Quest you must repair the gate of the FORTRESS and obtain 90 points of GOLD.

DWARF ONLY: The Dwarf is the only character allowed to play this Quest.

KINFOLK: Your kinfolk are Dwarves who may assist you in repairing the gate of the FORTRESS. They are represented by Great Axemen from the Rogues. When you select this Quest your opponents must immediately position your kinfolk on the map, placing each one in any cave clearing that connects via roadway to the BORDERLAND. Only one kinfolk may be placed in a hex tile. They may not be placed in adjacent hex tiles unless no alternative exists. In *Standard MAGIC REALM* there are two kinfolk, and in *Double MAGIC REALM* there are four.

Whenever you end a turn in a clearing containing a kinfolk, he immediately joins you as a companion. A kinfolk that is not yet your companion is dormant and may not block, attack, or be attacked.

In combat, their attack times are always increased by two. Their maneuver times are increased by one unless they "DUCK and SMASH." When they "DUCK and SMASH" their maneuver times are decreased by one. They are armored targets. If killed, they may regenerate as normal Great Axemen.

CUSTOMER RESPECT: The Soldiers are FRIENDLY to you. You may not hire any Soldiers during the course of the game.

THE SOLDIERS' FORTRESS: When the Dwellings are revealed on the map, place an unused counter in the mountain clearing closest to the HOUSE. This counter represents the FORTRESS of the Soldiers. All Dwelling and building rules apply. The Soldiers will begin the game at the FORTRESS, instead of at the HOUSE. Members of this band appear at the FORTRESS when they regenerate. This band of Soldiers cannot be hired by any character until after you have repaired the gate.

In *Double MAGIC REALM*, there is only one FORTRESS. Before revealing the Dwellings on the map, you must choose which HOUSE the FORTRESS will be placed by. The band of Soldiers at that HOUSE will begin the game at the FORTRESS. The other band will begin at their HOUSE, as normal, and may be hired by the other characters.

A SAFE HAVEN: Sound chits and Site chits that would normally be placed in the clearing containing the FORTRESS are placed in clearing 3 instead. Uncontrolled monsters may never enter the clearing containing the FORTRESS. If required to do so, they are also placed into clearing 3.

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THE SECRET MINERAL: You must end a turn in a clearing containing a LOST CITY chit before you may repair the gate. There you will find the Secret Mineral necessary for the repair of the gate. You do not need to locate the LOST CITY chit.

REPAIRING THE GATE: Once you have the Secret Mineral and arrive at the FORTRESS you may begin the work of repairing the gate.

- ❖ If you have two or more kinfolk helping you, it will take one day to repair the gate.
- ❖ If you have only one kinfolk helping you, it will take three days to repair the gate.
- ❖ If you have no kinfolk with you, it will take seven days to repair the gate.

You must spend the entire day at the FORTRESS, doing no activities or phases whatsoever, for it to count as a day spent repairing the gate. Days skipped because of bad weather do not count.

THE PAYOFF: As soon as the gate is repaired, you will receive a payment of 100 GOLD.

IMPREGNABLE WALLS: Once the gate is repaired, the FORTRESS clearing will have two separate locations: inside the walls and outside the walls. Combat in the clearing is resolved in each location as if it were a separate clearing. Individuals in one location cannot participate or be affected by combat occurring in the other location.

Uncontrolled Soldiers are always inside the FORTRESS unless they receive a "Battle" result on the MEETING TABLE. A "Battle" result forces them to move outside the walls to engage the indicated characters in combat.

Characters who are FRIENDLY or ALLY to the Soldiers may choose to be either inside or outside the walls at the start of *Evening*. Their companions and hired natives may accompany them. Characters with a trading relationship of NEUTRAL or less to the Soldiers are never allowed inside the walls.

The walls never prevent any character from doing the HIRE or TRADE activities with the Soldiers.

SMITHERY: You may repair your damaged armor counters whenever you are in a Dwelling at *Midnight*. You may also repair damaged armor counters belonging to other characters in the same clearing if you wish. There is no cost to you to do this. You may repair any number of armor counters per day. You cannot repair armor if you spent the day working on the gate of the FORTRESS.

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RANDOM ENCOUNTER: When you end a turn in a cave clearing, 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 : A Discovery
- 4 : Sense Danger
- 5 : no effect
- 6 : no effect

- ❖ TRUE LOVE: Deep under the earth you encounter a solitary explorer: a dwarf-lady! She is a minor character and will FOLLOW you the rest of the game. She proves to be a master at negotiating caves. Each time you are in a cave clearing during *Birdsong*, you may record an extra phase to do any normal activity. You must be in the clearing when you start the phase or the activity is cancelled. You may not roll again on the Random Encounter table for the remainder of the game.
- ❖ A DISCOVERY: A momentary sparkle catches your eye. Rushing to the site, you dig into the rock and soon discover a rich vein of precious metal! You set about hiding the vein and making a map so that you may return at a later date. You may not leave the cave clearing on your next turn except by running away during combat. At the end of that turn, if you have not run away, roll one die and receive that amount of GOLD.
- ❖ SENSE DANGER: You sense something suspicious about the cave. You may record and do one extra ALERT activity on your next turn.

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

NOTES: This Quest was inspired by Cheryl Young's suggested SMITHERY Special Advantage for the Dwarf. Its development drew upon J.R.R. Tolkien's description of Dwarves and their works.

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.)

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: This Quest requires the use of rule **Q5.9 Additional Bounty Points for Discoveries and Treks**.

THE MASTER OF THE ELEMENTS

The storm clouds gather in a blackening sky, their tops lit by infrequent flashes of ominous lightning. Trees bend eerily in a moaning wind tinged with the smell of ozone and sulfur. The air seems thick and stagnant, difficult to breathe, filled with foreboding. Out of the whirling Maelstrom gathering in the heavens you come, a cataclysm borne by the wind.

Sent on your mission by some unknown and unspeakable power, your only means of defense against the terrors of the *MAGIC REALM* are the very forces of nature herself. To succeed in this Quest you must summon the three Vital Forces of the Elements, travel to a CRAG-1 clearing, and there transform the entire *MAGIC REALM* into a world of deep drifting snow and bone-chilling winds.

RANDOM DETERMINATION: Many times during this Quest, you will be asked to randomly determine the direction of the prevailing winds, or the direction that the targets of some of your attacks will be hurled out of a hex tile. Each time such a random determination must be made, number the sides of the hex tile in question from one to six. The side of the tile which contains its name is always considered direction number one, with the other sides following in clockwise order. Then roll one die. The number rolled will be the direction determined.

YOUR ETHEREAL, WINGED MOUNT: Your mount is an ethereal, winged creature known as Moriah, not represented by a counter. Moriah flies with Heavy strength. It can never be attacked, nor does it ever join in combat. You may, however, use Moriah to run away from combat. If you do so, you run away automatically; no roll on the STUMBLE table is necessary. If you run away and the prevailing winds blow you off the map where there is no hex tile, you must land back in the tile you ran from on your next turn.

During *Birdsong*, but before you record your move, you must randomly determine the direction the prevailing winds will be blowing that day. If you then choose to fly during your turn, Moriah will take you in only that direction. Moriah can fly and land in the same hex. You may not fly by any other means during this Quest.

If you choose to move without flying, Moriah will FOLLOW you. As a being composed primarily of air, it can never be separated from you or killed. If you are killed, Moriah ceases to exist (unless you are using the optional **Death Quest**).

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COMBAT: Your only means of combat on this Quest is to call the very forces of nature to come to your aid. You cannot take any weapons or armor your character is normally entitled to start with, nor can you acquire any during the game. You do not even have a dagger. If you cast a spell you may only choose yourself as a target (*Exception:* See Billowing Clouds of Fog below).

Although deadly, the forces of nature are dependent upon a variety of factors which make them difficult to control. At the start of each encounter step, before opponents set horses, deploy minions, or perform actions, roll one die and consult the table below. The number rolled determines the type of attack you can perform in that round of combat.

- | | | |
|---|---|------------------------------|
| 1 | : | Call Tornadoic Attack |
| 2 | : | Call the Raging Torrent |
| 3 | : | Call Sheets of Flame |
| 4 | : | Call Blinding Light |
| 5 | : | Call Billowing Clouds of Fog |
| 6 | : | no effect |

You may call the forces of nature in more than one combat round if you wish, but you must still roll the die at the start of each encounter step to determine the type of attack you can perform.

COMBAT EFFECTS

(1) CALL TORNADIC ATTACK: Once called, a Tornadoic Attack cancels all other attacks in the clearing regardless of weapon length or attack times. All unhidden Light and Medium monsters, natives, and characters are instantly killed. A random determination die roll is made for each surviving uncontrolled monster, native band, and character, and each is hurled into the adjacent hex tile indicated, landing immediately in a randomly selected clearing.

If characters survive the initial results of the Tornadoic Attack they are not separated from surviving companions, hired natives, or their possessions. They all share the same die roll to determine which direction they are hurled out of the hex, and the same die roll for landing. In the same way, surviving native bands always are hurled out and land together. Monsters always roll separately.

EXAMPLE: two Heavy Dragons would have to make a total of at least four die rolls. One each to determine which adjacent hex tile they would go to, and then one each to determine which hex tile clearing they would land in. If the White Knight had some hired Knights of the Order with him, two die rolls would have to be made, one to determine the direction, and then another for landing.

If a random determination die roll would place a denizen or character off the map, reroll until an appropriate die roll is achieved. Characters who survive Tornadoic Attacks always land hidden, but must immediately suffer a serious wounds result, (A4.5), and all their armor is damaged. Uncontrolled monsters hurled into an adjacent hex tile will be prowling every day until they are killed or regenerated.

You also suffer from the effects of a Tornadoic Attack. Although not wounded in any way, you are also hurled out of your present hex tile into a randomly determined adjacent one where you land hidden. You must fatigue four effort asterisks to call a Tornadoic Attack, otherwise treat this result as "no effect."

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- (2) **CALL THE RAGING TORRENT:** The Raging Torrent cancels all other attacks regardless of weapon length or attack times. All unhidden denizens and characters in the clearing are swept into one adjacent hex tile determined randomly where they will all come to rest a single randomly selected clearing. Characters come to rest hidden, but must discard two of their possessions which are removed from the game permanently. If they do not have possessions to discard, they suffer a wound for each possession they lack. Uncontrolled monsters swept out of their original hex tile will prowl every day until they are killed or regenerated.

(Note the difference between the Tornadic Attack and Raging Torrent. Targets of a Tornadic Attack could be hurled into any one of the six surrounding hex tiles adjacent to the target hex tile where they could land in any number of clearings. The Raging Torrent sweeps the target group en masse into one adjacent hex tile where they all come to rest in the same clearing.)

You are not immune to the effects of the Raging Torrent. You are also swept out of the hex tile where combat took place, but you travel in the opposite direction of your targets, where you come to rest in a random clearing, hidden. If this direction would take you off the map surface, determine the hex tile you are swept into randomly, although you cannot end up in the same hex tile your targets did. You must fatigue three effort asterisks to call a Raging Torrent, otherwise treat this result as “no effect.”

- (3) **CALL SHEETS OF FLAME:** Sheets of Flame is a missile attack, rolled with two dice and no modifiers, for each target. It inflicts Heavy damage and has an attack time of “3”. It is always the longest weapon and differs from a normal missile attack in that it attacks all unhidden targets in your clearing from all directions simultaneously. Calling Sheets of Flame creates a FIGHT chit with two effort asterisks that must be used in the round of combat in which it is created, after which it disappears.
- (4) **CALL BLINDING LIGHT:** Blinding Light cancels all other attacks regardless of attack time or weapon length. All occupants of the clearing where battle is taking place are temporarily blinded, unhidden or not, and thus cannot make any attacks for the rest of the day. You are also blinded and cannot make any other attacks. Put simply, if Call Blinding Light is your attack, combat in this clearing simply ends. You must fatigue one effort asterisk to Call Blinding Light, otherwise treat this result as “no effect.”
- (5) **CALL BILLOWING CLOUDS OF FOG:** Billowing Clouds of Fog is considered an *Attack* spell, cast with a length of 18 and a completion time of “4”. No *color* magic is required for its use. If cast successfully, slower attacks or attack times that tie are cancelled. If cast successfully, all characters in that clearing (including you) may immediately run away without playing a move chit. Billowing Clouds of Fog creates a MAGIC chit with one effort asterisk which must be used in order to cast the spell, after which it will disappear. If this spell is cancelled, treat this result as “no effect.”
- (6) **NO EFFECT:** Whatever else happens, you will not be making an attack this round of combat. You may attempt to run away, but will do so normally, using Moriah or one of your own move chits. Other characters in the clearing, however, have the option of running away without playing a move chit to do so, regardless of whether uncontrolled denizens are present (you’ve attracted their attention). They may also attempt to stop you from running away, or attack you in combat, knowing that you will not have an attack in return. “No effect” does not take any effort asterisks.

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SUMMONING THE THREE VITAL FORCES OF THE ELEMENTS

You may summon the Vital Forces of the Elements in any order you wish, but all must have been released upon the *MAGIC REALM* before you may move to a CRAG-1 clearing to try to change the weather. In *Double MAGIC REALM*, the three Vital Forces of the Elements must be called from hex tiles belonging to the same game set.

SUMMON THE WINDS OF THE HURRICANE: To summon the Winds of the Hurricane, you must end a turn in a MOUNTAIN-6 clearing. If you are still present at *Midnight* and have no wounded or fatigued action chits, the Winds of the Hurricane will erupt, affecting all occupants of the hex tile with the same results as described for the Tornadic Attack.

These important exceptions must be noted: all occupants of the hex tile, not just the clearing you occupy, become unhidden and are subject to the Winds of the Hurricane. Light and Medium denizens and characters are not killed. Characters do not have to suffer a serious wounds result upon landing and their armor remains undamaged. You must fatigue seven effort asterisks.

SUMMON SUBTERRANEAN SURGE: To summon the Subterranean Surge you must end a turn in a CAVE-6 clearing. If you are still present at *Midnight* and have no wounded or fatigued action chits, the Subterranean Surge will leap forth, affecting all occupants in the hex tile with the same results as described for the Raging Torrent Attack.

These important exceptions must be noted: all occupants of the hex tile, and not just the clearing you occupy, become unhidden and are subject to the Surge. Characters do not have to permanently discard two possessions or take wounds. You must fatigue seven effort asterisks.

SUMMON DESTRUCTIVE CONFLAGRATION: To summon the Destructive Conflagration, you must end a turn in a DEEP WOODS-6 clearing. If you are still present at *Midnight* and have no wounded or fatigued action chits, the Conflagration will unleash its fury, affecting all occupants in the hex tile with the same results as described for the Sheets of Flame Attack.

These important exceptions must be noted: all occupants of the hex tile, and not just the clearing you occupy, become unhidden and are subject to the Conflagration. You will not be affected by the Conflagration in any way, and will not be expected to play any newly created fight chit. You must fatigue seven effort asterisks.

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THE FINAL TASK: JOURNEY TO CRAG-1 AND CHANGE THE WEATHER

After you have summoned the three Vital Elements, you must end a turn in any CRAG-1 clearing. If you are still present at *Midnight* and have no wounded or fatigued action chits, you transform the *MAGIC REALM*. The weather begins to change and you fatigue all of your effort asterisks.

When the weather begins to change, a bone-chilling wind, mixed with snow, starts to blow in the CRAG you occupy. Each time a character (including you) ends a phase outside of a cave or dwelling in this bone-chilling wind, he must fatigue one effort asterisk. This effect is cumulative with the normal seasonal weather.

Then, at *Midnight* of each following day, the hex tiles adjacent to those already affected by the bone-chilling wind will also be affected, and so on each day at *Midnight* until the entire *MAGIC REALM*'s weather has been changed. Once the weather begins to change, the process cannot be stopped or hindered in any way.

You cannot claim victory at your destination until the bone-chilling wind has spread throughout the entire map.

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

NOTES: Inspiration for this quest comes from a variety of sources, including **The Lion, The Witch, and the Wardrobe** (C.S. Lewis), **Rainbow Bright and the Color Meanies**, and probably a few other vaguely interesting stories at drift in my consciousness.

A note about the two most powerful attacks available to this character: although in the "real" world, we might not be able to imagine a tornado or raging flood appearing instantly to do away with all our foes, the amount of time expended by the player of this Quest must be thought of abstractly. Imagine if you will, a dark figure, shrouded in a threatening mist, raising his hands while towering clouds begin to form above him. Lightning booms and crackles. The fear and terror a character like this would generate would give even the healthiest monster pause before they pursue their attack. Thus, while these two attacks do not occur in "real" time before any other attacks can be made, the mechanics of the attack itself are best illustrated in this fashion. Quest designed by Mike Decker.

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.

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 if you succeed in selling a Treasure card 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 used to determine their destination. The Magician can start the game at the GUARD house or the INN. If one of the characters is killed the Quest should be restarted with the Magician and a new character.

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 REVENGE OF THE DRAGON-RIDER

They laughed... oh yes, how they laughed at you! As one of the legendary Dragon-Riders, those eccentric Knights of the sky, you were obligated to perform heroic deeds to be remembered through the ages in song and story. But things went wrong. Vicious rumors were spread. You found yourself the laughingstock of the *MAGIC REALM*.

Now once again you have returned. This time you will give them something to remember, all right. Their laughter will die on their lips. Their songs will be screams of terror. You will show them, every last one. To succeed in this Quest you must obtain four Great Treasures and 150 points of NOTORIETY.

DRAGON-RIDER: You cannot be attacked by any Dragon, nor may you attack them. Dragons will, however, block you if you are unhidden in their clearing (in greeting, not attack). During a battle, any uncontrolled Dragons present in your clearing will temporarily join you and fight as though they were your hired natives. (Thus, if you wish, your mere presence could prevent any Dragons from attacking other characters in your clearing.) You may never loot a Dragon treasure location; 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!

YOUR MOUNT: You start the game with a Tremendous Flying Dragon as your companion. Whenever you and the Dragon wish to leave one hex tile and enter another, you must ride the Dragon and FLY. If you do not leave your present hex tile during your turn you may either move normally (the Dragon FOLLOWS you) or FLY. You may ride your Dragon during combat if you wish, and the Dragon still gets both of his attacks.

If your Dragon is killed you cannot obtain a replacement. He is an ancient, wild Dragon who joined with you of his own free will. No other wild Dragon has the inclination to join you on your mad Quest.

A SECRET EYRIE: When you play this Quest, your starting location is always the MOUNTAIN-1 clearing.

A TOWERING PERSPECTIVE: You may not cast any spells or make any attacks while riding the Tremendous Flying Dragon. Other characters may not attack you while you are a rider; they must attack the Dragon (this is an exception to rule **05.2 Riding Horses**). If, however, another Tremendous monster attacks and hits the Dragon while you are riding him, that monster is flipped over to his red side and is assigned to you just as if you had been riding a horse. Tremendous monsters are big enough to reach up and grab you off of the Dragon's back.

HIS IMMENSE GIRTH: You immediately become unhidden whenever you and the Dragon end a phase together in a Dwelling.

HIS IMMENSE APPETITE: Any round horse counter that comes into your possession while the Dragon is accompanying you is immediately removed from the game.

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EXPOSED AND VULNERABLE: When you and the Dragon land in a VALLEY containing a building, you will always land in that Dwelling's clearing.

NERVOUS LOCALS: Whenever the Dragon is with you at a Dwelling, all native groups present are NEUTRAL to you except those UNFRIENDLY or ENEMY to you, who do not change their opinions. This is a temporary change. If you return without the Dragon, your normal trading relationships will be in effect.

THUNDER AND FIRE IN THE SKIES: Whenever you and your Dragon are at a Dwelling during *Sunset*, you must declare whether or not you are attacking that Dwelling. If you choose to attack, all native groups present immediately become ENEMY to you for the remainder of the game. Roll two dice on the table below and use the higher of the two rolls to determine the natives' reaction to your attack. (Ignore this rule if your Dragon has been killed.) *Special:* if the CLOVEN HOOF is present at this Dwelling, you must subtract one from your die roll.

If you declare that you are not attacking, you may not fight any uncontrolled natives during *Evening*. If you are attacked by such natives you must fly away from the combat.

- | | | |
|---|---|---------------------|
| 1 | : | Defend to the Death |
| 2 | : | Defend to the Death |
| 3 | : | Captains Courageous |
| 4 | : | Rear Guard Action |
| 5 | : | Rear Guard Action |
| 6 | : | Panic and Terror |

❖ **DEFEND TO THE DEATH:** Grim, resolute faces await you as you sweep down upon the Dwelling. Combat is resolved normally.

❖ **CAPTAINS COURAGEOUS:** The defenders break and flee, but a few brave captains hold their ground. All uncontrolled natives at the Dwelling, except leaders, are removed from the map. They will return to the Dwelling at the end of the week when monsters regenerate. Combat with the native leaders who remain is resolved normally.

❖ **REAR GUARD ACTION:** The alarm is raised in time, and an orderly retreat is made before you can begin your attack. All uncontrolled natives at the Dwelling, except the rear guard, are removed from the map. They will return to the Dwelling at the end of the week when monsters regenerate. The rear guard consists of one native from each uncontrolled native band present at the Dwelling. The native selected from each band must be the one with highest ID code number. Combat with the rear guard is conducted normally.

Native leaders cannot serve as a rear guard. If any native band present consists of only a leader, treat this result as "Panic and Terror" instead.

❖ **PANIC AND TERROR:** The fury of your onslaught sweeps all before it! None dare to stand and face your wrath! All uncontrolled natives at the Dwelling are removed from the map. They will return to the Dwelling at the end of the week when monsters regenerate. You receive 20 points of NOTORIETY. If any native leaders were among those removed from the map, you may look through their bands' treasures and take any Great Treasures you find for your own.

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ONLY THE BEST WILL DO: When you use the LOOT table to search through a treasure pile, any Treasure card that is not a Great Treasure or a TREASURES WITHIN TREASURES card must be returned to the top of the treasure pile. This same restriction applies when using the MAGIC SIGHT table, except that the Treasure cards are returned to the bottom of the treasure pile.

THE DRAGON'S DEN: When you select this Quest, you must immediately redistribute the treasures found in your Tremendous Flying Dragon's HOARD. Without looking at them, place one of the five large Treasures on top of the treasure pile in each of the following locations: ALTAR, SHRINE, POOL, VAULT, and CAIRNS. The four small Treasures are distributed one apiece to each of the following native bands: Company, Woodfolk, Lancers, and Bashkars. There are no treasures present in the HOARD when the game begins. In *Double MAGIC REALM* the treasures are redistributed only on the SET UP CARD containing your HOARD; the other HOARD and its SET UP CARD are not disturbed.

SHARING THE LOOT: Before you may travel to your destination at MOUNTAIN-1 and claim victory in this Quest, you must locate your Tremendous Flying Dragon's HOARD and deposit your four Great Treasures there. Great Treasures in your possession cannot be counted for victory; they must be placed on the HOARD's treasure pile. If some are looted away by the other players before you can claim victory, you will have to replace them. Victory is impossible unless there are at least four Great Treasures in the HOARD. This requirement remains in effect even if your Dragon is killed. Treasure cards placed into your HOARD may no longer be counted in your NOTORIETY total.

A DIFFERENCE OF OPINION: The Knights of the Order are your ENEMIES. They don't like Dragons! You cannot do any trading with a character who has any of the Order as hired natives. If a Knight of the Order (hired or not) is in your clearing during *Evening*, you must engage him in combat (you cannot run away) or immediately fail this Quest! *Exception:* You are not required to engage the Knights of the Order in combat when you are in the CHAPEL, although they might attack you at the end of the day.

FAILING THE QUEST: Should you (for shame!) "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.

FAME & NOTORIETY: You ignore FAME completely; you may only record NOTORIETY points. You cannot take the QUEST campaign chit.

AT START: weapon/armor counter
-or- Light or Medium weapon/armor counter, 10 GOLD
-or- 3 spells
-or- 2 spells, 10 GOLD

NOTES: This is a sequel to **The Return of the Dragon-Rider** (#71), which was a sequel to **The Dragon-Rider** (#24).

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 used to determine their destination. The Druid can start the game at the GUARD house or the INN. If one of the characters is killed the Quest should be restarted with the Druid and a new character.

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.



EVENT CARDS

GOOD LUCK EVENT CARDS

GOOD LUCK Event Cards may only be played on your own character.

GOOD LUCK Card 101

FATE SMILES

(85)

This card will cancel the effects of any single *BAD LUCK* card played on you by another player. This card must be played immediately after the *BAD LUCK* card is played.

GOOD LUCK Card 102

A SECOND CHANCE

(5/88)

If your character rolls on a table and you are not satisfied with the result you get, you may immediately play this card and roll again. After making this second roll you may choose either result as the one to be in effect.

GOOD LUCK Card 103

ESCAPE!

(85)

When played at the start of a round of combat, this card allows your character, along with any other characters in the clearing you choose to bring with, to immediately run away without having to make a roll on the STUMBLE table.

GOOD LUCK Card 104

FIND UNEXPECTED CONCEALMENT

(85)

You may play this card at the start of any HIDE phase your character attempts. If you do so your character, along with anyone who might be following, is immediately hidden without having to roll on the HIDE TABLE. This card cannot be played if the weather is *Soft Ground* or *Early Snow*.

GOOD LUCK Card 105

HIDDEN PATH REVEALED

(85, 5/88)

You may play this card at the start of any SEARCH phase your character attempts. If you do so you may immediately discover any single hidden path leading into the clearing your character occupies. Do not roll on the SEARCH TABLES.

GOOD LUCK Card 106

SECRET PASSAGE REVEALED

(85, 5/88)

You may play this card at the start of any SEARCH phase your character attempts. If you do so you may immediately discover any single secret passage leading into the clearing your character occupies. Do not roll on the SEARCH TABLES.

GOOD LUCK Card 107

FIND SHELTER

(85, 5/88)

Playing this card at *Midnight* allows your character to record and execute two extra sheltered phases on the following turn.

GOOD LUCK Card 108

WANDER...

(85, 10/02)

Playing this card at *Midnight* allows your character, and anyone who is following, to move randomly to any other clearing in the same hex tile during your turn on the next day. You cannot move to the same clearing you start from, and you cannot execute any phases whatsoever. *Special:* if you are in a VALLEY you randomly move to one of the two clearings on the other roadway.

GOOD LUCK Card 109

FORCED MARCH

(85, 5/88, 1/89)

Playing this card at *Midnight* allows your character to record and execute extra MOVE phases on the following turn. You may write down any number of extra MOVE phases, but each one executed causes your character to fatigue two MOVE asterisks (even if riding a horse). You cannot execute an extra MOVE phase unless you have two active MOVE asterisks available to pay for it. If you have a round horse counter active at any time during a Forced March, it dies of exhaustion at the end of your turn. Native horses also die if their movement bonus is used with a Forced March.

GOOD LUCK Card 110

RENEWED STRENGTH

(85, 5/88)

This card allows your character to return four fatigued asterisks to play immediately. It may be played at any time, without penalty or restriction.

GOOD LUCK Card 111

BATTLE FRENZY

(5/88, 1/89)

If, during a battle in your clearing, one of your companions, hired natives, or any character is killed, you may immediately play this card. For the remainder of the battle you may treat all your two asterisk FIGHT counters as having only a single asterisk for purposes of figuring effort limit and fatigue.

GOOD LUCK Card 112

MAKE A WISH

(85, 5/90)

Playing this card at *Midnight* allows you to roll on the WISHES table. "I wish for peace" has no effect; roll again until you get some other result.

GOOD LUCK Card 113**GAIN A COMPANION**

(85, 7/86)

You may play this card at the start of any HIRE phase your character attempts. If you do so you may obtain one companion from any uncontrolled native group in the same clearing, subject to the normal restrictions on selecting companions. Do not roll on the MEETING TABLE. A native leader need not be present for you to use this card.

GOOD LUCK Card 114**BEFRIENDED BY OGRE**

(7/86)

You may play this card at *Midnight* in a WOODS hex tile to receive any Ogre not in play on the map as your companion.

GOOD LUCK Card 115**BEFRIENDED BY WOLF**

(7/86)

You may play this card at *Midnight* in a WOODS hex tile to receive any Wolf not in play on the map as your companion.

GOOD LUCK Card 116**SECRET SUMMONS**

(12/86, 5/88)

You may play this card at *Midnight* whenever your character is in a clearing where a visitor/mission chit may appear. Playing this card causes the visitor/mission chit to appear in the clearing even if the MONSTER ROLL is not a "6".

GOOD LUCK Card 117**HIDDEN TREASURE UNVEILED**

(5/88)

You may play this card at the start of any SEARCH phase your character executes at a discovered treasure site. You take the top Treasure card instead of doing a normal LOOT roll. Do not roll on the SEARCH TABLES.

GOOD LUCK Card 118**INTERPRET ANCIENT RUNES**

(5/88)

You may play this card at the start of any SEARCH phase your character executes at a discovered treasure site, or any clearing if you have a Spell Book or Artifact active. You learn and awaken one spell instead of doing a normal READING RUNES roll. Do not roll on the SEARCH TABLES.

GOOD LUCK Card 119**FIND ENCHANTED WEAPON**

(6/88, 10/02)

Playing this card at *Midnight* in any clearing allows you to choose an additional weapon counter from one of the following: Mace, Short Sword, Axe, or Staff. After selecting a weapon counter, roll one die and consult the corresponding MONSTER ROLL box. This weapon, which is under an ancient enchantment, can automatically kill any of the monsters named for that box, regardless of their vulnerability. You do not roll on the FUMBLE table when using the weapon against those monsters, but you must still check to see whether you hit your target. The weapon is used normally against other all other targets, and has a GOLD price of 20.

GOOD LUCK Card 120**MAGICAL VISION**

(6/88)

Playing this card at *Midnight* grants you a look at a Spell card belonging to a Spell Book or Artifact. If the Spell is one that you can learn you may record it, although it does not count towards your victory requirements. You may select any Spell Book or Artifact not in the possession of a player. If you select a Spell Book choose the Spell card randomly. Learning a spell in this manner does not awaken it. All this takes place in a dream while you are asleep.

BAD LUCK EVENT CARDS

BAD LUCK Event Cards may only be played on opposing characters (i.e., any character not participating in your Quest). Unless otherwise specified, the target character need not be present in your clearing.

BAD LUCK Card 201

FATE FROWNS

(5/88)

This card will cancel the effects of any single *GOOD LUCK* card played by another player. This card must be played immediately after the *GOOD LUCK* card is played.

BAD LUCK Card 202

INVOKE A CURSE

(85, 5/88)

This card may only be played at *Midnight*. Playing it allows you to force one other character present in your clearing to roll on the CURSES table, even if that other character is hidden. If the other character cancels this card with **Fate Smiles** your Curse backfires and YOU must roll on the CURSES table.

The Dying Curse: If your character is killed while holding this card, by either another character or a denizen under the control of another character, you may force that character, regardless of his current location, to immediately roll on the CURSES table. A Dying Curse cannot be cancelled.

BAD LUCK Card 203

WEAPON BREAKS!

(6/86, 5/88, 6/88)

You may play this card whenever another character scores a hit with a weapon counter, causing that weapon to break. It is permanently removed from the game. The character's attack has no effect, and he has the option to immediately run away even if some attacks against him have yet to be resolved. No roll on the STUMBLE table is necessary. A character whose weapon breaks may obtain one replacement weapon as a "boon" from any NEUTRAL, FRIENDLY, or ALLY native group by executing a TRADE phase with them (no roll on the MEETING TABLE being necessary). Only completely ordinary weapon counters can break. Treasure counter weapons and any weapon that is in any way enhanced by the Quest being played never break and cannot be affected by this card.

BAD LUCK Card 204

PERMANENT SPELL FIZZLES

(6/86)

You may play this card at *Midnight* to cause a *permanent* spell cast by another character to be broken.

BAD LUCK Card 205

SUDDEN TEMPEST

(5/88)

You may play this card at *Midnight* by naming any of the other characters in the game. The hex tile that character currently occupies will suffer a tempest on the following day. A tempest has the same effect as the VIOLENT STORM spell.

BAD LUCK Card 206**PILFER A PRIZE**

(5/88)

You may play this card at the start of any SEARCH phase in which you are hidden while occupying the same clearing as another character. If the other character is unhidden, or if you have found hidden enemies previously this day, you may look at the other character's Treasure cards and select one to take as your own. You may not roll on any of the SEARCH TABLES during this SEARCH phase.

BAD LUCK Card 207**THE GUARDIAN AWAKES**

(5/88)

Whenever another character ends his turn in the same clearing as a treasure site, you may immediately play this card to cause the monster residing at that treasure site to appear in the clearing, regardless of what the actual MONSTER ROLL is. The guardian monster cannot appear unless it is currently located on the SET UP CARD.

BAD LUCK Card 208**IT'S STILL ALIVE!**

(5/88, 6/88)

Whenever combat ends in a clearing that does not contain your character, hired natives, or controlled denizens, you may immediately play this card to resurrect any one monster killed in that battle. This causes a new set of combat rounds to be started in that clearing. All characters present have the option to immediately run away without rolling on the STUMBLE table. If this monster is killed again the bounty points received for it may be multiplied by the number of kills in the previous battle as if it had been all one large battle.

BAD LUCK Card 209**LAME HORSE**

(5/88)

You may play this card at *Midnight* to cause a round horse counter in the possession of another character to become lame. The lame horse counter cannot be ridden or used as a pack animal until the owning character ends a turn at a Dwelling, where the animal is healed.

BAD LUCK Card 210**ILLNESS STRIKES!**

(6/88)

You may play this card at *Midnight* on any single character, companion, or hired native. If played on a character that character must immediately wound two asterisks. If the character has only one asterisk left in play just that one is wounded, and if he has no asterisks in play there is no effect. If played on a companion or native, that individual may not leave the clearing where he is currently located during the next day for any reason. This card has no effect on monsters (even if they are companions) and cannot be played on someone who is located on a roadway after having run away from combat.

RANDOM EVENT CARDS

RANDOM Event Cards may only be played at *Midnight*, and are never subject to any restrictions.

RANDOM Card 301

WHITE MAGIC

(85, 5/88)

Playing this card makes *WHITE* magic available in every clearing on the map for the duration of the following day. This will trigger automatic enchanting even if the following day is not the seventh day of the week.

RANDOM Card 302

GREY MAGIC

(85, 5/88)

Playing this card makes *GREY* magic available in every clearing on the map for the duration of the following day. This will trigger automatic enchanting even if the following day is not the seventh day of the week.

RANDOM Card 303

GOLD MAGIC

(85, 5/88)

Playing this card makes *GOLD* magic available in every clearing on the map for the duration of the following day. This will trigger automatic enchanting even if the following day is not the seventh day of the week.

RANDOM Card 304

PURPLE MAGIC

(85, 5/88)

Playing this card makes *PURPLE* magic available in every clearing on the map for the duration of the following day. This will trigger automatic enchanting even if the following day is not the seventh day of the week.

RANDOM Card 305

BLACK MAGIC

(85, 5/88)

Playing this card makes *BLACK* magic available in every clearing on the map for the duration of the following day. This will trigger automatic enchanting even if the following day is not the seventh day of the week.

RANDOM Card 306

ALL MAGIC COLORS

(7/86, 5/88)

Playing this card makes *WHITE*, *GREY*, *GOLD*, *PURPLE*, and *BLACK* magic available in every clearing on the map for the duration of the following day. This will trigger automatic enchanting even if the following day is not the seventh day of the week.

RANDOM Card 307**MONSTER MIGRATION**

(85, 5/88)

Choose any monster currently on the map. This monster moves from its present hex tile into an adjacent one, ignoring all roadways. The hex tile and clearing it enters are both determined randomly.

RANDOM Card 308**CHANGING FORTUNES**

(85)

All characters must discard their Event Cards. Each character then draws one new Event Card, and the deck and discards are re-shuffled to form a new deck.

RANDOM Card 309**RESTLESS NATIVES**

(5/88)

Roll one die and consult the SET UP CARD. If the native group indicated by the die roll is currently on the SET UP CARD you must place it on any clearing of the map where it could normally appear. If the native group is already on the map it regenerates back to the SET UP CARD. In *Double MAGIC REALM* you must roll one die for each SET UP CARD.

RANDOM Card 310**EERIE STILLNESS**

(6/88)

When this card is played all uncontrolled monsters will be dormant on the next day. The MONSTER ROLL is still made, but is only used for summoning natives and campaign/mission/visitor chits. Monsters will still block and fight normally. This card has no effect on monsters that are prowling due to Quest special rules (e.g., Goblins in **The Great Goblin War**).



NOTES

DESIGNER'S NOTES

Created back in 1984, when we were still playing with the first edition rules... developed & playtested for over eight years... buried and almost forgotten for ten more... the *Magic Realm Book of Quests* finally is available to players everywhere. These notes will hopefully give you some insight into why we created the *Book of Quests* the way we did.

From the start, our emphasis was always on the *story*. In the original game, wonderful as it was, all you really did was run around and fight and loot. There was no point; no *story*. This seemed a curious omission for a game that was dedicated to bringing fantasy *literature* to life! What surprised us was how easy it was to add the *story* element.

We also tried hard to confront the players with difficult decisions to make, with unusual situations to deal with. And once we discovered that the Quests could interact with each other in unpredictable ways, we made special efforts to encourage this, so that each time the game was played it would be a unique experience.

Although we feel that the *Book of Quests* is a great vehicle for bringing fantasy adventures to life in a game format, there is a down side to all this: once in a great while a game will be just awful. I recall one game in particular, using two combined game sets, where the winner moved a grand total of two hex tiles. He was able to fulfill his Quest in the tile next to his starting location, and the tile next to that contained his destination. The game was over in less than a week... even the winner felt cheated. But we never tried to adjust the rules to prevent things like this from happening; we didn't want to cripple the game system.

In developing the individual Quests, we never hesitated to add difficulties if we felt that a Quest was too easy, but we were very reluctant to change a Quest that seemed too hard. We learned that all of the players occasionally found the appeal of attempting the near-impossible to be irresistible. **Quest for Adventure** (#16), for example, was consistently popular with our gaming group... even though no one ever managed to win a game with it!

At the bottom of the last page of each Quest you will find a line of one or more dates. The first date is when the Quest was added to the *Book of Quests*. The succeeding dates are when the Quest was modified. Quests with several dates either had problems that took a lot of tinkering to resolve, or had situations arise during play that required clarification in the Quest.

The *Book of Quests* should not be considered a "finished" product. You *will* encounter problems to resolve, and you will think of improvements that could be made. Feel free to modify any of these Quests as you see fit.

A word of caution here: these Quests have not been playtested with a single game set. All of our games were played with two game sets combined together. The players were simply not interested in wasting our gaming sessions playing with just a single set... two combined sets were so much more fun! I did run a few solitaire games with a single set (playing multiple Quests simultaneously) to try and get some "feel" for how the Quests performed with a single game set, and what kind of adjustments might be necessary to make them work properly. On the basis of those tests, I don't feel that major adjustments will be necessary, but this is really nothing more than a slightly-educated guess.

Many of the optional rules probably would have been standard rules had we thought of them earlier. Rule Q5.4 does not work and should be avoided (use the **Death Quest** instead), and Rules Q5.7 and Q5.8 are truly optional. We used all of the others all of the time. The most necessary optional rule is, without a doubt, **Q5.2 Restricted Ambush**, as discussed in that rule's commentary.

The most controversial optional rule was **Q5.1 Event Cards**, mostly because of the "Weapon Breaks!" card, but also because there was some feeling that the Event Cards as a whole were just an unnecessary complication. But the Event Cards add an air of uncertainty to the game that I believe is very beneficial. If you can always predict the future with exact certainty, the game experience suffers. The "Weapon Breaks!" card is actually rarely played, but the *threat* of it being played forces players to be much more cautious about charging

into battles, which is a more realistic attitude for the players to have. And I tend to think that a player who finds himself surrounded by monsters, with no place to run and no weapon, is going to get exactly what he deserves for moving into such a dangerous position in the first place!

Event Cards do succeed in allowing the unexpected to occur, and they do offer hope for players having difficulties. And the very best reason to use the Event Cards is, of course, the chance to play the wonderful "It's Still Alive!" card. In a tense face-to-face game, nothing can bring down the house faster than a well-timed "It's Still Alive!"

One problem we struggled with for years was how to handle characters that died. It's a curious feature of the *Book of Quests* that one of the best ways to win many of the Quests is to kill off your current character and restart with a new one! But you can't just tell a player that they're out of the game if they get killed in the second week... We finally came up with the **Death Quest** (#65). We made it optional because it was such an unusual treatment, and we had no idea how well it might work, or how players might react to it. As it turned out, it worked beautifully, and once the players got used to it they accepted it fully. Using the Death Quest is strongly recommended!

Another Quest that deserves special mention is **Apprentice and Mentor** (#29). If you have ever had a newcomer join in a game and try to learn how to play, you know what a nightmare that can be. This Quest is the perfect teaching tool for beginners.

There have been a lot of optional rules and add-ons developed for Magic Realm over the years. Because the *Book of Quests* does not change the basic Magic Realm game system, it should be compatible with many of these. Use caution, however, in combining the *Book of Quests* with anything designed to make Magic Realm more difficult. The *Book of Quests* creates very challenging game play on its own... adding even more difficulty may not be what you want to do!

The Quests are also an interesting way to add on to the game. Consider spells, for instance. It's easy to come up with new spells for the game; but if everyone starts making up their own custom spell lists to play with, then soon we are no longer playing the same game. If, however, you package new spells inside a Quest (as we have done in several of our later Quests) you get the benefit of playing with new spells without messing up the original game system, and your Quest conditions can address any play balance problems. This same technique will work with new monsters, Dwellings, etc.

Players who use the *Book of Quests* will usually want to try their hand at designing their own Quests. To assist these Quest designers, we have included some charts and lists of items that could be included in a new Quest. These lists are only suggestions and examples, and should not be considered inclusive.

We submitted an early, and very limited (only 7 Quests) version of the *Book of Quests* to Avalon Hill in 1987. It was accepted for publication in their magazine, the *GENERAL*, but the article never appeared.

Jay Richardson
Lindsborg, KS
2002

LEXICON

New terms introduced by the *Book of Quests*.

additional bounty points
AT START option
Book of Quests
 companion
 destination
Double MAGIC REALM
 Event Card
 Magical Treasure
 minor character
 native band
 native group
 native type
permanent wound
 Quest
Standard MAGIC REALM
 teamwork Quest
 Trek

AT START VALUES FOR QUEST DESIGNERS

Listed below are suggested GOLD values for the common *AT START* elements. When designing a Quest, you should try to keep each *AT START* option equal in value to the others.

GOLD	Item
60	3 weapon/armor counters
40	2 weapon/armor counters
30	weapon/armor counter
20	armor counter
20	Light or Medium weapon/armor counter
10	Light or Medium weapon/armor counter (excluding Bows)
30	Immunity From Curses
30	warhorse
30	pony
10	workhorse
10	Heavy non-flying Dragon
10	Wolfhound
10	1 companion
10	1 spell

CHARACTER SPECIAL ADVANTAGES FOR QUEST DESIGNERS

Items marked with an asterisk (*) are from the original characters.

ADROITNESS	roll one die for STUMBLE rolls
* AIM	subtract one from missile rolls
* ARCHER	roll one die for Bow and Crossbow missile rows
ARTFULNESS	subtract one from STUMBLE rolls
* AURA OF POWER	extra SPELL phase
* BARTER	roll one die for TRADE rolls
* BERSERK.	special chit
CAJOLE	subtract one from TRADE rolls
* CAVE KNOWLEDGE	roll one die for HIDE, MEETING, and SEARCH rolls in cave clearings
* CLEVER	choose when to take turn
* CONCEALMENT	roll one die for HIDE rolls
DEXTRIOUS	subtract one from FUMBLE rolls
DISCERNING	subtract one from PEER rolls
* DISEMBODIED	use MAGIC SIGHT
ELOQUENCE	roll one die for HIRE rolls
* ELUSIVENESS.	extra HIDE phase
ETHEREAL	roll one die for MAGIC SIGHT rolls
* EXPERIENCE	know all hidden paths and secret passages as discoveries
* FAMILIAR	invisible companion
FAR REACHING	may do the remote SPELL activity
FARSEEING.	may do the enhanced PEER activity
* FEAR	roll one die for MEETING rolls
GIFT OF HEALING.	extra REST phase
* HEALTH	extra REST phase
* HEAVENLY PROTECTION . . .	Demons and Imps may not block or attack
* HONOR	subtract one from MEETING rolls
INTIMIDATION	subtract one from HIRE rolls
* KNOWLEDGE	subtract one from READING RUNES rolls
* LEARNING	roll one die for READING RUNES rolls
* LORE	roll one die for READING RUNES rolls
* MAGICAL PARAPHERNALIA .	extra ALERT phase
MOUNTAINEER	roll one die for HIDE, MEETING, and SEARCH rolls in mountain clearings
MYSTIC RENEWAL.	two extra REST phases if no activity other than REST
* PEACE WITH NATURE . . .	turn Sound and Warning chits face down
PERCEPTIVE	roll one die for PEER rolls
POWERS OF PROPHECY . . .	cast PROPHECY spell
PRESCIENCE	extra ALERT phase
PUGNACITY	extra TRADE phase
RANGER	follow and/or spy hidden characters
* REPUTATION	extra phase in Dwelling
RIDER	extra MOVE phase when riding a horse

- * ROBUST extra REST phase
- SAGACIOUS roll one die for LOCATE rolls
- SAVVY roll one die for LOOT rolls
- SCOUT extra SEARCH phase
- * SHORT LEGS no sunlight phases; rest two asterisks per REST phase
- SKILL extra ALERT phase
- SMART subtract one from LOCATE rolls
- SMITHERY repair damaged armor counters at *Midnight* in Dwelling
- * STAMINA. extra MOVE phase
- STRENGTH subtract one from LOOT rolls
- TENACITY extra HIRE phase
- * TRACKING SKILLS. roll one die for HIDE, MEETING, and SEARCH rolls in woods tiles
- WARRIOR roll one die for FUMBLE rolls

ADDITIONAL SPELLS FOR QUEST DESIGNERS

This list contains spells that may be used when designing new Quests. They should not be added to the standard spells listed in the rule book... many of these new spells have unusual effects and would probably unbalance the game if made available for use by any spellcaster/Quest. Quests #65 and #67 demonstrate how these spells are meant to be used.

TYPE I SPELLS

PROTECTION FROM MISSILES (I/WHITE), **one character**, *Phase*: The target character is protected from missile attacks for one round of combat. He keeps the spell's MAGIC chit to represent its effect, and he activates it like an item (see rule 42.6). When activated, any missile attack that would normally hit the target character hits the attacker instead. If the attack intercepts the target character, it is resolved as intercepting the attacker. If the attack undercuts the target character, it is resolved as undercutting the attacker, even if its attack time would not normally be fast enough to undercut the attacker's move time. At the end of the round, the spell expires.

(Wizard REVERSE MISSILES, 12/90)

RESTORE TO LIFE (I/WHITE), **one dead native**, *Instant*: This spell cannot be cast in the first round of combat in a clearing. The target native returns to play, unassigned. The native retains any "hired" or "companion" status it may have had. This spell may only be cast on a native that was killed in the preceding round of combat.

(Barbarian Kings RAISE UNITS, 12/90)

TYPE II SPELLS

CALL UPON SPIRIT (II/GREY), **the spellcaster's clearing**, *Combat*: A Ghost (chosen randomly) immediately appears in the spellcaster's clearing, unassigned. The spellcaster may use the ghost as a hired native. When the spell expires, the Ghost regenerates. Only a dead or uncontrolled Ghost may be called.

(12/90)

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.

(12/90)

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.

(Barbarian Kings CLAIRVOYANCE, 12/90)

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.

(4/92)

TYPE III SPELLS

EMPATHY (III/GOLD), **one character other than the spellcaster**, *Instant*: The spellcaster may help heal the target character by absorbing wounds and fatigued asterisks from the target's action chits. The target immediately returns these action chits to play. The spellcaster suffers wounds and fatigued asterisks equal to one half the total he absorbed, rounded up. The spellcaster is not required to absorb all of the target's wounds and fatigue.

EXAMPLE: The Captain has three wounds and four fatigued asterisks. The spellcaster chooses to absorb two wounds and three asterisks. The Captain immediately returns two wounded chits and three asterisks to play; the spellcaster must wound one of his own chits and fatigue two asterisks.

(DragonQuest SPELL OF EMPATHY, 12/90)

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.

(12/90)

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.

(12/90)

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.

(12/90)

TYPE IV SPELLS

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

(DragonQuest SPELL OF TUNNELING, 12/90)

PROTECTION FROM HARM (IV/PURPLE), one character, *Phase:* The target character is protected from striking and missile attacks for one round of combat. He keeps the spell's MAGIC chit to represent its effect, and he activates it like an item (see rule 42.6). When activated, it prevents striking and missile attacks from inflicting harm on him or his armor. At the end of the round, the spell expires.

(12/90)

TELEPORT (IV/GREY), one character, native, or monster, *Instant:* The target teleports to any clearing of your choice. When an individual teleports, he is released from any spells that have not yet gone into effect.

(12/90)

TYPE V SPELLS

DEATH (V/BLACK), one native, *Attack:* If the spell hits, the target native is immediately killed.

(Barbarian Kings KILL WIZARD OR HERO, 12/90)

DRAIN LIFE (V/BLACK), one native, *Attack:* If the spell hits, all of the spellcaster's fatigued and wounded action chits are activated. The target native is killed, and the spellcaster may not cast any more spells for the remainder of the turn. This spell affects only those chits that are already inactive—it does not affect fatigue and wounds that are inflicted during the current round of combat. This spell's strength is equal to the POWER OF THE PIT results that affect action chits (it does not conflict with the other POWER OF THE PIT results). *Special:* This spell breaks the WITHER Curse on the spellcaster.

(DragonQuest SPELL OF LIFE DRAINING, 12/90)

FEAR (V/BLACK), any number of character(s), native(s), and/or monster(s), *Instant:* The targets may not attack in the current round of combat. They remain assigned and maneuver normally, but will not inflict any harm.

(DragonQuest SPELL OF FEAR, 12/90)

INFLICT PERMANENT WOUND (V/BLACK), one character, Attack: If the spell hits, the target character must immediately remove one active action chit as a *permanent* wound. The target character chooses the chit to be removed. Chits with two asterisks must be selected before chits with one asterisk, and chits with one asterisk must be selected before chits without asterisks. Armor offers no protection against this spell.

(1/91)

INFLICT WOUNDS (V/BLACK), one character, Attack: If the spell hits, the target character must immediately wound two action chits. The spellcaster chooses one of the chits to be wounded and the target chooses the other. Armor offers no protection against this spell.

(DragonQuest SPELL OF CAUSING WOUNDS, 12/90)

SUMMON DEMON (V/BLACK), the spellcaster's clearing, Combat: A Demon (chosen randomly) immediately appears in the spellcaster's clearing, unassigned. If the PENTANGLE spell is currently in effect on the spellcaster, the spellcaster controls the Demon. When the spell expires, the Demon regenerates. A controlled Demon may not be summoned.

(12/90)

SUMMON THE DEAD (V/BLACK), one dead native or one dead monster, Day: This spell cannot be cast in the first round of combat in a clearing. The target returns to the game, unassigned, as a hired native of the spellcaster's. The target is removed if killed again, or when the spell expires. This spell may only be cast on a native or monster that was killed in the preceding round of combat.

(Barbarian Kings RAISE UNITS, 12/90)

SUSPEND TIME (V/BLACK), one character, native, or monster, Day: The target is frozen in place. He takes no further part in the day's combat and cannot be harmed or attacked. Denizens assigned to him become unassigned. The target cannot move, block, be blocked, or execute any phases on the following day.

(Talisman IMMOBILITY, 12/90)

TERROR (V/GREY), the spellcaster's hex tile, Permanent: Each time a character ends a phase of his turn in the tile, he must fatigue one asterisk. If he is blocked in the tile before completing his turn, he must also fatigue asterisks for the phases he cancelled.

(Talisman HEX, 12/90)

TYPE VI SPELLS

ALCHEMY (VI/PURPLE), one weapon/armor counter or one Treasure card, Instant: The target is removed from the game. If the target is a weapon/armor counter, the spellcaster receives GOLD equal to one half its GOLD price (rounded down). If the target is a Treasure card, the spellcaster receives GOLD according to the target's weight: Tremendous = 10, Heavy = 5, Medium = 3, Light = 2. This spell may only be cast on the spellcaster's own belongings.

(12/90)

CAPTURE SPELL, (VI/*PURPLE*), **one Artifact or Spell Book that the spellcaster has active**, *Permanent*: This spell cannot be cast in the first round of combat in a clearing. When the spellcaster names the target, he must also name a spell cast by another character anywhere in his hex tile in the preceding round of combat. This spell and its **MAGIC** type are added to the target. This spell is a variation of the **ENCHANT ARTIFACT** spell. The four rules concerning the use of **ENCHANT ARTIFACT** (page 74) also apply to this spell.

(Talisman **SPELL CALL**, 12/90)

CREATE SPECTER (VI/*PURPLE*), **the spellcaster's clearing**, *Combat*: The spellcaster creates a specter in his clearing. The specter receives a **MELEE SECTION** of its own. It may lure one uncontrolled denizen in each round of combat. Combat is never resolved between the specter and any denizen it lures; the specter serves only to keep that denizen from attacking someone else.

(12/90)

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.

(Mike Decker from *Myth Adventures*, 4/92)

ENCHANT CLEARING (VI/*any*), **the spellcaster's clearing**, *Permanent*: This spell creates a permanent source of *color* magic in the target clearing. All rules pertaining to Enchanted cards apply, except that this source may never be moved. To create this source, the spell must be cast successfully three days in a row, by the same spellcaster using the same *color* magic each time. The source appears at *Midnight* on the third day. It supplies the same *color* magic as was used to create it.

The three days of spellcasting must be consecutive. If a day is missed for any reason, including a day skipped because of bad weather, the previous spells are broken. The spellcaster would then have to start the three day sequence over again.

Special: Unlike other *Permanent* spells, **ENCHANT CLEARING** does not require any *color* magic to energize it once the source has been successfully created. The source will supply *color* magic to the clearing every day for the remainder of the game.

(12/90)

TYPE VII SPELLS

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.

(DragonQuest **SPELL OF OPENING**, 12/90)

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

(Talisman **TEMPORAL WARP**, 12/90)

TYPE VIII SPELLS

BLOCK ROADWAY (VIII/GREY), **one roadway, hidden path, or secret passage**, *Day*: The spellcaster may cast this spell on any roadway leading out of his clearing, or on any hidden path or secret passage leading out of his clearing that he has recorded as a discovery. Movement through that roadway, path, or passage is not allowed until the spell expires. Characters may “run away” normally.

(Talisman BARRIER, 12/90)

HINDER (VIII/GREY), **one character**, *Day*: The target character may not execute any sunlight or sheltered phases on his next turn.

(Wizard SLOW MOVEMENT, 12/90)

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.

(Talisman MESMERISM, 12/90)

SLOW MOTION (VIII/PURPLE), **one character, native, or monster**, *Instant*: The target's move and attack times are increased by +2 for the current round of combat.

(Wizard SLOW MOVEMENT, 12/90)



COMPONENTS

GOOD LUCK

Fate Smiles

EVENT CARD 101

GOOD LUCK

Fate Smiles

EVENT CARD 101

GOOD LUCK

A Second Chance

EVENT CARD 102

GOOD LUCK

A Second Chance

EVENT CARD 102

GOOD LUCK

Escape!

EVENT CARD 103

GOOD LUCK

Escape!

EVENT CARD 103

GOOD LUCK

**Find Unexpected
Concealment**

EVENT CARD 104

GOOD LUCK

**Find Unexpected
Concealment**

EVENT CARD 104

GOOD LUCK

**Hidden Path
Revealed**

EVENT CARD 105

GOOD LUCK

**Hidden Path
Revealed**

EVENT CARD 105

GOOD LUCK

**Secret Passage
Revealed**

EVENT CARD 106

GOOD LUCK

**Secret Passage
Revealed**

EVENT CARD 106

GOOD LUCK

Find Shelter

EVENT CARD 107

GOOD LUCK

Find Shelter

EVENT CARD 107

GOOD LUCK

Wander...

EVENT CARD 108

GOOD LUCK

Wander...

EVENT CARD 108

GOOD LUCK

Forced March

EVENT CARD 109

GOOD LUCK

Forced March

EVENT CARD 109

GOOD LUCK

**Renewed
Strength**

EVENT CARD 110

GOOD LUCK

**Renewed
Strength**

EVENT CARD 110

GOOD LUCK

Battle Frenzy

EVENT CARD 111

GOOD LUCK

Battle Frenzy

EVENT CARD 111

GOOD LUCK

Make a Wish

EVENT CARD 112

GOOD LUCK

Make a Wish

EVENT CARD 112

GOOD LUCK

**Gain a
Companion**

EVENT CARD 113

GOOD LUCK

**Gain a
Companion**

EVENT CARD 113

GOOD LUCK

**Befriended
by Ogre**

EVENT CARD 114

GOOD LUCK

**Befriended
by Ogre**

EVENT CARD 114

GOOD LUCK

**Befriended
by Wolf**

EVENT CARD 115

GOOD LUCK

**Befriended
by Wolf**

EVENT CARD 115

GOOD LUCK

Secret Summons

EVENT CARD 116

GOOD LUCK

Secret Summons

EVENT CARD 116

GOOD LUCK

**Hidden Treasure
Unveiled**

EVENT CARD 117

GOOD LUCK

**Hidden Treasure
Unveiled**

EVENT CARD 117

GOOD LUCK

**Interpret
Ancient Runes**

EVENT CARD 118

GOOD LUCK

**Interpret
Ancient Runes**

EVENT CARD 118

GOOD LUCK

**Find Enchanted
Weapon**

EVENT CARD 119

GOOD LUCK

**Find Enchanted
Weapon**

EVENT CARD 119

GOOD LUCK

Magical Vision

EVENT CARD 120

GOOD LUCK

Magical Vision

EVENT CARD 120

BAD LUCK

Fate Frowns

EVENT CARD 201

BAD LUCK

Fate Frowns

EVENT CARD 201

BAD LUCK

Invoke a Curse

EVENT CARD 202

BAD LUCK

Invoke a Curse

EVENT CARD 202

BAD LUCK

Weapon Breaks!

EVENT CARD 203

BAD LUCK

Weapon Breaks!

EVENT CARD 203

BAD LUCK

**Permanent
Spell Fizzles**

EVENT CARD 204

BAD LUCK

**Permanent
Spell Fizzles**

EVENT CARD 204

BAD LUCK

Sudden Tempest

EVENT CARD 205

BAD LUCK

Sudden Tempest

EVENT CARD 205

BAD LUCK

Pilfer a Prize

EVENT CARD 206

BAD LUCK

Pilfer a Prize

EVENT CARD 206

BAD LUCK

**The Guardian
Awakes**

EVENT CARD 207

BAD LUCK

**The Guardian
Awakes**

EVENT CARD 207

BAD LUCK

It's Still Alive!

EVENT CARD 208

BAD LUCK

It's Still Alive!

EVENT CARD 208

BAD LUCK

Lame Horse

EVENT CARD 209

BAD LUCK

Lame Horse

EVENT CARD 209

BAD LUCK

Illness Strikes!

EVENT CARD 210

BAD LUCK

Illness Strikes!

EVENT CARD 210

RANDOM

White Magic

EVENT CARD 301

RANDOM

White Magic

EVENT CARD 301

RANDOM

Grey Magic

EVENT CARD 302

RANDOM

Grey Magic

EVENT CARD 302

RANDOM

Gold Magic

EVENT CARD 303

RANDOM

Gold Magic

EVENT CARD 303

RANDOM

Purple Magic

EVENT CARD 304

RANDOM

Purple Magic

EVENT CARD 304

RANDOM

Black Magic

EVENT CARD 305

RANDOM

Black Magic

EVENT CARD 305

RANDOM

All Magic Colors

EVENT CARD 306

RANDOM

All Magic Colors

EVENT CARD 306

RANDOM

**Monster
Migration**

EVENT CARD 307

RANDOM

**Monster
Migration**

EVENT CARD 307

RANDOM

**Changing
Fortunes**

EVENT CARD 308

RANDOM

**Changing
Fortunes**

EVENT CARD 308

RANDOM

Restless Natives

EVENT CARD 309

RANDOM

Restless Natives

EVENT CARD 309

RANDOM

Eerie Stillness

EVENT CARD 310

RANDOM

Eerie Stillness

EVENT CARD 310

PERSONAL HISTORY SHEET

NOTES

<i>Quest:</i>
<i>Character:</i>
<i>Starting at:</i>
<i>Natives:</i>

Month:				FAME REQUIRED	NOTORIETY REQUIRED	GOLD REQUIRED
1						
2				CURRENT	CURRENT	CURRENT
3						
4						
5						
6						
varies	7					
	8					
	9					
	10					
	11					
	12					
	13					
GREY	14					
	15					
	16					
	17					
	18					
	19					
	20					
PURPLE	21					
	22					
	23					
	24					
	25					
	26					
	27					
GOLD	28					

Activities

HIDE	H
MOVE	M
SEARCH	S
TRADE	T
REST	R
ALERT	A
HIRE	HR
FOLLOW	F
SPELL	SPX
	SP
PEER	P
FLY	F
Remote SPELL	RS
CACHE	C

Seventh day of each week: monsters regenerate, *color* magic present, new weather at *Midnight*

SPELLS

SPELL	NAME:	
	TYPE:	COLOR:

SPELL	NAME:	
	TYPE:	COLOR:

SPELL	NAME:	
	TYPE:	COLOR:

SPELL	NAME:	
	TYPE:	COLOR:

SPELL	NAME:	
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	TYPE:	COLOR:

SPELL	NAME:	
	TYPE:	COLOR:

SPELL	NAME:	
	TYPE:	COLOR:

SPELL	NAME:	
	TYPE:	COLOR:

DISCOVERIES

GAME SET #1

HIDDEN PATHS

	CLIFF 2-5
	CLIFF 2-5
	CRAG 2-3
	CRAG 2-3
	DEEP WOODS 1-4
	DEEP WOODS 3-6
	DEEP WOODS 3-4
	DEEP WOODS 3-6
	DEEP WOODS 4-6
	LEDGES 1-3
	LEDGES 4-6
	LEDGES 1-3
	LEDGES 4-6
	MOUNTAIN 4-6
	MOUNTAIN 3-6
	MOUNTAIN 5-6
	RUINS 1-5
	RUINS 1-2
	RUINS 1-4
	RUINS 2-6

SECRET PASSAGES

	BORDERLAND 4-5
	BORDERLAND 4-5
	CAVERN 1-4
	CAVERN 3-5
	CAVERN 1-2
	CAVERN 4-5
	CAVES 2-3
	CAVES 1-6
	CLIFF 3-6
	CLIFF 3-6
	CRAG 1-6
	CRAG 4-5
	MOUNTAIN 1-4
	RUINS 3-6

SPECIAL CARDS

	CRYPT OF THE KNIGHT
	ENCHANTED MEADOW
	TOADSTOOL CIRCLE

TREASURE LOCATIONS

	ALTAR (1)
	CAIRNS (5)
	HOARD (6)
	LAIR (3)
	POOL (6)
	SHRINE (4)
	STATUE (2)
	VAULT (3)

OTHER LOCATIONS

	LOST CASTLE (1)
	LOST CITY (3)

GAME SET #2

HIDDEN PATHS

	CLIFF 2-5
	CLIFF 2-5
	CRAG 2-3
	CRAG 2-3
	DEEP WOODS 1-4
	DEEP WOODS 3-6
	DEEP WOODS 3-4
	DEEP WOODS 3-6
	DEEP WOODS 4-6
	LEDGES 1-3
	LEDGES 4-6
	LEDGES 1-3
	LEDGES 4-6
	MOUNTAIN 4-6
	MOUNTAIN 3-6
	MOUNTAIN 5-6
	RUINS 1-5
	RUINS 1-2
	RUINS 1-4
	RUINS 2-6

SECRET PASSAGES

	BORDERLAND 4-5
	BORDERLAND 4-5
	CAVERN 1-4
	CAVERN 3-5
	CAVERN 1-2
	CAVERN 4-5
	CAVES 2-3
	CAVES 1-6
	CLIFF 3-6
	CLIFF 3-6
	CRAG 1-6
	CRAG 4-5
	MOUNTAIN 1-4
	RUINS 3-6

SPECIAL CARDS

	CRYPT OF THE KNIGHT
	ENCHANTED MEADOW
	TOADSTOOL CIRCLE

TREASURE LOCATIONS

	ALTAR (1)
	CAIRNS (5)
	HOARD (6)
	LAIR (3)
	POOL (6)
	SHRINE (4)
	STATUE (2)
	VAULT (3)

OTHER LOCATIONS

	LOST CASTLE (1)
	LOST CITY (3)