MAGICAL ORDERS: POINTS AND SPELLS

ORDER OF WIZARDS				ORDER OF SORCERERS				ORDER OF DRUIDS				ORDER OF EVIL				ORDER OF RANGERS			
Rank	Knowl.	Percep.	Power	Rank	Knowl.	Percep.	Power	Rank	Knowl.	Percep.	Power	Rank	Knowl.	Percep.	Power	Rank	Primary	Others	Total
1	0	0	0	1	0	0	0	1	0	0	0	1	0	0	0	1	0	0	0
2	15	10	5	2	10	5	15	2	5	15	10	2	10	10	10	2	15	5	35
3	35	25	15	3	25	15	35	3	15	35	25	3	25	25	25	3	35	15	85
4	60	45	30	4	45	30	60	4	30	60	45	4	45	45	45	4	60	30	150
5	100	75	50	5	75	50	100	5	50	100	75	5	75	75	75	5	100	50	250

Rank	Order of Wizards	Order of Sorcerers	Order of Druids	Order of Evil	Order of Rangers
1	Boat Summoning (range 5) Telepathy	Boat Summoning (range 5)	Boat Summoning (range 5) Transport from Sacred Circle Tile to a Random Stone	Boat Summoning (range 5) RANDOM Transport within Dragon's Lair	Boat Summoning (range 5) Swiftness through ONE Hamdrel Wall
2	Boat Summoning (range 10) Swiftness in Common Lands Demon Dispelling Telepathy	Boat Summoning (range 15) Swiftness in Mountains Escape Traps (only)	Boat Summoning (range 5) Swiftness in Woods Animal Summoning Transport from Stone to a RANDOM space AND take an extra turn OR from Sacred Circle Tile to a Random Stone	Boat Summoning (range 10) Swiftness in Dragon's Lair and through Demons Escape Theft/Dragonbound Transport to a RANDOM space in the Dragon's Lair	Boat Summoning (range 10/pontoon) Swiftness through ONE Non-Dragon's Lair Wall
3	Boat Summoning (range 15) Swiftness in Mountains and Woods Demon Dispelling Telepathy Transport to a RANDOM space	Boats (unlimited) Swiftness in Mountains and Woods Escape Traps/Transport	Boat Summoning (range 10) Swiftness in Woods Demon Dispelling Animal Summoning Transport from Stone to a RANDOM space in ANY Territory AND take an extra turn OR from Sacred Circle Tile to a Random Stone	Boat Summoning (range 15) Swiftness in Mountains and through Demons Demon Cloning Escape Theft/Dragonbound/Transport Transport to a RANDOM space in the Dragon's Lair	Boat Summoning (range 15/pontoon) Swiftness through ONE Wall Anywhere Demon Dodging Escape Transport (only) Dove Summoning
4	Boat Summoning (unlimited) Swiftness in Mountains and Woods Demon Dispelling Animal Summoning Escape Traps (only) Dragon Taming Telepathy Transport to a RANDOM space in ANY Territory	Boat Summoning (unlimited) Swiftness in Mountains and Woods Demon Dispelling Animal Summoning Escape Traps/Transport Transport to a RANDOM space in ANY Territory	Boat Summoning (range 15) Swiftness in Mountains and Woods Demon Dispelling Animal Summoning Escape Traps/Transport Dragon Taming Transport from Stone to a RANDOM space in ANY Territory AND take an extra turn OR from ANY space to a Random Stone	Boat Summoning (unlimited) Swiftness in Mountains and Woods and through Demons Demon Cloning Escape Theft/Dragonbound/ Transport/Demon Dazed Dragon Dodging Transport to a RANDOM space in ANY Territory	Boat Summoning (unlimited/pontoon) Swiftness through ONE Wall Anywhere Demon Dodging (deluxe) Animal Mustering Escape Traps/Transport Dragon Taming

Clarifications / reminders for all spells:

To cast a spell the player rolls ONE die, not two.

A player may attempt each spell at most once per turn. A spell cast on a player's own turn CAN be cast again on other players' turns, on extra turns, and on Evil's "turn".

- All forms of Escape are a single spell.
- All forms of Swiftness are a single spell.
- All forms of Transport are a single spell.
- Only one Summoning or Mustering spell can be cast per turn.

Clarifications/additions for specific spells:

Boat Summoning always affects the Boat CLOSEST (by water) to the specified water space, not counting Boats occupied by players. If there is a tie, the player chooses among the closest Boats. If no Boat is within range, the closest Boat moves FIVE spaces closer along any shortest route. To cast the spell you must be in a Coastal land space and have movement remaining. Rangers may NOT use Swiftness through Wall to "be in a coastal space." A successful casting with pontoon allows the Ranger to walk onto or across the specified water space as if a Boat were there, even if the Boat did not reach or no Boat was available.

Telepathy is not permitted if there are any High Wizards or Secret Wizards on the board, or if the player is not ready for advancement. It works only on a roll of 1 or 2.

Descriptions of new spells:

Animal Mustering is the same as Animal Summoning, except:

- It may be cast in any Plains, Woods, or Mountains space or from a Sacred Circle Stone.
- It may be cast to avoid a Random Encounter.
- If it succeeds, choose either die to determine the animal mustered. If the chosen animal will not enter that space, no animal is mustered. Doves and Dragons will go anywhere.
- If it fails and there would have been a Random Encounter, roll the Random Encounter and read the LOWER die.

Demon Cloning produces new Demons at a RANDOM location on the current Tile. The Demons encountered remain. If on water, the new Demons appear in a RANDOM space. If the new Demons are in any player's space, resolve the new Encounter. See "Demon Encounters" for additional effects of cloning success or failure.

Demon Dodging enables the caster to avoid a Demon Encounter. The Demons still block movement. If the spell fails, roll the Demon Encounter at –1 (treat 0 as 1). If the spell succeeds, no points are earned, but a Rank 4 caster may opt to remove the Demons Marker.

Dove Summoning is not permitted unless the player is ready for advancement and Hamdrel has fallen to Evil. Cast as per Animal Summoning, except there is no effect unless the result is a Dove.

Dragon Dodging may be cast to avoid meeting the Dragon; if successful, the Dragon also acts as if you are outside the Lair at the end of that turn. See "Dragon Encounters" for the price of failure. Alternately, you may cast this spell at the end of any turn in the Lair, with no penalty for failure. Casting the spell moves your Lair Time back 3 days, even on failure. If you meet the Dragon as a Mentor, you may NOT cast this spell to avoid the Dragon Encounter.

Escape Demon Dazed does not prevent new Demons appearing.

Escape Dragonbound only applies to Dragon Encounter result 1 (or 2 after a failed Dragon Dodging). It does not apply when your Lair Time marker meets the day marker.

Escape Theft may be cast when "All magical items are stolen". If successfully cast, keep all of your magical items.

Swiftness in Common Lands is the same as Swiftness in Mountains and Woods, but only on Common lands.

Swiftness through Demons allows movement to continue even if Demons are present. This enables sailing a Boat multiple spaces with Demons on board, though you still meet the Demons when you stop. You cannot be swift through a Dragonbound player.

Swiftness through Wall must be cast when adjacent to the wall you wish to go through. You may only go through the wall once. Walls that share an edge are considered a single Dragon's Lair wall. The rift on Longrift is not a wall.

ENCOUNTERS

RANDOM ENCOUNTERS

ROLL	EFFECT
1	Demons (met by ALL players in the space; see "Demon Encounters").
2	Trap (see "Traps").
3	Animal (see "Animals").
4	Event (draw Event Card, see "Events" for clarifications).
5	Common Folk (see "Common Folk").
6	High Wizard (draw Wizard Card or roll using "Random Wizards" table).

DEMON ENCOUNTERS

ROLL	EFFECT
1	Stunned. Roll ONE die; lose the number of turns rolled. This is NOT a Trap (not ended by transporting, can't Call For Help, etc.).
2	All Magical Objects are stolen.
3	Roll ONE die. Lose the number of points rolled from the type that you have the fewest of, not counting types where you have zero points. If there's a tie, select the type at random from among those tied.
4	Demon Dazed. See "Effects of Being Demon Dazed".
5	Transport to a Random DRAGON'S LAIR space.
6	Remove the Demons Marker from the board. Receive the roll of ONE die minus your Rank (but not less than 1) in points of any one type.

If you defeat Demons with Demon Dispelling or Cloning, you receive points equal to the roll of one die, minus your Rank, but never less than 1 point.

If you attempt to cast Demon Dispelling, Cloning, or Dodging and fail, roll on this chart and subtract 1 from the result (treat 0 as 1).

TRAPS

ROLL	EFFECT
1	Lose ALL turns until Rescued. You may Call For Help.
2	Transport to the CENTER of the Dragon's Lair.
3	Roll ONE die. Lose the number of turns rolled. You may Call For Help.
4	Transport to a Random Dragon's Lair space.
5	Stay in the space until you roll a 5 or 6 as your movement roll. You may move normally on the turn you roll the 5 or 6. You may Call For Help.
6	Transport to a Random space.

See also "Escaping Traps and Transports".

ANIMALS

ROLL	EFFECT
1	Dragon (encountered, or dodged, by ALL players in the space).
2	Unicorn (one turn, fly anywhere but Rüktal or water).
3	Winged Horse (two turns, fly 10, not to Rüktal, Dragon's Lair, water).
4	Horse (three days, +4 or swim 1, not onto Boat nor as per Hound).
5	Hound (four days, +1, not to Sacred Circle, Star Crest, Dragon's Lair).
6	Dove (bears a Task from Hamdrel).

Winged Horses flee if you encounter the Dragon. Hounds and Horses flee if you encounter Demons or the Dragon. Successful Dodging spells avoid the encounter.

COMMON FOLK

ROLL	EFFECT
1	All Magical Objects are stolen.
2	Roll ONE die. Lose that number of points, of any one type.
3	Remain in this space next turn and encounter the Common Folk again.
4	Draw a Task Card.
5	Take ONE extra turn.
6	Receive lodging for the night. No effect.

RANDOM WIZARDS

If no High Wizard or Secret Wizard markers are on the board, roll d% in place of drawing a Wizard Card. If instructed to ignore Traps/Phantasms and the roll is in the range 50-99, subtract 50.

ROLL	EFFECT	ROLL	EFFECT
01-07	Ishkatar	50-70	Phantasm
08-14	Tolmitar	71-77	Shrineheart Abbey
15-21	Aevarex	78-84	Hamdrel's Cottage
22-28	Elekov	85-91	Star Crest
29-35	Zegoral	92-98	Center of Dragon's Lair
36-42	Terek	99-00	roll again
43-49	Veldor		

CALL FOR HELP

You may Call For Help in place of movement. You cannot Call For Help while stunned due to a Demon or Dragon Encounter, but MAY while losing turns due to a Trap. (Note that transporting cancels any Trap.)

Deduct the SQUARE of your Rank in points of any one type, then roll TWO dice and read the higher die. (You may pay from any type with at least one point, even if you do not have "enough" points of that type. If you have no points, you may Call For Help "for free".)

ROLL	EFFECT
1 or 2	If not Demon Dazed or Dragonbound, transport to a RANDOM space in ANY Territory. Otherwise, you are healed and take ONE extra turn.
3 or 4	If not Demon Dazed or Dragonbound, transport to a RANDOM space. Otherwise, you are healed, but may not move this turn.
5 or 6	Your call goes unheard. You may not move this turn, and have no Random Encounter (but may still, for instance, encounter Hamdrel).

ORDER OF MULTIPLE SPECIFIC ENCOUNTERS

1st	Task Markers (optional)	4th	Other players (except Dragonbound)
2nd	High Wizards (in order of rank)	5th	Dragonbound players
3rd	Specific Place (Shrineheart Abbey, Elven Dwellings, Rüktal, etc.)	6th	Demons
		Last	Dragon

COMMON TOWNS — See COMMON FOLK

ELVEN DWELLINGS

ROLL	EFFECT
1 or 2	Gain the roll of ONE die doubled in points of any one type.
3 or 4	Gain the roll of ONE die in points of any one type.
5 or 6	The Elves are not encountered. No effect.

HAMDREL'S GIFTS

Ranks 1 to 3

ROLL	EFFECT
1 or 2	Receive the roll of ONE die doubled in any one type of points.
3 or 4	Draw a Task Card.
5 or 6	Produce a High Wizard in a RANDOM space.

Ranks 0 or 4

ROLL	EFFECT
1 or 2	A Unicorn is summoned for the player.
3 or 4	Encounter ONE Wizard Card. (Draw it or use Random Wizards table.)
5 or 6	Produce a High Wizard in a RANDOM space.

HIGH HOLLOW

ROLL	EFFECT
1 or 2	The player is transported to the Star Crest.
3 or 4	The player arrives at Hamdrel's Cottage.
5 or 6	The player is taken to Megmoran's Tower.

SHRINEHEART ABBEY

ROLL	EFFECT
1 or 2	Take ONE extra turn.
3 or 4	Contact your Mentor telepathically (section 7.381).
5 or 6	Gain the roll of ONE die in points of any one type.

A Wizard contacting a Mentor at Shrineheart Abbey is NOT limited to those currently in the deck. A Sorcerer IS limited to those Master Sorcerers whose tiles have not fallen to Evil. A Ranger may NOT meet Hamdrel if her tile has fallen.

THE STAR CREST

ROLL	EFFECT
1 or 2	Gain 10 points of any one type and 5 points of any other type.
3 or 4	Encounter TWO High Wizards, in order (ignore Traps and Phantasms).
5 or 6	Roll ONE die. Take the number rolled in extra turns.

Only High Wizards in the deck may be met. If the deck is exhausted before two High Wizards are drawn, the encounter is over. All cards drawn are revealed.

PLAYER ENCOUNTERS — COOPERATIVE GAME

All players in the space may freely exchange Optional Tasks.

PLAYER ENCOUNTERS — COMPETITIVE GAME

Only if BOTH are Rank 1 or Higher

ROLL	EFFECT
1	The players are attacked by Demons. If ALL players present are Rank 4, the Dragon appears instead.
2	Each player transports to a RANDOM space (Ranks 1-3) or a Random DRAGON'S LAIR space (Rank 4).
3	Each player receives a Winged Horse (Ranks 1-3) or a Unicorn (Rank 4) if in a space that permits it.
4	Draw a High Wizard card; each player encounters it. If the card was not a High Wizard, players of Rank 4 continue drawing, all of them encountering each card as it is drawn, until they've all encountered a High Wizard, been transported, or the deck is exhausted. (High Wizards cannot be encountered at Rüktal, but still end the Player Encounter.)
5	The Leading Player in the encounter gives away points and/or Tasks to the others. See "Player Encounter Result '5'".
6	Each player of Ranks 1-3 rolls ONE die and gains the number of points rolled. If any of the players are Rank 4, a Secret Wizard is produced on a RANDOM space and his identity is revealed to the Rank 4 player(s).

DRAGON ENCOUNTERS

ROLL	EFFECT
1	Dragonbound. See "Effects of Being Dragonbound".
2	Stunned. Roll ONE die; lose the number of turns rolled. This is NOT a Trap (not ended by transporting, can't Call For Help, etc.).
3	All Magical Objects are stolen.
4	Roll ONE die. Lose DOUBLE the number of points rolled from the type that you have the fewest of, not counting types where you have zero points. If there's a tie, select the type at random from among those tied.
5	Transport to the CENTER of the Dragon's Lair. If already there, remain during your next turn and encounter the Dragon again.
6	The player is unaffected by the Dragon.

If you attempt to cast Dragon Taming or Dragon Dodging and fail, roll on this chart and subtract 1 from the result (treat 0 as 1).

ASSORTED CHANGES

There are no Sacred Gems. The first player to attain Fifth Rank wins. You must have completed (or lost) all your Mandatory Tasks to be eligible for Fifth Rank.

The unworkable "Stranded" rules are not used. See "Call For Help".

If someone Rescues you from a Trap, you are Transported to a Random space.

Unless required to remain in the present space (e.g., due to a Trap), a player rolling a "1" or less for movement can still move into a space that would normally require 2 movement points (due to terrain, being Demon Dazed, etc.).

SETUP

Players CAN begin the game in the same space.

To build the map at the start of the game, shuffle the lands and deal three face down to each player. Players take turns placing one land face down, using Task markers to track who placed what. Players decide which way each land will be oriented as the land is placed. (Placing the Task marker on a particular edge or corner may help to keep track.) After placing a land, the player draws another from the remaining lands as long as there are any. Once all lands are placed, players turn them face up. (They then make sagacious remarks about the map.)

EVIL OVERRUNNING LANDS

Evil does not take a day from the players, but acts on day 14 after all player turns.

The number of lands lost in each fortnight is:

Fortnight 1: None. Players are transported instead.
Fortnight 2: None. Players are transported instead.
Fortnight 3: One.
Fortnight 4: One.
Fortnight 5: Two.
Fortnight 6: Two. (Three if playing cooperatively with 2 or more players.)
Fortnights 7+: Three. (Four if playing cooperatively with 3 or more players.)

Thwarting Evil:

Completing Tasks equal to three times the number of players, thwarts the attack on ONE land.

If NO lands are lost due to thwarting Evil, no new Demons appear either.

Thwarting Evil during the first two Fortnights does not prevent the Transport or Demons, but subsequently prevents the first actual loss of a tile.

When Evil claims tiles, the sequence (if it matters) is as follows:

1. Determine all the lands that are dying.

2. Flip them all over. Note which Tasks are lost. (Someone may lose his last Mandatory Task this way and then meet a Mentor in the Dragon's Lair to claim Rank 5.) Also return to the deck any High Wizards that were on those tiles.

3. If the Dragon was on a lost tile, it lands in the Lair. Resolve any resulting encounter.

4. Players land in the Lair, in player order.

5. All remaining Task markers for lost Tasks become Demons.

6. Players on new or coalescing Demons encounter them in player order, as described under "Fine Points of Sequencing". Deal with any resulting Transports as described under "Escaping Traps and Transports".

7. New Demons appear in player order, resolving each as it appears.

8. If at least one player is in the Lair and the Dragon is not, the Dragon returns to the Lair. Resolve any resulting encounter.

Determining which lands are lost:

If a tile is free of Demons and Task Markers, Evil will not select it unless there are not enough marked tiles.

When Evil is choosing a tile to claim, prefer Common to Elven to Magic. Then prefer the "heaviest" tiles: those with the most Demons and Task Markers. Each High Wizard on a tile reduces the weight by one. If there's a tie, select the tile with the fewest High Wizards. If there is still a tie, select randomly.

Note: A tile with Demons or a Task Marker is still considered marked even if High Wizards reduce the weight to zero or less.

If not enough tiles are marked, lose all that are (except the Dragon's Lair), plus one more. In selecting the unmarked tile, prefer Common to Elven to Magic; of that type, choose the land with the fewest High Wizards (break ties randomly).

Event 24, which lets a player foresee the next land to fall to Evil, places an infinite number of markers on the designated land. Thus it will be the next of its type to die, but lands of a "lesser" type might be lost before it.

In the two early Random Transports by Evil:

A player who has not yet found a Mentor is considered to encounter a random High Wizard during the Transport. Any Task Markers must be resolved before rolling for the destination of the Transport.

A player who is Demon Dazed or Dragonbound is healed during the Transport, but cannot become a Wizard.

The Transports are NOT simultaneous; each player in turn is transported, lands, resolves any resulting encounter, and has Demons appear, before the next player is removed from the map.

DRAWS

The game is a draw if ALL players are Rank 4, all still have the points to qualify for Rank 4, and a player needs to draw a Task when all Tasks not already held by players are impossible.

COOPERATIVE VERSION

(Based on the official rules for "partnerships", in Appendix B of the rulebook.)

All the players play as a single team. If any of them reaches Fifth Rank, they all win. If not, they all lose.

Build the map as in the Competitive game (see "Setup"). Players should not reveal which lands they are placing until the map is completed.

Evil overruns lands at a different rate (see "Evil Overrunning Lands").

Player-Player Interactions:

Encounters with other players do not use the "Player Encounters" table. Instead, ALL players in the space may freely exchange Optional Tasks.

If a player encounters a trapped player, the trapped player is transported and thus rescued. The rescuer never receives points. If the rescued player Escapes the Transport, he is NOT freed, and the players may NOT exchange Tasks.

Advancing Rank:

Each player keeps separate point totals to determine whether he qualifies to advance in Rank, which points are lost to Demons, etc.

To advance in Rank, a player's current Rank must not exceed anyone else's.

If a player changes Orders, his current Rank in the new Order limits other players' advancement.

For a player to become Fifth Rank, in addition to the preceding requirement (that all players be Fourth Rank), ALL players must have finished (or lost) ALL their Mandatory Tasks. Also, all the other players must still have enough points to qualify for Fourth Rank in their current Order. (Other players MAY be Demon Dazed, Dragonbound, and/or suspected of "malicious intent".)

When a "Secret" Wizard is placed on the map, the identity is known to all players. Likewise, all Wizard Cards removed from the deck are public.

PLAYER ENCOUNTER RESULT '5'

The "Leader" of the encounter is the player with the highest points total. If ALL players in the encounter have the same points total, the encounter ends with no effect. Once the Leader is determined, that player remains the Leader for the entire encounter.

The Leader gives the other player 20% of the difference in total points, rounded down. The points must come from a single type (chosen by the Leader) and be added to a single type (possibly different, chosen by the recipient). The Leader may offer an Optional Task in place of points. If the Task is accepted, no points are transferred.

If there are more than two players in the encounter, the Leader pays the player with the second highest total first, then third highest, etc. In each case the NEW difference in total points is used.

If there was a tie for Leader at the start of a 3-way or larger encounter, each Leader pays the points; however, each non-Leader gains the amount only once. If the amounts being paid by the Leaders differ, the non-Leader gains the higher. The Leaders decide separately whether to offer Optional Tasks in lieu of points.

FINE POINTS OF SEQUENCING

If two or more players simultaneously encounter something (e.g., Demons or a High Wizard) and the order of resolution might matter, resolve each player's encounter one at a time, going clockwise starting from the player who caused the encounters (the player who caused the Demons to appear, or whose Hamdrel or Dragon Encounter produced the Wizard, or whose arrival led to Player Encounter result 4, etc.). If no player is directly responsible (e.g., Demons appearing due to Tasks failing when Evil claims a Territory), start with the player who went first.

If an encounter causes a player to Transport, remove the figure from the map (possibly after determining the destination so the player can decide whether to cast Escape Transport), finish resolving the original encounter, then land any transported players one at a time in the order they were removed, resolving any resulting encounters before the remaining players land. If the Transport was caused by Demons, the new Demons appear (and any resulting encounter is resolved) after all transported players are removed and before any players land.

If a player encounters multiple players: (1) Trapped player(s) may Escape Transport (and remain trapped), else are removed from the map. (2) If there are multiple untrapped players, resolve their encounter. (3) The rescuer receives points (competitive game only). (4) Rescued players, and any transported by the encounter, land as above.

If an encounter results in extra turns, finish resolving the encounter as well as any further encounters in the original turn before taking the extra turns. If multiple players are simultaneously transported, and upon landing one has an encounter that bestows extra turns, resolve those before the next player lands.

MISCELLANEOUS

When a High Wizard is removed from the map, any other cards hidden beneath the High Wizard card are revealed.

When instructed to lose more points than you have of a given type, simply reduce those points to zero and suffer no further penalty. When allowed to choose the type of points to lose, you must choose a type in which you have at least one point if possible.

When transporting to a Random space, only consider lands that have not been overrun by Evil. A transport to a named location that was on a lost tile transports you to a Random Dragon's Lair space instead.

RULES CLARIFICATIONS

ENCOUNTERS

Eligibility for Player Encounters:

A Rank 0 player cannot encounter another player for any reason. You may freely move through the space of a Rank 0 player.

Eligibility for Encounters when standing still:

The only Specific Encounters you can have are Hamdrel, the Whale Song Task, or a forced re-encounter with Common Folk or the Dragon.

You may have a Random Encounter or cast Animal Summoning if you had a suitable movement roll and the space is eligible for it, even if there is another player or Demons in the space.

You re-encounter the Dragon or Demons if they land in your space.

Eligibility for Random Encounters and Animal Summoning:

You may only have a Random Encounter or cast Animal Summoning (or related spells) if you rolled for movement and end in an eligible space.

There is no movement roll when moving by Transport spell (successful or not), Winged Horse, Unicorn or Call For Help.

Eligibility For Specific Encounters (see "Order of Multiple Specific Encounters"):

You cannot voluntarily move to a place with a specific place encounter unless you are eligible to encounter it.

Before visiting the same encounter again, you must end movement in, or be transported to, a different space.

Encounters while standing still (see above) count as part of the original visit.

Eligibility For Specific Place Encounters (a subset of Specific Encounters):

Before visiting a specific place a third time, you must reset your eligibility (enabling two more visits) by:

- ending movement or transporting off of the Tile, or
- being FORCED to move by an Event or certain Task Markers, or
- being transported by a Trap or day-14 Transport, even to the same Tile.

Being Transported by the mobile Dragon to the Center of the Dragon's Lair re-enables that encounter.

Entering a place to do a Task means you do not otherwise encounter the place (except your Mentor or the Center of the Dragon's Lair). It counts as a visit.

You do not encounter a place if there is a High Wizard there. You CAN do Task Markers in a place in addition to meeting a High Wizard. Again, it does count as a visit.

All other transports (via spells, Demons, Calls for Help, etc.) that return you to the same Tile, do NOT re-enable encounters in locations already visited there. If you transport to a place you are ineligible to encounter, you land but do not encounter the place nor Task Markers tied to the specific encounter location.

All other Encounters—Task Markers, High Wizards, Players, Demons, and the mobile Dragon—may be met any number of times without leaving the Tile.

TASKS

Placing Task Markers:

Determine the locations of ANY and RANDOM spaces in the order in which they are described by the Task. If a Task does not specify "ANY", and would make sense as "RANDOM", assume the latter.

If the Task specifies multiple locations as ANY, they must be different spaces. Multiple RANDOM spaces must also be different. However, an ANY may be chosen to be the same as a RANDOM space, or a RANDOM may happen to coincide with an ANY. If the Task describes some locations specifically (e.g., "Shrineheart Abbey" or "the Edgewood Elven Dwelling"), then one ANY or RANDOM location may be the same space.

If a Task involves a Transport (Tasks 9 and 45), place Task Markers at both ends of the Transport. In order to encounter the first Marker you must NOT escape the forced Transport and you MUST pick up the second Marker.

Starting newly received Tasks:

If you get a Task whose first part is meeting the person or place bestowing the Task, that part must be completed immediately. Similarly, you must start the task if the first part begins "at your present location", or with a RANDOM or ANY location that turns out be the present space. For example, if you contact your Mentor via Shrineheart Abbey and get a Task that begins at the Abbey, you must start it.

Only a Ranger can (and must) start dove-borne Tasks that begin at Hamdrel.

At most ONE part of a Task can be completed as you receive it.

Progressing on Tasks:

In later encounters, you CAN do multiple parts at once. For example, if you're a Wizard and receive Task 30 (Mentor to any High Wizard and Hamdrel) as an optional Task, and later meet the named High Wizard, you can do both the Mentor and High Wizard parts together.

A High Wizard will do steps on more than one Task in the same encounter, even for players not in the Order of Wizards.

If you switch Orders, you lose ALL Mandatory Tasks from your former Mentor. (The Task Markers are removed; they do NOT become Demons.)

Entering Meadowshire is not part of the Whale Song Task; you can do other Task Markers, or encounter the Elves (unless a High Wizard is there). You can also receive the Task from another player there, and stay to complete it next turn.

The Dragon's Egg (Task 54) can be obtained only by entering the Center of the Dragon's Lair. (Taming/Dodging may be used.)

EVENTS

Events bestowing swift (or slow) movement are measured in Days.

Movement Events are lost early ONLY when a player becomes Dragonbound.

If you move away from a "Specific Encounter" other than a Task Marker (e.g., another player, or an Elven Dwelling), you cannot deliberately return to that space on the same turn via a "space of your choice" Event (nor during movement).

Events and Star Crest:

Events that allow you to choose a location **(Events 21 and 37)** do not imply permission to enter Star Crest.

Events that offer no choice **(Events 4, 11, 22, 30)** do grant permission.

Event 11 which "guides you to High Hollow" is NOT itself a Transport. Going through High Hollow is a Transport. If Meligar's tile has fallen to Evil, you are guided (not transported) to a random Dragon's Lair space instead.

Event 26: The Winged Horse behaves like any other Winged Horse in all ways except its duration (4 turns, unless it departs earlier).

Event 29: Avoid Theft one time of your choosing may be used after a failed attempt to cast Escape Theft.

Event 31: Malicious Intent:

As you are ineligible to receive a Task, you cannot be initiated into an Order, nor advance in Rank (except to Fifth Rank).

Ridding yourself of Malicious Intent replaces the Specific Place Encounter that turn; you do not encounter the Elves or Common Folk. You also cannot do Task Markers or get a task from a High Wizard (the High Wizard is still removed), but later types of specific encounter (other players, etc.) may occur.

Rüktal will Heal you as well as dealing with the Event.

Event 33: Thistle Groll applies when Demon Dazed.

Event 39: Elves Blood lasts two turns, not two days.

Events which immediately move you to a Specific Place (Events 4, 11, and 22) and **Events which allow another player to move you (Events 9, 18, 44, and 48)** are forced movement events and reset your eligibility for Specific Place Enounters.

ANIMAL DETAILS

Duration:

Hounds and Horses remain a number of DAYS; Winged Horses and Unicorns remain a number of TURNS. (See "Animals" for basic durations.)

You do not lose your animal due to Events that let other players move you, or that "guide you to High Hollow." If you are transported as a result of the movement, you do lose the animal.

All Animal Encounters (even Doves) chase away any previous animal.

Movement with a Horse or Hound:

Always use up the animal's movement first.

The extra movement can NOT be used to help you enter a space the animal will not go; if you move there, the animal leaves, and you lose any remaining animal-based extra movement.

Example: You have a Horse and roll a 5. You move three steps, the third step taking you onto a Boat. The Horse leaves, and you have 4 movement left (having used 1 of your 5 to board the Boat).

Movement with a Winged Horse or Unicorn:

A Winged Horse or Unicorn does not imply permission to enter Star Crest.

You may roll for movement and move normally (e.g., to allow Boat Summoning), but you cannot change your mind after rolling and fly. If it is your first turn with the Winged Horse, it remains with you provided you do not walk anywhere it would refuse to go.

To cast Animal Summoning, you must (1) roll for movement, (2) end your move in a place that permits summoning, (3) have no Random Encounter (or use Mustering to avoid it), and (4) have no animal at the end of movement, even if it's your last turn using that animal. If the old animal leaves during movement, e.g. a Horse when you walk onto a Boat and off again, you CAN cast the spell.

ESCAPING TRAPS AND TRANSPORTS

On Random Encounter result 2 (Trap), you get to see what type of Trap it is before deciding whether to cast Escaping.

If a Trap is a Transport that does not name the destination, you can choose not to cast Escape Traps, and instead see the destination before choosing whether to Escape Transport. (You cannot attempt to cast both, since they are the same spell.) Once you see the random destination, however, you can no longer Escape Traps.

A player on a Tile claimed by Evil may Escape the Transport to the Dragon's Lair, but then (still being on a dead tile) transports again, and cannot cast the spell a second time. This can help if the first target space rolled is unappealing.

If a player is rescued from a Trap by another player, by a Call For Help, or by being moved to a Transport such as High Hollow, they must accept the Transport to break the Trap. If the Transport is escaped, the rescuer does not receive points and there is no further encounter.

All results at High Hollow are Transports. If accepted, they break traps. They can be avoided by the Escape Transport spell.

DEMONS AND DRAGONS

Demons:

If Demons appear in a space already containing Demons, no new marker is placed. If the new Demons are forced to depart, the old marker is removed.

Demons in the water and on Boats:

If players are on Boats during the Attack, or a competitive player-player encounter with result "1", Demons are placed on the Boats. Demons remain on a Boat and move with it until a Demon Encounter in the Boat's location results in removing the Demons. These are the ONLY ways Demons are ever on Boats. Any other time Demons appear in a water space, they do NOT occupy any Boat and remain in the water until an encounter in that space removes them. New Demons always attack all players in the space.

Failing to destroy or dodge Demons encountered in a water space, or successfully cloning, causes new Demons to appear in a RANDOM space.

A player sailing a Demon-laden Boat must stop after moving one space, unless Swift through Demons. When the boat stops, encounter the Demons again.

You are not attacked if a Demon-laden Boat is summoned through your space. You are if the Boat ends up in your space.

Dragons:

If you encounter a Dragon in the Dragon's Lair, your Lair Time marker does not move until you decide whether to cast Dragon Taming or Dragon Dodging. (If you cast it, the marker moves 3 spaces; otherwise it moves 1.)

You become Dragonbound if the Day marker moves forward onto your Lair Time marker, OR if your Lair Time marker moves back to or past the Day. If you already cast Dragon Taming or Dodging the spell operates as usual.

The Dragon moves to a RANDOM space in the Lair at the END of a turn, if the current player is in the Lair, or if the Dragon is outside the Lair and ANY player is in the Lair. The latter case includes Evil's "turn" at the end of day 14.

The Dragon does not move if the entire turn was lost due to being stunned.

Both:

When the Dragon or Demons enter a space, ALL players there meet them.

If you're stunned by Demons or a Dragon (or both or repeatedly) all stun timers run in parallel. Any turns lost to stun also count toward "lose turns" traps. (You cannot Call For Help while stunned.)

EFFECTS OF BEING DEMON DAZED

Lose any current animal; Animal Encounters with any result except the Dragon are treated as No Encounter.

Movement:

Sailing a boat (including moving as if "on a boat on the sea" due to an Event) costs ONE per space; all other movement costs TWO per space.

Spells:

You can only attempt Boat Summoning, Transporting, and Escaping spells.
Your spells work on a roll of 1-3 instead of 1-5.

Healed by successful Call For Help or by encountering a High Wizard, Master Sorcerer, Rüktal, Hamdrel, or Shrineheart Abbey. No other effect besides Healing occurs at such an encounter, even if the healer is the player's Mentor.

EFFECTS OF BEING DRAGONBOUND

Remove your Lair Time marker.

Lose any current animal.

Lose all Event Cards currently held. (This ends all effects, including Trap Events, Foresight (Event 24) and Malicious Intent (Event 31).)

You cannot gain points, receive Tasks, nor advance or be initiated in your Order.

Movement:

All spaces, including water spaces, cost TWO movement points.
You may not enter the Star Crest or High Hollow. If transported there, you do not encounter them.

Spells:

You cannot use magic of any kind. (You may Call For Help.)

Encounters:

You have NO Random Encounters.
You cannot encounter Task Markers.
You cannot rescue other players from Traps.
Player Encounters are treated as a Demon Encounter for the other player, who may NOT cast Demon Dispelling or Cloning (Demon Dodging is allowed). If "real" Demons would have been removed, the Dragonbound player is transported to a random space; the other player does NOT receive any points. On other results, no new Demons appear. If multiple players are Dragonbound, roll only once.

Healed as per Demon Dazed. (Both may be Healed in one encounter.) If you become Healed while in the Dragon's Lair, place a new Lair Time marker one space behind the Day marker.

LAIR TIME

Lair Time is reset either by ending movement on, or by transporting to, a space outside the Dragon's Lair. It is reset even if the encounter in that space causes you to return to the Dragon's Lair (voluntarily or involuntarily).

Encountering a High Wizard within the Lair also resets Lair Time, in addition to any other effects of the encounter (even Healing).

MENTORS

When you encounter a Mentor, he or she does things for you in any order you wish. For example, you can see your new Mandatory Task before deciding whether to complete one or more other Tasks. Note that if you are being Initiated (becoming Rank 1), the person was not your Mentor at the start of the encounter and so will NOT fulfill any Task requirements for you, except possibly the first part of your new Mandatory Task.

ORDER OF EVIL

The Dragons are the Mentors for the Order of Evil. In the cooperative game, members of the Order of Evil work the same as any other Order. You are in effect a double agent, though at times it may not be clear for which side.

Joining the Order of Evil:

You may join the Order of Evil any time you meet a Dragon, before rolling the Dragon Encounter. Joining does NOT avoid the Dragon Encounter.

If you meet a Dragon while level 0, you are initiated into the Order of Evil and receive a Mandatory Task.

The Dragon acts as a normal Mentor, except:

The Dragon does not give optional tasks to other Orders.

The Dragon never cures being Demon Dazed or Dragonbound. (You can get Mandatory Tasks and even advance in Rank while Demon Dazed.)

After meeting your Mentor, you must still roll a Dragon Encounter.

Unusual meetings with the Dragon:

You can meet the Dragon as your Mentor at Shrineheart Abbey. It is identical to a Dragon meeting in the Lair, including the option to cast Dragon Dodging if you are eligible. Other players at the Abbey do NOT meet the Dragon.

If you meet the Dragon again due to result 5, it is a full Dragon Encounter, including any Mentor aspects (gain a Mandatory Task, etc.). Dragon Dodging may be cast before meeting the Dragon as a Mentor.

It is sad to say that without Good, there can be no Evil. Or at least Evil no longer needs lackeys. Members of the Order of Evil still lose if the Sacred Circle sinks.

ORDER OF RANGERS

Hamdrel is the Mentor of all Rangers. Unlike other Mentors, Hamdrel has some standards; you must do more than just walk in her door to become a Ranger.

Joining the Order of Rangers:

To become a Ranger, you must either be offered a Task (by Hamdrel or by a High Wizard at Hamdrel's Cottage), or request a Task in place of your 6th visit. Your "visit count" is reset if you leave the tile or are Transported.

If a Wizard offered the Task, you may also choose to join the Order of Wizards. This choice must be made before seeing the Task. Regardless of the Order chosen, any task whose first step is Hamdrel, the Wizard, or Mentor is started.

Mentor Visits:

If you are a member of the Order of Rangers, your first entry/re-entry to Hamdrel's Cottage is always a Mentor visit (no die roll); other visits are not, unless Hamdrel offers you a Task.

Any time Hamdrel or a Dove (from Hamdrel) offers a Ranger a Task, it is a full Mentor visit. Hamdrel will do as much for her student as possible.

Advancement:

Hamdrel takes a holistic approach toward advancement. Instead of needing fixed amounts in each category, you must show progress in everything and promise in something. The attribute in which you excel may (but needn't) differ each time you advance Rank. Lest others think her a softy, Hamdrel requires members of her Order to demonstrate more total skill (points) than those in other Orders.

To advance in Rank as a Ranger, look at the Order of Rangers columns in the "Magical Orders" chart.

- At least one attribute must meet the Primary attribute requirement.
- All attributes must meet the Others attribute requirement.
- The sum of your attribute points must be at least the Total requirement.

OPEN QUESTIONS

To give cooperative Sorcerers more to do at 4th: Druids could never learn Dragon Taming, and Sorcerers learn it at 4th Rank but never learn Animal Summoning.

Two players are together in a space when a third is trapped by Event 44 or 48 and is moved onto the pair. The newcomer is transported and freed. Who gets the rescue points? And do the other two now have a player-player encounter? (By the current "Fine Points of Sequencing" wording, yes.)

Note that, if the points go to the person who chose where to move the trapped player, that could be someone not even present.

A related scenario: Player X is in a trap. Player Y draws Event 44/48, player X is to Y's right and moves Y to X's space. Are both freed? Who gets the points?

During movement, player X summons a demon-laden boat onto Y. The Demon encounter leads to a demon/player/Wizard appearing in X's space. Must X stop moving? Can X still do Task markers there? What if that task transports X?

2011 RULE CHANGES

In our first revision of these pages since 2002, we re-organised the information quite a bit, as well as updating the sheets to reflect changes in how we play. Last time the major addition was the Cooperative version; this time it's two new "character classes".

In the course of editing, we also revisited several rules and decided to change how we play, sometimes to match a printed rule or to try a different interpretation, other times just to simplify things. A few of the changes are things we decided to adopt from a page posted in 2003 by the game's authors.

For anyone accustomed to our 2002 rules, here's a list of substantive changes:

Evil and Rangers:

Added sections describing the Order of Evil and Order of Rangers.

Added "Points and Spells" information for the new Orders.

Encounters, Traps and Transports:

Random Transport never targets a dead tile; transports to named spaces on dead tiles don't "bounce" but go directly to the Lair instead.

You must accept a Transport for it to free you from a Trap.

You can move on the turn that a "5-6" Trap wears off.

Most transports, even random transports, that land you on the same tile do NOT reset your eligibility for encounters on that tile. The exceptions are Traps, Events, Task Markers, the mobile Dragon, and the first two day-14 Attacks.

You MAY use Event 1 or 21 to return to a Specific Encounter location on the same turn you left, if your movement makes you eligible to re-enter.

You may advance to Fifth Rank while affected by Event 31 (Malicious Intent).

High Wizards:

High Wizards on a tile count as negative weight toward sinking.

Your Lair Time is reset when you meet a High Wizard.

Demons, Dragons, Lair Time and sundry Evil stuff:

Lair Time resets only if your movement ends, or a Transport lands you, outside the Lair. (So Random Transport does NOT reset if it rolls the Lair.)

Whenever the Dragon or Demons enter a space, all players there are affected. (But if you enter a space that already contains both another player and evil forces, only you meet the Demons/Dragon, after you meet the player.)

Boats move at half-speed while you are Demon Dazed, but still quarter-speed if Dragonbound. Events do what they say (which means Swiftness "as if plains" is still slow, but "boat at sea" is one per space while Dazed).

Demons infect boats only when day-14 Demons attack players on boats, or via competitive player-player result "1".

The Dragon does NOT move whenever someone new enters the Lair.

- It moves within the Lair only at the END of a player's turn, if THAT player is in the Lair.
- If the Dragon is outside, it returns at the END of ANY turn (including Evil's day 14) if ANY player is in the Lair.

Competitive Game:

Player-player 1 produces the Dragon only if ALL players present are Rank 4.

Player-player 5 is based strictly on total points, and the Leader pays 20% of the difference.

2016 Addendum:

Besides some minor touch-ups, we added an Open Question regarding an as yet theoretical situation in which a new encounter might appear in a player's space during his movement phase.