MAGICAL ORDER POINT LEVELS

ORDER OF WIZARDS				ORDER OF SORCERERS				ORDER OF DRUIDS			
Rank	Knowledge	Perception	Power	Rank	Knowledge	Perception	Power	Rank	Knowledge	Perception	Power
1	0	0	0	1	0	0	0	1	0	0	0
2	15	10	5	2	10	5	15	2	5	15	10
3	35	25	15	3	25	15	35	3	15	35	25
4	60	45	30	4	45	30	60	4	30	60	45
5	100	75	50	5	75	50	100	5	50	100	75

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.

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 (ignore Traps and Phantasms).
5 or 6	Roll ONE die. Take the number rolled in extra turns.

SHRINEHEART ABBEY

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

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.

COMMON TOWNS

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.

ANIMALS

† leaves if encounter Dragon
‡ leaves if encounter Dragon or Demons

ROLL	EFFECT
1	Dragon (section 8.42).
2	Unicorn (one turn, transport 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 optional Task from Hamdrel).

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		

RANDOM ENCOUNTERS

ROLL	EFFECT
1	Demons (see DEMON ENCOUNTERS).
2	Trap (see TRAPS).
3	Animal (see ANIMALS).
4	Event (draw Event Card).
5	Common Folk (see COMMON TOWNS).
6	High Wizard (draw Wizard Card or roll using Random Wizards table).

PLAYER ENCOUNTERS

Only if BOTH are Rank 1 or Higher

ROLL	EFFECT
1	Attacked by Demons (ranks 1-3) or the Dragon (rank 4). If any player fails to defeat the Demons the marker remains in the space.
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 Wizard Cards until a High Wizard is drawn. All players of ranks 1-3 encounter ONLY the first card drawn. All players of rank 4 encounter each card in turn until they encounter the High Wizard or are transported. (High Wizards cannot be encountered at Rüktal but still end the Player Encounter.) Resolve each card as it is drawn.
5	The Leading Player in the encounter gives away points and/or Tasks to the others. See full description on back.
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).

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 back page for effects.
5	Transport to a Random DRAGON'S LAIR space.
6	Remove the Demon Marker from the board. Receive the roll of ONE die minus your Rank (but not less than 1) in points of any one type.

DRAGON ENCOUNTERS

ROLL	EFFECT
1	Dragonbound. See back page for effects.
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.

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	Remain in the space until you roll a 5 or 6 for your movement roll. After doing so you may have a Random Encounter on THAT turn and may move on your NEXT turn. You may Call For Help.
6	Transport to a Random space.

CALL FOR HELP

You may Call For Help in place of movement. You cannot Call For Help while losing turns 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. (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).

MULTIPLE SPECIFIC ENCOUNTERS

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

SPELL LISTS

Rank	Order of Wizards	Order of Sorcerers	Order of Druids
1	Boat Summoning (range 5) Telepathy	Boat Summoning (range 5)	Boat Summoning (range 5) Transport from Sacred Circle Tile to a Random Stone
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
3	Boat Summoning (range 15) Swiftness in Woods and Mountains Demon Dispelling Telepathy Transport to a RANDOM space	Boat Summoning (unlimited) Swiftness in Woods and Mountains 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
4	Boat Summoning (unlimited) Swiftness in Woods and Mountains Demon Dispelling Animal Summoning Escape Traps (only) Dragon Taming Telepathy Transport to a Random space in ANY Territory	Boat Summoning (unlimited) Swiftness in Woods and Mountains Demon Dispelling Animal Summoning Escape Traps/Transport Transport to a Random space in ANY Territory	Boat Summoning (range 15) Swiftness in Woods and Mountains 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

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. Call For Help instead.

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

Ignore rule 3.72. Players CAN begin the game in the same space.

Unless required to remain in his 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.).

If a player switches Orders, he loses ALL Mandatory Tasks from his former Mentor. (The Task Markers are removed; they do NOT become Demons.)

A Wizard contacting his Mentor at Shrineheart Abbey is not limited to those currently in the deck. Use the Random Wizards chart instead. (A Sorcerer is, however, limited to those Master Sorcerers whose tiles have not fallen to Evil.)

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 direct route. Note that you must be in a Coastal space to cast the spell; in particular, it can't be cast from within another boat.

If you defeat Demons (with or without casting Demon Dispelling), 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 or Dragon Taming and fail, subtract 1 from the result on the follow-up roll (treat 0 as 1).

In the two early Random Transports by Evil, a player who has not yet found a Mentor is considered to encounter a 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. Players who have already found Mentors, and who are not Demon Dazed or Dragonbound, get no added benefit from the Transport.

After the fifth and sixth Fortnights, Evil overruns TWO lands. After the seventh and subsequent Fortnights, it claims THREE lands. Determine all lands to die before turning any over (turning one may affect markers on others). Completing tasks equal to three times the number of players, thwarts the attack on ONE land; if this means NO lands are lost, no new Demons appear either. Evil does not take a day away from the players, but acts on day 14 after all player turns.

Thwarting Evil during the first two Fortnights does not prevent the Transport; the thwart is retained and subsequently prevents the first actual loss of a tile.

When Evil is choosing a tile to claim, if all remaining Common Lands are free of Demons and Task Markers, take the most heavily-laden Elven Land instead. If all Elven Lands are likewise clear, claim the most laden Magic Land (not counting the Dragon's Lair). If not enough tiles are marked, lose all that are (except the Lair), plus one random unmarked tile (Common if possible, else Elven if possible).

The preceding rule requires a clarification of the Event that lets a player foresee the next land to fall to Evil. The Event is treated as placing an infinite number of markers on the designated land. Thus it will be the next of its type to die, but lands of "lesser" type might be lost before it.

At most ONE part of a Task can be completed as you receive it. In later encounters, you CAN do multiple parts at once. For example, on Task 30 (Mentor to any High Wizard and Hamdrel), you can do only the "Mentor" part as you receive it (and must, if possible), even if it comes from the specified Wizard. But if a player Wizard gets it as an Optional Task, and later meets the named High Wizard, he can do both the Mentor and High Wizard parts together.

To build the map at the start of the game, shuffle the lands and deal three face down to each player. Players takes 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.)

PLAYER ENCOUNTER RESULT "5"

The Leader in the encounter is the player with the highest Rank (among those in the encounter). If tied, the Leader is the one with the most total points. If still tied, all tied players are Leaders. If everyone in the encounter is tied, there is no effect.

The Leader gives points to each non-Leader, going clockwise starting with the player who initiated the encounter. If the other player is of equal Rank, the Leader rolls one die and loses that many points of any one type; the other player receives the same number of points of any one type (possibly different, chosen by the recipient). If the other player is of lower Rank, another die of points is transferred for each difference in Rank. Resolve each die completely before rolling the next.

If the Leader does not lose the full amount rolled (due to a type of points getting reduced to zero), the other player still receives the full amount. If the Leader still needs to roll more dice, note that the zeroed category is no longer available as a source of points.

The Leader may offer Optional Tasks in place of points. Before rolling the first die of points to transfer to any given player, the Leader may offer a single Optional Task. If the Task is accepted, no points are transferred to that player. Tasks may be offered to some or all of the players.

If there was a tie for Leader in a 3-way or larger encounter, one Leader is chosen to roll the dice, and each Leader loses the points rolled; however, each non-Leader gains the amount only once. The Leaders decide separately whether to offer Tasks in place of points.

EFFECTS OF BEING DEMON DAZED

All spaces (including water spaces) cost two movement points.

Ignore all Movement Event Cards whose effects involve movement in certain terrains "as if in plains" or "as if in a boat at sea".

Can only attempt Boat Summoning, Transporting, and Escaping spells.

Spells work on a roll of 1-3 instead of 1-5.

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

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

EFFECTS OF BEING DRAGONBOUND

All spaces (including water spaces) cost two movement points.

You have NO Random Encounters.

Lose all Event Cards currently held. (This includes Trap Events, which are thereby ended. It can also cancel Events 24 (foresight) and 31 (malicious intent).)

Remove your Lair Time marker. If you become Healed while in the Dragon's Lair, place a new Lair Time marker one space behind the Day marker.

Lose any current animal.

Cannot use magic of any kind. (May still Call For Help.)

Cannot encounter Task Markers nor gain points.

May not enter the Star Crest or High Hollow. If transported there, you do not encounter them.

Cannot rescue other players from Traps.

Player Encounters are treated as a Demon Encounter for the other player, who may NOT cast Demon Dispelling. On a "6", the Dragonbound player is transported to a random space; the other player does NOT receive any points. On other results, no new Demons appear.

Encounter Demons normally, but gain no points on result "6".

Healed as per Demon Dazed. (Both may be Healed in one encounter.)

RULES CLARIFICATIONS

SPELLS

Note that 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 player's turns (and on Evil's "turn"). Note that Escape Traps/Transport is a single spell, as is Swiftness in Woods and Mountains. The two forms of Transport for Druids at Rank 2 and higher are also a single spell, so only one form can be cast per turn. (The Transport spell CAN be cast again, in either form, on the extra turn bestowed by the "outbound" forms.)

Remember that 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, and that it works only on a roll of 1 or 2.

ENCOUNTERS & LAIR TIME

Rank 0 players cannot encounter each other nor other players, not even to rescue themselves or the other from a Trap.

If you don't move, the only things you can encounter are Hamdrel, the Whale Song task, or a forced re-encounter with a Common Town or 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 can also re-encounter the Dragon or Demons if they land on you.

If a player moves by Transport spell, Winged Horse, or Unicorn (or Call For Help), there is no movement roll and hence no Random Encounter nor Animal Summoning. If a Transport fails, there is again no Random Encounter, and no Specific Encounter (except as per the preceding paragraph).

Before having the same Specific Encounter again in the same space, a player must END a turn in a different space, or be transported. Before having the encounter a third time, the player must END a turn off of the Tile, or be transported. Exceptions: You can encounter players, Demons, and Dragons any number of times without leaving the Tile.

You cannot voluntarily move to a place with a forced encounter unless you are eligible to encounter it. For example, you cannot enter Torwall three times without having left the Tile. This also means that if you move away from a forced encounter (e.g., another player, or an Elf), you cannot deliberately return to that space on the same turn during movement, nor via a "space of your choice" event.

Transport spells and Calls For Help that return you to the same Tile, whether it's Random or chosen by the player, reset your Lair Time marker (if relevant) but do NOT re-enable Encounters in locations already visited on that Tile. Transports or CFH that go to a different Tile reset Lair Time as well as Encounters, even if you land on something that sends you back to the Tile you came from. (E.g., transport out of Dragon's Lair, hit Demons, get sent back to Lair. Or transport out of Megmoran or Hamdrel and hit High Hollow.) Ending normal movement outside the Dragon's Lair also resets your Lair Time even if your encounter leads you to return (voluntarily or involuntarily).

Using a Unicorn or Winged Horse to stay in place (e.g. at Hamdrel) or to move elsewhere on the same tile, does not reset Lair Time or Encounters.

Demon Encounter result 5, Dragon result 5, and the Dragon's Lair trap (e.g., encountered via Player Encounter result 4) do NOT reset your Lair Time marker.

All other transport traps and forced movement events reset both your Lair Time marker and your eligibility for Encounters. (Examples: Player Encounter result 4 in the Lair shows you the Shrineheart Abbey trap when that Tile is dead. You end up back in the Lair but your Lair Time is reset. Visiting Hamdrel at Rank 0 or 4, she shows you a Wizard Card: Transport to Hamdrel. You encounter Hamdrel again and can do so up to 5 more times without leaving the Tile.)

Note that, just as entering a place to do a Task generally means you do not encounter the place (except when it's your Mentor), you also generally 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.

TRAPS, TRANSPORTS, AND ESCAPING

On Random Encounter result 2 (Trap), you get to see what type of Trap it is before deciding whether to cast Escaping. If the 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 use Escape Traps. If the destination is on a dead land, you do not get to see what the resulting Dragon's Lair space would be.

A player on a Tile being 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 or by being moved to a Transport such as High Hollow) but escapes the Transport, he is still freed from the Trap. The rescuer still receives points, and there is no further encounter.

When Trap type 5 ends by the player rolling a 5 or 6, if he does NOT have a Random Encounter, he may cast Animal Summoning if in a space that permits it.

All three results at High Hollow are Transports (they break traps, and can be avoided by the Escape Transport spell). Event 11 (which "guides you to High Hollow") is NOT itself a Transport.

If "escape transport" would not permit you to escape something (e.g., Events that let other players move you, or that "guide you to High Hollow" where you use a chit or spell to avoid being sent away), you do not lose any current animal. As noted elsewhere, such Events DO reset your eligibility for Specific Encounters even if moved to a space on the same Tile.

The ability to Transport to the Star Crest (e.g., via Unicorn, or Events 21 and 37) does not in itself imply permission to enter. Transports that offer no choice (e.g., the Wizard Card Trap, Event 4, or Random Transport) do permit entry (and a single immediate re-entry). Some Events explicitly grant entry (e.g., Event 30).

TASKS

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 Transport and you MUST pick up the Marker at the other end.

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, then stay and complete it next turn.

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 it 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.

When you encounter a Mentor, he does things for you in any order you wish. Thus, 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), he 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.

If you are ineligible to receive a Task due to Event 31 (malicious intent), you cannot be initiated into an Order, nor advance in Rank (not even to Fifth Rank).

If a player gets a Task whose first part is meeting the person or place bestowing the Task, except for Dove-borne Tasks that start at Hamdrel, that part can and indeed MUST be completed immediately. Tasks that begin "at your present location", or at a RANDOM or ANY location that turns out be the present space, must be likewise begun. This includes, for example, contacting your Mentor via Shrineheart Abbey and getting a Task that begins at the Abbey; you must begin it.

See also "Assorted Changes" regarding doing at most one part of a Task as you receive it.

DEMONS AND DRAGONS

Like other Random Encounters, result 1 (Demons) affects only the current player, even if other players are in the same space. Likewise, Animal Encounter or Animal Summoning result 1 brings the Dragon to the space but only the current player meets it. In all other cases where Demons or Dragons appear in a space, everyone in the space encounters them.

If a player on a boat encounters Demons and fails to dispel them, the Demons remain on the boat and move with it. However, if a player swimming in the same space as a boat is attacked by Demons, the Demons do NOT occupy the boat. Likewise, if an empty boat is summoned onto or through Demons, the Demons do NOT occupy the boat.

If a player is in a boat with Demons, and moves the boat, he must stop after moving one space and encounter the Demons again. This can happen any number of times on successive turns. Remember also that failure to destroy Demons encountered in a Water space causes new Demons to appear in a RANDOM space.

If a demon-laden boat is summoned through another player's space but does not end up there, the player is NOT attacked. If it ends in his space, he is.

If Demons appear in a space already containing Demons, no new marker is placed. Any players in that space have a Demon Encounter, even if they encountered the Demons there already this turn. If the new Demons are Dispelled, the old marker is removed.

If you encounter a Dragon while in the Dragon's Lair, your Lair Time marker does not move until you decide whether to cast Dragon Taming. (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 moves backward to or past the Day. If you already cast Dragon Taming, the spell still operates as usual.

If you're stunned (by Demons or Dragon) while in a "lose turns" trap, turns count toward ending both. (You cannot Call For Help.)

ANIMALS

Hounds and Horses remain a stated number of DAYS; Winged Horses and Unicorns remain a stated number of TURNS. Extrapolate for Events with similar effects. Events bestowing swift (or slow) movement are measured in Days.

When you have a Winged Horse, you may roll for movement and move normally (e.g., to allow Boat Summoning), but you cannot change your mind after rolling and fly using the Winged Horse. 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.

You cannot cast Animal Summoning if you have an animal at the end of your movement, even if the animal is leaving at the end of the turn. If you get rid of the animal during movement, e.g. by walking onto a boat and off again to chase away a Horse, you CAN cast the spell (if there's no other encounter and you're in a place that permits it).

The Winged Horse bestowed by Event 26 behaves like any other Winged Horse in all ways except its duration. Thus you can lose it (permanently) by encountering the Dragon or by being Transported.

All Animal Encounters chase away any previously acquired animal. In particular, result 6 (Dove) chases away a Horse or Hound.

See "Fine Points of Sequencing" regarding how far you can move if you lose a Horse or Hound partway through movement.

MISCELLANEOUS

Ridding yourself of Event 31 (malicious intent) takes the place of the Specific Encounter at that location. Thus, e.g., you do not get to encounter Elves or Task Markers at Glendale that turn. Also, since High Wizards are encountered before Specific Encounters, you cannot get a Task from a High Wizard at Glendale since you haven't yet dealt with the Event. However, if you are Demon Dazed and go to Rüktal, he will Heal you as well as dealing with the Event.

Unlike at Shrineheart Abbey, High Wizards encountered via the Star Crest, Hamdrel, or Player Encounters are limited to those still in deck. If the deck is exhausted before enough High Wizards are drawn, the encounter is over. Any Traps and Phantasms drawn, even if being ignored (at the Star Crest), are revealed to all the players. Likewise, when a High Wizard is removed from the map, any other cards hidden beneath the High Wizard card are revealed.

If instructed to lose more points than he has of a given type, a player simply reduces those points to zero and suffers no further penalty. When a player gets to choose which type of points to lose (due to an encounter or Calling For Help), he may choose any type in which he has non-zero points.

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.

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

For a player to advance in Rank, his current Rank must not exceed anyone else's.

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".)

Keep separate point totals for each player. A player uses his own points to determine whether he qualifies to advance in Rank, which points can be lost to Demons, etc.

If a player changes Orders, it is his current Rank in his new Order that limits other players' advancement as above.

If a player encounters a trapped player, the trapped player is transported and thus rescued, but the rescuer receives no points. If the rescued player Escapes the Transport, he is still freed, but the players may NOT exchange Tasks.

Tiles die a bit faster. After the fifth Fortnight, Evil claims two lands as in the Competitive rules. The next Fortnight, THREE lands die. After each subsequent Fortnight, FOUR lands die, unless there are only two players, in which case Evil continues to claim three lands per Fortnight. Thwarting Evil (to save one tile) still requires completing Tasks equal to three times the number of players.

When Dragon Taming produces a Secret Wizard, the identity is known to all players, so treat it the same as Hamdrel result 5-6. Likewise, when a High Wizard is produced on the map, all Wizard Cards removed from the deck are known by everyone. This means it is always possible to use dice to choose a random Wizard Card (e.g., for Random Encounter result 6), saving wear on the cards.

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

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 first player.

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 in which 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 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 one upon landing has an encounter that bestows extra turns, resolve the extra turns before the next player lands.

When moving with a Horse or Hound, you 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. Examples: 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). If instead it was your seventh step that put you on the boat, you would have 2 movement remaining. (You've used the 4 from the Horse, and 3 of your own.) If you have a Hound and roll a 5 next to the Dragon's Lair, you can walk only two spaces in (assuming no Swiftness spell); the Hound does not help you enter the first space.

The Evil Transports at the ends of the first two Fortnights 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.

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 land on a High Wizard 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, moving the Dragon after each arrival. (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 "Encounters & Lair Time". Deal with any resulting Transports as described under "Traps, Transports, and Escaping". (7) New Demons appear in player order, resolving each as it appears.

OPEN QUESTIONS

Are Wizards a little too hosed, and Druids a little too powerful? If so, perhaps give Wizards the Escape Transports spell at 4th Rank, while Druids never get that spell. Another possibility would be that Druids never learn Dragon Taming, and Sorcerers learn it at 4th Rank but never learn Animal Summoning.