

Questing the Realm: A Book of Quests Variant

This is a variant of the Book of Quests by Jay Richardson, Kenny Blomberg, Michael Blomberg, and Michael Decker.

Elements of the Book of Quests have been isolated into a set of Quest Cards that can be played during a game of Magic Realm to dynamically generate goals for players in a way that replaces the standard victory conditions.

Quest Cards depict daily life, travels, dealing with natives, fighting monsters, completing missions, and earning fame and fortune. Quest cards will combine to allow the player to tell a unique story for each play of Magic Realm.

This version describes how to play Questing the Realm in RealmSpeak.

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August 5, 2012

How to use the Quest Cards

Game Setup

The rules of Magic Realm are not changed EXCEPT for a new victory point end-game.

- Players do not record victory point goals. Instead, each character has a hand of Quest Cards that they keep to themselves.
 - The number of quest cards a character receives is equal to their development level + 1.
 - This gives a Level 1 character a choice between two options.
 - Victory points are earned by completing quests.

Winning the Game

The game can be played in two ways:

- The game can be played as a Sudden Death game, where the first player who reaches an agreed-upon number of victory points at Midnight wins the game.
 - Victory Points can vary by player as a handicap.
- The game can be played to an agreed-upon number of months, where the player who has the most victory points at Midnight of the last day wins the game.

Playing the Game

- Each character begins the game with a hand of secret Quest Cards. Quest Cards contain conditions that must occur for the player to claim victory points.
- Some Quest Cards can be held in secret and then activated when their conditions are fulfilled to immediately earn victory points.

- Some quest cards will automatically activate when their conditions are fulfilled. Others will wait for the player to activate when they are ready to.
- Some Quest Cards must be activated to announce a quest to all in the Realm.
 - These quests usually confer some special abilities while the quest is in progress.
- Victory points are earned when the quest is fulfilled.
 - Any special abilities expire at the end of the quest unless stated otherwise.
- There is no limit to the number of quests that a player can have active at one time.
- The player only draws new Quest Cards at the following times:
 - When the character is at a dwelling at Birdsong.
 - AND the character has less than its hand limit.
 - Characters can discard inactive Quest Cards before drawing new cards.
- You do not have to complete the quests. Some quests might be played only for the special abilities they confer. However, this will tie up the card for the rest of the game.
- Keep in mind that you can only remove a quest by completing it or failing it. Not all quests have failure conditions.

Types of Quests

Quests earn Victory Points based on the risk and complexity of the quest. As a guideline, the quests earn the following points:

- 0 VP – Lucky events that befall the character.
- 1 VP – Living life in the Realm, but something of significance happened.
- 2 VP – Exploring the Realm.
- 3 VP – Fulfilling an action at one or more specific locations. Combat.
- 4 VP – Missions.
- 5 VP – Extraordinary quests. Critical actions.

Playing Quest Cards

- Quest Cards can be played at any time, unless the quest specifies when to play the card.
- Quest Cards have different statuses:
 - Completed quests are “claimed” and are kept separately to show the points earned by a player.
 - Activated Quests are in progress, and indicate special circumstances that are currently in effect.

- Secret Quests are inactive until the player chooses to play them or discard them. Secret quests are still in progress, and will make progress.
- All Play quests are special quests that are available to all characters.
 - Some All Play quests will complete automatically if you are the first player to complete the quest.
 - If you are in the same clearing with the trigger for an All Play quest, you can activate the quest. The quest will no longer be All Play, and will be added to your quest card hand.
 - You can exceed your quest card limit by activating an All Play quest, but you will not be able to draw new quest cards until you discard enough inactive quests to open up a slot.
- All Play quests represent the following:
 - Quests tied to specific map locations.
 - Quests tied to specific treasures.
 - Quests tied to specific visitors.
 - Quests tied to specific missions/campaigns.

Calculating Victory Points

- Victory Points are earned by completing quests and then claiming the points.
- Recorded values are often used to satisfy quests. Quests treat recorded values in different ways. Be sure to read the quest description carefully.
 - Many quests will be satisfied by accumulated recorded values. Unless specified, values do not have to be recorded during the quest.
 - Some quests will require that values be recorded during the quest. Existing recorded values do not count.
 - Some quests require that treasure be possessed.
 - Some quests require that GREAT TREASURE be found.
 - Some quests require that spells be learned.
 - Some quests require fame, notoriety, and/or gold to be acquired.

Characters and Denizens

Companions

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

- 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. Realmspeak will use additional counters, and not draw from existing natives or monsters on the setup card.
- When a character dies, his companions are removed from the game.

Minor Characters

Quests may introduce minor characters into the play of the game. Minor characters are not represented by counters on the map, but will show as active items.

- **CAPABILITIES:** Minor characters give special abilities to the character they are following. The quest descriptions detail the advantages of gaining minor characters
- **MOVEMENT:** Minor characters cannot move on their own. They are treated as an active item with the character. Minor characters cannot fight, be killed, carry items, or be assigned to FOLLOW a hired native leader or an opposing character.

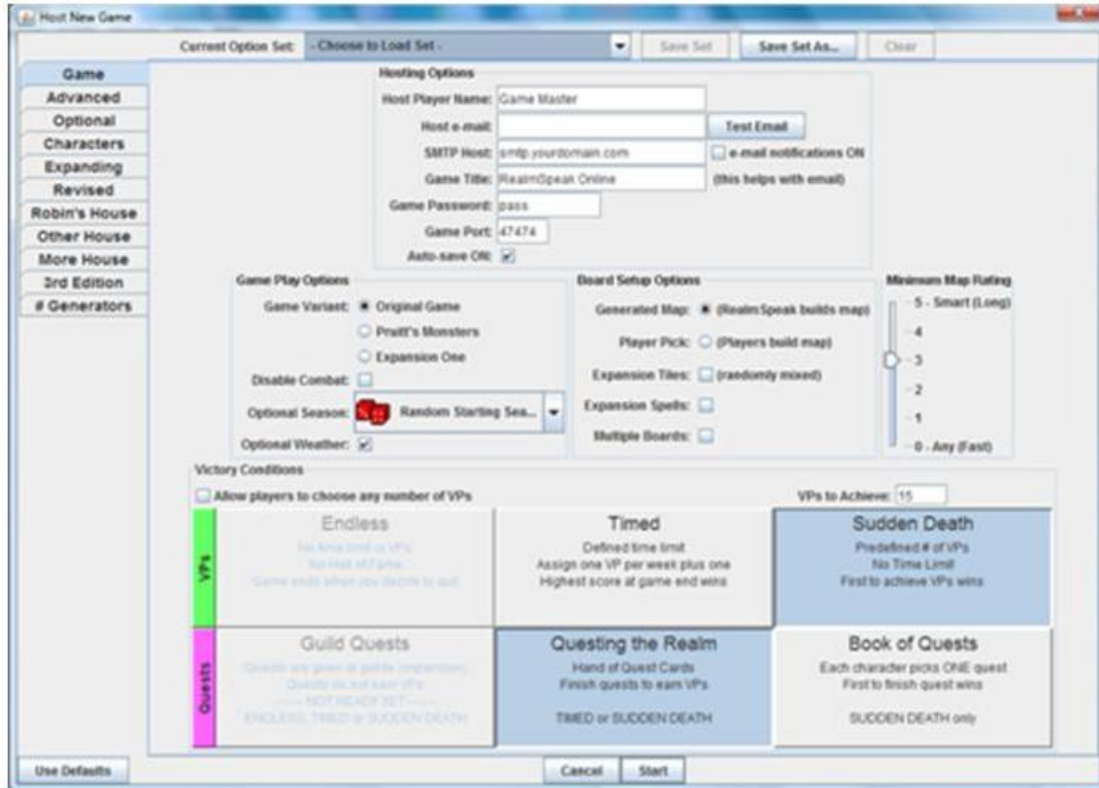
Relationships with Natives

- Quests can change your relationship with native groups.
 - Some stated changes are immediate. Word quickly spreads across the Realm of your quest.
 - Some changes don't happen until the character is in the same clearing with a native group. They need to experience the character directly for the relationship to change.
- Unless specified otherwise, changes to relationships due to quests remain when the quest ends.

Using Realmspeak to Play Questing The Realm

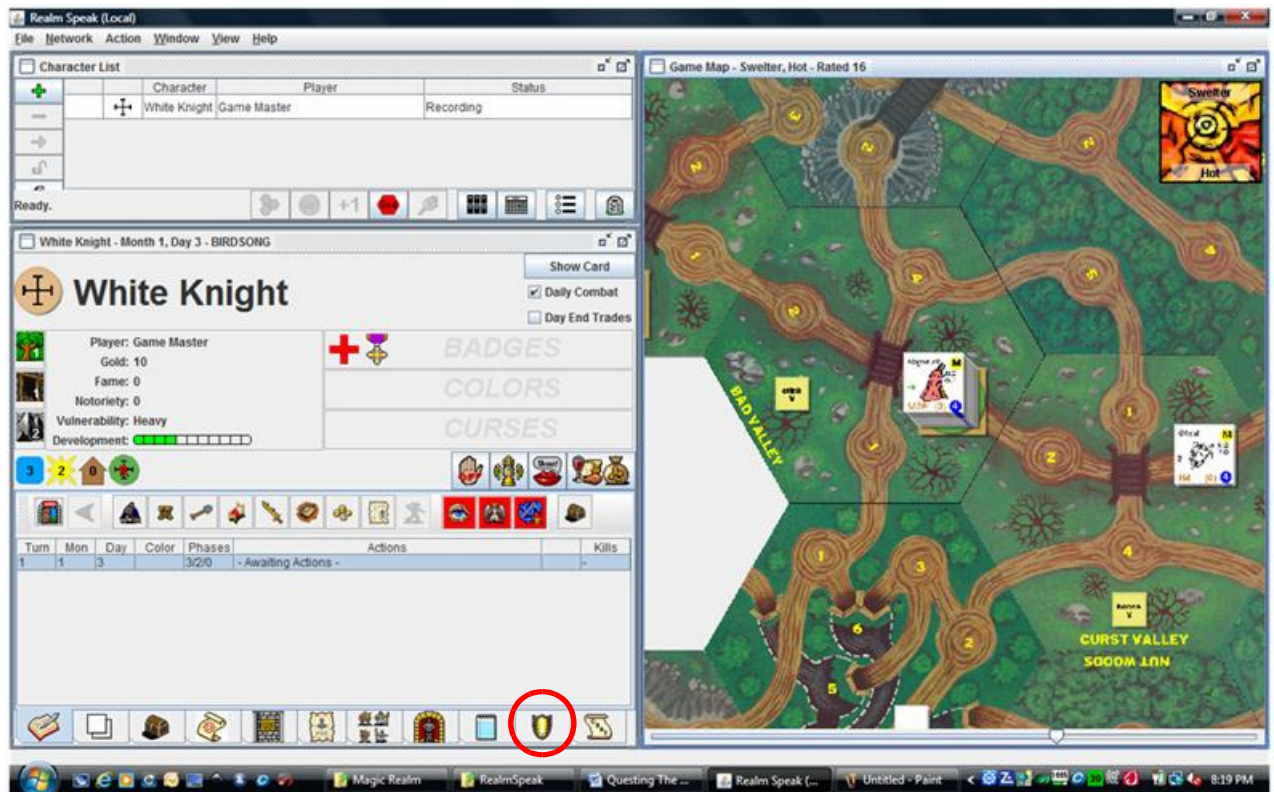
This section describes the changes to Realmspeak to play the Questing features.

New Game Screen



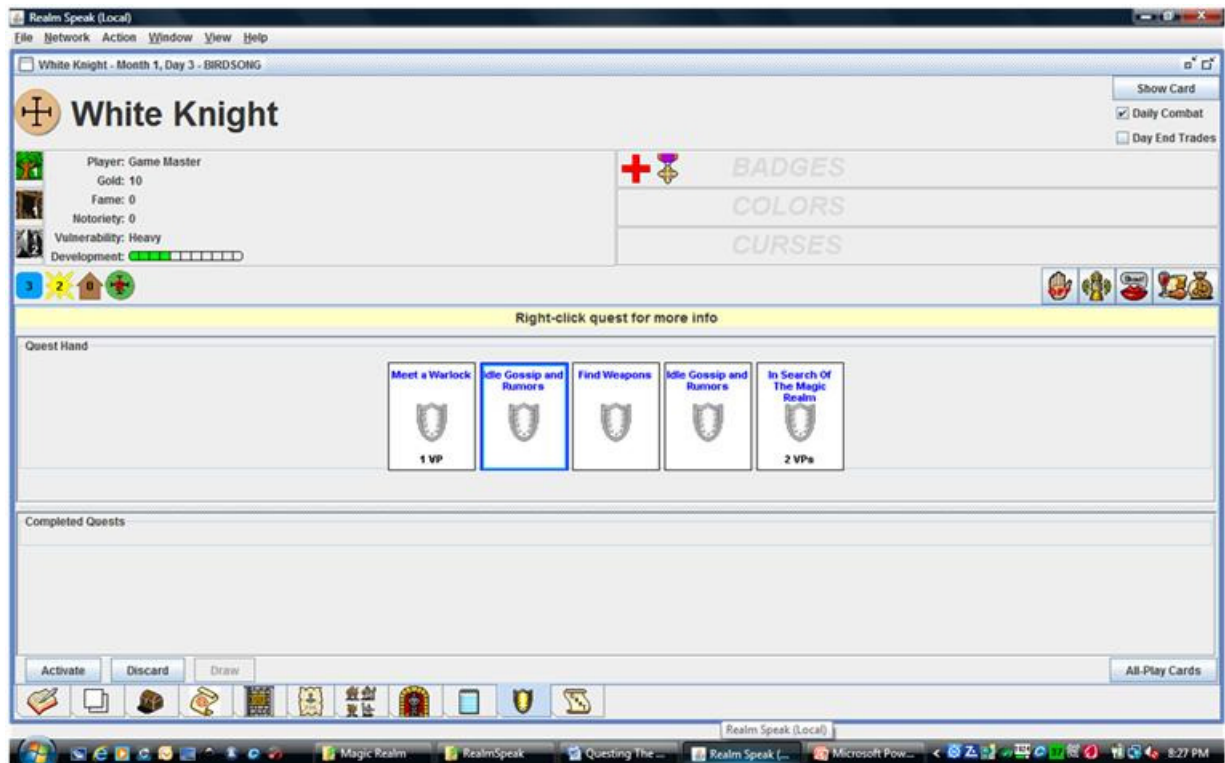
- Select a Timed Game or Sudden Death Game
 - Click the box to set the type of game to play.
 - Timed games will display a box to enter the number of months to play.
 - Three months is a good duration for a timed Questing the Realm game.
 - Sudden Death games will display a box to enter the number of victory points to achieve.
 - 15 Victory Points is a good amount for a Questing the Realm game.
 - Check the box “Allow players to choose any number of VPs” to set different VP levels for each player. This allows handicapping the game.
- Select the type of game to play: Standard, Questing the Realm, or Book of Quests
 - Click Questing the Realm to play a Questing game.
 - Click Book of Quests to play a Book of Quests game.
 - You must first select a Sudden Death game to play Book of Quests.
 - Unselect Questing and Book of Quests to play a standard game.

Character Screen



- A Shield icon has been added to manage the hand of quest cards. Click on this icon to open the quest card window.
 - It is best to maximize the character window when working with the quest cards.

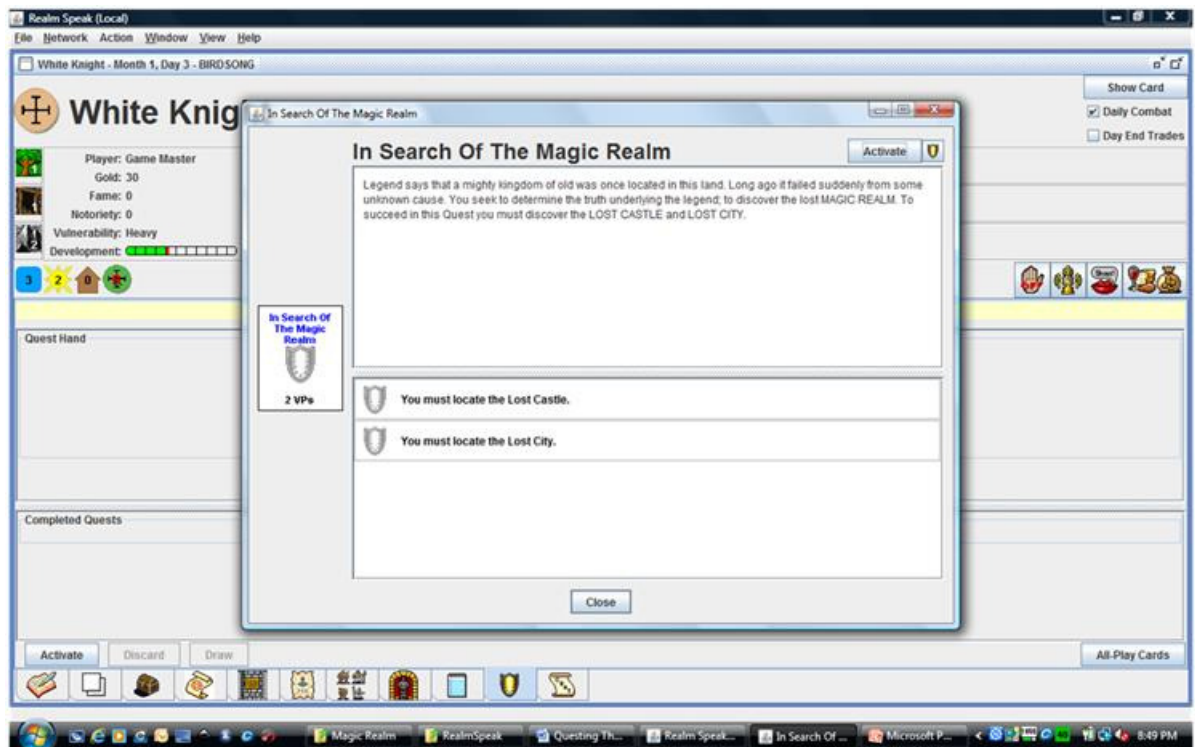
Playing Quest Cards



- The quest card screen is divided into three sections.
 - The top section contains the hand of quest cards.
 - The middle section contains the completed quests that have victory points.
 - The bottom section contains the action buttons.
- To activate a quest, click on the quest to highlight it, then press the Activate button.
- To read a detailed description of the quest, right-click on the quest card.
 - A window will open up that displays the description of the quest. Read this carefully to see the activation requirements and victory conditions.
 - You can also activate the quest from the details window.
 - See below for more details about the description window.
- To discard an inactive quest, click on any quest to turn on the Discard button, then click Discard.
 - A quest card chooser window will open up. From this window, click to select all the quests that you wish to discard, then click Discard or Cancel.
 - You can only discard quests once during each Birdsong, and only when at a dwelling.
- To draw new quest cards when slots are empty, click on any empty quest card slot to turn on the Draw button, then click the Draw button. Your hand will be drawn back to full.
 - You can only draw new quests once during Birdsong, and only when at a dwelling.

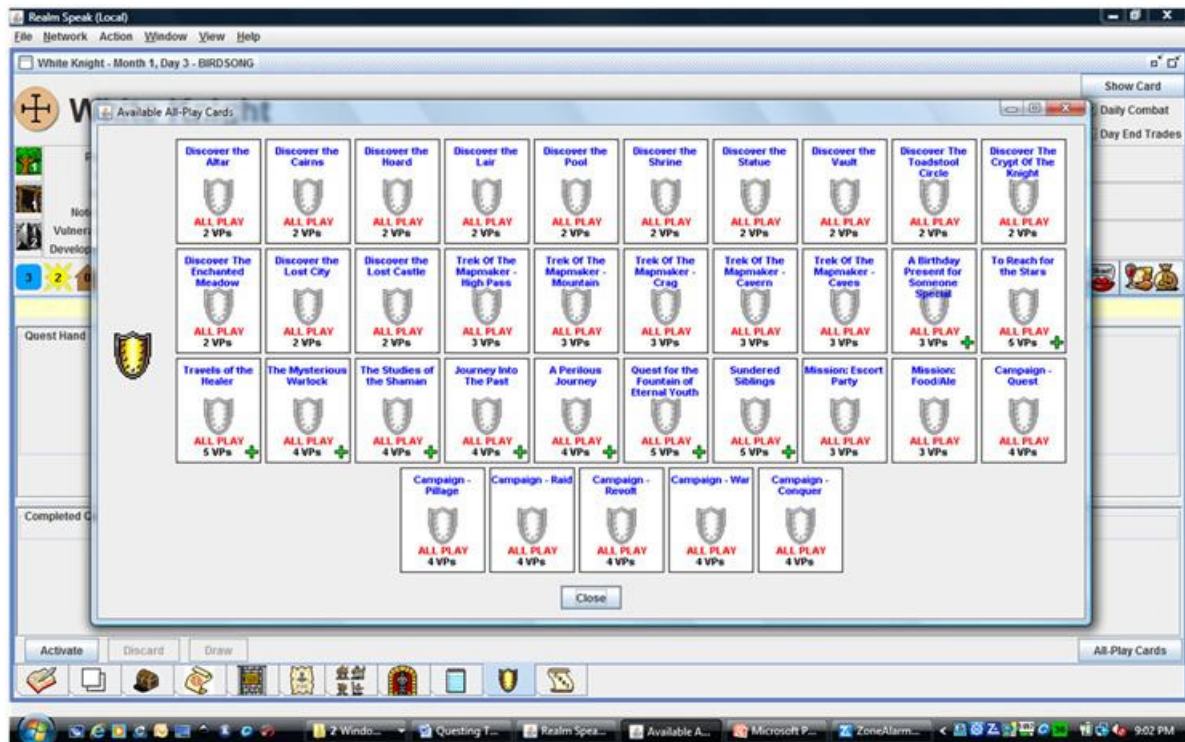
- To see a list of the All Play quests, click the All Play Cards button in the lower right. A window will display showing the All Play cards.

Quest Details: Tracking the Status of a Quest



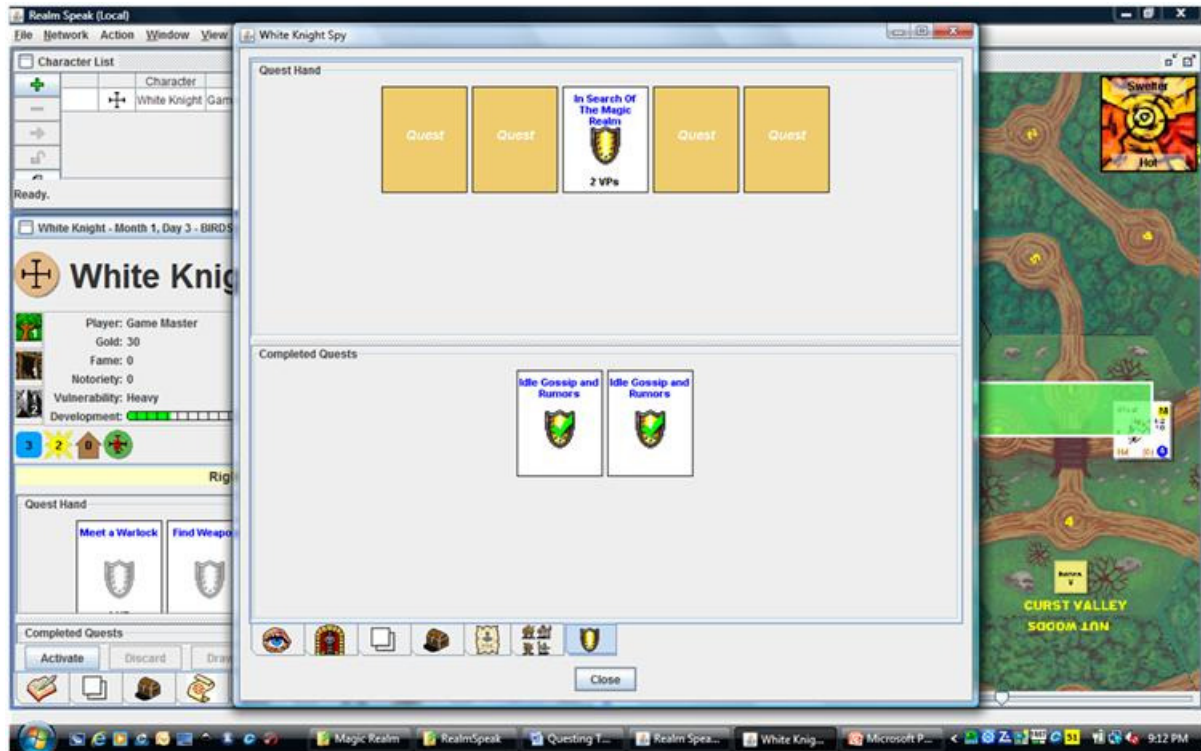
- Open this window by right-clicking on a quest card in your hand or by clicking on a quest in the All Play window.
- The upper section of the quest details window shows the textual description of the quest.
- The lower section shows the steps required to complete the quest. As progress is made in the quest, the steps will be checked off as complete. When all the steps are complete, the quest will be completed and a notification will be displayed.
- Press the Activate button in the upper right to activate the quest from this screen.
- The shield icon next to the activate button shows a map of the quest logic. It is for debug purposes only and has no game function.

All Play Quests



- This window displays all the available All Play cards.
- Click on a card to display the quest description window.
- All Play quests with a green + symbol means that this quest can be activated by a player.
 - Click the quest to open the details window, and then click the Activate button in the upper right to activate an All Play quest.
- Green shield symbols will display along the left side of the quest card to indicate that progress has been made on the quest.

Viewing Another Character's Quest Cards



- To view another character's hand of quest cards, open the character's Character Card.
 - There are two ways to open a Character Card:
 - If you own the character, click on the Show Card button.
 - If you do not own the character, double-click on the character in the Character List window.
 - From the Character Card, click on the Shield icon. This will open the window shown above.
- There are two sections to this window.
 - The upper section displays the current quest hand for the character.
 - Activated quests will display face up.
 - Secret quests will display face down.
 - The lower section displays all the quests that the character has completed.

Quest Cards

ID	Card Count	Victory Condition	Victory Points
A01	All Play	<u>Discover the Altar</u> You are the first to discover this site. Claim the victory points.	2
A02	All Play	<u>Discover the Cairns</u> You are the first to discover this site. Claim the victory points.	2
A03	All Play	<u>Discover the Hoard</u> You are the first to discover this site. Claim the victory points.	2
A04	All Play	<u>Discover the Lair</u> You are the first to discover this site. Claim the victory points.	2
A05	All Play	<u>Discover the Pool</u> You are the first to discover this site. Claim the victory points.	2
A06	All Play	<u>Discover the Shrine</u> You are the first to discover this site. Claim the victory points.	2
A07	All Play	<u>Discover the Statue</u> You are the first to discover this site. Claim the victory points.	2
A08	All Play	<u>Discover the Vault</u> You are the first to discover this site. Claim the victory points.	2
A09	All Play	<u>Discover the Toadstool Circle</u> You are the first to discover this site. Claim the victory points.	2
A10	All Play	<u>Discover the Crypt of the Knight</u> You are the first to discover this site. Claim the victory points.	2
A11	All Play	<u>Discover the Enchanted Meadow</u> You are the first to discover this site. Claim the victory points.	2
A12	All Play	<u>Discover the Lost City</u> You are the first to discover this site. Claim the victory points.	2
A13	All Play	<u>Discover the Lost Castle</u> You are the first to discover this site. Claim the victory points.	2
E01	1	<u>Befriend By An Ogre</u> You are confronted by an Ogre, but you convince him that you are a king in disguise. The Ogre becomes your companion. Play this card in any Woods tile.	0
E02	1	<u>Befriend By A Wolf</u> You find an injured wolf in the woods and give it aid. The wolf befriends you and becomes your companion. Choose between an L4 and M4 wolf. Play this card in any Woods tile.	0
E03	4	<u>Find Unexpected Concealment</u> You may play this card at any time to become automatically hidden.	0
E04	6	<u>Hidden Paths or Secret Passages Revealed</u> You may play this card at any time to find hidden paths or secret passages in your clearing.	0
E05	4	<u>Easy Roads</u>	0

ID	Card Count	Victory Condition	Victory Points
		You may play this card at birdsong to receive two additional MOVE phases during the day.	
E06	4	<u>Eerie Light</u> You may play this card at birdsong to receive an extra phase in caves during the next two days.	0
E07	2	<u>Black Magic</u> You may play this card at any time to find black magic in your clearing for one day.	0
E08	2	<u>Gold Magic</u> You may play this card at any time to find gold magic in your clearing for one day.	0
E09	2	<u>Grey Magic</u> You may play this card at any time to find grey magic in your clearing for one day.	0
E10	2	<u>Purple Magic</u> You may play this card at any time to find purple magic in your clearing for one day.	0
E11	2	<u>White Magic</u> You may play this card at any time to find white magic in your clearing for one day.	0
E12	8	<u>Idle Gossip and Rumors</u> You spend the time listening to idle gossip, scurrilous rumors, and drunken stories of adventure. Your carousing has rewarded you with 10 gold, acquired from various questionable means. Play this card to pocket your gains.	0
E13	1	<u>A Squire Joins You</u> Play this card at the Inn. An impressionable youth is enamored by your tales of adventure and decides to follow you as your servant. Gain an Assassin as a companion. The Rogues become Friendly to you.	0

ID	Card Count	Victory Condition	Victory Points
E14	1	<p><u>A Lancer Joins You</u></p> <p>Play this card at a Small Campfire or Large Campfire that is unoccupied by natives.</p> <p>While resting near a campfire, you meet a Lancer who was separated from his group. He agrees to travel with you.</p> <p>A Lancer joins you as a companion.</p>	0
E15	1	<p><u>A Swordsman Joins You</u></p> <p>Play this card at the GUARD or HOUSE.</p> <p>While stopping at the outpost, you meet a dejected villager who was rejected for training. You convince him to adventure with you instead.</p> <p>A Swordsman joins you as a companion.</p>	0
E16	1	<p><u>An Archer Joins You</u></p> <p>Play this card when in a clearing with either Wolves, Ogres, or Vipers.</p> <p>When in a clearing with a Woods monster, you see an Archer who is tracking the monsters. You join forces.</p> <p>An Archer joins you as a companion.</p>	0
E17	1	<p><u>You Free A Bashkar From Custody</u></p> <p>Play this card when in a clearing with the Patrol.</p> <p>You didn't mean to do it, but somehow you ended up freeing a Bashkar that was captured and being brought back to the valley. Now the villagers are angry with you.</p> <p>A Raider joins you as a companion. He steals a horse for you, too.</p> <p>All native groups in the clearing become one level less friendly to you, but the Bashkars become friendly to you.</p>	0

ID	Card Count	Victory Condition	Victory Points
E18	1	<p><u>A Short Swordsman Joins You</u></p> <p>Play this card when in a clearing with the Soldiers or the Company.</p> <p>While swapping stories during a brief rest, you find a kindred spirit whose tales are taller than yours!</p> <p>After finishing a hearty laugh, you both head back out together.</p> <p>A Short Swordsman joins you as a companion.</p>	0
E19	1	<p><u>A Great Axeman Joins You</u></p> <p>Play this card when in a clearing with a discovered Lost City marker.</p> <p>While exploring the ruins of a Lost City, you find a chamber where a man has been living. You discover the man to be a forgotten soldier from long ago.</p> <p>Tired of being alone, he decides to leave the city and join you.</p> <p>A Great Axeman joins you as a companion.</p>	0
E20	1	<p><u>A Great Swordsman Joins You</u></p> <p>Play this card when in a clearing with a discovered Lost Castle marker.</p> <p>While exploring the ruins of a Lost Castle, you find a chamber where a man has been living. You discover the man to be a forgotten soldier from long ago.</p> <p>Tired of being alone, he decides to leave the castle and join you.</p> <p>A Great Swordsman joins you as a companion.</p>	0
E21	1	<p><u>A Crossbowman Joins You</u></p> <p>Play this card when in a clearing with Bats.</p> <p>With Giant Bats circling overhead, you catch the glint of metal out of the corner of your eye. You see a Crossbowman taking aim.</p> <p>The Crossbowman joins you as a companion.</p>	0

ID	Card Count	Victory Condition	Victory Points
E2 2	1	<p><u>A Knight Joins You</u></p> <p>Play this card when in a clearing with a Tremendous Dragon.</p> <p>On one side of the clearing you see a Tremendous Dragon. On the other side of the clearing, you see a Knight. You run to the Knight.</p> <p>The Knight joins you as a companion.</p>	0
E2 3	1	<p><u>A Pikeman Joins You</u></p> <p>Play this card when in a clearing with a MISSION or CAMPAIGN marker.</p> <p>A wayward soldier is traveling along the road. You agree to walk together.</p> <p>The Pikeman joins you as a companion.</p>	0
E2 4	4	<p><u>Find Goblin Weapons</u></p> <p>Play this card in a clearing with a PATTERN or HOWL sound marker.</p> <p>You see the signs of a battle. Strewn around the clearing are discarded weapons. You may take an Axe, a Spear, or a Great Sword.</p>	0
E2 5	4	<p><u>Find Armor</u></p> <p>Play this card in a clearing with a ROAR sound marker.</p> <p>You see the signs of a battle. Strewn around the clearing are discarded pieces of armor. You may take a shield, a helmet, or a breastplate.</p>	0
E2 6	2	<p><u>Find A Bow</u></p> <p>Play this card in a clearing with a FLUTTER sound marker.</p> <p>You see the signs of a battle. Strewn around the clearing are discarded weapons. You may take a Light Bow, a Medium Bow, or a Crossbow.</p>	0
E2 7	4	<p><u>Find Soldier Weapons</u></p> <p>Play this card in a clearing with a SLITHER sound marker.</p> <p>You see the signs of a battle. Strewn around the clearing are discarded weapons. You may take a Short Sword, a Broadsword, or a Mace.</p>	0
Q0 1	8	<p><u>You are Famous</u></p> <p>Reveal this card at a dwelling when you have gained +10 recorded FAME. Claim the Victory Points.</p> <p>If you are already famous, one character's recorded FAME must equal or exceed the sum of all claimed FAME.</p>	1

ID	Card Count	Victory Condition	Victory Points
Q0 2	8	<p><u>You are Notorious</u> Reveal this card at a dwelling when you have gained +20 recorded NOTORIETY. Claim the Victory Points.</p> <p>If you are already notorious, one character's recorded NOTORIETY must equal or exceed the sum of all claimed NOTORIETY.</p>	1
Q0 3	8	<p><u>You are Rich</u> Reveal this card at a dwelling when you have gained +30 recorded GOLD. Claim the Victory Points.</p> <p>If you are already rich, one character's recorded GOLD must equal or exceed the sum of all claimed GOLD.</p>	1
Q0 4	8	<p><u>You are Great</u> Reveal this card at a dwelling when you have gained 1 GREAT TREASURE. Claim the Victory Points.</p> <p>You may sell your GREAT TREASURE and still keep the victory points.</p>	1
Q0 5	8	<p><u>You are Magical</u> Reveal this card at a dwelling when you have gained 2 learned SPELLS. Claim the Victory Points.</p> <p>If you are already magical, the count of one character's recorded SPELLS must equal or exceed the sum of all claimed SPELLS.</p>	1
Q0 6	All Play	<p><u>Trek of the Mapmaker – High Pass</u> You are asked to draw a map of a section of roadway and bring it back to the Map-Makers Guild.</p> <p>You must travel through either of the following paths:</p> <ul style="list-style-type: none"> • High Pass 2-4-1-5-Exit Clearing (unless it exits the map) • High Pass 5-1-4-2-Exit Clearing (unless it exits the map) <p>Return to the HOUSE with the map. Spend the night telling stories about the journey, and during Birdsong you will complete the quest and receive 30 gold in payment.</p>	3
Q0 7	All Play	<p><u>Trek of the Mapmaker – Mountain</u> You are asked to draw a map of a section of roadway and bring it back to the Map-Makers Guild.</p> <p>You must travel the following path:</p> <ul style="list-style-type: none"> • Mountain 5-6-3-1 <p>Return to the HOUSE with the map. Spend the night telling stories about the journey, and during Birdsong you will complete the quest and receive 30 gold in payment.</p>	3

ID	Card Count	Victory Condition	Victory Points
Q0 8	All Play	<p><u>Trek of the Mapmaker – Crag</u> You are asked to draw a map of a section of roadway and bring it back to the Map-Makers Guild.</p> <p>You must travel the following path:</p> <ul style="list-style-type: none"> • Crag 2-5-3-6-4-1 <p>Return to the HOUSE with the map. Spend the night telling stories about the journey, and during Birdsong you will complete the quest and receive 30 gold in payment.</p>	3
Q0 9	All Play	<p><u>Trek of the Mapmaker – Cavern</u> You are asked to draw a map of a section of roadway and bring it back to the Map-Makers Guild.</p> <p>You must travel through either of the following paths:</p> <ul style="list-style-type: none"> • Enter by Cavern 1 and exit through Cavern 5 (unless it exits the map) • Enter by Cavern 5 and exit through Cavern 1 (unless it exits the map) <p>Return to the HOUSE with the map. Spend the night telling stories about the journey, and during Birdsong you will complete the quest and receive 30 gold in payment.</p>	3
Q1 0	All Play	<p><u>Trek of the Mapmaker – Caves</u> You are asked to draw a map of a section of roadway and bring it back to the Map-Makers Guild.</p> <p>You must travel through either of the following paths:</p> <ul style="list-style-type: none"> • Enter by Caves 1 and exit through Caves 5 (unless it exits the map) • Enter by Caves 5 and exit through Caves 1 (unless it exits the map) <p>Return to the HOUSE with the map. Spend the night telling stories about the journey, and during Birdsong you will complete the quest and receive 30 gold in payment.</p>	3
Q1 1	2	<p><u>Dragon Slayer</u> 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 and draw a Treasure card from its HOARD or LAIR. Both of these actions must take place at a single HOARD or LAIR.</p> <p>Reveal this card when the quest is complete and claim the victory points.</p>	3

ID	Card Count	Victory Condition	Victory Points
Q1 2	2	<p><u>Rescue a Sacrificial Offering</u> The first time that it is Midnight in a clearing containing a discovered HOARD or LAIR without a monster, reveal this card and claim the victory points. You immediately rescue a young Girl left by terror-stricken locals as a sacrificial offering to the Dragon living there.</p> <p><i>THE YOUNG GIRL:</i> The young Girl is a minor character. She starts following you the moment you rescue her.</p> <p><i>GIFT OF HEALING:</i> The Girl you rescue proves to be a local 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.</p> <p>Claim the victory points. Keep this card with the character to represent the minor character. If the character is killed, keep this card with the completed quests.</p>	1
Q1 3	2	<p><u>Passage into Darkness</u> 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 or Flying Demon and either draw a Treasure card or learn a spell from its Site chit.</p> <p>When the quest is completed, reveal this card and claim the victory points.</p>	3
Q1 4	1	<p><u>Troll Hunt</u> 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.</p> <p>When the quest is completed, reveal this card and claim the victory points.</p>	3
Q1 5	2	<p><u>The Dragon's Treasure</u> 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 a Great Treasure.</p> <p>When the quest is completed, reveal this card and claim the victory points.</p>	3

ID	Card Count	Victory Condition	Victory Points
Q1 6	1	<p><u>In Search of the Magic Realm</u> 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 <i>MAGIC REALM</i>. To succeed in this Quest you must locate the LOST CASTLE and LOST CITY.</p> <p>When the quest is completed, reveal this card and claim the victory points.</p>	2
Q1 7	1	<p><u>A Pack of Wolves</u> If you end combat with a pack of WOLVES and all WOLVES are dead, reveal this card and claim the victory points. You immediately rescue a teen-age Boy who was trapped by the wolves. He starts following you the moment you rescue him.</p> <p><i>KNOWLEDGE OF THE REALM:</i> The Boy you rescue proves to be a native Prince. He is a minor character. You may record one extra MOVE phase each turn in which he FOLLOWS you.</p>	3
Q1 8	1	<p><u>Goblin Wars</u> If you end combat with a clan of GOBLINS and all GOBLINS of the same clan are dead, reveal this card and claim the victory points. You immediately rescue a young Man who was captured by the Goblins. He starts following you the moment you rescue him.</p> <p><i>ROGUISH ADVENTURER:</i> The Man you rescue proves to be a notorious adventurer. He is a minor character. You may record one extra HIDE phase each turn in which he FOLLOWS you.</p>	3
Q1 9	1	<p><u>Goblin Wars</u> If you end combat with a clan of GOBLINS and all GOBLINS of the same clan are dead, reveal this card and claim the victory points. You immediately rescue an old Man who was captured by the Goblins. He starts following you the moment you rescue him.</p> <p><i>DEPOSED KING:</i> The Man you rescue proves to be a disgraced native Leader. He is a minor character. You may record one extra SEARCH phase each turn in which he FOLLOWS you.</p>	3
Q2 0	1	<p><u>Goblin Wars</u> If you end combat with a clan of GOBLINS and all GOBLINS of the same clan are dead, reveal this card and claim the victory points. You immediately rescue a Warrior who had just been captured by the Goblins. He starts following you the moment you rescue him.</p> <p><i>WARRIOR:</i> The Man you rescue proves to be an army soldier. He is a minor character. You may record one extra ALERT phase each turn in which he FOLLOWS you.</p>	3

ID	Card Count	Victory Condition	Victory Points
Q2 1	6	<p><u>Quest for Fabled Treasure</u> You must locate a TREASURES WITHIN TREASURES ('P') Treasure card and then obtain one of the Treasure cards or treasure counters contained within it.</p> <p>When the quest is completed, reveal this card and claim the victory points.</p>	2
Q2 2	1	<p><u>The Connoisseur</u> 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 possess two Great Treasures at Birdsong. The treasures do not have to be acquired during the quest.</p> <p>When the quest is completed, reveal this card and claim the victory points.</p>	3
Q2 3	1	<p><u>The Would-Be Enchanter</u> 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.</p> <p><i>IMMUNITY FROM CURSES:</i> You may reveal this card at any time as a magic talisman that protects you from curses. Curses no longer affect you.</p> <p>If not already revealed, reveal this card when the quest is completed and claim the victory points. Your immunity to curses remains.</p>	3
Q2 4	1	<p><u>In Pursuit of Hidden Magics</u> 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.</p> <p>When the quest is completed, reveal this card and claim the victory points.</p>	3
Q2 5	1	<p><u>A Birthday Present for Someone Special</u> 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 find the GOLDEN ICON and then carry it with you to the birthday party at the INN.</p> <p>When the quest is completed, reveal this card and claim the victory points.</p>	4

ID	Card Count	Victory Condition	Victory Points
Q2 6	All Play	<p><u>To Reach for the Stars</u> 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. To succeed in this Quest you must move to one of these observatory sites and help the Astronomer set up his observatory.</p> <p><i>THE ASTRONOMER:</i> The Astronomer is a minor character. He has his own workhorse to haul equipment (astrolabes, etc.). The workhorse cannot be used in combat.</p> <p><i>ASTRONOMICAL INSTRUMENTS:</i> The Astronomer is located with the ANCIENT TELESCOPE. Reveal this card once you acquire the ANCIENT TELESCOPE to begin the quest.</p> <p><i>THE ASTRONOMER'S WORK HABITS:</i> 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.</p> <p><i>SETTING UP THE OBSERVATORY:</i> 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.</p> <p>When the quest is completed, claim the victory points.</p>	5

ID	Card Count	Victory Condition	Victory Points
Q2 7	All Play	<p><u>Travels of the Healer</u> You are escorting the famous Wilderness Doctor, traveling throughout the <i>MAGIC REALM</i> challenging sickness and affliction wherever they may be found. To succeed in this Quest you must visit each of the dwellings in the game, spending at least one complete turn in each.</p> <p><i>THE WILDERNESS DOCTOR:</i> The Wilderness Doctor is a minor character. The Wilderness Doctor can be found with the <i>VIAL OF HEALING</i>, <i>FLOWERS OF REST</i>, or <i>POULTICE OF HEALTH</i>. When finding one of these treasures, reveal this card to begin the quest.</p> <p><i>PRIOR REPUTATION:</i> As soon as you and the Wilderness Doctor enter a dwelling for the first time, each native group present becomes one level friendlier to you. Any natives that appear during your visit will also become one level friendlier to you.</p> <p><i>WAGES:</i> After spending a complete turn in a dwelling, you may roll one die at <i>Midnight</i> to determine your share of the donations received by the Wilderness Doctor. You receive <i>GOLD</i> equal to the die roll. You may make this die roll only once per game for each dwelling.</p> <p><i>GIFT OF HEALING:</i> You may record two extra <i>REST</i> phases per turn, thanks to the presence of the Wilderness Doctor. These bonus <i>REST</i> phases cannot, however, recover fatigued <i>MAGIC</i> asterisks.</p> <p><i>MERCY OF THE HEALER:</i> Any wounded or fatigued character who ends the day in the same clearing as you may claim <i>Mercy of the Healer</i>. 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 <i>REST</i> phases on the next turn. There is no limit to the number of characters that may be tended simultaneously. Fatigued <i>MAGIC</i> counters do not count for this rule, and may not be rested with the bonus <i>REST</i> phases.</p>	5

ID	Card Count	Victory Condition	Victory Points
Q2 8	1	<p><u>The Ends of the Earth</u> 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.</p> <p><i>THE ENDS OF THE EARTH:</i> The Ends of the Earth are located in the MOUNTAIN-1 and CAVERN-3 clearings. In <i>Double MAGIC REALM</i>, these clearings must be from the same board. 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.</p> <p>Play this card when in one of the Ends of the Earth clearings, and then begin locating it. When the final clearing has been discovered, claim the victory points.</p>	2
Q2 9	1	<p><u>The Test</u> As the Chosen One, you were called upon to prove yourself worthy to lead your people. A special trial of skill and strength was before you. You exceeded everyone's expectations.</p> <p>Play this card and claim the victory points if a character has 100 recorded FAME and 100 recorded NOTORIETY.</p>	3
Q3 0	2	<p><u>Return Home</u> If you are being followed by a rescued person, return that person to the INN. The 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 the 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.</p> <p>Reveal this card when you reach the dwelling and claim the victory points.</p>	1
Q3 1	2	<p><u>Return Home</u> If you are being followed by a rescued person, return that person to the HOUSE. The 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 the 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.</p> <p>Reveal this card when you reach the dwelling and claim the victory points.</p>	1

ID	Card Count	Victory Condition	Victory Points
Q3 2	2	<p><u>Return Home</u> If you are being followed by a rescued person, return that person to the GUARD. The 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 the 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.</p> <p>Reveal this card when you reach the dwelling and claim the victory points.</p>	1
Q3 3	2	<p><u>Return Home</u> If you are being followed by a rescued person, return that person to the CHAPEL. The 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 the 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.</p> <p>Reveal this card when you reach the dwelling and claim the victory points.</p>	1
Q3 4	2	<p><u>Return Home</u> If you are being followed by a rescued person, return that person to the LARGE CAMPFIRE. The 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 the 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.</p> <p>Reveal this card when you reach the dwelling and claim the victory points.</p>	1
Q3 5	2	<p><u>Return Home</u> If you are being followed by a rescued person, return that person to the SMALL CAMPFIRE. The 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 the 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.</p> <p>Reveal this card when you reach the dwelling and claim the victory points.</p>	1
Q3 6	4	<p><u>Meet a WARLOCK</u> When in the same clearing with a WARLOCK during BIRDSONG, reveal this card and claim the victory points.</p>	1

ID	Card Count	Victory Condition	Victory Points
Q3 7	4	<p><u>Meet a SHAMAN</u> When in the same clearing with a SHAMAN during BIRDSONG or EVENING, reveal this card and claim the victory points.</p>	1
Q3 8	4	<p><u>Meet SCHOLAR</u> When in the same clearing with a SCHOLAR during BIRDSONG or EVENING, reveal this card and claim the victory points.</p>	1
Q3 9	4	<p><u>Meet a CRONE</u> When in the same clearing with a CRONE during BIRDSONG or EVENING, reveal this card and claim the victory points.</p>	1
Q4 0	All Play	<p><u>The Mysterious Warlock</u> 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 bring the Warlock to a discovered SHRINE, and then travel to a CRAG-1 clearing, where the WARLOCK will stay.</p> <p>If in a clearing with a Warlock, reveal this card and add the WARLOCK chit to your belongings.</p> <p>THE WARLOCK: The Warlock is a minor character. The WARLOCK 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”.</p> <p>WAGES: Collect 20 Gold now as a fee. You may choose to collect 20 Gold or learn one of the Warlock’s spells when the WARLOCK reaches the SHRINE.</p> <p>Claim Victory Points when reaching CRAG-1.</p>	4

ID	Card Count	Victory Condition	Victory Points
Q4 1	All Play	<p><u>The Studies of the Shaman</u> If in a clearing with a SHAMAN, reveal this card. 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 escort the SHAMAN to a discovered ALTAR, SHRINE, and STATUE (in any order).</p> <p>If in a clearing with a Shaman, reveal this card and add the SHAMAN chit to your belongings.</p> <p>THE SHAMAN: The Shaman is a minor character. The SHAMAN 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). While he is FOLLOWING you he will not flip over on a MONSTER ROLL of “6”.</p> <p>WAGES: Collect 20 Gold now as a fee. You may choose to collect 10 Gold or learn one of the SHAMAN’s spells each time the SHAMAN reaches the ALTAR, SHRINE, or STATUE.</p> <p>Collect Victory Points when reaching the last destination. The SHAMAN stops following you.</p>	4

ID	Card Count	Victory Condition	Victory Points
Q4 2	All Play	<p><u>Journey into The Past</u> If in a clearing with a SCHOLAR, reveal this card now. 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, discovering them (unless already discovered) and then spending one complete turn in each.</p> <p>If in a clearing with a Scholar, reveal this card and add the SCHOLAR chit to your belongings.</p> <p><i>THE SCHOLAR:</i> The Scholar is a minor character. The SCHOLAR 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). While he is FOLLOWING you he will not flip over on a MONSTER ROLL of “6”.</p> <p><i>THE SCHOLAR’S TREASURES:</i> Take 1 Treasure from the SCHOLAR now as a fee. Take another Treasure each time you discover a LOST CITY or LOST CASTLE.</p> <p>Collect Victory Points when reaching the last destination and spending the complete turn unhidden. The SCHOLAR stops following you.</p>	4

ID	Card Count	Victory Condition	Victory Points
Q4 3	All Play	<p><u>A Perilous Journey</u> If in a clearing with a CRONE, reveal this card now. 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 tile, a CRAG tile, and a BORDERLAND tile by ending a turn in each. In addition, you must also locate at least one treasure site within one of these tiles, even if you already discovered one.</p> <p>If in a clearing with a Crone, reveal this card and add the CRONE chit to your belongings.</p> <p><i>THE CRONE:</i> The Crone is a minor character. The CRONE 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 (he is FRIENDLY to you). While she is FOLLOWING you she will not flip over on a MONSTER ROLL of “6”.</p> <p><i>CRONE’S KNOWLEDGE:</i> While the CRONE is following you, you are immune to curses.</p> <p>When the quest is completed, claim the victory points. The CRONE stops following you.</p>	4
Q4 4	1	<p><u>The Hidden Castle</u> 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 DISCOVER any LOST CASTLE and loot one treasure from the tile.</p> <p>When the quest is completed, reveal this card and claim the victory points.</p>	3
Q4 5	1	<p><u>The Buried City</u> 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 DISCOVER any LOST CITY and loot one treasure from the tile.</p> <p>When the quest is completed, reveal this card and claim the victory points.</p>	3

ID	Card Count	Victory Condition	Victory Points
Q4 6	1	<p><u>The “Great” Hunter</u></p> <p>What a difference a day makes. Last night you were having a few drinks with your friends, boasting of your accomplishments as a great hunter of the creatures of the Realm. Unfortunately, this morning you were reminded of the bet you made last night, and you have no choice but to go through with it. Your Quest is to kill 1 medium, 1 heavy, and 1 tremendous monster, and then return to the Inn to win the bet.</p> <p><i>The Pot:</i> If you kill the monsters and return to the Inn, the Innkeeper will give you 30 Gold that was collected when the bet was made.</p> <p>Reveal this card at the INN to claim the victory points.</p>	5
Q4 7	6	<p><u>The Return of the Adventurers</u></p> <p>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 to escort them as they return to the familiar lands of the <i>MAGIC REALM</i>. To succeed in this Quest you must see that each of your friends returns safely home.</p> <p><i>THE ADVENTURERS:</i> Play this card when in a clearing with a CAMPAIGN chit. A Band of Adventurers will join you. The Adventurers are a minor character.</p> <p><i>HEROES:</i> Word of your success has spread quickly. As soon as you enter a dwelling with a returning Adventurer, all natives and visitors in the dwelling become one level friendlier to you.</p> <p><i>SAFE RETURN:</i> To see your friends returned safely home, you must end a turn in each dwelling listed for the CAMPAIGN chit.</p> <ul style="list-style-type: none"> • QUEST: Return to the CHAPEL, HOUSE, GUARD • PILLAGE: Return to the INN, LARGE CAMPFIRE, SMALL CAMPFIRE • RAID: Return to the HOUSE, LARGE CAMPFIRE, SMALL CAMPFIRE • REVOLT: Return to the INN, SMALL CAMPFIRE, HOUSE • WAR: Return to the GUARD, HOUSE, INN • CONQUER: Return to the CHAPEL, GUARD, LARGE CAMPFIRE <p>In <i>Double MAGIC REALM</i> friends must be returned to dwellings of the same board as the CAMPAIGN chit.</p> <p>When the quest is completed, claim the victory points.</p>	4

ID	Card Count	Victory Condition	Victory Points
Q4 8	12	<p><u>The Quest of the Valiant</u> 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.</p> <p><i>A PROUD ADVENTURER:</i> You cannot buy a treasure from a native and then play this card if the conditional fame is for that native group.</p> <p>When the quest is completed, reveal this card and claim the victory points.</p>	3
Q4 9	All Play	<p><u>Quest for the Fountain of Eternal Youth</u> While reading the runes at an ancient holy site, you find a secret tablet hidden inside a false wall. This tablet refers to “keys” to a fabled Fountain. To succeed in this Quest you must locate the Fountain of Eternal Youth and drink from its water.</p> <p>You may play this card if you are at the SHRINE, ALTAR, or STATUE to begin the quest.</p> <p><i>THE THREE KEYS:</i> The SHRINE, the ALTAR, and the STATUE each contain one of the Keys to the Fountain. A LOOT roll result of “3” or less finds the Key with (possibly) a Treasure card. If you are using MAGIC SIGHT you must get a “Treasure cards” result. No character other than you may ever possess a Key to the Fountain. In <i>Double MAGIC REALM</i> the SHRINE, ALTAR, STATUE, and POOL must all come from the same board.</p> <p><i>THE FOUNTAIN OF ETERNAL YOUTH:</i> The Fountain of Eternal Youth is located at the POOL. 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 before you can locate the Fountain.</p> <p><i>GAINING ETERNAL YOUTH:</i> If you succeed in discovering the Fountain of Eternal Youth you may drink from it and gain its benefits. After drinking from the Fountain, you gain the following effects:</p> <ul style="list-style-type: none"> • Rests heal double asterisks. • You develop a natural armor against attacks. • Unused alerted magic does not fatigue. • Note that you are still subject to effort asterisk limitations, and also that you can still be killed; you simply ignore wounds and fatigue. <p>After drinking from the Fountain you will cast the three Keys into it to insure that no other player may ever drink from it. When the quest is completed, claim the victory points.</p>	5

ID	Card Count	Victory Condition	Victory Points
Q5 0	All Play	<p><u>Sundered Siblings</u> The woman begging in the dust at the side of the road was slowly dying; whether more from hunger or heartbreak 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.</p> <p>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. Now she sat alone beyond all human pity.</p> <p>Until one day when you came upon her. The more you inquired of people concerning her, the more fantastic were the stories they heard. Sharing your food with her, you gained her trust and heard her side of the story. You quickly realized that she was nothing more than an innocent victim of a superstitious people.</p> <p>After making arrangements for the woman to be transported to a place of refuge and cared for, you 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 their mother.</p> <p><i>THE MOTHER:</i> Play this card in a GARRISON dwelling to announce your quest. The mother remains at the dwelling until you return. The mother will automatically take all children from you at the end of any phase that you are together.</p> <p><i>THE CHILDREN, SUNDERED AND FAR FLUNG:</i> Each child is at one of the other GARRISON dwellings. You must visit each GARRISON and DISCOVER the child. The children are minor characters. Once found, each child will FOLLOW your character during the next Birdsong that you are together, until you return to the dwelling with their mother, at which point you deliver them into her hands.</p> <p><i>WHAT EVERY PARENT KNOWS:</i> Because children are naturally rambunctious and occasionally uncontrollable, you must add one to all your HIDE rolls for each child following you.</p> <p><i>INNOCENCE WARMS THE COLD HEART:</i> While you are accompanied by at least one child, roll 1 die on MEETING and COMMERCE tables, and subtract 1 from the result.</p> <p>When the quest is completed, claim the victory points.</p>	5

ID	Card Count	Victory Condition	Victory Points
Q5 1	1	<p><u>The Mysteries of Magic</u> 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.</p> <p><i>Apprentices ONLY:</i> Only non-magic characters may undertake this Quest. Characters possessing any MAGIC action chits may not claim victory points.</p> <p>When the quest is completed, reveal this card and claim the victory points.</p>	3
Q5 2	1	<p><u>The Secret in the Pool</u> 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 two Treasure cards from the POOL.</p> <p>KNOWLEDGE OF THE POOL: Once you have located the POOL normally, reveal this card. On the next loot, instead of looting 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.</p> <p>When the quest is completed, claim the victory points.</p>	3
Q5 3	1	<p><u>Mission: Escort Party</u> Complete the Escort Party mission.</p> <p>When the quest is completed, claim the victory points.</p>	3
Q5 4	1	<p><u>Mission: Food/Ale</u> Complete the Food/Ale mission.</p> <p>When the quest is completed, claim the victory points.</p>	3
Q5 5	1	<p><u>Campaign: Quest</u> Complete the Quest campaign.</p> <p>When the quest is completed, claim the victory points.</p>	4
Q5 6	1	<p><u>Campaign: Pillage</u> Complete the Pillage campaign.</p> <p>When the quest is completed, claim the victory points.</p>	4

ID	Card Count	Victory Condition	Victory Points
Q5 7	1	<u>Campaign: Raid</u> Complete the Raid campaign. When the quest is completed, claim the victory points.	4
Q5 8	1	<u>Campaign: Revolt</u> Complete the Revolt campaign. When the quest is completed, claim the victory points.	4
Q5 9	1	<u>Campaign: War</u> Complete the War campaign. When the quest is completed, claim the victory points.	4
Q6 0	1	<u>Campaign: Conquer</u> Complete the Conquer campaign. When the quest is completed, claim the victory points.	4
		Not Implemented Yet	

ID	Card Count	Victory Condition	Victory Points
	1 card	<p><u>Sword of Terror</u> This card is played on another player. The receiving player wins the victory points. Reveal this card and give it to another player who possesses either the LIVING SWORD, TRUESTEEL SWORD, DEVIL SWORD, or BANE SWORD, but only if the character can wield the sword. After playing this card, draw another Quest Card.</p> <p>-----</p> <p>Curiosity can be a dangerous thing. You recently came upon a sword with mysterious figures engraved upon the blade. 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.</p> <p><i>THE TERRIBLE SWORD:</i> 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, <i>Attack</i> spell or Potion.</p> <p><i>TRANSMORPHIZING:</i> You cannot be transmorphized while you possess this sword. Any transmorphizing spells cast at you are automatically cancelled.</p> <p><i>ATTACKING:</i> 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).</p> <p><i>FEEDING THE ENCHANTMENT:</i> 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 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).</p> <p><i>DEFENDING:</i> 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.</p> <p><i>BREAKING THE ENCHANTMENT:</i> 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</p>	5

ID	Card Count	Victory Condition	Victory Points
	1 card	<p><u>The Zoological Specimen</u> Your father is a knowledgeable and renowned man of learning who takes great interest in the wild creatures of the <i>MAGIC REALM</i>. 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 <i>MAGIC REALM</i>. To help Dad out (and succeed in this Quest), you volunteer to capture a Tremendous monster and bring it back alive.</p> <p><i>CAPTURING THE DENIZEN:</i> Your father has supplied you with a powerful tranquilizer potion to put on your weapon. During combat, if you kill a tremendous denizen, reveal this card to capture the denizen alive instead.</p> <p><i>THE CAGE:</i> 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.</p> <p>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.</p> <p><i>ALL GOOD THINGS MUST PASS:</i> 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.</p> <p><i>GETTING THERE WAS HALF THE FUN:</i> 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.</p> <p><i>BORN FREE:</i> 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 that ends a phase in that clearing. A released monster never prowls unless it is still in its home tile, or it is in a habitable tile (sound or warning chit can summon it), but it will regenerate normally. If released at a dwelling, it will attack all uncontrolled natives and any other unhidden individuals present during <i>Evening</i>.</p>	5

ID	Card Count	Victory Condition	Victory Points
	1 card	<p><u>The Shadow of Death</u> 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.</p> <p><i>CHANCE COMPANIONS:</i> Reveal this card when you pick up an ESCORT PARTY chit instead of paying for a normal mission. This man is a minor character and must be escorted to the normal ESCORT PARTY destination for you to conclude your Quest. You are not required to do this within fourteen days; there is no time limit.</p> <p><i>WAGES:</i> Once you arrive at the destination you receive ESCORT PARTY 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.</p> <p><i>APPROACHING DEATH:</i> You suspect that the old man is contagious. You must roll two dice once each day at <i>Midnight</i>. If you roll a “6” on either die you suffer one wound. If both dice show “6” you suffer two wounds. You do not roll the dice on days skipped during bad weather.</p> <p>When the quest is completed, claim the victory points.</p>	4

ID	Card Count	Victory Condition	Victory Points
	1 card	<p><u>The Dragon-Rider</u> 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 possess two Great Treasures, 60 points of FAME, and 60 points of NOTORIETY.</p> <p><i>YOUR MOUNT:</i> Play this card when you control a Dragon. The Dragon becomes your mount.</p> <p>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 the quest ends in failure.</p> <p><i>DRAGON-RIDER:</i> 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!</p> <p><i>A DIFFERENCE OF OPINION:</i> The Knights of the Order are now your ENEMIES. They don’t like Dragons! You cannot do any trading with a character that has any of the Order as hired natives. If a Knight of the Order (hired or not) is in your clearing during <i>Evening</i>, you must engage him in combat (you cannot run away) or immediately fail this Quest! <i>Exception:</i> 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.</p> <p><i>FAILING THE QUEST:</i> Should you (for shame!) “immediately fail this Quest,” the Dragon rebels and is no longer under your control. The Dragon remains in the clearing and blocks everyone.</p> <p>When the quest is completed, claim the victory points. You are still the Dragon-Rider and keep your mount until it dies.</p> <p>If the quest fails, discard the Quest Card and draw a new one.</p>	4

ID	Card Count	Victory Condition	Victory Points
	3 cards	<p><u>The Quest of the Conqueror</u> As a young adventurer in the <i>MAGIC REALM</i>, GOLD and treasure pale in comparison to your real desire: POWER! The <i>MAGIC REALM</i> 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 (<i>Standard MAGIC REALM</i>: 6 tiles; <i>Double MAGIC REALM</i>: 11 tiles).</p> <p>Play this card when you place your first garrison to announce your conquest.</p> <p><i>CONQUERING TERRITORY:</i> 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.)</p> <p><i>HOLD THE FORT:</i> 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 or his term of hire ends, the hex tile is no longer considered conquered for victory conditions.</p> <p>When the quest is completed, claim the victory points. You no longer have to hold the fort. The hiring character can go back and pick up the garrison.</p>	4

ID	Card Count	Victory Condition	Victory Points
	10 cards	<p><u>Challenge!</u> Instead of merely hiring a band of mercenaries you may try to stand unchallenged as their permanent leader. To do this, you challenge the leader of the particular band of natives you desire to lead. 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. To succeed in this Quest, you must defeat a leader in one-to-one combat.</p> <p><i>ISSUING A CHALLENGE:</i> Play this card during a HIRE phase in the leader’s clearing instead of 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 prevents any challenge.</p> <p><i>ONE-TO-ONE COMBAT:</i> One-to-one combat is resolved during <i>Evening</i>. You are unhidden. Each native opponent you face in one-to-one combat begins combat dark side up. Native horses are used normally.</p> <p><i>COUNTER-CHALLENGE:</i> 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.</p> <p><i>WINNING A CHALLENGE:</i> If you are successful in your one-to-one combat, the remaining members of the native band immediately become your COMPANIONS as if they were permanently hired. Winning a challenge does not affect your trading relationship with the native group that you challenged.</p> <p><i>DEFEATED CHALLENGERS:</i> Although the natives now follow you, the remaining locals will choose a new leader. Defeated challengers regenerate back to the SETUP CARD. The native group’s belongings remain with the native leader.</p> <p><i>EVERYONE LOVES A FIGHT:</i> 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.</p>	1

ID	Card Count	Victory Condition	Victory Points
	3 cards	<p><u>The Quest of the Green Cloak</u> Surveying the course of events in the <i>MAGIC REALM</i>, 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 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.</p> <p>You may play this card if you have the CLOAK OF MIST activated.</p> <p><i>YOUR MENTOR:</i> Through an unforeseen set of circumstances, a peculiar old man befriends you. He sees in you the continuation of a tradition of justice-minded adventurers who fight to restore equality to the land. He teaches you the secrets of the cloak you now possess, and sends you out into the Realm as The Green Cloak, Avenger of the Poor.</p> <p><i>THE GREEN CLOAK:</i> The GREEN CLOAK is automatically activated whenever your character is in a WOODS hex tile. The cloak cannot be activated in any other kind of hex tile. You are permanently hidden when the Green Cloak is activated, and a mist of invisibility envelopes you, your belongings, and all your Hirelings and Companions. 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 becomes unhidden.</p> <p>You do not get the extra HIDE phase for the CLOAK OF MIST while this quest is in progress.</p> <p><i>INVISIBILITY:</i> 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.</p> <p><i>INVISIBILITY AND MOVEMENT:</i> 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 choose when to take your turn. If you block another player or denizen you immediately become unhidden and you are no longer invisible.</p> <p><i>HONOR:</i> 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</p>	4

ID	Card Count	Victory Condition	Victory Points
	1 card	<p><u>Remains of the Thief</u> 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 the INN with the “remains.”</p> <p>Reveal this card at the INN to claim the victory points.</p>	2

ID	Card Count	Victory Condition	Victory Points
	1 card	<p><u>The Merchant</u> 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. You can only count recorded GOLD acquired once the quest begins.</p> <p>If you have a WORKHORSE, you may play this card to announce yourself open for business.</p> <p><i>NO LOOTING:</i> 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.</p> <p><i>BARTER:</i> You roll one die instead of two for all TRADE die rolls.</p> <p><i>MISCELLANEOUS TRADING:</i> Each time that you end a turn in a Dwelling without being blocked you may conduct Miscellaneous Trading with each native group in your clearing. This occurs during <i>Sunset</i>. 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 the difference 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 day per native group. You may not trade at a campfire unless at least one uncontrolled native is present.</p> <p><i>YOUR STOCK IN TRADE:</i> 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.</p> <p><i>BUSINESS IS BUSINESS:</i> All native groups and visitors are NEUTRAL to you except your FRIENDS and ALLIES, who remain unchanged.</p> <p>When the quest is completed, claim the victory points.</p>	4

ID	Card Count	Victory Condition	Victory Points
	1 card	<p><u>Shape Shifter</u> 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 have become such a creature. Unfortunately, you do not have complete control of the process.</p> <p>You may play this card on a character in the same clearing with the MOULDY SKELETON. That character permanently becomes a Shape Shifter. Claim the victory points immediately.</p> <p><i>SHAPESHIFTING:</i> You may invoke Shape-shifting each day during <i>Sunrise</i>. 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 <i>Midnight</i> the monster counter automatically regenerates and you return to your character’s normal form. This process does not cause you any fatigue.</p> <p><i>SPECIAL MOVEMENT:</i> When Shape-shifted to a flying monster you must FLY when moving. Shape-shifting to a non-flying monster allows you to use “walking the woods.”</p>	2

ID	Card Count	Victory Condition	Victory Points
	1 card	<p><u>The Golden Unicorn</u> 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.</p> <p><i>THE UNICORN:</i> Play this card if you are in the ENCHANTED MEADOW and the L2/L4 pony has not been looted. This pony is really the golden Unicorn. All horse rules apply normally except as follows: the Unicorn will automatically FOLLOW you the rest of the game (you may not leave it behind).</p> <p><i>MASTERY OF THE BEASTS:</i> 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.</p> <p><i>WOODS MAGIC:</i> 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 <i>Birdsong</i> before anyone writes down their moves for the day.</p> <p><i>MAKING SAFE THE WOODS:</i> 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 <i>Midnight</i>. 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).</p> <p><i>CAMPFIRES:</i> 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.</p> <p>When the quest is completed, claim the victory points. The unicorn leaves you. Remove the counter from play.</p>	5

ID	Card Count	Victory Condition	Victory Points
	6 cards	<p><u>Unexpected Reunions – Old Friends</u> You meet up with a person from your past.</p> <p>Play this Quest Card at Birdsong or Sunset on a character in a clearing with unhired natives.</p> <p><i>YOUR OLD FRIENDS:</i> You may choose any native in the clearing to join you as a Companion, subject only to the following restrictions:</p> <ol style="list-style-type: none"> 1. The native may not be a leader. 2. The native may not be hired by another character. 3. The native may not be UNFRIENDLY or ENEMY to your character. 4. The native may not be from the ORDER. The knights will not abandon their vows for old friends. <p>Old Friends will always FOLLOW you; you may not leave them behind. If you are killed any Old Friends immediately regenerate.</p> <p><i>THE PRICE OF FRIENDSHIP:</i> 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:</p> <ol style="list-style-type: none"> 1. ALTAR 2. CAIRNS 3. POOL 4. SHRINE 5. STATUE 6. VAULT <p>To conclude 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 (re-roll any duplicate numbers). Make a note of which treasure site each Old Friend is directing you to. In <i>Double MAGIC REALM</i>, the indicated treasure site is the one belonging to the same board as your Old Friend.</p> <p><i>HELPING AN OLD FRIEND:</i> 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.</p> <p><i>IT'S JUST A SCRATCH:</i> If an Old Friend dies in combat, temporarily set him aside. If you survive the combat, he will rejoin you at <i>Midnight</i>, staggering up with a dazed expression on his face. You thought he was dead, but he had just been knocked senseless.</p>	3

ID	Card Count	Victory Condition	Victory Points
	6 cards	<p><u>Unexpected Reunions – Old Arch-Enemies</u> You meet up with a person from your past.</p> <p>Play this Quest Card at Sunset on another player’s character in a clearing with unhired natives.</p> <p><i>YOUR OLD ARCH-ENEMY:</i> Choose one native in the clearing to become the Old Arch-Enemy, subject only to the following restrictions:</p> <ol style="list-style-type: none"> 1. The native may not be a leader. 2. The native may not be hired by another character. 3. The native must be UNFRIENDLY or ENEMY to the character. <p>You control the Old Arch-Enemy. The Old Arch-Enemy fights alongside the character as a temporary Companion until any combat ends normally (he’s not about to let anyone else kill you... he’s reserving that pleasure for himself). The Old Arch-Enemy always has his attack times and his move times reduced by one (to a minimum of “1”). You get all credit for kills by the Old Arch-Enemy. The Old Arch-Enemy cannot attack the character.</p> <p><i>THE FINAL RECKONING:</i> If combat ends and both the character and the Old Arch-Enemy are still in the same clearing, another set of combat rounds immediately commences between the character and the Old Arch-Enemy. If the character has any Old Friends, they may join the character. No one else present in the clearing may attack with him.</p> <p>The quest is successful if you kill the Old Arch-Enemy. The Old Arch-Enemy regenerates back to the Setup Card. The owner of the character claims the victory points.</p> <p>The quest fails if the Old Arch-Enemy kills the character. The Old Arch-Enemy remains in the clearing with his native group. The player playing the card claims the victory points.</p> <p>At the end of the quest, the player who played the card draws a new Quest Card.</p>	3

ID	Card Count	Victory Condition	Victory Points
		<p><u>The Rescue of the Poetess</u></p> <p>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 <i>MAGIC REALM</i> 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.</p> <p>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 and exit the tile containing the dungeon.</p> <p><i>VOLUNTEERS:</i> You may play this card during Sunset if you are in a clearing containing natives. You are calling for volunteers to join a rescue party.</p> <p>You may select one member of each band to join you as a Companion subject only to the following restrictions:</p> <ul style="list-style-type: none"> • The native may not be a leader. • The native may already be hired by another character. The term of hire immediately ends and the native now follows you. • Each native group may only provide one volunteer. <p>Each native group will provide only one volunteer, thereby limiting you to nine volunteers at most. This restriction is applicable even in <i>Double MAGIC REALM</i>.</p> <p><i>GOODWILL:</i> Your presence always summons native bands to appear, regardless of whether they are prowling this turn or not. All native groups and visitors in your clearing become FRIENDLY to you except your ALLIES, who remain ALLIES.</p> <p>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.</p> <ul style="list-style-type: none"> • You may only take items that you are capable of using. • You 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 during the quest. 	

ID	Card Count	Victory Condition	Victory Points
	5 cards	<p><u>The Wedding Party</u> 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.</p> <p>To succeed in this Quest you must fulfill the following requirements in the order in which they are listed:</p> <ol style="list-style-type: none"> 1. First you must rejoin your Beloved by being together in the same clearing at <i>Birdsong</i>. 2. You and your Beloved must then spend one complete day together in any CHAPEL. 3. After spending a day at a CHAPEL you must obtain one Great Treasure from any treasure site; 4. Finally you must go to your Beloved’s destination, where you will live happily ever after. <p><i>YOUR BELOVED:</i> Play this card instead of paying when you pick up a FOOD/ALE mission chit. Instead of the normal mission, you meet your beloved at a local market, and agree to return with her to the normal FOOD/ALE destination. There is no time limit to deliver the FOOD/ALE. Your Beloved begins following you immediately.</p> <p><i>THE WHOLE WORLD LOVES A LOVER:</i> Whenever you, your Beloved, and the FOOD/ALE are together in the same clearing, all uncontrolled natives are temporarily one level friendlier than normal to both of you.</p> <p><i>YOUR BELOVED’S SPECIAL ADVANTAGE:</i> After spending the day at the CHAPEL with your Beloved, you may select one Special Advantage from the following list and record it on your PERSONAL HISTORY sheet.</p> <ul style="list-style-type: none"> • 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 	4

The quest is complete when you deliver the FOOD/ALE to your Beloved’s

ID	Card Count	Victory Condition	Victory Points
	6 cards	<p><u>Sidekicks</u> While running away from monsters, you discover a hidden path in the shadows. To your surprise, someone else is also hiding out there. You both agree to make the hidden path a secret Hideout, and to team up on all future adventures.</p> <p>To complete this quest, you must have one weapon counter, one armor counter, one horse counter, and 30 GOLD cached in your secret Hideout on the hidden path at midnight.</p> <p><i>YOUR SECRET HIDEOUT:</i> Play this card during Birdsong when on one of the hidden paths between:</p> <ul style="list-style-type: none"> • Mountain 1-6 • Ruins 1-5 • Ledges 4-6 • Deep Woods 1-4 • Crag 2-3 • Cliff 2-5 <p>You cannot choose a hidden path already being used by another player. You enter the hidden path by doing the following:</p> <ul style="list-style-type: none"> • Discover the hidden path • Run away into it during Evening. <p><i>YOUR SIDEKICK:</i> When you start this Quest you must roll one die and consult the following table:</p> <p style="margin-left: 40px;">1 : Lancer 2 : Raider 3 : Archer 4 : Swordsman 5 : Assassin 6 : Assassin</p> <p>Select a native of the appropriate type to be your Sidekick using the following rules:</p> <ul style="list-style-type: none"> • The native cannot already be hired. • Choose the highest numbered native available of the type. • Choose from any native group regardless of your trading relationships. • If no native of the appropriate type is available, you may reroll. • Your Sidekick plays as a permanently hired native leader, 	3

CACHING: As a special rule, you may arrange your belongings during

