

ENCOUNTER



Place a Demon in your space. Roll 2 dice and apply the result of the higher die:

1. Roll 1 die and lose that number of turns.*
2. Roll 1 die and lose that number of points from the nonzero category you have the fewest of. If you are of the top rank, treat this as a roll of 3.*
3. All your magicobjects/gems are lost.*
4. You are Demon Dazed (see card).*
5. Go to a random Dragon's Lair space.*
6. The demon departs. Remove the marker from the board. You receive the roll of one die in any type of points.

*Place a 2nd Demon in a random space on the same tile. If on water, place in a completely random space. If a Demon lands on another Demon, no effect.

ENCOUNTER



Take a Trap card and resolve.

ENCOUNTER



Take a Trap card and resolve.

ENCOUNTER



Take a Trap card and resolve.

ENCOUNTER



Draw an Animal Encounter card.

ENCOUNTER



Draw an Animal Encounter card.

ENCOUNTER



Draw an Animal Encounter card.

ENCOUNTER



Draw an Animal Encounter card.

ENCOUNTER



Draw an Animal Encounter card.

ENCOUNTER

IMMEDIATE
EXTENDED
MOVEMENT
TRAP

Draw an Event card and apply its effects.

ENCOUNTER

IMMEDIATE
EXTENDED
MOVEMENT
TRAP

Draw an Event card and apply its effects.

ENCOUNTER

IMMEDIATE
EXTENDED
MOVEMENT
TRAP

Draw an Event card and apply its effects.

ENCOUNTER

IMMEDIATE

EXTENDED
MOVEMENT

TRAP

Draw an Event card and apply its effects.

ENCOUNTER

IMMEDIATE

EXTENDED
MOVEMENT

TRAP

Draw an Event card and apply its effects.

ENCOUNTER

IMMEDIATE

EXTENDED
MOVEMENT

TRAP

Draw an Event card and apply its effects.

ENCOUNTER

IMMEDIATE

EXTENDED
MOVEMENT

TRAP

Draw an Event card and apply its effects.

ENCOUNTER



Roll 2 dice and apply the result of the higher die:

1. Thieves steal all your Magical Objects and Sacred Gems.
2. Roll 1 die and lose that number of points of any type.
3. You are detained. Remain here and encounter these Common Folk again next turn.
4. Listen to their needs. Draw a Task card.
5. The Common Folk speed you on your way. Take an extra turn now.
6. You are given lodging for the night. (no effect)

ENCOUNTER



Roll 2 dice and apply the result of the higher die:

1. Thieves steal all your Magical Objects and Sacred Gems.
2. Roll 1 die and lose that number of points of any type.
3. You are detained. Remain here and encounter these Common Folk again next turn.
4. Listen to their needs. Draw a Task card.
5. The Common Folk speed you on your way. Take an extra turn now.
6. You are given lodging for the night. (no effect)

ENCOUNTER



Roll 2 dice and apply the result of the higher die:

1. Thieves steal all your Magical Objects and Sacred Gems.
2. Roll 1 die and lose that number of points of any type.
3. You are detained. Remain here and encounter these Common Folk again next turn.
4. Listen to their needs. Draw a Task card.
5. The Common Folk speed you on your way. Take an extra turn now.
6. You are given lodging for the night. (no effect)

ENCOUNTER



Roll 2 dice and apply the result of the higher die:

1. Thieves steal all your Magical Objects and Sacred Gems.
2. Roll 1 die and lose that number of points of any type.
3. You are detained. Remain here and encounter these Common Folk again next turn.
4. Listen to their needs. Draw a Task card.
5. The Common Folk speed you on your way. Take an extra turn now.
6. You are given lodging for the night. (no effect)

ENCOUNTER



Roll 2 dice and apply the result of the higher die:

1. Thieves steal all your Magical Objects and Sacred Gems.
2. Roll 1 die and lose that number of points of any type.
3. You are detained. Remain here and encounter these Common Folk again next turn.
4. Listen to their needs. Draw a Task card.
5. The Common Folk speed you on your way. Take an extra turn now.
6. You are given lodging for the night. (no effect)

ENCOUNTER



Roll 2 dice and apply the result of the higher die:

1. Thieves steal all your Magical Objects and Sacred Gems.
2. Roll 1 die and lose that number of points of any type.
3. You are detained. Remain here and encounter these Common Folk again next turn.
4. Listen to their needs. Draw a Task card.
5. The Common Folk speed you on your way. Take an extra turn now.
6. You are given lodging for the night. (no effect)

ENCOUNTER



Roll 2 dice and apply the result of the higher die:

1. Thieves steal all your Magical Objects and Sacred Gems.
2. Roll 1 die and lose that number of points of any type.
3. You are detained. Remain here and encounter these Common Folk again next turn.
4. Listen to their needs. Draw a Task card.
5. The Common Folk speed you on your way. Take an extra turn now.
6. You are given lodging for the night. (no effect)

ENCOUNTER



Roll 2 dice and apply the result of the higher die:

1. Thieves steal all your Magical Objects and Sacred Gems.
2. Roll 1 die and lose that number of points of any type.
3. You are detained. Remain here and encounter these Common Folk again next turn.
4. Listen to their needs. Draw a Task card.
5. The Common Folk speed you on your way. Take an extra turn now.
6. You are given lodging for the night. (no effect)

ENCOUNTER



Roll 2 dice and apply the result of the higher die:

1. Thieves steal all your Magical Objects and Sacred Gems.
2. Roll 1 die and lose that number of points of any type.
3. You are detained. Remain here and encounter these Common Folk again next turn.
4. Listen to their needs. Draw a Task card.
5. The Common Folk speed you on your way. Take an extra turn now.
6. You are given lodging for the night. (no effect)

ENCOUNTER



1. Draw a Wizard card.
2. Apply its effects.
3. Return it to the deck.
4. Re-shuffle the Wizard deck.

ENCOUNTER



1. Draw a Wizard card.
2. Apply its effects.
3. Return it to the deck.
4. Re-shuffle the Wizard deck.

ENCOUNTER



1. Draw a Wizard card.
2. Apply its effects.
3. Return it to the deck.
4. Re-shuffle the Wizard deck.

ENCOUNTER



1. Draw a Wizard card.
2. Apply its effects.
3. Return it to the deck.
4. Re-shuffle the Wizard deck.

ENCOUNTER



1. Draw a Wizard card.
2. Apply its effects.
3. Return it to the deck.
4. Re-shuffle the Wizard deck.

ENCOUNTER



1. Draw a Wizard card.
2. Apply its effects.
3. Return it to the deck.
4. Re-shuffle the Wizard deck.

ENCOUNTER



1. Draw a Wizard card.
2. Apply its effects.
3. Return it to the deck.
4. Re-shuffle the Wizard deck.

ENCOUNTER



1. Draw a Wizard card.
2. Apply its effects.
3. Return it to the deck.
4. Re-shuffle the Wizard deck.

ENCOUNTER



1. Draw a Wizard card.
2. Apply its effects.
3. Return it to the deck.
4. Re-shuffle the Wizard deck.

ENCOUNTER



1. Draw a Wizard card.
2. Apply its effects.
3. Return it to the deck.
4. Re-shuffle the Wizard deck.

ENCOUNTER



1. Draw a Wizard card.
2. Apply its effects.
3. Return it to the deck.
4. Re-shuffle the Wizard deck.

Reshuffle the Encounters Deck

ANIMAL ENCOUNTER



Move the Dragon into your space.

Roll 2 dice and apply the higher one:

1. You are Dragonbound (see card).
2. Roll a die and lose that number of turns.
3. The dragon steals all your magical objects and sacred gems.
4. Roll 1 die and lose that number of points from the nonzero category you have the fewest of. If you are of the top rank, treat this as a roll of (3).
5. Transport to the center of the Dragon's Lair. If already there, remain and roll on this table again next turn.
6. You are unaffected by the Dragon.

ANIMAL ENCOUNTER



Take a Unicorn card.

ANIMAL ENCOUNTER



Take a Unicorn card.

ANIMAL ENCOUNTER



Take a Unicorn card.

ANIMAL ENCOUNTER



Take a Winged Horse card.

ANIMAL ENCOUNTER



Take a Winged Horse card.

ANIMAL ENCOUNTER



Take a Winged Horse card.

ANIMAL ENCOUNTER



Take a Winged Horse card.

ANIMAL ENCOUNTER



Take a Winged Horse card.

ANIMAL ENCOUNTER



Horse

On your next 3 turns add 4 to movement .
At sea swim up to 2 spaces at a rate of of one space per turn. May not enter

- any part of the Sacred Circle
- Star Crest
- Dragon's Lair island

Discard the horse if you

- enter any of the above
- encounter the Dragon
- encounter a Demon
- board a boat
- end the Fortnight

ANIMAL ENCOUNTER



Horse

On your next 3 turns add 4 to movement .
At sea swim up to 2 spaces at a rate of of one space per turn. May not enter

- any part of the Sacred Circle
- Star Crest
- Dragon's Lair island

Discard the horse if you

- enter any of the above
- encounter the Dragon
- encounter a Demon
- board a boat
- end the Fortnight

ANIMAL ENCOUNTER



Horse

On your next 3 turns add 4 to movement .
At sea swim up to 2 spaces at a rate of of one space per turn. May not enter

- any part of the Sacred Circle
- Star Crest
- Dragon's Lair island

Discard the horse if you

- enter any of the above
- encounter the Dragon
- encounter a Demon
- board a boat
- end the Fortnight

ANIMAL ENCOUNTER



Horse

On your next 3 turns add 4 to movement .
At sea swim up to 2 spaces at a rate of of one space per turn. May not enter

- any part of the Sacred Circle
- Star Crest
- Dragon's Lair island

Discard the horse if you

- enter any of the above
- encounter the Dragon
- encounter a Demon
- board a boat
- end the Fortnight

ANIMAL ENCOUNTER



Horse

On your next 3 turns add 4 to movement .
At sea swim up to 2 spaces at a rate of of one space per turn. May not enter

- any part of the Sacred Circle
- Star Crest
- Dragon's Lair island

Discard the horse if you

- enter any of the above
- encounter the Dragon
- encounter a Demon
- board a boat
- end the Fortnight

ANIMAL ENCOUNTER



Horse

On your next 3 turns add 4 to movement .
At sea swim up to 2 spaces at a rate of of one space per turn. May not enter

- any part of the Sacred Circle
- Star Crest
- Dragon's Lair island

Discard the horse if you

- enter any of the above
- encounter the Dragon
- encounter a Demon
- board a boat
- end the Fortnight

ANIMAL ENCOUNTER



Horse

On your next 3 turns add 4 to movement .
At sea swim up to 2 spaces at a rate of of one space per turn. May not enter

- any part of the Sacred Circle
- Star Crest
- Dragon's Lair island

Discard the horse if you

- enter any of the above
- encounter the Dragon
- encounter a Demon
- board a boat
- end the Fortnight

ANIMAL ENCOUNTER



Hound

On your next four turns add 1 to your movement roll.

Does not affect boat movement.

May not enter

- any part of the Sacred Circle
- Star Crest
- Dragon's Lair island

Discard the hound if you

- enter any of the above
- encounter the Dragon
- encounter a Demon
- end the Fortnight

ANIMAL ENCOUNTER



Hound

On your next four turns add 1 to your movement roll.

Does not affect boat movement.

May not enter

- any part of the Sacred Circle
- Star Crest
- Dragon's Lair island

Discard the hound if you

- enter any of the above
- encounter the Dragon
- encounter a Demon
- end the Fortnight

ANIMAL ENCOUNTER



Hound

On your next four turns add 1 to your movement roll.

Does not affect boat movement.

May not enter

- any part of the Sacred Circle
- Star Crest
- Dragon's Lair island

Discard the hound if you

- enter any of the above
- encounter the Dragon
- encounter a Demon
- end the Fortnight

ANIMAL ENCOUNTER



Hound

On your next four turns add 1 to your movement roll.

Does not affect boat movement.

May not enter

- any part of the Sacred Circle
- Star Crest
- Dragon's Lair island

Discard the hound if you

- enter any of the above
- encounter the Dragon
- encounter a Demon
- end the Fortnight

ANIMAL ENCOUNTER



Hound

On your next four turns add 1 to your movement roll.

Does not affect boat movement.

May not enter

- any part of the Sacred Circle
- Star Crest
- Dragon's Lair island

Discard the hound if you

- enter any of the above
- encounter the Dragon
- encounter a Demon
- end the Fortnight

ANIMAL ENCOUNTER



Hound

On your next four turns add 1 to your movement roll.

Does not affect boat movement.

May not enter

- any part of the Sacred Circle
- Star Crest
- Dragon's Lair island

Discard the hound if you

- enter any of the above
- encounter the Dragon
- encounter a Demon
- end the Fortnight

ANIMAL ENCOUNTER



Hound

On your next four turns add 1 to your movement roll.

Does not affect boat movement.

May not enter

- any part of the Sacred Circle
- Star Crest
- Dragon's Lair island

Discard the hound if you

- enter any of the above
- encounter the Dragon
- encounter a Demon
- end the Fortnight

ANIMAL ENCOUNTER



Hound

On your next four turns add 1 to your movement roll.

Does not affect boat movement.

May not enter

- any part of the Sacred Circle
- Star Crest
- Dragon's Lair island

Discard the hound if you

- enter any of the above
- encounter the Dragon
- encounter a Demon
- end the Fortnight

ANIMAL ENCOUNTER



Hound

On your next four turns add 1 to your movement roll.

Does not affect boat movement.

May not enter

- any part of the Sacred Circle
- Star Crest
- Dragon's Lair island

Discard the hound if you

- enter any of the above
- encounter the Dragon
- encounter a Demon
- end the Fortnight

ANIMAL ENCOUNTER



Dove

The dove is sent from Hamdrel bearing news of a Task. Draw a Task card.

ANIMAL ENCOUNTER



Dove

The dove is sent from Hamdrel bearing news of a Task. Draw a Task card.

ANIMAL ENCOUNTER



Dove

The dove is sent from Hamdrel bearing news of a Task. Draw a Task card.

ANIMAL ENCOUNTER



Dove

The dove is sent from Hamdrel bearing news of a Task. Draw a Task card.

ANIMAL ENCOUNTER



Dove

The dove is sent from Hamdrel bearing news of a Task. Draw a Task card.

ANIMAL ENCOUNTER



Dove

The dove is sent from Hamdrel bearing news of a Task. Draw a Task card.

ANIMAL ENCOUNTER



Dove

The dove is sent from Hamdrel bearing news of a Task. Draw a Task card.

ANIMAL ENCOUNTER



Dove

The dove is sent from Hamdrel bearing news of a Task. Draw a Task card.

ANIMAL ENCOUNTER



Dove

The dove is sent from Hamdrel bearing news of a Task. Draw a Task card.

ANIMAL ENCOUNTER



Dove

The dove is sent from Hamdrel bearing news of a Task. Draw a Task card.

ANIMAL ENCOUNTER



Dove

The dove is sent from Hamdrel bearing news of a Task. Draw a Task card.

DRAGONBOUND

- **Holdings:** Discard event cards/animals.
- **Movement:** Treat all spaces including water, but not the Sacred Circle, as Mountain. May not enter Star Crest or High Hollow.
- **Encounters:** No random encounters. Cannot gain any animal except Dragon. Other players encountering you must roll (see card) unless it is a Rescue situation (7.303). This player may not use a Demon Dispelling spell.
- **Activities:** May not use magic. May not encounter Task markers. Cannot gain points/advance.
- **Recovery:** Visit a High Wizard, Rüktaal, a Master Sorcerer, Hamdrel or Shrineheart Abbey. Nothing else is gained from such an encounter.



DRAGONBOUND

- **Holdings:** Discard event cards/animals.
- **Movement:** Treat all spaces including water, but not the Sacred Circle, as Mountain. May not enter Star Crest or High Hollow.
- **Encounters:** No random encounters. Cannot gain any animal except Dragon. Other players encountering you must roll (see card) unless it is a Rescue situation (7.303). This player may not use a Demon Dispelling spell.
- **Activities:** May not use magic. May not encounter Task markers. Cannot gain points/advance.
- **Recovery:** Visit a High Wizard, Rüktaal, a Master Sorcerer, Hamdrel or Shrineheart Abbey. Nothing else is gained from such an encounter.



DRAGONBOUND

- **Holdings:** Discard event cards/animals.
- **Movement:** Treat all spaces including water, but not the Sacred Circle, as Mountain. May not enter Star Crest or High Hollow.
- **Encounters:** No random encounters. Cannot gain any animal except Dragon. Other players encountering you must roll (see card) unless it is a Rescue situation (7.303). This player may not use a Demon Dispelling spell.
- **Activities:** May not use magic. May not encounter Task markers. Cannot gain points/advance.
- **Recovery:** Visit a High Wizard, Rüktaal, a Master Sorcerer, Hamdrel or Shrineheart Abbey. Nothing else is gained from such an encounter.



DRAGONBOUND

- **Holdings:** Discard event cards/animals.
- **Movement:** Treat all spaces including water, but not the Sacred Circle, as Mountain. May not enter Star Crest or High Hollow.
- **Encounters:** No random encounters. Cannot gain any animal except Dragon. Other players encountering you must roll (see card) unless it is a Rescue situation (7.303). This player may not use a Demon Dispelling spell.
- **Activities:** May not use magic. May not encounter Task markers. Cannot gain points/advance.
- **Recovery:** Visit a High Wizard, Rüktaal, a Master Sorcerer, Hamdrel or Shrineheart Abbey. Nothing else is gained from such an encounter.



DRAGONBOUND

- **Holdings:** Discard event cards/animals.
- **Movement:** Treat all spaces including water, but not the Sacred Circle, as Mountain. May not enter Star Crest or High Hollow.
- **Encounters:** No random encounters. Cannot gain any animal except Dragon. Other players encountering you must roll (see card) unless it is a Rescue situation (7.303). This player may not use a Demon Dispelling spell.
- **Activities:** May not use magic. May not encounter Task markers. Cannot gain points/advance.
- **Recovery:** Visit a High Wizard, Rüktaal, a Master Sorcerer, Hamdrel or Shrineheart Abbey. Nothing else is gained from such an encounter.



DRAGONBOUND

- **Holdings:** Discard event cards/animals.
- **Movement:** Treat all spaces including water, but not the Sacred Circle, as Mountain. May not enter Star Crest or High Hollow.
- **Encounters:** No random encounters. Cannot gain any animal except Dragon. Other players encountering you must roll (see card) unless it is a Rescue situation (7.303). This player may not use a Demon Dispelling spell.
- **Activities:** May not use magic. May not encounter Task markers. Cannot gain points/advance.
- **Recovery:** Visit a High Wizard, Rüktaal, a Master Sorcerer, Hamdrel or Shrineheart Abbey. Nothing else is gained from such an encounter.



DEMON DAZED

- **Holdings:** Discard all movement event cards and animals.
- **Movement:** Treat all spaces including water, but not the Sacred Circle, as Mountain. May not enter Star Crest/High Hollow.
- **Encounters:** Cannot gain any animal except Dragon.
- **Activities.** May only cast Boat Summoning, Transport and Escape spells, and only on a roll of 1-3.



DEMON DAZED

- **Holdings:** Discard all movement event cards and animals.
- **Movement:** Treat all spaces including water, but not the Sacred Circle, as Mountain. May not enter Star Crest/High Hollow.
- **Encounters:** Cannot gain any animal except Dragon.
- **Activities.** May only cast Boat Summoning, Transport and Escape spells, and only on a roll of 1-3.



DEMON DAZED

- **Holdings:** Discard all movement event cards and animals.
- **Movement:** Treat all spaces including water, but not the Sacred Circle, as Mountain. May not enter Star Crest/High Hollow.
- **Encounters:** Cannot gain any animal except Dragon.
- **Activities.** May only cast Boat Summoning, Transport and Escape spells, and only on a roll of 1-3.



DEMON DAZED

- **Holdings:** Discard all movement event cards and animals.
- **Movement:** Treat all spaces including water, but not the Sacred Circle, as Mountain. May not enter Star Crest/High Hollow.
- **Encounters:** Cannot gain any animal except Dragon.
- **Activities.** May only cast Boat Summoning, Transport and Escape spells, and only on a roll of 1-3.



DEMON DAZED

- **Holdings:** Discard all movement event cards and animals.
- **Movement:** Treat all spaces including water, but not the Sacred Circle, as Mountain. May not enter Star Crest/High Hollow.
- **Encounters:** Cannot gain any animal except Dragon.
- **Activities.** May only cast Boat Summoning, Transport and Escape spells, and only on a roll of 1-3.



DEMON DAZED

- **Holdings:** Discard all movement event cards and animals.
- **Movement:** Treat all spaces including water, but not the Sacred Circle, as Mountain. May not enter Star Crest/High Hollow.
- **Encounters:** Cannot gain any animal except Dragon.
- **Activities.** May only cast Boat Summoning, Transport and Escape spells, and only on a roll of 1-3.



TRAP

Roll 2 dice and apply the result of the higher die:

1. Lose all turns until the end of the fortnight.
2. Transport to the center of the Dragon's Lair..
3. Roll 1 die and lose that number of turns.
4. Transport to a random Dragon's Lair space.
5. Roll a 5 or 6 for movement in order to move on. (Once you do, the trap expires.)
6. Transport to a random space.



TRAP

Roll 2 dice and apply the result of the higher die:

1. Lose all turns until the end of the fortnight.
2. Transport to the center of the Dragon's Lair..
3. Roll 1 die and lose that number of turns.
4. Transport to a random Dragon's Lair space.
5. Roll a 5 or 6 for movement in order to move on. (Once you do, the trap expires.)
6. Transport to a random space.



TRAP

Roll 2 dice and apply the result of the higher die:

1. Lose all turns until the end of the fortnight.
2. Transport to the center of the Dragon's Lair..
3. Roll 1 die and lose that number of turns.
4. Transport to a random Dragon's Lair space.
5. Roll a 5 or 6 for movement in order to move on. (Once you do, the trap expires.)
6. Transport to a random space.



TRAP

Roll 2 dice and apply the result of the higher die:

1. Lose all turns until the end of the fortnight.
2. Transport to the center of the Dragon's Lair..
3. Roll 1 die and lose that number of turns.
4. Transport to a random Dragon's Lair space.
5. Roll a 5 or 6 for movement in order to move on. (Once you do, the trap expires.)
6. Transport to a random space.



TRAP

Roll 2 dice and apply the result of the higher die:

1. Lose all turns until the end of the fortnight.
2. Transport to the center of the Dragon's Lair..
3. Roll 1 die and lose that number of turns.
4. Transport to a random Dragon's Lair space.
5. Roll a 5 or 6 for movement in order to move on. (Once you do, the trap expires.)
6. Transport to a random space.



TRAP

Roll 2 dice and apply the result of the higher die:

1. Lose all turns until the end of the fortnight.
2. Transport to the center of the Dragon's Lair..
3. Roll 1 die and lose that number of turns.
4. Transport to a random Dragon's Lair space.
5. Roll a 5 or 6 for movement in order to move on. (Once you do, the trap expires.)
6. Transport to a random space.



Unicorn

On your next turn transport to any other space except the center of the Sacred Circle or a water space, but including the Star Crest.

The Star Crest is the most ancient and mysterious part of the Enchanted Isles and may only be entered as part of a Task or Event, when transported to it or on the turn after visiting and leaving it.



Unicorn

On your next turn transport to any other space except the center of the Sacred Circle or a water space, but including the Star Crest.

The Star Crest is the most ancient and mysterious part of the Enchanted Isles and may only be entered as part of a Task or Event, when transported to it or on the turn after visiting and leaving it.



Unicorn

On your next turn transport to any other space except the center of the Sacred Circle or a water space, but including the Star Crest.

The Star Crest is the most ancient and mysterious part of the Enchanted Isles and may only be entered as part of a Task or Event, when transported to it or on the turn after visiting and leaving it.



Winged Horse

On your next two turns fly 10 spaces per turn, disregarding terrain and land anywhere except the center of the Sacred Circle, on the Dragon's Lair island or a water space, but including Star Crest. You may fly over the Dragon's Lair.

The Winged Horse leaves if you encounter the Dragon.

The Star Crest is the most ancient and mysterious part of the Enchanted Isles and may only be entered as part of a Task or Event, when transported to it or on the turn after visiting and leaving it.



Winged Horse

On your next two turns fly 10 spaces per turn, disregarding terrain and land anywhere except the center of the Sacred Circle, on the Dragon's Lair island or a water space, but including Star Crest. You may fly over the Dragon's Lair.

The Winged Horse leaves if you encounter the Dragon.

The Star Crest is the most ancient and mysterious part of the Enchanted Isles and may only be entered as part of a Task or Event, when transported to it or on the turn after visiting and leaving it.



Winged Horse

On your next two turns fly 10 spaces per turn, disregarding terrain and land anywhere except the center of the Sacred Circle, on the Dragon's Lair island or a water space, but including Star Crest. You may fly over the Dragon's Lair.

The Winged Horse leaves if you encounter the Dragon.

The Star Crest is the most ancient and mysterious part of the Enchanted Isles and may only be entered as part of a Task or Event, when transported to it or on the turn after visiting and leaving it.



W
I
Z
A
R
D



- I. Telepathy (advancement only)
- II. Boat Summoning (range 10)**
- Swiftiness (Woods only)**
- Animal Summoning**
- Telepathy (advancement only)**
- III. Transporting (to a random space)
- Demon Dispelling
- Boat Summoning (range 15)
- Swiftiness (Woods & Mountains)
- Animal Summoning
- Telepathy (advancement only)
- IV. Dragon Taming**
- Escaping**
- Transporting (to a random space in chosen territory)**
- Demon Dispelling**
- Boat Summoning (range unlimited)**
- Swiftiness (Woods & Mountains)**
- Animal Summoning**
- Telepathy (for sacred gems only)**

W
I
Z
A
R
D



- I. Telepathy (advancement only)
- II. Boat Summoning (range 10)**
- Swiftiness (Woods only)**
- Animal Summoning**
- Telepathy (advancement only)**
- III. Transporting (to a random space)
- Demon Dispelling
- Boat Summoning (range 15)
- Swiftiness (Woods & Mountains)
- Animal Summoning
- Telepathy (advancement only)
- IV. Dragon Taming**
- Escaping**
- Transporting (to a random space in chosen territory)**
- Demon Dispelling**
- Boat Summoning (range unlimited)**
- Swiftiness (Woods & Mountains)**
- Animal Summoning**
- Telepathy (for sacred gems only)**

W
I
Z
A
R
D



- I. Telepathy (advancement only)
- II. Boat Summoning (range 10)**
- Swiftiness (Woods only)**
- Animal Summoning**
- Telepathy (advancement only)**
- III. Transporting (to a random space)
- Demon Dispelling
- Boat Summoning (range 15)
- Swiftiness (Woods & Mountains)
- Animal Summoning
- Telepathy (advancement only)
- IV. Dragon Taming**
- Escaping**
- Transporting (to a random space in chosen territory)**
- Demon Dispelling**
- Boat Summoning (range unlimited)**
- Swiftiness (Woods & Mountains)**
- Animal Summoning**
- Telepathy (for sacred gems only)**

S
O
R
C
E
R
E
R



- I. *none*
- II. Boat Summoning (range 15)**
- Swiftiness (Mountains only)**
- Escaping (traps only)**
- III. Animal Summoning
- Demon Dispelling
- Boat Summoning (range unlimited)
- Swiftiness (Woods & Mountains)
- Escaping (traps only)
- IV. Dragon Taming**
- Gem Summoning**
- Transporting (to a random space in a chosen territory)**
- Animal Summoning**
- Demon Dispelling**
- Boat Summoning (range unlimited)**
- Swiftiness (Woods & Mountains)**
- Escaping (Traps and Transporting)**

S
O
R
C
E
R
E
R



- I. *none*
- II. Boat Summoning (range 15)**
- Swiftiness (Mountains only)**
- Escaping (traps only)**
- III. Animal Summoning
- Demon Dispelling
- Boat Summoning (range unlimited)
- Swiftiness (Woods & Mountains)
- Escaping (traps only)
- IV. Dragon Taming**
- Gem Summoning**
- Transporting (to a random space in a chosen territory)**
- Animal Summoning**
- Demon Dispelling**
- Boat Summoning (range unlimited)**
- Swiftiness (Woods & Mountains)**
- Escaping (Traps and Transporting)**

S
O
R
C
E
R
E
R



- I. *none*
- II. Boat Summoning (range 15)**
- Swiftiness (Mountains only)**
- Escaping (traps only)**
- III. Animal Summoning
- Demon Dispelling
- Boat Summoning (range unlimited)
- Swiftiness (Woods & Mountains)
- Escaping (traps only)
- IV. Dragon Taming**
- Gem Summoning**
- Transporting (to a random space in a chosen territory)**
- Animal Summoning**
- Demon Dispelling**
- Boat Summoning (range unlimited)**
- Swiftiness (Woods & Mountains)**
- Escaping (Traps and Transporting)**

**D
R
U
I
D**



I. *none*

II. Boat Summoning (range 5)

Transporting (from a sacred circle stone to a random space, plus 1 turn)

Demon Dispelling

III. Boat Summoning (range 10)

Swiftness (Woods only)

Transporting (from a sacred circle stone to a random space on a chosen tile, plus 1 turn)

Animal Summoning

Demon Dispelling

IV. Dragon Taming

Escaping (traps and transporting)

Perception

Boat Summoning (range 15)

Swiftness (Woods & Mountains)

Transporting (as above, or from any space to a random sacred circle stone)

Animal Summoning

Demon Dispelling

**D
R
U
I
D**



I. *none*

II. Boat Summoning (range 5)

Transporting (from a sacred circle stone to a random space, plus 1 turn)

Demon Dispelling

III. Boat Summoning (range 10)

Swiftness (Woods only)

Transporting (from a sacred circle stone to a random space on a chosen tile, plus 1 turn)

Animal Summoning

Demon Dispelling

IV. Dragon Taming

Escaping (traps and transporting)

Perception

Boat Summoning (range 15)

Swiftness (Woods & Mountains)

Transporting (as above, or from any space to a random sacred circle stone)

Animal Summoning

Demon Dispelling

**D
R
U
I
D**



I. *none*

II. Boat Summoning (range 5)

Transporting (from a sacred circle stone to a random space, plus 1 turn)

Demon Dispelling

III. Boat Summoning (range 10)

Swiftness (Woods only)

Transporting (from a sacred circle stone to a random space on a chosen tile, plus 1 turn)

Animal Summoning

Demon Dispelling

IV. Dragon Taming

Escaping (traps and transporting)

Perception

Boat Summoning (range 15)

Swiftness (Woods & Mountains)

Transporting (as above, or from any space to a random sacred circle stone)

Animal Summoning

Demon Dispelling

**Encountering a
DRAGONBOUND
Player**

Roll 2 dice and apply the result of the higher die:

1. Roll 1 die and lose that number of turns.
2. Roll 1 die and lose that number of points from the nonzero category you have the fewest of. If you are of the top rank, treat this as a roll of (3).
3. All your magical objects/gems are lost.
4. You are Demon Dazed (see card).
5. Go to a random Dragon's Lair space.
6. The Dragonbound player is transported to a random space. .

HAMDREL'S COTTAGE

Players at rank 0 use the Rank 4 table.

Change Rank 4 "1-2" result to "Encounter a High Wizard. Draw Wizard cards until finding a High Wizard. Each player at Hamdrel's encounters the Wizard."

**Encountering a
DRAGONBOUND
Player**

Roll 2 dice and apply the result of the higher die:

1. Roll 1 die and lose that number of turns.
2. Roll 1 die and lose that number of points from the nonzero category you have the fewest of. If you are of the top rank, treat this as a roll of (3).
3. All your magical objects/gems are lost.
4. You are Demon Dazed (see card).
5. Go to a random Dragon's Lair space.
6. The Dragonbound player is transported to a random space. .

HAMDREL'S COTTAGE

Players at rank 0 use the Rank 4 table.

Change Rank 4 "1-2" result to "Encounter a High Wizard. Draw Wizard cards until finding a High Wizard. Each player at Hamdrel's encounters the Wizard."

**Encountering a
DRAGONBOUND
Player**

Roll 2 dice and apply the result of the higher die:

1. Roll 1 die and lose that number of turns.
2. Roll 1 die and lose that number of points from the nonzero category you have the fewest of. If you are of the top rank, treat this as a roll of (3).
3. All your magical objects/gems are lost.
4. You are Demon Dazed (see card).
5. Go to a random Dragon's Lair space.
6. The Dragonbound player is transported to a random space. .

HAMDREL'S COTTAGE

Players at rank 0 use the Rank 4 table.

Change Rank 4 "1-2" result to "Encounter a High Wizard. Draw Wizard cards until finding a High Wizard. Each player at Hamdrel's encounters the Wizard."