MAGIC REALM WEATHER CARDS

Print these cards out on heavy cover weight paper and trim where indicated. Cards are 6.5" x 2.25".

When playing, select the card for the season currently in effect and place it next to the map for easy reference by all players.

Alternate method for selecting the season: Each player selects the card corresponding to the season he wishes to be in effect and places it in front of him. Players then roll dice to select one of these seasons (high roll wins; re-roll ties).

MAGIC REALM WEATHER CARDS

1. Christmas

Light snow swirls across the frozen earth

add 4 victory points
Mountains: 3 phases to enter
7th day: WHITE magic

FOOD to INN (CHAPEL)
ESCORT to CHAPEL (GUARD)
Reward: 3 GOLD/clearing

DIE ROLL		
1-3	**ICY WINDS***	5 days/week – 3 basic, 2 sunlight
4	**SNOWSTORM**	4 days/week – 3 basic, 1 sheltered
5	**FLURRIES**	5 days/week – 3 basic, 1 sunlight
6	**COLD**	7 days/week – 2 basic, 2 sunlight

***NOTE:**
If a character is not in a cave or Dwelling during Birdsong, he must immediately fatigue one asterisk.

2. Ice

Ice-crusted snow underfoot and still, frigid air

add 4 victory points
Mountains: 4 phases to enter
7th day: BLACK magic

FOOD to GUARD (INN)
ESCORT to INN (CHAPEL)
Reward: 3 GOLD/clearing

DIE ROLL		
1-3	**FRIGID AIR***	4 days/week – 4 basic, 2 sunlight
4	**SNOWSTORM**	3 days/week – 4 basic, 1 sheltered
5	**ICE STORM**	4 days/week – 4 basic
6	**COLD**	7 days/week – 2 basic, 1 sunlight

***NOTE:**
Each time a character ends a phase of his turn outside of a cave or Dwelling, he must fatigue one asterisk. If he is blocked outside of caves and Dwellings before completing his turn, he must also fatigue asterisks for the phases he cancelled.

3. Snow

Deep, drifting snow blankets the world

add 3 victory points
Mountains: 4 phases to enter
7th day: PURPLE magic

FOOD to INN (HOUSE)
ESCORT to INN (GUARD)
Reward: 4 GOLD/clearing

DIE ROLL		
1-3	**BLIZZARD**	2 days/week – 4 basic, 2 sheltered
4	**SNOWSTORM**	3 days/week – 4 basic, 1 sheltered
5	**SLEET**	4 days/week – 4 basic
6	**SNOWDRIFTS**	5 days/week – 3 basic, 1 sunlight

4. Easter

Melting snows and late blizzards

add 4 victory points
Mountains: 3 phases to enter
7th day: WHITE magic

FOOD to CHAPEL (INN)
ESCORT to CHAPEL (GUARD)
Reward: 3 GOLD/clearing

DIE ROLL		
1-3	**SOFT GROUND***	7 days/week – 2 basic, 2 sunlight
4	**SNOWSTORM**	4 days/week – 3 basic, 1 sheltered
5	**SHOWERS**	5 days/week – 3 basic, 1 sunlight
6	**COOL**	7 days/week – 2 basic, 2 sunlight

***NOTE:**
No one can use the Hide Table. This affects both the Hide activity and Hide rolls caused by the World Fades spell.

5. Freshet

Flooding as snows melt and cold rains run off

add 5 victory points
Mountains: 2 phases to enter
7th day: GREY magic

FOOD to INN (HOUSE)
ESCORT to SMALL CAMPFIRE (GUARD)
Reward: 2 GOLD/clearing

DIE ROLL		
1-3	**FLOODING**	3 days/week – 2 basic, 4 sunlight
4	**RAIN**	4 days/week – 2 basic, 4 sunlight
5	**SHOWERS**	5 days/week – 2 basic, 3 sunlight
6	**COOL**	7 days/week – 2 basic, 2 sunlight

6. Spring

Sprouts and blossoms bloom in milder weather

add 5 victory points
Mountains: 2 phases to enter
7th day: GOLD magic

FOOD to INN (GUARD)
ESCORT to LARGE CAMPFIRE (HOUSE)
Reward: 2 GOLD/clearing

DIE ROLL		
1-3	**BEAUTIFUL**	7 days/week – 2 basic, 3 sunlight
4	**RAIN**	6 days/week – 2 basic, 2 sunlight
5	**SHOWERS**	6 days/week – 2 basic, 3 sunlight
6	**WARM**	7 days/week – 2 basic, 2 sunlight

7. Midsummer

Full, green trees in long, sunny days

add 6 victory points
Mountains: 2 phases to enter
7th day: all except WHITE

FOOD to LARGE CAMPFIRE (INN)
ESCORT to SMALL CAMPFIRE (LARGE CAMPFIRE)
Reward: 2 GOLD/clearing

DIE ROLL		
1-3	**NUTS AND BERRIES**	7 days/week – 2 basic, 3 sunlight
4	**SOFT RAIN**	7 days/week – 2 basic, 2 sunlight
5	**SHOWERS**	7 days/week – 2 basic, 2 sunlight
6	**WARM**	7 days/week – 2 basic, 3 sunlight

8. High Summer

Hot, clear days

add 5 victory points
Mountains: 2 phases to enter
7th day: GOLD magic

FOOD to GUARD (LARGE CAMPFIRE)
ESCORT to SMALL CAMPFIRE (GUARD)
Reward: 2 GOLD/clearing

DIE ROLL		
1-3	**HEAT WAVE***	5 days/week – 3 basic, 3 sunlight
4	**RAIN**	5 days/week – 2 basic, 3 sunlight
5	**SHOWERS**	7 days/week – 2 basic, 2 sunlight
6	**WARM**	7 days/week – 2 basic, 2 sunlight

***NOTE:**
If a character is not in a cave or mountain clearing during Birdsong, he must fatigue one asterisk.

9. Swelter

Very hot, humid and still air

add 5 victory points
Mountains: 2 phases to enter
7th day: PURPLE magic

FOOD to CHAPEL (SMALL CAMPFIRE)
ESCORT to INN (SMALL CAMPFIRE)
Reward: 2 GOLD/clearing

DIE ROLL		
1-3	**BALL LIGHTNING***	4 days/week – 4 basic, 2 sunlight
4	**THUNDERSTORM**	7 days/week – 2 basic, 1 sunlight
5	**SHOWERS**	7 days/week – 2 basic, 2 sunlight
6	**HOT**	5 days/week – 3 basic, 2 sunlight

***NOTE:**
Each time a character ends a phase of his turn in a mountain clearing, he must fatigue one asterisk. If he is blocked in a mountain clearing before completing his turn, he must also fatigue asterisks for the phases he cancelled.

10. Harvest

Golden fields of ripening crops

add 6 victory points
Mountains: 2 phases to enter
7th day: GREY magic

FOOD to INN (LARGE CAMPFIRE)
ESCORT to GUARD (LARGE CAMPFIRE)
Reward: 2 GOLD/clearing

DIE ROLL		
1-3	**RIPENING**	7 days/week – 2 basic, 3 sunlight
4	**RAIN**	7 days/week – 2 basic, 1 sunlight
5	**SHOWERS**	7 days/week – 2 basic, 2 sunlight
6	**WARM**	7 days/week – 2 basic, 3 sunlight

11. Autumn

Brightly colored leaves on frosty mornings

add 5 victory points
Mountains: 2 phases to enter
7th day: PURPLE magic

FOOD to GUARD (LARGE CAMPFIRE)
ESCORT to GUARD (SMALL CAMPFIRE)
Reward: 2 GOLD/clearing

DIE ROLL		
1-3	**AUTUMN SUMMER**	7 days/week – 2 basic, 3 sunlight
4	**COLD RAIN**	7 days/week – 2 basic, 1 sunlight
5	**SHOWERS**	7 days/week – 2 basic, 2 sunlight
6	**COOL**	7 days/week – 2 basic, 2 sunlight

12. Halloween

Dead leaves blowing in long, cold nights

add 5 victory points
Mountains: 2 phases to enter
7th day: all colors

FOOD to CHAPEL (INN)
ESCORT to INN (LARGE CAMPFIRE)
Reward: 2 GOLD/clearing

DIE ROLL		
1-3	**BLOWING LEAVES***	7 days/week – 2 basic, 2 sunlight
4	**COLD RAIN**	7 days/week – 2 basic, 1 sunlight
5	**COLD SHOWERS**	7 days/week – 2 basic, 1 sunlight
6	**COLD**	7 days/week – 2 basic, 3 sunlight

***NOTE:**
No one can use the Search activity to roll on the Peer Table. The enhanced Peer activity is not affected.

13. Desolate

Cold rains on barren trees and ground

add 5 victory points
Mountains: 2 phases to enter
7th day: GREY magic

FOOD to INN (HOUSE)
ESCORT to INN (CHAPEL)
Reward: 2 GOLD/clearing

DIE ROLL		
1-3	**EARLY SNOW***	7 days/week – 2 basic, 2 sunlight
4	**FREEZING RAIN**	7 days/week – 2 basic, 1 sunlight
5	**FLURRIES**	5 days/week – 3 basic, 1 sunlight
6	**COLD**	7 days/week – 2 basic, 2 sunlight

***NOTE:**
No one can use the Hide Table. This affects both the Hide activity and Hide rolls caused by the World Fades spell.