

# MAGIC REALM RULES INDEX

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**attacks:** 20.5/1; 22.4/2a; 34.1/1; 34.6/2; O5.3 [bowmen: 34.7/4] [denizens: 32.7/2b; 32.7/3a; 33.2; 33.3/2] [effects: 20.7/2] [first round: 22.7/1] [hired natives: 32.7/1] [misses: 22.6/3] [monsters: 22.5/4; 23.3] [red-side-up Tremendous monsters: 32.7/2b; 33.8; 34.7/7] [resolving attacks: 22.6; 33.6; 34.7] [resolving hits: 20.7/1; 22.7; 23.3; 23.4] [simultaneous attacks: 23.5; 23.6/3] [spellcasting: 41.6] [undercutting: 20.7/1a; 22.6/1; O5.3/2] see also combat, harm  
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**Captain:** [optional abilities: O1.3] see also page 62  
**carrying items:** 3.3 [horse: 3.6/1] [MOVE: 7.8] [transmorphized: 46.2] [underlings: 32.3/2]  
**cave clearings:** G1.1/2 [FLY: 47.2/5; 47.3/1] [horses: 3.6/2; 6.3/3c; 7.7] [MOVE: 7.6] [phases: 6.3/2] [running away: 25.4/2] [sheltered phases: O2.2/3b]  
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**change tactics:** 22.5/3; 24.4 [denizens: 33.5] [hired natives: 32.7/4f; 33.5/2] [native horses: 29.6/3] see also page 77  
**CHAPEL:** [automatic enchanting: O6.2/1; O6.3/1] [removing Curses: 15.2/4] [roadways: 38.2/5b] [sheltered phases: O2.2/3b] [*WHITE* magic: 38.2/3]  
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[optional abilities: O1.1] [suicide: 2.8/1]  
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**CLOVEN HOOF:** [automatic enchanting: O6.2/1; O6.3/5] see also pages 68, 70, and 71  
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**Day spells:** 42.7 [competing: 44.3; 45.2/3]

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**EYEMIST Curse:** [recording activities: 15.2/1]

## - F -

**FAERIE LIGHTS spell:** see page 73  
**FAME** (how much a character is admired or despised):  
 2.4/4a [bounty points: 23.6; 35.1; 35.2] [hired natives: 32.1/2] [hired or controlled monsters: 45.8] [revealing: 16.4] [treachery: 32.7/6; 45.8] see also VICTORY REQUIREMENTS  
**FAME price** (on a Treasure card, the name of a native group, a number, and “F” all within parentheses): G3.5/1a; 4.6 [combined Realms: E6.7/2] [special price: O4.2/4] [TRADE: 10.6] [trading relationships: O4.4/3]  
**FAME value** (on a Treasure card, the word “FAME:” followed by a number): G3.5/1a  
**FAMILIAR** (Witch Special Advantage): see page 64  
**fatigue:** 11.2; 21.3/1 [carrying items: 3.3/1] [chits with no effort asterisks: 11.2/3] [chits with two effort asterisks: 11.2/2] [MAGIC chits: 38.3/3; 38.3/4a] [REST: 11.4]  
**fatigue step:** 20.3; 20.8; 22.8  
**FEAR** (Black Knight Special Advantage): see page 63  
**FIERY BLAST spell:** see page 73  
**FIGHT chits:** [alerting a weapon during combat: 22.3/1; 34.5] [attack time: 21.6/1] [strength restrictions: 21.1/3] see also dagger, Gloves cards  
**first character:** see encounter step  
**Type V MAGIC chit** (Diabolic ceremonies): 38.3 see also MAGIC chits  
**FLOWERS OF REST:** [automatic enchanting: O6.2/4; O6.3/3] see also pages 68, 69, 70, and 71  
**FLY activity:** 47.2 [abandon items: 47.2/3; A3.1/2] [ALERT: A4.4] [cancel: 47.2/2] [caves: 47.2/5; 47.3/1] [combat: 47.4] [effects: 47.2/3] [FOLLOW: 47.2/4] [landing: 47.3] [monsters: 45.6/4] [PEER: A4.4] [recording: 47.2/1] [running away: 47.4/2; O5.1/3]  
**FLYING CARPET:** 47.1/2; 47.5/2; 48.7 [spellbreaking: 48.7/2] see also pages 68, 72, and 75  
**FLY chit:** 42.5; 47.5 [conflicting: 44.4/2b] [riding not allowed: 47.7]  
**FOG spell:** see page 72  
**FOLLOW activity:** 26.2; 27.1 [ALERT: 27.6/4] [blocking: 27.4] [declaring: 27.3] [extra phases: 27.7] [FLY: 47.2/4; 47.6] [HIDE: 27.2/1; 27.6/1a; 27.6/2] [HIRE: 27.6/5] [hired leaders: 32.2/6] [MOVE: 27.6] [mutual: 27.3/2] [natives: 31.4; 32.3] [pony: 27.6/1b] [recording: 27.2] [REST: 27.6/4] [SEARCH: 27.6/3] [stopping: 27.5; 27.8] [spying: 27.3/3] [TRADE: 27.6/5] [trading: 27.4] [walking the woods: 47.8/1]  
**FOOD/ALE chit:** [task: 36.4/1a; O2.2/5] [time limit: 36.3/2b] see also mission  
**Type IV MAGIC chit** (Energy-binding alchemy): 38.3 see also MAGIC chits  
**FUMBLE table:** see page 57

## - G -

**game time:** 1.3 [changing the game time: E2.1] [sudden death game: E3.1]  
**GARB OF SPEED:** see pages 68 and 70  
**GARRISONS:** G4.3; P6.3 [campaigns: 36.5/2] [prowling: 12.1/1] [regeneration: 26.2/1; 29.8/2]  
**Ghosts:** P6.1 [prowling: 12.1/1] [regeneration: 12.7/1] see also page 66  
**Giants:** [clubs: 19.2/3; 24.6; 46.2/1b] see also page 66  
**GIRTLE OF ENERGY:** see pages 68 and 71  
**GLIMMERING RING:** see pages 68, 71, and 78  
**Gloves cards:** 3.4/6 see also Treasure cards  
**GLOVES OF STRENGTH:** see pages 68 and 71  
**GLOWING GEM:** see pages 68, 71, and 78  
**Goblins:** [Spears: 24.2] see also page 66  
**GOLD** (coins and loose jewels): 2.4/4b [bounty: 35.1/1; 35.2/2] [transmorphized: 46.2/1a] see also CACHE activity, killing, VICTORY REQUIREMENTS  
**GOLD helmet:** see treasure counters  
**GOLD magic** (Woods Sprites, working elvish magic): 38.2 see also *color* magic  
**GOLD price:** 10.2 [trading between characters: 14.3]  
**GOLDEN ARM BAND:** 21.7/4 see also pages 68 and 72  
**GOLDEN CROWN:** 21.7/4 see also pages 68 and 72  
**GOLDEN ICON:** [automatic enchanting: O6.2/2; O6.3/2] see also pages 68 and 71  
**GOOD BOOK:** see pages 68, 71, and 78  
**Great Axe:** see pages 64 and 78  
**Great Axemen:** see page 67  
**Great Sword:** see pages 64 and 78  
**Great Swordsmen:** [armored: 34.7/5] see also page 67  
**Great Treasures** (Treasure cards with red dots): see VICTORY REQUIREMENTS  
**GREY magic** (Natural Laws, controlling nature): 38.2 see also *color* magic  
**GRIPPING DUST:** see pages 68 and 71  
**Guard:** G2.4/1 [regeneration: 26.6/1; 29.8/2c] [special price: O4.2/3] see also GARRISONS  
**GUARD house:** [sheltered phases: O2.2/3b]  
**GUIDE SPIDER OR OCTOPUS spell:** see page 75

## - H -

**HANDY GLOVES:** see pages 68 and 71  
**harm:** 23.1; O5.4 [armor: 18.7; 23.1/2; 23.3/2; O5.5] [bowmen: 34.7/4] [characters: 23.3/3] [horses: 21.5/2; 23.3/1] [modifying: 18.5/2; 23.1/1; 23.2/1; 34.7/4; O5.4; O5.5] [monsters: 19.3/1] [natives: 34.7] [red-side-up Tremendous monsters: 24.5; 34.7/7] [simultaneous attacks: 23.5] [weapons: 18.5/1] [wounds: 21.3/2; 23.3/2b; 23.3/3; O5.5/1] see also “OPTIONAL COMBAT TABLES” on page 57  
**HEALTH** (White Knight Special Advantage): see page 62  
**HEAVENLY PROTECTION** (Pilgrim Special Advantage): see page 63

**helmet:** see pages 65 and 78  
**hex tiles:** see map tiles  
**hidden enemies:** 9.2/3 [attacking: 26.5/2] [blocking: 26.4/1; 28.2/2; 28.2/3; 28.3/2] [FOLLOW: 27.6/1a] [MAGIC SIGHT: 43.6/3] [not allowed: 34.2/3] [revealing: 16.4] [selling not allowed: 14.3/1d] [spying: 16.5]  
**hidden path:** G1.1/3 [enchanted tiles: 39.5/4] [FOLLOW: 27.6/1c] [MOVE: 7.2/2] [walking the woods: 47.8/1] see also discoveries  
**HIDDEN RING:** see pages 68, 71, and 78  
**HIDE activity:** 8.4 [activities: 8.5] [blocking: 8.6] [character counter: 8.1] [combat: 17.5/2; 22.4/1b; 26.5/2; 34.2/4; A4.1] [FLY: 47.2/3] [FOLLOW: 27.2/1; 27.6/2] [luring: 22.2/2b; 22.2/3b] [prowling monsters: 12.2/1] [recording: 8.4] [start of game: 8.2] [start of turn: 8.3] [summoning monsters: 12.5/1; 17.3] [TRADE: 10.3] [voluntary appearance: 8.7; 34.2/4] see also "HIDE TABLE" on page 80  
**HIGH PASS tile:** [automatic enchanting: O6.2/3] [color magic: 38.2/5a] [map set up: P2.3/2e] see also map tiles  
**HIRE activity:** 26.3; 31.1 [becoming unhired: 31.5; 32.2/1b; 35.5] [cancel: 31.2] [controlled monsters: 45.6/1a] [eligible natives: 31.2/1] [FOLLOW: 27.6/5] [leaders: 29.3/2] [monsters: 45.4/1] [pacified denizens: 45.3; 45.4] [PRICE: 31.2/2] [recording: 31.2] [rehiring: 31.2/4] [term of hire: 31.2/3] see also buy drinks, treachery  
**hired leaders:** 26.3/2; 32.2 [becoming unhired: 32.2/1b] [belongings: 32.2/1] [discoveries: 32.2/5] [FOLLOW: 27.1/2; 32.2/6] [HIRE: 32.2/4] [spells: 40.1] [TRADE: 32.2/4; 45.4/2] [trading: 32.2/2] see also using hired natives  
**hired monsters:** 45.6 [combat: 45.7] [MOVE: 45.6/4] [underling: 45.6/2]  
**HONOR** (White Knight Special Advantage): see page 62  
**horse counter:** G3.2 [galloping (counter side with asterisk): 3.6] [walking (counter side without asterisk): 3.6] see also illustration on page 4  
**horses:** 3.6 [carrying items: 3.6/1] [caves: 3.6/2; 6.3/3c; 7.7] [combat: 21.5; 23.3/1; 23.4/3; 24.3/3; 24.5; O5.2; O5.3] [extra phases: 3.6/3; 6.3/3] [galloping: 21.5] [inactive horse movement: 3.6/4] [killed: 3.6/5; 35.1/3] [natives: 26.5/3; 34.1/4] [vulnerability: 23.3/1] see also native horse counter, native horses, pack horses, ponies, PRICE LISTS, warhorses, workhorses, and "HORSES" on page 65  
**HOUSE:** [sheltered phases: O2.2/3b]  
**HURRICANE WINDS spell:** see page 73

**Imps:** 24.3 [spellcasting: 41.4/1b] see also page 66  
**INN:** [sheltered phases: O2.2/3b]  
**inactive:** [action chits: 2.5; 11.1] [belongings: 3.1] [special functions: 3.2/2]  
**Instant spells:** 42.2; 42.3 [conflicting: 44.4/2a] [duplicates: 44.3/3]  
**items** (all belongings except horses): G3.1

## - J -

**JADE shield:** see treasure counters  
**joining a game in progress:** 2.7/1; E2.5

## - K -

**killing:** 17.5/5 [belongings: 35.1/2; 35.2/2; 35.3; 35.4] [bounty points: 23.6; 31.5/3; 35.1; 35.2; 35.6; 43.4] [cancelled attacks: 23.4/1; 23.4/2] [characters: 23.3/3; 23.7; 31.5/2] [GOLD: 35.1/2; 35.2/2; 35.3; 35.4] [grudges and gratitude: O4.4] [horses: 17.5/5] [monsters: 12.6; 23.2/2] [natives: 29.7] [spells: 40.1/2] [visitors: 12.6] [with a spell: 43.4]  
**Knights:** [armored: 34.7/5] [Tremendous move strength and vulnerability: 29.2] see also page 67  
**KNOWLEDGE** (Magician and Witch Special Advantage): see pages 63 and 64

## - L -

**Lancers** (individual): see page 67  
**Lancers** (native group): G2.4/1 [special price: O4.2/2]  
**Large campfire:** see campfires  
**LEARNING** (Pilgrim Special Advantage): see page 63  
**LEDGES tile:** [automatic enchanting: O6.2/3] [color magic: 38.2/5a] [map set up: P2.3/2e] see also map tiles  
**Light Bow:** see pages 64 and 78  
**LIGHTNING BOLT spell:** see page 73  
**LIVING Thrusting Sword:** see treasure counters  
**LOCATE table** (close examination): 9.2 see also page 80  
**LOOT table:** 5.4; 9.3 [abandoned belongings: 9.3/1] [caches: A1.3] [CAIRNS: 9.3/3a] [CRYPT OF THE KNIGHT: 9.3/3b] [POOL: 9.3/3a] [revealing cards: 9.3/6] [Site cards: 5.5/1] [spying: 16.5/2b] [VAULT: 9.3/3b] see also page 80  
**LORE** (Sorcerer and Wizard Special Advantage): see pages 62 and 63  
**LOST CASTLE chit:** G1.2; 5.1/1b [exchanging: 12.5/2] [summoning monsters: 12.5]  
**LOST CITY chit:** G1.2; 5.1/1b [exchanging: 12.5/2] [summoning monsters: 12.5]  
**LOST KEYS:** 9.3/3b [combined Realms: E6.6] see also pages 68 and 70  
**LOST spell:** see pages 73 and 76

## - I -

**ID code** (for natives): G2.4  
**ILL HEALTH Curse:** [causing death: 11.7] [recording activities: 15.2/1]  
**ILLUSION spell:** see page 73  
**IMPERIAL TABARD:** see page 68

**LUCKY CHARM:** see pages 68 and 70  
**lunar month:** see seasons  
**luring:** see characters, HIDE activity, using hired natives



**Mace:** see pages 64 and 78  
**magic:** see *color magic*  
**MAGIC CHITS:** 37.1/2; 38.3 [altering: 43.5] [Artifact: 48.2; 48.5] [bewitching a target: 41.5] [casting a spell: 41.2; O7.2; O8.1] [death of owner: 44.6/1] [enchanted: 38.3/4; 39.4] [fatigue: 38.3/3; 38.3/4a; 39.4/2; 39.5; 41.2/4a; 41.4/2; 41.5/1; 41.7; 43.5/1; 44.2/4; O8.1] [prepared: 37.6; 38.3/3; 41.2/2; 41.4] [Spell Book: 48.2; 48.5] [types: 38.3/1]  
**MAGIC SIGHT:** 37.5; 43.6 [Counters result: 43.6/4] [caches: A1.3/2] [enhanced PEER: 43.6/1] [hidden enemies: 43.6/3; 43.6/6] [self-cancelling: 43.6/2] [Spells result: 43.6/5] [Treasure cards result: 43.6/4] see also page 80  
**MAGIC SPECTACLES:** see pages 68 and 69  
**MAGIC WAND:** see pages 68 and 70  
**MAGICAL PARAPHERNALIA** (Magician Special Advantage): see page 63  
**Magician:** [optional abilities: O1.5] see also page 63  
**MAKE WHOLE spell:** see page 72  
**maneuvers:** 20.5/2; 22.4/2b; 34.6/2; O5.2 [no maneuver played: 22.6/2b; O5.4/4] [monsters: 22.5/4] [resolving hits: 20.7/1; 22.7]  
**maneuver time:** 20.5/2 see also move time  
**map chits:** G1.2; P5.1; 1.2/1; 5.1 [*Midnight:* 14.5/2] [quiet monsters: O3.1] [revealing: 5.2/1; 12.5/2; 16.2] [summoning monsters: 12.5/3] see also Site chits, Sound chits, substitute chits, Warning chits, and “MAP CHITS” on page 9  
**MAP OF LOST CASTLE:** see pages 68 and 70  
**MAP OF LOST CITY:** see pages 68 and 70  
**MAP OF RUINS:** see pages 68 and 70  
**map tiles:** G1.1; P2.1 [discoveries: 39.5/4] [enchanted: 38.2/5; 39.5] [running away: 39.5/4a] [turning over: 39.5/2; 39.5/3] see also illustrations on pages 2 and 7  
**Medium Bow:** see pages 64 and 78  
**MEETING TABLE:** [battling natives: 30.3] [boon: 10.5/3; 31.2/2a; 45.4/1; 45.4/2] [buying: 10.5] [HIRE: 26.3; 31.2/2] [selling: 10.4] see also buy drinks and page 79  
**MELEE SECTION:** 20.2; 22.2; 22.5; 33.3; 33.4; 34.2/2  
**melee step:** 20.3; 20.6; 22.4; 34.6 [character plays: 22.4/2; 41.6; 43.2] [native horses: 32.7/4c; 34.6] [positioning monsters: 22.5] [red-side-up Tremendous monster: 24.5/2b; 33.8; 34.7/7; 43.2/2] [selecting a target: 22.4/1; 34.2; 34.4/2b; 34.6/1; 41.3; 43.2; O5.3] see also attack, change tactics, maneuver, and “REPOSITIONING DENIZENS” on page 77  
**MELT INTO MIST spell:** 46.1; [activities: 46.3] [combat: 46.4/1] [MOVE T4 chit: 46.4/3a] [strength: 46.6] see also page 74

**Midnight:** 12.5/3b; 14.5; 15.2/4; 16.5/1b; 17.2; 18.4/1; 31.5/1; 36.3/2b; 37.9; 38.3/3; 42. 7/1; 42.8/2; 42.9; 47.4/2b; O1.5; O2.6; O6.1; E3.2  
**MISSILE TABLE:** [Archers: 34.7/4b] [*Attack* spells: 42.4/1] [Dragon heads: A4.6] [missile weapons: 23.2/1a] [native bowmen: 34.7/4] [OPTIONAL MISSILE TABLE: O5.4] [penetrating armor: O5.5] see also “OPTIONAL MISSILE TABLE” on page 57 and “MISSILE TABLE” on page 77  
**missions** (ESCORT PARTY, FOOD/ALE): G2.5; P4.1; 36.1; 36.4 [combined Realms: E6.7/3] [cost: 36.3; 36.4/1] [hired natives: 26.3/1] [penalty: 36.3/2] [reward: 36.3/3; 36.4/1; O2.2/5] [taking: 36.2] [time limit: 36.3/2]  
**monster counter:** 19.2 [clubs and heads: 19.2/3] [normal facing: 19.4] [Tremendous monsters: G2.3/1]  
**monsters:** G2.3 [armored: 19.2/2; 23.2] [appearance: 1.6/1a; 12.5/4; 19.1/1] [assigning: 20.4; 22. 2; 23.7; 25.3; 34.2; 34.3/2] [blocking: 1.7/2; 13.4; 26.4/2; 28.4] [clubs: 19.2/3; 24.6; 46.2 /1b] [combat: 17.5/4; 19.1/2; 21.2; 22.5; A4.1] [FLY: 45.6/4; 47.1; 47.6] [heads: 19.2/3; 24.6; 46.2/1b; A4.6] [HIDE: 34.2/3] [hit in combat: 20.7/2a] [kills by: 35.4] [MOVE: 45.6/4] [movement: 1.6/2; 12.2/1; 12.5/5] [quiet monsters: O3.1] [regeneration: 1.6/3; 12.7; 19.1/3] [trading: 14.2] [transmorphized: 46.1/2] [Tremendous: 24.4; 24.5; 32.7/2b; 33.8; 33.9; 34.3/1; 34.7/7; 34.8] [vulnerability: 19.2] see also controlled monsters, denizens, hired monsters, monster counter, and “LIST OF MONSTERS” on page 66  
**MONSTER ROLL:** 1.6; 12.1/2 [combined Realms: E6.5]  
**Morning Star:** see pages 64 and 78  
**MOULDY SKELETON:** G3.5/2 see also pages 68 and 69  
**mountain clearings:** G1.1/2 [MOVE: 7.5; O2.2/4] [SEARCH: 9.2]  
**MOUNTAIN tile:** [automatic enchanting: O6.2/3] [*color magic:* 38.2/5a] see also map tiles  
**MOVE activity:** 7.2 [cancel: 7.8; 39.5/4] [carrying items: 7.8] [caves: 7.6] [extra: 7.4] [leaving the map: 7.9] [monsters: 45.6/4] [mountains: 7.5; O2.2/4] [must move: 7.3/2] [pony: 6.4/2] [recording: 7.3/1]  
**MOVE chits:** [carrying items: 3.3/1; 7.8] [charge: 34.4/2a] [horses: 3.6/4] [running away: 22.3/1; 25.4/1; 34.5; O5.1] [strength: 3.3/1a] [strength restrictions: 21.1/3] see also Boots cards  
**Move spells:** 42.2; 42.5 [conflicting: 44.4/2b] [duplicates: 44.3/3]  
**move time:** 19.3/2 [native horses: 34.5/1] see also maneuver time  
**moving without playing a MOVE chit:** 3.3/1b; 25.4/1  
**multiple kills:** [by a character: 35.1] [with a spell: 43.4]



**native counter:** 29.2 [combat values: 29.4] [HIDE: 29.6/2] [ID code: 29.3] [light side up: 29.6]

**native horse counter:** 29.5 [HIDE: 29.6/2] [light side up: 29.6]

**native horses:** 29.5 [change tactics: 29.6/3] [combat: 29.5/2; 34.7/6] [combat-hired: 29.6/2b; 32.7/4; 34.6] [combat-unhired: 29.6/1b; 34.3; 34.6] [killed: 29.7] [red-side-up Tremendous monster: 34.7/7] [riding: 29.5/1] [selling: 29.5/1] [transmorphized: 46.2/1b] see also horses, and "HORSES" on page 65

**natives:** G2.4; 29.1 [appearance: 1.6/1b] [battling as a group: 30.2; 30.3; 31.3/2; 32.7/5; 34.1/2] [belongings: 10.1; 46.2/1b] [blocking: 1.7/1; 13.5; 26.4] [change tactics: 29.6/1a; 29.6/2a; 32.7/4f] [combat-hired: 29.6/2a] [combat-unhired: 30.1] [combined Realms: E6.7] [FOLLOW: 31.4] [HIDE: 34.2/3] [HIRE: 26.3; 31.1] [horses: 26.5/3; 34.1/4; 34.5/1] [killed: 26.5/3; 29.7] [kills by: 35.2; 35.3] [movement: 1.6/2] [native items set up: P1.3/4] [prowling: 12.3] [red-side-up Tremendous monster: 33.8/2; 34.7/7] [regeneration: 1.6/3; 12.7; 26.6; 29.8; 31.3/1] [transmorphized: 46.1/2] see also denizens, GARRISONS, hired leaders, using hired natives and "LIST OF NATIVES" on page 67

**native leaders** (identified as "HQ"): 29.3 [HIRE: 29.3/2; 31.3] [killed: 35.7] [kills by: 35.2] [summoning visitor/mission chits: 12.4; 29.3/1; 31.5; 36.2] [TRADE: 29.3/1; 31.5] see also hired leaders, using hired natives

**NOTORIETY** (how much a character is feared or scorned): 2.4/4a [bounty points: 23.6; 35.1; 35.2] [hired natives: 32.1/2] [hired or controlled monsters: 45.8] [loss of hired native: 31.5/3; 35.6] [revealing: 16.4] see also VICTORY REQUIREMENTS

## - O -

**Octopuses:** see page 66

**Ogres:** see page 66

**OIL OF POISON:** see pages 68 and 71

**OINTMENT OF BITE:** see pages 68 and 71

**OINTMENT OF STEEL:** 21.7/3 see also pages 68 and 72

**Type I MAGIC chit** (Righteous invocations): 38.3 see also MAGIC chits

**Order:** G2.4/1 [HIRE: 26.3; 31.2/1a] [regeneration: 26.6/1; 29.8/2c] [rehiring: 31.2/4] [special price: O4.2/3] see also GARRISONS

## - P -

**pacified denizens:** see denizens

**pack horses:** A2.1 [belongings: A2.2] [hired leaders and controlled monsters: A2.5] [MOVE: A2.3; A2.4]

**Patrol:** G2.4/1 [special price: O4.2/2]

**PEACE spell:** see page 72

**PEACE WITH NATURE** (Druid Special Advantage): see page 63

**PEACE WITH NATURE spell:** see page 75

**PEER activity** (the enhanced PEER): 9.4 [EYEMIST Curse: 15.2/1] [FLY: A4.4] [MAGIC SIGHT: 43.6/1] [recording: 9.4]

**PEER table** (long-range viewing): 9.2 see also page 80

**PENETRATING GREASE:** see pages 68 and 71

**PENTANGLE spell:** see page 74

**Permanent spells:** 42.8 [competing: 44.3] [energized: 42.9] [inert: 42.8/2] [hex target: 42.9/3] [nullifying: 44.4/3] [recording activities: 43.3] [transmorphized: 46.4/2]

**PERSONAL HISTORY sheet:** G6.1; 2.4 [ALERT: 18.4/2] [CACHE: A1.2] [enhanced PEER: 9.4] [FOLLOW: 27.2] [FLY: 47.2/1] [HIDE: 8.4] [HIRE: 31.2] [leaving the map: 7.9] [MOVE: 7.3/1] [recording activities: 2.4/2; 6.4] [recording discoveries: 2.4/3; 5.3/3] [recording enhanced activities: 6.4/1b] [recording extra phases: 6.4/1b; 43.3] [recording FAME, NOTORIETY, & GOLD: 2.4/4] [recording spells: 40.1] [remote SPELL: 39.6] [REST: 11.4] [revealing information: 16.4] [SEARCH: 9.1] [SPELL: 39.2; 39.3] [TRADE: 10.3] see also MELEE SECTION

**PERSUADE spell:** see page 73

**PHANTASM spell:** see page 74

**PHANTOM GLASS:** [MAGIC SIGHT: 43.6] see also pages 68 and 70

**Phase spells:** 42.2; 42.6 [conflicting: 44.4/2] [duplicates: 44.3/3]

**phases:** 6.3 [basic: 6.3/1; O2.2/3] [cancel: 6.5/1; 6.5/3; 43.3] [cumulative: 6.3/4] [extra: 6.3/3; 6.4/1; O2.2/3a] [order of execution: 2.2/3; 6.5] [recording extra phases: 6.3/3b] [sheltered: O2.2/3b] [sunlight: 6.3/2; O2.2/3] [unused: 6.4; 6.5/4] see also activities

**Pikemen:** [armored: 34.7/5] see also page 67

**Pilgrim:** see page 63

**PILLAGE chit:** 36.5/1b [time limit: 36.3/2b] see also campaigns

**ponies:** [FOLLOW: 27.6/1b] [MOVE: 3.6/3c; 6.4/2] see also pages 65 and 78

**POOL:** [hired leaders: 32.2/5b] [looting: 9.3/3a] [transmorphized: 46.4/3b] [underlings: 32.3/2]

**POTION OF ENERGY:** see pages 68 and 71

**Potions:** 3.4/4 [combined Realms: E6.8] [expiring: 14.5/1]

**POULTICE OF HEALTH:** see pages 68 and 69

**POWER BOOTS:** see pages 68 and 70

**POWER GAUNTLETS:** see pages 68 and 71

**POWER OF THE PIT:** 15.3; A4.3 [BLIGHT, FORGET, TERROR: 15.3/4] see also page 76

**POWER OF THE PIT spell:** see pages 74 and 76

**PREMONITION spell:** see page 75

**PRICE LISTS:** 10.2; 18.8/2 see also page 78

**PROPHECY spell:** see page 72

**PROTECTION FROM MAGIC spell:** see page 75

**prowling:** 1.6; 12.1; 19.1/4 [APPEARANCE CHART: 12.1/2] [blocking: 12.1/4] [monsters: 12.5] [native groups: 12.3] [return to APPEARANCE CHART: 1.6/3] [summoning: 12.2/2; 12.5/3] [visitor/mission chits: 12.4; 36.6] see also end of week, regeneration, and "SUMMARY OF DENIZEN APPEARANCE" on page 19



**PURPLE magic** (Elemental Energies, twisting and reshaping reality): 38.2 see also *color* magic

## - Q -

**QUEST chit:** 36.5/1a [time limit: 36.3/2a] see also campaigns

**QUICK BOOTS:** see pages 68 and 70

**quiet monsters:** O3.1 [combat: O3.5] [hired and controlled denizens: O3.4]

**quitting:** see characters

## - R -

**RAID chit:** 36.5/1c [time limit: 36.3/2b] see also campaigns

**Raiders:** see page 67

**READING RUNES:** 40.6 [awakened spells: 40.6/1a] [committed Artifact or Spell Book: 48.3] [learned spells: 40.6/1b] see also page 80

**REFLECTING GREASE:** see pages 68 and 71

**regeneration:** 12.7/1; 26.6; 31.3/1 see also monsters, natives

**REGENT OF JEWELS:** see pages 68 and 69

**REMAINS OF THIEF:** G3.5/2 see also pages 68 and 69

**REMEDY spell:** see page 75

**remote SPELL activity:** 39.6 [recording: 39.6] see also SPELL activity

**REPUTATION** (Captain Special Advantage): see page 62

**RESOLVING COMBAT IN A CLEARING:** see pages 23, 32, and 43

**REST activity:** 11.4 [converting wounds to fatigue: 11.5] [FOLLOW: 27.6/4] [hired leaders: 32.2/3] [making change: 11.6] [recording: 11.4] [WITHER Curse: 15.2/2]

**REVOLT chit:** 36.5/1d [time limit: 36.3/2a] see also campaigns

**roadways:** G1.1/3; 7.2 [Enchanted cards: 38.2/2b; 39.5/4; O6.4] [enchanted tiles: 38.2/5b] [running away: 25.2; 25.4] [spying: 16.5/2a] [walking the woods: 47.8]

**ROBUST** (Berserker Special Advantage): see page 62

**Rogues:** G2.4/1 [HIRE: 26.3; 31.2/1a] [regeneration: 29.8/2a] [rehiring: 31.2/4] [special price: O4.2] see also GARRISONS

**ROOF COLLAPSES spell:** see page 73

**A ROUND OF COMBAT:** see pages 23, 33, and 43

**ROYAL SCEPTRE:** see pages 68 and 69

**RUINS tile:** [automatic enchanting: O6.2/2] [*color* magic: 38.2/5a] see also map tiles

**running away:** 25.1; O5.1; O5.2 [caves: 25.4/2] [fatigue: 25.3] [fly away: 47.4/2; O5.1/3] [FOLLOW: 27.2/2] [hired natives: 32.7] [MOVE chits: 22.3/1; 25.4/1; 34.5] [next day: 25.4/1] [roadways: 25.2; 25.4; 39.5/4a; 39.5/4b] [walking the woods: 47.8/2; 47.9] see also "STUMBLE" on page 57

## - S -

**SACRED GRAIL:** [automatic enchanting: O6.2/1; O6.3/1] see also pages 68 and 71

**SACRED STATUE:** see pages 68, 71, and 78

**SCHOLAR:** see visitors and page 78

**SCROLL OF ALCHEMY:** see pages 68, 71, and 78

**SCROLL OF NATURE:** see pages 68, 71, and 78

**SEARCH activity:** 9.1 [discoveries: 9.2/2] [FOLLOW: 27.6/3] [location: 5.3/1] [looting: 5.4; 9.3; E6.6] [recording: 9.1] see also MAGIC SIGHT, READING RUNES, and page 80

**seasons:** O2.1 [CALENDAR OF SEASONS: O2.2] [choosing the season: O2.3] [missions: O2.2/5] [mountain clearings: O2.2/4] [phases: O2.2/3] [seventh day *color* magic: O2.2/6] [victory points: O2.2/1; E2.4] [weather: O2.4] [weeks: O2.2/2] see also "CALENDAR OF SEASONS" on page 58

**secrecy:** 16.6

**secret passages:** G1.1/3 [enchanted tiles: 39.5/4] [FOLLOW: 27.6/1c] [MOVE: 7.2/2] [walking the woods: 47.8/1] see also discoveries

**SEE HIDDEN SIGNS spell:** see page 73

**SENSE DANGER spell:** see page 75

**serious wound:** A4.5

**Serpents:** [armored: 23.2] see also page 66

**SET UP CARD:** G4.1; P1.1; 1.2/2 [destroyed armor: 18.9/1] [Enchanted cards: 3.4/3] [Potions: 3.4/4] [Site cards: 5.5/2] [Treasure cards: 3.4/1a] see also "ITEMS AND HORSES" on page 7

**Type VII MAGIC chit** (Good Luck knacks): 38.3 see also MAGIC chits

**7 LEAGUE BOOTS:** see pages 68, 69, and 70

**seventh day of each week** (end of week): 1.6/3; 12.7 [automatic enchanting: O6.1] [*color* magic: 38.2/4; O2.2/6; E2.3; E2.4/2]

**SHAMAN:** see visitors and page 78

**sharpness star:** see weapon counter, weapons

**sheltered phases:** see phases

**shield:** see pages 65 and 78

**SHIELDED LANTERN:** [recording extra phase: 6.3/3b] see pages 68 and 69

**SHOES OF STEALTH:** see pages 68 and 70 (two entries)

**SHORT LEGS** (Dwarf Special Advantage): see page 61

**Short Sword:** see pages 64 and 78

**Short Swordsmen:** [armored: 34.7/5] see also page 67

**SILVER breastplate:** see treasure counters

**simultaneous attacks:** see attacks

**Site cards:** 5.5 [looting: 9.3/5] [return to SET UP CARD: 5.5/2] [SEARCH: 9.2/2] [selling location of: 14.3/1b] [spying: 16.5/2b] [summoning visitors: 12.4]

**Site chits** (gold color): G1.2; 5.1/2a [*Midnight*: 14.5/2] [selling location of: 14.3/1c] [summoning monsters: 12.5/4] [summoning visitors: 12.4] see also discoveries, map chits, and page 3

**Type VI MAGIC chit** (Conjuring techniques): 38.3 see also MAGIC chits

**SMALL BLESSING spell:** see page 72

**Small campfire:** see campfires

**Soldiers:** G2.4/1 [regeneration: 29.8/2b] [special price: O4.2/2] see also GARRISONS

**solitaire play:** E1.1 [constructing the map: E1.3] [entering the map: E1.6] [prowling denizens: E1.7] [VALLEY tiles: E1.5]

**Sorcerer:** see page 63

**Sound chits** (red color): G1.2; 5.1/2b [summoning monsters: 12.5; 12.5/4] see also map chits and page 3

**Spear:** [unalerted: G3.3/2] see also pages 64 and 78

**Special Advantages:** 2.4/1a [development: E5.2/1; E5.4/3] [extra phases: 6.3/3]

**SPELL activity:** 37.3 [cancel: 39.3; 39.3/2] [enchanted a MAGIC chit: 39.4] [enchanted a map tile: 39.5] [first SPELL phase of the day: 39.2] [recording: 39.2; 39.3] [starting the game: 39.4/3]

**Spell Books:** G4.5; 3.4/7; 38.5; O7.1 [active: 48.1] [awakened spells: 40.3; O7.2] [casting a spell: 48.2; O7.1; O7.2] [combined Realms: E6.9] [committed: 48.3; O8.2] [spellbreaking: 48.3/2] [use limits: 48.4]

**Spell cards:** G3.6; P7.1; 38.4/3; 40.2 [awakened spells: 40.3] see also spells, illustration on page 5, and “SPELL CARDS” on page 9

**spellbreaking:** 44.5 [automatic: 44.6] [duplicates: 44.5/3]

**spellcaster** (a character who plays a MAGIC chit to cast a spell): 41.2 [Artifacts and Spell Books: 48.3/1]

**spells:** 37.1/3; 38.4 [ambush: A4.2] [awakened: 40.3] [broken: 41.3/1; 41.5/3; 43.5/1; 44.2/3; 44.2/4; 44.5; 44.6; 45.1; 45.2/1; 48.3/2] [buying: 40.7] [cancel: 41.4/1; 41.4/2; 41.6/2; 45.1/1] [casting: 37.7; 41.1; 41.6/1; 48.2; O8.1] [coming to life: 41.4] [competing: 44.3; 45.2/3] [completion time: 41.2/2; 41.2/3; 41.4] [conflicting: 44.4] [Duration: 42.1] [effects: 37.8; 41.5; 43.1; 4 3.2; 44.2; 44.4] [ending: 41.5; 44.1] [FLY: 47.1] [HIDE: 41.3/2] [hired leaders: 40.1] [learning: 40.4] [limits: 40.4/2; 40.4/3] [nullified: 44.2/1; 44.4; 48.3/1] [permanent: 37.9] [recording: 40.1] [red-side-up Tremendous monsters: 41.2/3b; 43.2/2] [selecting a target: 41.3; 43.2] [target types: 41.3/1] [trading: 40.7/2] [visitors: 40.7] see also *Attack* spells, *Combat* spells, *Day* spells, *Instant* spells, *Move* spells, *Permanent* spells, *Phase* spells, *READING RUNES*, *spellbreaking*, and “LIST OF SPELLS” on page 72

**Spiders:** see page 66

**spying:** 16.5 [FOLLOW: 27.3/3]

**SQUEAK Curse:** [recording activities: 15.2/1]

**Staff:** see pages 64 and 78

**STAMINA** (Amazon Special Advantage): see page 61

**STONES FLY spell:** see page 72

**strength letter:** [Boots cards: 3.4/5] [horses: 3.6/1] [MOVE: 7.8]

**STUMBLE table:** see page 57

**substitute chits:** 5.1/1 [exchanging: 9.2/1; 12.5/2] [SEARCH: 5.2/2] see also map chits and page 19

**suit of armor:** see pages 65 and 78

**sunlight phases:** see phases

**Sunrise:** 1.4/2; 1.6; 2.2/2; 12.1/2; 26.6; 27.3; 29.8; 32.2/3; 32.3/1; 32.5; E1.7

**Sunset:** 1.8; 14.1; 14.2; 17.5; 42.7/2; 48.8

**Swordsman** (character): see page 61

**Swordsmen** (natives): see page 67

## - T -

**TALK TO WISE BIRD spell:** see page 72

**teleport:** 15.3/1 [FOLLOW: 27.6/3]

**Type III MAGIC chit** (Elvish lore): 38.3 see also MAGIC chits

**Thrusting Sword:** see pages 64 and 78

**time number:** see attack time, completion time, maneuver time, move time

**TIMELESS JEWEL:** see pages 68 and 70

**TOADSTOOL CIRCLE:** G3.5/2 [automatic enchanting: O6.2/1; O6.3/5] see also pages 68, 69 (two entries), and 71

**TOADSTOOL RING:** see pages 68 and 69

**tooth/claw:** see page 64

**total score:** 4.7/4

**TRADE activity:** 10.3 [buying: 10.5] [cancel: 10.3/3] [COMMERCE table: O4.3] [controlled monsters: 45.6/1a] [FOLLOW: 27.6/5] [hired natives: 31.3] [pacified native leader: 45.4/2] [recording: 10.3] [selling: 10.4] [special price: O4.2] [visitors: 40.7/1] see also buy drinks and “COMMERCE TABLE” on page 57

**TRACKING SKILLS** (Woods Girl Special Advantage): see page 62

**trading between characters:** 1.8; 14.3; 14.4; 22.9/3 [FOLLOW: 27.4] [running away: 25.4] [selling information: 14.3/2] [spells: 40.7/2] [spying: 16.5/2c]

**trading relationships:** 2.4/1b [boon: 10.5/3; 45.4/2] [buying: 10.5] [campaigns: 36.5/3] [development: E5.2/2] [grudges and gratitude: O4.4] [hired natives: 32.1/1] [pacification spells: 45.4] [revealing: 16.4]

**TRANSFORM spell:** 46.1 [strength: 46.6] see also pages 74 and 76

**transmorphize:** 46.1 [action chits: 46.4/2] [activities: 46.3] [carrying items: 46.2] [combat: 46.4] [riding: 46.5; 47.7] [strength of spells: 46.6] [vulnerability: 46.4/4] [while riding a flying monster: 46.2/1c] see also FLY activity, walking the woods

**treachery:** 31.5/4; 32.7/6; 45.5; 45.8; O4.4/1

**Treasure cards:** G3.5; 3.4 [enhanced activities: 6.4/1a] [extra phases: 6.3/3] [revealing: 3.2; 3.4/1; 16.3] see also Artifacts, Boots cards, Enchanted cards, Gloves cards, Great treasures, Potions, Spell Books, illustrations on page 4 and “LIST OF TREASURES” on page 67

**treasure counter:** G3.3/2 [destroyed armor: 18.9/2] see also armor, weapons, and page 78

**TREASURE SET UP CARD:** see SET UP CARD

**treasure sites:** 5.4 [spying: 16.5/2b] see also Site chits

**TREASURES WITHIN TREASURES:** G3.5/2; G4.6 see also Site cards

**Tremendous suit of armor:** see treasure counters

**Trolls:** [armored: 23.2] see also page 66

**TRUESTEEL Broadsword:** see treasure counters

**tunnels:** G1.1/3 [crossing an open road: 7.2/3]

**turn:** 1.4 [activities: 6.2] [phases: 6.3]  
**TURN SEQUENCE:** see pages 10, 22, 32, and 42  
**Type II MAGIC chit** (Pagan rites): 38.3 see also  
 MAGIC chits

## - U -

**undercutting:** see attacks  
**underlings** (hired non-leaders): 32.3 [carrying items: 32.3/2]  
**UNLEASH POWER spell:** see page 74  
**using hired natives:** 32.1 [actions: 34.5/2] [attacks: 32.7/2] [blocking: 32.6] [combat: 32.7; 33.4/1] [die roll: 32.1/1] [disengagement: 32.8] [FAME: 32.1/2] [HIDE: 32.5; 32.7/1] [horses: 32.3/4; 32.7/4a] [kills by: 35.2] [luring: 32.7/3c; 34.3/1] [NOTORIETY: 32.1/2] [underlings: 32.3] see also hired leaders

## - V -

**VALLEY tiles:** P6.2 [automatic enchanting: O6.2/2] [*color* magic: 38.2/5a] see also map tiles and “VALLEY CHITS” on page 9  
**VAULT:** [hired leaders: 32.2/5b] [looting: 9.3/3b] [transmorphized: 46.4/3b] [underlings: 32.3/2]  
**VIAL OF HEALING:** see pages 68 and 70  
**VICTORY REQUIREMENTS:** 4.1 [Artifacts and Spell Books: 48.6] [belongings: 4.4] [caching: A1.1] [changing the game time: E2.1] [choosing: 4.2] [development: E5.3] [discarding items: 3.3/2] [factors: 4.2/2] [joining a game in progress: E2.5] [multiple characters: E4.3] [seasons: O2.2/1; E2.4] [scoring: 4.7; 4.9; E4.6; E4.7] [spells: 40.5; 48.6; O7.1; O7.2] [sudden death game: E3.1] [victor: 4.9] [winning: 4.8]  
**VIOLENT STORM spell:** see pages 73 and 76  
**Vipers:** see Serpents and page 66  
**visitors** (CRONE, SCHOLAR, SHAMAN, WARLOCK): G2.5; P4.1; 36.1 [appearance: 1.6/1b] [belongings: G4.4; 10.1] [blocking: 1.7/1; 13.5; 26.4/3] [hired natives: 26.3/1] [movement: 1.6/2] [prowling: 12.4] [Spell cards: 40.2; 40.7] see also denizens  
**VISITOR PRICES list:** 10.2 see also page 78  
**vulnerability:** [character: 23.3/3] [horse: 23.3/1] [monster: 19.2] [native: 34.7]

## - W - X - Y - Z -

**walking the woods:** 47.8  
**war:** 26.5  
**WAR chit:** 36.5/1e [time limit: 36.3/2a] see also campaigns  
**warhorses:** [armored: 23.3/1] [MOVE: 3.6/3a] see also pages 65 and 78  
**WARLOCK:** see visitors and page 78  
**Warning chits** (yellow color): G1.2; 5.1/2b [summoning monsters: 12.5/4] see also map chits and page 3  
**weapon counter:** G3.3; 18.5 [alerted/unalerted: G3.3/2] [sharpness star: G3.3/1] see also illustration on page 4  
**weapons:** 3.5; 18.1; 21.6 [alerted: 18.3; 18.4/4; 22.3/1; 22.4/2a; 23.2/2; 23.4/1] [method of attack: 18.2/2; 18.5/2; 23.2/1] [length: 18.2/1] [missile weapon: 23.2/1a] [sharpness star: 18.5/1; 18.7; 19.2/2; 23.1] [striking weapon: 23.2/1b] [time number: 21.6/1] [weight: 18.5/1] see also dagger, harm, PRICE LISTS, and “LIST OF WEAPONS” on page 64  
**weather** (CLEAR, SHOWERS, STORM, SPECIAL): O2.4 [combined Realms: E6.5/2] [defining: O2.6] [start of game: O2.5] see also seasons and “WEATHER” on page 58  
**Weather chits:** O2.4/1  
**weight:** [weapons: 18.5/1]  
**WHISTLE FOR MONSTERS spell:** see page 75  
**White Knight:** see page 62  
**WHITE magic** (Power from On High, working beneficial magic): 38.2 see also *color* magic  
**winning the game:** see VICTORY REQUIREMENTS  
**wishes:** 15.3 [health: 15.3/4] [Tremendous strength: 15.3/3] [vision: 15.3/2] see also page 76  
**Witch:** see page 64  
**Witch King:** see page 64  
**WITCHES BREW spell:** see page 72  
**WITHER Curse:** 15.2/2; 15.3/4 [health wish: 15.3/4] [transmorphized: 46.4/2b]  
**WITHERED CLAW:** see pages 68 and 70  
**Wizard:** [optional abilities: O1.2] see also page 62  
**Wolves:** see page 66  
**Woodfolk:** G2.4/1 [special price: O4.2/2]  
**woods clearings:** G1.1/2  
**Woods Girl:** [optional abilities: O1.4] see also page 62  
**WOODS tiles:** [automatic enchanting: O6.2/4] [*color* magic: 38.2/5a] see also map tiles  
**workhorses:** [MOVE: 3.6/3b] see also pages 65 and 78  
**WORLD FADES spell:** [MAGIC SIGHT: 43.6] see also page 74  
**wounds:** 11.3; 21.3/2; 23.3/2b; 23.3/3; O5.5/1 [converting to fatigue: 11.5] [removing from play: 23.4] [REST: 11.4] [serious wound: A4.5]

## NOTES ON THE INDEX

This index was inspired by, and is patterned after, the one found in *The Advanced Squad Leader Rule Book*. Authors writing about *MAGIC REALM* may use it as a “style book.” Each entry is listed in the same form that is used in the rule book; terms that should be set in *italics* or CAPITALIZED have been entered accordingly.

The Second Edition Rule Book has a few instances of duplicate rule numbers and mis-numbered rules. In all such cases, this index uses what should be the correct numbering in anticipation that the rule book will be corrected in a future printing. If you find the index referring to an apparently non-existent rule number a close look at your rule book should quickly show what the correct numbering should be.

An early version of this index was published in the Avalon Hill GENERAL, volume 26, issue 4, under the title *The Legendary, Lost Index*. Many additions and corrections have been incorporated into this index since that article appeared.

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