

Magic Realm Rules

Expansion One

Revision 1.2

INTRODUCTION

This is the first unofficial expansion for MAGIC REALM. I admit it - I love expansions. I purchased nearly every expansion that came with Talisman (a Games Workshop creation), even though they tended to make the game too easy. I had always hoped that some day an expansion would be released, complete with new characters, new tiles, new monsters, etc. Alas, with the crumbling of Avalon Hill this was not to be (unless the game author Richard Hamblen decides to release an independent version!) My brother-in-law and I decided to put together a few house rules, and expand the realm in a different way. The result is compiled here in our Expansion.

I would like to thank those of you that pointed out problems in the rules that required some rewriting and rethinking (Matt, Denis, others). These rules are far from perfect (many of the spells still need to be written up), so if you have an issue with something herein, please drop me a (nice) note at robin@dewkid.com. Enjoy!

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1. THE EXPANDED MAP

1.1 TILES: Sixteen new tiles make the world of Magic Realm somewhat larger, and a bit more fruitful. Setting up the board is slightly different in that not all the tiles are used in every game.

1.1/1 Prior to passing out tiles, the eleven special tiles are shuffled, and five tiles are selected at random. The remaining tiles are removed from the game. These five tiles along with the five Swamp tiles are combined with the original twenty for a grand total of thirty tiles.

1.1/2 Tiles are dealt to each player, and board setup continues as normal.

1.2 Some of the new tiles require further explanation.

1.2/1 VOLCANO - There are four types of clearings on either side of this tile: Normal Mountain, Red Mountain, Orange Mountain, and White Mountain. All of these clearings require the recording of two movement phases. At midnight of each turn, you take damage depending on the clearing you are in as shown:

Clearing:	Effect:
NORMAL	None
RED MOUNTAIN	Fatigue 1 asterisk
ORANGE MOUNTAIN	Wound 1 chit
WHITE MOUNTAIN	Wound 1d6 chits

1.2/2 CHASM - Offroad travel does not allow you to traverse the Chasm, without crossing the bridge between clearings 5 and 6. If you do choose to travel offroad, be sure to remain on the same side of the chasm *regardless of the roll results.*

1.2/3 DARK FOREST - Hidden paths exit five sides of this tile on the green side. These hidden paths affect the roads that they connect to on adjacent tiles. To enter this tile, you must first discover the path (unless of course you have other means). You can, however, still fly or travel offroad.

1.2/3 AMBUSH - This tile is particularly difficult to place in the later stages of board construction due to the existence of three discontinuous paths. Therefore, the player receiving this tile is instructed to lay it down at the earliest convenience. If the player is unable/unwilling to play this tile he/she may choose to swap the tile out with one of those that were discarded in **1.1/1** above (random selection).

2. OFFROAD TRAVEL

2.1 Travelling offroad is a skill given only to Monsters and transformed characters. In this expansion, Characters are given this ability, but must accept a certain amount of danger when using it.

2.2 To travel offroad, record two MOVE actions, designating offroad travel. Roll on the table below, choosing the column that identifies the clearing that you left from.

CHARACTER OFFROAD TRAVEL

Die Roll:	Clearing Type: MOUNTAINS	CAVES	OTHER
1	Choice/Mark Path	Choice/Mark Path	Choice/Mark Path
2	Choose Clearing	Choose Clearing	Choose Clearing
3	Random Clearing	Random Clearing	Choose Clearing
4	Same Clearing	Lost (1 wound)	Random Clearing
5	Avalanche (1d6 wounds)	Lost (1 wound)	Lost
6	Lost	Same Clearing	Lost

2.3 If you roll a clearing result, move immediately to the appropriate clearing and continue your turn (if possible).

2.4 If you roll the Avalanche or Lost results, apply the appropriate number of wounds (if necessary), and place your character piece on the tile, but not in a clearing. On following days, you may continue to roll on the same table for every two MOVE actions recorded. You may not perform any other action until you have successfully returned to a

clearing.

2.5 If you perish offroad, your belongings are scattered randomly among the tile's clearings.

2.6 When you are lost, you still summon monsters normally except that you cannot run from a battle (a most unfortunate drawback to this method of travel). You can NEVER travel offroad in the Volcano tile

3. GATE TRAVEL

3.1 As part of the new game setup, four new Gate chits are placed onto the board in a pseudo-random fashion. These gates give players a new way to travel around the board.

3.2 Once gates are revealed as a chit, they are placed in the highest numbered clearing. Players must locate the gate (like they would a treasure location) before it can be used. Since the gates function on the knowledge of the user, a player must know the location of at least one other gate before travelling.

3.3 Players may travel to any of the four gates that they themselves have discovered. Gate travel costs one GATE action phase plus an appropriate number of MOVE phases to legally enter the new terrain.

3.3/1 Players entering MOUNTAIN clearings must record two MOVE phases in addition to a GATE phase. Players traveling to or from CAVE clearings still lose the normal daylight phases.

3.3/2 The GATE phase is not a normal MOVE phase, and so those characters penalized to two MOVE phases (if you play the Dwarf that way) can still traverse the gate into the mountains.

4. BOUNTY

4.1 Some dwellings offer the Characters a chance to earn some extra money on the side. Any player at the INN, HOUSE, L CAMPFIRE, or THIEVES GUILD may choose to roll for a bounty.

4.2 To roll for a bounty, the player must record a TRADE phase and roll on the following table:

BOUNTY

Die Roll:	Bounty:	Reward:
1	Random Character	200 gold
2	Tremendous Troll	100 gold
3	Tremendous Dragon	50 gold
4	Tremendous Giant	20 gold
5	No Bounty Today	n/a
6	No Bounty Today	n/a

4.3 To receive the reward, you must deliver the bounty to the dwelling where it was requested. Once you have been assigned a bounty, you cannot roll on this table again until you have fulfilled the request.

5. STEALING

5.1 Characters who feel the establishment owes them a living, can try their hand at stealing. The primary danger is one that may leave a Character in a bad place with a lot of unfriendly natives!

5.2 To steal from a Native group, the player must record one STEAL phase for each attempt. For each recorded STEAL phase, the player *must* roll on the following table:

STEAL ATTEMPT

Die Roll:	Result:
1	Success - Take desired item
2	Success - Roll for item (subtract 1)
3	Success - Roll for item
4	Success - Roll for item
5	Suspect - Lose one level of friendliness
6	Caught/Block - Natives become Enemy

5.2/1 Each roll on the table must have 1 added for each previous attempt on the same day. *For example:* The Magician records three STEAL actions while at the HOUSE and a single MOVE action to leave the area. The first roll yields a 3, and thus a roll on reward table. The second roll is also a 3, but since this is the second attempt on this day, must be adjusted by 1 to become 4, still a success. The last roll is a 4, but after adding 2 for the previous two attempts, becomes a 6, and the MAGICIAN is in trouble.

5.2/2 If the player is Suspect or Caught, the friendliness of the victimized Native group is affected. Other Native groups in the clearing remain unchanged by the event.

5.2/3 Players with successful STEAL attempts roll on the following table:

STEAL REWARD

Die Roll:	Result:
1	Choice
2	Mount
3	Armor (players choice)
4	Treasure (randomly selected)
5	10 gold
6	Nothing

5.2/4 It is entirely possible for a successful STEAL attempt to yield no reward, either from a roll of 6, or the absence of loot for a particular category (ie., the Native group has no armor)!

6. GAMBLING

6.1 A number of “games” are available to those players wishing to turn to their meager bank into a motherload of wealth. Characters may use any recorded TRADE action to gamble if at the INN, GUARD, or S CAMPFIRE.

6.1/1 Lottery: This game is played by spending 1 gold to purchase a 4-digit lottery number that you pick. Each digit must be a number from 1 to 6. In the evening, roll 4 six-sided dice, one at a time, to generate a 4-digit number. If the number that you picked matches the rolled number, you win 500 gold. Players may purchase more than 1 ticket at a time at 1 gold/ticket, if they feel they can increase their odds.

6.1/2 Dice: For 5 gold, a Character gets one roll on the dice table (below). If you wish, you may spend 10 gold and roll at -1. If you prefer to cheat, you may get an additional -1 to the roll, after a successful cheat roll (see below).

PLAYING DICE

Die Roll:	Dice Result:	Cheating Result:
1	50 gold	Success – Subtract 1 from ALL future cheating rolls
2	20 gold	Success
3	10 gold	Nothing
4	5 gold	Caught/Block – Lose 1 level of friendliness
5	1 gold	Caught/Block – Lose 2 levels of friendliness
6	Nothing	Caught/Block – Native group becomes enemy

7. TRAVELLERS

7.1 Travellers are other adventurers wandering the Realm who may or may not be of help to the Character’s quest for fame and glory. Travellers are selected at random, so every game provides a different mix of these strange and diverse folk.

7.2 A player that ends his/her turn in the same clearing as a traveller chit, can encounter the traveller. The traveller card that matches the chit is revealed, and players can hire, capture, or be attacked by the traveller.

7.3 Once a traveller chit is revealed, it is never again hidden. Place the chit in a random clearing. Traveller chits do not block, and cannot be blocked. The traveller matching the monster roll is moved according to the table below (use only one die).

TRAVELLER MOVEMENT

Die Roll:	Result:
1	Re-roll twice, ignoring all 1’s*
2	Move to higher # clearing – prefers same tile
3	Move to lower # clearing – prefers same tile
4	No move (if in clearing with monsters, re-roll)
5	Move to higher # clearing – prefers new tile
6	Move to lower # clearing – prefers new tile

*Ignore 1’s, but do not re-roll them

7.4 Travellers never move into a clearing with monsters; instead move the chit to the next most logical clearing. If no clearings are available, then the traveller does not move (no need to roll on the table). If the traveller is in a clearing with monsters, the traveller must move unless there are no available clearing. In this latter case, the traveller is eaten, and removed from the board.

7.5 Hiring Travellers – Travellers with a Hire wage can be employed by simply paying the amount shown (no table roll is required). The wage is not negotiable, and no substitute for gold is accepted (not even fools gold). The traveller will remain in the player’s employ for a duration of fourteen days (two weeks). Once their time has expired, the player may pay the wage again for another two weeks. There is no limit as to how often the player may re-hire the traveller. Traveller hirelings never venture away from the employing Character, and thus do not behave like Native Leaders.

7.6 Many travellers provide the Character with new special abilities. These abilities act as if they belonged to the Character until which time the traveller is freed from employment.

7.7 Only travellers with a green fight/move value can lure and fight monsters. Likewise, only these travellers may be attacked by Characters. Travellers fight like any denizen, except that they never “change tactics”. There is no fame or notoriety, lost or gained when a traveller is killed. Unless otherwise stated, the vulnerability is Light and the Length is zero.

7.8 If the Character is killed, all hired travellers are removed from the game.

7.9 Capturing Travellers – Some travellers have a CAPTURE value. To capture such a traveller, you must battle them as if they were a monster. Their MOVE value is listed after CAPTURE, and they have no FIGHT value. If you succeed in hitting the traveller in one round of combat (as per combat rules ie., direct hit, undercut), then it is captured. Otherwise the traveller escapes (see specific card for details). Unlike hired travellers, captured travellers remain with you for the duration of the game.

7.10 As is their nature, each traveller has its own set of rules, that may contradict those listed above. In any case where there is question, the rules specific to the traveller should be used. To clarify the use of each traveller, a list of rules for each is provided below:

Merchant – The merchant is interested in one thing: profit. To this end he will purchase anything you have to sell, offering face value in every case. If the merchant has anything you desire, he will gladly offer it for sale at four-times the face value! Sadly, this man is unwilling to haggle, and sneaky enough to make a quick exit, should the need arise!

Dwarven Miner – If you need to find your way through caves, you can either search them yourself, or get this guy to help you out. If you can part with 4 gold, he will guide you through any secret passage (not hidden paths) that you desire. Like the Pathfinder (above), the Character will not “learn” the secret passages unless the normal SEARCH action is performed.

Horse Trainer – Any buffoon can ride and feed a horse, but to truly get the best behavior, you are going to need a horse trainer. For 10 gold, this traveller will make sure that your horses perform at peak skill. To this end, all horses in your party (Native-owned horses not included) will maneuver at their MOVE speed minus one during the trainer’s employment.

Enchantress – This magic wielding woman can offer her assistance for a mere 20 gold pieces. Though she will not lure monsters, she will stand back and cast spells in your favor. Each round of combat, roll on the table to see what help she provides. The hiring character determines the Enchantress’ targets, if any.

ENCHANTRESS AID

Die Roll:	Result:
1	Fiery Blast Time 0
2	Fiery Blast Time 2
3	Fiery Blast Time 0
4	Stones Fly Time 0
5	Stones Fly Time 4
6	None

Dragonslayer – This quiet warrior will join your group for 15 gold, and will fight in any battle you desire. When dragons are involved however, this warrior will change behavior. The first thing that happens is that any and all dragons are lured to the hiring Character, regardless of whether or not he/she is hidden at the time. The Dragonslayer will then attack the largest dragon, as determined by the following order:

- Tremendous Flying Dragon**
- Tremendous Land Dragon**
- Heavy Land Dragon**
- Heavy Flying Dragon**

If the Character chooses to run, the Dragonslayer is immediately killed and removed from play.

Strongman – This big lug is nothing more than a guy with muscles. Not too smart, and not too skilled, but useful nonetheless. For a mere 8 gold, he will join your party and provide Tremendous strength for any purpose other than combat. To this end he can carry items of Tremendous weight, or open the VAULT.

Wood Sprite – A flitty thing, once captured (see above) will provide an endless source of GOLD Magic. If the capturing Character chooses to free the Wood Sprite, it will reveal the knowledge of any one hidden path in the Realm (green or magic). Failing to capture the Wood Sprite, or voluntarily freeing it will cause it to instantly depart to a random Woods Hex (roll a single die):

WOOD SPRITE ESCAPE

Die Roll:	Result:
1	Deep Woods
2	Linden Woods
3	Maple Woods
4	Nut Woods
5	Oak Woods
6	Pine Woods

The Wood Sprite will not re-appear in the same hex, and so the die must be rolled again if the result would violate this rule.

Entering any CAVE clearing will bring the immediate death of this creature. Additionally, the Wood Sprite will never enter a CAVE clearing, even when wandering alone. If the creature is unfortunate to appear for the first time in a tile that contains only CAVE clearings, it is immediately removed from play.

Jester – This annoying fellow is replete with riddles, anecdotes, and silly practical jokes. Wandering bored, will immediately join any Character that unwisely chooses to end their turn in the same clearing. In the case where there are multiple characters, the Jester joins the one with the most letters in their name, rolling randomly for ties. Once the Jester has joined, he will stick with the Character for the remainder of the game. In his presence, the Character cannot perform HIDE, SEARCH, or REST phases.

There are really only two ways to get rid of the Jester. The most obvious is to attack and kill him. This violent solution will make your camp much quieter very quickly. The other way is to deliver him to the GUARD, as it turns out he is wanted by the authorities for a particularly unpleasant trick he played on the Leader. This solution will yield a nice reward of 20 gold, and will immediately remove the Jester from play.

Pathfinder – A knowledgeable traveller who has made a note of every hidden path on the board. If you choose to hire her for 4 gold, she will gladly take you along on any hidden path (not secret passages) you desire. Unfortunately, her abilities *do not* confer upon the Character the permanent knowledge of the hidden paths, as she takes a different circuitous route each time. Characters are welcome to “discover” the paths in the normal fashion however, if they choose to do so during a recorded SEARCH phase.

Woodsman – Traveling off-road can be very dangerous without a guide. For 10 gold, the Woodsman will improve your luck at blazing new trails by allowing you to subtract 1 from all off-road rolls.

Doppelganger – This traveller is not quite human, though its origins are unclear. Any Character willing to give up any one chit, will have an ally that can change its appearance to suit the situation. This ability allows the Character to deal with all natives on the friendly column, regardless of current alliance. The held chit is unavailable to the Character, and cannot be fatigued or wounded for the duration of employment. Neither will the chit count towards the Character’s survival, leaving the poor sap with one less to wound before death.

Due to its nature, the Doppelganger cannot be “fired”, and will remain with the Character (and holding the chit), until the time is up, or the Character is killed. In either case, the Doppelganger vanishes without a trace, and is removed from the game, returning the chit to the owner.

Bounty Hunter – This warrior is interested only in money, and is currently searching for a particular bounty. Once hired for 15 gold, roll on the Bounty table (above) to determine what he seeks. Use 1d6 and subtract 2 from the result – any result less than 1 is the same as rolling a 1. In any combat where the bounty is absent, treat this traveller as a normal hireling. If the bounty is present, the Bounty Hunter behaves like the Dragonslayer in the presence of a Dragon – the bounty is lured to the hiring Character regardless of whether or not he/she is hidden. The Bounty Hunter will only target the bounty, and is not distracted by other potential targets, even if they target him! Unlike the Dragonslayer, the Character may not run from combat where the bounty is present, as the Bounty Hunter will block until the bounty is dead.

Children – This unfortunate band of vagabonds will help anyone who gives them food. Unlike other travellers, this group requires daily wages and due to number of them, this price is high: 3 gold per day! Fortunately, the wages need only be paid as long as the Character wishes to keep the group with the party. The primary advantage conferred by the Children is that the Character can record 2 extra SEARCH phases every turn. Since this also applies to CAVE clearings, this traveller can be quite an asset to the Character wishing to divulge the contents of the Lost City. One treasure, the Magic Candy Cane, will give you unlimited employment of the Children.

Cook – Even the most prepared adventuring party is considered at a disadvantage if they don’t have a Cook. This traveller, if hired for 8 gold, will turn even the most unappetizing foods into a gourmet cuisine. The Character benefits by gaining an additional REST phase.

Necromancer – Darkness surrounds this traveller. A high price of 25 gold brings the Necromancer into the employ of the Character. Once each evening, this traveller will raise the dead at the bequest of the Character, to fight in his/her behalf. At the end of employment, the Necromancer will turn against the Character by first raising the dead, and attacking. Regardless of the combat result, the Necromancer vanishes, and is removed from the game.

Blacksmith – This wandering traveller sets up shop along the road to help those who are in need of metal work. Any damaged armor can be repaired for a nominal fee:

BLACKSMITH REPAIRS

Armor:	Cost:
Suit of Armor	20 gold
Breastplate	10 gold
Helmet	5 gold
Shield	5 gold

Pickpocket – Attempting to capture this ruffian is the only way to suffer his crime. Failing to capture him will leave the Character 2d6 gold lighter. If the Character has no gold, then nothing is lost. A successful capture will give the Character a new source of income. For each turn spent at a Dwelling, roll on the following table:

PICKPOCKET SCORE

Die Roll:	Result:
1	5 gold
2	4 gold
3	3 gold
4	2 gold
5	1 gold
6	nothing

Gate Master – Simply hiring this wise astronomer for 5 gold will yield the player useful knowledge for conquering the Realm. As gates are discovered by other players, the Character immediately gains their knowledge, and can use them as if they were found during a SEARCH action.

Cleric – A wayward holy man that sells services to un-pious.

CLERIC SERVICES

Armor:	Cost:
Remove Curse	5 gold
Full Heal	10 gold

Mercenary – A warrior happy to work side-by-side with the Character in combat, provided a fee of 20 gold is paid. Unlike other travelers, the Mercenary behaves like a Native Leader (see 2nd edition rules), and can be moved independently of the Character.

Siren – A creature that survives by luring male adventurers into a seductive trap. Any male Character that ends his turn in the same clearing as the Siren must roll on the following table:

SIREN'S TRAP

Die Roll:	Result:
1	Lose all belongings
2	Lose all treasures
3	Lose all large treasures
4	Lose all small treasures
5	No effect – May attempt a capture
6	No effect – May attempt a capture

Lost items are placed in the Siren's box on the Setup Card, and the Siren vanishes to a random clearing in a random adjacent hex. If a capture attempt is successful, all the items in the box are placed in a pile in random order in the clearing, and behave as a hidden cache (see 2nd edition rules). In this case, the Siren (which cannot survive in captivity) dies, and is removed from the game.

Shadow – The remnant of an ancient wizard from times gone past, this traveller wanders in the shadows of the trees, until such time as a Character can offer a hire wage of 12 gold. During its employ, the Shadow allows the Character to record a MAGIC SIGHT action in place of a normal SEARCH.

Young Knight – The Young Knight seeks adventure, but fears that which he does not understand. Any Character ending their turn with the Young Knight will be measured, and weighed. If the Character has more than 3 MAGIC chits, the traveller will immediately attack. If the Character has no more than 3 MAGIC chits, the traveller will join the Character for the remainder of the game.

Soothsayer – The blind old man will gladly join any Character generous enough to part with 8 gold. While employed, the Character may change any one recorded action during the turn.

Bat Hunter – A combat specialist who will only fight against bats. For 12 gold, this fighter will join the party, but will avoid all combat action. If bats are involved, the hunter will join the attack only as long as bats are on the hiring Character's sheet, and then only to attack a bat.

Gambler – A scummy rogue who is always available to dice with the Character (see rule 6.1/2 above).

Nobleman – Taking advantage of this nobleman's skill with people, any Character hiring him at 20 gold can always roll one level friendlier when dealing with Natives.

8. EVENTS

8.1 Some chits reveal significant but uncontrollable events that occur in the Realm. When an Event chit is revealed, immediately replace the chit with corresponding Event card, and display it to everyone.

8.2 Four different event types describe how an Event is to occur:

EVENT TYPE

Type:	Result:
Instant	Immediate effect – Event is discarded
Duration	Immediate effect – Event effect remains for the time shown, and is discarded
Permanent	Immediate effect – Event effect remains indefinitely
Delayed	Event has no effect, until time indicated, at which time it is discarded

8.3 Events only affect the tile that it is in and everything and everyone that is in it, unless otherwise specified. It does not matter if a Character is hidden when the event occurs.

9. GUILDS

9.1 Guild chits, upon discovery by characters, are placed in the highest number clearing that leads back to the Borderland tile. Once placed, guilds are identical to any dwelling except as described below.

9.2 There are three to be found, each with their own joining requirements and benefits, as shown:

THE GUILDS

Name:	To join:	1 st Benefit	2 nd Benefit	3 rd Benefit
FIGHT GUILD	Kill HEAVY monster without aid of magic spells	Additional REST phase	Sharpness stars unaffected by armor	FIGHT T1** chit
THIEF GUILD	Steal one treasure	Additional HIDE phase	-1 to all loot and cheat rolls	MOVE L1** chit
WIZ GUILD	Learn any new spell	Additional SP phase	Enchant one chit for free (per day)	MAGIC 1* chit

9.3 Advancement - Once you meet the join requirement, you must draw a quest from that guild's quest pile. The drawn quest must be completed before another can be drawn.

9.3/1 Each completed quest earns the Character a new benefit, as depicted on the guild table above. Benefits are earned in the order shown.

9.3/2 Benefits are only good as long as a Character belongs to a given guild. Joining another guild immediately cancels all benefits earned.

9.3/3 Acquiring the third and final benefit is dependant on the presence of the unique guild chit. If the chit is already in use by another Character, then the benefit is not granted until the owning Character is either killed or changes guild affiliation.

a. Once the chit becomes available, the first eligible Character to arrive at the corresponding guild is granted its use.

b. Multiple eligible Characters at the guild must decide who will receive the chit, either by unanimous decision, or battle to the death.

9.3/4 Characters that choose to assassinate guild members do not receive the deceased Character's benefits or unique chits.

9.3/5 If a Character leaves a guild (by joining another) and returns to "rejoin", he/she must start over by drawing a new Quest to earn the first benefit.

9.4 Quests - Most quests are self-explanatory, but there are a few designations on the cards that need describing. If the card indicates a random choice is to be made (ie., location), then a logical method should be selected. For example, one of the Wizard's Quests requires you to visit a random clearing of the Sweet Swamp. Since there are only four clearings, you could either roll a four-sided dice (defining in advance what the results mean) or keep rolling a six-sided dice until one of the four clearings comes up. In either case, once a random designation is chosen, it should be written down, and does not change (until someone else draws the same quest). If the quest card has a red asterisk at the bottom, this means that if all of the conditions of the quest are already satisfied (ie, three valleys are enchanted), you must instead draw another card. If a quest card gives you a choice of three things to get or discover, you needn't define in advance what you choose to find.

9.4/1 An alternative to the quests provided in the expansion, you may choose to use quests from the "Book of Quests" available on some Magic Realm fan sites.

10. NEW TREASURES

10.1 Minor Treasure Locations - There are five minor treasure locations added in the expansion: Runestone, Box, Bag, Stump, and Pouch. These treasure locations hold a single treasure or spell, and are located in the same way as other treasure locations.

10.1/1 When a minor treasure location chit is revealed for the first time, it is placed in a random clearing. It is not returned face down for the rest of the game.

10.1/2 Minor treasure locations are discovered with a "Discover Chit(s)" (or "Choice") result in the Locate search table.

10.1/3 Once a minor treasure location is "discovered", the treasure is immediately collected. In the case of the Runestone, the spell is awakened, but not learned. The character must still "Read Runes" to learn the spell.

10.2 Shejoh's Ring - Once the character places the ring on his/her finger, its effect is permanent. It cannot be removed for the duration of the game, even if the character is killed. The effect is random, determined by high die of 2d6 on the following table:

SHEJOH'S RING EFFECT

Die Roll:	Result:
1	Becomes the Witch-King (if already in play, then the character dies)
2	Transforms into a Tremendous land dragon in BLACK magic
3	Allows one re-roll of any given Power of the Pit spell*
4	Allows one re-roll of any given Curse spell*
5	Gains an extra HIDE phase
6	Ring has no effect

**either as the target, or the spellcaster*

10.2 Fountain - Roll on the following table once for each DRINK action recorded:

DRINK FROM FOUNTAIN

Die Roll:	Result:
1	Make Whole (see spell for details)
2	Rest all asterisks
3	Rest 4 asterisks
4	Remove curse
5	Poisonous - 1 wound
6	No effect

11. EXPANDED COMBAT RULES

11.1 Two-Handed Combat - Each weapon must be less than the vulnerability of the individual (ex: The dwarf, VUL=Heavy, can use 2 Medium weapons or a Light and a Medium). Choose which weapon is primary (by default, this is the heavier weapon). The primary weapon is the only one which can be alerted, either by a miss, or by and action in the encounter phase. The secondary weapon is always played non-alerted side up, no matter what.

11.1/1 The player must play a fight chit for each weapon. The asterisk limit still applies, and only the primary weapon receives a strength bonus for higher power FIGHT chits.

11.1/2 Missile weapons and spears cannot be used in two-handed combat. Additionally, no shield can be played as a defense when two weapons are wielded.

11.1/3 When targeting monsters, both weapons can be used against the same opponent, or different opponents. Make sure it is clear which weapon is targeted against which opponent (Use the red number chits to clarify, if needed).

11.2 More Ambushes - The spear, hand axe and *gasp* dagger can be used from concealment for an ambush. The drawback is you only get one shot per weapon. Length for throwing a weapon is always 12 (regardless of actual weapon length).

11.3 The Parry - You can play your weapon in one of the shield boxes. You still have to play a fight chit. The attacker's speed is checked against the weapon speed/fight chit and has to undercut that to parry. Basically the weapon acts like a shield with the damage absorption potential of the weapon itself. Unlike shields, weapons can only be destroyed not damaged. The damage has to exceed the weapon to destroy it. Any hit causing medium damage still causes a wound. The reason you may want to parry is for added defense against multiple opponents, while you wait for an opportunity to strike (or if you simply don't have a shield!) You can parry with two weapons, following rules stated above for two-handed combat.

12. MONSTER GENERATORS

12.1 Three of the new treasure locations are generators. Only one of these generators are used per game, chosen at random and undisclosed until discovered. Once a generator chit is revealed at the end of a player turn, it becomes active.

12.2 An active generator will produce "pods" of monsters on any turn that it is "prowling" (monster roll equals 5) in the presence of any color magic.

12.2/1 Color can be provided either accidentally by a player expending a color magic chit (like during a spell), or involuntarily by carrying a treasure that supplies color magic.

12.2/2 Color can also be supplied in the absence of a player on color magic days (every 7th day).

12.3 Pod Generation – Pods are produced by rolling on the following table:

POD GENERATION	
Die Roll:	Result:
1	New pod: 10 monsters
2	New pod: 6 monsters
3	New pod: 4 monsters
4	New pod: 3 monsters
5	New pod: 2 monsters
6	New pod: 1 monster

12.3/1 New Pods are placed on the tile containing the Generator treasure location.

12.3/2 The monster type generated is specific to the type of Generator that is producing (see below).

12.4 Monster Pod Movement – Monster pods move every day that the generator is “prowling” (monster roll equals 5), even if a new pod is not created.

12.4/1 Pods move from tile-to-tile as if flying. At the end of any character’s turn, the closest monster pod to the character is selected and moved one tile closer. If the pod is already in the character’s tile, then it moves immediately to the character’s clearing.

a. When choosing the closest pod, simply count the shortest path of tiles between the character and the pod. If multiple pods tie for the shortest distance, the character may choose which to move.

b. Pods moving into a character’s tile do not immediately move to their clearing, instead remaining “in the woods”. Pods only move to a clearing when they occupy the same tile before moving.

c. At midnight, all pods in clearings move back into the general tile area, as if taking flight.

12.4/2 No monster pod may move more than once per game turn. If a character ends the turn after all monster pods have been moved, then no monster pods are moved.

12.4/3 If multiple pods occupy the same hex at midnight, then they form together as one pod.

12.5 Generator Types – There are three types of generators possible, of which only one will exist in any game:

12.5/1 Graveyard – Draw monsters from the undead pool to create pods. Anyone casting Raise Undead will be limited, since this pool may get depleted by monster pod creation. This generator can be inactivated by “using” the Book of the Dead in the graveyard. The Book of the Dead is then removed from the game, and the graveyard can no longer summon undead. It can still be looted normally. Fatigue each search when looting the graveyard.

12.5/2 Hive – Draw monsters from the Bees/Slimes pool to create pods, using only the yellow side of the chits. Also present at the hive, is the Queen Bee. This monster behaves exactly like any other monster. Anytime a character ends a turn in the same clearing as the Queen Bee, two pods, instead of one, are moved at the end of the turn. The hive can be destroyed by three T hits (need not be consecutive or occur in a single day), but anytime the hive is struck, the Queen Bee appears with 1D6 workers (if available) to defend it. If the Queen Bee has already been killed, then nothing happens (strike away!). Once the hive is destroyed, it no longer generates pods of bees, but all remaining pods on the board move toward the offending character every turn they are active (no longer do other characters move the pods). If the character is killed, then the

pods return to normal activity. Once all pods have been destroyed, then they are gone for good! Looting the hive is like any other location (if just a bit stickier!)

12.5/3 Pond – Draw monsters from the Bees/Slimes pool to create pods, using only the green side of the chits. The only special feature of this generator, is the type of pods it creates. Though a pod may start off with just a few monsters, their numbers can increase over time as they divide. Anytime a slime pod is moved, roll on the following table:

SLIME DIVISION	
Die Roll:	Result:
1	All slimes divide
2	3 slimes divide
3	2 slimes divide
4	1 slime divides
5	Nothing happens
6	Nothing happens

a. When a slime divides, it goes from being one slime, to being two slimes.

b. If there are not enough slimes in the pod to accommodate the roll, then all slimes divide.

13. REVISED CHARACTERS

13.1 Dwarf – The poor loser that chooses the Dwarf, will quickly discover that this dude is short-changed in more ways than one. Just because the little guy has stumpy legs, is no reason to penalize his daytime activities (ever seen a Dwarf mine for gold?) Instead, the Dwarf will get four activities during the day, but may only record two moves. As is his special ability, he is unaffected by the rules regarding caves. He still gets four activities, of which only two may be moves.

13.2 Thief/Assassin – Everybody hates the Druid character. Seems unfair to have a character that can completely avoid any and all monsters, strolling unharmed about the Realm like some kind of freakin’ demigod. So, the Druid character is being replaced by one that seems to be lacking in this game anyway: a thief/assassin. This character will use the same chits as the Druid (heck, that makes the design easy), except that the Druid’s MAGIC II** chit will become the Thief/Assassin’s STAB T2** chit. This is one of those special chits that only a few characters get. Note that since this chit has 2 asterisks, the character will not be able to play a maneuver (making quite vulnerable to attack). However, if you think you have a chance at killing the monster or player, then an assassin should go for it, right? This character may choose only one spell (either II or VIII) and the special abilities are as follows:

1) Extra HIDE phase

2) -1 on all STEALING die rolls

14. NEW MONSTERS

14.1 Minotaur – This monster has a special counter called a buckler. The buckler is length=0, and attacks like a dragon head or giant club with H4/L2.

14.1/1 When the Minotaur is attacked, the buckler acts like shield armor. Any attack hitting the buckler is reduced by one sharpness star, and compared against the buckler’s vulnerability (H). If the vulnerability is exceeded (Tremendous damage), then the buckler is destroyed. Any attack hitting the buckler, does not harm the Minotaur.

14.1/2 The Minotaur regenerates a destroyed buckler only when it is returned to the treasure setup card.

14.2 Minotaur’s Lair, the Trap – The Minotaur guards a horrendous new treasure location called The Trap. This treasure location is unlike any other, in that it does not require a successful “Discover Chit(s)” result on the Locate table to start looting. The caveat is that you MUST discover the chit to LEAVE the clearing that the Trap chit is in.

14.2/1 Any character or hired leader that ends their turn in a clearing with the trap, is considered “trapped”, and may not leave the clearing

until such time as they escape (see rule 14.2/4 below).

14.2/2 All actions except MOVE and FLY are legal actions while trapped. Other chits, items, or cache's in the clearing are considered to be located in the trap, and can be located/looted/picked up.

14.2/3 Any character or hired leader may pass through the clearing containing the trap, provided they do not do any non-moving activity (HIDE, SEARCH, ALERT, SPELL, etc.) while in the clearing. Anyone doing a non-move activity while in the clearing becomes trapped.

14.2/4 A trapped character or hired leader may escape the trap only after a successful "Discover Chit(s)" or "Choice" result on the Locate table. Once the trap has been "discovered", the character or hired leader may enter/exit the trap at any time without penalty. A new treasure called the "Trap Blueprint" will allow the character or hired leader to escape the trap at any time.

14.3 Bees/Slimes – These special monsters are "one-sided". That is, they are either a Bee or a Slime, but not both. The type of monster they represent is determined by the generator rules (see section 12). These monsters DO NOT change tactics during combat.

14.4 Monster Stats – The following table outlines the new monster information:

NEW MONSTERS

Name:	Vul	Fame	Notoriety	Armor?
Minotaur	T	12	12	No*
Basilisk	T	10	10	Yes
Tunnel Spider	T	7	7	No
Harpy	T	9	9	No
Wasp Queen	T	6	6	No
Earth Elemental	T	0	0	Yes
Shade	H	0	4	No
Camoplant	H	0	1	No
Triceratops	H	2	4	Yes
Swamp Thing	H	6	6	No
Fire Elemental	H	0	0	No
Water Elemental	H	0	0	No
Rate Dude	M	1	1	No
Air Elemental	M	0	0	No
Zombie	M	0	4	No
Skeleton	M	0	1	Yes
Skeletal Archer	M	0	2	Yes
Skeletal Swordsman	M	0	3	Yes
Bee	M	0	0	No
Slime	M	0	0	No

*Minotaur is unarmored, but uses a buckler like a shield (see rule 14.1/1 above)

15. EXPANSION SETUP

15.1 Setting up the game of Magic Realm is a rather lengthy and time consuming process, but is definitely worth it in the end. The result is a very different world each time you play, complete with unpleasant surprises and plentiful rewards. With the new game additions, detailed in these realm pages, comes the necessity for a modified setup procedure. Veteran Magic Realm players will recognize the base setup underneath the modifications, and should not find it too difficult.

15.2 Board Setup – Setting up the board is essentially the same, except that there are a few more tiles. The original Magic Realm consists of 5 Wood, 5 Cave, 5 Mountain, and 5 Valley tiles, for a total of 20. Two new categories of tile are added here: Swamp (5) and Special (9). All of the Swamp tiles, and 5 of the Special tiles (chosen at random) are added to the original 20, for a grand total of 30 tiles. The board is then set up as described in the 2nd edition rules, beginning with the Borderlands.

15.3 Chit Placement – To accommodate all the new game elements, chit placement is slightly different than the original. Basically, chits are assembled into two pools: a "Major Chit" pool and a "Minor Chit" pool,

as shown in the table below and rule 14.4:

MAJOR CHIT POOL

Name:	Original:	Expansion:	Total:
Sounds	10		10
Treasure Locations	8	5	13
Gates		4	4
Travellers		6	6
Guilds		3	3
Groups	2	2	4
TOTAL	20	10	30

15.3/1 The five new Treasure locations consist of **Stones, Trap, Tree,** and **Web,** plus 1 random "Generator Treasure Location" chit, chosen from **Hive, Graveyard, or Pond.** The random generator remains "undisclosed" until discovered during the game.

15.3/2 Combine all the chits highlighted in yellow (sounds, treasure locations, gates, travellers, and guilds), and mix thoroughly. Remove four separate piles of five chits from the Major Chit pool, and set aside for **Lost City, Lost Castle, Necromancer's Tower,** and **Gate of Chaos.** These four piles will be placed on the board only with the discovery of the corresponding Group chit.

15.3/3 Remove four chits from the pool and mix with the LOST CITY group chit, and randomly distribute to each of the CAVE tiles.

15.3/4 Remove four more chits and mix with the LOST CASTLE group chit, and randomly distribute to each of the MOUNTAIN tiles.

15.3/5 Remove 4 more chits and mix with the NECROMANCER'S TOWER group chit, and randomly distribute to each of the SPECIAL tiles.

15.3/6 The remaining 5 chits are set aside for use with Minor Chit pool as described in the next section.

15.4 A Minor Chit Pool is created as shown:

MINOR CHIT POOL

Name:	Original:	Expansion:	Total:
Minor Treasure Location:		5	5
Events		5	5
Gold		5	5
Blank		10	10
TOTAL		25	25

15.4/1 Mix all 25 chits from the Minor Chit pool. Remove 10 chits at random and mix with the 5 remaining chits from the Major Chit pool (see 15.3/6 above). Distribute these 15 chits as shown:

1 chit to each CAVES tile (total = 5)

1 chit to each MOUNTAINS tile (total = 5)

1 chit to each SPECIAL tile (total = 5)

15.4/2 The remaining 15 chits of the Minor Chit pool are distributed as shown:

1 chit to each VALLEY tile (total = 5)

1 chit to each WOODS tile (total = 5)

1 chit to each SWAMP tile (total = 5)

15.5 Treasure Setup Card II – A new setup card has been provided. Set this up at the same time that you are setting up the Treasure Setup Card, placing treasures and spells as indicated. Note that you also have to place Event cards and Traveller cards. The numbers along the left-hand edge of the card indicate the monster roll that is required for the new monsters to be "prowling".

LIST OF SPELLS

Specific effects are explained in more detail in the main body of rules. The LIST OF SPELLS concentrates on the idiosyncrasies of each spell. The spells are grouped by type and each spell is listed in the following format:

NAME OF SPELL (Type/color magic needed to cast spell), **target of the spell**, *Duration of spell*: Explanation of the spell's effects.

TYPE I SPELLS

PRAYER (I/WHITE), **one character**, *Permanent*: The Character gains an extra REST phase.

VISION (I/WHITE), **one character**, *Instant*: Immediately discover every hidden path and secret passage on the current tile.

MIRACLE (I/WHITE), **one chit**, *Phase*: This spell allows the Character to convert any one chit (MOVE, FIGHT, MAGIC, DUCK, BERSERK) into a "Miracle" chit which can be used at your leisure.

1. MAGIC or color chits that are used to cast the spell cannot be the target for conversion, and are fatigued normally.

2. The Miracle chit is set aside and cannot be used for combat, movement, fatigue, or wounds (Note: this means that the Character can die, even

though the "Miracle" chit remains intact.)

3. Anytime a die roll is made by anyone, for any reason, the owner of the "Miracle" chit may play the chit and force a single re-roll of the dice. The best roll (as decided by the "Miracle" chit owner) must be used. Additional "Miracle" chits played only modify the chosen roll.

4. Once the Miracle chit has been played, it reverts back to its original function, and is placed into the wound box. A "Miracle" chit does not have to be played, and can instead be placed in the wound box at any time. [NOTE: the "Miracle" chit must be pre-existing before the roll to be affected has been made.]

TYPE II SPELLS

HEAL (II/GREY), **one character**, *Instant*: Immediately heal four asterisks.

ROCKS GLOW (II/GOLD), **CAVE clearing**, *Day*: May perform daylight phases in the affected clearing.

FLAME SWORD (II/PURPLE), **one character**, *Combat*: Use conjured flame sword in combat (L★★). Speed of sword is determined by FIGHT chit.

HYPNOTIZE (II/GREY), **one Native**, *Day*: Targeted Native becomes hired for one day.

SWORD SONG (II/GREY), **one sword**, *Combat*: Targeted sword is alerted for entire combat and gains one sharpness star.

TYPE III SPELLS

SLEEP (III/GOLD), **one clearing**, *Attack*: End combat in clearing for the day.

FLEET FOOT (III/GOLD), **one character**, *Day*: Mountain clearings require only one recorded MOVE.

SPIDER WEB (III/GOLD), **one individual**, *Attack*: Opponent remains tied to combat box for entire evening.

BEWILDER (III/GOLD), **one clearing**, *Combat*: All monsters in clearing are unable to change tactics during combat.

SEND (III/GOLD), **any number of Wolves**, *Attack*: Move and fight with wolves.

TYPE IV SPELLS

ICE STORM (IV/PURPLE), **one clearing**, *Attack*: Everything in the clearing (including the spell caster) is attacked with SMASH M4 ★

WALL OF FORCE (IV/GREY), **one combat box**, *Attack*: One combat box is completely blocked.

MAGIC SHIELD (IV/PURPLE), **one character**, *Combat*: Functions like a Heavy shield that cannot be damaged.

MAGIC MIRROR (IV/PURPLE), **one clearing**, *Attack*: All magic attacks rebound and hit the spellcaster.

ELEMENTAL (IV/PURPLE), **one character**, *Combat*: Roll to see which Elemental is summoned to fight for you:

SUMMON ELEMENTAL

Die Roll:	Result:
1	Choice
2	Earth
3	Fire
4	Water
5	Air
6	No effect

TYPE V SPELLS

DRAIN LIFE (V/BLACK), one monster, Attack: Kills monster and rest asterisks: T = 4, H = 3, M = 2. This spell, targeted against one monster, is used like any Attack Spell, except that when it hits, the monster is instantly killed, regardless of size. The size of the monster determines how many asterisks are rested:

DRAIN LIFE

Monster Size:	Result:
Tremendous	REST 4 asterisks
Heavy	REST 3 asterisks
Medium	REST 2 asterisks

RAISE DEAD (V/GREY), one clearing, Instant: Roll once on the raise dead table (below) for the result. Any undead raised are under the control of the spell caster for one evening, after which time they expire. No Fame or Notoriety is lost when undead are destroyed.

RAISE DEAD

Die Roll:	Result:
1	18 enemy undead attack spellcaster
2	Raise 18 undead
3	Raise 12 undead
4	Raise 6 undead
5	Raise 1 undead
6	No effect

ANIMATE (V/BLACK), one dead monster, Permanent: Any monster killed in the same clearing as the spellcaster on the same evening as this spell is cast, is revived. The revived monster MOVE and FIGHT speeds are each increased by one, creating a slower version of the original. The animated beast behaves like a native hireling, adventuring with the Character, but not traveling on its own.

1. An animated monster is unavailable to return to the Setup card until the monster is re-killed, or the spellcaster allows the source of BLACK magic to lapse. If the monster is re-killed in combat, the spell is broken. A dead reanimated monster remains dead, and cannot be reanimated again. In the absence of BLACK magic, the animated beast will fall dead and disintegrate into dust.

2. Animated monsters are not worth any fame or notoriety points when killed.

FAMILIAR (V/BLACK), one MAGIC chit plus any number of additional chits from a single character, Permanent: Chits make up a new character with no special abilities.

TYPE VI SPELLS

BODY DOUBLE (VI/GRAY), one Character, Combat: This spell may be cast on any one Character. Once this spell is cast, a new/separate combat sheet is employed as the Character's magical "double", and marked secretly. During combat, the "double" moves exactly as the spellcaster does (no need to mark movement on both sheets – it's assumed they are the same). Any uncontrolled monster or unhired native that is randomly assigned to the Character, is also randomly assigned to one of the combat sheets. Any Character, as well as any hired or controlled denizens, may select which of the combat sheets to attack, not knowing of course which is the real one. Any hits on the "double" sheet will dispel the illusion, and the sheet is removed. Hits on the Character's combat sheet are resolved normally.

Example The Magician does not want to lure any monsters, but his buddy the Black Knight cannot fight them all at once. He casts Body Double on the knight, confusing the array of monsters before him, giving them the

edge they need to survive the battle.

TEMPORAL VORTEX (VI/ALL), one clearing, Combat: Last round of combat is replayed.

OPEN GATE (VI/ANY TWO), one character, Day: Travel to any discovered gate.

MYSTIC BOOTS (VI/GRAY), one character, Day: Can MOVE M3 in combat or movement.

MAGIC ARROW (VI/GOLD), one individual, Attack: MISSILE M star star length=14.

FIGHTING HANDS (VI/GRAY), one character, Combat: Can FIGHT H3 in combat.

TYPE VII SPELLS

SLOW MONSTER (VII/GOLD), individual, Combat: Increase attack and movement by 2.

LEVITATE (VII/PURPLE), one treasure, Day: Targeted item has negligible weight.

REPAIR ARMOR (VII/GREY), one item of armor, Instant: The targeted armor is repaired.

INVISIBLE GUARDIAN (VII/PURPLE), one character, Combat: Cannot be undercut for one round of combat.

LUCKY BLOW (VII/GRAY), one FIGHT chit, Instant: One FIGHT chit inflicts T harm one round only.

TURN UNDEAD (VII/GRAY), undead, Combat: All undead in the clearing immediately cease combat.

TYPE VIII SPELLS

DISGUISE (VIII/GRAY), native group, Day: Treat targeted native group as FRIENDLY.

FEAR (VIII/PURPLE), any number of monsters, natives, and/or characters, Attack: All affected will flee.

DUEL (VIII/ANY), two Tremendous Monsters, Combat: Monsters battle only each other until one is victorious.

HOP (VIII/GOLD), one Character, Instant: Character transports to a random clearing in the same tile.

FIRE TRAP (VIII/PURPLE), one combat box, Attack: Everything in combat box suffers L star star star harm.

SPARKLE (VIII/GOLD), all monsters in clearing, Instant: This spell can only be cast during the encounter step of combat. Of course, the Character must be able to beat or tie the speed of the fastest monster to cast the spell. Once cast, one 1D6 die roll is made for every monster in the clearing. If the result is either 5 or 6, then the monster is immediately unassigned, and does not attack anyone for the current round of combat. Unassigned monsters are assigned as normal in the following round.