

# MAGIC REALM

2ND EDITION  
LIGHT 30M

## Version 2.1

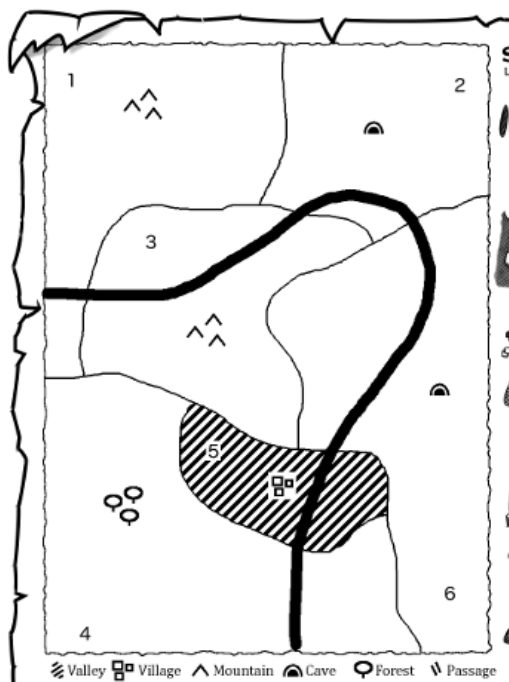
### OVERVIEW

This game is a simplified version of Magic Realm, adhering to most of the core rules for Exploration, Combat, Trading, Hiring and Magic that a single player can play in about 30 minutes using the A4 print-out sheet and 2 six-sided dice.

'Light 30' is a Magic Realm game term, meaning "something Light-weight that takes up 30 units of time".

### PREPARATION

- Draw 6 regions in the Map. Ensure that each region is adjacent to at least two other regions.
- Number each region 1 through to 6.
- Shade VALLEY in 1 region. This will be your starting region. Draw a VILLAGE in the VALLEY.
- Draw MOUNTAIN in 2 different empty regions.
- Draw CAVES in 2 different empty regions.
- Draw FOREST in the last empty region.
- Starting from one side of the map, draw a single, long ROAD that goes through every region and exits the Map after the last region.
- Place (or draw) a token representing your character on the VILLAGE.
- Choose a character type from the list of characters and write down his starting equipment/gold.
- In the Vulnerability box, circle the Vulnerability level of the character.
- Write the character's Fight and Move chits in the blank chit boxes.
- Write the character's Abilities in the Ability boxes.
- If the character has relationships with denizens, write the denizen's symbol above the appropriate relationship in the Meeting table.



Eg. A completed Map.

### MEASUREMENT SCALE

Negligible	Light	Medium	Heavy	Tremendous
VULNERABILITY				

The measurement scale applies to most things in Magic Realm, such as armor weight or weapon damage. When you are instructed to "increase a level", this means moving up the scale to the next value, so increasing 1 level from "Light" goes up to "Medium", while decreasing 2 levels from "Heavy" brings it down to "Light".

In short-form, these scale values are referred to by their first letter, i.e. N, L, M, H, T. You can use the Vulnerability scale to keep track of these levels during the game.

### ROLLING 2D6

In all cases where "roll 2D6" is referenced, this means rolling 2 six-sided dice and taking the higher number. In Magic Realm, lower results are better than higher results, so rolling ones on two dice (i.e. snake eyes) is the best result.

### GOLD

Gold is used as currency in Magic Realm. You start off with 10 Gold, and can use Gold to hire denizens, or buy items. You can also gain Gold by selling items at the Village. Every 15 Gold is worth 1 Victory Point at the end of the game.

### FAME

Fame is used to track how successful you are. The higher the Fame at the end of the game, the more Victory Points you will score. Every 5 Fame is worth 1 Victory Point at the end of the game.

### CHARACTER VULNERABILITY

The character vulnerability represents how tough you are when receiving damage. If you are unarmored and receive a hit that inflicts damage equal to or greater than your Vulnerability, you are immediately killed. Damage lower than your Vulnerability inflicts wounds (explained in character chits below). Negligible damage is ignored.

### ABILITIES

Each character has one or two abilities that can be used to bend the rules of the game in some way. Read about the different abilities in the Characters section.

### CHARACTER CHITS

Your attributes are tracked by six chits. These can be Move, Fight and Magic chits.

### Fatigue and Wounds

Chits can be Fatigued (denoted by circling Ftg) or Wounded (denoted by circling Wnd) during the game. If all of your chits are wounded, you succumb to your wounds and die.

Chits are usually Fatigued or Wounded during combat. Fatigued and Wounded chits cannot be used until they are healed up by Rest actions.

A chit that is not Fatigued or Wounded is considered an active chit.

### Fight Chits

Fight chits are used during combat to attack an opponent. The letter denotes the maximum weight of the weapon used in the

attack, while the number next to it denotes the speed of the attack (i.e a “Fight M5” chit can attack with a Medium weight weapon and takes 5 seconds to perform).

Move Chits

Move chits are used during combat to avoid an opponent’s attack. The letter denotes the maximum weight of your weapon/armor used during the movement while the number next to it denotes the speed of the move (i.e. a “Move H6” chit can be used to move you while wearing Heavy armor, and takes 6 seconds to perform).

Magic Chits

Magic chits are used to cast spells. It has a number denoting the speed of the casting. (i.e. a “Magic 4” chit can cast a spell in 4 seconds).

Effort Asterisks

A chit might have one or two Effort asterisks on it. This indicates that using this chit in combat may result in this chit being fatigued. Fatigued chits cannot be used again until it is rested. (i.e. a “Fight T4\*\*” has two Effort asterisks and may be fatigued after you use it.)

Combat Sections and Followers

Your sheet has three combat sections. The first section is to handle combat for opponents attacking you, while the other two sections are for handling combat for opponents attacking your followers. You can have at most two followers.

GAMEPLAY

The game is played over 14 Days. Each Day has several Phases - Birdsong, Daylight, Evening and Midnight.

1. BIRDSONG PHASE (PLANNING)

In the Daily Actions section, record down 4 actions in the order that you wish to take this day. These actions are performed (in recorded order) during the Daylight phase.

Day	ACTIONS	Roll
1	M4,M5,S,S	
2		
3		
4		
5		
6		
7		

Eg. On Day 1, you decide to scout out region 4 before traveling back to the Village in region 5. You intend to spend the rest of the day in the Village, searching (prying) for rumors. Perhaps you’ll find out a hidden passage, or hints about treasure sites in adjacent regions.

1.1 H – HIDE

This action allows you to conceal yourself so that creatures in your Region will not block you during Daylight, or attack you during the Combat phase. Write ‘H’ to record this. To perform this action during Daylight, roll 2D6. A result of 6 means that you have failed to Hide; cross out your recorded ‘H’ to indicate this. Otherwise, circle the ‘H’ to indicate that you are Hidden this day.

Your followers are considered hidden or unhidden along with you.

You remain Hidden until the Midnight phase of this day, or until you decide to attack an opponent during Evening.

1.2 M – MOVE

This action moves you from one Region to another. Write ‘M’ followed by a Region Number to indicate your intended destination region. i.e. ‘M4’ means ‘move to region 4’.

You can only move to an adjacent region that is connected to your region by the Road, or by a previously discovered Passage. You cannot move if all your Move chits are Fatigued or Wounded, or if your strongest Move chit is weaker than your heaviest weapon/armor.

To move into a Mountain region, you must spend TWO consecutive Move actions to climb it. Write ‘M?-M?’ to indicate this, where ? is the number of the Mountain region.

Revealing Sites

When you arrive in the destination region that has no Site, you must immediately randomly reveal a Site for the region. Roll 1D6 and count down from the first Site on the Sites list, skipping sites that have already been revealed in other regions, wrapping back up to the first available site if you exceed the end of the list. Circle the Site to show that it has now been revealed, and write the Site name in the current region.

Note that newly revealed sites are not discovered yet. You have only found hints/rumors of the site in the region, and must locate the site with a ‘Search – Locate’ action.

Also note that you do not reveal a site for the Valley region. This region already has a special VILLAGE site.

Eg. You arrive in the Forest and roll a 5 and start counting on the Sites list. You have already previously revealed the Hoard and Vault, so you skip those during your count. You reveal the Altar.



1.3 S – SEARCH

This allows you to search your Region for Passages or Sites. Write ‘S’ to indicate that you are performing a Search. When performing the Search, you may choose to either Locate, Loot a Site, Peer or Read Runes.

Locate

You may attempt to Locate a Site or Passage in your current region. Roll 2D6 and look up the Locate table to see the result.

‘Site’ means that you discover the Site in the region. Circle the Site name in the region to indicate that you have found the site.

‘Passage’ means that you discover a passage to an adjacent region that is not necessarily immediately connected by the Road. Choose an adjacent region and draw a Passage on the border of your current region and the adjacent region.

A 1 result allows you to choose either ‘Site’ or ‘Passage’.

Loot a Site

If you have discovered your current region’s Site using the ‘Search – Locate’ action, you may loot the Site for treasures.

Roll 2D6 and divide the result by 2, rounding up. Starting with the Site's first available check box, count along the available check boxes until you reach your Loot result number. If you run out of check boxes during your count, you do not find any treasure.



*Eg. You want to Loot the Hoard. The first checkbox in the Hoard has already been looted. You roll 3 on 2D6, and divide this by 2 to get 2 (rounded up). You loot the third checkbox in the Hoard. If you had rolled a 5 or 6, you would not have found any treasure.*

If you do arrive at an available check box with your Loot result number, then check the box to make it unavailable, and randomly select a treasure from the Treasures list. Roll 1D6. Then roll a second 1D6, and add 6 to the first result if the second roll is 4-6. (Alternatively, roll 1D12). Starting with the first available treasure in the list, count down the available treasures in the list until you reach your result, wrapping back up to the first available treasure if you exceed the end of the list. Check the treasure's box to show that you now own this treasure.

### **Special: Looting the Vault**

The Vault is a special Site that requires you to open first when looting. To first Loot the Vault, you must have a Tremendous chit of any type. This can be achieved via potions or items. Your chit immediately fatigues after opening the Vault. After being looted for the first time, the Vault can be looted like a normal site.

### **Peer/Pry**

If you are in a Mountain region, you may attempt to Peer at an adjacent region. If you are in the Village, you may also use this action to Pry for rumors about an adjacent region.

Choose an adjacent region and roll 2D6 and look up the Peer table to see the result.

'Clues' means that you can reveal the region's Site, if one has not already been revealed in the region. See the MOVE action about revealing sites.

'Passage' means that you discover a passage to the adjacent region that is not necessarily immediately connected by the Road. Draw a PASSAGE on the border of your current region and the adjacent region.

'Clues/Psge' allows you to choose either 'Clues' or 'Passage'.

### **Read Runes**

If you have the Book of Lore or Enchanter's Skull treasure, you can attempt to read its runes in order to awaken or learn a spell. Roll 2D6 and look up the Read Runes table to see the result.

'Awaken' means that you discover a spell. The item can now be used to cast the spell. The Book/Skull itself acts as a Magic chit.

'Lrn & Awaken' means that you discover a spell, and can now cast the spell using your own Magic chits even without the item. You must have a Magic chit in order to learn a spell (i.e.

only the Alchemist can learn spells in MRL30). Learnt spells are worth Victory Points at the end of the game.

'Curse' means that you inadvertently trigger off a curse in the item. You lose 3 Fame.

When you discover a spell, roll 1D6. Starting with the first available spell in the list, count down the available spells in the list until you reach your result, wrapping back up to the first available spell if you exceed the end of the list. Check the spell's box to show that you now have this spell, and write 'L' next to the check box if you have learnt it.

### **1.4 T - TRADE**

This allows you to Trade with the Village, the Crone, or the Warlock. You can only trade when you are in the Village, or if the Crone or Warlock is visiting the Village. Each trade action allows you to buy or sell a single item.

The Village sells the Vial of Healing and all weapons/armor in the list, except for the Truesteel sword. Armor has two Gold costs; the large cost is for undamaged armor, while the small cost is for damaged armor. The Village buys damaged armor, but does not sell damaged armor.

The Crone and Warlock sell potions on the potions list, as indicated by the 'From' column.

To sell an item, you may sell the item for its value in Gold. Uncheck the item's box and gain that much Gold. If the item was a Treasure, strike-out the Treasure's box and name to remove it from the game – it is no longer available in the list.

To buy an item, you need to use the Meeting table to determine the purchase price. Choose an item from the list and roll 2D6. Before rolling, you may spend 2 Gold to 'buy drinks' for the denizen to improve the relationship by one column to the right for this roll. You cannot buy drinks for the Village.

Look up the Meeting table under the appropriate relationship column (use 'Friendly' for the Village, otherwise use 'Neutral' by default), to see the purchase price result.

'Price x1-4' means that the item can be bought for its Gold multiplied by the number.

'Opportunity' means that you impress the seller. Roll 2D6 again, and check the result on the next column to the right.

'Boon' means that the seller will give you the item for free. However, accepting this will lower your current relationship with the seller, and future rolls will be on the next column on the left. Write the denizen code above the appropriate relationship column in the Meeting table. The Village never gives Boons.

'Trouble' means that you aggravate the seller. Roll 2D6, and check the result on the next column on the left.

'Insult! -2 Fame', 'Duel! Battle! -3F' and 'No Deal' means that the seller refuses to sell to you.

'Block/Battle' means that the seller refuses to sell, and blocks you from further actions this day.

Buy the item using your Gold and check the item's box.

### Trading In Items

When paying for an item, you are allowed to 'trade-in' any of your items for their Gold value, however no change is given. *Eg. The Dwarven Smith wants to buy the Draught of Speed for 12 Gold but he only has 10 Gold. He can trade-in his undamaged Helmet (worth 5 Gold) and pay 7 Gold to buy the Draught of Speed. The Huntress wants to buy the Vial of Healing for 4 Gold. She can trade-in her damaged Shield (worth 5 Gold) to buy the Vial of Healing, but she does not get 1 Gold in change.*

### 1.5 R – REST

This allows you to heal up a Fatigued or Wounded action chit. The cost to heal up a chit depends on the number of Effort asterisks on the chit. By itself, a single Rest action can pay for ONE Effort asterisk.

If the chit has no Effort asterisks, the Rest action can convert it from Fatigued or Wounded to normal.

If the chit has one or more Effort asterisks, the Rest action can pay to convert it from Wounded to Fatigued, or from Fatigued to normal. The additional Effort asterisk cost (if any) needs to be paid by Fatiguing one or more normal chits with Effort asterisks to make up for the extra Effort cost.

*Eg. You want to heal up your Wounded Fight M3\*\* chit. You use one Rest action, and fatigue your Move M4\* chit to convert the Wounded Fight M3\*\* chit into a Fatigued Fight M3\*\* chit. You now have a Fatigued Fight M3\*\* chit and a Fatigued Move M4\* chit. You need to spend another three more Rest actions to heal these both up to normal.*

Alternatively, if nothing can block you during this Day, count the number of Effort Asterisks you wish to heal up from Wounded to Fatigued, or from Fatigued to normal, and record that many Rest actions. It works out the same.

### 1.6 HR - HIRE

This allows you to hire the Pikeman, Archer, Swordsman or Assassin if they are currently in your region. Each hire action allows you a single hire attempt. If successful, a hired denizen will become your Follower. You may have up to 2 Followers.

Roll 2D6. Look up the Meeting table under the appropriate relationship column (use Neutral by default), to see the hire price result. Before rolling, you may spend 2 Gold to 'buy drinks' for the denizen to improve the relationship by one column to the right for this roll.

'Price x1-4' means that the denizen can be hired for its 'Hire ? Gold' value multiplied by the ? number.

'Opportunity' means that you impress the denizen. Roll 2D6, and check the result on the next column on the right.

'Boon' means that the denizen will join you for free. However, accepting this will lower your current relationship with the denizen, and future rolls will be on the next column on the left.

Write the denizen code above the appropriate relationship column in the Meeting table.

'Trouble' means that you aggravate the denizen. Roll 2D6, and check the result on the next column on the left.

'Insult! -2 Fame', 'Duel! Battle/-3F' and 'No Deal' means that the denizen refuses to join you.

'Block/Battle' means that the denizen refuses to join you, and blocks you from further actions this day.

Hire the denizen using your Gold. Hired denizens become your follower for the next 7 Days. Mark the final day of hire on your Daily Actions section. At Midnight of the final day of hire, the denizen becomes un-hired in your current region (write the denizen's symbol in the current region). You can attempt to re-hire the denizen again the next day.

### 1.7 EN – ENCHANT

If you have a Magic chit, you can enchant the chit to turn it into a magic power source. This can then be used with another Magic chit in order to power a spell. Write 'E' in the Magic chit to show that it is enchanted. You can use this during combat to cast a spell, or anytime during the Day to energize a permanent spell. Once used, the enchanted Magic chit becomes un-enchanted and fatigued.

Also, you can enchant your current region. To enchant the region, you need a Magic chit and a source of magic power (which could be from another enchanted Magic chit. This chit will immediately fatigue and is no longer enchanted once used). Enchanted regions continuously supply magic power for any spells within itself. Write 'Magic' (or draw an appropriate magical symbol) in the region to show that it is now enchanted. Regions remain enchanted until the end of the game.

### 2.0 DAYLIGHT PHASE (PERFORMING ACTIONS)

In recorded order, perform each action that you recorded during the Birdsong phase.

#### Blocked by Denizens

At the end of each action, if you are unhidden and there are monsters in your region, the monsters will block the rest of your actions and you will be unable to perform them.

A botched Trade or Hire action can also result in you being blocked. Note that moving into a Mountain region requires two consecutive Move actions, which means that you can't move into a Mountain region while you are unhidden and there is a monster in your current region as the monster will block you after the first Move action.

Cross out the rest of your actions for the day if you have been blocked.

### 2.1 MONSTER ROLL

After you have performed all your actions (or have been blocked by denizens), roll 1D6, record it in the Roll column of the Daily Actions section, and check the Denizen section next to the corresponding number.

## Spawning Terrain Monsters

Starting from the first entry and going down the list, look for an entry that has hasn't spawned yet, and has a "Location" symbol that matches the terrain symbol in your current region. Once you find this entry, check the denizen's box and write its code in your current region. If you find no such entry for this Monster Roll number, then nothing is spawned.

Only one denizen will spawn for a matching terrain symbol (unless specified otherwise).

## Spawning Site Monsters

Sites tend to be guarded by a particularly powerful monster. If the Monster Roll has an entry for a Site in your current region, and the monster has not spawned yet, then the monster is spawned in your region. Check the denizen's box and write its code in your current region. Site Monsters are spawned in addition to any terrain monsters spawned.

## Spawning Village Denizens

Denizens constantly come and go in the Village. If the Monster Roll has an entry for a Village denizen that isn't already one of your Followers (or does not already exist on the Map), then the denizen turns up in the Village. Village denizens stay in the Village until the next Monster Roll.

Some like the Pikeman, Archer, Swordsman and Assassin might fight you during the Evening, or can be hired during the next Day prior to the next Monster Roll.

The Crone and Warlock cannot be hired, but you can trade with them to buy potions.

<input type="checkbox"/>	GT1	^	Giant
<input type="checkbox"/>	GT2	^	Giant
<input checked="" type="checkbox"/>	TL1	^	Troll
<input type="checkbox"/>	TL2	^	Troll
<input type="checkbox"/>	TT1	Vault	T Troll
<input type="checkbox"/>	AS1	Assassin	Assassin

*Eg. The Monster Roll is 4. You are in a Cave region. Looking at the 4 section in the Denizen table, TL2 will appear because TL1 has already been*

*spawned in an earlier roll. Also, if the Vault is in the region, then TT1 will also spawn. If you were in the Village, the Assassin would turn up.*

## 3.0 EVENING PHASE (COMBAT)

During the Evening phase, monsters or un-hired denizens in your region may attack you, or you might attack them. Two rounds of combat are performed, after which Evening ends even if there are still living opponents in your region.

If there are no monsters or un-hired denizens in your region, you may still cast spells before Evening ends.

If you are Hidden at the start of Evening, you may choose to avoid combat this Evening. If you decide to start combat, you are immediately unhidden.

## 3.1 ROLL FOR BATTLING UNHIRED DENIZENS

If the un-hired Pikeman, Archer, Swordsman or Assassin is in your current region, roll 2D6 and look up the Meeting Table, using the column of your relationship with the denizen, or Neutral by default. Before rolling, you may spend 2 Gold to 'buy drinks' for the denizen to improve the relationship by one column to the right for this roll.

'Block/Battle' means that the un-hired denizen will attack you this Evening and is considered an opponent.

'Duel! Battle/-3F' means that the denizen challenges you to a duel in which case the denizen becomes your opponent. Not accepting the duel will result in you losing 3 Fame.

'Insult! -2 Fame' means that the denizen insults you and you lose 2 Fame.

Any other result means that the denizen does not attack you this Evening.

## 3.2 COMBAT ROUND

A Combat round consists of the following steps:

### 3.2.1 DEPLOYING OPPONENTS

Opponents in the same region will be deployed to attack you. If opponents have already been deployed in the previous round, they continue to attack their current targets unless their target has been killed.

You must deploy opponents as evenly as possible between yourself and your followers.

*Eg. GN1 and GN2 are in the same region as you. They both deploy themselves to attack you.*

*Eg. GN1 is in the same region as you and your Assassin follower. You can choose to deploy GN1 to attack either you or your Assassin.*

*Eg. GN1 and GN2 are in the same region as you and your Assassin follower. You can choose to deploy GN1 to attack you and have GN2 attack your Assassin. You are unallowed to deploy both GN1 and GN2 to attack your Assassin.*

When an opponent is deployed against you, write the opponent's code inside one of the 1, 2 or 3 boxes in your combat section. If multiple opponents are deployed against you, you must write their codes as evenly as possible across all your boxes, stacking multiple opponents in one box if required.

Write opponent codes deployed against your followers in their 1,2,3 boxes in the same way.

### 3.2.2 CAST SPELLS

You may cast a spell if you have a Magic chit, and an available source of magic power. A source of magic power usually comes from either the 7<sup>th</sup>, 14<sup>th</sup> or 21<sup>st</sup> day, the current Region that has been enchanted with the Enchant action, or another Magic chit that has been enchanted with the Enchant action.

Choose an active Magic chit. If an opponent is on your combat section, your Magic chit must have a cast speed less or equal to the opponent's Move speed, otherwise you cannot cast a spell i.e. the opponent attacks you and disrupts your spell casting. If you successfully cast a spell, you may not attack this round unless the spell allows you to do so. Your magic chit chosen to cast the spell fatigues immediately. If an enchanted magic chit was used to power the spell, it fatigues immediately as well and is no longer enchanted.

### 3.2.3 RUN AWAY

You may decide to run away from combat. To do so, you must play an active Move chit or Shoes/Boots Treasure that is strong enough to carry your heaviest weapon/armor, and has a speed less than the Move speed of your fastest opponent. Your followers run away with you. Combat ends and the Midnight Phase starts. Otherwise, combat continues as usual.

### 3.2.4 CHOOSE TARGET OPPONENTS TO ATTACK

After all opponents have been deployed, you may decide which opponent to attack this round.

If an opponent (or opponents) has been deployed against you, choose to attack one of them. If you have no opponent deployed against you, you can choose an opponent in a different combat section. You can indicate the target opponent by marking your symbol next to it.

Assign targets for each of your followers in the same way.

If you (or any of your followers) have not been assigned a target, you (or your follower) will not attack this round.

*Eg. GN1 and GN2 is deployed against you. You can choose to attack either GN1 or GN2.*

*Eg. GN1 is deployed against you, and GN2 is deployed against your Assassin follower. You can choose to attack GN1, but you cannot attack GN2. Similarly, your Assassin can choose to attack GN2, but cannot attack GN1.*

*Eg. GN1 is deployed against your Assassin follower, and no opponent is deployed against you. Your Assassin can choose to attack GN1, and you can choose to attack GN1 as well.*

### 3.2.5 ASSIGNING FIGHT AND MOVE CHITS

For your attack, write one of your active Fight chits in either the Th (Thrust), Sw (Swing), or Sm (Smash) circles in your combat section. Your weapon's weight cannot exceed the strength of your Fight chit.

For your defense, write one of your active Move chits in either the Ch (Charge), Dg (Dodge), or Dk (Duck) circles in your combat section. Your weapon/armor's weight cannot exceed the strength of your Move chit.

You are allowed to play a combination of Fight and Move chits that does not exceed two Effort asterisks in total.

Your followers attack and defend using the 'Th Ch', 'Sw Dg' or 'Sm Dk' circles. Write the follower code in one of the 'Th Ch', 'Sw Dg' or 'Sm Dk' circles in their combat sections.

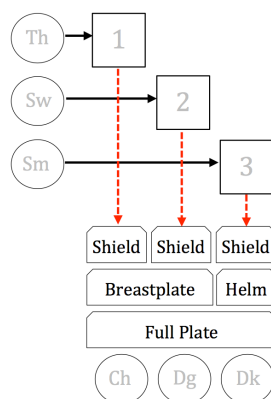
### 3.2.6 REPOSITION OPPONENTS

For each combat section, roll 1D6 and refer to the Position table to see if the opponents re-position themselves. If they do re-position, erase the opponent code and write it in its new box.

A result of 5 or 6 moves all opponents into the next box to the left or right. If no box exists to the left or right of the opponent, then the opponent wraps around to the Box on the opposite end in the same combat section. *Eg. GN1 is in Box 1 and the Re-*

*position Roll is 5, which is 'Move one box to the left'. GN1 moves to Box 3.*

### Using the Combat Sections



*In your combat section, opponents attacking you will be placed in one of the 1,2,3 Boxes.*

*Your attacking Fight chit is placed in one of the Th, Sw and Sm circles on the left. Your defensive Move chit is placed in one of the Ch, Dg, Dk circles at the bottom.*

*The black and red arrows are used to determine if an attack intercepts and hits its target.*

*After re-positioning opponents (step 3.2.6.), your attack will intercept and hit your target opponent if it is in a Box (in any combat section) **with the same number** that the black arrow is pointed at. Your opponent's attack will intercept and hit you if your Move chit is in the circle that the red arrow is pointed at.*

*In your follower's combat section, opponents attacking your follower will be placed in one of the 1,2,3 Boxes.*

*Your follower's symbol is placed in one of the circles at the bottom.*

*The black arrows and red arrows are used to determine if an attack intercepts and hits its target. After re-positioning opponents, (step 3.2.6), your follower's attack will intercept and hit its target opponent if it is in a Box (in any combat section) **with the same number** that the black arrow is pointed at. Your follower's opponent's attack will intercept and hit your follower if your follower's symbol is in the circle that the red arrow is pointed at.*

*Note that the arrows are only used to demonstrate if an attack hits by **intercepting**. An attack may still hit its target by **undercutting**, which happens when the attacker's Fight speed is faster than the defender's Move speed.*

### 3.2.7 RESOLVE ATTACKS

In the first round of combat, resolve the attacks in the order of the weapon range/reach, with the longest weapons going first. The fastest attack breaks ties.

In the second round of combat, resolve the attacks in the order of the attack speed, with the fastest attack going first. The longest weapon breaks ties.

If there is still a tie on weapon range/reach and attack speed, the attacks are considered simultaneous, and these attacks deal damage at the same time, possibly resulting in both combatants getting killed at the same time.

If a combatant is killed by an earlier attack, his own attack is cancelled.

Each attack hits if the attack intercepts its target in the target's combat section. The attack also hits if it is faster than the





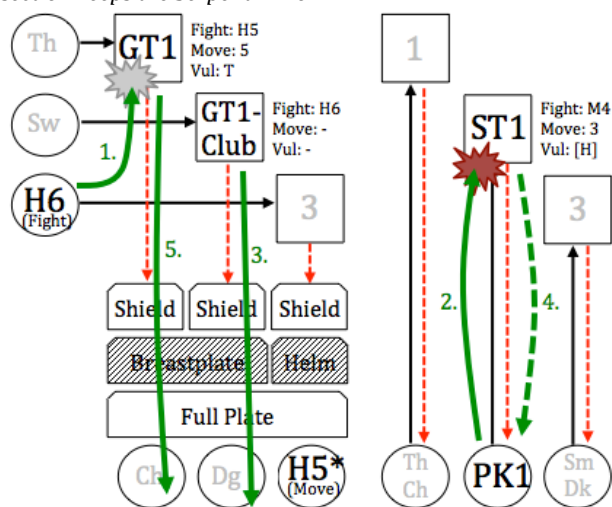
If the Dragon stays in Box 3, the Knight will miss his attack, and the Dragon will undercut and damage the Full Plate. The Knight receives a Wound.

Regardless of the outcome, at the end of Round 2, the Knight needs to fatigue another chit with Effort asterisks because he played two Effort asterisks this round as well.

### Eg. Player and follower versus two Opponents

The Mercenary and his Pikeman follower are fighting a Giant (GT1) and his pet Serpent (ST1). The Giant has Fight H5, Reach 0, Move 5, Vulnerability T, and a separate Club attack with Fight H6, Reach 8. The Serpent has Fight M4, Reach 0, Move 3 and Vulnerability [H]. The Mercenary's Crossbow (Reach 12) does H1★ in Round 1, and the Pikeman has Fight H6★ (Reach 10) both of which is enough to take down the Giant with Vulnerability T. However, since the Crossbow can undercut the Giant in Round 1, it is decided that the Giant be deployed against the Mercenary, and the Serpent against the Pikeman. The Mercenary places his slow Fight H6 chit in his Sm circle; in Round 1, his Crossbow will fire at Speed 1, so it does not matter that his Fight chit is slow. He places his Move H5\* into Dk, under his Helm. If the Giant does intercept his Move chit, then at least its just a Helm that gets destroyed, rather than the more useful (and costly!) Breastplate. The Giant is placed in Box 3 and his Club into Box 1. The Pikeman is placed into the 'Sw Dg' circle, the Serpent is placed into Box 2.

The Re-position Opponents roll in the Mercenary combat section is 6 which shifts opponents to the right, so the Club moves to Box 2, and the Giant wraps around to Box 1. A separate Re-position Opponents roll in the Pikeman combat section keeps the Serpent in Box 2.



1. In Round 1, the weapon with the longest reach goes first, and that's the long-ranged Mercenary's Crossbow with Reach 12. It fails to intercept the Giant, but undercuts because its attack Speed of 1 is faster than the Giant's Move speed of 5. However, because this is a missile weapon, its damage is modified by the Missile table. Rolling 2D6, the result is 4, which means -1 Level. The Crossbow does Heavy damage to the unarmored Giant. The Giant survives and looks pretty angry!

2. The Pikeman has the next longest weapon with Reach 10, so he goes next. His attack hits the Serpent because it intercepts it, and kills it immediately.

3. The Club attacks next with Reach 8, but its attack misses because it neither intercepts or undercuts the Mercenary's Move speed.

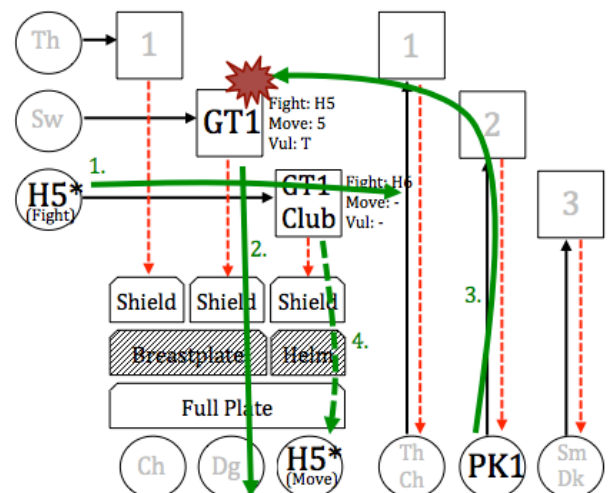
4. The Serpent attacks next, but its attack is cancelled because it was killed earlier.

5. The Giant attacks last, and misses because it neither intercepts the Mercenary or undercuts the Mercenary's Move speed.

At the end of round 1, the Mercenary only played one Effort asterisk, so does not need to fatigue any chits.

In Round 2, the Giant continues attacking the Mercenary, and vice-versa. The Pikeman now has no opponents in his combat section, so can target the Giant which is in a different combat section. The Mercenary plays his Fight H5\* into his Sm circle; this way he gets to attack before the Giant or its Club because in Round 2, the faster Fight chit will go first, with ties broken by weapon Reach. His Crossbow now only does H, so his Fight chit will determine its Speed. It's still possible that the Crossbow will inflict Tremendous damage on the Missile table, so it's worth attacking. He keeps his Move H5\* in Dk.

The Re-position opponents roll shifts the Giant to Box 2, and its Club to Box 3.



1. The Mercenary goes first because his Fight speed is 5, and he has the longest weapon. His Crossbow attack misses however, because it neither intercepts the Giant or undercuts the Giant's Move speed. The Club cannot be hit.

2. The Giant goes next and misses because it neither intercepts the Mercenary or undercuts the Mercenary's Move speed.

3. The Pikeman goes next, and his attack intercepts and hits the same Box number as where the Giant is in the Mercenary's combat section. The Pikeman does Tremendous damage to the unarmored Giant, and kills it immediately!

4. The Club goes last, but its attack is cancelled because the Giant was killed earlier. It falls out of the Giant's grasp instead of intercepting and hitting the Mercenary.

The Mercenary needs to fatigue a chit because he played two Effort asterisks this round. He would probably like to buy the Pikeman a drink later too.

### Using Your Armor

Armor protects the named slots in your combat section. So the Helm protects Dk, the Breastplate protects Ch, Dg, and the Full plate protects all three circles. When you play your Fight and Move chits in combat, you need to decide which Shield slot does your Shield protect this round.

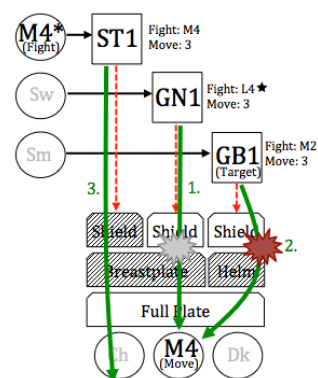


If an attack that hits you intercepts your armor in the combat section, then your armor protects you. Your armor allows you to ignore one Sharpness star from the attack, and saves you from getting killed outright from inflicted damage that is equal or greater than your Vulnerability.

First, check if the damage inflicted is Light or weaker. If so, then ignore the damage, otherwise receive a Wound. Next, check if the damage inflicted damages your armor. Armor is damaged if it receives damage equal to its weight. If the armor is damaged, then mark a 'D' next to it in the combat section. Armor that is damaged twice, or receives damage that is greater than its weight, is destroyed. Remove it from your Weapon/Armor list.

Once an attack hits the first piece of armor, it stops and does not go any further.

### Eg. Using Your Armor



*The Huntress has been attacked by a Serpent (ST1), a Goblin (GN1) and a Giant Bat (GB1). She has targetted the Giant Bat (mainly because out of the three opponents, the Bat will always undercut and hit her with its M2 attack, thus making it the most dangerous opponent), and after re-positioning opponents, her attack has missed.*

1. The Goblin (GN1) attacks next and intercepts and hits the Huntress. However, the attack intercepts the Breastplate which removes one Sharpness star and reduces the Goblin's damage to L, which is ignored.

2. The Giant Bat (GB1) goes next and although it does not intercept the Huntress's Move M4 chit, it undercuts and hits because its Fight M2 is faster than the Huntress's Move M4. It does Medium damage. Normally, this would kill the Huntress out-right because of her Medium Vulnerability, but the attack intercepts the Helm, which means that the Huntress receives a Wound instead. Also, since the Helm has a weight of Medium, it gets damaged. If it gets damaged again (or receives damage greater than Medium), it will be destroyed.

3. The Serpent (ST1) now attacks and misses the Huntress because it neither intercepts or undercuts her Move M4 chit. Missed attacks never hit armor.

### 3.2.9 FATIGUE & WOUNDS

After all combatants have resolved their attacks, you need to fatigue and/or wound your chits, if required.

#### Fatiguing Chits

If there is a total of two Effort asterisks from all the chits you played this round, then you must fatigue a chit with at least one Effort asterisk.

Choose an active chit (which can be from chits you played during this combat round) with at least one Effort asterisk, and draw a circle around 'Ftg' to indicate that it is fatigued and no longer active.

If the chit has two Effort asterisks, then you are allowed to 'make change' by un-fatiguing a chit with one Effort asterisk that which is currently fatigued to make up for the extra Effort asterisks.

*Eg. You spent Fight H5\* and Move M3\* during this round of combat. You need fatigue a chit because there are two Effort asterisks in total.*

*Eg. You spent Fight H4\*\* and Move H5 during this round of combat. You currently have a fatigued Fight H3\* chit. You need to pay one Effort asterisk worth for Fatigue. You choose to Fatigue the Fight H4\*\* chit and 'make change' by un-fatiguing the Fight H3\* chit.*

### Receiving Wounds

For each Wound you received this round, choose one of your active chits and draw a circle around 'Wnd' to show that it is wounded. If you have no active chits, but have some fatigued chits, then you may wound a fatigued chit instead.

Wounded chits are no longer active and can be healed up by Rest actions during Daylight. If all your chits are wounded, then you have been killed.

### 3.2.10 END OF COMBAT ROUND

If this is the end of the first round of combat, then play one more combat round. Otherwise, the Evening phase ends and the Midnight phase starts.

### 4. MIDNIGHT PHASE (RESETTING)

At Midnight, the game day ends. If it is Day 14, the game ends.

If the game is not over, then effects from potions that were activated during the day are removed. A hired denizen who reaches the end of his last day in his term of hire becomes un-hired in the current region. Your Hidden status is removed.

If this is the end of 7<sup>th</sup> or 14<sup>th</sup> day, then killed or spawned denizens of the current Monster Roll that are not your Followers are returned back into the Denizen table. Erase any markings in their check-boxes or symbols. They can now be spawned in a future Monster Roll.

### GAME END

The game ends after the player has either been killed, or after the Midnight phase of Day 14.

Victory points are tallied as such:

- 1 VP for every 1 Spells Learnt.
- 1 VP for every 5 Fame (include Fame from items)
- 1 VP for every 15 Gold

## WEAPONS/ARMOR

All weapons/armor (except for the Truesteel Sword) are available for purchase at the Village.

**Gold** – Each weapon/armor has a Gold cost. Armor has two Gold costs; use the large cost for undamaged armor, and the small cost for damaged armor.

**Reach** – The weapon's attack range.

**Weapon Weight/Damage** – The weight and level of damage a weapon does in combat. You need to play a Fight chit of equal or greater level than the weight in order to attack with the weapon. Sharpness stars (★) each increase damage by one level. *Eg. A 'L ★' shortsword can be used with a Fight L chit, and does Medium damage.*

**Armor Weight/Damage** – The weight of the armor and the level of damage that can be absorbed. You need to play a Move chit of equal or greater level than the weight in order to use the armor in combat. Equal damage damages the armor, while higher damage destroys the armor. Damaged armor that is damaged again is also destroyed.

**Always Equipped** – You always have a dagger with you. It does Medium damage in combat to unarmored opponents (i.e. from the Sharpness star (★) and Melee Power Attack for using a Fight chit that exceeds with Negligible weight of the dagger).

**Ignores L Damage & 1★** - All armor allows you to ignore Light damage, and removes one Sharpness star from the attack.

**5 Fame. Cannot Buy.** – The long-lost Truesteel Sword grants 5 Fame at the end of the game to its owner. It cannot be bought from the Village.

**L/M/H in Round 2** – Bows and crossbows get their quick speed of 1 and Sharpness star (★) damage only in the first round of combat.

## POTIONS

Potions can be used any time during the Day, and is either instantaneous or lasts till Midnight.

**Gold** – Each potion has a Gold cost.

**Buy From** – Each potion can only be bought from this denizen or location.

### Vial of Healing

Duration: Instantaneous

This potion heals all your Wounded chits into Fatigued chits.

### Oil of Poison

Duration: Until Midnight

This potion adds one Sharpness star to one Weapon or Club.

### Ointment of Bite

Duration: Until Midnight

This potion allows you to undercut and hit opponents when your Fight speed is equal to the opponent's Move speed.

### Penetrating Grease

Duration: Until Midnight

This potion allows one Weapon to ignore the effects of an opponent's armor.

### Alchemist's Mixture

Duration: Instantaneous, Combat Only

This potion is used during Combat to make a single M★★★ Missile Attack with length 11 against an opponent. This attack replaces your normal weapon, and you need to play a Fight chit (the potion has Negligible weight) in one of the Th, Sw or Sm circles to throw the potion and resolve the attack.

### Potion of Energy

Duration: Until Midnight

This potion allows you to ignore the 2 Effort asterisk limit when playing chits during Combat. You are still required to pay for Fatigue for the extra Effort asterisks. *Eg. You use this potion and play Fight T3\*\* and Move H4\*. This is three Effort asterisks in total. During the Fatigue step, you need to fatigue a two-asterisk chit, or two one-asterisk chits to make up for the extra asterisk used.*

### Draught of Speed

Duration: Until Midnight

The speed of your chits are determined by the number of Effort asterisks on them. 2 asterisks gives speed 2. 1 asterisk gives speed 3. No asterisk gives speed 4.

Eg, 'Fight H4\*\*' now has a speed of 2.

## SPELLS

Spells are cast during the Evening phase, and require a Magic chit (or an item that can be used as a Magic chit), along with a source of magic power to cast. A source of magic power usually comes from either the 7<sup>th</sup>, 14<sup>th</sup> or 21<sup>st</sup> day of the week, the current Region that has been enchanted with the Enchant action, or another Magic chit that has been enchanted with the Enchant action.

### Absorb Essence

Target: A monster

Duration: Permanent

The target monster vanishes, and you are now the monster. In combat, play Fight/Move chits as usual, but use the monster's attack and move values. The spell is permanent, but becomes inactive at Midnight, i.e. you become yourself again. When a source of magic power is available, the spell re-activates and you become the monster again.

The Magic chit used to cast the spell is 'bound' to the monster and can no longer be used. If an item was used to cast the spell, the item is 'bound' to the monster and can no longer be used to cast any other spell. As long as you possess the item, you become the monster when a magic source is available.

A single Absorb Essence spell can absorb one Monster. If another Absorb Essence spell is used to absorb another Monster, you will become the last monster absorbed. You do not earn Fame for absorbing monsters.

### Fiery Blast

Target: Multiple targets in combat

Duration: Instantaneous, Combat Only

This spell attacks each target like a missile attack with a length of 13, and inflicts L★★★ damage. This attack replaces your normal weapon, and you need to play a Fight chit (the spell has Negligible weight) in one of the Th, Sw or Sm circles to blast

the spell and resolve the attacks during the normal combat steps. *Eg. You are fighting two Goblins (GN1, GN2) and a Troll (TL1). You cast Fiery Blast and use your Fight L3\* chit in Th against GN1, GN2 and TL1. After re-positioning, GN1, GN2 and TL1 are in Boxes 1, 2 and 3 respectively. The spell intercepts and hits GN1, misses GN2, and undercuts and hits TL1.*

#### Make Whole

Target: Character  
Duration: Instantaneous

All wounded and fatigued chits are immediately restored to active. Damaged armor is also fixed. After the spell, the Magic chit(s) used to cast the spell still fatigue as normal.

#### Persuade

Target: A hireable denizen, or Giants/Ogres in current region  
Duration: A day (expires at the start of the next Evening)

The target denizen(s) become 'Friendly'. If they are attacking you, they stop doing so. They can be hired the next day. Ogres have a Hire value of 2 Gold and Giants have a Hire value of 8 Gold. Ogres and Giants never accept Boons.

## TREASURES

Once found, treasures may be equipped. You can only equip one pair of gloves, and one pair of boots/shoes.

**Gold** – Each treasure has a Gold cost that is mainly used when selling the treasure.

**Fame** – Each treasure gives you an amount of Fame at the end of the game.

#### 7 League Boots

You can use these boots as a Move T5 during the Day or in combat. You also can record an extra Move action during the Day.

#### Belt of Strength

You can wear this belt to convert your chits to Tremendous (if it has 2 Effort asterisks), Heavy (if it has one Effort asterisk), and Medium (if it has no asterisks).

#### Book of Lore

The book has three Spells stored in it. You must awaken each Spell with a Reading Runes action to make use of it. Once awakened, you can use this item as a Magic 0 chit to cast one of these Spells. You cannot enchant this item into a source of magic power, and this item never fatigues.

#### Cloak of Mist

You can record an extra Hide action during the Day.

#### Dead Knight

This "treasure" is not carried by you. Instead, you gain the Truesteel Sword.

#### Deft Gloves

You can use these gloves as a Fight L2 chit in combat. You also roll 1D6 when looting (i.e. you roll 1D6 divide by 2, rounded up).

#### Dragonfang Necklace

You can use this necklace as a Magic 0 chit to cast a spell during the Evening if there is a dragon in the current region, and if there is a source of magic power. You may control the dragon as a follower. During the Daylight Phase, you can choose if the

dragon moves with you or not. The spell expires at the start of the next Evening, and the dragon reverts to being a non-follower denizen in its current region. You cannot enchant this item into a source of magic power, and this item never fatigues.

#### Enchanter's Skull

The skull has one Spell stored in it. You must awaken the Spell with a Reading Runes action to make use of it. Once awakened, you can use this item as a Magic 0 chit to cast this Spell. You cannot enchant this item into a source of magic power, and this item never fatigues.

#### Gloves of Strength

You can use these gloves as a Fight T5 chit in combat.

#### Magic Spectacles

You can record an extra Search action during the Day.

#### Power Boots

You can use these boots as a Move H4 during the Day or in combat.

#### Royal Scepter

You can record an extra Hire action during the Day.

## DENIZENS

**Loc** – This indicates where this denizen will spawn during a Monster Roll.

**Reach** – This indicates the denizen's weapon length in combat.

**Fight** – This is the damage level inflicted by the denizen in combat.

**Move** – This is the Move speed of the denizen in combat.

**Vul** – This is the Vulnerability of the denizen. Denizens ignore inflicted damage levels lower than their Vulnerability, and are killed by damage equal or greater than their Vulnerability.

**Fame** – The is the Fame awarded to you for defeating this denizen.

**Head Attack** – This denizen has an extra head attack that is deployed along with its regular attack in the same combat section. The head attack uses the second Fight value and cannot be hit. The head attack is removed when the denizen is killed. *Eg. Tremendous Dragon TD2 is deployed against you. Write TD2 in Box 1, 2 or 3 in your combat section, and write TD2-H in another Box in the same combat section. TD2 attacks with H5, while TD2-H attacks with H4.*

**Club Attack** – See Head Attack. This works the same way, except that this is a Club.

**2D6: 1-3 Killed** – When the Demon hits with its fast missile attack, it immediately kills its target on a roll of 1-3 on 2D6.

**Hire 2 Gold** – This denizen is hireable via the Hire action.

**WF1, WF2** – This denizen spawns along with the other denizens in this list of denizen codes.

**GN1, GN2** – This denizen spawns along with the other denizens in this list of denizen codes.

**GB1, GB2** – This denizen spawns along with the other denizens in this list of denizen codes.

**GB3, GB4, GB5** – This denizen spawns along with the other denizens in this list of denizen codes.

**Sells Potions** – This denizen sells potions which can be bought via the Trade action.

**Curse: -3 Fame** – This denizen attacks with a curse spell. When it hits, instead of dealing damage, the curse spell removes 3 Fame from you.

**No R2 Atk** – The Archer attacks only in the first round of combat. In the second round, he still needs to avoid getting hit.

CHARACTERS

Mercenary (MR1)

Cast out for dishonor by his order of knights, the mercenary travels the land seeking to carve a name for himself. His favored crossbow is strong enough to take on most creatures, and with some luck even a dragon.

Vulnerability	Medium
Abilities	AIM: -1 on rolls on Missile Table.
	INTIMIDATE: Roll 1D6 on the Meeting Table.
Starts with	10 Gold, Crossbow, Breastplate, Helmet
Relationships	Crone (Ally), Pikeman (Friendly)

Move	Move	Move	Fight	Fight	Fight
H6	H5*	H4**	H6	H5*	H4**

Raider (RD1)

Raiders sail in from beyond the Great Sea to loot and pillage coastal villages. This raider found his way into the Magic Realm and has decided to explore the region before returning to his homeland.

Vulnerability	Heavy
Abilities	ROBUST: Extra Rest action.
	BERSERK: At the start of a combat round, you can fatigue your Berserk chit to increase your Vulnerability to Tremendous for the entire of combat. The Berserk chit's Effort asterisks do not count towards your normal Effort asterisk limit for the round, but you still need to Rest them back to normal.
Starts with	10 Gold, Great Axe, Helmet, Shield
Relationships	Assassin (Friendly), Swordsman (Unfriendly)

Move	Move	Move	Fight	Fight	Ber-serk
H6	H5*	H4**	T6	T5*	T4**

Huntress (HT1)

Young amazons undertake a ritual hunt before they are fully accepted as true amazon warriors. This young amazon has been attracted by tales of ferocious monsters in the Magic Realm, which she intends to claim as trophies.

Vulnerability	Medium
Abilities	AIM: -1 on rolls on Missile Table.
	STAMINA: Extra Move action.
Starts with	10 Gold, Shortsword, Helmet, Breastplate, Shield
Relationships	Swordsman (Friendly), Pikeman (Unfriendly)

Move	Move	Fight	Fight	Fight	Fight
M4	M3*	L4	M4*	M3**	H4**

Knight Errant (KE1)

The knight errant roams the lands searching for adventure and opportunities to uphold chivalry. His arrival in the Magic Realm is welcomed by many, and despised by a few.

Vulnerability	Heavy
Abilities	HEALTH: Extra Rest action.
	HONOR: -1 on rolls on Meeting Table.
Starts with	10 Gold, Broadsword, Full Plate, Shield
Relationships	Crone (Unfriendly), Pikeman (Enemy)

Move	Move	Move	Fight	Fight	Fight
H6	T6*	H4**	H6	T5*	T4**

Dwarven Smith (DS1)

The title of Smith might seem odd to an outsider, but dwarven smiths are highly regarded for their amazing constitution. This dwarf intends to explore the fabled cave regions of the Magic Realm for his clan.

Vulnerability	Heavy
Abilities	SHORT & STOUT: Only 3 actions per Daylight phase. Duck chit can only be played on 'Dk' circle. Rest heals 2 Effort asterisks.
	CAVE KNOWLEDGE: Roll 1D6 to Hide, Search or Hire in a Cave region.
Starts with	10 Gold, Great Axe, Helmet
Relationships	Pikeman, Swordsman (Friendly), Archer (Unfriendly)

Move	Duck	Move	Fight	Fight	Fight
H6	T3*	T5**	H6	H5*	T5**

Alchemist (AC1)

The alchemist is a student of all forms of magic. He knows of secret arcane ley lines crisscrossing the realm, and is eager to tap into the vast source of magic that the realm abundantly provides.

Vulnerability	Medium
Abilities	LORE: Roll 1D6 on Read Runes table.
	AURA OF POWER: Extra Enchant action
Starts with	10 Gold, Staff, 1 Spell Learnt (you choose)
Relationships	Pikeman (Friendly), Warlock (Unfriendly)

Move	Move	Fight	Magic	Magic	Magic
M5	M4*	L3*	4*	4*	4*

## MAGIC REALM LIGHT 45

For a slight longer game, play up to 21 Days.

### OPTIONAL COMBAT RULES

The original Magic Realm comes with optional combat rules, which you can also use by swapping out the relevant sections. This makes combat less predictable, but also alleviates those combats which are impossible to win. I highly recommend them for anyone preferring 'risk-reward' type combat.

#### 3.2.3 RUN AWAY

You may decide to run away from combat. To do so, you must play an active Move chit or Shoes/Boots Treasure that is strong enough to carry your heaviest weapon/armor. Calculate your Time Advantage, which is the difference between the speed of your Move chit and the Move speed of the fastest opponent. Roll 2D6 and add the number of opponents to the result.

If you were faster than your fastest opponent, then subtract the Time Advantage to get the final result. If you were slower than your fastest opponent, then add the Time Advantage to get the final result.

If the final result below 7, then you (and your followers) successfully run away. Combat ends and the Midnight Phase starts. Otherwise, combat continues as usual.

#### 3.2.8 INFLECTING DAMAGE

Calculate the Time Advantage, which is the difference between the attack speed and the target Move speed.

Roll 2D6 and add 4 if this attack hit by undercutting. If the attack was faster than the target Move speed, then subtract the Time Advantage to get the final result. If the attack was slower than target Move speed, then add the Time Advantage to get the final result.

For melee attacks, look up the "Fumble (O)" table and adjust the attack's Damage by the result.  
For missile attacks, look up the "Missile (O)" table and adjust the attack's Damage by the result.

If the damage inflicted was equal or above the target's Vulnerability, then the target is killed.  
If the damage inflicted is less than the target's Vulnerability, then the target receives a Wound. Denizens ignore Wounds.

### Frequently Asked Questions

***"I am fighting GN1 and GN2. I targeted GN1 and placed him in Box 1, and wrote my Fight chit in 'Th'. I placed GN2 into Box 2. The Re-position roll is 3, so GN1 and GN2 swap places. Assuming I don't undercut either GN1 or GN2, do I intercept GN2 now that he's in Box 1?"***

No, your attack only hits if it intercepts or undercuts its **target**. GN1 was your target, so your attack did not hit GN1. GN2 moving into the line of your attack does not get hit either because GN2 was not your attack's target.

***"Doesn't combat just boil down to a 1/3 chance of hitting anything?"***

Yes, you're right! Which is why hiring a follower (or teaming up in MR) is important because it gives you a greater chance to hit

something, (i.e. I Thrust, you Swing, and my follower Smashes. Our opponent has no way to avoid getting hit!) Also, playing a fast Fight chit guarantees a hit on a slower opponent (via undercutting), and although this may be redundant in the regular combat rules if the attack cannot inflict enough damage to kill a denizen, this really shines in the Optional Combat Rules where you might get a good Fumble/Missile roll which can increase the damage level into something that does kill a denizen.

### Differences with the original Magic Realm

Aside from the many rules and mechanics omitted, there are some key differences with the original Magic Realm (MR) compared to Magic Realm Light 30 (MRL30):

1. In MR, each region has several clearings, and the players move from clearing to clearing. Also, not all adjacent regions have roads/passages connecting them. MRL30 treats each region as if it had one big clearing.
2. In MR, regions have Sound/Warning chits which summon monsters during the Monster Roll, giving bigger diversity.
3. In MR, the Woods do not have treasure sites. Instead, you can find campfires where native denizens turn up.
4. In MR, there is an Alert action that is used to Alert weapons or spells. Alerted weapons have better damage/speed than un-alerted weapons, while Alerted spells always fire first in combat with a speed of 0. In MRL30, there is no Alert action. Instead, most weapons are considered to be 'alert' in combat. Bows and crossbows are considered 'alert' for only the 1st round of combat.
5. In MR, monsters have two sets of damage/speed values printed on either side of their tiles, and will randomly use one set during each Combat round.
6. In MR, combat lasts for more than two rounds. In MRL30, combat lasts for 2 rounds to keep game length down.
7. In MR, it is possible to be Hidden during combat, and attack unsuspecting monsters in a surprise attack without them attacking back. Because of the two combat round restriction in MRL30, this was removed as it made surprise attacks too powerful.
8. In MR, in the Fatigue & Wounds step, you must fatigue a chit of the same type as the chit(s) which caused fatigue in Combat. In MRL30, because characters have only 6 chits, this rule was relaxed to allow any type of chit to be fatigued.
9. In MR, Combat sections are represented by separate Melee sheets. The Melee sheet 'owner' is usually the player, or one of his followers, but it is possible for a monster to have its own Melee sheet when it is attacked by multiple attackers. In the example of the Mercenary & Pikeman fighting the Giant, the Giant would have been assigned its own sheet with the Mercenary and Pikeman in the Boxes. In MRL30, the Combat sections are quite limited (and fixed!), so it was easier to have them only 'owned' by the player and his followers.
10. In MR, the Monster Roll is performed before you perform actions during Daylight, although actual spawning happens after all your actions. This only



makes a difference during multi-player games (where a monster might spawn after my turn, causing issues for you on your turn), and given that MRL30 is a solo game, it's easier to roll and spawn the monsters after all your actions.

11. In MR there are eight different schools of magic, each with its own source of magic power. In MRL30, there is only one general Magic type.
12. Characters in MR have 12 chits instead of 6. I started by using the first six chits for various MR characters, but found it very limiting. The six chits in MRL30 are taken from various development levels in MR characters, and I've retained the character names for the second development levels, except for the Amazon whose name was 'Warrior'. I changed this to 'Huntress'.
13. You can hire more than two followers in MR. In fact, you can even hire native leaders who get their own Daily Activities which you record for them.
14. In MR, aside from Fame, there is also Notoriety that you gain from killing denizens (hirable ones, in particular) and from certain treasures, and it also counts towards your VPs.
15. In MR, you set up VP Goals for yourself at the beginning of the game, and you calculate your final VPs based off how well (or badly) you managed to reach those goals. In MRL30, VPs are just straight up points from Fame, Gold and Learnt Spells.