

Perhaps the only disappointment with the much expanded, 2nd Edition rulebook for MAGIC REALM was the lack of an index (or even table of contents) for this massive work. Being a fan of the game, and never one to back off from a challenge, I crafted one. For the past two years, I have been providing copies of it to local players of the game. Now, it is hoped it may also prove as useful to the readership of The GENERAL.

The index was inspired by and patterned after, the one found in the rulebook for *Advanced SQUAD LEADER*. It has been designed to additionally serve as a “style book” for those writing about MAGIC REALM, as each entry has been listed in the same form in which it is used in the rules. Terms which should be italicized or capitalized have been entered accordingly. Most of the references included in this index are prefixed with a short identifier. The references for the various game day “periods” (*Birdsong*, *Sunrise*, *Daylight*, etc.) constitute a special case, as I’ve elected to simply list rule in which the term appears rather than try to formulate meaningful identifiers for these.

Format for the index is as follows:

Entry (any detailed description/definition): main rule references [other applications of entry] references to related rules, illustrations, tables.

The 2nd Edition rulebook has a few instances of duplicate rule numbers and mis-numbered rules. In all such cases, this index uses what would be the correct numbering (in anticipation of a corrected reprinting in the future). If you find my index referring to an apparently non-existent rule number, a close look at you rulebook should quickly indicate what it should be. You may also notice that the index can be quite redundant at time. This is due in part to the “programmed” nature of the rules – four separate “Encounters”, each modifying or repeating rules from the previous sections – and in part to my desire to err on the side of completeness. I’d much prefer being accused of including too much than of omitting something crucial.

So, below first find a brief “Table of Contents” for the 2nd Edition rulebook of MAGIC REALM, I have assigned alpha-prefixes to most of the adjunct material (“G”, “P”, etc.); if no letter prefix appears, the rule will be found among those under one of the four encounters. This is carried throughout the index proper which follows. I solicit any comments, suggestions or (especially) notification of any remaining errors that readers may have. Hopefully, this index will prove as useful for you as it has for us.

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Type V MAGIC chit (Diabolic ceremonies): 38.2 see also MAGIC chits

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FLY activity: 47.2 [abandon items: 47.2/3; A3.1/2] [ALERT: A4.4] [cancel: 47.2/2] [caves: 47.2/5; 47.3/1] [combat: 47.4] [effects: 47.2/3] [FOLLOW: 47.2/4] [landing: 47.3] [monsters: 45.6/4] [PEER: A4.4] [recording: 47.2/1] [running away: 47.4/2; O5.1/3]

FLYING CARPET: 47.1/2; 47.5/2; 48.7 [spellbreaking: 48.7/2] see also pages 68, 72 and 75

FLY chit: 42.5; 47.5 [conflicting: 44.4/2b] [riding not allowed: 47.7]

FOG spell: see page 72

FOLLOW activity: 26.2; 27.1 [ALERT: 27.6/4] [blocking: 27.4] [declaring: 27.3] [extra phases: 27.7] [FLY: 47.2/4; 47.6] [HIDE: 27.2/1; 27.6/1a; 27.6/2] [HIRE: 27.6/5] [hired leaders: 32.2/6] [MOVE: 27.6] [mutual: 27.3/2] [natives: 31.4; 32.3] [pony: 27.6/1b] [recording: 27.2] [REST: 27.6/4] [SEARCH: 27.6/3] [stopping: 27.5; 27.8] [spying: 27.3/3] [TRADE: 27.6/5] [trading: 27.4] [walking the woods: 47.8/1]

FOOD/ALE chit: [task: 36.4/1a; O2.2/5] [time limit: 36.3/2b] see also mission

Type IV MAGIC chit (Energy-binding alchemy): 38.3 see also MAGIC chits

FUMBLE table: see page 57

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game time: 1.3 [changing the game time: E2.1] [sudden death game: E3.1]

GARB OF SPEED: see pages 68 and 70

GARRISONS: G4.3; P6.3 [campaigns: 36.5/2] [prowling: 12.1/1] [regeneration: 26.2/1; 29.8/2]

Ghosts: P6.1 [prowling: 12.1/1] [regeneration: 12.7/1] see also page 66

Giants: [clubs: 19.2/3; 24.6; 46.2/1b] see also page 66

GIRTLE OF ENERGY: see pages 68 and 71

GLIMMERING RING: see pages 68, 71 and 78

Gloves cards: 3.4/6 see also Treasure cards

GLOVES OF STRENGTH: see pages 68 and 71

GLOWING GEM: see pages 68, 71 and 78

Goblins: [Spears: 24.2] see also page 66

GOLD (coins and loose jewels): 2.4/4b [bounty: 35.1; 35.2/2] [transmorphized: 46.2/1a] see also CACHE activity, killing, VICTORY REQUIREMENTS

GOLD helmet: see treasure counters

GOLD magic (Woods Sprites, working elvish magic): 38.2 see also *color* magic

GOLD price: 10.2 [trading between characters: 14.3]

GOLDEN ARM BAND: 21.7/4 see also pages 68 and 72

GOLDEN CROWN: 21.7/4 see also pages 68 and 72

GOLDEN ICON: [automatic enchanting: O6.2/2; O6.3/2] see also pages 68 and 71

GOOD BOOK: see pages 68, 71 and 78

Great Axe: see pages 64 and 78

Great Axemen: see page 67

Great Sword: see pages 64 and 78

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

Great Treasures (Treasure cards with red dots): see VICTORY REQUIREMENTS

GREY magic (Natural Laws, controlling nature): 38.2 see also *color* magic

GRIPPING DUST: see pages 68 and 71

Guard: G2.4/1 [regeneration: 26.6/1; 29.8/2c] [special price: O4.2/3] see also GARRISONS

GUARD house: [sheltered phases: O2.2/3b]

GUIDE SPIDER OR OCTOPUS spell: see page 75

-H-

HANDY GLOVES: see pages 68 and 71

harm: 23.1; O5.4 [armor: 18.7; 23.1/2; 23.3/2; O5.5] [bowmen: 34.7/4] [characters: 23.3/3] [horses: 21.5/2; 23.3/1] [modifying: 18.5/2; 23.1/1; 23.2/1; 34.7/4; O5.4; O5.5] [monsters: 19.3/1] [natives: 34.7] [red-side-up Tremendous monsters: 24.5; 34.7/7] [simultaneous attacks: 23.5] [weapons: 18.5/1] [wounds: 21.3/2; 23.3/2b; 23.3/3; O5.5/1] see also "OPTIONAL COMBAT TABLES" on page 57

helmet: see pages 65 and 78

hex tiles: see map tiles

hidden enemies: 9.2/3 [attacking: 26.5/2] [blocking: 26.4/1; 28.2/2; 28.2/3; 28.3/2] [FOLLOW: 27.6/1a] [MAGIC SIGHT: 43.6/3] [not allowed: 34.2/3] [revealing: 16.4] [selling not allowed: 14.3/1d] [spying: 16.5]

hidden path: G1.1/3 [enchanted tiles: 39.5/4] [FOLLOW: 27.6/1c] [MOVE: 7.2/2] [walking the woods: 47.7/1] see also discoveries

HIDDEN RING: see pages 68, 71 and 78

HIDE activity: 8.4 [activities: 8.5] [blocking: 8.6] [character counter: 8.1] [combat: 17.5/2; 22.4/1b; 26.5/2; 34.2/4; A4.1] [FLY: 47.2/3] [FOLLOW: 27.2/1; 27.6/2] [luring: 22.2/2b; 22.2/3b] [prowling monsters: 12.2/1] [recording: 8.4] [start of game: 8.2] [start of turn: 8.3] [summoning monsters: 12.5/1;

17.3] [TRADE: 10.3] [voluntary appearance: 8.7; 34.2/4] see also "HIDE TABLE" on page 80

HIGH PASS tile: [automatic enchanting: O6.2/3] [*color* magic: 38.2/5a] [map set up: P2.3/2e] see also map tiles

HIRE activity: 26.3; 31.1 [becoming unhired: 31.5; 32.2/1b; 35.5] [cancel: 31.2] [controlled monsters: 45.6/1a] [eligible natives: 31.2/1] [FOLLOW: 27.6/5] [leaders: 29.3/2] [monsters: 45.4/1] [pacified denizens: 45.3; 45.4] [PRICE: 31.2/2] [recording: 31.2] [re hiring: 31.2/4] [term of hire: 31.2/3] see also buy drinks, treachery

hired leaders: 26.3/2; 32.2 [becoming unhired: 32.2/1b] [belongings: 32.2/1] [discoveries: 32.2/5] [FOLLOW: 27.1/2; 32.2/6] [HIDE: 32.2/4] [spells: 40.10] [TRADE: 32.2/4; 45.4/2] [trading: 32.2/2] see also using hired natives

hired monsters: 45.6 [combat: 45.7] [MOVE: 45.6/4] [underling: 45.6/2]

horse counter: G3.2 [galloping (counter side with asterisk): 3.6] [walking (counter side without asterisk): 3.6] see also illustration on page 4

horses: 3.6 [carrying items: 3.6/1] [caves: 3.6/2; 6.3/3c; 7.7] [combat: 21.5; 23.3/1; 23.4/3; 24.3/3; 24.5; O5.2; O5.3] [extra phases: 3.6/3; 6.3/3] [galloping: 21.5] [inactive horse movement: 3.6/4] [killed: 3.6/5; 35.1/3] [natives: 26.5/3; 34.1/4] [vulnerability: 23.3/1] see also native horse counter, native horses, pack horses, ponies, PRICE LISTS, warhorses, workhorses and "HORSES" on page 65

HOUSE: [sheltered phases: O2.2/3b]

HURRICANE WINDS spell: see page 73

-I-

ID code (for natives): G2.4

ILL HEALTH Curse: [causing death: 11.7] [recording activities: 15.2/1]

ILLUSION spell: see page 73

IMPERIAL TABARD: see page 68

Imps: 24.3 [spellcasting: 41.4/1b] see also page 66

INN: [sheltered phases: O2.2/3b]

inactive: [action chits: 2.5; 11.1] [belongings: 3.1] [special functions: 3.2/2]

Instant spells: 42.2; 42.3 [conflicting: 44.4/2a] [duplicates: 44.3/3] items (all belongings except horses): G3.1

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JADE shield: see treasure counters

joining a game in progress: 2.7/1; E2.5

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killing: 17.5/5 [belongings: 35.1/2; 35.2/2; 35.3; 35.4] [bounty points: 23.6; 31.5/3; 35.1; 35.2; 35.6; 43.4] [cancelled attacks: 23.4/1; 23.4/2] [characters: 23.3/3; 23.7; 31.5/2] [GOLD: 35.1/2; 35.2/2; 35.3; 35.4] [grudges and gratitude: O4.4] [horses: 17.5/5] [monsters: 12.6; 23.2/2] [natives: 29.7] [spells: 40.1/2] [visitors: 12.6] [with a spell: 43.4]

Knights: [visitors: 12.6] [Tremendous move strength and vulnerability: 29.2] see also page 67

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Lancers (individual): see page 67

Lancers (native group): G2.4/1 [special price: O4.2/2]

LEDGES tile: [automatic enchanting: O6.2/3] [*color* magic: 38.2/5a] [map set up: P2.3/2c] see also map tiles

Light Bow: see pages 64 and 78

LIGHTNING BOLT spell: see page 73

LIVING Thrusting Sword: see treasure counters

LOCATE table (close examination): 9.2 see also page 80

LOOT table: 5.4; 9.3 [abandoned belongings: 9.3/1] [caches: A1.3] [CAIRNS: 9.3/3a] [CRYPT OF THE KNIGHT: 9.3/3b] [POOL: 9.3/3a] [revealing cards: 9.3/6] [Site cards: 5.5/1] [spying: 16.5/2b] [VAULT: 9.3/3b] see also page 80

LOST CASTLE chit: G1.2; 5.1/1b [exchange: 12.5/2] [summoning monsters: 12.5]

LOST CITY chit: G1.2; 5.1/1b [exchange: 12.5/2] [summoning monsters: 12.5]

LOST KEYS: 9.3/3b [combined Realms: E6.6] see also pages 68 and 70

LOST spell: see pages 73 and 76

LUCKY CHARM: see pages 68 and 70

lunar month: see seasons

luring: see characters, HIDE activity, using hired natives

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Mace: see pages 64 and 78

magic: see *color magic*

MAGIC CHITS: 37.1/2; 38.3 [altering: 43.5] [Artifact: 48.2; 48.5] [bewitching a target: 41.5] [casting a spell: 41.2; O7.2; O8.1] [death of owner: 44.6/1] [enchanted: 38.3/4; 39.4] [fatigue: 38.3/3; 38.3/4a; 39.2/4; O8.1] [prepared: 37.6; 38.3/3; 41.2/2; 41.4] [Spell Book: 48.2; 48.5] [types: 38.3/1]

MAGIC SIGHT: 37.5; 43.6 [Counters result: 43.6/4] [caches: A1.3/2] [enhanced PEER: 43.6/1] [hidden enemies: 43.6/3; 43.6/6] [self-cancelling: 43.6/2] [Spells result: 43.6/5] [Treasure cards result: 43.6/4] see also page 80

MAGIC SPECTACLES: see pages 68 and 69

MAGIC WAND: see pages 68 and 70

Magician: [options abilities: O1.5] see also page 63

MAKE WHOLE spell: see page 72

maneuvers: 20.5/2; 22.4/2b; 34.6/2; O5.2 [no maneuver played: 22.6/2b; O5.4/4] [monsters: 22.5/4] [resolving hits: 20.7/1; 22.7]

maneuver time: 20.5/2 see also move time

map chits: G1.2; P5.1; 1.2/1; 5.1 [*Midnight*: 14.5/2] [quiet monsters: O3.1] [revealing: 5.2/1; 12.5/2; 16.2] [summoning monsters: 12.5/3] see also Site chits, Sound chits, substitute chits, Warning chits and "MAP CHITS" on page 9

MAP OF LOST CASTLE: see pages 68 and 70

MAP OF LOST CITY: see pages 68 and 70

MAP OF RUINS: see pages 68 and 70

map tiles: G1.1; P2.1 [discoveries: 39.5/4] [enchanted: 38.2/5; 39.5] [running away: 39.5/4a] [turning over: 39.5/2; 39.5/3] see also illustrations on pages 2 and 7

Medium bow: see pages 64 and 78

MEETING TABLE: [battling natives: 30.3] [boon: 10.5/3; 31.2/2a; 45.4/1; 45.4/2] [buying: 10.5] [HIRE: 26.3; 31.2/2] [selling: 10.4] see also buy drinks and page 79

MELEE SECTION: 20.2; 22.2; 22.5; 33.3; 33.4; 34.2/2

melee step: 20.3; 20.6; 22.4; 34.6 [character plays: 22.4/2; 41.6; 43.2] [native horses: 32.7/4c; 34.6] [positioning monsters: 22.5] [red-side-up Tremendous monster: 24.5/2b; 33.8; 34.7/7; 43.2/2] [selecting a target: 22.4/1; 34.2; 34.4/2b; 34.6/1; 41.3; 43.2; O5.3] see also attack, change tactics, maneuvers and "REPOSITIONING DENIZENS" on page 77

MELT INTO MIST spell: 46.1 [activities: 46.3] [combat: 46.4/1] [MOVE T4 chit: 46.4/3a] [strength: 46.6] see also page 74

Midnight: 12.5/3b; 14.5; 15.2/4; 16.5/1b; 17.2; 18.4/1; 31.5/1; 36.3/2b; 37.9; 38.3/3; 42.7/1; 42.8/2; 42.9; 47.4/2b; O1.5; O2.6; O6.1; E3.2

MISSILE TABLE: [Archers: 34.7/4b] [*Attack* spells: 42.4/1] [Dragon heads: A4.6] [missile weapons: 23.2/1a] [native bowmen: 34.7/4] [OPTIONAL MISSILE TABLE: O5.4] [penetrating armor: O5.5] see also "OPTIONAL MISSILE TABLE" on page 57 and "MISSILE TABLE" on page 77

missions (ESCORT PARTY, FOOD/ALE): G2.5; P4.1; 36.1; 36.4 [combined Realms: E6.7/3] [cost: 36.3; 36.4/1] [hired natives: 26.3/1] [penalty: 36.3/2] [reward: 36.3/3; 36.4/1; O2.2/5] [taking: 36.2] [time limit: 36.3/2]

monster counter: 19.2 [clubs and heads: 19.2/3] [normal facing: 19.4] [Tremendous monsters: G2.3/1]

monsters: G2.3 [armored: 19.2/2; 23.2] [appearance: 1.6/1a; 12.5/4; 19.1/1] [assigning: 20.4; 22.2; 23.7; 25.3; 34.2; 34.3/2] [blocking: 1.7/2; 13.4; 26.4/2; 28.4] [clubs: 19.2/3; 24.6; 46.2/1b] [combat: 17.5/4; 19.1/2; 21.2; 22.5; A4.1] [FLY: 45.6/4; 47.1; 47.6] [heads: 19.2/3; 24.6; 46.2/1b; A4.6] [HIDE: 34.2/3] [hit in combat: 20.7/2a] [kills by: 35.4] [MOVE: 45.6/4] [movement: 1.6/2; 12.2/1; 12.5/5] [quiet monsters: O3.1] [regeneration: 1.6/3; 12.7; 19.1/3] [trading: 14.2] [transmorphized: 46.1/2] [Tremendous: 24.4; 24.5; 32.7/2b; 33.8; 33.9; 34.3/1; 34.7/7; 34.8] [vulnerability: 19.2] see also controlled monsters, denizens, hired monsters, monster counter and "LIST OF MONSTERS" on page 66

MONSTER ROLL: 1.6; 12.1/2 [combined Realms: E6.5]

Morning Star: see page 64 and 78

MOULDY SKELETON: G3.5/2 see also pages 68 and 69

MOUNTAIN tile: [automatic enchanting: O6.2/3] [*color magic*: 38.2/5a] see also map tiles

MOVE activity: 7.2 [cancel: 7.8; 39.5/4] [carrying items: 7.8] [caves: 7.6] [extra: 7.4] [leaving the map: 7.9] [monsters: 45.6/4] [mountains: 7.5; O2.2/4] [must move: 7.3/2] [pony: 6.4/2] [recording: 7.3/1]

MOVE chits: [carrying items: 3.3/1, 7.8] [charge: 34.4/2a] [horses: 3.6/4] [running away 22.3/1; 25.4/1; 34.5; O5.1] [strength: 3.3/1a] [strength restrictions: 21.1/3] [see also Boots cards

Move spells: 42.2; 42.5 [conflicting: 44.4/2b] [duplicates: 44.3/3]

move time: 19.3/2 [native horses: 34.5/1] see also maneuver time

moving without playing a MOVE chits: 3.3/1b; 25.4/1

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

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

native horses: 29.5 [change tactics: 29.6/3] [combat: 29.5/2; 34.7.6] [combat-hired: 29.6/2b; 32.7/4; 34.6] [combat-unhired: 29.6/1b; 34.3; 34.6] [killed: 29.7] [red-side-up Tremendous monster: 34.7/7] [riding: 29.5/1] [selling: 29.5/1] [transmorphized: 46.2/1b] see also horses and "HORSES" on page 65

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

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

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Octopuses: see page 66

Ogres: see page 66

OIL OF POISON: see pages 68 and 71

OINTMENT OF BITE: see pages 68 and 71

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

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

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

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pacified denizens: see denizens

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

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

PEACE WITH NATURE spell: see page 75

PEACE spell: see page 72

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

PEER table (long-range viewing): 9.3 see also page 80

PENETRATING GREASE: see pages 68 and 71

PENTANGLE spell: see page 74

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

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

PERSUADE spell: see page 73

PHANTASM spell: see page 74

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

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

Phases: 6.3 [basic: 6.3/1; O2.2/3] [cancel: 6.5/1; 6.5/3; 43.3] [cumulative: 6.3/4] [extra: 6.3/3; 6.4/1; O2.2/3a] [order of execution: 2.2/3; 6.5] [recording extra phases: 6.3/3b]

[sheltered: O2.2/3b] [sunlight: 6.3/2; O2.2/3] [unused: 6.4; 6.5/4] see also activities

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

Pilgrim: see page 63

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

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

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

POTION OF ENERGY: see pages 68 and 71

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

POULTICE OF HEALTH: see pages 68 and 69

POWER BOOTS: see pages 68 and 70

POWER GAUNTLETS: see pages 68 and 71

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

POWER OF THE PIT spell: see pages 74 and 76

PREMONITION spell: see page 75

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

PROPHECY spell: see page 72

PROTECTION FROM MAGIC spell: see page 75

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

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

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

QUICK BOOTS: see pages 68 and 70

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

quitting: see characters

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

Raiders: see page 67

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

REFLECTING GREASE: see pages 68 and 71

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

REGENT OF JEWELS: see pages 68 and 69

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

REMEDY spell: see page 75

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

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

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

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

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

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

ROOF COLLAPSES spell: see page 73

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

ROYAL SCEPTRE: see pages 68 and 69

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

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

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

SACRED STATUE: see pages 68, 71 and 78

SCHOLAR: see visitors and page 78

SCROLL OF ALCHEMY: see pages 68, 78 and 81

SCROLL OF NATURE: see pages 68, 71 and 78

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

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

secrecy: 16.6

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

SEE HIDDEN SIGNS spell: see page 73

SENSE DANGER spell: see page 75

serious wound: A4.5

Serpents: [armored: 23.2] see also page 66

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

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

7 LEAGUE BOOTS: see pages 68, 69 and 70

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

SHAMAN: see visitors and page 78

sharpness star: see weapon counter, weapons

shield: see pages 65 and 78

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

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

Short Sword: see pages 64 and 78

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

SILVER breastplate: see treasure counters

simultaneous attacks: see attacks

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

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

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

SMALL BLESSING spell: see page 72

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

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

Sorcerer: see page 63

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

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

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

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

Spell Books: G4.5; 3.4/7; 38.5; O7.1 [active: 48.1] [awakened spells: 40.3; O7.2] [casting a spell: 48.2; O7.1; O7.2] [combined Realms: E6.9] [committed: 48.3; O8.2] [spellbreaking: 48.3/2] [use limits: 48.8]

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

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

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

spells: 37.1/3; 38.4 [ambush: A4.2] [awakened: 40.3] [broken: 41.3/1; 41.5/3; 43.5/1; 44.2/3; 44.2/4; 44.5; 44.6; 45.1; 45.2/1; 48.3/2] [buying: 40.7] [cancel: 41.4/1; 41.4/2; 41.6/2; 45.1/1] [casting: 37.7; 41.1; 41.6/1; 48.2; O8.1] [coming to life: 41.4] [competing: 44.3; 45.2/3] [completion time: 41.2/2; 41.2/3; 41.4] [conflicting: 44.4] [Duration: 42.1] [effects: 37.8; 41.5; 43.1; 43.2; 44.3; 44.4] [ending: 41.5; 44.1] [FLY: 47.1] [HIDE: 41.3/2] [hired leaders: 40.1] [learning: 40.4] [limits:

40.4/2; 40.4/3] [nullified: 44.2/1; 44.4; 48.3/1] [permanent: 37.9] [recording: 40.1] [red-side-up Tremendous monsters: 41.2/3b; 43.2/2] [selecting a target: 41.3; 43.2] [target types: 41.3/1] [trading: 40.7/2] [visitors: 40.7] see also *Attack* spells, *Combat* Spells, *Day* Spell, *Instance* spells, *Move* spells, *Permanent* spells, *Phase* spells, READING RUNES, spellbreaking and “LIST OF SPELLS” on page 72

Spiders: see page 66

spying: 16.5 [FOLLOW: 27.3/3]

SQUEAK Curse: [recording activities: 15.2/1]

Staff: see pages 64 and 78

STONES FLY spell: see page 72

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

STUMBLE table: see page 57

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

suit of armor: see pages 65 and 78

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

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

Swordsman (character): see page 61

Swordsmen (natives): see page 67

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TALK TO WISE BIRD spell: see page 72

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

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

Thrusting sword: see pages 64 and 78

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

TIMELESS JEWEL: see pages 68 and 70

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

TOADSTOOL RING: see pages 68 and 69

tooth/claw: see page 64

total score: 4.7/4

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

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

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

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

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

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

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

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

TREASURE SET UP CARD: see SET UP CARD

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

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

Tremendous suit of armor: see treasure counters

Trolls: [armored: 23.2] see also page 66

TRUESTEEL Broadsword: see treasure counters

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

turn: 1.4 [activities: 6.2] [phases: 6.3]

TURN SEQUENCE: see pages 10, 22, 32 and 42

Type II MAGIC chit (Pagan rites): 38.3 see also MAGIC chits

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underlings (hired non-leaders): 32.3

UNLEASH POWER spell: see page 74

using hired natives: 32.1 [actions: 34.5/2] [attacks: 32.7/2] [blocking: 32.6] [combat: 32.7; 33.4/1] [die roll: 32.1/1] [disengagement: 32.8] [FAME: 32.1/2] [HIDE: 32.5; 32.7/1]

[horses: 32.3/4; 32.7/4a] [kills by: 35.2] [luring: 32.7/3c; 34.3/1] [NOTORIETY: 32.1/2] [underlings: 32.3] see also hired leaders

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VALLEY tiles: P6.2 [automatic enchanting: O6.2/2] [*color* magic: 38.2/5a] see also map tiles and “VALLEY CHITS” on page 9

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

VIAL OF HEALING: see pages 68 and 70

VICTORY REQUIREMENTS: 4.1 [Artifacts and Spell Books: 48.6] [belongings: 4.4] [catching: A1.1] [changing the game time: E2.1] [choosing: 4.2] [development: E5.3] [discarding items: 3.3/2] [factors: 4.2/2] [joining a game in progress: E2.5] [multiple characters: E4.3] [seasons: O2.2/1; E2.4] [scoring: 4.7; 4.9; E4.6; E4.7] [spells: 40.5; 48.6; O7.1; O7.2] [sudden death game: E3.1] [victor: 4.9] [winning: 4.8]

VIOLENT STORM spell: see pages 73 and 76

Vipers: see Serpents and page 66

Visitors (CRONE, SCHOLAR, SHAMAN, WARLOCK): G2.5; P4.1; 36.1 [appearance: 1.6/1b] [belongings: G4.4; 10.1] [blocking: 1.7/1; 13.5; 26.4/3] [hired natives: 26.3/1] [movement: 1.6/2] [prowling: 12.4] [Spell cards: 40.2; 40.7] see also denizens

VISITOR PRICES list: 10.2 see also page 78

vulnerability: [character: 23.3/3] [horse: 23.3/1] [monster: 19.2] [native: 34.7]

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walking the woods: 47.8

war: 26.5

WAR chit: 36.5/1e [time limit: 36.3/2a] see also campaigns

warhorses: [armored: 23.3/1] [MOVE: 3.6/3a] see also pages 65 and 78

WARLOCK: see visitors and page 78

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

weapon counter: G3.3; 18.5 [alerted/unalerted: G3.3/2] [sharpness star: G3.3/1] see also illustration on page 4

weapons: 3.5; 18.1; 21.6 [alerted: 18.3; 18.4/4; 22.3/1; 22.4/2a; 23.2/2; 23.4/1] [method of attack: 18.2/2; 18.5/2; 23.2/1] [length: 18.2/1] [missile weapon: 23.2/1a] [sharpness star: 18.5/1; 18.7; 19.2/2; 23.1] [striking weapon: 23.2/1b] [time number: 21.6/1] [weight: 18.5/1] see also dagger, mace, PRICE LISTS and “LIST OF WEAPONS” on page 64

weather (CLEAR, SHOWERS, STORM, SPECIAL): O2.4 [combined Realms: E6.5/2] [defining: O2.6] [start of game: O2.5] see also seasons and “WEATHER” on page 58

Weather chits: O2.4/1

weight: [weapons: 18.5/1]

WHISTLE FOR MONSTERS spell: see page 75

White Knight: see page 62

WHITE magic (Power from On High, working beneficial magic): 38.2 see also *color* magic

winning the game: see VICTORY REQUIREMENTS

wishes: 15.3 [health: 15.3/4] [Tremendous strength: 15.3/3] [vision: 15.3/2] see also page 76

Witch: see page 64

Witch King: see page 64

WITCHES BREW spell: see page 72

WITHER Curse: 15.2/2; 15.3/4 [health wish: 15.3/4] [transmorphized: 46.4/2b]

WITHERED CLAW: see pages 68 and 70

Wizard: [optional abilities: O1.2] see also page 62

Wolves: see page 62

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

woods clearings: G1.1/2

Woods Girl: [optional abilities: O1.4] see also page 62

WOODS tiles: [automatic enchanting: O6.2/4] [*color* magic: 38.2/5a] see also map tiles

workhorses: [MOVE: 3.6/3b] see also pages 65 and 78

WORLD FADES spell: [MAGIC SIGHT: 43.6] see also page 78

wounds: 11.3; 21.3/2; 23.3/2b; 23.3/3; O5.5/1 [converting to fatigue: 11.5] [removing from play: 23.4] [REST: 11.4] [serious wound: A4.5]