

MAGIC REALM

A fantasy adventure in a changing wilderness

Version 1.8.0 · Solo game · Tronsoft Games

After the board game by Richard Hamblen (The Avalon Hill Game Company, 1979).
Independent adaptation; not affiliated with Hasbro or Avalon Hill.

1. OVERVIEW

You guide one adventurer through a month in the Realm. Up to 3 computer rivals explore beside you by the same rules. Before you begin you divide five victory points among five categories; at the end you must have earned enough in each to meet them.



2. SETTING UP

Choose an adventurer, assign victory points (1 per Great Treasure, 2 per usable spell, 10 per fame, 20 per notoriety, 30 per gold), choose rivals (0-3), length (14 or 28 days), scenario, ferocity, and the options Weather, Quests, Advancement and Roving Rogues. Original lethality makes harm equal to your vulnerability deadly.

3. A DAY

Birdsong: record your phases. **Sunrise:** one die is the monster roll; it decides which monsters wake and prowl. **Daylight:** adventurers act in random order; at the end of each turn the signs of your tile are revealed, those matching the roll summon their monsters, and prowling monsters close on you unless you are hidden. **Evening:** battles. **Midnight:** hiding ends. Each new week the monsters return to their lairs and two tiles change between ordinary and enchanted. Every seventh day all colours of magic are abroad.

4. PHASES

Phase	Effect
Move	Along an open path; a mountain clearing costs two phases; encumbered moves cost double.
Hide	Roll two dice, take the higher; 5 or less hides you. Hidden adventurers are never blocked, never pulled into battle, never followed by prowlers.
Search: Peer	Find hidden paths and read the signs of your tile.
Search: Locate	In mountains and caves: find secret passages and treasure sites in your clearing.
Search: Loot	Take the Nth item of a located site's pile (N is the roll); caches and remains give their top item without a roll.
Rest	One fatigued chit becomes ready, or a wound becomes fatigue.
Trade	Meet natives at a dwelling: buy, sell, hire.
Alert	Attacks one time faster tonight.
Enchant	Spend a magic chit to flip your tile, or attune a chit as a colour source.
Cast	Daytime spells.
Follow	Spend the day going wherever another adventurer in your clearing goes.

5. COMBAT

Each round choose a target, a fight chit with an attack direction, and a move chit with a maneuver. Thrust meets Charge, Swing meets Dodge, Smash meets Duck. An attack hits if its direction meets the target's maneuver or its time is lower than the target's move time. Lower times strike first; the dead strike no more. Harm is the weapon's letter, one level more if your fight chit is stronger than the weapon's weight, plus one per sharpness star (armoured monsters ignore stars). Armour absorbs blows in the directions it guards. An unarmoured hit above your vulnerability kills you; equal harm causes two wounds; less causes one. Two or more effort stars in a round fatigue a chit. Two quiet rounds end a battle. The melee sheet after each round lists every strike in order.



6. MAGIC

A spell needs a ready magic chit of its type and a source of its colour: an enchanted tile (valleys White, woods Gold, mountains Purple, caves Black), an attuned chit, a treasure, the Seventh Day, or an innate gift.

Spell	Type	When	Effect
Peace	I (White)	combat	Everything attacking you breaks off; you leave this combat unharmed.
Exorcise	I (White)	combat	Destroys every ghost, imp and demon in the clearing.
Mist Walk	II (Grey)	combat	You fade from the fight and step into a neighbouring clearing.
Bird's Eye	II (Grey)	day	Reveals the chits of your tile and every tile around it, and discovers the sites of your tile.
Make Whole	III (Gold)	both	Every wounded and fatigued chit (save the casting chit) becomes ready.
Ward of Gold	III (Gold)	combat	No attack can harm you for the rest of the evening.
Fiery Blast	IV (Purple)	combat	A bolt of fire that never misses: Heavy harm to your target, ignoring armour.
Burning Blade	IV (Purple)	combat	Your weapon strikes one level harder for the rest of the evening.
Lightning	V (Black)	combat	Tremendous harm to your target; never misses.
Hex	V (Black)	combat	Your target strikes one level weaker and one time slower for the evening.
Flight	II (Grey)	day	You are borne on the wind to any clearing of your own tile or a neighbouring tile.
True Sight	III (Gold)	day	Every hidden path, secret passage and treasure site in your tile is revealed to you.
Terror	V (Black)	combat	Every foe of Medium vulnerability or less flees to another clearing of the tile.
Shatter	IV (Purple)	combat	Your target loses its armour and its immaterial form for the evening; sharpness counts against it.

7. NATIVES

A meeting roll (the higher of two dice, less your standing) sets the price: 1-2 price $\times 1$, 3-4 $\times 2$, 5 $\times 3$, 6 insult, 7+ battle tonight. Hirelings serve 14 days.

8. VICTORY

For each category, units earned minus points assigned is the basic score; basic $\times$ points is the bonus. Zero or more in total meets your requirements. Dying ends the quest in defeat.

9. SCENARIOS AND OPTIONS

Scenario	Rules
The Open Realm	The classic month of adventure.
The Dragon Hunt	Fourteen days. Dragons already guard the Lost City and the Lost Castle, and every adventurer is sworn to slay one (Dragonslayer quest, doubled reward).
Gold Rush	Every purse in the Realm holds twice the gold, and natives pay double for treasures.
Night of Spirits	The dead are restless: most days the monster roll favours spirits and wolves (4 or 6).
The Race	The first adventurer to meet their victory requirements at midnight wins at once.

Ferocity: Gentle, Standard, Savage (default Standard). Weather is rolled weekly: Clear, Rain, Fog, Wind, Storm. Advancement thresholds (fame plus notoriety earned): 12, 30, 55, 85, 120.

10. QUESTS

Quest	Task	Reward
Dragonslayer	Slay a dragon.	15 fame
Monster Hunter	Slay five monsters.	10 fame
Plunder of the Lost	Take anything from the Lost City or the Lost Castle.	12 fame
Wanderer	Set foot in ten different tiles.	8 fame
Merchant Venturer	Strike a bargain at three different dwellings.	20 gold
Band of Blades	Hire a native into your service.	8 notoriety
Scholar	Learn a new spell from a scroll.	8 fame
Hoarder	Carry two Great Treasures at once.	10 fame
Weaver of Ways	Enchant or disenchant a tile.	6 fame
Bane of the Valleys	Kill a native in battle.	12 notoriety
Delver	Discover three treasure sites.	8 fame
Rival Slayer	Defeat another adventurer in a duel.	15 notoriety

11. THE ADVENTURERS

Adventurer	Vuln	Weapon	Armour	Advantages	Spells
Amazon	M	Short Sword	Helmet, Breastplate, Shield	Aid	-
Berserker	H	Great Axe	Helmet	Berserk, Robust	-
Black Knight	H	Mace	Suit of Armour, Shield	Fear	-
Captain	M	Broadsword	Helmet, Breastplate, Shield	Reputation, Leader	-
Druid	M	Dagger	-	Peace with Nature	Make Whole, Peace, Ward of Gold, Fiery Blast
Dwarf	H	Great Axe	Helmet	Cave Knowledge, Short Stature	-
Elf	L	Light Bow	-	Elusiveness, Archer	Ward of Gold, Peace
Magician	M	Quarterstaff	-	Familiar	Mist Walk, Bird's Eye, Ward of Gold, Fiery Blast
Pilgrim	M	Quarterstaff	-	Blessed	Peace, Exorcise
Sorcerer	M	Dagger	-	Lore	Fiery Blast, Lightning, Hex, Burning Blade, Mist Walk
Swordsman	L	Thrusting Sword	-	Clever, Barter	-
White Knight	H	Great Sword	Suit of Armour, Shield	Honour, Robust	-
Witch	M	Dagger	-	Familiar	Hex, Lightning, Make Whole, Peace
Witch King	M	Dagger	-	Aura of Power	Lightning, Fiery Blast, Mist Walk, Hex, Make Whole
Wizard	M	Quarterstaff	-	Robust	Peace, Mist Walk, Make Whole, Fiery Blast
Woods Girl	L	Light Bow	-	Tracking, Archer	-

12. MONSTERS

Monster	Vuln	Harm	Attack / move	Fame / notoriety	Notes
Wolf	M	L*	4 / 3	0 / 1	beast
Goblin	M	M	4 / 4	1 / 1	
Giant Bat	M	M	3 / 2	2 / 2	beast
Viper	M	L**	4 / 4	2 / 3	armoured, beast
Giant Spider	H	M*	4 / 4	6 / 4	beast
Serpent	H	H	5 / 4	5 / 5	armoured, beast
Ogre	H	H	5 / 5	5 / 5	
Troll	T	H*	5 / 5	8 / 8	armoured
Giant	T	T	6 / 5	8 / 8	
Great Octopus	T	T	6 / 5	9 / 9	
Flying Dragon	T	H*	4 / 4	10 / 10	armoured

Heavy Dragon	T	T*	6 / 5	12 / 12	armoured
Ghost	H	L	2 / 4	0 / 2	immaterial, spirit
Imp	M	L	3 / 3	2 / 2	spirit
Demon	H	T	4 / 4	12 / 12	armoured, spirit

13. TREASURES

Treasure	Fame	Notoriety	Worth	Power
★ Crown of the Fallen King	12	4	25	
★ Orb of Far Seeing	5	3	20	-1 to every search roll.
★ Dragonbone Horn	8	8	18	Blow it in combat, once a day: every foe of Medium vulnerability or less flees.
★ Moonsilver Chalice	14	0	22	
★ Black Codex	0	14	20	A source of Black magic.
★ Sunstone Amulet	8	2	18	A source of Gold magic.
★ Mantle of Shadows	4	6	18	Every Hide succeeds.
★ Gauntlets of the Ox	6	4	16	Fight chits count one strength higher.
★ Aegis of Dawn	8	2	20	Absorbs the first hit in each combat round.
★ Wayfarer's Boots	4	2	16	+1 phase each day.
Ring of the Grey Wind	2	2	10	A source of Grey magic.
Ivory Censer	3	0	9	A source of White magic.
Violet Lens	1	3	10	A source of Purple magic.
Lucky Knucklebone	1	0	6	-1 to meeting rolls.
Faded Map	0	0	5	-1 to Locate rolls.
Jade Idol	3	3	12	
Pearl Tiara	4	0	14	
Gilded Skull	0	6	11	
★ Banner of the Old Kings	10	2	20	-1 to meeting rolls.
★ Lantern of the Deep	5	5	18	-1 to Locate rolls.
Horn of Rallying	2	1	8	-1 to meeting rolls.

14. SAVING

The game autosaves each morning and keeps one manual save, plus Export and Import as files. Saves stay in this browser under the tronsoft_magic_realm_ keys. Restart day returns to that morning.

15. CREDITS

Tronsoft Games. Developed with AI assistance (Claude, Anthropic). After Magic Realm by Richard Hamblen (Avalon Hill, 1979); Avalon Hill is a trademark of Hasbro, Inc.; this edition is independent.