

# Magic Realm Parts List

## Monsters, Heads, and Clubs

**Tremendous Monsters** (1-in square counters + 3/4-in square Dragon Heads and Giant Clubs)

Please note, many T monsters had misprinted backs and often have paper replacements glued on.

- Demon (1)
- Giants (2)
- Giant Clubs (2)
- Octopus (1)
- T Dragons (2)
- T Dragon Heads (2)
- T Flying Dragon (1)
- T Flying Dragon Head (1)
- T Serpent (1)
- T Spider (1)
- T Trolls (2)
- Winged Demon (1):

## Heavy Monsters (7/8-in square counters)

- Giant Bats (6)
- H Dragon (1)
- H Flying Dragons (2)
- H Serpents (2)
- H Spiders (3)
- H Trolls (2)

## Medium Monsters (3/4-in square counters)

- Ghosts (2)
- Goblins with Axes (6)
- Goblins with Great Swords (6)
- Goblins with Spears (6)
- Imp (1)
- Ogres (2)
- Vipers (2)
- Wolves L4,3/M4,4 (3)
- Wolves M5,3/L3,4 (3)

## Dwellings, Natives, and Native Horses

Dwellings - 1-in brown square counters

Natives - 3/4-in square counters

Native Horses - 7/8-in square counters

### Dwellings

- Chapel (1)
- Guardhouse (1)
- House (1)
- Inn (1)
- Large Campfire (1)
- Small Campfire (1)

### Bashkars (1 of each)

- Bashkar HQ
- BHQ Horse
- Bashkar 1

B1 Horse  
Bashkar 2  
B2 Horse  
Bashkar 3  
B3 Horse  
Bashkar 4  
B4 Horse  
Bashkar 5  
B5 Horse

**Company** (1 of each)

Company HQ  
Company 1  
Company 2  
Company 3  
Company 4  
Company 5  
Company 6

**Guard** (1 of each)

Guard HQ  
Guard 1  
Guard 2

**Lancers** (1 of each)

Lancer HQ  
LHQ Horse  
Lancer 1  
L1 Horse  
Lancer 2  
L2 Horse  
Lancer 3  
L3 Horse

**Order** (1 of each)

Order HQ  
OHQ Horse  
Order 1  
O1 Horse  
Order 2  
O2 Horse  
Order 3  
O3 Horse

**Patrol** (1 of each)

Patrol HQ  
PHQ Horse  
Patrol 1  
P1 Horse  
Patrol 2  
P2 Horse

**Rogues** (1 of each)

Rogue HQ  
Rogue 1  
Rogue 2  
Rogue 3  
Rogue 4

Rogue 5  
Rogue 6  
Rogue 7

**Soldiers** (1 of each)

Soldier HQ  
Soldier 1  
Soldier 2  
Soldier 3

**Woodfolk** (1 of each)

Woodfolk HQ  
Woodfolk 1  
Woodfolk 2

**Character Cards, Counters, and Chits**

**Character Cards** (5.5 x 3.5-in rectangular cards)

Amazon (1)  
Berserker (1)  
Black Knight (1)  
Captain (1)  
Druid (1)  
Dwarf (1)  
Elf (1)  
Magician (1)  
Pilgrim (1)  
Sorcerer (1)  
Swordsman (1)  
White Knight (1)  
Witch (1)  
Witch-King (1)  
Wizard (1)  
Woods-Girl (1)

**Character Counters** (3/4-in round counters)

Amazon (1)  
Berserker (1)  
Black Knight (1)  
Captain (1)  
Druid (1)  
Dwarf (1)  
Elf (1)  
Magician (1)  
Pilgrim (1)  
Sorcerer (1)  
Swordsman (1)  
White Knight (1)  
Witch (1)  
Witch-King (1)  
Wizard (1)  
Woods-Girl (1)

**Character Combat Chits** (1/2-in square chits)

**Amazon**

Attention Chit (1)  
Fight H4\*\* (1)

Fight L4 (1)  
Fight M3\*\* (2)  
Fight M4\* (2)  
Fight M5 (1)  
Move M3\* (3)  
Move M4 (2)

### **Berserker**

Attention Chit (1)  
Berserk T4\*\* (1)  
Fight H4\* (1)  
Fight H5 (1)  
Fight T4\*\* (2)  
Fight T5\* (1)  
Fight T6\* (1)  
Move H4\*\* (2)  
Move H5\* (1)  
Move H6 (1)  
Move T6\* (1)

### **Black Knight**

Attention Chit (1)  
Fight H4\*\* (1)  
Fight H5\* (1)  
Fight H6 (1)  
Fight M3\*\* (1)  
Fight M4\* (2)  
Fight M5 (1)  
Move H4\*\* (1)  
Move H5\* (1)  
Move H6 (1)  
Move M4\* (1)  
Move M5 (1)

### **Captain**

Attention Chit (1)  
Fight H5\* (2)  
Fight H6 (1)  
Fight M3\*\* (1)  
Fight M4\* (2)  
Fight M5 (1)  
Move M3\*\* (1)  
Move M4\* (3)  
Move M5 (1)

### **Druid**

Attention Chit (1)  
Fight L2\*\* (1)  
Fight L3\* (1)  
Fight L4 (1)  
Magic II2\*\* (1)  
Magic II3\* (2)  
Magic VIII2\*\* (1)  
Magic VIII3\* (1)  
Magic VIII4\* (1)  
Move L2\*\* (1)  
Move L3\* (1)

Move L4 (1)

### Dwarf

Attention Chit (1)

Duck T3\* (1)

Fight H4\*\* (2)

Fight H5\* (1)

Fight H6 (1)

Fight T5\*\* (2)

Fight T6\* (1)

Move H5\* (1)

Move H6 (1)

Move T5\*\* (1)

Move T6\* (1)

### Elf

Attention Chit (1)

Fight L3\* (1)

Fight M3\* (1)

Fight M4 (1)

Magic III2\* (1)

Magic III3\* (2)

Magic III4\* (1)

Magic VII3\* (1)

Magic VII4\* (1)

Move L2\* (1)

Move L3\* (1)

Move M4 (1)

### Magician

Attention Chit (1)

Fight L3\* (1)

Fight L4 (1)

Magic II3\* (1)

Magic III3\* (1)

Magic IV3\* (1)

Magic V4\*\* (1)

Magic VI4\* (1)

Magic VII4\*\* (1)

Magic VIII4\* (1)

Move L3\* (1)

Move L4 (1)

Move M4\* (1)

### Pilgrim

Attention Chit (1)

Fight H4\* (1)

Fight M2\*\* (1)

Fight M3\* (2)

Fight M4 (1)

Magic I4\* (1)

Magic I6\* (1)

Magic VII3\* (1)

Move H5\* (1)

Move H6 (1)

Move M4\* (1)

Move M5 (1)

### **Sorcerer**

Attention Chit (1)  
Fight L3\* (1)  
Magic IV3\* (2)  
Magic IV4\* (3)  
Magic IV5\* (1)  
Magic VI4\* (1)  
Magic VI5\* (1)  
Magic VI6\* (1)  
Move M4\* (1)  
Move M5 (1)

### **Swordsman**

Attention Chit (1)  
Fight L2\*\* (2)  
Fight L3\* (1)  
Fight L4 (1)  
Fight M3\*\* (1)  
Fight M4\* (1)  
Fight M5 (1)  
Move L2\*\* (1)  
Move L3\* (2)  
Move L4 (1)  
Move M4\* (1)

### **White Knight**

Attention Chit (1)  
Fight H4\*\* (2)  
Fight H5\* (2)  
Fight H6 (1)  
Fight T4\*\* (1)  
Fight T5\* (1)  
Magic I5\*\* (1)  
Move H4\*\* (1)  
Move H5\* (1)  
Move H6 (1)  
Move T6\* (1)

### **Witch**

Attention Chit (1)  
Fight L3\* (1)  
Magic II2\* (1)  
Magic II3\* (2)  
Magic V4\* (1)  
Magic V5\* (1)  
Magic V6\* (1)  
Magic VIII2\* (1)  
Magic VIII4\* (1)  
Move L3\* (1)  
Move L4 (1)  
Move M4\* (1)

### **Witch-King**

Attention Chit (1)  
Magic IV3\* (2)  
Magic IV4\* (2)  
Magic V2\* (1)

Magic V3\* (2)  
Magic V4\* (1)  
Magic VI2\* (1)  
Magic VI3\* (2)  
Magic VI4\* (1)

#### Wizard

Attention Chit (1)  
Fight L4 (1)  
Fight M3\* (1)  
Fight M5 (1)  
Magic II3\* (1)  
Magic II4\* (1)  
Magic III3\* (1)  
Magic IV3\* (1)  
Magic IV4\* (1)  
Move M4\* (1)  
Move M5 (3)

#### Woods-Girl

Attention Chit (1)  
Fight L3\* (2)  
Fight L4 (2)  
Fight M4\* (1)  
Fight M5 (1)  
Magic VII6\*\* (1)  
Move L2\*\* (2)  
Move L3\* (2)  
Move L4 (1)

#### Weapons (3/4-in round white and gold counters w/red or yellow backs)

Axes (2)  
Bane Sword (1)  
Broadsword (1)  
Crossbow (1)  
Devil Sword (1)  
Great Axes (2)  
Great Sword (1)  
Light Bows (2)  
Living Sword (1)  
Maces (2)  
Medium Bow (1)  
Morning Star (1)  
Short Swords (3)  
Spears (4)  
Staves (2)  
Thrusting Swords (2)  
Truesteel Sword (1)

#### Armor

Armor - 7/8-in round white and gold counters w/grey or yellow backs  
Helmets, Breastplates, and Shields - 3/4-in round white & gold counters w/grey or yellow backs

Armor H (2)  
Armor T (1)  
Breastplates (3)  
Breastplate, Silver (1)

Helmets (6)  
Helmet, Gold (1)  
Shields (4)  
Shield, Jade (1)

### Round Horses - 1-in round brown counters

#### Ponies (1 of each)

L2/L4  
L3/M4  
L3/M5  
M2/M5  
M3/M4  
M3/M5  
M4/M5

#### Warhorses (1 of each)

H4/H6  
H4/T7  
T3/T5  
T5/T7

#### Workhorses (1 of each)

H6/H7  
H6/T8  
L4/L5  
L4/M6  
M5/M6  
M5/H7

### Spell Cards

#### Type I (1 of each)

Exorcise  
Make Whole  
Peace  
Small Blessing

#### Type II (1 of each)

Blend Into Background  
Fog  
Prophecy  
Stones Fly  
Talk to Wise Bird  
Witch's Brew

#### Type III (1 of each)

Elven Grace  
Faerie Lights  
Illusion  
Lost  
Persuade  
See Hidden Signs

#### Type IV (1 of each)

Blazing Light  
Elemental Spirit  
Fiery Blast  
Hurricane Winds  
Lightning Bolt  
Roof Collapses  
Violent Storm

**Type V** (1 of each)

Absorb Essence  
Ask Demon  
Broomstick  
Curse  
Pentangle  
Power of the Pit

**Type VI** (1 of each)

Dissolve Spell  
Enchant Artifact  
Melt into Mist  
Phantasm  
Transform  
Unleash Power  
World Fades

**Type VII** (1 of each)

Control Bats  
Peace with Nature  
Premonition  
Protection from Magic  
Sense Danger

**Type VIII** (1 of each)

Bad Luck  
Deal with Goblins  
Guide Spider or Octopus  
Poison  
Remedy  
Whistle for Monsters

**Treasure Cards**

**Treasure Within Treasure Cards** (1 of each) (red P + number)

Chest  
Crypt of the Knight  
Enchanted Meadow  
Mouldy Skeleton  
Remains of Thief  
Toadstool Circle

**Large Treasures** (1 of each) (gold dot; may also have red dot)

Battle Bracelets  
Bejeweled Dwarf Vest  
Belt of Strength  
Blasted Jewel  
Crystal Ball  
Enchanter's Skull  
Eye of the Idol  
Eye of the Moon  
Flying Carpet  
Garb of Speed  
Girtle of Energy  
Glimmering Ring  
Glowing Gem  
Golden Arm Band  
Golden Crown  
Golden Icon

Hidden Ring  
Imperial Tabard  
Lucky Charm  
Magic Wand  
Regent of Jewels  
Sacred Grail  
Timeless Jewel

**Small Treasures** (1 of each) (no gold dot; may have red dot)

7-League Boots  
Alchemist's Mixture  
Amulet  
Ancient Telescope  
Beast Pipes  
Black Book  
Book of Lore  
Cloak of Mist  
Cloven Hoof  
Deft Gloves  
Dragon Essence  
Dragonfang Necklace  
Draught of Speed  
Elusive Cloak  
Elven Slippers  
Flowers of Rest  
Gloves of Strength  
Good Book  
Gripping Dust  
Handy Gloves  
Lost Keys  
Magic Spectacles  
Map of Lost Castle  
Map of Lost City  
Map of Ruins  
Oil of Poison  
Ointment of Bite  
Ointment of Steel  
Penetrating Grease  
Phantom Glass  
Potion of Energy  
Poultice of Health  
Power Boots  
Power Gauntlets  
Quick Boots  
Reflecting Grease  
Royal Sceptre  
Sacred Statue  
Scroll of Alchemy  
Scroll of Nature  
Shielded Lantern  
Shoes of Stealth  
Toadstool Ring  
Vial of Healing  
Withered Claw

## Site, Sound, and Warning Chits

**Site Chits** (1 of each) (gold 1/2-in square chits)

Altar  
Cairns  
Hoard  
Lair  
Pool  
Shrine  
Statue  
Vault

**Sound Chits** (1 of each) (red 1/2-in square chits)

Flutter 1  
Flutter 2  
Howl 4  
Howl 5  
Lost Castle  
Lost City  
Patter 2  
Patter 5  
Roar 4  
Roar 6  
Slither 3  
Slither 6

**Warning Chits** (1 of each) (yellow 1/2-in square chits)

Bones C  
Bones M  
Bones V  
Bones W  
Dank C  
Dank M  
Dank V  
Dank W  
Ruins C  
Ruins M  
Ruins V  
Ruins W  
Smoke C  
Smoke M  
Smoke V  
Smoke W  
Stink C  
Stink M  
Stink V  
Stink W

**Visitor/Mission Chits** - 1/2-in square counters, gold on front and white on back

Conquer/War (1)  
Crone/Raid (1)  
Revolt/Quest (1)  
Scholar/Pillage (1)  
Shaman/Escort Party (1)  
Warlock/Food Ale (1)

**Weather, Number, Day/Turn, and Monster Roll Chit**

1/2-in red (number, day/turn, monster roll) or gold (weather) square counters

1 (1)

2 (1)

3 (1)

4 (1)

5 (1)

6 (1)

Day/Turn (1)

Monster Roll (1)

Clear (1)

Showers (1)

Special (1)

Storm (1): 3 EX

### Board Tiles Large hexagonal tiles

Awful Valley (1)

Bad Valley (1)

Borderland (1)

Cavern (1)

Caves (1)

Cliff (1)

Crag (1)

Curst Valley (1)

Dark Valley (1)

Deep Woods (1)

Evil Valley (1)

High Pass (1)

Ledges (1)

Linden Woods (1)

Maple Woods (1)

Mountain (1)

Nut Woods (1)

Oak Woods (1)

Pine Woods (1)

Ruins (1)

1 Red Standard 6-Sided Die (Some are Green)

1 White Standard 6-Sided Die

1 Personal History Pad