

Windstorm	Ice Touch	Sonic Boom	Lightning Bolt
<p>Roll Xd4, where X is equal to your ☁.</p> <p>All flying enemies take that much damage.</p>	<p>Roll d8 and add your ☁. If the result is greater than the target's 🛡, then that target takes 3d8 damage.</p>	<p>The target takes damage equal to twice your ☁.</p> <p>If the target is a <i>thing</i>, it takes twice that much damage instead.</p>	<p>The target takes 2d8 damage. Then for each wall in the tile, roll d8. For each roll, if the result is greater than your ☁, you take d8 damage. Otherwise the target takes d8 damage.</p>
Fireball	Earthquake	Elemental Wall	Maelstrom
<p>All enemies take damage equal to d8 plus your 🔥.</p>	<p>Roll Xd4, where X is equal to your 🌊.</p> <p>All enemies that do not fly take that much damage.</p>	<p>As you cast this spell, choose an element. <i>(The elements are 🔥, 🌊, 🌿, and ⚡. A monster casting this spell chooses an element at random)</i></p> <p>Whenever an enemy deals damage to you with an ATTACK, that enemy takes damage equal to your ☁ from the chosen element.</p>	<p>All combatants take Xd8 damage, where X is your ☁.</p>
Acid Bolt	Exploding Limb	Drain Life	Wither
<p>The target loses 1 🛡 and takes Xd4 damage, where X is equal to your ☁.</p>	<p>The target takes Xd8 damage, where X is your ☁.</p> <p>You take half that much damage and lose 2 ✂.</p>	<p>The target loses Xd4 ❤, where X is equal to your ☁. You gain that much ❤.</p>	<p>The target takes damage equal to twice your ☁.</p> <p>If the target is a <i>plant</i>, it takes twice that much damage instead.</p>
Energy Lance	Ice Storm	Poison	Magic Arrows
<p>The target takes damage equal to twice your ☁.</p> <p>If the target is a <i>dragon</i>, it takes twice that much damage instead.</p>	<p>All enemies take damage equal to d8 plus your ☁.</p>	<p>The target takes damage equal to your ☁, and loses 1 ✂ and 1 🛡.</p> <p>If your ☁ is greater than 4, the target loses an addition 1 ✂ and 1 🛡.</p>	<p>The target takes Xd4 damage, where X is your ☁.</p>

Meteor Shower

All enemies take Xd8 damage, where X is your ☹️.

Additional cost:
One combat action.

(This spell will have its effect as your next combat action.)



Death



☠️ Noxious Cloud ☠️

Roll ☹️ twice with the target. If you win both rolls, the target dies.

For the remainder of the battle, each enemy takes damage equal to your ☹️ at the end of its combat action.



Doom



Pain

Pulverise

⚡ Ball Lightning ⚡

Put 8 - X fate counters on the target, where X is your ☹️.

After each of its combat actions, remove a fate counter from the target. When no fate counters remain, the target dies.

(If your ☹️ is 8 or greater, the target instantly dies.)

Choose a number no greater than five times your ☹️. Both you and the target take that much damage.

(A monster casting this spell will do as much damage as it can without dying.)

The target takes damage equal to four times your ☹️, minus the target's 🛡️.

Roll d8.

Roll	Result
1 - 4	All enemies take Xd8 damage, where X is your ☹️.
5 - 7	The ball lightning grounds out harmlessly.
8	You take Xd8 damage, where X is your ☹️.

Reverse Time



Sticky Flame



Wild Casting

Orb of Destruction

You witness the battle you've been fighting go by backwards!

Return the game state to the beginning of this turn's combat phase. Shuffle any decks from which cards were drawn and discard this spell.

The target takes X damage, where X is your ☹️, then put X counters on the target.

At the beginning of the target's combat action, remove one of the counters, then the target takes damage equal to the number of counter on it.

Draw two Magic Spells. For each spell, choose a target and roll d8. If the result is not 1, then you cast that spell on the target as normal. If the result is 1, that spell instead goes into effect as if the target had cast it, using the value of your ☹️ rather than its own.

Place a counter on the target to represent the orb of destruction.

The combatant who has the counter takes 2d8 damage at the beginning of its combat action. Then it rolls ☹️ with one of its enemies. Move the counter onto the combatant that loses the roll.

Phoenix



Acid Pool



Escape

Mirror Image

Note your current ❤️ and put a counter on your Character Card.

If your ❤️ becomes 0 or less, set your ❤️ to the noted amount and remove the counter.

If the counter remains at end of battle, remove it and set your ❤️ to the noted amount.

The target rolls 🎲 with a target of 6 plus your ☹️. If it fails, it falls into the pool, taking 3d8 damage.

Until end of battle, whenever a combatant rolls a 1 on its **ATTACK** roll, it falls into the pool, taking 3d8 damage.

This spell has no effect on flying combatants.

The target escapes from battle as if it had chosen to **FLEE** and succeeded.

If you are *afraid*, you automatically cast this spell, targetting yourself.


This spell creates a number of images equal to your ☹️.

Whenever an enemy would target you, instead it randomly targets you or any one of your images with equal likelihood.

Each of your images disappears with targeted. When an enemy successfully targets you, all your remaining images disappear.

Fear	Deanimate	Magic Shield	Forced Dance
<p>The target becomes <i>afraid</i>.</p> <p><i>(As its next combat action, the target tries to FLEE.)</i></p>	<p>The target loses ♠ equal to half your ♠, until end of battle, and skips its next combat action.</p> <p>If the target is a <i>Thing</i> or <i>Undead</i>, it is instantly destroyed.</p>	<p>Add your ♠ to the target's ♠, until end of battle.</p>	<p>The target reduces its ⚔ and ♠ by an amount equal to half your ♠, rounded down, until end of battle.</p>
Strengthen	Enrage	Perplex	Summon
<p>Add your ♠ to the target's ⚔, until end of battle.</p>	<p>Add your ♠ to the target's ⚔. It goes <i>berserk</i>.</p> <p><i>(During battle you can only ATTACK. However, you ATTACK twice as your combat action.)</i></p>	<p>The target becomes <i>confused</i>.</p> <p><i>(As its next combat action, the target will ATTACK itself.)</i></p>	<p>You summon a monster whose level is no greater than half your ♠ to attack the target.</p>
Sleep	Invincibility	Invisibility	Slow
<p>Roll ♠ with the target. If you win, it falls <i>asleep</i>.</p> <p><i>(The target cannot act and has an effective ♠ of 0. It awakens when it takes damage.)</i></p>	<p>Put three counters on your Character Card. At the beginning of each of your combat actions, remove one of the counters. While any counters remain, you are <i>invincible</i>.</p> <p>When you remove the last counter, roll ♠ with target 12. If you fail, you fall <i>asleep</i>. <i>(You cannot act and have an effective ♠ of 0. You awaken when you take damage.)</i></p>	<p>The target becomes <i>invisible</i>.</p> <p><i>(Until end of turn, you surprise humanoid enemies, and can FLEE from them automatically. Add +4 to ⚔ and ♠ whilst fighting them.)</i></p>	<p>Roll ♠ with the target. If you win, then until end of battle, its ♠ is effectively 0, and it misses every other action, starting with its next action.</p>
Spirit Shield			Flurry of Blows
<p><i>You are protected by a wall of mystical energy.</i></p> <p>Until end of battle, the spirit shield absorbs the next X damage the target takes, where X is thrice your ♠.</p>			<p>You ATTACK the target a number of times equal to half your ♠, rounded down.</p>

Burn Scrolls

Discard up to X scrolls, where X is your . For each scroll discarded this way, the target takes 5 damage.

(A monster casting this spell discards as many scrolls as it can from its treasure.)