Type I Spells (1d10)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Roll** | **Name** | **Type/Color** | **AoE/Time** | **Effects** |
| 1 | Divine Might | I/White | IND/DAY | * Strength of the target’s MOVE and FIGHT counters is increased by one level for the day * Max level is Tremendous |
| 2 | Divine Protection | I/White | CHT/PHA | * Turns the MAGIC chit used to cast this spell into a PROTECT chit. * This chit blocks the next attack that hits the owner and would otherwise have harmed him. *(Ex. A light attack hitting an armored character would not trigger this chit.)* * The attack does no harm, and acts as though it missed entirely. * This includes attack spells that affect multiple creatures, or red-side T monsters, but does not include non-attack spells like Power of the Pit. * Once the chit protects its owner, it fatigues. |
| 3 | Exorcise | I/White | CLR/INST | * Kill all demons and imps * All spells and curses broken * Any spells being cast are nullified * All color chits revert and are fatigued |
| 4 | Make Whole | I/White | CHA/INST | * All fatigued and wounded chits are healed * All damaged armor is repaired * Breaks WITHER curse * Does not affect the chits used to cast the spell |
| 5 | Miracle | I/White | CHT/PHA | * Converts a chit (not those used to cast this spell) to a “MIRACLE” chit * MIRACLE chits cannot be used normally, or fatigued or wounded * MIRACLE chit can be played for force a reroll of ANY roll in the game * Once played, the chit reverts to its normal form, and is wounded |
| 6 | Peace | I/White | COM/COM | * Target of this spell CANNOT be the target of another spell or an attack when this spell is cast * Target is unassigned * Any spells or attacks he is playing are cancelled * He cannot be lured or deployed * Spell is broken if anyone targets the victim |
| 7 | Prayer | I/White | CHA/PERM | * Gain extra REST phase each day |
| 8 | Resurrect | I/White | GRP/INST | * If native group has dead members, those members are resurrected and returned to the dwelling * The group becomes friendly to the caster for the rest of the game |
| 9 | Small Blessing | I/White | CHA/INST | * Roll on the WISH table |
| 10 | Vision | I/White | CHA/INST | * Immediately discover all paths/passages in your current tile |

Type II Spells (d20 – reroll all 15-20)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Roll** | **Name** | **Type/Color** | **AoE/Time** | **Effects** |
| 1 | Blend Into Background | II/Grey | IND/DAY+ | * Can perform an extra HIDE phase * ***OPTIONAL RULE:*** Spell is no longer a DAY spell, but instead lasts until the end of any day where the character fails his HIDE check |
| 2 | Elven Sight | II/Gold | CHA/DAY | * Roll one die on all Reading Runes, Peer and Locate rolls |
| 3 | Flame Sword | II/Purple | CHA/COM | * Character gains Flame Sword (Length: 8, L\*\*/L\*\*) |
| 4 | Fog | II/Grey | TILE/DAY+ | * Cannot PEER in or into this tile * ***OPTIONAL RULE:*** Spell is INSTANT, but the effect lasts until dispelled, either by a spell, the Eye of the Moon (or any other item that affects weather), or by any character performing an ENCHANT phase in the tile to flip it (either side) |
| 5 | Heal | II/Grey | CHA/INST | * Immediately heal 4 asterisks and bring them back into play |
| 6 | Prophecy | II/Purple | CHA/DAY or  CHA/PERM | * Target does not write move ahead of time * ***OPTIONAL RULE:*** Spell becomes PERMANENT, and can be energized during BIRDSONG |
| 7 | Stones Fly | II/Grey | COM(4)/ATK | * Spell unleashes 4 attacks against enemies * Each attack must hit as a missile and does L\* damage * Multiple attacks can target a single combatant |
| 8 | Summon Animal | II/Grey | CHA/DAY | * Roll on the Summon Animal table * You may choose any animal with that roll or greater to come to your aid  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Die Roll | Summon | V/A | Light | Dark | Notes | | 1 | Basilisk | T\* | T5/6 | X5/6 | Light side length = 17 | | 2 | Bear | H | H3/4 | H\*4/5 |  | | 3 | Serpent | H\* | M4/3 | H5/4 | Can be ridden  Walks woods | | 4 | Bat | H | M2/3 | M3/2 | Can be ridden  Flies | | 5 | Wolf | M | L4/3 | M4/4 | Two wolves appear | | 6 | Squirrel | L | -/2 | -/2 |  | |
| 9 | Sword Song | II/Grey | SWD/COM | * Targeted sword gains one sharpness star and becomes alerted for the entire combat |
| 10 | Talk to Wise Bird | II/Gold | CHA/INST | * May REMOTE PEER into any hex/clearing on the map |
| 11 | Torch Bearer | II/Grey | CHA/DAY+ | * Extra phase in caves * ***OPTIONAL RULE:*** Spell becomes INSTANT, but turns the MAGIC chit used to cast it into a TORCH chit. The TORCH chit allows an extra phase in caves and becomes wounded as soon as the character has sunlight phases to record |
| 12 | Warp Wood | II/Grey | CLR/COM | * No bow, crossbow, staff, spear, or pike can be played on its alerted side * Natives with these weapons are turned to their non-attacking side and cannot change tactics |
| 13 | Witch’s Brew | II/Grey | CHT/DAY or  CHT/PERM | * Affects selected type II and VIII chits * Type II chits become IV * Type VIII chits become III * ***OPTIONAL RULE:*** Spell becomes INSTANT, but the chits are affected permanently |
| 14 | Wood Skin | II/ANY | IND/COM | * The character or denizen is treated as though he is armored with unbreakable armor on all locations. * This effect does not stack with existing armor (i.e. damage is NOT reduced by two sharpness stars). |

Type III Spells (d20 – reroll 14-20)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Roll** | **Name** | **Type/Color** | **AoE/Time** | **Effects** |
| 1 | Awaken Monster | III/Gold | CHT/INST | * The chit summons non-prowling monster(s), that can normally be summoned by the chit if they were prowling, from the row of the spellcaster’s choice (column restricted by hex) on the Appearance Chart to the spellcaster’s clearing. * The monster(s) enter combat once the spell goes off at the start of the Melee Step, assigned to their own sheet as Defender, with no target. |
| 2 | Bewilder | III/Gold | CLR/MON | * All MONSTERS in the clearing are unable to change tactics * This does not affect natives |
| 3 | Control Wolves (was called Send) | III/Gold | COM\*/DAY | * Control wolves |
| 4 | Elven Grace | III/Gold | COM/COM | * Alters time on target’s MOVE chits   + L chits become time 1   + M chits are time 2   + H chits are time 3   + T chits are time 4 * Monster and native MOVE times are changed to reflect its vulnerability/weight (ex. Tremendous Dragon would become MOVE 4) * Only MOVE times are affected |
| 5 | Faerie Lights | III/Gold | CHT/DAY  CHT/PERM | * Affects selected type III and VII chits * Type III chits become II * Type VII chits become VI * ***OPTIONAL RULE:*** Spell becomes INSTANT, but the chits are affected permanently |
| 6 | Fleet Foot | III/Gold | CHA/DAY | * Mountain clearings require one MOVE phase instead of two |
| 7 | Illusion | III/Gold | CHA/PERM  TILE/PERM | * +1 Penalty to all SEARCH rolls |
| 8 | Lost | III/Gold | CHA/PERM  TILE/PERM | * Affected individuals must move randomly when they leave a clearing * Does not affect running, moves that start between clearings, or flying * If a tile is affected, all characters moving FROM an affected clearing, must go to a random clearing when they leave |
| 9 | Mirror Images | III/Gold | CST/INST | * Using a standard roll, determine the number of duplicates created  |  |  | | --- | --- | | Roll | Number | | 1-2 | 4 | | 3-4 | 3 | | 5 | 2 | | 6 | 1 |  * As combat is fought in the clearing, all hits scored against the caster of this spell destroy one duplicate * Once all duplicates are destroyed, the caster can be hit as normal |
| 10 | Persuade | III/Gold | NAT/DAY | * Targeted natives are pacified and become friendly * This spell may also affect giants and ogres |
| 11 | See Hidden Signs | III/Gold | CHA/DAY+ | * Record an extra SEARCH phase * ***OPTIONAL RULE:*** Spell lasts until the target rolls a “6” for his SEARCH. |
| 12 | Sleep | III/Gold | COM\*/ATK | * Any number of combatants can be targeted with this spell * If this spell hits, it does no damage, but the target falls asleep and is removed from battle for the day * A sleeping target cannot be attacked, or targeted by a spell, or otherwise affected in any way |
| 13 | Web | III/Gold | COM/ATK | * This spell targets a single combatant * If it hits, the victim is tied to that combat box and will always be assigned to that box for the rest of the battle * If a character is hit, he is tied to the same Maneuver box for the rest of the fight, but he can play Attacks normally * Spiders are not affected by this spell |

Type IV Spells (d10)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Roll** | **Name** | **Type/Color** | **AoE/Time** | **Effects** |
| 1 | Blazing Light | IV/Purple | CLR/DAY | * Everyone in the clearing can record an extra MOVE the next day * ***OPTIONAL RULE:*** Affected characters get all of their sunlight phases the next day |
| 2 | Elemental Spirit | IV/Purple | CHT/DAY  CHT/PERM | * Affects selected type IV and VI chits * Type IV chits become VIII * Type VI chits become V * ***OPTIONAL RULE:*** Spell becomes INSTANT, but the chits are affected permanently |
| 3 | Fiery Blast | IV/Purple | COM\*/ATK | * Attacks with an L\*\*\* missile vs. all enemies in the clearing |
| 4 | Fiery Blood | IV/Purple | CHA/COM | * Target’s MOVE and FIGHT chits have their times reduced by 1 * If the target is a character, they must fatigue 1d6 asterisks when this spell ends * If the target is a denizen, they are exhausted for a day and cannot participate in battle |
| 5 | Hurricane Winds | IV/Purple | IND/FLY | * Target flies away before the next encounter step * Red-side up T monsters drop targets, turn red-side down and fly away * Caster chooses the hex the victim lands in * Can only be cast in mountain clearings |
| 6 | Ice Skin | IV/Purple | CHA/COM | * If the target is a denizen, they become armored * If the target is a character, they gain Ice Armor (M) in each of their SHIELD spaces * This armor is weightless |
| 7 | Ice Storm | IV/Purple | CLR/ATK | * Everyone in the clearing (caster included) is subject to an L3\*\* Swing attack * Can only be cast in mountain clearings |
| 8 | Lightning Bolt | IV/Purple | COM/ATK | * Attack M\*\*\* vs. a single target * Can only be cast in mountain clearings |
| 9 | Protection from Elements | IV/Purple | CHA/PERM | * Character is not affected by terrain/weather related wounds or fatigue * Character is considered armored against Fiery Blast, Ice Storm, and Lightning Bolt * Character is immune to Violent Storm and can choose to not be affected by Hurricane Winds |
| 10 | Roof Collapses | IV/Purple | CLR/ATK | * Everyone in the clearing (caster included) is subject to an H4 Smash attack * Can only be cast in cave clearings |
| 11 | Summon Elemental | IV/Purple | CHA/COM | * Roll on the summon table * You may choose any elemental with that roll or greater to come to your aid  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | Die Roll | Summon | V/A | Light | Dark | Notes | | 1 | Earth | T | T4/6 | X4/6 |  | | 2 | Fire | H | H\*\*6/4 | H\*2/6 |  | | 3 | Mud | H | H5/4 | H6/4 | Dark Side slows enemy M/F times by 1 | | 4 | Water | H | H4/2 | H2/4 |  | | 5 | Smoke | L | -/3 | -/3 | 3 Smoke Elementals appear | | 6 | Air | H | M3/4 | H/4/4 |  | |
| 12 | Violent Storm | IV/Purple | TILE/DAY | * The first time you end a phase in this tile, you cancel 1d6 phases * You choose which phases to cancel |

Type V Spells (d10 – reroll 10s)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Roll** | **Name** | **Type/Color** | **AoE/Time** | **Effects** |
| 1 | Absorb Essence | V/Black | MON/PERM | * You become a monster * Too much to put here, read the rules on this one |
| 2 | Ancient Pact | V/Black | MON/COM | * Caster pays 1 gold * Take a goblin from any active stack to aid you, or roll on the chart * If no goblins are active, you must roll  |  |  | | --- | --- | | Roll | Result | | 1-2 | An additional goblin will appear. Roll twice. | | 3 | Sword Goblin | | 4 | Spear Goblin | | 5-6 | Axe Goblin | |
| 3 | Ask Demon | V/Black | MON/INST | * You can ask one yes/no question of another player and they must answer truthfully * This spell does not change how the demon fights * ***OPTIONAL RULE:*** If you wound a chit, the demon will stop attacking you for the remainder of the day, but you are not allowed to target him * ***OPTIONAL RULE:*** If you are playing using Quest Cards, you may look at the next 10 cards in the deck, and swap any cards in your hand with what you see |
| 4 | Animate | V/Black | MON/PERM | * Any monster killed in this clearing can be a target * Creature is reanimated and becomes a follower of the caster * Creature’s MOVE and FIGHT speeds are one slower than the original creature * If the creature is killed the spell ends |
| 5 | Broomstick | V/Black | CHA/FLY | * Character must be L * Creates a FLY L1 chit which can be burned to fly * Burning the chit allows you to fly from tile to tile until you land * You have to land at the end of the day * Can also be cast on others to force them to fly, but you should read the rules on that |
| 6 | Curse | V/Black | CHA/INST | * Target gains a CURSE |
| 7 | Drain Life | V/Black | MON/ATK | * If this attack hits the target, it is killed and the caster can rest asterisks based on the killed monster’s size   + T = REST 4   + H = REST 3   + M = REST 2 |
| 8 | Hypnotize | V/Black | NAT/DAY+ | * Targeted native becomes hired for one day. * This spell does not invoke treachery, and does not impact the caster’s relationship with the native’s group in any way. * ***OPTIONAL RULE:*** Every day after the first, the target leaves the caster’s service on a roll of “6”. |
| 9 | Pentangle | V/Black | IND/COM | * Imp, Demon and Winged Demon cannot attack the caster * All spells and curses are temporarily nullified * No new spells can affect the caster, but AoE spells can still do so |
| 10 | Power of the Pit | V/Black | COM/INST | * Target is affected by the Power of the Pit * Make a roll on the table and apply the result to the target |

Type VI Spells (d12)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Roll** | **Name** | **Type/Color** | **AoE/Time** | **Effects** |
| 1 | Dissolve Spell | VI/Purple | SPL/INST | * Breaks spell, but cannot end curses |
| 2 | Enchant Artifact | VI/Purple | ITEM/INST | * Read the rules on this one |
| 3 | Enlarge | VI/Purple | DEN/COM | * FIGHT and MOVE strengths are increased by one level * Weapon length is increased by 2 * Times are also increased by one, making the target slower |
| 4 | Fighting Hands | VI/Grey | CHT/PHA | * Target gets a FIGHT H3 chit that can be used at any time a FIGHT chit would be used * The spell ends at midnight of the day the chit was used |
| 5 | Magic Arrow | VI/Gold | COM/ATK | * M\*\* attack vs. one target |
| 6 | Melt into Mist | VI/Purple | IND/PERM | * Become mist * Can only MOVE, HIDE, FOLLOW * Cannot be attacked or targeted and cannot attack or target another * Can use paths/passages, but does not learn them while doing so |
| 7 | Mountain Lore | VI/Purple | CHA/DAY | * Can only be cast in a mountain clearing * Your first MOVE the next day can be used to travel to any other mountain clearing in the same tile |
| 8 | Mystic Boots | VI/Grey | CHT/PHA | * Target gets a MOVE M3 chit that can be used any time a MOVE chit would be used * The spell ends at midnight of the day the chit was used |
| 9 | Phantasm | VI/Purple | CHA/DAY | * Create phantasm * Moves directly before the character does * Can only do MOVE, PEER and ENCHANT phases * Uses caster’s MAGIC chits to enchant * Does not summon monsters, or cause them to prowl |
| 10 | Shrink | VI/Purple | DEN/COM | * FIGHT and MOVE strengths are reduced by one level * Times are also reduced by one, making the target faster |
| 11 | Summon Aid | VI/Any | NAT/COM | * Can target any native group that is at least friendly to the caster * Caster pays 1 gold * The top unhired native is ***summoned*** to the clearing to battle for the caster * If the native is killed, the caster loses Prowess as though the native had been hired |
| 12 | Transform | VI/Purple | IND/PERM | * Roll on the TRANSFORM table and the target transforms into that creature |
| 13 | Unleash Power | VI/Purple | CHT/DAY | * All MAGIC chits are transformed into MOVE/FIGHT chits * Chits with time 2-3 are L * Chits with time 4 are M * Chits with time 5 are H * Chits with time 6 are T |
| 14 | World Fades | VI/Black | CHA/PERM | * If target is unhidden and no monsters are on his sheet at the end of a combat round, he immediately gets a HIDE roll * Can only use MAGIC SIGHT to search, or if he already had MAGIC SIGHT, he stops using it |

Type VII Spells (d20 – reroll 17-20)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Roll** | **Name** | **Type/Color** | **AoE/Time** | **Effects** |
| 1 | Avoid Danger | VII/Any | ?/DAY | * Choose one group of boxes on the Appearance Chart * That group will not summon monsters the next day |
| 2 | Blunting | VII/Gold | CLR/COM | * All weapons, monsters, natives lose one sharpness star |
| 3 | Blur | VII/Gold | CHT/INST | * One MOVE chit has its time set to 1 * Once used, it reverts to its normal time, and fatigues |
| 4 | Control Bats | VII/Any | COM\*/DAY | * Move and fight with bats |
| 5 | Gravity Control | VII/Purple | ITEM/PERM | * Targeted object has negligible weight |
| 6 | Invisible Guardian | VII/Purple | CHA/COM | * Cannot be undercut this combat |
| 7 | Peace with Nature | VII/Gold | IND/PERM | * Target does not summon monsters due to red/yellow chits * Monsters are summoned from gold chits normally * Monsters prowl normally |
| 8 | Premonition | VII/Grey | CHA/DAY | * Character can take their turn at any time in the day, like the Swordsman |
| 9 | Protection from Magic | VII/Gold | CHA/PHA | * Create DISPEL chit * When used, the chit nullifies spells and curses on the character, and new spells/curses cannot affect him until the end of the round |
| 10 | Repair | VII/Grey | ITEM/INST | * Damaged armor is repaired |
| 11 | Sense Danger | VII/Purple | CHA/PERM | * Extra ALERT phase |
| 12 | Slow Monster | VII/Gold | MON/COM | * Target monsters MOVE and FIGHT times are increased by one |
| 13 | Staff to Snake | VII/White | ITEM/COM | * Staff is changed to snake (M4\*\*/4) that fights for caster * This snake is treated as a ***summon*** and immediately lures an enemy from a sheet of your choice |
| 14 | Vale Walker | VII/Grey | CHA/PHA | * Can walk the woods for a single phase, but only in a valley tile |
| 15 | Wisp Guide | VII/Gold | CHA/DAY | * Target can move on hidden paths/passages, but does not learn any of them |
| 16 | Wisp Warrior | VII/Any | CHA/COM | * You ***summon*** a Wisp Warrior (-/1) to battle for you * This creature cannot attack, but can lure and deploy like any other controlled denizen |

Type VIII Spells (d20 – reroll 15-20)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Roll** | **Name** | **Type/Color** | **AoE/Time** | **Effects** |
| 1 | Bad Luck | VIII/Any | CHA/PERM | * Victim gets +1 penalty to all rolls |
| 2 | Deal with Goblins | VIII/Black | COM\*/DAY | * All goblins in the clearing are pacified * They become neutral and can be hired |
| 3 | Disguise | VIII/Grey | NAT/DAY | * Targeted group becomes neutral |
| 4 | Duel | VIII/Any | COM2/COM | * Can target two T monsters * The two monsters can only target one another until one of them is dead * Spell ends if either monster is targeted by anyone else |
| 5 | Guide Spider or Octopus | VIII/Grey | COM/DAY | * Can control one spider or octopus |
| 6 | Hop | VIII/Gold | CHA/INST | * Teleport to a random clearing in the same tile |
| 7 | Nudge | VIII/Any | CHA/PHA | * Convert any chit (not the ones used to cast this spell) to a NUDGE chit * NUDGE chits cannot be used, fatigued, or wounded normally * A NUDGE chit can be fatigued at any time to change the result of a single die roll by one |
| 8 | Poison | VIII/Grey | ITEM/DAY  CHA/PHA | * Add one sharpness star to the target’s weapon * ***OPTIONAL RULE:*** Converts one of the target’s chits into a POISON chit that can be applied when needed. Chit expires and fatigues when used. |
| 9 | Remedy | VIII/Grey | SPL/INST | * Break one spell or curse |
| 10 | Reverse Power | VIII/Any | CHT/DAY  ITEM/DAY | * Color source swap Black-White, Purple-Grey |
| 11 | Rumors | VIII/Any | CHA/INST | * You may discard/redraw your quest cards that evening as though you ended your day at a dwelling |
| 12 | Serpent Tongue | VIII/Any | COM\*/DAY | * Control all serpents and vipers * Can ride H/T serpents to walk the woods |
| 13 | Sparkle | VIII/Gold | COM\*/INST | * Targeted monsters become unassigned and do not fight this round |
| 14 | Whistle for Monsters | VIII/Purple | CHT/INST | * Take a face-up sound chit from anywhere on the map and move it to the caster’s tile * Alternately, a sound chit in the caster’s tile, can be moved to any other tile within 6 clearings * From then on, the chit summons monsters to its new tile |

**Summon Spells**

* When cast, a summon spell calls a creature to your aid.
* The summoned creatures IMMEDIATELY lure an enemy of your choice from a sheet of your choice as though they were present at the beginning of the combat round.
* The summoned creatures attack and defend the same round they are summoned as though they were present at the beginning of the combat round.
* Summons that require a roll allow you to choose the creature that appears as long as the creature has a result greater than or equal to the number rolled.