

THE MAGI AND THE MIGHTY
a supplement to
TITAN
The Monster Slugathon
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1.0 INTRODUCTION

The Magi and the Mighty is a supplement to **TITAN**. It cannot be played by itself. It adds Magicians and Spells and new powerful Characters, including a new Lord that can partially replace a Titan. The Law of Titan remains in effect except where specifically altered or superseded by these rules. Where reference is made herein to the rules of the basic game, “LoT” precedes the section number. This supplement represents an advanced system of play, so for players not thoroughly competent with the basic game it is advised that they introduce themselves to this supplement by using only a portion of it at first.

1.1 The Mighty without the Magi. Players may want to familiarize themselves with the non-Mage Characters that this supplement adds to **TITAN** before tackling the complexity of the Spells. Retain the Warlocks, Demons and Rakasha, although such may not cast Spells. Do not use the

other Magi or any Spells. Warlocks may not be mustered just for winning a Battle in the Tower.

1.2 The Magi without the Mighty. Players may find it simpler to acquaint themselves with Magi and Spells in conjunction with the Masterchart of the basic game. Use only the Magi and Spell counters and Spell Cards of this supplement. All sections of these rules apply, except such rules as pertain only to those Characters not in use.

2.0 COMPONENTS

2.1 One sheet of 63, 1" square Character counters depict the 17 new types of Characters. The features of these counters are arranged in the same manner as those of the basic game (see LoT 2.3). Please note that the counters of Magi are numbered in the upper right corner for identification purposes; it will be necessary to number the Warlocks of the basic game in a similar manner, 1 to 6.

2.2 Two sheets of 104, 3/4" square Spell counters depict the various Spells that can be cast.* At the start of the game, intrinsic Spells (see 7.1) are sorted and set with the caretaker's stacks; all the other Spell counters are placed in a container (which must be provided) from which they can be blindly drawn during the game; this container is hereafter referred to as the “Cup.” The Spell Index provides a full list of the Spell counters of this supplement.

2.3 Six Spell Cards provide the players space to stack their Magi's respective Spell counters. Each player receives one Spell Card at the start. Each Spell Card has a distinct space on it for every Mage in the game. Each such space lists the particular Mage's intrinsic Spells and indicates the maximum number of Spells that the Mage may possess, intrinsic Spells included. When a Mage acquires Spells, its player must place them on the Mage's space on his Spell Card, so that it is clear to which Mage such Spells belong. Spell counters are stacked face down and need not be revealed until they are cast.

2.4 These rules deal with the ways in which the Characters and Spells of this supplement are acquired and used within the context of the basic game of **TITAN**. Included in these rules are the Advanced Character Chart, the Advanced Masterchart, and the Expanded Strike Chart; these charts incorporate the elements of this supplement with those of the basic game and supersede the respective charts of the basic game.

3.0 CHARTS

3.1 The Advanced Character Chart lists all the Characters of this supplement and of the basic game, showing their respective Battle-Factors and special abilities, victory point values, and the number of each type available.

*The actual number of spell counters is 200.

3.2 The Advanced Masterchart lists the Characters that are native to each of the various Terrains. Note that the Masterchart of the basic game is totally contained in this new chart; no Terrain affinity or mustering possibility of the basic game is lost due to the use of this supplement; but it must also be noted that some Creatures of the basic game have been assigned to another Terrain as well, both to balance the various Terrains and to promote the speed of recruitment of Creatures.

3.2.1 The Mage native to the Terrain is listed at the top. The number to the right of the Mage is the number of Spells such a Mage may draw when its Legion ends its move on such Terrain (see 7.3). Magi are mustered in the manners described in 5.0. Unlike other Characters that are mustered from the Master-board, a Mage may not muster another of its kind.

3.2.2 The other Characters of each Terrain are listed below the Mage and these are mustered in the manner described in LoT 18.0. Where an arrow points from a type of Creature, the encircled number of that type may muster a Creature of the type to which the arrow points; the number listed beside the Creature from which such an arrow points is the number of that type necessary to muster the type immediately below it. For example: in the Brush, 2 Gorgons would qualify a Legion to muster a Demon, or, with 3 Gorgons, a Legion might muster a Behemoth.

3.3 The Expanded Strike Chart is required to encompass all the effects that Spells might have on Skill-factors. Note that it does not alter the strike-number of any strike that can be determined by using the Strike Chart of the basic game. The Strike Differential is determined by subtracting the target-factor from the strike-factor after each has been adjusted for the pertinent effects of Hazards, Spells or range.

3.4 The Hazard Spell Casting Chart (see I8.8) specifies the restrictions on the placement of magical Hazards.

3.5 The Hazard Affinity Chart (see 21.0) lists which of the Characters and Evoked Characters are native to the various Hazards, natural or magical.

3.6 The Spell Index provides a complete list of the Spells used in this game, noting how many of each type is available and referencing the particular section of these rules that pertain to each type of Spell.

4.0 CHARACTERS

This supplement adds 17 new types of Characters. The Characters of TITAN and this supplement are divided into several general classes. The Advanced Character Chart lists which Characters belong to each of these classes. This section outlines general rules concerning the new Characters and summarizes the particular characteristics of their Character classes.

4.1 LORDS. A Legion that contains a Lord cannot flee from an Engagement or be captured. Only a Legion with a Lord may use Tower Teleportation. A Lord is immune to normal (non-Mage) rangestrikes, Attack Spells, Bless Spells, Charm Spells and Curse Spells. A lord is returned to the Caretaker's stacks when it is eliminated.

4.1.1 DEMIGODS are Lords. A Demigod is acquired in the same manner as an Archangel for multiples of 1000 points; a player may opt to take an Archangel or Angel instead. Demigods *cannot* be summoned into Battle. If a player loses his Titan, those of his Legions that contain a Demigod may remain in play, but his other Legions are removed and scored as usual. Such a player would retain the use of his Legion markers and continue to move, build and engage his forces as usual, except that he could no longer Titan Teleport or acquire other Demigods. When such a player's last Demigod is eliminated, the effects are the same as when a player without a Demigod loses his Titan. A Demigod's Power-factor is not affected by its player's score.

4.2 DEMILORDS. A Legion that contains a Demilord *may* flee or be captured. A Demilord cannot be charmed by a Charm Spell. A Demilord is returned to the caretaker's stacks when eliminated.

4.2.1 CHANGELINGS are Demilords. They are mustered from Towers by Legions with 2 or more Guardians or another Changeling. A Changeling has a Power-factor of "(10)"; 10 is the number of hits needed to slay a Changeling, but the number of dice that it rolls may vary. Changelings also have a special ability in regard to mustering other Characters from the Masterboard.

4.2.2 The basic minimum of the number of dice that a Changeling rolls when striking is five (5). This minimum may be adjusted downward by the effects of Spells or Hazards. This minimum may be adjusted upward if the Changeling is adjacent to another Character or Evoked Character, friend or foe, whose Power-factor, unadjusted, is greater than 5; a Changeling may roll as many dice as the strongest Power-factor, unadjusted, that it is adjacent to and not separated from by a Cliff. The Changeling's adapted strength would then be adjusted for any Spells or Hazards that might affect the Changeling. For example; a Changeling adjacent to a Hydra that is atop a Dune would adopt a strength of 10; if it struck at the Hydra, it would lose a die for the Dune. This ability to adapt does not affect the Changeling's Strike-factor, nor does it allow the Changeling to take on the abilities of flying or rangestriking or Spell casting. To adapt to a Character's Power-factor, the Changeling must be adjacent to such Character at the time that the Changeling strikes.

4.2.3 When a Legion that contains a Changeling musters, the Changeling may be counted as any other type of Character that the Legion contains for purposes of mustering. For example, a Legion with a Changeling and a Griffon in the Desert could muster a Hydra. A Changeling may be used to replace only one Character; 2 Changelings and 1 Centaur in the Woods would not suffice to muster a Warbear, nor would one or more Changelings by themselves suffice to muster anywhere but Tower Lands.

4.2.4 DEMONS and RAKASHA are Demilords. They are mustered from their respective Terrains in the same manner as Creatures. Demons and Rakasha may rangestrike Lords, but their rangestrikes are not immune to the effects of intervening Characters or Hazards as are the rangestrikes of Magi.

4.2.5 Demons and Rakasha have a limited ability to acquire Spells. Spells cast by Demons or Rakasha are cast in the same manner and with the same effects as Spells cast by Magi. A Demon or Rakasha receives one Battle Spell from the Cup at the end of the Maneuver Phase on which it enters a Battleland. If a Strategic Spell is drawn, it is returned and another draw is made. If a player has several Demons or Rakasha present, he may not draw that many Spells and then assign them as he sees fit, but he must indicate for which Character the Spell is drawn at the time it is taken. The Spell counter is placed face down atop the Demon or Rakasha's counter until it is cast.

4.2.6 Spell counters do not remain with Demons or Rakasha from Battle to Battle. Spells drawn for Demons or Rakasha are always returned to the Cup at the end of the Battle. The victory point value of a Demon or Rakasha increases by 4 points if a Spell counter is drawn for it, even if the Spell is not cast. A player may choose not to draw Spell counters for some or all of his Demons or Rakasha. A Demon or Rakasha may not trade Spells, nor may a Mage give Spells to a Demon or Rakasha.

4.3 MAGI

4.3.1 The MAGI are Demilords; they are a special sub-class of Demilords. There are 7 types of Magi; the six types of this supplement: Druids, Enchanters, Shamans, Sorcerers, Witches and Wizards; and the Warlocks of the basic game. All seven types of Magi have the ability to amass and cast Spells. Each Mage is represented on every Spell Card and is numbered for purposes of identification; note that it will be necessary to number the Warlocks of the basic game, 1 through 6.

4.3.2 All Magi have the ability to rangestrike, and all Magi's rangestrikes ignore the effects of intervening Hazards and Characters, the Skill-factor reduction due to rangestriking from a distance of 4 hexes, and the immunity of Lords to rangestriking, in the same manner as Warlocks in the basic game (see LoT 13.5). Magi whose Skill-factor is 3 may not rangestrike 4 hexes.

4.3.3 In Battle, Magi of the same type may make a unified rangestrike when rangestriking at a common target that each Mage could itself rangestrike at, making a single roll which would add one die per additional Mage. For example, 3 Warlocks making a unified rangestrike would roll 8 dice; 2 for the range-strength of each Warlock and 1 each for the two additional Warlocks. A unified rangestrike would count as the strike of each Mage involved.

4.3.4 A Mage has an inherent ability (which is not represented by a Spell counter) to dispel Battle Spells that it has itself cast (see 16.4).

4.3.5 The manners in which Magi are mustered and acquire and cast Spells are discussed in later sections of these rules.

4.4 The remaining Characters that are introduced by this supplement are Creatures; these are the Mighty: Ettins, Gogs, Jotuns, Juggernauts, Mammoths, Phoenixes and Rocs. These new Creatures allow the top out Creatures of the basic game to muster something better than themselves, thereby expanding the enlistment progression by a full step. Note that

for mustering purposes, Colossi are not considered lesser Creatures in regard to Mammoths or Rocs, and Mammoths or Rocs are not considered lesser Creatures in regard to Jotuns or Juggernauts. Colossi cannot be used to muster or be mustered by Mammoths or Rocs, nor can Mammoths or Rocs muster or be mustered by Jotuns or Juggernauts.

5.0 MUSTERING THE MAGI

A Legion must be eligible to muster (see LoT 18.1) to muster a Mage, or it must win an Engagement in which the enemy did not flee or concede prior to Battle. Any mustering of a Mage counts as the once per Gameturn limit that a Legion may muster. A Mage may be mustered as a reinforcement by a properly qualified Legion.

5.1 Unlike the other Demilords or the Creatures that are mustered from the Masterboard, Magi cannot muster other Magi. For example, a Legion with a Witch in the Swamp cannot use that Witch to muster another. This rule also applies to Warlocks, although Warlocks may still be mustered by Titans as in the basic game.

5.2 Magi may be mustered from their respective native Terrains by 4 of the least type of Creature of that Terrain or by 3 of any other single type of Creature or Demilord of that Terrain. For example, in the Plains a Legion would need 4 Centaurs, 3 Lions, 3 Rangers or 3 Griffons to muster an Enchanter. In Tower Lands, Centaurs, Gargoyles and Ogres are all considered least Creatures.

5.3 A Legion that wins an Engagement in which the enemy did not flee or concede prior to Battle is qualified to muster a Mage of the Terrain of the Engagement at the conclusion of the Engagement regardless of the component Characters of the Legion, so long as it does not already contain 7 Characters and a Mage of that type is available in the caretaker's stacks.

5.4 The presence of a Mage qualifies its Legion to muster the least type of Creature from its native Terrain. For example, a Legion with a Wizard in the Tundra would qualify to muster a Troll.

5.5 Whenever a Mage is mustered, including when mustered as a reinforcement, the player immediately receives its initial Spells to stack on his Spell Card.

6.0 SPELLS

There are two general categories of Spells: Strategic Spells and Battle Spells. Strategic Spells are denoted by an 'S' at the top of the Spell counter; all other Spells are Battle Spells. Some Battle Spells are intrinsic to Magi; the Spell Cards note which Spells are intrinsic to each type of Mage. Intrinsic Spell counters are denoted by the topmost word being printed in reverse type (white lettering within a black bar). The intrinsic Battle spells are sorted and set with the caretaker's stacks at the start of the game. The other Battle Spell counters and all of the strategic Spell counters are placed in the Cup. Spells are acquired, transferred and cast in the manners described in these rules. When a Mage is returned to the caretaker's stacks, so are its intrinsic Spell counters, and its other Spell counters are returned to the Cup.

7.0 ACQUIRING SPELLS

Magi are the only Characters that can amass Spells. The single Spells that Demons or Rakasha are allowed are discussed in section 4.4. The Spell counters that belong to a Mage must be stacked on its space on its player's Spell Card. The manners in which Magi may exchange or give away Spells is discussed in section 8.0.

7.1 The initial Spells that a Mage receives include its intrinsic Spells, which are denoted on the Spell Card, and a draw of as many Spell counters as the Terrain from which it was mustered allows, which is noted on the Advanced Masterchart by the number to the right of the Mage's Power- and Skill-factors See also section 8.1.

7.2 Spell counters drawn from the Cup are always drawn blindly. If the Cup has no Spell counters in it, none can be drawn, and draws lost due to this are not made up later. If a player fails to take a Mage's initial Spells at the time he acquires the Mage, he may do so immediately when he realizes his error, receiving both its intrinsic Spells and a draw of the appropriate number. No other missed opportunity to draw Spells may be made up later. Drawing Spells from the Cup is always a matter of choice in that the player may choose not to do so; a player may not choose to not take a Mage's intrinsic Spells.

7.3 Any Mage may draw Spells when its Legion ends its move on a Terrain to which it is native, and every Mage native to such Terrain may do so. These Spells are drawn at the end of the Legion's move during the Movement Phase, unless an enemy Legion is present. If an enemy Legion is present, such Spell draws must await the conclusion of the Engagement.

7.3.1 In a Tower Land, Warlocks, which are native, are allowed a draw of two Spells, and any other type of Mage may draw one.

7.3.2 In the Plains, Brush, Marsh or Tower Lands, the drawing of Spells due to Terrain nativity during the Movement Phase or at the conclusion of an Engagement precludes the mustering of a Character during the Enlistment Phase.

7.3.3 Spells may not be drawn as a reinforcement during Battle, except for the initial Spells of a Mage that is mustered as a reinforcement. Nor may a defending Legion that wins an Engagement draw Spells for that Terrain other than the initial Spells of a Mage mustered due to that Engagement, although it would receive Spells for the victory (see 7.4).

7.4 When a Legion wins an Engagement which was not resolved by flight or concession prior to Battle, and it contains one or more Magi that survived that Engagement (which would not include a Mage mustered after the Engagement), its player may immediately draw the allotted number of Spells and distribute them as he sees fit to those surviving Magi. The allotted number of Spells is determined by the number of points scored for the Engagement: under 25 points = no Spells; 25 to 99 points = 1 Spell; 100 to 199 points = 2 Spells; 200 to 299 points = 3 Spells; 300 or more points = 4 Spells. Spells drawn due to winning an Engagement are not affected by the Terrain of that Land or

by whether or not the Legion reinforced during the Battle, and the drawing of Spells in this manner does not affect a Legion's ability to muster or draw Spells due to that Terrain.

7.5 The maximum number of Spells that a Mage may possess, including its intrinsic Spells, cannot exceed the number printed in the lower right corner of the Mage's space on the Spell Card. A Mage may not draw Spells in excess of its maximum, nor may it simply discard Spells to make room for others. If a Mage is found to have too many Spell counters in its stack, the player to the left must blindly choose from the Mage's non-intrinsic Spells to remove the excess. If a Mage is found to have an intrinsic Spell to which it is not entitled, such Spell is immediately returned to the caretaker's stacks with no compensation for its loss, although if a player draws an intrinsic Spell counter from the Cup, he may immediately return it to the caretaker's stacks and draw again.

8.0 GIVING AND TRADING SPELLS

The methods by which Magi may give or trade Spells are strictly limited to the manners described below.

8.1 When a Mage is mustered, any Mage already in that Legion may give the new Mage one of its Spells. This must be done immediately, and it cannot be done if the Mage is mustered as a reinforcement during Battle. This is the only manner in which a Mage may give another Mage a Spell without compensation. Intrinsic Spells cannot be given away.

8.2 Certain Magi may trade Spells on a one for one basis. Intrinsic Spells cannot be traded. Players may not trade Spells with other players. To trade Spells, Magi must be in the same Legion or in the same Coven. If a player has, anywhere among his Legions, three or more of the same type of Mage, they form a Coven. When Spells are traded, it must always be on a one for one basis.

8.3 So that the trading of Spells does not slow play, the Spell trading period extends from the end of the player's Gameturn Until the start of his next Gameturn. When the preceding player announces the end of his Gameturn, the player must cease trading, although if he has already transferred a Spell from one Mage to another he must complete that particular transaction. A player cannot trade Spells during other players' Gameturns with Magi that are involved in Engagements.

8.4 During a particular Spell trading period, a player may trade Spells only among the Magi of one particular Legion or of one particular Coven. Magi in the same Legion need not be the same type to trade, and Magi of the same Coven need not be in the same Legion to trade. When trades are made among the Magi of the same Legion, the Magi must be revealed to show that they are members of the same Legion. Spells cannot be traded among members of a Coven while any member of the Coven is in a Legion that is engaged. Note that a player with three unengaged Warlocks could form an active trading Coven even if he also had another Warlock that was engaged.

9.0 STRATEGIC SPELLS

There are 38 Strategic Spells of 19 types (2 Spell counters per type); these include 3 types of Storm Spells, a sub-category of Strategic Spells that are discussed in section 10.0.

9.1 A Mage may not cast more than one Strategic Spell per Gameturn, and the casting Mage must be shown when such a Spell is cast. The effect of a Strategic Spell is automatic and immediate, and except for Storm Spells, the effect of Strategic Spells cannot be dispelled. Strategic Spells are returned to the Cup after they are played, except that Storm Spells are not returned to the Cup until they have been dispelled.

9.2 A Legion cannot be moved more than once per Gameturn, whether by use of a Spell, the Movement Roll or Teleportation. Moving a Legion with a Spell would count as the one Legion moved per Gameturn minimum, and teleporting a Legion with a Teleport to Tower or a Terrain Teleportation Spell would count as the once per Gameturn maximum that a player may teleport.

9.3 The only Strategic Spells that can be cast during Battle are the Muster with Mage and the Resurrect Spells, which may be used to reinforce a Battle.

9.4 The following paragraphs of this section describe the effects of the various Strategic Spells and specify when each may be cast.

9.4.1 A CAPTURE ENEMY LEGION Spell can be cast when the Mage's Legion is engaged with an enemy Legion that has half or fewer Characters as the Mage's Legion. It is cast at the moment of consideration, before the enemy Legion is exposed. If the enemy Legion contains a Lord, the Spell is nullified and it is returned to the Cup, and the Engagement proceeds as usual. If the enemy Legion does not contain a Lord, it is captured, and the player who cast the Spell may combine its Characters with those of the casting Mage's Legion, returning his choice of any Characters in excess of 7 to the caretaker's stacks, except that the Mage that cast the Spell must remain with the Legion. If any other Magi are returned to the caretaker's stacks, their Spell counters are also returned to their proper places. The Legion marker of the captured Legion is returned to its player. The capture of a Legion does not score points. A Legion cannot flee or concede to avoid capture. If the Legion is captured, the capturing takes place immediately, and the player whose Legion was captured is not entitled to view the capturing Legion. No mustering or drawing of Spells may take place on that Land in the same Gameturn as a Legion was captured. Either the Attacker or the Defender may attempt to capture an enemy Legion.

9.4.2 A DON'T MOVE Spell is played during the Movement Phase after the Movement Roll. It allows the Mage's Legion to recombine if it had been split, but it must then remain in place for that Gameturn. Or the casting player may choose to move none of his Legions that Gameturn; any that were split are recombined, and his Gameturn ends. If applied only to the Mage's Legion, the Spell must be cast before the Mage's Legion is moved. If applied to all of the player's Legions, it must be cast before any of them are moved.

9.4.3 A FLYING LEGION Spell is cast when the Mage's Legion is moved. It allows the Legion to move the full count of the Movement Roll in accordance with the Signs of the Masterboard but regardless of intervening enemy Legions. The Legion is not allowed to end its movement short of the

full count of the Movement Roll unless it enters a Land affected by a Storm Spell in which case its movement must end on that Land. It will engage an enemy Legion that is in the land of a Storm that stops it or in the Land at the end of the Flying Legion's full movement-count.

9.4.4 An IGNORE FORCED MOVE Spell is cast when the Mage's Legion begins its move. It allows the Mage's Legion to treat a Block Sign (see LoT 7.4) pointing from the Land it starts in as an Arch Sign instead.

9.4.5 A MERGE LEGIONS Spell is cast when the Mage's Legion ends its move on another of its player's Legions or when another of its player's Legions ends its move on the Land of the Mage's Legion. The player must then combine their Characters into a single Legion, immediately returning his choice of any Characters in excess of 7 to the caretaker's stacks. The casting Mage must be kept in the Legion, and if any other Magi are returned to the caretaker, their Spell counters must also be returned to their proper places. No more than two Legions may be merged at the same time on the same Land, and a merger cannot be made on a Land that contains an enemy Legion. The combined Legion may not move on the same Gameturn after it is formed, although either or both of the Legions that were merged may have been moved to reach the Land of the merger. The Legions must end their movement on the same Land to be merged; the use of this Spell does not allow either Legion to stop short of the full count of the Movement Roll. No mustering or drawing of Spells may take place on that Land on the same Gameturn as Legions were merged. Legions cannot be merged on a Land beset by a Storm.

9.4.6 A MOVE BACKWARD Spell is cast when the Mage's Legion is moved. It does not alter the effects of Blocks, Arches or Single-Arrows, but that Legion treats Triple-Arrows as if reversed. The Legion still must be moved its full movement-count unless stopped short by a Storm or by its engaging an enemy Legion.

9.4.7 A MOVE ONE Spell is cast when the Mage's Legion is moved. It allows the Mage's Legion to disregard the Movement Roll and Signs to move to any adjacent Land including into Engagement.

9.4.8 A MUSTER WITH MAGE Spell is cast when the Mage's Legion is eligible to muster, including when reinforcing during a Battle (see LoT 18.1). It qualifies the Mage to muster the least or next better Creature from whatever Terrain the Mage's Legion is in. For example, the use of this Spell by a Mage in a Desert would allow the Mage to muster either a Lion or a Griffon. The use of this Spell would count as the once per Gameturn limit that a Legion may muster. In a Tower Land, the use of this Spell would qualify the Mage to muster a Guardian.

9.4.9 A REROLL Spell is cast after the player makes his Movement Roll but before he has moved any of his Legions. The player may then recombine any Legions that he split and/or split other of his Legions as he desires. He then makes a new Movement Roll, which is binding unless he is able to cast another Reroll Spell.

9.4.10 A RESURRECT Spell is cast when the Mage's Legion is eligible to muster, including when reinforcing during a Battle

(see LoT 18.1). It allows the Mage's Legion to muster a Creature from the *dead* stacks of a type that it would otherwise be able to muster from that Terrain; or, if cast in an Enlistment Phase after the Mage's Legion has won an Engagement, it allows the mustering of *any* Creature that was eliminated in that Engagement, including from among those that may have fled or conceded or been kept off the Battleland, regardless of the component Characters of the Mage's Legion, the Terrain of the Engagement, or whether the Creature resurrected was friend or foe. The use of this Spell would count as the once per Gameturn limit that a Legion may muster.

9.4.11 A TELEPORTING RETREAT Spell is cast when an Engagement is considered in which the casting Mage is a member of the defending Legion. It may not be cast after the Mage's player has exposed its Legion or asked to see the attacking Legion, for once it is cast neither player is entitled to view the other's Legion. When it is cast, the Mage's Legion immediately teleports to any vacant Land no more than 3 Lands distant, disregarding intervening Signs or Legions but subject to the presence of Storms (see 10.3); if no such vacant Land is available, the Spell cannot be cast. The Mage's Legion may not muster for the movement of a Teleporting Retreat, nor may it retreat with only a portion of its Characters, even if it had been split in anticipation of its player's next Gameturn. A Teleporting Retreat Spell *can* be cast to avoid capture, even if the Capture Enemy Legion Spell was cast first. The use of a Teleporting Retreat Spell does not deny the Mage's Legion the ability to move on its player's next Gameturn, nor does it affect the player's ability to teleport on his own Gameturn.

9.4.12 A TELEPORT MAGE Spell is cast during the Commencement Phase of the player's Gameturn. It allows the casting Mage to be transferred to any other of its player's Legions, or, it allows a Mage from any other of the player's Legions to be transferred to the casting Mage's Legion. A Mage so transferred becomes a member of the Legion it is teleported to; its counter is placed with that Legion stack. A Mage cannot be teleported into a Legion that already contains 7 Characters, including to either Legion on a Land where a Legion with 7 Characters has been split.

9.4.13 A TELEPORT TO TOWER Spell is cast when the Mage's Legion is moved. It allows the Mage's Legion to be moved to any vacant Tower Land no more than six Lands distant, regardless of intervening Signs or Legions but subject to the presence of Storms. If no such vacant Tower Land can be reached, the Spell cannot be cast.

9.4.14 A TERRAIN TELEPORTATION Spell is cast when the Mage's Legion is moved. It allows the Mage's Legion to be moved to any vacant Land of the same Terrain as the Land it is on that is no more than six Lands distant, regardless of intervening Signs or Legions but subject to the presence of Storms. If no such vacant Land of the same Terrain can be reached, the Spell cannot be cast.

9.4.15 A SPLIT AFTER ROLL Spell is cast during the Movement Phase, after the Movement Roll but before the casting Mage's Legion is moved. It allows the casting Mage's Legion to be split after the Movement Roll has been made, providing that the Legion has sufficient Characters to

be split. If split, at least one of the resulting Legions must then be moved that Gameturn.

9.4.16 A VISION Spell is cast during the casting player's Movement Phase. It allows the player to view the contents of either an enemy Legion stack or of the Spell stack of an enemy Mage. If an enemy Legion is looked at, the player is not also entitled to view the Spell stacks of any Magi in that Legion. If an enemy Mage's Spell stack is looked at, the enemy player must reveal to all players which of his Legions that Mage is in. A player who uses a Vision Spell is free to share the information he gains with other players, but he may not actually show them the contents of the stack that he looks at. A Vision Spell cannot be cast upon a Legion that is in a Land beset by a Storm. If a Vision Spell is cast upon a Mage that is revealed to be in a Legion in a Land beset by Storm, only the location of the Mage is revealed; its Spell stack is not viewed.

10.0 STORM SPELLS

Storm Spells are a sub-category of Strategic Spells, differing from the other Strategic Spells in that they are enduring, remaining in effect until they are dispelled. Storms affect the movement of Legions, teleporting, and certain other Strategic Spells' uses. A Storm also has specific effects on the abilities of Characters in any Battle taking place in the Land the Storm is cast upon.

10.1 A Storm Spell is cast upon a particular Land on the Masterboard. The Storm may be cast only on the Land that the casting Mage's Legion occupies at the time of its casting. The Storm Spell counter is placed on the affected Land and it remains in place, in effect, until it is dispelled. Storm Spells can only be dispelled by use of a Dispel Spell (see 16.2). The elimination of the Mage that cast it has no effect on a Storm Spell. When a Storm is dispelled during Battle, all effects of the Storm are ended *immediately* upon the casting of the Dispel Spell.

10.2 A Mage may cast a Storm Spell during its player's Commencement Phase or at the end of its player's Enlistment Phase. The casting of a Storm Spell counts as the once per Gameturn limit that a particular Mage may cast a Strategic Spell.

10.3 No Character or Legion may be teleported to or from a Land currently beset by a Storm. Nor can Angels or Archangels be summoned to or from such a Land. Nor may capturing or merging Legions occur in Storms.

10.4 No more than one Storm Spell may affect the same Land at the same time. A Storm Spell cannot be cast on a Land that is currently beset by a Storm.

10.5 A Battle that takes place in a Land beset by any type of Storm is allowed to go an extra round before it results in a time-loss (see LoT 10.5), ending instead on the Defender's *ninth* Maneuver Phase. The Battle would not be allowed the extra round if the Battle was affected by a Storm for less than two full rounds of Battle.

10.6 There are three types of Storms created by Storm Spells: Blizzards, Fog and Thunderstorms. Each type has its own peculiar qualities in addition to the general restrictions of all Storms as listed above.

10.6.1 BLIZZARD. A Legion must end its movement when it enters a Land beset by a Blizzard, and it may not muster or acquire a Character nor draw Spells for its Magi in such a Land. No strategic Spell or Battle Spell other than a Dispel Spell can be cast by a Mage whose Legion is in such a Land. When Battles take place in such Lands, flying and rangestriking are disallowed; the movement rate of all Characters is reduced to a maximum of 3; and Bog hexes and Bramble hexes are also treated as Drift hexes with the effects of each Hazard being cumulative.

10.6.2 FOG. A Legion in a Land beset by Fog can only be attacked by an enemy Legion that can reach that Land by the exact count of the Movement Roll or by the use of a Move One Spell. Enemy Legions may move through such a Land, and the Legion in the Land cannot choose to intercept them. When Battles take place in such Lands, the basic movement rate of flying Characters when flying is reduced to a maximum of 3, and any rangestrike or rangespell loses one strike-factor.

10.6.3 THUNDERSTORMS. A Legion must end its movement when it enters a Land beset by a Thunderstorm. Magi may not be mustered by a Legion in such a Land, nor may Spells be drawn for Magi in such a Land. When Battles take place in such Lands, flying is disallowed; all rangestrikes, including the rangestrikes of Magi (but not rangespells or Attack Spells) lose one strike-factor; Blaze, Dust Devil and Fireball Spells cannot be cast; Bolt Spells add one strike-factor; and hexes containing Bogs become impassable to all Characters except the Water Elemental. The Water Elemental gains a Skill-factor during a Battle on a Land beset by a Thunderstorm (this in addition to its bonuses if on a Bog hex). The Earth Elemental gains one speed. The Air Elemental adds one die to each strike. The Fire Elemental cannot be evoked.

11.0 BATTLE SPELLS

Battle Spells can only be cast during Battle, except when Dispel Spells are used to dispel Storm Spells (see 16.2). When an Engagement is resolved by flight, concession or negotiated agreement prior to Battle, no Battle Spells may be cast for that Engagement, nor may Battle Spells be cast after Battle has ended. Unlike Strategic Spells, most Battle Spells require a dice roll to determine their effectiveness, and Battle Spells are not returned to the Cup or the caretaker until the Mage that possesses them is itself returned to the caretaker (exception: see 13.0). There are eight sub-categories of Battle Spells: Attack Spells, Bless Spells, Curse Spells, Charm Spells, Dispel Spells, Banish Spells, Evoked Character Spells and Hazard Spells. Each such sub-category and the various specific types of Spells that compose each sub-category are discussed in their respective sections of these rules. The following rules of this section discuss general limitations and allowances on the use of Battle Spells. The numerals in the upper right corners of Battle Spell counters are for identification to track which Mage has cast which spell.

11.1 A Mage may cast one Battle Spell during its player's Maneuver Phase, but it may not also be moved. A Mage may cast one Battle Spell during its player's Strike Phase (the Strike Phase following its player's Maneuver Phase), but it

may not also strike or rangestrike. At no other time during Battle may a Mage cast a Battle Spell.

11.1.1 A Mage may not cast a particular Battle Spell counter more than once per Battle, even if the cast of the Spell was ineffective. Nor may a Mage cast more than one Battle Spell per phase, even if the cast was ineffective.

11.1.2 A Mage may not cast a Battle Spell before it has moved onto the Battleland, nor may it direct a Battle Spell at a Character that has not yet moved onto the Battleland. Magi of a defending Legion may cast Battle Spells in the Strike Phase following the first Maneuver Phase, even though no enemy Characters have yet moved onto the Battleland, but such Spells cannot be directed at enemy Characters nor may they be used to create magical Hazards or to evoke Evoked Characters *in the first two rows of hexes along the side of the attacking Legion's direction of entry*. When a Battle takes place in a Tower Land, the placement of the Characters of the defending Legion on the hexes of the Tower counts as the first Maneuver Phase.

11.1.3 When a Mage is in contact with an enemy Character, it cannot cast a Battle Spell during the Maneuver Phase, and if such a Mage casts a Battle Spell during a Strike Phase, the Spell must be directed at itself or an adjacent enemy Character or at one of the hexes it or such enemy Characters are in. A Mage may not cast a Battle Spell during the Strike Phase following the enemy player's Maneuver Phase, even if it is in contact with enemy Characters.

11.1.4 When a Strategic Spell used for mustering a reinforcement is cast during Battle, the casting Mage may not be in contact with enemy Characters when the Spell is cast. Such use of these Spells would count both as the once per Gameturn limit for Strategic Spells and the once per Phase limit on Battle Spells. When a Muster with Mage or a Resurrect Spell is cast to reinforce a Battle, the defending player must cast it on his fourth Maneuver Phase, at the time that the reinforcement is to be mustered. It does not matter where on the Battleland the Mage is when it casts such Spells, so long as it is not in contact with the enemy.

11.2 A Battle Spell is cast at a particular Character, hex or Spell counter. It is revealed when cast and placed on its target and whatever roll of dice is required to determine the effectiveness of the cast is made at that time. Dispel Spells are the only Battle Spells that do not require a roll of dice, except when a Mage casts a Bless Spell upon itself (see 14.1).

11.2.1 If the Battle Spell is cast at the casting Mage itself or the hex that it occupies, or at an adjacent hex, or at a Character or Spell counter in an adjacent hex, it is a *proximal* spellcast. Two hexes that are separated by a Cliff are not considered adjacent.

11.2.2 If the Battle Spell is cast at a hex that is not adjacent to the Mage or at a Character or Spell counter in such a hex, it is a *rangespell*. The maximum range that a Mage may cast a rangespell is determined by its Skill-factor in the same manner as rangestrikes. Intervening Blazes, Dust Devils, Gateways and Volcanoes block the casting of rangespells; any other intervening Hazard or Character has no effect. A Mage cannot cast rangespells while it is adjacent to enemy Characters. Please note that the rangestrikes of Magi are not

Spells; a Mage may not make a rangestrike during its player's Maneuver Phase. There is no penalty or a Mage casting a rangespell a distance of 4 hexes.

11.3 The usual manner for determining whether the cast of a Battle Spell is effective makes use of the Mage's Battle-Factors in a manner similar to the method used for striking or rangestriking. This method does not apply to Attack Spells (see 12.0), Dispel Spells (see 16.0) or Charm Spells (see 15.0).

11.3.1 The Mage uses its full Battle-Factors, adjusted for Spells that affect the Mage but unadjusted by Hazards, when making a proximal spellcast. When casting a rangespell, the Mage uses its rangestrength (one-half its Power-factor rounded down), adjusted for Spells which affect the Mage but unadjusted by Hazards.

11.3.2 The target-factor of the cast is the Skill-factor of the Character that the Spell is cast at, or, for the Evoked Character or Hazard Spells, the number in the lower right corner of the Spell counter. These target-factors are not adjusted for the effects of Hazards or Spells.

11.3.3 The strike-number of the cast is determined in the same manner as the strike-number of a strike. The proper number of dice is rolled, and if *any one* of them equal or exceed the strike-number of the cast, the cast is effective.

11.4 The effect of a Battle Spell will be immediate, enduring, or of one Battle round duration. Whenever a cast is ineffective, the Battle Spell is immediately placed face up on the casting Mage's space on its player's Spell Card to show that it cannot be cast again in that Battle, and the same thing is done when the Battle Spell has taken effect (if its effect is immediate) or when its effect has ended.

11.4.1 An enduring Battle Spell will remain in effect until it is dispelled, the Mage that cast it or the Character on which it was cast is eliminated or removed from the Battleground via a Gateway, or the Battle ends. When a Mage is removed from the Battleground, either by elimination or via a Gateway, any Battle Spells that it cast that are in effect at that time are removed from the Battleground and returned to its Spell stack at that same time.

11.4.2 A Battle Spell of one round duration is removed at the end of the casting Mage's player's next Maneuver Phase, whether it was cast in a Maneuver Phase or a Strike Phase, or for any of the reasons that an enduring Battle Spell is removed (see 11.4.1).

11.5 When a Battle Spell is effectively cast on a Character, the Spell counter is placed atop the Character counter where it will remain until its effect ends; if the Character is moved, any Spell counters atop that Character are moved with it. This refers to Battle Spells that effect that particular Character, not to Battle Spells that affect the hex that the Character happens to be in.

12.0 ATTACK SPELLS

Attack Spells may only be cast at enemy Characters that are not Lords. There are five types of Attack Spells: Bolt, Evil Eye, Fireball, Mentak and Poison. The purpose of casting an Attack Spell is to deliver damage to the enemy Character at

which the Spell is cast. The dice roll made for an Attack Spell determines the amount of damage; the damage done to an enemy Character by an Attack Spell is immediate and cannot be dispelled, although the enduring effect of a Poison Spell may be dispelled. If an Attack Spell is cast during a Maneuver Phase that delivers enough damage to the target Character that it is killed, the Character is not eliminated until the end of the ensuing Strike Phase, except that an Evoked Character killed in such a manner is eliminated at the end of that Maneuver Phase.

12.1 BOLT Spells and FIREBALL Spells can only be cast as rangespells, and, unlike other rangespells, the cast is blocked by intervening Hazards or Characters in the same manner as normal (non-Mage) rangestrikes. The Spell counters of such Spells describe the number of dice rolled when it is cast and the strike-factor used to determine the strike-number; for example, a 3-4 Bolt Spell would use 3 dice and a strike-factor of 4. The second number also determines the maximum range of the cast, regardless of the Mage's own Skill-factor, and Bolt Spells do not lose a strike-factor for being cast at full range. The target-factor of the cast is the target Character's Skill-factor, adjusted for the effects of Hazards or Spells.

12.2 An EVIL EYE Spell can be cast proximally or as a rangespell. If cast proximally, it does one extra point of damage. If cast as a rangespell, the cast may be blocked by intervening Characters or Hazards in the same manner as normal (non-Mage) rangestrikes are blocked, but Hazards that do not completely block the cast have no effect; for example, intervening Bramble. Hazards do not lessen the effect of the cast. When an Evil Eye Spell is cast, one die is rolled to determine the amount of damage delivered. The target-factor of the target Character has no effect.

12.3 A MENTAK Spell may be cast proximally or as a rangespell. If it is cast proximally, the cast adds one strike-factor. If cast as a rangespell, a Mentak Spell may be cast at any enemy Character that is not a Lord regardless of its distance from the casting Mage or the presence of intervening Hazards or Characters. The casting Mage's own Battle-Factors, adjusted for the effects of Bless or Curse Spells, are used for the cast; the target-factor of the cast is the target Character's Skill-factor, unadjusted by Hazard or Spell. If the target Character is a Mage, the cast loses one strike-factor. The dice roll of the cast is otherwise concluded in the same manner as a strike to determine the amount of damage.

12.4 A POISON Spell may be cast proximally or as a rangespell. The normal rangestrength of the casting Mage determines the number of dice that are rolled, even if the Spell is cast proximally. When a Poison Spell is cast as a rangespell, the cast is blocked or impeded by intervening Hazards or Characters in the same manner as a normal (non-Mage) rangestrike. The Skill-factors of both the casting Mage and of the target Character are adjusted by pertinent Hazards or Spells to determine the strike-number of the cast. The dice roll of the cast is concluded in the same manner as a strike, and if the cast does any damage at all, its effect will endure, and the target Character will automatically suffer one point of damage for as long as it endures at the start of every Strike Phase, including the immediately following Strike Phase if the Poison Spell was cast on a Maneuver Phase. When a

Poison Spell is dispelled, the damage it has already delivered is not negated.

13.0 BANISH SPELLS

BANISH Spells are cast in the manner described in 11.3. A Banish Spell may only be cast at an Evoked Character, friend or foe, that has itself already been cast. If the cast of a Banish Spell is effective, the Evoked Character is banished. If an enemy Evoked Character is banished during a Maneuver Phase, it is removed from the Battleground at the end of that phase. If an enemy Evoked Character is banished during a Strike Phase, it is removed immediately; it does not strike back. A friendly Evoked Character that is banished is removed immediately during a Maneuver Phase or at the end of a Strike Phase, depending upon which phase it is banished in. When banished, a non-intrinsic Evoked Character Spell counter is returned to the Cup when it is removed from the Battleground. No points are scored for a banished Evoked Character, even if it was also killed by damage points before or after the Banish Spell was cast. A Banish Spell cannot be dispelled.

14.0 BLESS AND CURSE SPELLS

Bless Spells and Curse Spells are cast in the manner described in 11.3. Bless Spells may only be cast on friendly Characters, and Curse Spells may only be cast on enemy Characters, but neither type may be cast on Lords. Except for Heal Spells (see below), such Spells are enduring (noted by an 'E' in the center of the Bless or Curse Spell counter) or of one Battle-round duration (noted by a 'T' on the Spell counter). While such Spells are in effect, they alter the target Characters' Battle-factors or abilities in the manner shown on such Spell counters and explained below. A Character may be simultaneously affected by any number of Bless and/or Curse Spells, whose affects are cumulatively considered.

14.1 A Mage may cast a Bless Spell on itself without rolling for the cast; the Spell is automatically effective.

14.2 The abbreviations used on Bless Spells and Curse Spells are as follows: E = enduring, SKL = Skill-factor, SF = strike-factor, SPD = speed, T = one Battle-round duration, TF = target-factor. The '+' and '-' on such Spells indicate whether the affected Character is gaining or losing what the counter applies to.

14.2.1 Such Spells that affect Skill-factors affect the Character when it is striking, rangestriking or being struck at (including by rangestrike), or when it is casting a Spell for which such affects are allowed. Such Spells do not affect the Character's movement rate or the target-factor of Spells that are cast at it, or the range at which it may rangestrike or cast rangespells.

14.2.2 Such Spells that affect strike-factors affect the Character only when it is striking or rangestriking or casting a Spell for which such affects are allowed.

14.2.3 Such Spells that affect speed alter the affected Character's movement rate, allowing it that many more or fewer hexes per move. Hazards remain in effect. When a Bless Spell that affects speed is cast in a Maneuver Phase in which the affected Character has already been moved, that

Character may immediately be moved whatever extra amount that the Spell allows it.

14.2.4 Such Spells that affect target-factors affect the Character when it is being struck at (including by a rangestrike) but do not affect the casting of Spells on that Character except where specifically noted.

14.2.5 Such Spells that mention dice, affect the number of dice that the affected Character rolls when striking, rangestriking or casting Spells for which such effects are allowed. The addition, subtraction or halving of dice is applied to the affected Character's strength for proximal casts or strikes or for any cast of a Mentak Spell, or applied to its rangestrength for rangestrikes or rangespells or for any cast of a Poison Spell, and any addition or loss due to the presence of Hazards is then considered. When a Character loses half its dice, round up any fraction resulting from that halving.

14.3 A Character affected by a FLY Spell may move as if it were a flying Character, or, it may move normally even though it began the Maneuver Phase in contact with an enemy Character(s); it may not do both on the same Maneuver Phase due to the effect of a single Fly Spell. A Character normally able to fly would be allowed to break contact and then use its own ability to fly. If a Character was simultaneously affected by two Fly Spells, it could do both of the allowed actions, but it could not make two flying movements in the same Maneuver Phase.

14.4 A Character affected by a HOLD Spell may not move or cast Spells, nor does a Character so affected hold adjacent enemy Characters in contact; such enemy Characters are free to move so long as they are not also in contact with other Characters. A Hold Spell does not affect a Character's ability to strike or rangestrike or alter its strike-factor or target-factor.

14.5 A HEAL Spell has the immediate effect of removing an amount of damage from the target Character equal to the Power-factor, unadjusted by Spell, Hazard or range, of the casting Mage. For example, a Witch casts a Heal Spell at a Lion two hexes distant that has suffered three points of damage; the rangestrength of the Witch is one, so one die is rolled to determine whether or not the Spell is effective; the strike-number of the cast is '3', and a '4' is rolled, so the cast is effective; three points of damage, the Power-factor of the Witch, are removed from the Lion. Any amount of healing in excess of the amount of damage that the target Character has suffered is lost; it cannot be saved to remove future damage to that Character or carried over to remove damage from some other Character. The effect of a Heal Spell cannot be dispelled. A Heal Spell cannot be cast on a Character that has already suffered enough damage to kill it.

15.0 CHARM SPELLS

A CHARM Spell may only be cast on an enemy Creature. Lords, Demilords and Evoked Characters cannot be charmed. Hazards have no effect on its cast except such Hazards as block rangespells (see 11.22). Two dice are rolled for the cast if a Charm Spell is cast proximally; only one die is rolled if it is cast as a rangespell. The amount of the roll is added to the casting Mage's Power-factor, unadjusted by Hazard or Spell;

if that sum exceeds the sum of the target Creature's Battle-Factors, unadjusted by Hazard or Spell, the cast is effective, and the target Creature is charmed. If the total equals the sum of the target's Battle-Factors, unadjusted, the cast is ineffective, and the casting Mage immediately suffers one point of damage. Otherwise the Spell is merely ineffective.

15.1 A Charm Spell is enduring. While under the effect of a Charm Spell, the charmed Creature is treated as a member of the casting Mage's Legion. A Mage may not charm a Creature if its Legion already contains 7 Characters. As soon as a Creature is charmed, it becomes active as a friendly Character, moving and striking with the casting player's own Characters, except that it may not move in the same phase as it is charmed; if charmed in a Strike Phase, it may strike or rangestrike, if able.

15.2 A Charm Spell cannot be cast on a Creature that is already under the effect of a Charm Spell. Nor may a Mage have more than one Charm Spell in effect at the same time.

15.3 If the Charm Spell endures until the end of the Battle, and the casting Mage and the charmed Creature both survive the Battle, the charmed Creature will remain as a member of the Mage's Legion, and it is no longer considered a charmed Creature. If the player that charmed the Creature concedes the Battle before the charmed Creature is eliminated, it reverts to its original player's Legion. If the Mage that cast the Charm Spell is eliminated at the same time as the last Character controlled by the enemy player, the charmed Creature immediately reverts to its original player's control.

15.4 For victory point purposes, a charmed Creature counts as part of the Legion of the player who controlled it at the time it was killed.

15.5 A Creature under the effect of a Charm Spell cannot be exited from a Battle via a Gateway. If the casting Mage is removed from the Battle via a Gateway before the charmed Creature has been eliminated, it immediately reverts to the control of its original player.

16.0 DISPEL SPELLS

DISPEL Spells can be used to dispel storm Spells and Battle Spells that are enduring or of one Battle-round duration, except that Evoked Characters cannot be dispelled by Dispelling Spells (see 13.0 Banish Spells). Strategic Spells that are not storm Spells and Battle Spells whose counters are removed immediately after being cast cannot be dispelled. Dispelling a Spell does not negate the effects that that Spell has already had, it merely ends its effectiveness at the moment that the Dispelling Spell is cast.

16.1 The effectiveness of a Dispelling Spell is automatic and immediate; no dice roll is required. The Spell counter being dispelled must be within the range of the dispelling Mage, and the cast of a Dispelling Spell can only be blocked by such intervening Hazards as are listed in 11.2.2. A Mage that is in Battle can dispel a storm Spell that affects that Land from any hex on the Battleground, and such a cast cannot be blocked, but a Mage cannot dispel a storm Spell while it is in contact with an enemy Character.

16.2 A Storm Spell can only be dispelled by a Dispelling Spell cast by a Mage in a Legion on the Land that the storm besets,

including during Battle as mentioned above (see 16.1). If the storm Spell is dispelled while the Mage is not in Battle, the use of the Dispelling Spell would count as the once per Gameturn limit that a Mage may cast a strategic Spell, and the Dispelling Spell could only be cast during the player's Commencement Phase. When a storm Spell is dispelled, its effects end immediately, and its counter is returned to the Cup.

16.3 When a Dispelling Spell is used to dispel a Battle Spell, the dispelled Battle Spell is returned to the Spell stack of the Mage that cast it, face up to show that it has already been used in that Battle. If a Dispelling Spell is used to dispel a Storm Spell during a Commencement Phase, the Dispelling Spell is returned to the casting Mage, but it cannot also be cast again during Battle on that Gameturn.

16.4 A Mage has an inherent ability to dispel Battle Spells that it has cast, including Evoked Character Spells. This ability is not represented by Spell counters nor limited in the number of times a Mage may do so, but the use of this ability would count as the once per phase limit that a Mage may cast a Battle Spell, and, for example, if the Mage made use of this ability during a Maneuver Phase, it could not also move, nor could it do so if it were in contact. If this ability is used at a range, the Spell to be dispelled must be within the Mage's range, and its use is blocked in the same manner as a rangespell by the intervening Hazards listed in 11.2.2. It can only be used to dispel one Spell at a time.

16.5 When a Mage is removed from a Battle, either by elimination or via a Gateway, any Battle Spells that it cast that remain in effect at the time that it is removed are also immediately removed and returned to its Spell stack. When a Character is removed from a Battle, either by elimination or via a Gateway, any Battle Spells that affect it are also immediately removed and returned to the Magi that cast them. When a Hazard Spell is dispelled, any Spells that were cast on that Hazard Spell are likewise removed and returned to the Magi that cast them.

17.0 EVOKED CHARACTER SPELLS

An Evoked Character Spell is cast to evoke the Evoked Character represented on the Spell counter into Battle. It is cast in the manner described in 11.3; it can only be cast at a vacant hex that does not contain a Hazard that would disallow the presence of the Evoked Character. The features of Evoked Character counters are arranged similarly to those on Character counters. After an Evoked Character Spell is effectively cast, the Evoked Character may immediately be utilized in the same manner as a Character of the player's Legion in regard to movement, striking, rangestriking, blocking rangefire, contact, etc.; but they do *not* count toward the limit of 7 Characters per Legion.

17.1 Evoked Characters cannot be dispelled by Dispelling Spells, but they may be dispelled by the Magi that cast them (see 16.4). Evoked Characters may be banished (see 13.0). Evoked Character Spells are dispelled and returned to their respective Magi's Spell stacks if killed by damage and eliminated, if the Mage that cast them is removed from the Battleground (see 16.5), or at the end of the Battle in which they were cast; an Evoked Character that is dispelled is returned to

its Magi's Spell stack; a non-intrinsic Evoked Character that is banished is returned to the Cup.

17.2 An Evoked Character cannot be charmed by a Charm Spell nor may it exit a Battle via a Gateway. Attack Spells, Bless Spells and Curse Spells may affect Evoked Characters in the same manner they affect other Characters.

17.3 Evoked Characters may have an affinity to Hazards. Consult the Hazard Affinity Chart for a full listing.

17.4 If cast during a Maneuver Phase, an Evoked Character may be moved in that same phase unless it was evoked into a hex adjacent to an enemy Character. If cast during a Strike Phase, an Evoked Character may strike or rangestrike in that phase if able to do so.

17.5 Once an Evoked Character becomes active, its activity is not limited by the casting Mage's Spell range, nor does its activity limit the activity of the casting Mage, nor does its presence disallow that Mage casting another Evoked Character Spell.

17.6 There are four Elementals: Air, Earth, Fire and Water. The Air Elemental is the quickest but most difficult to evoke. The Earth Elemental is sluggish but the easiest to evoke; it is so slow that Hazards cannot slow it down further. The Fire Elemental may fly and rangestrike, and it is native to Blazes and Volcanoes. The Water Elemental is native to Bogs, and unlike other Bog natives, it gains a strike-factor and a target-factor while in a Bog hex. Also, each Elemental is specifically affected by the presence of a Thunderstorm (see 10.6.3).

18.0 HAZARD SPELLS

A Hazard Spell is cast in the manner described in 11.3. The target-factor of the cast is the number in the lower right corner of the Hazard Spell counter being cast. If a Hazard Spell is cast at an occupied hex, the cast loses one strike-factor. The Hazard Spell Casting Chart (see 18.8) specifies on which types of hexes the various Hazard Spells may or may not be cast. The magical Hazards that are created by such Spells are enduring, except that Blaze Spells cast on a Plains hex and Gateway Spells last for only one Battle-round. Dust Devils are the only magical Hazards that can be moved after they have been cast.

18.1 If the cast of a Hazard Spell is effective, the affected hex is immediately treated as if it contains that magical Hazard. If that hex was occupied at the time of the cast, the occupant is only affected to the extent that the Hazard thus created affects it. The Hazard Spell should be set beside an occupying counter so that it can be clearly seen; if it is set atop the occupying counter, be sure that the Hazard Spell counter is not moved along with the occupying counter. If a Hazard Spell is cast effectively during a Strike Phase, the damage that this might do at the start of each Strike Phase is applied immediately.

18.1.1 The Hazard Spells of Bog, Bramble, Drift, Hill (Slopes around), Plains, Sand Dune (Sand with Dunes around), Tower (Walls around), Tree, and Volcano (Volcano with Slopes around) all create magical Hazards whose effects are the same as those of natural Hazards of such types (see LoT 11.7).

18.1.2 A Hill, Sand Dune, Tower or Volcano Spell (Hazard Spells which create elevated Hazards) cannot be cast at a hex that contains a Bog or Tree, or any magical Hazard, or that has the *top* edge of any elevated Hazard along any of its hexsides. When such a Spell creates an elevated Hazard in a hex that has a *bottom* edge of another elevated Hazard (natural or magical) along a hexside, the facing elevated hexsides completely negate each other's effects, except that a Cliff in such a situation would instead be treated as a Slope. These elevated magical Hazards create the respective type of elevated Hazard along each of their hexsides.

18.1.3 When a magical Hazard is created atop another type of Hazard, natural or magical, the effects of the underlying Hazard are nullified unless such combination of Hazards is noted on the Hazard Spell Casting Chart as being cumulative. When a magical Hazard is cast at a hex that contains a magical Hazard whose effects are not cumulative, the previous magical Hazard is dispelled, which would include the cast of a Thorn or Wood Spirit Spell upon another of its type. If the effects are cumulative, each type of Hazard remains in full effect; for example, a Bog Spell cast at a Sand hex would disallow the entry of Characters not native to Bog and slow the entry of non-flying Bog natives who were not also native to Sand.

18.1.4 When the cast of a Hazard Spell is dependent on the presence of a previously created magical Hazard, the dependent magical Hazard is also dispelled if the magical Hazard that allowed it to be cast is dispelled. For example, a Thorn Spirit cast at a magical Bramble hex could not remain there if the magical Bramble was dispelled.

18.1.5 When a magical Hazard is created atop another magical Hazard with which its effects are cumulative in a hex which contains a natural Hazard with which the effects of the previously cast magical Hazard's effects are cumulative, the effects of all three Hazards are cumulative. For example, a Thorn Spirit Spell is cast at a hex containing both magical Bramble and natural Sand; the effects of all three Hazards would be in force.

18.2 A BLAZE Spell may only be cast at a hex that contains a natural or magical Bramble, Plains or Tree. A non-native Character may not enter or fly over a hex affected by a Blaze Spell; only Dragons, Ifrits and the Fire Elemental are native to Blazes. Rangestrikes, including those of Magi, and rangespells cannot trace a path through a Blaze hex. A Blaze Spell is enduring if cast on a Bramble or Tree hex; on a Plains hex it lasts only one Battle-round.

18.2.1 If a Blaze Spell is cast upon a Bramble or a Plains hex, any Character not native to Blazes in that hex suffers 2 points of damage during each Strike Phase that the Blaze is in effect and the Character is in that hex.

18.2.2 If a Blaze Spell is cast upon a Tree hex, *every* Character, friend or foe, that is adjacent to the blazing Tree and not native to Blazes suffers 1 point of damage during each Strike phase the Blaze is in effect.

18.2.3 Characters native to Blazes add two dice to strikes or rangestrikes while in a hex affected by a Blaze Spell, including when adjacent to a blazing Tree.

18.3 A DUST DEVIL Spell may only be cast at a hex that contains natural or magical Plains or Sand. Rather than cast another Battle Spell when it is able to, the casting Mage may reposition a Dust Devil that it has already effectively cast if it is currently within range of the Mage; the Dust Devil may be repositioned to any other hex within the casting Mage's range that a Dust Devil may be cast on, the range being measured from the Mage, not the previous position of the Dust Devil. Rangespells may not pass through a Dust Devil hex. Any non-Mage rangestrike that passes through or enters a Dust Devil hex loses one strike-factor. Any Character other than the casting Mage is slowed when entering a Dust Devil hex, including when flying over such a hex. Any Character in a Dust Devil hex other than the casting Mage suffers 1 point of damage at the start of each Strike Phase, loses a strike-factor when striking, and cannot rangestrike or cast Spells.

18.4 A GATEWAY Spell allows the casting player to either exit one of his Characters from the Battle, including the casting Mage, or to bring a Character from another of his Legions into the Battle. Only one Character can be Transported by any particular Gateway Spell and no one Character can be transported by Gateways more than once in any Engagement Phase. The transfer may only take place during the casting player's next Maneuver Phase following the casting of the Spell, providing that the gateway Spell has not been dispelled in the meantime, as the Gateway lasts only one battle-round.

18.4.1 A Gateway may be cast only in an unoccupied, natural Plains hex. While the Gateway Spell is in effect, no non-flying Character may enter that hex and no flying Character may end its move on that hex, except the Character that uses the Gateway. No rangestrike, including those of Magi, or rangespell may trace its path through a Gateway hex.

18.4.2 The casting player must declare to which of his Legions the Gateway is connected at the time of its casting, and he cannot change that connection to another of his Legions. A Gateway cannot be connected to a Legion that is or has been engaged during that Engagement phase, or to a Legion in a Land beset by a Storm, nor can a Gateway Spell be cast in a Land that is currently beset by a Storm.

18.4.3 To exit a Character the Character must be moved into the Gateway hex. It is then immediately removed from the Battlefield and transported into the connected Legion. Said Legion cannot already contain 7 Characters.

18.4.4 To bring a Character into the Battle through the Gateway, the Character is removed from its Legion and placed in the Gateway hex, and it may be moved in the same phase, even if an enemy Character is adjacent to the Gateway hex; the Gateway hex itself does not count against the entering Character's movement. A character cannot be transported by Gateway into a Legion that currently contains 7 Characters.

18.4.5 Charmed Creatures and Evoked Characters may not use Gateways.

18.4.4 If a Mage is removed from a Battle via a Gateway, any Battle Spells that it had cast that remain in effect are immediately dispelled, and the Spell counters are returned to

the Mage. If the casting Mage exits via the Gateway, the Gateway Spell is also immediately dispelled and removed at that time rather than at the end of that Maneuver Phase.

18.5 A THORN SPIRIT Spell may only be cast at a hex that contains natural or magical Bramble. Any Character other than the casting Mage is slowed when moving into (not merely overflying) a Thorn Spirit hex, including Characters that are native to Bramble. Any Character other than the casting Mage in a Thorn Spirit hex cannot cast Spells. Any enemy Character in a Thorn Spirit hex suffers 2 points of damage at the start of each Strike Phase and loses one strike-factor when striking or rangestriking and loses one target-factor when being struck or rangestruck including by Attack Spells. The effects of the Thorn Spirit and the underlying Bramble are cumulative; for example, an enemy Character that was native to Bramble would add a target-factor for the Bramble but lose a target-factor for the Thorn Spirit; and a non-native Character would be slowed twice when moving into such a hex and would need to spend 3 movement points to do so.

18.6 A WEB Spell may be cast on any hex except a Tree, Volcano, Drift or a magical Hazard. Guardians and Phantoms are native to Webs. Any non-native Character must end its movement when moved into (not overflying) a Web Spell, and is slowed when exiting a Web Spell in which it begins its movement. No Characters, including the casting Mage, may cast a Spell while in a Web hex. Any non-native Character in the hex of a Web Spell loses one strike-factor when striking or rangestriking and loses one target-factor when being struck or rangestruck including by Attack Spells.

18.7 A WOOD SPIRIT Spell may only be cast at a hex that contains a natural or magical Tree. At the start of each Strike Phase, a Wood Spirit *may* deliver 3 points of damage to one adjacent enemy Character of the casting player's choice. Such damage may not be divided between adjacent enemy Characters or carried over.

18.8 HAZARD SPELL CASTING CHART

This chart clarifies on which hexes the various Hazard Spells can be cast. Occupied refers to either a Character or an Evoked Character. The specific Hazards refer to natural Hazards except where otherwise noted. Elevated Hazards are those which lie along hexsides. Magical Hazards refers to any Hazard Spell counter in effect on a Battleland, except as otherwise noted.

Spell Type	Occupied	Plains	Bog	Bramble	Drift	Sand	Tree	Volcano	Elevated Hazards	Magical Hazards
Blaze	P	P	X	M ³	X	X	M ³	X	-	P ⁵
Bog	P ¹	P	X	P	P	P ³	X	X	-	X
Bramble	P	P	X	X	P ³	P ³	X	X	-	X
Drift	P	P	X	P ³	X	P ³	X	X	-	X
Dust Devil	P	P	X	X	X	M ³	X	X	-	P ⁵
Gateway	X	P	X	X	X	X	X	X	-	X
Hill	P	P	X	P	P	P	X	X	NA	X
Plains	P	P ⁴	X	P	P	P	X	X	-	P ²
Sand Dune	P	P	X	P	P	P	X	X	NA	X
Thorn Spirit	P	X	X	M ³	X	X	X	X	-	P ⁵
Tower	P	P	X	P	P	P	X	X	NA	X
Tree	X	P	P	P	P	P	X	X	-	X
Volcano	P ¹	P	X	P	P	P	X	X	NA	X
Web	P	P	P	P	X	P	X	X	-	X
Wood Spirit	XP	X	X	X	X	X	M ³	X	-	P ⁵

X = not allowed, except as noted.

P = permitted, providing that there is not some other condition that disallows it.

M = permitted also for magical Hazards of that type, unless otherwise disallowed.

NA = not atop; Hazard Spells that create elevated Hazards cannot be cast at hexes that lie on the topside of any elevated Hazard (see 18.13).

1 = only permitted if the occupant is native to the Hazard being cast.

2 = permitted unless an underlying natural Hazard would disallow it.

3 = the effects of the underlying Hazard and that Hazard Spell are cumulative, even if the underlying Hazard is itself magical; otherwise the underlying Hazard is nullified while the Hazard Spell is in effect

4 = a Plains Spell cast at a Plains hex would dispel any other magical Hazard in that hex and prevent other magical Hazards from being cast there while it remained in effect; a Plains Spell could not be cast atop another Plains Spell.

5 = only for magical Hazards of types denoted by an 'M', and Wood or Thorn Spirits.

Note that elevated magical Hazards always nullify the effect of any underlying natural Hazard, but that other magical Hazards do not nullify the effects of natural elevated Hazards.

19.0 SCORING

The non-Mage Characters of this supplement are scored in the same manner as in the basic game (see LoT 16.0): Power-factor × Skill-factor = point value. If a Spell is drawn for a Demon or a Rakasha (see 4.4), its point value is increased by

4 points whether the Spell was cast or not. Changelings are worth 30 points.

19.1 To determine the point value of a Mage, add the number of Spell counters in its Spell stack, not counting Evoked Character Spell counters which were banished or killed during the Battle, and add that amount to the Mage's Power-factor, and then multiply by the Mage's Skill-factor. An Evoked Character that is banished does not score victory points; an Evoked Character that is killed (and is not also banished) is scored in the same manner as a Character. If a Mage flees, divide its point value in half.

19.2 A charmed Creature counts as a member of the Legion of the controlling player at the time it is killed.

19.3 A Character that exits a Battle via a Gateway cannot count toward the point value of that Battle. If a Mage exits a Battle via a Gateway, an Evoked Character that it had cast that was killed prior to the Mage's exit may count toward the point value of that Battle.

19.4 No points are scored for capturing an enemy Legion.

19.5 When a player's Titan or last Demigod is eliminated, the points scored for his Legions that are removed do not permit the acquisition of Spells (see 7.4). If a player's Titan is eliminated in a Battle in which he also has a Demigod present, the Battle continues, and the player who slew the Titan does not score points for that other player's Legions that are removed until the end of that Battle, even though those Legions are removed from play immediately.

20.0 SPELL ETIQUETTE

Learning the effects and uses of the various Spells will require time, practice and patience while other players ponder the options that Spells make available. The player whose Gameturn or Maneuver Phase it is should be allowed access to these rules whenever he so desires. Players should make use of the time between their turns to acquaint themselves with the Spells that they hold.

20.1 Spell stacks, like Legion stacks, are secret. A player is not allowed to browse through the contents of other player's Spell stacks, except when using a Vision Spell (see 9.56). A player is free to reveal the Spells in his stacks to other players if he desires.

20.2 The casting of Spells is always optional. No instance exists in which a player must cast a Spell.

20.3 Spells drawn from the Cup must be drawn blindly; players are not allowed to look in the Cup, even if only to see how many Spell counters are there. If a player is unable to draw Spells from the Cup because none remain, such lost draws are not made up when Spell counters again become available.

20.4 If a player musters a Mage for which the caretaker's stacks lack the proper intrinsic Spell counters, he may demand that other players inspect their Spell stacks to try to find it. He may not inspect the Spell counters in the Cup to try to find it. If it cannot be found, use a blank Spell counter to replace it.

20.5 A player may not alter the move of a Legion after he has drawn Spells due to that movement, nor may he decide not to muster a Mage after he has already drawn Spells for it, unless, of course, the rules would not have allowed that movement or mustering.

20.6 The Spell stacks of a player's Magi must be kept carefully separated so that there is no confusion as to which Spell counter belongs to which Mage. The spaces on the Spell Cards provide ample room for this, providing that the Spell counters are kept in neat stacks. When a Mage is in Battle, a player may wish to place its Spell counters to the side so that he can spread them out and consider them more carefully, but, again, care must be taken not to confuse them with the Spell counters of other Magi.

20.7 When a player has more than one Mage in a Battle, it may be necessary to keep a written record of which Mage cast which Spell to avoid confusion.

20.8 Because the returning of Spell counters to the Cup affects what and how many Spell counters the Cup has available to be drawn, clarification is required as to exactly when Spell counters are put back in the Cup. Storm Spells are returned immediately whenever they are dispelled; other Strategic Spells are returned immediately after their effect is completed; for example, a Capture Enemy Legion Spell would not be returned until the capturing was resolved or disallowed. A non-intrinsic Evoked Character that is banished is returned to the Cup as soon as it is removed from the Battleground. In all other instances, non-intrinsic Spells are returned to the Cup when their respective Magi and their intrinsic Spells are returned to the caretaker's stacks. Spell stacks should remain intact until the end of the Battle so that they might be scored correctly.

21.0 HAZARD AFFINITY LISTING

This is a listing of the Hazards of the basic game of **TITAN** and the magical Hazards of this supplement with the types of Characters and Evoked Characters that are native to each. When Hazard Spells create Hazards of the same types as those of the basic game, Characters and Evoked Characters that are native to such Hazards are native to the Hazards created by such Spells as well.

Blazes:	Dragons, Fire Elemental, Ifrits.
Bogs:	Bats, Gogs, Hydras, Lizards, Ogres, Rakasha, Rangers, Trolls, Water Elemental*, Witches, Wyverns.
Bramble:	Behemoths, Demons, Ettins, Gargoyles, Gorgons, Cyclopes, Lizards, Rakasha, Serpents, Shamans.
Drifts:	Colossi, Giants, Jotuns, Mammoths, Trolls, Warbears, Wolves.
Dunes:	Enchanters, Griffons, Hydras, Jinns, Lions, Phoenixes, Rakasha.

Sand:	Enchanters, Elves, Griffons, Hydras, Jinns, Lions, Phoenixes, Rakasha.
Slopes:	Colossi, Dragons, Juggernauts, Lions, Lizards, Demons, Minotaurs, Ogres, Rocs, Unicorns, Wolves.
Volcanoes:	Dragons, Fire Elemental, Ifrits.**
Webs:	Guardians, Phantoms.

Types of Hazards or magical Hazards that are not listed above have no native Characters, although the casting Mage is itself immune to certain effects of some Hazard Spells. Lords are not native to any type of Hazard. Note that Sorcerers and Wizards are not native to the Hazards of their respective Terrains. The Earth Elemental is not native to any Hazard, but neither can it be slowed by any Hazard, although it could not move into such Hazards as completely disallow its entry (Blazes, Bogs, Trees, Gateways, Volcanoes).

*The Water Elemental adds a strike-factor and a target-factor while in a Bog hex.

** LoT 11.7, the Hazard Chart of **TITAN**, in referring to Volcanoes mentions only Dragons; interpret Dragon(s) to mean native(s), but note also that the Fire Elemental and Ifrits are not also native to Slopes.

22.0 OPTIONAL RULES

Following are several optional rules that players may want to use with this supplement. They may be included individually or in any combination. For any optional rule to be in effect all players must agree to include it before the game begins.

22.1 Players may begin the game each with a separate Angel that he keeps aside with his Legion markers off the board until it is summoned into Battle. This Angel can enter the game only by being summoned into Battle, and it may only be summoned into a Battle in which its player's Titan or Demigod is present. Either the Attacker or the Defender (or both) may summon his reserved Angel into any such Engagement, and only on the Maneuver Phase after he has slain his first enemy Character. (Note: this does not disallow reinforcement by the Defender in that same Engagement.) The reserved Angel cannot be summoned after a Battle in which the Attacker concedes. Its summoning is otherwise subject to normal rules on summoning (as per LoT 15.0). Reserved Angels are returned to the caretakers stacks when eliminated and are thereafter available for general acquisition.

22.2 Players may each start the game with a Warlock and an additional Tower Creature of their choice in addition to the normal starting Characters. The players choose which Tower Creature they will take after initial Tower Lands have been determined in the same order as the sequence of play determined by the assignment of Towers. Each Warlock receives its initial Spells: its intrinsic Spells and a draw of 2 Spells from the Cup; these Spells are drawn in the same order as the sequence of play immediately after a player has chosen his extra Tower Creature. The choice of Tower Creature is announced to all players. A player must still divide his initial

Characters into only 2 Legions, and the Angel and Titan cannot be in the same Legion. Use of this optional rule is suggested; it will inject magic into the game at the start and spur Legions' development toward larger Creatures.

22.3 Players may allow Magi to possess an unlimited number of Spells; this would not alter the restrictions on trading or the manner in which Spells are drawn.

22.4 Retreats. Use of this rule would allow attacking Legions to retreat from an Engagement that they provoked. An attacking Legion may retreat before or during Battle; it can only retreat into the Land from which it entered the Land of the Engagement, and if that Land is occupied or if it teleported into Battle, it cannot retreat. The defending player must consent to the attacker's retreat, or the attacker cannot retreat. If the attacker retreats before Battle begins, the defender may choose any one of the attacking Legion's Creatures as the attacker's rearguard; this Creature is then immediately eliminated, and the defender scores its full points. If the attacking Legion has no Creatures, it cannot retreat. If the attacker retreats during Battle, he may only do so on his own Maneuver Phase, and in doing so he automatically forfeits any of his Characters that are in contact at the time he retreats; the defender scores full points for such Characters and any others that the attacker had already lost. A charmed Character cannot be retreated; it would revert to or remain with the defending Legion. The consent of the defending player is always required to allow a retreat, even when retreating during Battle.

22.5 Pass Enemy Legions. Use of this rule would allow a player to let an enemy Legion pass through one of his own Legions. When a player moves one of his Legions into a Land that contains an enemy Legion, he may ask that enemy player to allow his Legion to pass, providing that his Movement Roll is sufficient to carry his Legion beyond that enemy Legion's Land but will not carry his Legion into any other friendly or enemy occupied Land beyond the Land through which he asks to pass. Therefore, a Legion which passes through an enemy occupied Land in this manner may not pass through, engage or capture any other Legion on that same Gameturn. An enemy Legion's Land may not be passed through without the consent of that enemy player. The moment when consent is required does not come until the player seeking passage actually enters the Land through which he wishes to pass. If the enemy player consents to his passage at that time, his Legion may pass, but if the enemy player refuses consent, it may not pass and the two Legions are engaged; the move may not be taken back. The enemy player is free to renege on an earlier promise of passage, but the choice he makes at the moment of consent is binding. More than one enemy Legion may be allowed to pass through the same occupied Land on the same Gameturn, but each such passage would have its own moment of consent.

22.6 The number of points required to allow Titan Teleportation may be raised to 600 so that the game may more fully develop before such action dominates play.

DESIGNER'S NOTES

The Magi and the Mighty adds a great deal to Titan without changing the basic shape, course and objective of the game. The new Creatures enhance the recruitment progression by providing another level to strive for. The Magi are an entirely new progression, tied somewhat to the mustering progression of Creatures; they also present an alternative progression of sorts in the development of large Spell stacks. Demigods provide an additional incentive for the aggressive interaction of players as well as a means of remaining in the game after Titans are eliminated.

The additions of this supplement are much more than merely more of the same. The number and variety of the Mighty almost preclude a single Legion becoming overwhelmingly too strong to tangle with, as was possible in the basic game when a Legion acquired more than half of the Colossi. And the powers of Magi with good stocks of Spells can offset the presence of even the mightiest Creatures, so that an otherwise much, weaker Legion might win on the merits of magic alone. The dual track of Legions' development, Creatures and Spells, forces players to broaden the scope of their strategies: they will still seek to build powerful Legions, but their choices for doing so are expanded. A player cannot be content with a single path of development, for success will most surely come with a combination of strong Characters, Magi with many Spells, and a powerful Titan.

The extra time required to give attention to the intricacies of Spell use should be offset somewhat by the occurrence of more flights or immediate concessions, as players will want to avoid allowing an enemy to muster a Mage for a cheap victory. One peculiar strategy that the Magi allow is the use of relatively weak Creatures to muster Magi so that such Legions may then concentrate solely on the amassment of Spells, with enough of which they may take on Legions with much stronger Characters, so that even the weakest Creatures do not become fully obsolete.

Once a Mage has amassed a powerful stack of Spells, it may be advantageous to transfer it to a Legion with more powerful Characters via a Gateway or a Teleport Mage Spell. Acquiring the Magi needed to form a Coven is also a useful means of concentrating the best Spells in the best Legions. If a Legion musters a Mage due to a victory in a Terrain in which it could not otherwise muster, the number of Terrains in which it may improve itself is increased. A Mage's ability to draw Spells allows its Legion to improve itself even if it cannot muster more Creatures. When a Mage is mustered into a Legion with other Magi, the initial gifts such Magi can make is a good way to quickly build the strength of the new Mage.

The development of a strong Titan Legion is enhanced by the presence of a Mage or two for strategic mobility and tactical depth. It is a wise idea to keep a Warlock with the Titan, for its intrinsic Dispelling Spell will provide protection from enemy magic. The use of this supplement allows the Masterboard to become populated with a wide assortment of many powerful Legions. The importance of building up the Titan Legion to cope with the best of these cannot be overstressed, and the acquisition of a Demigod as a buffer should the Titan fall is also nice.

The strategies, tactics and mechanics of the basic game remain. They have been extended to include the outright strength of the Mighty and the uncertain powers of Magi's secret Spell stacks. Spells add new dimensions to Masterplay and Battle, and I hope that the depth and the variety of play that the use of this supplement provides will more than compensate for the necessary complexity of this expansion of the system of Titan.

EXPANDED STRIKE CHART

The Strike Differential is determined by subtracting the target-factor from the strike-factor, after each has been properly adjusted for any effects due to Hazards or Spells or range. The Strike Differential determines the strike-number of the strike, rangestrike or spellcast. A Strike Differential of less than -2 is treated as -2; a Strike Differential greater than +3 is treated as +3.

Strike Differential	Strike-number (minimum needed to hit)
+3	1
+2	2
+1	3
0	4
-1	5
-2	6

SPELL INDEX

This index lists the Spell counters of this supplement. Numbers in parentheses refer to sections of these rules that pertain to such Spells, except that the numbers that follow the specific types of Evoked Characters are the Battle-factors and abilities of such types (\swarrow = rangestrike, \star = flying). The numbers before the various Spell types note how many Spells of such type this supplement includes; 'i' indicates that 3 and 'ii' indicates that 6 of such Spells are intrinsic Spells.

Strategic Spells (9.0)

- 2 Capture Enemy Legion (9.4.1)
- 2 Don't Move (9.4.2)
- 2 Flying Legion (9.4.3)
- 2 Ignore Forced Move (9.4.4)
- 2 Merge Legions (9.4.5)
- 2 Move Backward (9.4.6)
- 2 Move One (9.4.7)
- 2 Muster with Mage (9.4.8)
- 2 Reroll (9.4.9)
- 2 Resurrect (9.4.10)
- 2 Teleporting Retreat (9.4.11)
- 2 Teleport Mage (9.4.12)
- 2 Teleport to Tower (9.4.13)
- 2 Terrain Teleportation (9.4.14)
- 2 Split after Roll (9.4.15)
- 2 Vision (9.4.16)

Storm Spells (10.0)

- 2 Blizzard (10.6.1)
- 2 Fog (10.6.2)
- 2 Thunderstorm (10.6.3)

Battle Spells (11.0)

- Attack Spells (12.0)
 - 7i Bolt (12.1)
 - 3i Evil Eye (12.2)
 - 7i Fireball (12.1)
 - 5i Mentak (12.3)
 - 5i Poison (12.4)

Battle Spells (cont.)

- 7i Banish Spells (13.0)
 - Bless Spells (14.0)
 - 2 Fly, E* (14.3)
 - 5i Heal (14.5)
 - 2 +1 Skill factor, E (14.2.1)
 - 2 +1 Skill-factor, T (14.2.1)
 - 2 +1 Strike-factor, E (14.2.2)
 - 2 +2 strike-factors, T (14.2.2)
 - 2 +1 Speed, E (14.2.3)
 - 2 +2 Speed, T (14.2.3)
 - 2 +1 target-factor, E (14.2.4)
 - 2 +2 target-factors, T (14.2.4)
 - 2 +2 dice, E (14.2.5)
 - 2 +4 dice, T (14.2.5)

Curse Spells (14.0)

- 2 1/2 dice, T (14.2.5)
 - 2 -2 dice, E (14.2.5)
 - 2 -1 Skill-factor, E (14.2.1)
 - 2 -1 Skill-factor, T (14.2.1)
 - 2 -1 strike-factor, E (14.2.2)
 - 2 -2 strike-factors, T (14.2.2)
 - 2 -1 Speed, E (14.2.3)
 - 2 -1 target-factor, E (14.2.4)
 - 2 -2 target-factors, T (14.2.4)
 - 2 Hold, T (14.4)
 - 2 Charm Spells (15.0)

10ii Dispel Spells (16.0)

Battle Spells (cont.)

- Evoked Character Spells (17.0)
 - 1 Air Elemental (4 \star 5)
 - 1 Earth Elemental (13 - 1)
 - 1 Fire Elemental (8 \swarrow \star 3)
 - 1 Water Elemental (10 - 2)
 - 5i Bats (2 \star 4)
 - 3i Eagle (3 \star 4)
 - 3 Elf (2 \swarrow 4)
 - 3 Harpy (2 \swarrow 5)
 - 2 Ifrit (6 \swarrow 3)
 - 6ii Imp (3 \swarrow \star 3)
 - 2 Jinn (5 \swarrow \star 3)
 - 2 Manticore (6 \swarrow 3)
 - 3 Lizard (7 - 2)
 - 2 Phantom (9 \star 2)
 - 3 Wolf (4 - 3)
- Hazard Spells (18.0)
 - 5i Blaze (18.2)
 - 1 Bog (18.1.1)
 - 2 Bramble (18.1.1)
 - 1 Drift (18.1.1)
 - 3i Dust Devil (18.3)
 - 2 Gateway (18.4)
 - 2 Hill (18.1.1, 18.1.2)
 - 2 Plain (18.1.1)
 - 2 Sand Dune (18.1.1, 18.1.2)
 - 1 Tower (18.1.1, 18.1.2)
 - 3i Thorn Spirit (18.5)
 - 1 Tree (18.1.1)
 - 1 Volcano (18.1.1, 18.1.2)
 - 2 Web (18.6)
 - 3i Wood Spirit (18.7)

*While the counter has an E for this spell, the original manuscript had a T.

ADVANCED CHARACTER CHART

TYPE	POWER-FACTOR	SKILL-FACTOR	RANGE STRENGTH	CAN FLY	CAN CAST SPELLS	POINT VALUE	NUMBER AVAILABLE
LORDS							
Angel	6	4	--	yes	--	24	18
Archangel	9	4	--	yes	--	36	6
Demigod	12	4	--	--	--	48	3
Titan	X*	4	--	--	--	??	6
DEMILORDS							
Changeling	10****	3	--	--	--	30	4
Demon	5	4	2	yes	yes	20**	6
Guardian	12	2	--	yes	--	24	6
Rakasha	6	4	3	yes	yes	24**	6
MAGI							
Druid	6	3	3	--	yes	***	3
Enchanter	4	3	2	yes	yes	***	3
Shaman	5	3	2	--	yes	***	3
Sorcerer	4	4	2	yes	yes	***	3
Warlock	5	4	2	--	yes	***	6
Witch	3	4	1	yes	yes	***	3
Wizard	7	3	3	--	yes	***	3
CREATURES							
Behemoth	8	3	--	--	--	24	18
Centaur	3	4	--	--	--	12	25
Colossus	10	4	--	--	--	40	10
Cyclops	9	2	--	--	--	18	28
Dragon	9	3	4	yes	--	27	18
Ettin	13	3	6	--	--	39	4
Gargoyle	4	3	--	yes	--	12	21
Giant	7	4	3	--	--	28	18
Gog	22	2	--	--	--	44	4
Gorgon	6	3	3	yes	--	18	25
Griffon	5	4	--	yes	--	20	18
Hydra	10	3	5	--	--	30	10
Jotun	12	4	6	--	--	48	4
Juggernaut	18	3	--	--	--	54	4
Lion	5	3	--	--	--	15	28
Mammoth	15	3	--	--	--	45	3
Minotaur	4	4	2	--	--	16	21
Ogre	6	2	--	--	--	12	25
Phoenix	9	4	4	yes	--	36	4
Ranger	4	4	2	yes	--	16	28
Roc	10	4	--	yes	--	40	3
Serpent	18	2	--	--	--	36	10
Troll	8	2	--	--	--	16	28
Unicorn	6	4	--	--	--	24	12
Warbear	6	3	--	--	--	18	21
Wyvern	7	3	--	yes	--	21	18

* 9.1; ** see 19.0; *** see 19.1; **** see 4.2.1

PLAINS		TOWER		MARSH	
Enchanter	(4 ★ 3) 1*	Warlock	(5 4) 2/1*	Witch	(3 ★ 4) 1*
2 Centaur	(3 – 4)	Centaur	(3 – 4)	2 Ogre	(6 – 2)
2 Lion	(5 – 3)	Gargoyle	(4 ★ 3)	2 Troll	(8 – 2)
3 Ranger	(4 ★ 4)	Ogre	(6 – 2)	3 Ranger	(4 ★ 4)
Griffon	(5 ★ 4)	-----		Wyvern	(7 ★ 3)
		2 Guardians	(12 ★ 2)		
		Changeling	((10) – 3)		
WOODS		BRUSH		HILLS	
Druid	(6 3) 2	Shaman	(5 3) 1*	Sorcerer	(4 ★ 4) 2*
3 Centaur	(3 – 4)	2 Gargoyle	(4 ★ 3)	3 Ogre	(6 – 2)
② 2 Warbear	(6 – 3)	2 Cyclops	(9 – 2)	② 2 Minotaur	(4 4)
2 Demon	(5 ★ 4)	③ 2 Gorgon	(6 ★ 3)	2 Demon	(5 ★ 4)
→ 2 Unicorn	(6 – 4)	2 Demon	(5 ★ 4)	→ 2 Unicorn	(6 – 4)
Giant	(7 4)	Behemoth	(8 – 3)	Dragon	(9 ★ 3)
DESERT		JUNGLE		SWAMP	
Enchanter	(4 ★ 3) 1	Shaman	(5 3) 1	Witch	(3 ★ 4) 1
3 Lion	(5 – 3)	2 Gargoyle	(4 ★ 3)	3 Troll	(8 – 2)
② 2 Griffon	(5 ★ 4)	3 Cyclops	(9 – 2)	② 2 Wyvern	(7 ★ 3)
2 Rakasha	(6 ★ 4)	② 2 Behemoth	(8 – 3)	2 Rakasha	(6 ★ 4)
→ 3 Hydra	(10 3)	2 Rakasha	(6 ★ 4)	→ 3 Hydra	(10 3)
Phoenix	(9 ★ 4)	3 Serpent	(18 – 2)	Gog	(22 – 2)
		Ettin	(13 3)		
TUNDRA		LORDS		MOUNTAINS	
Wizard	(7 3) 2	Titan	(X – 4)	Wizard	(7 3) 2
2 Troll	(8 – 2)	Demigod	(12 – 4)	2 Lion	(5 – 3)
2 Warbear	(6 – 3)	Archangel	(9 ★ 4)	2 Minotaur	(4 4)
③ 2 Giant	(7 4)	Angel	(6 ★ 4)	③ 2 Dragon	(9 ★ 3)
3 Colossus	(10 – 4)			3 Colossus	(10 – 4)
Jotun	(11 4)			Juggernaut	(17 – 3)
-----				-----	
→ Mammoth	(15 – 3)			Roc	(11 ★ 4)

The number next to a Magi's power- and strike-factors indicates the number of Spells that Magi may draw.

* Indicates that a Legion may not both draw Spells for its Magi and muster a Character in such Terrain. In a Tower Land, a Warlock may draw 2 Spells and a Mage of any other type may draw 1. See also section 4.0, 5.0, and 7.0.

A NOTE ON THIS EDITION

David Trampier and Jason McAllister designed *The Magi and the Mighty* and submitted it for publication to Avalon Hill. There, It was playtested but never published. One of the testers had told me stories about how Titan with this expansion was one of his favorite games, and how he had kept photocopies of the playtest copy, but didn't have a playable copy of the game. About fifteen years ago, I got curious enough to pestered him until he lent me his copy of the materials, with the promise that I would not share them with anyone, out of respect for the original designers, who might one day try to publish this again. However, both original designers have since passed away, and I have to believe that they would have been much happier for their creation to see the light of day now than for it to be forgotten.

The materials I was working from included photocopies of a typewritten manuscript, a black and white copy of the new Creature tiles, and somewhat primitive color photocopies of the spell tiles (the tiles were just set on a photocopier, I think). From these, I retyped the rules to match the style of the original rules, and spent an unreasonable amount of time cleaning up the tile images as best I could, considering the source material. I wish I had better copies of the original art (I believe all of it is by David Trampier), especially the spell tiles and if anyone out there has the originals or better copies (or wants to clean up the versions I have), I'd love to incorporate them into this file.

The expansion is a product of another time, and is likely far more complex than would be acceptable in such a game these days. I've only actually gotten it to the table a few times, and it can be overwhelming, but, I think, a lot of fun.

Daniel Karp
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July 2019



VOLCANO 4	BANISH 4	(S) TERRAIN TELEPORTATION	(S) SPLIT AFTER ROLL	SAND DUNE 3	BLESS E +2 DICE	BOLT 7	IFRIT 1	BLESS E +1 SPEED
(S) REROLL	CURSE T HOLD	DISPEL 10	BLESS T +1 SKILL	(S) TELEPORT TO TOWER	BLESS HEAL	(S) TELEPORTING RETREAT	IFRIT 2	CURSE T -1 SKILL
TREE 4	(S) MERGE LEGIONS	CURSE E -1 SF	FIREBALL 5	DISPEL 7	BLESS T +2 SF	(S) MOVE BACKWARD	PLAIN 4	JINN 1
MENTAK 5	CURSE T -2 SF	POISON 4	(S) THUNDER STORM	BATS 4	ELF 1	(S) IGNORE FORCED MOVE	GATEWAY 4	WEB 2
CURSE T -2 TF	BOLT 6	CURSE T -2 SF	(S) RESURRECT	CHARM	BLESS T +2 SPEED	CHARM 2	(S) TELEPORT MAGE	PHANTOM 2
BLESS E FLY	WEB 1	LIZARD 2	MANTICORE 1	PLAIN 2	ELF 2	BLESS T +2 SPEED	BLESS HEAL	(S) REROLL
(S) BLIZZARD	BRAMBLE 2	MANTICORE 2	(S) FOG	LIZARD 1	ELF 3	BLESS T +2 SPEED	BLESS HEAL	(S) FOG
(S) RESURRECT	HARPY 2	BLESS E +1 SPEED	HILL 1	(S) TELEPORT MAGE	WOLF 1	BLESS E +1 TF	(S) MUSTER WITH MAGE	FIREBALL 7
GATEWAY 1	(S) TELEPORTING RETREAT	CURSE T 1/2 DICE	BOLT 5	(S) FLYING LEGION	(S) VISION	CURSE T HOLD	CURSE T -1 TF	BLESS E +4 DICE
BLESS E FLY	DISPEL 9	CURSE E -1 SKILL	CURSE T -2 DICE	BLESS T +2 TF	EARTH 1	(S) IGNORE FORCED MOVE	WATER 2	(S) MOVE ONE
BLESS E +1 SF	HARPY 3	CURSE T 1/2 DICE	CURSE E -1 SF	BANISH 6	(S) VISION	BOLT 4	(S) SPLIT AFTER ROLL	BLESS E +1 SKILL
(S) MOVE ONE	(S) BLIZZARD	HARPY 1	CURSE T -1 SKILL	CURSE E -1 SPEED	WOLF 3	(S) TELEPORT TO TOWER	CURSE T -2 TF	LIZARD 3

(S) MOVE BACKWARD	(S) TERRAIN TELEPORTATION	(S) MUSTER WITH MAGE	BLESS E +1 TF	WOLF 2	BLESS T +1 SKILL	(S) CAPTURE ENEMY LEGION	BLESS E +2 DICE	BLESS T +2 TF
BLESS T +4 DICE	BOG 1 3	MENTAK 4	(S) MERGE LEGIONS	BANISH 5	CURSE T -2 DICE	BLESS E +1 SKILL	BANISH 7	DRIFT 1 2
JINN 2	FIREBALL 4	PHANTOM 1	DISPEL 8	BLESS E +1 SF	FIREBALL 6	CURSE E -1 SPEED	CURSE E -1 SKILL	TOWER 1 4
AIR	POISON 5	FIRE	(S) FLYING LEGION	BLAZE 4	BOLT 2	BLAZE 4	IMP 4	EAGLE 3
DISPEL 2	MENTAK 1	POISON 3	DUST DEVIL 1	(S) CAPTURE ENEMY LEGION	MENTAK 3	BLAZE 1	BLESS T +2 SF	DUST DEVIL 2
(S) DON'T MOVE	FIREBALL 3	SAND DUNE 2	DISPEL 5	BATS 3	BANISH 1	EVIL EYE 2	CURSE E -1 TF	DISPEL 1
BATS 1	BANISH 2	FIREBALL 1	DISPEL 4	BATS 2	BANISH 3	FIREBALL 2	BATS 5	BATS 5
DISPEL 3	BOLT 1	EVIL EYE 1	IMP 2	DISPEL 1	DISPEL 6	BOLT 3	EVIL EYE 3	IMP 1
BLAZE 4	IMP 5	POISON 2	WOOD SPIRIT 1	BLAZE 4	IMP 3	POISON 1	WOOD SPIRIT 3	WOOD SPIRIT 2
IMP 6	BLESS 1	HEAL	THORN SPIRIT 2	DUST DEVIL 2	EAGLE 2	BLESS 3	THORN SPIRIT 3	EAGLE 1
BLESS 2	THORN SPIRIT 1 2							

SPECIAL CARD

											
ENCHANTER ¹ •Dustdevil •Bolt	ENCHANTER ² •Dustdevil •Bolt	ENCHANTER ³ •Dustdevil •Bolt	DRUID ¹ •Wood-spirit •Fireball 10	DRUID ² •Wood-spirit •Fireball 10	DRUID ³ •Wood-spirit •Fireball 10	WARLOCK ¹ •Imp •Dispel	WARLOCK ² •Imp •Dispel	WARLOCK ³ •Imp •Dispel	WARLOCK ⁴ •Imp •Dispel	WARLOCK ⁵ •Imp •Dispel	WARLOCK ⁶ •Imp •Dispel
8	8	8	8	8	8	12	12	12	12	12	12
											
WITCH ¹ •Bats •Heal	WITCH ² •Bats •Heal	WITCH ³ •Bats •Heal	SHAMAN ¹ •Thorn-spirit •Poison 8	SHAMAN ² •Thorn-spirit •Poison 8	SHAMAN ³ •Thorn-spirit •Poison 8	WIZARD ¹ •Eagle •Mentak •Banish 12	WIZARD ² •Eagle •Mentak •Banish 12	WIZARD ³ •Eagle •Mentak •Banish 12	WIZARD ⁴ •Eagle •Mentak •Banish 12	WIZARD ⁵ •Eagle •Mentak •Banish 12	WIZARD ⁶ •Eagle •Mentak •Banish 12
8	8	8	8	8	8	12	12	12	12	12	12