



I
HOLY



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II
PAGAN



II
PAGAN



II
PAGAN



III
ELVEN



III
ELVEN



III
ELVEN



IV
ELEMENTAL



IV
ELEMENTAL



IV
ELEMENTAL



V
DEMONIC



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DEMONIC



V
DEMONIC



VI
SUMMON



VI
SUMMON



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SUMMON



VII
CHARMS



VII
CHARMS



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Peace
COMBAT

Target is immediately unassigned and any attacks or spells by target are canceled. Target may not lure, attack, or cast spells.
Spell has no effect or is broken if victim is named as target of another spell or attack.

Exorcise
INSTANT

In the target clearing:

- Every Demon and Imp is killed
- All other Spells and Curses are broken (including those being cast)
- All color chits fatigue

Make Whole
INSTANT

Activates all fatigued or wounded chits and repairs all damaged armor of target. Breaks the Wither Curse of the target.

Blend into Background
DAY

Target can record and do an extra HIDE phase during his turn.

Fog
DAY

Nobody can PEER from or into the hex tile.
Affects only the search activity, not Treasure or Spells.

Prophecy
DAY

Character chooses actions as he performs each phase. Newly activated belongings may be used at once, but only one Horse may provide extra phases per day.
Blocked at once when spell is broken. Character's subervients do their turn as recorded.

Elven Grace
COMBAT

Modifies Move chits/Monster speed based on Strength/Monster Size:
L:1; M:2; H:3; T:4
*•Only changes printed speed
•Nullified by 'Draught of Speed' and 'Garb of Speed'*

Faërie Lights
DAY

becomes
 becomes
(see Rule 4.6.10c)

Illusion
PERMANENT

Targetted character adds one to SEARCH results. If tile is target, all individuals in every clearing of the tile are affected.

Blazing Light
DAY

CAVE CLEARING

Must be in target clearing to cast. All in clearing can record an extra phase during BIRDSONG, but it must be executed in the clearing.

Elemental Spirit
DAY

becomes
 becomes

Fiery Blast
ATTACK

May attack any number of targets. Roll MISSILE for each attack separately.

Absorb Essence
PERMANENT

Spellcaster transforms into the target, which disappears. If spell is broken without killing spellcaster, monster reappears. If cast by an unheld item it transforms into the target until it is killed, at which time the item reappears.
(refer to rulebook)

Ask Demon
INSTANT

WINGED DEMON

Ask one question to any player, about victory requirements, recorded information, or game pieces, in the past or present. Must be answered truthfully, by 'yes', 'no' or a number. Question and Answer must remain secret from other players.

Broomstick
INSTANT

L1

Chit can only be used when target uses a L move chit, and the spellcaster decides it. If cast on self can be played directly in place of a MOVE chit.

Dissolve Spell
INSTANT

SPELL IN CLEARING

Target spell, which must already exist, is broken.
Does not affect Curses.

Enchant Artifact
PERMANENT

SPELL-CASTER'S ACTIVATED ARTIFACT

Adds one of caster's recorded Spells and its Magic Type to an Artifact or Spell Book.
Target contains the new Spell and Magic type only when the Enchant Artifact spell is energized.

Melt into Mist
PERMANENT

Target is transformed into mist with all belongings and:

- All other Spells and Curses have no effect.
- May only MOVE, FOLLOW, and HIDE.
- May use undiscovered Hidden Paths and Secret Passages.
- Takes no part in Combat.

Control Bats
DAY

BATS

Control all bats in clearing.
Nullified if cast by an unheld item.

Peace with Nature
PERMANENT

Warning and sound chits do not summon monsters when Target finishes turn.
Site chits, Dwellings, Site cards and Dragon Essence card are unaffected.

Premonition
DAY

Target may choose when to take DAYLIGHT turn.
Keep Attention Chit and before each draw decide to take turn or pass.



IV
ELEMENTAL



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Small Blessing
INSTANT
The target character immediately rolls for a WISH.

Violent Storm
DAY
cancel 4 phases
cancel 3 phases
cancel 2 phases
cancel 1 phase
When ending a phase in a mountain or woods clearing with no buildings.

Stones Fly
ATTACK
Make 4 or more attacks, spread among selected targets. Roll MISSILE for each attack separately.
L 15

Talk to Wise Bird
INSTANT
Character can do a remote PEER activity into any clearing on the map.

Witch's Brew
DAY
becomes
becomes
(see Rule 4.6.10c)

Lost
PERMANENT
Character rolls for LOST to know to which clearing to go. If tile is target, all individuals in every clearing of the tile are affected.

Persuade
DAY
Targets are pacified. Targets are FRIENDLY when rolling for HIRE. When cast by an unheld Artifact or Spell book, spell is nullified.

See Hidden Signs
DAY
Record and do an extra SEARCH phase.

Hurricane Winds
FLY
Target uses chit to Fly away before next encounter step, with all belongings (incl. horses), to adjacent tile chosen by caster. "T" monsters turn dark-side down & drop any target before Flying. Denizens land at beginning of DAYLIGHT; others during normal turn.

Lightning Bolt
ATTACK
May make one MISSILE attack against target.
M 18

Roof Collapses
ATTACK
Attack all in clearing, included spellcaster. Hidden also attacked but can maneuver and remain hidden. Always attacks in smash direction
H 18 4

Curse
INSTANT
Spellcaster rolls for CURSE, applies result to target.

Pentangle
COMBAT
Demons and Imp cannot attack target. Spells and curses are nullified, and new spells aimed at target are stopped. Target may still be affected by indiscriminate spells.

Power of the Pit
INSTANT
Spellcaster rolls for POWER OF THE PIT, applies result to target.

Phantasm
DAY
Creates a 'phantasm' that target controls. It has its own counter and recorded turn before the target. It may only MOVE, PEER, and ENCHANT. It cannot have possessions or interact with other creatures. Shares Discoveries with target but Hidden enemies it discovers are shared only if in same clearing as target.

Transform
PERMANENT
Rolls for TRANSFORM, applies result to the target. Gold and belongings are also transformed. If target acquires new gold or belongings those must be recorded separately and merged when transformed back.

Unleash Power
DAY
Caster's targeted Magic chits become Move/Fight chits, with Strength based on printed time value. 2-3 : L 4 : M 5 : H 6 : T Spell overrides Draught of Speed and Garb of Speed. Belt of Strength overrides Spell

Protection from Magic
PHASE/COMBAT ROUND
All Spells and Curses that affect target are nullified (including those being cast). Target may still be affected by indiscriminate Spells. Chit can be activated like an Item to create effect.

Sense Danger
PERMANENT
Target can record an extra ALERT phase.

World Fades
PERMANENT
If target is unhidden and has no denizens on melee section at the end of a combat round, rolls for hide. Target remains hidden until revealed normally. Target affected by Magic Sight.



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



VII
CHARMS



Bad Luck
PERMANENT

Add one to all die rolls when using any table


WEAPON
NATIVE
GOBLIN
OGRE
GIANT'S CLUB

Poison
DAY

Adds one sharpness star to the target counter.
Cannot be used with Alchemist's mixture or dagger.


GOBLINS

Deal with Goblins
DAY

Caster pacifies all Goblins in clearing and may HIRE them using the Neutral column
Nullified if cast by an unheld item.


SPELL OR
CURSE IN
CLEARING



Remedy
INSTANT

Existing Spell or Curse is broken.
No effect on Spells currently being cast


OCTOPUS SPIDER

Guide the Eight-legged
DAY

Spellcaster controls target monster.
Nullified if cast by an unheld item.


FACE-UP
SOUND
CHIT

Whistle for Monsters
INSTANT

Target chit can be moved either:

- from any tile to spellcaster's tile
- from spellcaster's tile to any 6-clearing tile.

The moved chit summons monsters immediately
Can only be cast in 6-clearing tiles