







Blend into

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Peace

Target is immediately unassigned and any attacks or spells by target are canceled. Target may not lure, attack, or cast spells.

pell has no effect or is broken

er spell or atta

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



Fog

Exorcise

In the target clearing:

and Imp is killed

(including those being cast)

• All color chits fatigue

All other Spells and Curses are broken

Every Demon

Nobody can PEER from or into the hex tile. Affects only the search activity,

not Treasure or Spells.



Prophecy

Make Whole

Activates all fatigued or

wounded chits and

repairs all damaged armor of target. Breaks the Wither Curse

of the target.

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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 roken. Character's subservien. do their turn as recorded.



Elven Grace

Modifies Move chits/ Monster speed based on Strength/Monster Size: L:1: M:2: H:3: T:4

Only changes printed spee Nullified by 'Draught of Speed' and 'Garb of Speed



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becomes 💥 (see Rule 4.6.10c)

Illusion

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



Blazing Light

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

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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
eappears. 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

Ask Demon
INSTANT
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.



L1 **Broomstick**

INSTANT Chit can only be used vhen 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

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



Enchant Artifact

SPELLCASTER'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

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





Warning and sound chits do not summon monsters

when Target finishes turn. Site chits, Dwellings, Site ards and Dragon Essence card are unaffected.

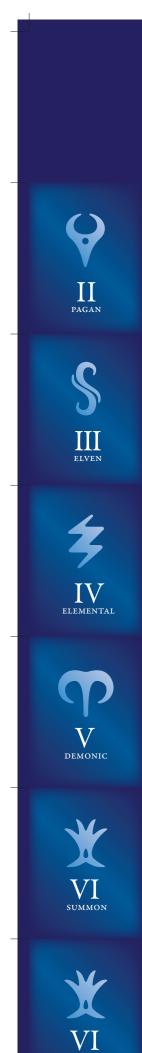


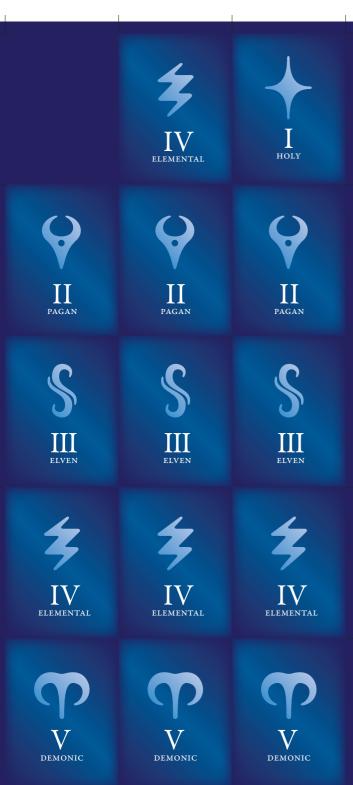


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Premonition

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















spread among selected targets. Roll MISSILE for each attack separately.







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See Hidden Signs

Record and do an

extra search phase.



Hurricane Winds

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-sid wn & drop any target befo Flying. Denizens land at beginning of DAYLIGHT; tthers during normal turn

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Phantasm

DAY

Creates a 'phantasm' that arget controls. It has its own counter and recorded turn before the target. It may only 40VE, PEER, and ENCHANT: t cannot have possessions or nteract with other creatures. hares Discoveries with target but Hidden enemies it liscovers are shared only if in same clearing as target.



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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.





Target can record an extra ALERT phase.



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

