

I

Instant

Exorcise

Every Demon and Imp in the clearing is killed. Every spell and Curse that is in effect in the clearing or that is being cast in the clearing this round is instantly broken. All *color* chits in the clearing instantly fatigue. This spell is the strongest of all, and it nullifies and breaks all other spells.

Spellcaster's Clearing

I

Instant

Make Whole

This spell activates all of the target's fatigued and wounded action chits and repairs all of his damaged armor (including his inactive armor). It affects only those chits that are already inactive and only that armor that is already damaged - it does not affect fatigue, wounds and damage that are inflicted during the current round of combat. This spell's strength is equal to the Power of the Pit results that affect action chits and armor (it does not conflict with the other Power of the Pit results). *Special:* This spell breaks the Wither Curse on the target.

One Character

I

Combat

Peace

When this spell goes into effect, it is instantly broken if its target is currently the target of any other character or denizen. If he is not someone else's target, the spell goes into effect.

1. If the target is a denizen, whether hired, controlled or not, it is instantly unassigned. While the spell remains in effect, it cannot be assigned to a new target. If it is hired or controlled, it cannot lure attackers.
2. If the target is a character, he takes back his Attention chit and any spell or attack he is playing is cancelled. While the spell remains in effect, he cannot charge or specify a target for an attack or spell. He can maneuver, run away and do other actions. He cannot lure attackers into attacking him, but attackers can be assigned to him randomly.
3. The spell is instantly broken when the bewitched target is named as the target of a spell or attack. The spell is broken only if the target himself is named as a target - he is not released by spells aimed at other targets, even if the results affect him.

One Character, Native, or Monster

I

Instant

Small Blessing

The target character immediately rolls the dice and consults the Wishes table. See Rule 4.6.8 and the Wishes table for information on specific Wish results.

1	I wish I were elsewhere.
2	I wish you were elsewhere.
3	I wish for a vision.
4	I wish for peace.
5	I wish for health.
6	I wish for strength.

One Character

II

Day

Blend Into Background

The target can record and do an extra Hide phase during his turn.

One Character, Hired Leader, or Controlled Monster

II

Day

Fog

This spell prevents an individual who is doing the Search activity from using the Peer table. The spell affects every character, hired leader and controlled monster who is in the target tile or who is trying to search a clearing in the target tile (he cannot Peer into the tile from a mountain in an adjacent tile). This spell affects only the Search activity. It does not prevent an individual from using spells or Treasure cards to do the Peer activity in the tile.

Spellcaster's Tile

II

Day

Prophecy

The target character ignores his recorded turn and chooses what to do on each phase of his turn as he does the phase. He gets the same number of phases and types of activities he is normally allowed, except that he can use an extra or enhanced activity caused by a belonging as soon as he activates that belonging, whether it was active during *Birdsong* or not. Only one horse per day can provide him with extra phases - once he has used an extra phase caused by one horse, for the rest of that day he cannot use extra phases caused by other horses. If this spell is broken before he finishes his turn, he is instantly blocked. *Note:* His hired leaders, controlled monsters, *familiars*, and phantasms must still do the turns recorded for them.

One Character

II

Attack

Stones Fly

This spell attacks each target like a missile weapon with a length of 15, and it inflicts Light damage with one sharpness star. *Special:* This spell always makes at least four attacks. If the spellcaster specifies one target, all four attacks are made against that target. If he specifies two targets, two attacks are made against each target. If he specifies three targets, two attacks are made against the target where he put his Attention chit, and one attack is made against each other target. If he specifies four or more targets, one attack is made against each target. The spellcaster rolls separately on the Missile Table for each hit.

Any Number of Characters, Natives, and/or Monsters

II

Instant

Talk to Wise Bird

The target character immediately does a remote Peer activity. He specifies any clearing on the map and uses the Peer table to search that clearing.

One Character

II

Day

Witch's Brew

Each targeted Type II chit is transformed into a Type IV chit, and each targeted Type VIII chit is transformed into a Type III chit (see Rule 4.6.10c).

Any of the Spellcaster's Type II
and/or Type VIII Chits

III

Combat

Elven Grace

If the target is a character, this spell alters the time numbers on all of his Move chits. The strength on each Move chit defines its time number: each Light chit has a time of 1, each Medium chit has a time of 2, each Heavy chit has a time of 3, and each Tremendous chit has a time of 4. If the target is a monster or native, his size redefines the Move time on both sides of his counter: a Light target has a move time of 1 on both sides of his counter, a Medium target has a move time of 2, and so on. This Spell affects only move times. It does not affect attack times, Duck chits, horses or Boots cards, and it does not affect "Move/Fight" chits created by the Unleash Power Spell.

1. Elven Grace ignores any strength changes caused by the Belt of Strength; it always uses the strength that is actually printed on each Move chit to define that chit's time number.
2. The Draught of Speed and Garb of Speed nullify Elven Grace. When the target has one of these Treasure cards active, the card defines the time number on each chit and the Elven Grace is ignored.

One Character, Monster or Native

III

Day

Faerie Lights

Each targeted Type III chit is transformed into a Type II chit, and each targeted Type VII chit is transformed into a Type VI chit (see Rule 4.6.10c).

Any of the Spellcaster's Type III
and/or Type VII Chits

III

Permanent

Illusion

Each affected individual adds one to his result whenever he uses any Search table. If the target is a tile, the spell affects every character, hired leader, controlled monster or phantasm in that tile.

One Character or
the Spellcaster's Tile

III

Permanent

Lost

Each affected individual moves randomly whenever he uses the Move activity to leave a clearing: instead of moving to the clearing he recorded, he must use the Lost table to determine which adjacent clearing he moves to.

1. This spell affects an individual only when he uses the Move activity to leave a clearing. It does not affect him when he runs out of a clearing or when he starts a move between clearings, and it does not affect him when he flies.
2. If the target is a tile, the spell affects every character, hired leader, controlled monster or phantasm who starts a Move activity in any clearing on that tile. The spell does not affect Move activities that start in other tiles.

One Character or
the Spellcaster's Tile

III

Day

Persuade

The spellcaster pacifies the targets. To hire them, he uses the Friendly column of the Meeting table. *Special:* When this spell is cast by an Artifact or Spell Book, the character who holds the item is the one who has pacified the denizens. If no character holds the item, the spell is nullified.

One Native Group
Or all Giants in the clearing
Or all Ogres in the clearing

III

Day

Hidden Signs

The target can record and do one extra Search phase during his turn.

One Character

IV

Day

Blazing Light

The spellcaster must be in a cave clearing to cast this spell, and his target is that clearing. Each character, hired leader or controlled monster in that clearing during *Birdsong* has the option to record an extra phase to do any normal activity. He must also be in the clearing when he starts the phase or the activity is cancelled.

Cave Clearing

IV

Day

Elemental Spirit

Each targeted Type IV chit is transformed into a Type VIII chit, and each targeted Type VI chit is transformed into a Type V chit (see Rule 4.6.10c).

Any of the Spellcaster's Type IV and/or Type VI Chits

IV

Attack

Fiery Blast

This spell attacks each target like a missile weapon with a length of 13, and it inflicts Light damage plus three sharpness stars.

Any number of Characters, Monsters or Natives

IV

Fly

Hurricane Winds

This spell can be cast only in a mountain clearing. It creates a Fly chit with Tremendous strength and a time number of "1". The target *must* use this chit to run away at the start of the next encounter step; the Fly chit overrules the target's normal behavior. When the target flies out of the clearing, all of his belongings, including his horses, fly and land with him. The spellcaster chooses which adjacent tile the target flies to. *If the target is a denizen that does not record turns, it lands at the beginning of Daylight, just before the first attention chit is chosen. Otherwise, the target lands during his turn, as usual.*

One Character, Monster or Native

IV

Attack

Lightning Bolt

This spell can be used only in a mountain clearing. It attacks like a missile weapon with a length of 18, and it inflicts Medium damage plus three sharpness stars.

One Character, Monster or Native

IV

Attack

Roof Collapses

This spell can be used only in a cave clearing. It automatically attacks every character, monster and native in the cave clearing, including the spellcaster. Hidden individuals in the clearing are also attacked, and can play maneuvers without becoming unhidden. It attacks like a striking weapon with a length of 18, and it inflicts Heavy damage with no sharpness stars.

Important: This spell always attacks each target in the *Smash* direction with a time number of "4", regardless of the chit or card that was used to cast it.

The Spellcaster's Clearing

IV

Day

Violent Storm

The spellcaster rolls the dice and consults the Violent Storm table. The result is the number of phases each character, hired leader and controlled monster must cancel when he ends a phase in a woods or mountain clearing in that tile. He pays this penalty only once per turn, and he can choose which activities to cancel. He can cancel only those activities that remain in his current turn - if he loses more activities than he has remaining, the excess losses are ignored.

* Violent Storm affects only the target tile, and it affects only woods and mountain clearings that do not contain the nn, House, Chapel or Guardhouse (campfires are affected). A character is not affected until he is in an affected clearing - he is not affected between clearings, in caves (or buildings), or when he is flying.

The Spellcaster's Tile

V

Permanent

Absorb Essence

This spell can be cast on any monster, even if it is controlled or hired. It cannot be cast on a character who has been transmorphized into a monster (he would be a "character" target, not a monster). This spell transmorphizes the spellcaster into the monster he named as target. His items and horses are *not* transmorphized.

See the spell description in the rulebook for more information.

One Monster

V*Instant*

Ask Demon

The spellcaster can ask one question of any other player (in the context of the game he is asking the Demon, who knows all about the character), and the other player *must* answer truthfully. The question must be answerable by "yes", "no", or a number, it must be about recorded information or one or more game pieces and it must be about the present or past - the spellcaster cannot ask about ideas or future intentions (except that he can ask about Victory Requirements). Question and answer must be kept secret from the other players. *Note:* The spell has no effect on how the Demon fights.

*One Demon or Winged Demon***V***Fly*

Broomstick

This spell creates a Fly chit that the target can use to fly. This Fly chit has Light strength and a time number of "1". It can be cast only on a target with Light weight. The spellcaster controls when this chit is used, but it can be used only when the target uses a Light Move chit. *Exception:* If the spellcaster plays this spell on himself, he can play the Fly chit directly, without playing a Move chit. *Example:* The Witch King can cast Broomstick on himself and play the Fly chit even though he does not own a Light Move chit.

1. When the target plays a Light Move chit during the encounter step, the spellcaster can interrupt his play and force him to use the Fly chit to charge or fly away, as the spellcaster chooses. When the target plays a Light Move chit to maneuver, when the final maneuvers are revealed the spellcaster can invoke the Fly chit. He cannot change the direction of the target's maneuver.
2. When the target starts to do a Fly phase, the spellcaster can invoke the Fly chit and allow him to fly. If he does not invoke the Fly chit, the activity is cancelled (unless the target has another source of flying strength).
3. If the target does a Move phase and plays a Light Move chit to carry items, then the spellcaster can invoke the Fly chit and force him to Fly to the tile he is moving to instead of moving to a particular clearing.
4. Any time the target uses a Move chit that is stronger than Light, the spellcaster can invoke the Fly chit. When this happens, the Fly chit has no effect and the spell is broken.

*One Light Character***V***Instant*

Curse

The spellcaster rolls on the Curses table and applies the Curse to the target. See Rule 4.6.8 and the Curses table for information on specific Curse results.

1	Eyemist
2	Squeak
3	Wither
4	Ill Health
5	Ashes
6	Disgust

*One Character***V***Combat*

Pentangle

The Demon, Winged Demon, and Imp cannot attack the target, all spells and Curses that are bewitching him are temporarily nullified, and no new spells can go into effect against him. Pentangle stops only those spells that are aimed specifically against the target. He is still affected normally by spells that are aimed at other targets, such as Roof Collapses.

*One Character, Native or Monster***V***Instant*

Power of the Pit

The spellcaster rolls on the Power of the Pit table and applies the result to the target. See Rule 4.6.8 and the Power of the Pit table for information on specific Power of the Pit results.

1	Fiery Chasm Opens
2	Carried Away
3	Terror
4	Blight
5	Forget
6	Rust

*One Character, Native or Monster***VI***Instant*

Disolve Spell

The target spell must already exist when it is specified as a target - it cannot be a spell that is being cast during the current round. When Dissolve Spell goes into effect, the target spell is broken. Duplicates of the target spell are not affected. *Note:* This spell cannot break Curses.

*One Spell in the Spellcaster's Clearing***VI***Permanent*

Enchant Artifact

When the spellcaster names his target, he must also name one of his recorded spells. This spell and its Magic type are added to the target. *The Magic type and Spell can be new or the same as the artifact already has.*

1. Whenever the Enchant Artifact spell is energized, the target contains the added type and spell in addition to its own type and spell(s). The character who is holding the target item can read runes to learn the spell, and he can play the item to cast the spell (which is automatically awakened). He must specify which Magic type and spell he is using when he plays the item.
2. A new Magic type can also be used to cast Spell cards of the same type that belong to the item. *Example:* If Enchant Artifact is used to add Type VII to the Good Book, the Good Book can be used to cast its Type VII spells.
3. Each Magic type on the target item can be used once per day, so an item with two Magic types can be used twice per day - once with each Magic type. Similarly, when one Magic type is committed to a target, the item can still be played to use the other Magic type.
4. The same item can be enchanted any number of times, adding a new Magic type and spell with each casting, but each casting ties up

*One Artifact or Spellbook the Spellcaster has Active***VI***Permanent*

Melt Into Mist

This spell transmorphizes the target into mist. His horses and items are all transmorphized with him. He cannot carry untransmorphized items while turned into mist.

1. If the target is a character or hired or controlled denizen, he can do only the Move, Hide and Follow activities. *Special:* The target can move along hidden paths and secret passages that he has not discovered. He does not discover them as he moves.
2. The target is not affected by spells. Any other spells and curses that are currently bewitching him are nullified, new spells cannot go into effect against him and he is not affected by spells aimed at other targets (he is immune to Power of the Pit results, for example). *Important:* The Melt into Mist spell itself is *not* immune to spells. It can be broken while energized (or inert).
3. *The target cannot block or be blocked.* The target takes no part in combat—he cannot charge or attack, and he cannot be charged or attacked. If he is a character, he has a T4 Move chit that he can use only to run away.

One Character, Native or Monster

VI

Day

Phantasm

This spell creates an ethereal being (or "phantasm") that the target controls.

1. During *Birdsong* of the next day he puts an unused piece with himself to represent the phantasm, and he records a separate turn for the phantasm. The phantasm gets the same number of basic and sunlight phases as other characters. It can do only the Move, Peer and remote Enchant activities.

2. The phantasm takes its turn just before the target character, when the target character's Attention chit is picked, and it does its Peer and Enchant activities in the clearing it is in. It shares the target character's discoveries list; it can use his discoveries, and he discovers what it discovers, even if they are in different clearings. *If the Phantasm discovers Hidden Enemies, the controlling character can only see Hidden Enemies if he is in the same clearing as the Phantasm.*

3. The phantasm cannot carry belongings or recorded Gold, it cannot follow or be followed, it cannot spy or be spied on, it cannot block nor be blocked, and it does not summon denizens or cause monsters to move.

VI

Permanent

Transform

The spellcaster rolls the dice and consults the Transform table, and the target is transmorphized into the creature (monster or beast) indicated by the result. *Each time he energizes the spell, he is transformed into the same creature; he does not roll again.*

1. All of the recorded Gold and belongings (Including horses) the target has with him are transmorphized with him.

2. If the target is a character, hired native or controlled monster, he can gain new recorded Gold and belongings which are not transmorphized. He must keep his transmorphized Gold and belongings separate from those that are untransmorphized; when the spell falls inert, he merges the two groups. *Note:* If he ends the day in a location where the color magic needed to energize the spell is supplied automatically, the Transform spell does not fall inert - it remains energized without a break.

One Character, Monster or Native

VI

Day

Unleash Power

Each Magic chit that is specified as a target is transformed into a "Move/Fight" chit that can be used as both a Move chit and a Fight chit, but not both at the same time (it can carry items like a Move chit, and in combat it can be used once per round, as either a Move chit or a Fight chit). It has the effort asterisks and time number printed on it, and its time number defines its strength: each chit with a time of 2 or 3 has Light strength, each chit with a time of 4 has Medium strength, each chit with a time of 5 has Heavy strength, and each chit with a time of 6 or more has Tremendous strength. These chits cannot be used as Magic chits while they are transformed.

1. Unleash Power ignores any changes in time numbers caused by the Draught of Speed or Garb of Speed; it always uses the time number printed on the Magic chit to define that chit's strength.

2. When the target has the Belt of Strength active, it overrides Unleash Power. The Belt of Strength defines the final strength of each Move/Fight chit.

Any of the Spellcaster's
Magic Chits

VI

Permanent

World Fades

If the target character is unhidden and there are no denizens on his Melee Section at the end of a round of combat, he rolls on the Hide table. If he hides successfully, he remains hidden until he is revealed normally (he can hide and be discovered repeatedly). The target character must also start (or stop) using Magic Sight when he does the Search activity. See Rule 7.5.7.

One Character

VII

Day

Control Bats

The spellcaster controls all of the Bats in his clearing. *Special:* When this spell is cast by an Artifact or Spell Book, the Bats are controlled by the character who holds the item. When no character holds the item, the spell is nullified.

All Bats in the
Spellcaster's Clearing

VII

Permanent

Peace with Nature

This spell prevents Warning and Sound chits from summoning monsters when the target ends his turn. If the chits are face down he reveals them as usual but turns the Warning and Sound chits face down again to show they have not summoned monsters yet (chits are face up only if they have had the opportunity to summon monsters). The chits react normally when anyone else ends his turn in the tile, including followers. This spell does not affect Site chits, Dwellings, Site cards or the Dragon Essence card, which continue to summon denizens normally, and it does not affect prowling monsters that are already in the tile, who still move to the target's clearing. *Note:* If the target is a hired or controlled denizen, he remains bewitched when he becomes unhired and uncontrolled.

One Character, Hired Leader
Or Controlled Monster

VII

Day

Premonition

The target character chooses when he takes his turn during Daylight. He keeps his Attention chit instead of mixing it with the others, and each time a new chit is about to be picked he can either preempt and take his turn or pass and let the next chit be drawn. When no chits are left, he cannot pass - he must take his turn. He still gets only one turn per day. If this spell is broken before he preempts, his Attention chit is immediately mixed in with the remaining chits and is picked normally to determine when he takes his turn. *Special:* If several characters can preempt, they must preempt or pass in turn, going clockwise from the last character to take a turn and skipping anyone who cannot preempt.

One Character

VII

Phase

Protection From Magic

The target character is protected from spells and curses for one round of combat or one phase of his turn. He keeps the spell's Magic chit to represent its effect, and he activates it like an item. When he activates it, it nullifies all spells and curses that are bewitching him, and prevents new spells from being cast on him; he is still vulnerable to spells aimed at other targets. At the end of the phase or round, the spell expires.

One Character

VII*Permanent*

Sense Danger

The target can record and do an extra Alert phase on his turn.

*One Character***VIII***Permanent*

Bad Luck

The target character adds one to his result whenever he uses any table (except where specified in the rules or table descriptions).

*One Character***VIII***Day*

Deal With Goblins

The spellcaster pacifies the Goblins. To hire them, he uses the Neutral column of the Meeting Table. *Special:* When this spell is cast by an Artifact or Spell Book, the Goblins are pacified by the character who holds the item. When no character holds the item, the spell is nullified.

*All Goblins in the Spellcaster's Clearing***VIII***Day*

Guide Spider or Octopus

The spellcaster controls the monster. *Special:* When this spell is cast by an Artifact or Spell Book, the monster is controlled by the character who holds the item. When no character holds the item, the spell is nullified.

*One Spider or Octopus***VIII***Day*

Poison

Add one sharpness star to the harm the target counter inflicts when it hits. This spell cannot be cast on the Alchemist's Mixture.

*One Weapon Counter, Native Counter, Goblin Counter, Ogre Counter or Giant's Club***VIII***Instant*

Remedy

The target spell or curse must already exist when it is specified as a target - it cannot be a spell that is being cast during the current round. The target can be one Curse on one character, or one spell. The target spell or curse is broken. Duplicates of the spell are not affected.

*One Spell or Curse in the Spellcaster's Clearing***VIII***Instant*

Whistle for Monsters

This spell cannot be cast in a tile that contains less than six clearings, and it cannot be cast on a chit that is face-down. If the target chit is not in the spellcaster's tile, then it is moved to his tile. If it is already in his tile, then he can move it to any other tile that contains six clearings. Thereafter, the Sound chit summons monsters to its new tile.

One face-up Sound Chit anywhere on the map.