

MAGICAL STATUS EFFECTS

Do you believe spells mostly suck while half of the stuff the evil mages can do are very cool? Here are a bunch of changes and additions that aim to:

- 1) Make spells more interesting by replacing plain attacks with status effects.
- 2) Allow you to use Dread spells.
- 3) Give you a bigger variety of spells to choose from in every category.
- 4) Create specialized types of spellcasters by offering more types of spell categories.
- 5) Give levels to spells, making them gradually more powerful.
- 6) Make Mind Points far more useful (they are fairly underused in the core game).

If you find any of that interesting, let's go over the changes and the terminology.

Spellcasting: The core spells are very simple and direct. In this variant they require from the spellcaster to roll Movement Dice equal to his Mind Points (an Elf rolls 4, a Wizard rolls 6, and so on). The goal is to get a total that is higher than the target's Resistance. If you succeed, the spell takes effect. This means, in this variant there is no automatic success when casting spells on enemies. It also involves a lot of dice rolling. Who doesn't love dice rolling?

Resistance: The core game sometimes allows the enemies to resist a spell's effect by rolling Movement Dice. Their statistics don't matter and they all end up having the same odds to resist it. That is boring. This variant takes it further by giving them a chance to resist a spell, simply by having a high enough number in a statistic. Resistances come in 3 types:

- Body Resistance equals the target's total Body Points, times 6 (a Goblin has 6, a Gargoyle has 18, and so on)
- Mind Resistance equals the target's total Mind Points, times 6 (an Orc has 12, a Gargoyle has 24, and so on)
- Movement Resistance equals the target's total Movement, times 3 (a Goblin has 30, a Mummy has 12, and so on)

You will notice how certain situations will halve or double a Resistance. For example, using a fire spell on an Ice Gremilin will halve his Body Resistance from 18 to 9. The Destroy X status effect will demand your roll to be higher than double the Body Resistance. An Abomination for example, will have his resistance going from 12 to 24. There are also various situations where certain spells have no effect. You cannot turn a Gargoyle to stone because it is already made of stone. You cannot charm a Zombie because it's mindless.

Duel: A Duel is an optional alternative to Resistance. Instead of a static number that represents a Resistance, Zargon can instead roll dice to resist a spell, similar to how he would if it was a mundane defense against an attack. This variant involves even more dice rolling. Who doesn't love dice rolling? It also keeps Zargon more involved in the battle. If you want to use this alternative:

- Body Resistance means rolling dice equal to the target's total Body Points, times 2 (a Goblin rolls 2, a Gargoyle rolls 6, and so on)
- Mind Resistance means rolling dice equal to the target's total Mind Points, times 2 (an Orc rolls 4, a Gargoyle rolls 8, and so on)
- Movement Resistance means rolling dice equal to the target's Movement (a Goblin rolls 10, a Mummy rolls 4, and so on)

X: The X next to an effect's name is used only in case you want to have levels with spells. X begins with 1 and can go up if the spellcaster trains or buys better equipment. You can use this method for creating spellcasters who grow stronger with time.

- Spellcasters start with the first level of a spell category. The more they use it, the higher the number becomes. Every successful quest where they use spells of that category, gives them 1 magic point. They increase 1 level when they have 10, times the current level of the spell (10 for level 2, 20 for level 3, 30 for level 4, and so on).
- The above rule means that normally you would need to play 10 successful quests to level up the spells. It can become very slow to level up from a point onwards, which is why there is an alternative way to gain magic points. Between quests, if there is a magic academy where the heroes rest, a spellcaster can pay 100 gold for 1 magic point. This speeds up the level up and gives more uses to gold.
- Certain custom-made wands or necklaces can provide extra levels to certain Elements. For example, Balur the Fire Mage can be wielding a staff that gives an extra level to fire spells. The Talisman of Lore can be giving an extra level to charm spells.

Spellcasting bonus: When casting a spell, the number of X (the level, basically) reflects how many extra Movement Dice you roll when using a spell that has a status effect that has leveled up. For example, at level 1 the Wizard rolls 7 dice, at level 2 the Elf rolls 6 dice, and so on.

Elements: Spell categories are divided by elements. Each element is used both for flavor and for specializing spells and spellcasters. Most status effects are tied to a specific element, and typically a spellcaster can use only 1 element. The Wizard is the exception, since he can use any 3 elements/categories he likes during a quest. Dual-class spellcasters are possible (those that use spells from 2 different elements/categories), but they will be gaining a magic point in only 1 of the elements/categories they use during a quest.

Spell selection: Instead of having 3 spells per element/category, this variant offers you 20. A spellcaster has access to all 20 spells of the element/category he chose, but he can use only 3 during a quest. Just as normal, the Wizard has access to 3 elements/categories of his choosing, and can use up to 9 spells. He is not limited to 3 per element/category.

The 20 magic elements: What follows is a brief description of each element, the status effects that are associated with it, the type of spellcaster a character can be when using one of them, as well as the overall flavor and purpose of each element. You will notice that eventually most spells are a combination of 2 different status effects, thus down to it each element spans the same status effects and has the rest as an optional side effect. Since two elements of the same type do not combine, they will always have to do with destruction or instant death (the Destroy X status effect is the only one that is not tied to a specific element).

1) Air

Flavor	It affects the atmosphere and the weather of an area. A Spellcaster who uses such spells is called an Aeromancer, someone who commands wind and thunder. Borush the Storm Master in Wizards of Morcar, is considered to be an Aeromancer.
Status Effects	It is associated with the Shock status effect, which makes enemies unable to attack and defend.
Advantages	It is far more effective against flying enemies, because it halves their Movement Resistance (it's far harder to resist a tornado when you fly). It is also more effective against aquatic creatures, enemies that wear metallic armor, and anything that is associated with the Ice or Metal Element, because it halves their Body Resistance (water and metals are good conductors of electricity).
Disadvantages	It is not as effective against durable enemies (with many Body Points), because it demands from you to roll above <u>trice</u> their normal Body Resistance. Use it only on weaklings, not mini bosses or Big Bads.
Immunities	It works only on creatures of flesh and blood. You cannot electrocute a Gargoyle or a Treant (because stone and wood are bad conductors of electricity).

2) Earth

Flavor	It affects the ground and the walls of an area. A Spellcaster who uses such spells is called a Geomancer, someone who commands sand and stone. Wardoz the king's wizard in the core game, is considered to be a Geomancer.
Status Effects	It is associated with the Petrification status effect, which turns enemies to stone.
Advantages	It is far more effective against enemies of the Air Element, because it halves their Body Resistance. It is also more effective against fast enemies (with many Evade Defense Dice), because it removes them.
Disadvantages	It not as effective against sturdy enemies (with many Block Defense Dice), because it doubles them. Use it on unarmored or nimble enemies, not on armored or thick-skinned ones.
Immunities	It works only on living creatures of flesh and blood. You cannot turn to stone a Gargoyle (because it's already made of stone).

3) Fire

Flavor	It burns objects and creatures, causing damage. A Spellcaster who uses such spells is called a Pyromancer, someone who commands flame and smoke. Balur the Fire Mage in the core game, is considered to be a Pyromancer.
Status Effects	It is associated with the Burning status effect, which sets enemies and objects on fire.
Advantages	It is far more effective against aquatic enemies and enemies of the Ice Element, because it halves their Body Resistance (they need water more than other elements). It is also more effective against slow enemies (with low Movement), because they can't put the fire out easily.
Disadvantages	It is not as effective against durable enemies (with many Body Points), because it demands from you to roll above <u>trice</u> their normal Body Resistance. Use it only on weaklings, not mini bosses or Big Bads. It is not as effective against fast enemies (with high Movement), because they can put the fire out easily. Also, contact with a body of water or ice will double the Movement Resistance of the enemy.
Immunities	It works only on objects and creatures that can be set on fire. You cannot burn a Gargoyle (because stone doesn't burn).

4) Ice

Flavor	It freezes creatures. A Spellcaster who uses such spells is called a Cryomancer, someone who commands snow and ice. The Frozen Horror is considered to be a Cryomancer.
Status Effects	It is associated with the Freezing status effect, which traps enemies in stone.
Advantages	It is far more effective against enemies of the Fire Element, because it halves their Body Resistance (they need heat far more than other elements). It is mostly effective against fast enemies (with many Evade Defense Dice), because it removes them.
Disadvantages	It not as effective against sturdy enemies (with many Block Defense Dice), because it doubles them. Use it on unarmored or nimble enemies, not on armored or thick-skinned ones.
Immunities	It doesn't works on objects and creatures made of ice.

5) Light

Flavor	It affects sight and blinds enemies. A Spellcaster who uses such spells is called an Exorcist, someone who commands light and holiness.
Status Effects	It is associated with the Blinding status effect, which makes it harder to attack and defend.
Advantages	It is far more effective against enemies of the Darkness Element, because it halves their Body Resistance (they like being in the dark).
Disadvantages	None.
Immunities	Creatures that don't have eyes or typical sight are immune to this.

6) Darkness

Flavor	It blurs the mind. A Spellcaster who uses such spells is called a Warlock, someone who commands shadow and fear. The Warlock hero gets his spells from this element. The mages in Against the Ogre Horde are considered to be Warlocks.
Status Effects	It is associated with the Gloom status effect, which makes it harder for the enemies to think.
Advantages	It is far more effective against enemies of the Light Element, because it halves their Mind Resistance (they like being optimistic).
Disadvantages	None.
Immunities	Creatures with Zero Mind Points or which can't feel emotions are immune to this.

7) Luck

Flavor	It affects the odds of chance. A Spellcaster who uses such spells is called a Jammy, someone who commands probabilities and dice. Fortune's Longsword from the Spirit Queen's Torment is considered to be an artifact made by a Jammy.
Status Effects	It is associated with the Fortune and Jinx status effects, which affect the odds of failure and success.
Advantages	It is more effective against enemies with few Mind Points, because they can't avoid the effect.
Disadvantages	It is not as effective against enemies with many Mind Points, because they can avoid the effect.
Immunities	None.

8) Nature

Flavor	It prevents buffs. A Spellcaster who uses such spells is called a Druid, someone who commands plants and poisons. The Druid hero gets his spells from this element. Enemy spellcasters in the Jungles of Delthrak are considered to be Druids.
Status Effects	It is associated with the Poison status effect, which cancels abilities and healing.
Advantages	It is needed against strong enemies (they are worth healing), or enemies which have abilities (they can be negated).
Disadvantages	It is not as effective against durable enemies (with many Body Points), because they can avoid the effect.
Immunities	It works only on living creatures of flesh and blood. You cannot poison a Gargoyle (because it's made of stone). It is useless against weak enemies (they are not worth healing), or enemies which do not have abilities (they have nothing that can be negated).

9) Beast

Flavor	It deals with raw power. A Spellcaster who uses such spells is called a Beast Master, someone who commands animals and physical prowess. Mutated enemies in the Jungles of Delthrak are considered to be products of Beast magic.
Status Effects	It is associated with the Rampage and Feebleness status effects, which offer more physical power, or take it away.
Advantages	None.
Disadvantages	None.
Immunities	It works only on living creatures of flesh and blood. You cannot weaken the muscles of a Gargoyle (because it's made of stone).

10) Spirit

Flavor	It deals with the ethereal world. A Spellcaster who uses such spells is called a Shaman, someone who commands ghosts and summoning circles. Nelath in The Spirit Queen's Torment and Grawshak in Wizards of Morcar, are considered to be Shamans.
Status Effects	It is associated with the Unblockable status effect, which bypasses armor.
Advantages	It is more effective against sturdy enemies (with many Block Defense Dice), because it can bypass all their armor. Use it on armored or thick-skinned enemies, not on unarmored or nimble ones.
Disadvantages	It is not as effective against fast enemies (with many Evade Defense Dice), because it doesn't find something to bypass.
Immunities	Ethereal creatures are immune to this.

11) Necromancy

Flavor	It deals with corpses. A Spellcaster who uses such spells is called a Necromancer, someone who commands death and the Undead. The Witch Lord and Fanrax in Wizards of Morcar, are considered to be Necromancers.
Status Effects	It is associated with the Life Drain and Death's Door status effects, which sap life from the living.
Advantages	Death's Door is far more effective against enemies of the Spirit Element, because it halves their Body Resistance (they are drawn to the afterlife).
Disadvantages	None.
Immunities	Life Drain works only on living creatures of flesh and blood. You cannot draw life from the Undead.

12) Metal

Flavor	It deals with metals and chemicals. A Spellcaster who uses such spells is called an Alchemist, someone who creates strange life forms through alchemy.
Status Effects	It is associated with the Vitality status effect, which makes it easier to hit and avoid attacks. It also imbues weapons with status effects and creates copies of creatures.
Advantages	None.
Disadvantages	None.
Immunities	Vitality works only on living creatures of flesh and blood.

13) Illusion

Flavor	It fools the senses. A Spellcaster who uses such spells is called an Illusionist, someone who commands mirages. Half of the Elf spells are considered to be part of this element.
Status Effects	It is associated with the Untargetable status effect, which prevents enemies from targeting you.
Advantages	None.
Disadvantages	None.
Immunities	Enemies with Zero Mind Points are immune to these spells. You cannot fool what doesn't have the brains to be fooled.

14) Psionics

Flavor	It grants supernatural senses. A Spellcaster who uses such spells is called a Psion, someone who can read thoughts and see what lies ahead.
Status Effects	It is associated with the Insight status effect, which reveals information about still unexplored surroundings.
Advantages	None.
Disadvantages	None.
Immunities	None.

15) Time

Flavor	It manipulates the passing of time. A Spellcaster who uses such spells is called a Temporal Walker, someone who can mess with the perception of time. Half of the Elf spells are considered to be part of this element.
Status Effects	It is associated with the Haste status effect, which makes creatures to move faster, offering extra movement and evade.
Advantages	None.
Disadvantages	None.
Immunities	None.

16) Displacement

Flavor	It moves objects and creatures with the power of the mind. A Spellcaster who uses such spells is called a Telekinetic, someone who has control over matter. Half of the Elf spells are considered to be part of this element.
Status Effects	It is associated with the Push status effect, which moves around creatures and objects.
Advantages	It is more effective against enemies with slow Movement, because they can't avoid the effect.
Disadvantages	It is not as effective against enemies with fast Movement, because they can avoid the effect.
Immunities	Ethereal creatures are immune to these spells. They have no mass that can be pushed.

17) Warp

Flavor	It redirects targets and changes properties. A Spellcaster who uses such spells is called a Warper, someone who can rewrite reality.
Status Effects	It is associated with the Redirect status effect, which changes the target of an attack.
Advantages	It is more effective against enemies with few Mind Points, because they can't avoid the effect.
Disadvantages	It is not as effective against enemies with many Mind Points, because they can avoid the effect.
Immunities	None.

18) Charm

Flavor	It affects the behavior of creatures. A Spellcaster who uses such spells is called a Charmer, someone who can mind control others. The Bard hero gets his spells from this element. The wizard Melar from the Prophecy of Telor is considered to be a Charmer.
Status Effects	It is associated with the Redirect status effect, which controls the actions of others.
Advantages	It is more effective against enemies with few Mind Points, because they can't avoid the effect.
Disadvantages	It is not as effective against enemies with many Mind Points, because they can avoid the effect.
Immunities	Enemies with Zero Mind Points are immune to these spells. You cannot charm what doesn't have the brains to be charmed.

19) Sound

Flavor	It affects hearing. A Spellcaster who uses such spells is called a Sound Waver, someone who can control sounds and cancel spells.
Status Effects	It is associated with the Silence status effect, which prevents spellcasters from using magic.
Advantages	It is more effective against enemies with few Mind Points, because they can't avoid the effect. It is needed against strong enemies (they are worth healing), or spellcasters (their spells can be negated).
Disadvantages	It is not as effective against enemies with many Mind Points, because they can avoid the effect.
Immunities	Creatures that don't have ears or typical hearing are immune to these spells. It is useless against weak enemies (they are not worth healing), or enemies which cannot cast magic (they have nothing that can be negated).

20) Gravity

Flavor	It affects weight. A Spellcaster who uses such spells is called an Esper, someone who can control gravity.
Status Effects	It is associated with the Slow status effect, which hampers movement and makes it harder to evade.
Advantages	It is more effective against enemies with slow Movement, because they can't avoid the effect.
Disadvantages	It is not as effective against enemies with fast Movement, because they can avoid the effect.
Immunities	Ethereal creatures are immune to these spells. They have no mass that can be held down.

Before we move to explaining the status effects, here are 3 new terms that will be brought up:

Accuracy refers to Combat Dice gaining or losing sides.

+1 accuracy means:

- When you attack, Black Shields count as Skulls
- When you defend as a hero, Black Shields count as White Shields
- When you defend as a monster/enemy, you defend with White Shields instead of Black Shields

-1 accuracy means:

- When you attack, you attack with White Shields instead of Skulls
- When you defend as a hero, you defend with Black Shields instead of White Shields
- When you defend as a monster/enemy, you can't roll Combat Dice

Area means a room or a corridor.

Casting Speed:

- Typical spells are cast when it's your turn to play, and take up your Action Phase. They are marked as '1 turn' at Casting Time.
- Fast spells are cast during anyone's turn as interruptions, and still take up your Action Phase. That means you can cast them at any point, but when your turn comes you won't have an Action Phase. They are marked as 'Instantaneous' at Casting Time.
- Passive spells are cast during anyone's turn as interruptions, and don't take up your Action Phase. That means you can cast them at any point, and when your turn comes you still have an Action Phase. They are marked as 'Free' at Casting Time. Normally, no spell is automatic, it has to be upgraded to one.
- Slow spells are cast when it's your turn to play, take up your Action Phase, and take effect on your next turn. They are marked as '1 round' at Casting Time. Normally, no spell is slow, it has to be downgraded to one.

Defense comes in 2 types, Evade and Block.

- Evade is the unarmored Defense. All heroes typically begin with 2 Evade Defense Dice. Some like the Monk and the Bard begin with 3.
- Block is the Defense that comes from wearing armor (helmet, mail, shield, bracers, and so on). All heroes typically don't begin with Block Defense Dice (the Knight is an exception because he has a shield).
- When calculating the Evade and Block of enemies, the standard for those of flesh and blood is 2 Evade and the rest is Block (consider the Dread Warrior to have 2 of each). The Undead and the Gargoyle are considered too slow or bulky, so you can treat them as having no Evade and it's all Block.

Spell Duration means how long do the effects of a spell last after it is cast.

- Typical spells last until it's the spellcaster's next Action Phase. They are marked as '1 round' at Duration.
- Instant spells have no duration because they don't have aftereffects. They end after they are cast. They are marked as 'Instantaneous' at Duration.
- Prolonged spells last a lot longer than 1 round, depending on the level they have. They are marked as 'X rounds' at Duration.

Stupefied means any creature who had its Mind Points brought down to zero. It can only perform simplistic actions (no attack or magic) and only if an ally of that creature gives the command.

TYPES OF STATUS EFFECTS

Name	Blinding X
Element	Light
Advantages	If the target has the Darkness Element, his Body Resistance halves.
Effect	If you overcome the target's Body Resistance, he has -1 Accuracy to all his dice for 1 round.
Immunities	Creatures that don't have eyes or typical sight are immune to this effect.

Name	Burning X
Element	Fire
Advantages	If the target is aquatic or has the Ice Element, his Body Resistance halves.
Effect	If you overcome <u>trice</u> the target's Body Resistance, he loses 1 Body Point at the end of his turn. If the target spends his Action Phase on trying to put the fire out and prevent the damage, you have to overcome his Movement Resistance. Any body of water or Ice spell will double the Movement Resistance.
Immunities	Creatures that can't be set on fire are immune to this effect.

Name	Command X
Element	Charm
Advantages	None.
Effect	If you overcome the target's Mind Resistance, he comes under your control for 1 round. The severity of the effect depends on how higher you roll than his Mind Resistance: 1-3: Haze: The target does not move towards you (and only you), but otherwise acts as normal. 4-6: Hypnosis: The above, plus target does not attack you (and only you) until you attack it. 7-9: Sleep: The above, plus the target cannot move (in general) or evade attacks (only from you) until you attack it. 10-12: Sleep Walking: The above, plus the target cannot attack (in general) or evade attacks (in general), and will move wherever you like, unable to avoid traps and hazards. 13-15: Mind Control: The above, plus the target will search and reveal one area for you, without alerting enemies or triggering traps (if you want to). 16+: Thrall: The above, plus the target will attack anyone you want, once.
Immunities	Enemies with Zero Mind Points are immune to this effect.

Notice: This status effect combines the effects of several spells. It is named after a Core set Dread spell and has similar effects as the Water spell 'Sleep', the Elf spells 'Deep Sleep' and 'Hypnotic Blaze', and the Against the Ogre Horde Dread Spell called 'Mind Lock'.

Name	Death's Door
Element	Necromancy
Advantages	If the target has the Spirit Element, his Body Resistance halves.
Effect	If you overcome the target's Body Resistance, if the target gets injured on the next attack, he loses 1 extra Body Point.
Immunities	None.

Name	Destroy X
Element	All
Advantages	None.
Effect	If you overcome <u>trice</u> the target's Body Resistance, he instantly dies, or if it's an object it is destroyed.
Immunities	None.

Name	Feebleness X
Element	Beast
Advantages	None.
Effect	If you overcome the target's Body Resistance, his Body Resistance halves for 1 round. If his Body Resistance is already halved and is affected with Feebleness again, he loses his next turn.
Immunities	None.

Name	Fortune X
Element	Luck
Advantages	None.
Effect	For 1 round the hero or ally can reroll any X dice he wants.
Immunities	None.

Notice: This status effect is based on Fortune Longsword.

Name	Freezing X
Element	Ice
Advantages	If the target has the Fire Element, his Body Resistance halves.
Effect	If you overcome the target's Body Resistance, he loses his turn and all Evade Defense Dice, but also doubles his Block Defense Dice.
Immunities	Creatures made of ice are immune to this effect.

Name	Gloom X
Element	Darkness
Advantages	If the target has the Light Element, his Mind Resistance halves.
Effect	If you overcome the target's Mind Resistance, his Mind Resistance halves for 1 round. If his Mind Resistance is already halved and is affected with Gloom again, he becomes Stupefied.
Immunities	Creatures that don't have intelligence or can't feel emotions are immune to this effect.

Notice: This status effect is based on the effect of the Against the Ogre Horde Dread Spell called 'Mind Blast'.

Name	Haste X
Element	Time
Advantages	None.
Effect	You double the target's Movement Resistance and Evade Defense Dice for 1 round.
Immunities	Creatures that can't move are immune to this effect.

Name	Insight X
Element	Psionics
Advantages	None.
Effect	Zargon adds up to X creatures or objects in the targeted (and still unexplored) area. Priority is given to the description provided by the spell or ability. Attacking or interacting with someone or something that has been revealed through this ability, gives the heroes 1 extra die in all their rolls for 1 round.
Immunities	None.

Name	Jinx X
Element	Luck
Advantages	None.
Effect	If you overcome the target's Mind Resistance, for 1 round the monster or enemy must reroll any X dice you want.
Immunities	None.

Name	Life Drain X
Element	Necromancy
Advantages	None.
Effect	For X rounds, 1 Body Point that the target removes from other creatures is transferred to the target.
Immunities	Works only on living creatures with flesh and blood.

Name	Petrification X
Element	Earth
Advantages	If the target has the Air Element, his Body Resistance halves.
Effect	If you overcome the target's Body Resistance, he loses his turn and all Evade Defense Dice, but also doubles his Block Defense Dice.
Immunities	Creatures made of stone are immune to this effect.

Name	Poison X
Element	Nature
Advantages	It is needed against strong enemies (they are worth healing), or enemies which have abilities (they can be negated).
Effect	If you overcome the target's Body Resistance, for X rounds the target can't be healed, buffed, or use abilities (spells are allowed).
Immunities	Works only on living creatures with flesh and blood. It is useless against weak enemies (they are not worth healing), or enemies which do not have abilities (they have nothing that can be negated).

Name	Push X
Element	Displacement
Advantages	None.
Effect	If you overcome the target's Movement Resistance, you move him 1 space and he suffers whatever hazards there are on that square.
Immunities	Ethereal creatures are immune to this effect.

Name	Rampage X
Element	Beast
Advantages	None.
Effect	If you overcome the target's Mind Resistance, the target gains 1 Attack Die and only attacks in melee the closest target he sees. Priority is given to his allies at an adjacent space.
Immunities	Mindless creatures are immune to this effect.

Name	Redirect X
Element	Warp
Advantages	None.
Effect	If you overcome the target's Mind Resistance, the target of his next action redirects to a neighboring space of the caster's choice.
Immunities	None.

Notice: This status effect is based on the Mage of the Mirror Dread spell called 'Mirror'.

Name	Shock X
Element	Air
Advantages	If the target is aquatic, wears metallic armor, or has the Ice or Metal Element, his Body Resistance halves. If the target is flying or hovering, his Movement Resistance halves.
Effect	If you overcome <u>trice</u> the target's Body Resistance, he loses his Attack Dice and Evade Defense Dice (he still keeps his Block Defense Dice) for 1 round.
Immunities	Creatures made of stone or wood are immune to this effect.

Name	Silence X
Element	Sound
Advantages	It is needed against strong enemies (they are worth healing), or spellcasters (their spells can be negated).
Effect	If you overcome the target's Mind Resistance, for X rounds the target can't be healed, buffed, or use spells (abilities are allowed).
Immunities	Creatures that don't have ears or typical hearing are immune to this effect. It is useless against weak enemies (they are not worth healing), or enemies which cannot cast magic (they have nothing that can be negated).

Notice: This status effect is based on the effect of a High Mage spell called 'Dispell'.

Name	Slow X
Element	Gravity
Advantages	None.
Effect	If you overcome the target's Movement Resistance, the target's Movement Resistance halves and he loses his Evade Defense Dice (he still keeps his Block Defense Dice) for 1 round.
Immunities	Ethereal creatures are immune to this effect.

Notice: This status effect is based on the Elf spell named 'Slow'.

Name	Unblockable X
Element	Spirit
Advantages	None.
Effect	For 1 round, when attacking the target removes X Block Defense Dice from the defender (he can still evade).
Immunities	Ethereal creatures are immune to this effect.

Name	Untargetable X
Element	Illusion
Advantages	None.
Effect	The target cannot be the target of attacks, spells, abilities, or hazards for X rounds or until <u>after</u> he performs an action.
Immunities	Enemies with Zero Mind Points are immune to this effect.

Notice: This status effect does not apply if all heroes or allies have it. Enemies are allowed to target at least 1 hero or ally, thus someone has to always attract all the attacks on him. Also, area effects that target entire rooms or corridors immediately bypass this status effect.

Name	Vitality X
Element	Metal
Advantages	None.
Effect	The target has +1 Accuracy to X dice for X rounds.
Immunities	Works only on living creatures with flesh and blood.

Next up come the spell descriptions.

ALTERNATIVE SPELL CATEGORIES

Air Spells (for the Aeromancer)

Name	Decompression
Support Element	Air
Casting Time	1 turn.
Target	1 creature that breathes, in line of sight.
Main Effect	The target is affected with Destroy X. If it fails, it blows up and pops like a balloon, instantly dying.
Secondary Effect	1 target can optionally be affected with Shock X.
Duration	Instantaneous.

Name	Petrifying Gas
Support Element	Earth
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Shock X.
Secondary Effect	1 target can optionally be affected with Petrification X.
Duration	1 round.

Name	Firestorm
Support Element	Fire
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Shock X.
Secondary Effect	1 target can optionally be affected with Burning X.
Duration	1 round.

Name	Snowstorm
Support Element	Ice
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Shock X.
Secondary Effect	1 target can optionally be affected with Freezing X.
Duration	1 round.

Notice: This spell was originally called Ice Storm and was a Frozen Horror Dread Spell.

Name	Solar Flare
Support Element	Light
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Shock X.
Secondary Effect	1 target can optionally be affected with Blinding X.
Duration	1 round.

Notice: This spell is inspired by Dragonball.

Name	Nightfall
Support Element	Darkness
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Shock X.
Secondary Effect	1 target can optionally be affected with Gloom X.
Duration	1 round.

Name	Breeze
Support Element	Luck
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Shock X.
Secondary Effect	1 target can optionally be affected with Fortune X.
Duration	1 round.

Name	Poison Pollen
Support Element	Nature
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Shock X.
Secondary Effect	1 target can optionally be affected with Poison X.
Duration	1 round.

Name	Savage Thoughts
Support Element	Beast
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Shock X.
Secondary Effect	1 target can optionally be affected with Rampage X.
Duration	1 round.

Name	Summon Air Elemental
Support Element	Spirit
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	Summon up to X Air Elementals. They have a total of Levels equal to your Mind Points, plus X.
Secondary Effect	You can optionally summon 1 less elemental and affect 1 target with Unblockable X.
Duration	X rounds.

Name	Last Breath
Support Element	Necromancy
Casting Time	1 turn.
Target	The area you are in.
Main Effect	Creatures that got to Zero Body Points and which you choose gain 1 Body Point.
Secondary Effect	1 target can optionally be affected with Death's Door.
Duration	1 round.

Name	Enchant Weapon (Thunder)
Support Element	Metal
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	The weapons you choose are enchanted with the power of thunder. Apply Shock X on any target that the weapons attack.
Secondary Effect	1 target can optionally be affected with Vitality X.
Duration	X rounds.

Name	Gaseous Form
Support Element	Illusion
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Shock X.
Secondary Effect	1 target can optionally be affected with Untargetable X.
Duration	1 round.

Name	Whispers in the Wind
Support Element	Psionics
Casting Time	1 turn.
Target	1 unexplored neighboring area.
Main Effect	Insight X (priority is given to creatures that breathe).
Secondary Effect	1 target can optionally be affected with Shock X.
Duration	1 round.

Name	Swift Wind
Support Element	Time
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Shock X.
Secondary Effect	1 target can optionally be affected with Haste X.
Duration	1 round.

Name	Air Vacuum
Support Element	Displacement
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Shock X.
Secondary Effect	1 target can optionally be affected with Push X.
Duration	1 round.

Name	Thick Cloud
Support Element	Warp
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Shock X.
Secondary Effect	1 target can optionally be affected with Redirect X.
Duration	1 round.

Name	Pheromone Gas
Support Element	Charm
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Shock X.
Secondary Effect	1 target can optionally be affected with Command X.
Duration	1 round.

Name	Thunderclap
Support Element	Sound
Casting Time	1 turn.
Target	The area you are in.
Main Effect	For X rounds you cancel any effect related to machines. On top of that, all creatures of flesh and bone in the area are affected with Shock X.
Secondary Effect	1 target can optionally be affected with Silence X.
Duration	1 round.

Name	Air Pressure
Support Element	Gravity
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Shock X.
Secondary Effect	1 target can optionally be affected with Slow X.
Duration	1 round.

Changes from the original set:

- Genie changed to Summon Air Elemental for being overpowered.
- Tempest was replaced with Thunderclap for being overpowered.

Earth Spells (for the Geomancer)

Name	Open Sesame
Support Element	Air
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	Remotely open any closed doors you want. You can also create X Secret Doors on walls that do not lead to Quest-important rooms (Zargon has to allow it). Doors that do not lead to other rooms (those that are not part of the Quest, according to the map) are only creating small chambers that let you draw X treasure cards for each one. If you use customizable treasure decks, the treasures will be of the same type as the ones in the room you are in. You are allowed to ignore the first Trap card or Wandering Monster card you draw in each room.
Secondary Effect	1 target can optionally be affected with Shock X.
Duration	As long as you want.

Name	Dehydration
Support Element	Earth
Casting Time	1 turn.
Target	1 creature with a body that contains water in line of sight.
Main Effect	The target is affected with Destroy X. If it fails, it loses all its water and turns to a mummified corpse, instantly dying.
Secondary Effect	1 target can optionally be affected with Petrification X.
Duration	Instantaneous.

Name	Lava Pit
Support Element	Fire
Casting Time	1 turn.
Target	1 unoccupied square in line of sight.
Main Effect	The square turns to a pit filled with lava. Any creature that falls in it suffers X Body Points of damage and is affected with Burning X.
Secondary Effect	1 target can optionally be affected with Burning X.
Duration	(Your Mind Points, plus X) rounds.

Name	Frozen Earth
Support Element	Ice
Casting Time	1 turn.
Target	1 area in line of sight.
Main Effect	The ground of an area is covered with ice or snow. Any creature standing on it or passing through it is affected with Freezing X.
Secondary Effect	1 target can optionally be affected with Freezing X.
Duration	1 round.

Name	Sandstorm
Support Element	Light
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Petrification X.
Secondary Effect	1 target can optionally be affected with Blinding X.
Duration	1 round.

Name	Bog Down
Support Element	Darkness
Casting Time	1 turn.
Target	1 area in line of sight.
Main Effect	The ground of an area becomes smelly and muddy. Any creature standing on it or passing through it is affected with Gloom X.
Secondary Effect	1 target can optionally be affected with Gloom X.
Duration	1 round.

Name	Lighten Weight
Support Element	Luck
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Petrification X.
Secondary Effect	1 target can optionally be affected with Fortune X.
Duration	1 round.

Name	Earthquake
Support Element	Nature
Casting Time	1 turn.
Target	X squares in line of sight.
Main Effect	Add X spike pit traps, even if there is a creature on them. The creatures fall in (larger creatures require a pit trap for every square they take up) if they fail to Movement Resist. Creatures that fall in a pit lose 1 Body Point and are affected with Poison X.
Secondary Effect	1 target can optionally be affected with Poison X.
Duration	X rounds.

Notice: This was originally a Storm Mage Dread spell.

Name	Harden Skin
Support Element	Beast
Casting Time	1 turn.
Target	The area you are in.
Main Effect	Creatures you choose gain X Block Defense Dice.
Secondary Effect	1 target can optionally be affected with Rampage X.
Duration	1 round.

Name	Summon Earth Elemental
Support Element	Spirit
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	Summon up to X Earth Elementals. They have a total of Levels equal to your Mind Points, plus X.
Secondary Effect	You can optionally summon 1 less elemental and affect 1 target with Unblockable X.
Duration	X rounds.

Name	Animate Stone
Support Element	Necromancy
Casting Time	Instantaneous.
Target	1 stone object or piece of furniture in line of sight.
Main Effect	The target comes to life with Level (your Mind Points, plus X) and is under your control.
Secondary Effect	1 target can optionally be affected with Death's Door.
Duration	X rounds.

Name	Sand Clone
Support Element	Metal
Casting Time	Instantaneous.
Target	1 creature in line of sight.
Main Effect	The target comes to life with Level (your Mind Points, plus X) and is under your control.
Secondary Effect	1 target can optionally be affected with Vitality X.
Duration	X rounds.

Name	Rock Form
Support Element	Illusion
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Petrification X.
Secondary Effect	1 target can optionally be affected with Untargetable X.
Duration	X rounds.

Name	Speak with Stone
Support Element	Psionics
Casting Time	1 turn.
Target	1 unexplored neighboring area.
Main Effect	Insight X (priority is given to whatever is made of stone).
Secondary Effect	1 target can optionally be affected with Petrification X.
Duration	1 round.

Notice: This was originally a Monk ability.

Name	Time Stop
Support Element	Time
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Petrification X.
Secondary Effect	1 target can optionally be affected with Haste X.
Duration	1 round.

Notice: This was originally an Elf spell.

Name	Raise Earth
Support Element	Displacement
Casting Time	1 turn.
Target	The area you are in.
Main Effect	Add X temporal boulders. If there is a creature on a square that gets a boulder, it is affected with Push X. If it succeeds, it can choose the square it will move to. If it fails, you move it to any adjacent square you want, it is affected with Petrification X, and it suffers whatever hazards there are on that square. No creature can pass through a square with a boulder.
Secondary Effect	1 target can optionally be affected with Push X.
Duration	X rounds.

Notice: This was originally a Protection spell called Wall of Stone.

Name	Rolling Boulder
Support Element	Warp
Casting Time	1 turn.
Target	1 non-Quest-important boulder.
Main Effect	You turn a boulder into a rolling rock that moves towards the direction you want, attacking all valid targets in its path with (a third of your Mind Points, plus X) dice. The targets are then affected with Push X. The boulder stops when it hits a wall or falls off a cliff. Zargon may choose to remove it from the board afterwards if it obstructs the continuation of the Quest.
Secondary Effect	1 target can optionally be affected with Redirect X.
Duration	Instantaneous.

Name	Petrifying Gaze
Support Element	Charm
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Petrification X.
Secondary Effect	1 target can optionally be affected with Command X.
Duration	1 round.

Name	Cracking Noise
Support Element	Sound
Casting Time	1 turn.
Target	The area you are in.
Main Effect	For X rounds you cancel any effect related to stone or earth. On top of that, all creatures of flesh and bone in the area are affected with Petrification X.
Secondary Effect	1 target can optionally be affected with Silence X.
Duration	1 round.

Name	Trap in Stone
Support Element	Gravity
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Petrification X.
Secondary Effect	1 target can optionally be affected with Slow X.
Duration	1 round.

Changes from the original set:

- *Heal Body* was removed as *unfitting*.
- *Pass Through Rock* became the *Ethereal status effect*.
- *Stone Skin* was renamed to *Harden Skin*.

Fire Spells (for the Pyromancer)

Name	Firestorm
Support Element	Air
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Burning X.
Secondary Effect	1 target can optionally be affected with Shock X.
Duration	1 round.

Name	Lava Pit
Support Element	Earth
Casting Time	1 turn.
Target	1 unoccupied square in line of sight.
Main Effect	The square turns to a pit filled with lava. Any creature that falls in it suffers X Body Points of damage and is affected with Burning X.
Secondary Effect	1 target can optionally be affected with Petrification X.
Duration	(Your Mind Points, plus X) rounds.

Name	Cremation
Support Element	Fire
Casting Time	1 turn.
Target	1 creature or object that can burn in line of sight.
Main Effect	The target is affected with Destroy X. If it fails, it turns to ash, instantly dying/being destroyed.
Secondary Effect	1 target can optionally be affected with Burning X.
Duration	Instantaneous.

Name	Cauterize
Support Element	Ice
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You heal 1 Body Point to all the targets you choose.
Secondary Effect	1 target can optionally be affected with Burning X.
Duration	1 round.

Name	Black Smoke
Support Element	Light
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Burning X.
Secondary Effect	1 target can optionally be affected with Blinding X.
Duration	1 round.

Name	Soul Candle
Support Element	Darkness
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Burning X.
Secondary Effect	1 target can optionally be affected with Gloom X.
Duration	1 round.

Name	Backdraft
Support Element	Luck
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Burning X.
Secondary Effect	1 target can optionally be affected with Fortune X.
Duration	1 round.

Name	Acid Sphere
Support Element	Nature
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Burning X.
Secondary Effect	1 target can optionally be affected with Poison X.
Duration	1 round.

Name	Boiling Blood
Support Element	Beast
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Burning X.
Secondary Effect	1 target can optionally be affected with Rampage X.
Duration	1 round.

Name	Summon Fire Elemental
Support Element	Spirit
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	Summon up to X Fire Elementals. They have a total of Levels equal to your Mind Points, plus X.
Secondary Effect	You can optionally summon 1 less elemental and affect 1 target with Unblockable X.
Duration	X rounds.

Name	Mentor's Flame
Support Element	Necromancy
Casting Time	1 turn.
Target	The area you are in.
Main Effect	Creatures that got to Zero Body Points and which you choose gain 1 Body Point.
Secondary Effect	1 target can optionally be affected with Burning X.
Duration	X rounds.

Notice: This spell is based on Zargon's Flame from The Prophecy of Telor.

Name	Enchant Weapon (Fire)
Support Element	Metal
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	The weapons you choose are enchanted with the power of fire. Apply Burning X on any target that the weapons attack.
Secondary Effect	1 target can optionally be affected with Vitality X.
Duration	X rounds.

Name	Dancing Flames
Support Element	Illusion
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Burning X.
Secondary Effect	1 target can optionally be affected with Untargetable X.
Duration	1 round.

Name	Flame Divination
Support Element	Psionics
Casting Time	1 turn.
Target	1 unexplored neighboring area.
Main Effect	Insight X (priority is given to whatever produces heat).
Secondary Effect	1 target can optionally be affected with Burning X.
Duration	1 round.

Name	Burning Time
Support Element	Time
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Burning X.
Secondary Effect	1 target can optionally be affected with Haste X.
Duration	1 round.

Name	Pillar of Fire
Support Element	Displacement
Casting Time	1 turn.
Target	The area you are in.
Main Effect	Add X Pillars of Fire. If there is a creature on a square that gets a Pillar of Fire, it is affected with Push X. If it succeeds, it can choose the square it will move to. If it fails, you move it to any adjacent square you want, it is affected with Burning X, and it suffers whatever hazards there are on that square. A creature passing through a Pillar of Fire is affected with Burning X.
Secondary Effect	1 target can optionally be affected with Push X.
Duration	X rounds.

Notice: This was originally a High Mage spell called Wall of Flame.

Name	Blue Flames
Support Element	Warp
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Burning X.
Secondary Effect	1 target can optionally be affected with Freezing X.
Duration	1 round.

Name	Hypnotic Blaze
Support Element	Charm
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Burning X.
Secondary Effect	1 target can optionally be affected with Command X.
Duration	1 round.

Notice: This was initially an Elf Spell.

Name	Crackling Fire Noise
Support Element	Sound
Casting Time	1 turn.
Target	The area you are in.
Main Effect	For X rounds you cancel any effect related to ice or cold. On top of that, all creatures of flesh and bone in the area are affected with Burning X.
Secondary Effect	1 target can optionally be affected with Silence X.
Duration	1 round.

Name	Fiery Grasp
Support Element	Gravity
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Burning X.
Secondary Effect	1 target can optionally be affected with Slow X.
Duration	1 round.

Changes from the original set:

- *Ball of Fire* was renamed to *Firestorm*. It now has a chance to set the enemy on fire.
- *Courage* was replaced by *Rampage* status effect, so it can be more thematic.
- *Fire of Wrath* was removed as unfitting.
- *Wall of Fire* was renamed to *Pillar of Fire*.

Water Spells (would have been for the Hydromancer)

They were all removed. I found this element to be very limiting.

- *Veil of Mist* changed from a *Water spell* to an *Illusion spell*.
- *Water of Healing* became various healing spells.
- *Sleep* became part of the *Command status effect*.

Ice Spells (for the Cryomancer)

Name	Snowstorm
Support Element	Air
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Freezing X.
Secondary Effect	1 target can optionally be affected with Shock X.
Duration	1 round.

Notice: This spell was originally called Ice Storm and was a Frozen Horror Dread Spell.

Name	Frozen Earth
Support Element	Earth
Casting Time	1 turn.
Target	1 area in line of sight.
Main Effect	The ground of an area is covered with ice or snow. Any creature standing on it or passing through it is affected with Freezing X.
Secondary Effect	1 target can optionally be affected with Petrification X.
Duration	1 round.

Name	Cooling
Support Element	Fire
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You heal 1 Body Point to all the targets you choose.
Secondary Effect	1 target can optionally be affected with Burning X.
Duration	1 round.

Notice: This spell was originally a Frozen Horror Dread Spell called Soothe and functioned differently.

Name	Crystallization
Support Element	Ice
Casting Time	1 turn.
Target	1 creature or object that contains a lot of water in line of sight.
Main Effect	The target is affected with Destroy X. If it fails, it turns to ice crystals, instantly dying/being destroyed.
Secondary Effect	1 target can optionally be affected with Freezing X.
Duration	Instantaneous.

Name	Snowblind
Support Element	Light
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Freezing X.
Secondary Effect	1 target can optionally be affected with Blinding X.
Duration	1 round.

Name	Mind Freeze
Support Element	Darkness
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Freezing X.
Secondary Effect	1 target can optionally be affected with Gloom X.
Duration	1 round.

Notice: This spell was originally a Frozen Horror Dread Spell and functioned differently.

Name	Skate
Support Element	Luck
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Freezing X.
Secondary Effect	1 target can optionally be affected with Fortune X.
Duration	1 round.

Notice: This spell was originally a Frozen Horror Dread Spell and functioned differently.

Name	Frostbite
Support Element	Nature
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Freezing X.
Secondary Effect	1 target can optionally be affected with Poison X.
Duration	1 round.

Name	Frost Shield
Support Element	Beast
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose gain X Block Defense Dice.
Secondary Effect	1 target can optionally be affected with Rampage X.
Duration	1 round.

Name	Summon Ice Elemental
Support Element	Spirit
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	Summon up to X Ice Elementals. They have a total of Levels equal to your Mind Points, plus X.
Secondary Effect	You can optionally summon 1 less elemental and affect 1 target with Unblockable X.
Duration	X rounds.

Name	Heat Absorption
Support Element	Necromancy
Casting Time	1 turn.
Target	Targets that produce body heat, in line of sight.
Main Effect	You affect all the targets you choose with Freezing X.
Secondary Effect	1 target can optionally be affected with Death's Door.
Duration	1 round.

Name	Enchant Weapon (Ice)
Support Element	Metal
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	The weapons you choose are enchanted with the power of ice. Apply Freezing X on any target that the weapons attack.
Secondary Effect	1 target can optionally be affected with Vitality X.
Duration	X rounds.

Name	Ice Mirrors
Support Element	Illusion
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Freezing X.
Secondary Effect	1 target can optionally be affected with Untargetable X.
Duration	1 round.

Name	Cold Stare
Support Element	Psionics
Casting Time	1 turn.
Target	1 unexplored neighboring area.
Main Effect	Insight X (priority is given to whatever doesn't produce heat).
Secondary Effect	1 target can optionally be affected with Freezing X.
Duration	1 round.

Name	Ice Bridge
Support Element	Time
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	All pits and chasms in a non-Quest-important area (Zargon needs to allow it) are covered with ice and you can cross them safely.
Secondary Effect	1 target can optionally be affected with Haste X.
Duration	1 round.

Notice: This spell was originally a Frozen Horror Magic Scroll Spell.

Name	Pillar of Ice
Support Element	Displacement
Casting Time	1 turn.
Target	The area you are in.
Main Effect	Add X Pillars of Ice. If there is a creature on a square that gets a Pillar of Ice, it is affected with Push X. If it succeeds, it can choose the square it will move to. If it fails, you move it to any adjacent square you want, it is affected with Freezing X, and it suffers whatever hazards there are on that square. A creature passing through a Pillar of Ice is affected with Freezing X.
Secondary Effect	1 target can optionally be affected with Push X.
Duration	X rounds.

Notice: This was originally a Storm Master spell called Wall of Ice.

Name	Crimson Ice
Support Element	Warp
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Freezing X.
Secondary Effect	1 target can optionally be affected with Burning X.
Duration	1 round.

Name	Hypnotic Frost
Support Element	Charm
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Freezing X.
Secondary Effect	1 target can optionally be affected with Command X.
Duration	1 round.

Name	Shattered Ice Noise
Support Element	Sound
Casting Time	1 turn.
Target	The area you are in.
Main Effect	For X rounds you cancel any effect related to fire. On top of that, all creatures of flesh and bone in the area are affected with Freezing X.
Secondary Effect	1 target can optionally be affected with Silence X.
Duration	1 round.

Name	Chilling Hand
Support Element	Gravity
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Freezing X.
Secondary Effect	1 target can optionally be affected with Slow X.
Duration	1 round.

Notice: This spell was originally a Frozen Horror Dread Spell called Chill and functioned differently.

Changes from the original set: Heroes couldn't use Ice Spells. They were all Dread Spells in the Frozen Horror expansion.

Light Spells (for the Exorcist)

Name	Solar Flare
Support Element	Air
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Blinding X.
Secondary Effect	1 target can optionally be affected with Shock X.
Duration	1 round.

Notice: This spell is inspired by Dragonball.

Name	Holy Ground
Support Element	Earth
Casting Time	1 turn.
Target	The area you are in.
Main Effect	All Demons lose their Action Phase and flee from the area.
Secondary Effect	You affect all the targets you choose with Blinding X.
Duration	1 round.

Name	Holy Fire
Support Element	Fire
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Blinding X.
Secondary Effect	1 target can optionally be affected with Burning X.
Duration	1 round.

Name	Solid Light
Support Element	Ice
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Blinding X.
Secondary Effect	1 target can optionally be affected with Freezing X.
Duration	1 round.

Name	Fading
Support Element	Light
Casting Time	1 turn.
Target	1 creature or object in line of sight.
Main Effect	The target is affected with Destroy X. If it fails, it fades from existence, instantly dying/being destroyed.
Secondary Effect	1 target can optionally be affected with Blinding X.
Duration	Instantaneous.

Name	Photo Epilepsi
Support Element	Darkness
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Blinding X.
Secondary Effect	1 target can optionally be affected with Gloom X.
Duration	1 round.

Name	Flash
Support Element	Luck
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Blinding X.
Secondary Effect	1 target can optionally be affected with Fortune X.
Duration	1 round.

Name	Healing Light
Support Element	Nature
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You heal 1 Body Point to all the targets you choose.
Secondary Effect	1 target can optionally be affected with Blinding X.
Duration	1 round.

Name	Prismatic Ray
Support Element	Beast
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Blinding X.
Secondary Effect	1 target can optionally be affected with Rampage X.
Duration	1 round.

Name	Summon Angel
Support Element	Spirit
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	Summon up to X Angels. They have a total of Levels equal to your Mind Points, plus X.
Secondary Effect	You can optionally summon 1 less Angel and affect 1 target with Unblockable X.
Duration	X rounds.

Name	Resurrection
Support Element	Necromancy
Casting Time	1 turn.
Target	The area you are in.
Main Effect	Creatures that got to Zero Body Points and which you choose gain 1 Body Point.
Secondary Effect	1 target can optionally be affected with Blinding X.
Duration	X rounds.

Name	Mirror Image
Support Element	Metal
Casting Time	1 turn.
Target	1 creature in line of sight.
Main Effect	You create and control a copy of the target out of light. The copy has the same statistics, but only 1 Body Point. His behavior will be very polite.
Secondary Effect	1 target can optionally be affected with Vitality X.
Duration	X rounds.

Name	Light Form
Support Element	Illusion
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Blinding X.
Secondary Effect	1 target can optionally be affected with Untargetable X.
Duration	1 round.

Name	X Rays
Support Element	Psionics
Casting Time	1 turn.
Target	1 unexplored neighboring area.
Main Effect	Insight X (priority is given to whatever produces or reflects light).
Secondary Effect	1 target can optionally be affected with Blinding X.
Duration	1 round.

Name	Speed of Light
Support Element	Time
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Blinding X.
Secondary Effect	1 target can optionally be affected with Haste X.
Duration	1 round.

Name	Turn Undead
Support Element	Displacement
Casting Time	1 turn.
Target	The area you are in.
Main Effect	All Undead lose their Action Phase and flee from the area.
Secondary Effect	You affect all the targets you choose with Blinding X.
Duration	1 round.

Name	Bend Light
Support Element	Warp
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Blinding X.
Secondary Effect	1 target can optionally be affected with Redirect X.
Duration	1 round.

Name	Soothing Words
Support Element	Charm
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Blinding X.
Secondary Effect	1 target can optionally be affected with Command X.
Duration	1 round.

Name	Word of God
Support Element	Sound
Casting Time	1 turn.
Target	The area you are in.
Main Effect	For X rounds you cancel any effect related to Darkness-type and Necromancy-type hazards. On top of that, all creatures of flesh and bone in the area are affected with Blinding X.
Secondary Effect	1 target can optionally be affected with Silence X.
Duration	1 round.

Name	Hymn
Support Element	Gravity
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Blinding X.
Secondary Effect	1 target can optionally be affected with Slow X.
Duration	1 round.

Darkness Spells (for the Warlock)

Name	Magical Darkness
Support Element	Air
Casting Time	1 turn.
Target	The area you are in.
Main Effect	The area fills with magical darkness. No attacks or defends or targeting are allowed while someone is in that area, and all spells and abilities are negated. Creatures can freely move in the darkness, but they must succeed at a Mind versus Mind Duel with you, or they fail to come out of it for 1 round. Add X to your dice during the duel.
Secondary Effect	1 target can optionally be affected with Gloom X.
Duration	(Your Mind Points, plus X) rounds.

Notice: This was initially an area hazard in Return of the Witch Lord and Crypt of Perpetual Darkness.

Name	Shadow Bind
Support Element	Earth
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Gloom X.
Secondary Effect	1 target can optionally be affected with Petrification X.
Duration	1 round.

Notice: This spell is inspired by Naruto.

Name	Black Flame
Support Element	Fire
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Gloom X.
Secondary Effect	1 target can optionally be affected with Burning X.
Duration	1 round.

Notice: This spell is inspired by Naruto.

Name	Unholy Ground
Support Element	Ice
Casting Time	1 turn.
Target	The area you are in.
Main Effect	All non-evil creatures lose their Action Phase and flee from the area.
Secondary Effect	You affect all the targets you choose with Gloom X.
Duration	1 round.

Name	Window to the Soul
Support Element	Light
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Gloom X.
Secondary Effect	1 target can optionally be affected with Blinding X.
Duration	1 round.

Name	Disintegration
Support Element	Darkness
Casting Time	1 turn.
Target	1 creature or object in line of sight.
Main Effect	The target is affected with Destroy X. If it fails, it turns to dust, instantly dying/being destroyed.
Secondary Effect	1 target can optionally be affected with Gloom X.
Duration	Instantaneous.

Name	Shield of Darkness
Support Element	Luck
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Gloom X.
Secondary Effect	1 target can optionally be affected with Fortune X.
Duration	1 round.

Name	Demonform
Support Element	Nature
Casting Time	1 turn.
Target	The area you are in.
Main Effect	<p>You affect all the targets you choose with any 1 of the following demonic features:</p> <ul style="list-style-type: none"> - Bat wings: You fly over creatures and traps, you gain the benefits of Flight. - Claws: You gain 1 Attack Die. - Scale skin: You gain 2 Block Defense Dice. - Pointy tail: 2 of your Attack Dice becomes Unavoidable. - Glowing red eyes: Mind Duels gain 3 dice when you are the attacker. <p>Transforming to a demon is dangerous and can turn someone against his allies. Each turn, before the Action phase, an affected creature rolls a Movement die and has to get a number that is equal or lower than its mind points, to a maximum of 5. If it fails, Zargon gets to control it that turn.</p>
Secondary Effect	1 target can optionally be affected with Poison X.
Duration	X rounds.

Notice: This was initially a Warlock ability.

Name	Cursed Transformation
Support Element	Beast
Casting Time	1 turn.
Target	The area you are in.
Main Effect	<p>You curse all the targets you choose, turning them to smaller, ugly animals such as rats or toads. The transformation is not complete, since the creatures are allowed a Mind Resistance in an attempt to mitigate the effect. Depending on how much you surpass his resistance, the following effects take place:</p> <ul style="list-style-type: none"> 1-2: 1 less Body Point (to a minimum of 1) 3-4: Plus, 1 less Defense Die 5-6: Plus, 1 less Attack Die 7-8: Plus, its armor and weapon fall off 9+: Plus, it can't use magic or abilities
Secondary Effect	1 target can optionally be affected with Rampage X.
Duration	X rounds.

Notice: This was initially called Werewolf Curse, and was a Mage of the Mirror Dread Spell.

Name	Summon Demon
Support Element	Spirit
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	Summon up to X Demons. They have a total of Levels equal to your Mind Points, plus X.
Secondary Effect	You can optionally summon 1 less Demon and affect 1 target with Unblockable X.
Duration	X rounds.

Name	Life Absorption
Support Element	Necromancy
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Gloom X.
Secondary Effect	1 target can optionally be affected with Death's Door.
Duration	1 round.

Name	Shadow Slave
Support Element	Metal
Casting Time	1 turn.
Target	1 creature in line of sight.
Main Effect	You create and control a copy of the target out of its shadow. The slave has the same statistics, but only 1 Body Point. His behavior will be slavish.
Secondary Effect	1 target can optionally be affected with Vitality X.
Duration	X rounds.

Name	Shadow Form
Support Element	Illusion
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Gloom X.
Secondary Effect	1 target can optionally be affected with Untargetable X.
Duration	1 round.

Name	Living Shadow
Support Element	Psionics
Casting Time	1 turn.
Target	1 unexplored neighboring area.
Main Effect	Insight X (priority is given to whatever casts the longest shadow because of size or angle of a source of light).
Secondary Effect	1 target can optionally be affected with Gloom X.
Duration	1 round.

Notice: This spell is inspired by Dracula.

Name	Dark Hour
Support Element	Time
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Gloom X.
Secondary Effect	1 target can optionally be affected with Haste X.
Duration	1 round.

Notice: This spell is inspired by Persona 3.

Name	Shadowwalk
Support Element	Displacement
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	You can walk on one shadow and appear on another shadow. You teleport all the targets you choose to unoccupied spaces that are next to walls, furniture, or other creatures (the logic is, next to anything that creates angular shadows).
Secondary Effect	1 target can optionally be affected with Push X.
Duration	Instantaneous.

Name	Shadow Clone
Support Element	Warp
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Gloom X.
Secondary Effect	1 target can optionally be affected with Redirect X.
Duration	1 round.

Notice: This spell is inspired by Naruto.

Name	Shadow Possession
Support Element	Charm
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Gloom X.
Secondary Effect	1 target can optionally be affected with Command X.
Duration	1 round.

Notice: This spell is inspired by Naruto.

Name	Anathema
Support Element	Sound
Casting Time	1 turn.
Target	The area you are in.
Main Effect	For X rounds you cancel all positive status effects. On top of that, all creatures of flesh and bone in the area are affected with Gloom X.
Secondary Effect	1 target can optionally be affected with Silence X.
Duration	1 round.

Name	Shadow Choke
Support Element	Gravity
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Gloom X.
Secondary Effect	1 target can optionally be affected with Slow X.
Duration	1 round.

Notice: This spell is inspired by Naruto.

Notice: The default spells a Warlock hero uses are all from this category.

Luck Spells (for the Jammy)

Name	Breeze
Support Element	Air
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Fortune X.
Secondary Effect	1 target can optionally be affected with Shock X.
Duration	1 round.

Name	Lighten Weight
Support Element	Earth
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Fortune X.
Secondary Effect	1 target can optionally be affected with Petrification X.
Duration	1 round.

Name	Backdraft
Support Element	Fire
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Fortune X.
Secondary Effect	1 target can optionally be affected with Burning X.
Duration	1 round.

Name	Skate
Support Element	Ice
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Fortune X.
Secondary Effect	1 target can optionally be affected with Freezing X.
Duration	1 round.

Notice: This spell was originally a Frozen Horror Dread Spell and functioned differently.

Name	Flash
Support Element	Light
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Fortune X.
Secondary Effect	1 target can optionally be affected with Blinding X.
Duration	1 round.

Name	Shield of Darkness
Support Element	Darkness
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Fortune X.
Secondary Effect	1 target can optionally be affected with Gloom X.
Duration	1 round.

Name	Combustion
Support Element	Luck
Casting Time	1 turn.
Target	1 creature or object in line of sight.
Main Effect	The target is affected with Destroy X. If it fails, it explodes, instantly dying/being destroyed.
Secondary Effect	1 target can optionally be affected with Fortune X.
Duration	Instantaneous.

Name	Lucky Break
Support Element	Nature
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Fortune X.
Secondary Effect	1 target can optionally be affected with Poison X.
Duration	1 round.

Name	Infighting
Support Element	Beast
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Fortune X.
Secondary Effect	1 target can optionally be affected with Rampage X.
Duration	1 round.

Name	High Spirits
Support Element	Spirit
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Fortune X.
Secondary Effect	1 target can optionally be affected with Unblockable X.
Duration	1 round.

Name	Deathproof
Support Element	Necromancy
Casting Time	Instantaneous.
Target	1 ally in line of sight.
Main Effect	The ally cannot go below 1 Body Point.
Secondary Effect	1 target can optionally be affected with Life Drain X.
Duration	X rounds.

Name	Chemical reaction
Support Element	Metal
Casting Time	Instantaneous.
Target	An alchemy session of a Tier X mixture.
Main Effect	You get the result you want without rolling dice or drawing random cards.
Secondary Effect	1 target can optionally be affected with Vitality X.
Duration	1 round.

Name	Terrifying Form
Support Element	Illusion
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Jinx X.
Secondary Effect	1 target can optionally be affected with Untargetable X.
Duration	1 round.

Name	Mindfulness
Support Element	Psionics
Casting Time	Instantaneous.
Target	1 creature, when making a search for treasure.
Main Effect	Draw (a third of your Mind Points, plus X) treasure cards. Keep as many as you like and discard the rest. If your game supports mini games that involve drawing cards, the spell can apply on them as well.
Secondary Effect	1 target can optionally be affected with Gloom X.
Duration	Instantaneous.

Notice: This is a renamed Treasure Hoard spell with its element changed from Detection to Luck.

Name	Nick of Time
Support Element	Time
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Fortune X.
Secondary Effect	1 target can optionally be affected with Haste X.
Duration	1 round.

Name	Deliberate Accident
Support Element	Displacement
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Fortune X.
Secondary Effect	1 target can optionally be affected with Push X.
Duration	1 round.

Name	Orchestrated Goof
Support Element	Warp
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Fortune X.
Secondary Effect	1 target can optionally be affected with Redirect X.
Duration	1 round.

Name	Planted Doubts
Support Element	Charm
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Fortune X.
Secondary Effect	1 target can optionally be affected with Command X.
Duration	1 round.

Name	Staged Blunder
Support Element	Sound
Casting Time	1 turn.
Target	The area you are in.
Main Effect	For X rounds you cancel all buffs. On top of that, all creatures are affected with Fortune X.
Secondary Effect	1 target can optionally be affected with Silence X.
Duration	1 round.

Name	Malfunction
Support Element	Gravity
Casting Time	1 turn.
Target	The entire board.
Main Effect	X objects or mechanisms around you don't work properly. Examples: <ul style="list-style-type: none"> - A trap doesn't trigger. - A door or tomb lid that is supposed to be opened by enemies gets jammed. - A secret door or hidden treasure is revealed by Zargon without a search. - A mundane lock on a chest or door breaks. - A composite weapon such as a crossbow gets jammed. - A lever does not turn.
Secondary Effect	1 target can optionally be affected with Slow X.
Duration	X rounds.

Nature Spells (for the Druid)

Name	Toxic Pollen
Support Element	Air
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Poison X.
Secondary Effect	1 target can optionally be affected with Shock X.
Duration	1 round.

Name	Trap in Amber
Support Element	Earth
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Poison X.
Secondary Effect	1 target can optionally be affected with Petrification X.
Duration	1 round.

Name	Acid Sphere
Support Element	Fire
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Poison X.
Secondary Effect	1 target can optionally be affected with Burning X.
Duration	1 round.

Name	Frostbite
Support Element	Ice
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Poison X.
Secondary Effect	1 target can optionally be affected with Freezing X.
Duration	1 round.

Name	Bee Swarm
Support Element	Light
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Poison X.
Secondary Effect	1 target can optionally be affected with Blinding X.
Duration	1 round.

Name	Thorn Armor
Support Element	Darkness
Casting Time	1 turn.
Target	The area you are in.
Main Effect	The targets you choose gain 1 Block Defense Die and 1 Attack Die when attacking in melee.
Secondary Effect	1 target can optionally be affected with Gloom X.
Duration	1 round.

Name	Lucky Break
Support Element	Luck
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Poison X.
Secondary Effect	1 target can optionally be affected with Fortune X.
Duration	1 round.

Name	Withering
Support Element	Nature
Casting Time	1 turn.
Target	1 plant or object made of wood in line of sight.
Main Effect	The target is affected with Destroy X. If it fails, it turns to dry twigs, instantly dying/being destroyed.
Secondary Effect	1 target can optionally be affected with Poison X.
Duration	Instantaneous.

Notice: This was originally an Elf spell called Twist Wood.

Name	Lifeforce
Support Element	Beast
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You heal 1 Body Point to all the targets you choose.
Secondary Effect	1 target can optionally be affected with Rampage X.
Duration	1 round.

Notice: This is an altered Druid Spell.

Name	Summon Nature's Ally
Support Element	Spirit
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	Summon up to X Sentient Plants. They have a total of Levels equal to your Mind Points, plus X.
Secondary Effect	You can optionally summon 1 less Sentient Plant and affect 1 target with Unblockable X.
Duration	X rounds.

Name	Animate Wood
Support Element	Necromancy
Casting Time	Instantaneous.
Target	1 wooden object or piece of furniture in line of sight.
Main Effect	The target comes to life with Level (your Mind Points, plus X) and is under your control.
Secondary Effect	1 target can optionally be affected with Death's Door.
Duration	X rounds.

Name	Wooden Effigy
Support Element	Metal
Casting Time	1 turn.
Target	1 creature in line of sight.
Main Effect	You create and control a copy of the target out of wood. The copy has the same statistics, but only 1 Body Point and 1 Mind Point. His behavior will be slavish.
Secondary Effect	1 target can optionally be affected with Vitality X.
Duration	X rounds.

Name	Locust Swarm
Support Element	Illusion
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Poison X.
Secondary Effect	1 target can optionally be affected with Untargetable X.
Duration	1 round.

Name	Speak with Wood
Support Element	Psionics
Casting Time	1 turn.
Target	1 unexplored neighboring area.
Main Effect	Insight X (priority is given to whatever is made of wood).
Secondary Effect	1 target can optionally be affected with Poison X.
Duration	1 round.

Name	Fast Growing Hemp
Support Element	Time
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	Vines cover pits, chasms, or walls. You can freely cross or climb over them.
Secondary Effect	1 target can optionally be affected with Haste X.
Duration	1 round.

Name	Thick Beanstalk
Support Element	Displacement
Casting Time	1 turn.
Target	The area you are in.
Main Effect	Add X Thick Beanstalks. If there is a creature on a square that gets a Thick Beanstalk, it is affected with Push X. If it succeeds, it can choose the square it will move to. If it fails, you move it to any adjacent square you want, it is affected with Poison X, and it suffers whatever hazards there are on that square. A creature passing through a Thick Beanstalk is affected with Poison X.
Secondary Effect	1 target can optionally be affected with Push X.
Duration	X rounds.

Name	Leaf Blades
Support Element	Warp
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Poison X.
Secondary Effect	1 target can optionally be affected with Redirect X.
Duration	1 round.

Name	Flower Petals
Support Element	Charm
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Poison X.
Secondary Effect	1 target can optionally be affected with Command X.
Duration	1 round.

Name	Mandrake Scream
Support Element	Sound
Casting Time	1 turn.
Target	The area you are in.
Main Effect	For X rounds you cancel any effect related to Plant hazards. On top of that, all creatures of flesh and bone in the area are affected with Poison X.
Secondary Effect	1 target can optionally be affected with Silence X.
Duration	1 round.

Name	Encroaching Vines
Support Element	Gravity
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Poison X.
Secondary Effect	1 target can optionally be affected with Slow X.
Duration	1 round.

Notice: This is based on the Dread Spell from Jungles of Delthrak.

Notice: The default spells a Druid hero uses are all from this category.

Beast Spells (for the Beast Master)

Name	Eel's Shock
Support Element	Air
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Feebleness X.
Secondary Effect	1 target can optionally be affected with Shock X.
Duration	1 round.

Name	Fossilize
Support Element	Earth
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Feebleness X.
Secondary Effect	1 target can optionally be affected with Petrification X.
Duration	1 round.

Name	Adrenaline Pump
Support Element	Fire
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Rampage X.
Secondary Effect	1 target can optionally be affected with Burning X.
Duration	1 round.

Name	Tiger's Roar
Support Element	Ice
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Rampage X.
Secondary Effect	1 target can optionally be affected with Freezing X.
Duration	1 round.

Name	Cat's Eye
Support Element	Light
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Rampage X.
Secondary Effect	1 target can optionally be affected with Blinding X.
Duration	1 round.

Name	Lion's Pride
Support Element	Darkness
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Rampage X.
Secondary Effect	1 target can optionally be affected with Gloom X.
Duration	1 round.

Name	Snake Slither
Support Element	Luck
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Rampage X.
Secondary Effect	1 target can optionally be affected with Jinx X.
Duration	1 round.

Name	Scorpion's Sting
Support Element	Nature
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Feebleness X.
Secondary Effect	1 target can optionally be affected with Poison X.
Duration	1 round.

Name	Heart Attack
Support Element	Beast
Casting Time	1 turn.
Target	1 living creature with a pumping heart in line of sight.
Main Effect	The target is affected with Destroy X. If it fails, its heart stops, instantly dying.
Secondary Effect	1 target can optionally be affected with Feebleness X.
Duration	Instantaneous.

Name	Summon Animal Companion
Support Element	Spirit
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	Summon up to X Animals. They have a total of Levels equal to your Mind Points, plus X.
Secondary Effect	You can optionally summon 1 less Animal and affect 1 target with Unblockable X.
Duration	X rounds.

Notice: This spell is based on Summon Wolves, a Dread spell from Mage of the Mirror.

Name	Rotting
Support Element	Necromancy
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Feebleness X.
Secondary Effect	1 target can optionally be affected with Death's Door.
Duration	1 round.

Name	Spider's Venom
Support Element	Metal
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	The weapons you choose are coated in venom. Any target that the weapons attack, is affected with Feebleness X.
Secondary Effect	1 target can optionally be affected with Vitality X.
Duration	X rounds.

Name	Illusory Enemy
Support Element	Illusion
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Feebleness X.
Secondary Effect	1 target can optionally be affected with Untargetable X.
Duration	1 round.

Name	Keen Hearing
Support Element	Psionics
Casting Time	1 turn.
Target	1 unexplored neighboring area.
Main Effect	Insight X (priority is given to whatever makes the most noise).
Secondary Effect	1 target can optionally be affected with Rampage X.
Duration	1 round.

Name	Horse Hooves
Support Element	Time
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Rampage X.
Secondary Effect	1 target can optionally be affected with Haste X.
Duration	1 round.

Name	Ram's Horns
Support Element	Displacement
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Rampage X.
Secondary Effect	1 target can optionally roll twice the dice when pushing or pulling creatures, furniture, or other obstacles.
Duration	1 round.

Name	Call of the Wild
Support Element	Warp
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Rampage X.
Secondary Effect	1 target can optionally be affected with Feebleness X.
Duration	1 round.

Name	Taming
Support Element	Charm
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Feebleness X.
Secondary Effect	1 target can optionally be affected with Command X.
Duration	1 round.

Name	Bat's Sonar
Support Element	Sound
Casting Time	1 turn.
Target	The area you are in.
Main Effect	For X rounds you cancel all debuffs. On top of that, all creatures you choose are affected with Rampage X.
Secondary Effect	1 target can optionally be affected with Silence X.
Duration	1 round.

Name	Eagle's Wings
Support Element	Gravity
Casting Time	1 turn.
Target	The area you are in.
Main Effect	Each target you choose gains Flight and all its benefits.
Secondary Effect	1 target can optionally be affected with Slow X.
Duration	1 round.

Spirit Spells (for the Shaman)

Name	Summon Air Elemental
Support Element	Air
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	Summon up to X Air Elementals. They have a total of Levels equal to your Mind Points, plus X.
Secondary Effect	You can optionally summon 1 less elemental and affect 1 target with Shock X.
Duration	X rounds.

Name	Summon Earth Elemental
Support Element	Earth
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	Summon up to X Earth Elementals. They have a total of Levels equal to your Mind Points, plus X.
Secondary Effect	You can optionally summon 1 less elemental and affect 1 target with Petrification X.
Duration	X rounds.

Name	Summon Fire Elemental
Support Element	Fire
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	Summon up to X Fire Elementals. They have a total of Levels equal to your Mind Points, plus X.
Secondary Effect	You can optionally summon 1 less elemental and affect 1 target with Burning X.
Duration	X rounds.

Name	Summon Ice Elemental
Support Element	Ice
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	Summon up to X Ice Elementals. They have a total of Levels equal to your Mind Points, plus X.
Secondary Effect	You can optionally summon 1 less elemental and affect 1 target with Freezing X.
Duration	X rounds.

Name	Summon Angel
Support Element	Light
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	Summon up to X Angels. They have a total of Levels equal to your Mind Points, plus X.
Secondary Effect	You can optionally summon 1 less Angel and affect 1 target with Blinding X.
Duration	X rounds.

Name	Summon Demon
Support Element	Darkness
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	Summon up to X Demons. They have a total of Levels equal to your Mind Points, plus X.
Secondary Effect	You can optionally summon 1 less Demon and affect 1 target with Gloom X.
Duration	X rounds.

Name	High Spirits
Support Element	Luck
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Unblockable X.
Secondary Effect	1 target can optionally be affected with Fortune X.
Duration	1 round.

Name	Summon Nature's Ally
Support Element	Nature
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	Summon up to X Sentient Plants. They have a total of Levels equal to your Mind Points, plus X.
Secondary Effect	You can optionally summon 1 less Sentient Plant and affect 1 target with Poison X.
Duration	X rounds.

Name	Summon Animal Companion
Support Element	Beast
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	Summon up to X Animals. They have a total of Levels equal to your Mind Points, plus X.
Secondary Effect	You can optionally summon 1 less Animal and affect 1 target with Rampage X.
Duration	X rounds.

Notice: This spell is based on Summon Wolves, a Dread spell from Mage of the Mirror.

Name	Summon Spirit
Support Element	Spirit
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	Summon up to X Ethereal Undead. They have a total of Levels equal to your Mind Points, plus X.
Secondary Effect	You can optionally summon 1 less Ethereal Undead and affect 1 target with Unblockable X.
Duration	X rounds.

Notice: This is based on the Summon Specters Dread spell from Rise of the Dread Moon.

Name	Summon Undead
Support Element	Necromancy
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	Summon up to X Corporeal Undead. They have a total of Levels equal to your Mind Points, plus X.
Secondary Effect	You can optionally summon 1 less Corporeal Undead and affect 1 target with Life Drain X.
Duration	X rounds.

Notice: This is based on Dread spells from the Core Set and the Necromancy spells from Wizards of Morcar.

Name	Ghost Slave
Support Element	Metal
Casting Time	1 turn.
Target	1 recently killed creature in line of sight.
Main Effect	You create and control a copy of the target out of its spirit. The copy has the same statistics, but only 1 Body Point. His behavior is slavish.
Secondary Effect	1 target can optionally be affected with Vitality X.
Duration	X rounds.

Name	Spirit Form
Support Element	Illusion
Casting Time	1 turn.
Target	The area you are in.
Main Effect	All the targets you choose become Ethereal.
Secondary Effect	1 target can optionally be affected with Untargetable X.
Duration	X rounds.

Name	Speak with the Spirits
Support Element	Psionics
Casting Time	1 turn.
Target	1 unexplored neighboring area.
Main Effect	Insight X (priority is given to whatever is Ethereal or a soul without a body).
Secondary Effect	1 target can optionally be affected with Unblockable X.
Duration	1 round.

Name	Guiding Spirit
Support Element	Time
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Unblockable X.
Secondary Effect	1 target can optionally be affected with Haste X.
Duration	1 round.

Name	Spirit of Vengeance
Support Element	Displacement
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Unblockable X.
Secondary Effect	1 target can optionally be affected with Push X.
Duration	1 round.

Notice: This was originally a Shaman Dread spell from Wizards of Morcar.

Name	Spirit Realm
Support Element	Warp
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You turn Ethereal all the targets you choose.
Secondary Effect	You turn material 1 Ethereal target you choose.
Duration	1 round.

Name	Voodoo Doll
Support Element	Charm
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Unblockable X.
Secondary Effect	1 target can optionally be affected with Command X.
Duration	1 round.

Name	Ghost Wailing
Support Element	Sound
Casting Time	1 turn.
Target	The area you are in.
Main Effect	For X rounds you cancel any effect related to Ghost and Soul hazards. On top of that, all creatures of flesh and bone in the area are affected with Unblockable X.
Secondary Effect	1 target can optionally be affected with Silence X.
Duration	1 round.

Name	Spectral Hand
Support Element	Gravity
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Unblockable X.
Secondary Effect	1 target can optionally be affected with Slow X.
Duration	1 round.

Necromancy Spells (for the Necromancer)

Name	Last Breath
Support Element	Air
Casting Time	1 turn.
Target	The area you are in.
Main Effect	Creatures that got to Zero Body Points and which you choose gain 1 Body Point.
Secondary Effect	1 target can optionally be affected with Shock X.
Duration	1 round.

Name	Animate Stone
Support Element	Earth
Casting Time	Instantaneous.
Target	1 stone object or piece of furniture in line of sight.
Main Effect	The target comes to life with Level (your Mind Points, plus X) and is under your control.
Secondary Effect	1 target can optionally be affected with Death's Door.
Duration	X rounds.

Name	Mentor's Flame
Support Element	Fire
Casting Time	1 turn.
Target	The area you are in.
Main Effect	Creatures that got to Zero Body Points and which you choose gain 1 Body Point.
Secondary Effect	1 target can optionally be affected with Burning X.
Duration	1 round.

Notice: This spell is based on Zargon's Flame from The Prophecy of Telor.

Name	Heat Absorption
Support Element	Ice
Casting Time	1 turn.
Target	Targets that produce body heat, in line of sight.
Main Effect	You affect all the targets you choose with Death's Door.
Secondary Effect	1 target can optionally be affected with Freezing X.
Duration	1 round.

Name	Raise Dead
Support Element	Light
Casting Time	1 turn.
Target	The area you are in.
Main Effect	Creatures that got to Zero Body Points and which you choose gain 1 Body Point.
Secondary Effect	1 target can optionally be affected with Blinding X.
Duration	1 round.

Name	Shadow Slave
Support Element	Darkness
Casting Time	1 turn.
Target	1 creature in line of sight.
Main Effect	You create and control a copy of the target out of its shadow. The slave has the same statistics, but only 1 Body Point. His behavior will be slavish.
Secondary Effect	1 target can optionally be affected with Death's Door.
Duration	1 round.

Name	Deathproof
Support Element	Luck
Casting Time	Instantaneous.
Target	1 ally in line of sight.
Main Effect	The ally cannot lose Body Points.
Secondary Effect	1 target can optionally be affected with Fortune X.
Duration	1 round.

Name	Animate Wood
Support Element	Nature
Casting Time	Instantaneous.
Target	1 wooden object or piece of furniture in line of sight.
Main Effect	The target comes to life with Level (your Mind Points, plus X) and is under your control.
Secondary Effect	1 target can optionally be affected with Poison X.
Duration	1 round.

Name	Life Absorption
Support Element	Beast
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Death's Door.
Secondary Effect	1 target can optionally be affected with Feebleness X.
Duration	1 round.

Name	Summon Undead
Support Element	Spirit
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	Summon up to X Corporeal Undead. They have a total of Levels equal to your Mind Points, plus X.
Secondary Effect	You can optionally summon 1 less Corporeal Undead and affect 1 target with Unblockable X.
Duration	X rounds.

Notice: This is based on Dread spells from the Core Set and the Necromancy spells from Wizards of Morcar.

Name	Decay
Support Element	Necromancy
Casting Time	1 turn.
Target	1 living creature or object made from organic matter in line of sight.
Main Effect	The target is affected with Destroy X. If it fails, it rots and decays, instantly dying/being destroyed.
Secondary Effect	1 target can optionally be affected with Death's Door.
Duration	Instantaneous.

Name	Reanimate
Support Element	Metal
Casting Time	1 turn.
Target	1 recently killed creature in line of sight.
Main Effect	You create and control a copy of the target out of its corpse. The copy has the same statistics, but only 1 Body Point. His behavior will be slavish.
Secondary Effect	1 target can optionally be affected with Vitality X.
Duration	1 round.

Notice: This was originally a Mage of the Mirror Dread spell. If a hero uses this spell, the Undead are considered allies and not enemies.

Name	Visions of Death
Support Element	Illusion
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Death's Door.
Secondary Effect	1 target can optionally be affected with Untargetable X.
Duration	1 round.

Name	Speak with the Dead
Support Element	Psionics
Casting Time	1 turn.
Target	1 unexplored neighboring area.
Main Effect	Insight X (priority is given to whatever is Undead).
Secondary Effect	1 target can optionally be affected with Death's Door.
Duration	1 round.

Name	Final Hour
Support Element	Time
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Death's Door.
Secondary Effect	1 target can optionally be affected with Haste X.
Duration	1 round.

Name	Wall of Bones
Support Element	Displacement
Casting Time	1 turn.
Target	The area you are in.
Main Effect	Add X Walls of Bones. If there is a creature on a square that gets a Wall of Bones, it is affected with Push X. If it succeeds, it can choose the square it will move to. If it fails, you move it to any adjacent square you want, it is affected with Death's Door, and it suffers whatever hazards there are on that square. A creature passing through a Wall of Bones is affected with Death's Door.
Secondary Effect	1 target can optionally be affected with Push X.
Duration	X rounds.

Name	Anti-life
Support Element	Warp
Casting Time	1 turn.
Target	The area you are in.
Main Effect	Dead non-ally creatures of flesh and bone turn into Corporeal Undead. They can have a total of Levels equal to your Mind Points, plus X. They are fully healed, can use all their spells and abilities, and are permanently under your control.
Secondary Effect	1 target can optionally be affected with Death's Door.
Duration	1 round.

Name	Control Undead
Support Element	Charm
Casting Time	1 turn.
Target	The area you are in.
Main Effect	All Undead are affected with Control X.
Secondary Effect	All non-Undead are affected with Death's Door.
Duration	1 round.

Name	Screaming Skull
Support Element	Sound
Casting Time	1 turn.
Target	The area you are in.
Main Effect	For X rounds you cancel any effect related to Undead and death. On top of that, all creatures of flesh and bone in the area are affected with Death's Door.
Secondary Effect	1 target can optionally be affected with Silence X.
Duration	1 round.

Name	Skeletal Hand
Support Element	Gravity
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Death's Door.
Secondary Effect	1 target can optionally be affected with Slow X.
Duration	1 round.

Metal Spells (for the Alchemist)

Name	Enchant Weapon (Thunder)
Support Element	Air
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	The weapons you choose are enchanted with the power of thunder. Apply Shock X on any target that the weapons attack.
Secondary Effect	1 target can optionally be affected with Shock X.
Duration	X rounds.

Name	Sand Clone
Support Element	Earth
Casting Time	Instantaneous.
Target	1 creature in line of sight.
Main Effect	The target comes to life with Level (your Mind Points, plus X) and is under your control.
Secondary Effect	1 target can optionally be affected with Petrification X.
Duration	X rounds.

Name	Enchant Weapon (Fire)
Support Element	Fire
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	The weapons you choose are enchanted with the power of fire. Apply Burning X on any target that the weapons attack.
Secondary Effect	1 target can optionally be affected with Burning X.
Duration	X rounds.

Name	Enchant Weapon (Ice)
Support Element	Ice
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	The weapons you choose are enchanted with the power of ice. Apply Freezing X on any target that the weapons attack.
Secondary Effect	1 target can optionally be affected with Freezing X.
Duration	X rounds.

Name	Mirror Image
Support Element	Light
Casting Time	1 turn.
Target	1 creature in line of sight.
Main Effect	You create and control a copy of the target out of light. The copy has the same statistics, but only 1 Body Point. His behavior will be very polite.
Secondary Effect	1 target can optionally be affected with Blinding X.
Duration	X rounds.

Name	Shadow Slave
Support Element	Darkness
Casting Time	1 turn.
Target	1 creature in line of sight.
Main Effect	You create and control a copy of the target out of its shadow. The slave has the same statistics, but only 1 Body Point. His behavior will be slavish.
Secondary Effect	1 target can optionally be affected with Death's Door.
Duration	X rounds.

Name	Chemical reaction
Support Element	Luck
Casting Time	Instantaneous.
Target	An alchemy session of a Tier X mixture.
Main Effect	You get the result you want without rolling dice or drawing random cards.
Secondary Effect	1 target can optionally be affected with Fortune X.
Duration	Instantaneous.

Name	Wooden Effigy
Support Element	Nature
Casting Time	1 turn.
Target	1 creature in line of sight.
Main Effect	You create and control a copy of the target out of wood. The copy has the same statistics, but only 1 Body Point and 1 Mind Point. His behavior will be slavish.
Secondary Effect	1 target can optionally be affected with Poison X.
Duration	X rounds.

Name	Spider's Venom
Support Element	Beast
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	The weapons you choose are coated in venom. Any target that the weapons attack, is affected with Feebleness X.
Secondary Effect	1 target can optionally be affected with Feebleness X.
Duration	X rounds.

Name	Ghost Slave
Support Element	Spirit
Casting Time	1 turn.
Target	1 recently killed creature in line of sight.
Main Effect	You create and control a copy of the target out of its spirit. The copy has the same statistics, but only 1 Body Point. His behavior is slavish.
Secondary Effect	1 target can optionally be affected with Unblockable X.
Duration	X rounds.

Name	Reanimate
Support Element	Necromancy
Casting Time	1 turn.
Target	1 recently killed creature in line of sight.
Main Effect	You create and control a copy of the target out of its corpse. The copy has the same statistics, but only 1 Body Point. His behavior will be slavish.
Secondary Effect	1 target can optionally be affected with Life Drain X.
Duration	X rounds.

Notice: This was originally a Mage of the Mirror Dread spell. If a hero uses this spell, the Undead are considered allies and not enemies.

Name	Homunculus
Support Element	Metal
Casting Time	1 turn.
Target	1 creature of flesh and blood in line of sight.
Main Effect	You create and control a copy of the target out of its blood. The copy has the same statistics, but only 1 Body Point and 1 Mind Point. His behavior is slavish.
Secondary Effect	1 target can optionally be affected with Vitality X.
Duration	X rounds.

Name	Metal Form
Support Element	Illusion
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Vitality X.
Secondary Effect	1 target can optionally be affected with Untargetable X.
Duration	1 round.

Name	Metal Detection
Support Element	Psionics
Casting Time	1 turn.
Target	1 unexplored neighboring area.
Main Effect	Insight X (priority is given to whatever is made of metal).
Secondary Effect	1 target can optionally be affected with Vitality X.
Duration	1 round.

Name	Rusting
Support Element	Time
Casting Time	1 turn.
Target	1 creature made of metal or a metallic object in line of sight.
Main Effect	The target is affected with Destroy X. If it fails, it rusts, instantly dying/being destroyed.
Secondary Effect	1 target can optionally be affected with Haste X.
Duration	Instantaneous.

Notice: This is a variation of the Rust Dread spell.

Name	Split Personas
Support Element	Displacement
Casting Time	1 turn.
Target	1 creature in line of sight.
Main Effect	The creature is split in 2 halves. Each half has all its statistics halved.
Secondary Effect	1 target can optionally be affected with Push X.
Duration	Instantaneous.

Name	Transmute
Support Element	Warp
Casting Time	1 turn.
Target	1 metallic object or piece of furniture in line of sight.
Main Effect	The target turns into a metal ingredient, so it can be used in alchemy. You choose the type of metal, although it is limited by the Level of the spell. If the item is small like a dagger, it produces 1 piece of that metal. If it is big like a sword it produces 2 pieces. If it's furniture, it produces 3 pieces. 1: Copper 2: Iron 3: Silver 4: Gold 5: Mithril
Secondary Effect	1 target can optionally be affected with Redirect X.
Duration	X rounds.

Name	Animate Metal
Support Element	Charm
Casting Time	Instantaneous.
Target	1 metallic object or piece of furniture in line of sight.
Main Effect	The target comes to life with Level (your Mind Points, plus X) and is under your control.
Secondary Effect	1 target can optionally be affected with Command X.
Duration	X rounds.

Name	Identify
Support Element	Sound
Casting Time	1 turn.
Target	The area you are in.
Main Effect	All unidentified items become identified.
Secondary Effect	1 target can optionally be affected with Silence X.
Duration	1 round.

Name	Fusion
Support Element	Gravity
Casting Time	1 turn.
Target	2 creatures in line of sight.
Main Effect	You fuse the creatures into one being. The being is the sum of all statistics, abilities, and spells.
Secondary Effect	1 target can optionally be affected with Slow X.
Duration	1 round.

Notice: This is based on Dragonball.

Illusion Spells (for the Illusionist)

Name	Veil of Mist
Support Element	Air
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Untargetable X.
Secondary Effect	1 target can optionally be affected with Shock X.
Duration	X rounds.

Name	Rock Form
Support Element	Earth
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Untargetable X.
Secondary Effect	1 target can optionally be affected with Petrification X.
Duration	X rounds.

Name	Dancing Flames
Support Element	Fire
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Untargetable X.
Secondary Effect	1 target can optionally be affected with Burning X.
Duration	1 round.

Name	Ice Mirrors
Support Element	Ice
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Untargetable X.
Secondary Effect	1 target can optionally be affected with Freezing X.
Duration	1 round.

Name	Light Form
Support Element	Light
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Untargetable X.
Secondary Effect	1 target can optionally be affected with Blinding X.
Duration	1 round.

Name	Shadow Form
Support Element	Darkness
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Untargetable X.
Secondary Effect	1 target can optionally be affected with Gloom X.
Duration	1 round.

Name	Terrifying Form
Support Element	Luck
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Untargetable X.
Secondary Effect	1 target can optionally be affected with Jinx X.
Duration	1 round.

Name	Locust Swarm
Support Element	Nature
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Untargetable X.
Secondary Effect	1 target can optionally be affected with Poison X.
Duration	1 round.

Name	Illusory Enemy
Support Element	Beast
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Untargetable X.
Secondary Effect	1 target can optionally be affected with Rampage X.
Duration	1 round.

Name	Spirit Form
Support Element	Illusion
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Untargetable X
Secondary Effect	1 target can optionally become Ethereal.
Duration	X rounds.

Name	Visions of Death
Support Element	Necromancy
Casting Time	1 turn.
Target	Targets that produce body heat, in line of sight.
Main Effect	You affect all the targets you choose with Untargetable X.
Secondary Effect	1 target can optionally be affected with Death's Door.
Duration	1 round.

Name	Metal Form
Support Element	Metal
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Untargetable X.
Secondary Effect	1 target can optionally be affected with Vitality X.
Duration	1 round.

Name	Replacement
Support Element	Illusion
Casting Time	1 turn.
Target	1 creature or object in line of sight.
Main Effect	The target is affected with Destroy X. If it fails, it is replaced with a ragged doll or a wooden toy, instantly dying/being destroyed.
Secondary Effect	1 target can optionally be affected with Untargetable X.
Duration	Instantaneous.

Name	Disguise
Support Element	Psionics
Casting Time	1 turn.
Target	1 unexplored neighboring area.
Main Effect	Targets you choose appear as the enemy's allies. Insight X (priority is given to whatever is hidden).
Secondary Effect	1 target can optionally be affected with Untargetable X.
Duration	1 round.

Name	After Image
Support Element	Time
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Untargetable X.
Secondary Effect	1 target can optionally be affected with Haste X.
Duration	1 round.

Name	Mirage
Support Element	Displacement
Casting Time	1 turn.
Target	The area you are in.
Main Effect	A room or corridor is made to look differently. You affect all the targets you choose with Untargetable X.
Secondary Effect	1 target can optionally not be able to avoid traps or environmental hazards.
Duration	1 round.

Name	Hallucination Cloud
Support Element	Warp
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Untargetable X.
Secondary Effect	1 target can optionally be affected with Redirect X.
Duration	1 round.

Name	Hologram
Support Element	Charm
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Untargetable X.
Secondary Effect	1 target can optionally be affected with Command X.
Duration	1 round.

Name	Fabricated Noises
Support Element	Sound
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You reveal all hidden or invisible items and creatures. On top of that, all the targets you choose are affected with Untargetable X.
Secondary Effect	1 target can optionally be affected with Silence X.
Duration	1 round.

Name	Illusory Walls
Support Element	Gravity
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Untargetable X.
Secondary Effect	1 target can optionally be affected with Slow X.
Duration	1 round.

Notice: Enemies with Zero Mind Points are immune to these spells.

Psionics Spells (for the Psion)

Name	Whispers in the Wind
Support Element	Air
Casting Time	1 turn.
Target	4 unexplored neighboring areas.
Main Effect	Insight X on each room separately (priority is given to creatures that breathe).
Secondary Effect	1 target can optionally be affected with Shock X.
Duration	1 round.

Name	Speak with Stone
Support Element	Earth
Casting Time	1 turn.
Target	4 unexplored neighboring areas.
Main Effect	Insight X on each room separately (priority is given to whatever is made of stone).
Secondary Effect	1 target can optionally be affected with Petrification X.
Duration	1 round.

Notice: This was originally a Monk ability.

Name	Flame Divination
Support Element	Fire
Casting Time	1 turn.
Target	4 unexplored neighboring areas.
Main Effect	Insight X on each room separately (priority is given to whatever produces heat).
Secondary Effect	1 target can optionally be affected with Burning X.
Duration	1 round.

Name	Cold Stare
Support Element	Ice
Casting Time	1 turn.
Target	4 unexplored neighboring areas.
Main Effect	Insight X on each room separately (priority is given to whatever doesn't produce heat).
Secondary Effect	1 target can optionally be affected with Freezing X.
Duration	1 round.

Name	X Rays
Support Element	Light
Casting Time	1 turn.
Target	4 unexplored neighboring areas.
Main Effect	Insight X on each room separately (priority is given to whatever produces or reflects light).
Secondary Effect	1 target can optionally be affected with Blinding X.
Duration	1 round.

Name	Living Shadow
Support Element	Darkness
Casting Time	1 turn.
Target	4 unexplored neighboring areas.
Main Effect	Insight X on each room separately (priority is given to whatever casts the longest shadow because of size or angle of a source of light).
Secondary Effect	1 target can optionally be affected with Gloom X.
Duration	1 round.

Notice: This spell is inspired by Dracula.

Name	Mindfulness
Support Element	Luck
Casting Time	Instantaneous.
Target	1 creature, when making a search for treasure.
Main Effect	Draw (a third of your Mind Points, plus X) treasure cards. Keep as many as you like and discard the rest. If your game supports mini games that involve drawing cards, the spell can apply on them as well.
Secondary Effect	1 target can optionally be affected with Fortune X.
Duration	Instantaneous.

Notice: This is a renamed Treasure Hoard spell with its element changed from Detection to Luck.

Name	Speak with Wood
Support Element	Nature
Casting Time	1 turn.
Target	4 unexplored neighboring areas.
Main Effect	Insight X on each room separately (priority is given to whatever is made of wood).
Secondary Effect	1 target can optionally be affected with Poison X.
Duration	1 round.

Name	Keen Hearing
Support Element	Beast
Casting Time	1 turn.
Target	4 unexplored neighboring areas.
Main Effect	Insight X on each room separately (priority is given to whatever makes the most noise).
Secondary Effect	1 target can optionally be affected with Rampage X.
Duration	1 round.

Name	Speak with the Spirits
Support Element	Spirit
Casting Time	1 turn.
Target	4 unexplored neighboring areas.
Main Effect	Insight X on each room separately (priority is given to whatever is Ethereal or a soul without a body).
Secondary Effect	1 target can optionally be affected with Unblockable X.
Duration	1 round.

Name	Speak with the Dead
Support Element	Necromancy
Casting Time	1 turn.
Target	4 unexplored neighboring areas.
Main Effect	Insight X on each room separately (priority is given to whatever is Undead).
Secondary Effect	1 target can optionally be affected with Death's Door.
Duration	1 round.

Name	Metal Detection
Support Element	Metal
Casting Time	1 turn.
Target	4 unexplored neighboring areas.
Main Effect	Insight X on each room separately (priority is given to whatever is made of metal).
Secondary Effect	1 target can optionally be affected with Vitality X.
Duration	1 round.

Name	Disguise
Support Element	Illusion
Casting Time	1 turn.
Target	4 unexplored neighboring areas.
Main Effect	Targets you choose appear as the enemy's allies. Insight X on each room separately (priority is given to whatever is hidden).
Secondary Effect	1 target can optionally be affected with Untargetable X.
Duration	1 round.

Name	Stroke
Support Element	Psionics
Casting Time	1 turn.
Target	1 living creature with a brain in line of sight.
Main Effect	The target is affected with Destroy X. If it fails, its brain stops working, instantly dying.
Secondary Effect	4 unexplored neighboring areas are affected with Insight X. Zargon chooses what to reveal.
Duration	Instantaneous.

Name	Quick Incantation
Support Element	Time
Casting Time	1 turn.
Target	4 unexplored neighboring areas.
Main Effect	Insight X on each room separately (priority is given to whatever moves the fastest).
Secondary Effect	1 target can cast spells instantaneously.
Duration	1 round.

Name	Vibration Sensor
Support Element	Displacement
Casting Time	1 turn.
Target	4 unexplored neighboring areas.
Main Effect	Insight X on each room separately (priority is given to whatever moves the slowest or is buried).
Secondary Effect	1 target can optionally be affected with Push X.
Duration	1 round.

Name	Warped Perception
Support Element	Warp
Casting Time	1 turn.
Target	4 unexplored neighboring areas.
Main Effect	Insight X on each room separately (priority is given to whatever is bestial or an animal).
Secondary Effect	1 target can optionally be affected with Redirect X.
Duration	1 round.

Name	Dark Desires
Support Element	Charm
Casting Time	1 turn.
Target	4 unexplored neighboring areas.
Main Effect	Insight X on each room separately (priority is given to the smartest creatures).
Secondary Effect	1 target can optionally be affected with Command X.
Duration	1 round.

Name	Disrupt Thought
Support Element	Sound
Casting Time	1 turn.
Target	4 unexplored neighboring areas.
Main Effect	Insight X on each room separately (priority is given to the dumbest creatures).
Secondary Effect	1 target can optionally be affected with Silence X.
Duration	1 round.

Name	Mental Pressure
Support Element	Gravity
Casting Time	1 turn.
Target	4 unexplored neighboring areas.
Main Effect	Insight X on each room separately (priority is given to the heaviest creatures or objects).
Secondary Effect	1 target can optionally be affected with Slow X.
Duration	1 round.

Time Spells (for the Temporal Walker)

Name	Swift Wind
Support Element	Air
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Haste X.
Secondary Effect	1 target can optionally be affected with Shock X.
Duration	1 round.

Name	Time Stop
Support Element	Earth
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Haste X.
Secondary Effect	1 target can optionally be affected with Petrification X.
Duration	1 round.

Notice: This was originally an Elf spell.

Name	Burning Time
Support Element	Fire
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Haste X.
Secondary Effect	1 target can optionally be affected with Burning X.
Duration	1 round.

Name	Time Freeze
Support Element	Ice
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Haste X.
Secondary Effect	1 target can optionally be affected with Freezing X.
Duration	1 round.

Name	Speed of Light
Support Element	Light
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Haste X.
Secondary Effect	1 target can optionally be affected with Blinding X.
Duration	1 round.

Name	Dark Hour
Support Element	Darkness
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Haste X.
Secondary Effect	1 target can optionally be affected with Gloom X.
Duration	1 round.

Notice: This spell is inspired by Persona 3.

Name	Future Sight
Support Element	Luck
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Haste X.
Secondary Effect	1 target can optionally be affected with Fortune X.
Duration	1 round.

Notice: This was originally a Detection spell.

Name	Fast Growing Hemp
Support Element	Nature
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	Vines cover pits, chasms, or walls. You can freely cross or climb over them.
Secondary Effect	1 target can optionally be affected with Poison X.
Duration	1 round.

Name	Horse Hooves
Support Element	Beast
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Haste X.
Secondary Effect	1 target can optionally be affected with Rampage X.
Duration	1 round.

Name	Paradox
Support Element	Spirit
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Haste X.
Secondary Effect	1 target can optionally be affected with Unblockable X.
Duration	1 round.

Name	Time Rewind
Support Element	Necromancy
Casting Time	1 turn.
Target	The area you are in.
Main Effect	Creatures that got to Zero Body Points and which you choose gain 1 Body Point.
Secondary Effect	1 target can optionally be affected with Death's Door.
Duration	X rounds.

Name	Past Self
Support Element	Metal
Casting Time	1 turn.
Target	1 creature of flesh and blood in line of sight.
Main Effect	You create and control a copy of the target out of its past. The copy has the same statistics, but only 1 Body Point and looks younger.
Secondary Effect	1 target can optionally be affected with Vitality X.
Duration	X rounds.

Name	After Image
Support Element	Illusion
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Haste X.
Secondary Effect	1 target can optionally be affected with Untargetable X.
Duration	1 round.

Name	Temporal Window
Support Element	Psionics
Casting Time	1 turn.
Target	1 unexplored neighboring area.
Main Effect	You turn back time to when a wall was not made yet. Insight X (priority is given to whatever is the youngest or the newest).
Secondary Effect	1 target can optionally be affected with Haste X.
Duration	1 round.

Name	Aging
Support Element	Time
Casting Time	1 turn.
Target	1 living creature in line of sight.
Main Effect	The target is affected with Destroy X. If it fails, it ages and instantly dies of old age.
Secondary Effect	1 target can optionally be affected with Haste X.
Duration	Instantaneous.

Name	Temporal Distortion
Support Element	Displacement
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Haste X.
Secondary Effect	1 target can optionally be affected with Push X.
Duration	1 round.

Name	Galvanize
Support Element	Warp
Casting Time	1 turn.
Target	The area you are in.
Main Effect	<p>Metallic objects or furniture that are damaged or destroyed, automatically return to normal. All the creatures you choose are affected with Haste X.</p> <ul style="list-style-type: none"> - If used inside a room with a forge or a weapon's rack, you gain a random equipment card of a metallic weapon or piece of armor. Remember to sell it before the next Quest begins, if it belongs to the forces of evil. - If you use the maintenance variant, it's as if you pay (100, times X) gold.
Secondary Effect	1 target can optionally be affected with Redirect X.
Duration	1 round.

Name	Time Loop
Support Element	Charm
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	All the targets you choose are forced to repeat the exact same action, at the exact same square, using the exact same dice rolls, during their next turn.
Secondary Effect	1 target can optionally be affected with Control X.
Duration	1 round.

Name	Temporal Waves
Support Element	Sound
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Haste X.
Secondary Effect	1 target can optionally be affected with Silence X.
Duration	1 round.

Name	Temporal Prison
Support Element	Gravity
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Haste X.
Secondary Effect	1 target can optionally be affected with Slow X.
Duration	1 round.

Displacement Spells (for the Telekinetic)

Name	Air Vacuum
Support Element	Air
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Push X.
Secondary Effect	1 target can optionally be affected with Shock X.
Duration	1 round.

Name	Raise Earth
Support Element	Earth
Casting Time	1 turn.
Target	The area you are in.
Main Effect	Add X temporal boulders. If there is a creature on a square that gets a boulder, it is affected with Push X. If it succeeds, it can choose the square it will move to. If it fails, you move it to any adjacent square you want, it is affected with Petrification X, and it suffers whatever hazards there are on that square. No creature can pass through a square with a boulder.
Secondary Effect	1 target can optionally be affected with Petrification X.
Duration	X rounds.

Notice: This was originally a Protection spell called Wall of Stone.

Name	Pillar of Fire
Support Element	Fire
Casting Time	1 turn.
Target	The area you are in.
Main Effect	Add X Pillars of Fire. If there is a creature on a square that gets a Pillar of Fire, it is affected with Push X. If it succeeds, it can choose the square it will move to. If it fails, you move it to any adjacent square you want, it is affected with Burning X, and it suffers whatever hazards there are on that square. A creature passing through a Pillar of Fire is affected with Burning X.
Secondary Effect	1 target can optionally be affected with Burning X.
Duration	X rounds.

Notice: This was originally a High Mage spell called Wall of Flame.

Name	Pillar of Ice
Support Element	Ice
Casting Time	1 turn.
Target	The area you are in.
Main Effect	Add X Pillars of Ice. If there is a creature on a square that gets a Pillar of Ice, it is affected with Push X. If it succeeds, it can choose the square it will move to. If it fails, you move it to any adjacent square you want, it is affected with Freezing X, and it suffers whatever hazards there are on that square. A creature passing through a Pillar of Ice is affected with Freezing X.
Secondary Effect	1 target can optionally be affected with Freezing X.
Duration	X rounds.

Notice: This was originally a Storm Master spell called Wall of Ice.

Name	Turn Undead
Support Element	Light
Casting Time	1 turn.
Target	The area you are in.
Main Effect	All Undead lose their Action Phase and flee from the area.
Secondary Effect	You affect all the targets you choose with Blinding X.
Duration	1 round.

Name	Shadowwalk
Support Element	Darkness
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	You can walk on one shadow and appear on another shadow. You teleport all the targets you choose to unoccupied spaces that are next to walls, furniture, or other creatures (the logic is, next to anything that creates angular shadows).
Secondary Effect	1 target can optionally be affected with Gloom X.
Duration	Instantaneous.

Name	Deliberate Accident
Support Element	Luck
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Push X.
Secondary Effect	1 target can optionally be affected with Fortune X.
Duration	1 round.

Name	Thick Beanstalk
Support Element	Nature
Casting Time	1 turn.
Target	The area you are in.
Main Effect	Add X Thick Beanstalks. If there is a creature on a square that gets a Thick Beanstalk, it is affected with Push X. If it succeeds, it can choose the square it will move to. If it fails, you move it to any adjacent square you want, it is affected with Poison X, and it suffers whatever hazards there are on that square. A creature passing through a Thick Beanstalk is affected with Poison X.
Secondary Effect	1 target can optionally be affected with Poison X.
Duration	X rounds.

Name	Ram's Horns
Support Element	Beast
Casting Time	1 turn.
Target	The area you are in.
Main Effect	All the targets you choose roll twice the dice when pushing or pulling creatures, furniture, or other obstacles.
Secondary Effect	1 target can optionally be affected with Rampage X.
Duration	1 round.

Name	Spirit of Vengeance
Support Element	Spirit
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Push X.
Secondary Effect	1 target can optionally be affected with Unblockable X.
Duration	1 round.

Notice: This was originally a Shaman Dread spell from Wizards of Morcar.

Name	Wall of Bones
Support Element	Necromancy
Casting Time	1 turn.
Target	The area you are in.
Main Effect	Add X Walls of Bones. If there is a creature on a square that gets a Wall of Bones, it is affected with Push X. If it succeeds, it can choose the square it will move to. If it fails, you move it to any adjacent square you want, it is affected with Death's Door, and it suffers whatever hazards there are on that square. A creature passing through a Wall of Bones is affected with Death's Door.
Secondary Effect	1 target can optionally be affected with Death's Door X.
Duration	X rounds.

Name	Split Personas
Support Element	Metal
Casting Time	1 turn.
Target	1 creature in line of sight.
Main Effect	The creature is split in 2 halves. Each half has all its statistics halved.
Secondary Effect	1 target can optionally be affected with Vitality X.
Duration	Instantaneous.

Name	Mirage
Support Element	Illusion
Casting Time	1 turn.
Target	The area you are in.
Main Effect	A room or corridor is made to look differently. All the targets you choose are not be able to avoid traps or environmental hazards.
Secondary Effect	1 target can optionally be affected with Untargetable X.
Duration	1 round.

Name	Fabricated Memory
Support Element	Psionics
Casting Time	1 turn.
Target	1 unexplored neighboring area.
Main Effect	Insight X (priority is given to the smartest creatures).
Secondary Effect	1 target can optionally be affected with Push X.
Duration	1 round.

Name	Temporal Distortion
Support Element	Time
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Push X.
Secondary Effect	1 target can optionally be affected with Haste X.
Duration	1 round.

Name	Banishment
Support Element	Displacement
Casting Time	1 turn.
Target	1 living creature in line of sight.
Main Effect	The target is affected with Destroy X. If it fails, a portal opens up and sucks it to a different dimension, instantly dying/being destroyed.
Secondary Effect	1 target can optionally be affected with Push X.
Duration	Instantaneous.

Name	Dimensional Door
Support Element	Warp
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	Create a door on an unoccupied square (it doesn't have to be on a wall). While the spell is in effect, you can create another door on any other explored and unoccupied square. Passing through one door leads you to the other door.
Secondary Effect	1 target can optionally be affected with Redirect X.
Duration	(Your Mind Points, plus X) rounds.

Notice: This is based on a High Mage Dread spell called Escape.

Name	Fatal Attraction
Support Element	Charm
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Push X.
Secondary Effect	1 target can optionally be affected with Command X.
Duration	1 round.

Name	Echo
Support Element	Sound
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Push X.
Secondary Effect	1 target can optionally be affected with Silence X.
Duration	1 round.

Name	Telekinesis
Support Element	Gravity
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Push X.
Secondary Effect	1 target can optionally be affected with Slow X.
Duration	1 round.

Warp Spells (for the Warper)

Name	Thick Cloud
Support Element	Air
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Redirect X.
Secondary Effect	1 target can optionally be affected with Shock X.
Duration	1 round.

Name	Rolling Boulder
Support Element	Earth
Casting Time	1 turn.
Target	1 non-Quest-important boulder.
Main Effect	You turn a boulder into a rolling rock that moves towards the direction you want, attacking all valid targets in its path with (a third of your Mind Points, plus X) dice. The targets are then affected with Push X. The boulder stops when it hits a wall or falls off a cliff. Zargon may choose to remove it from the board afterwards if it obstructs the continuation of the Quest.
Secondary Effect	1 target can optionally be affected with Petrification X.
Duration	Instantaneous.

Name	Blue Flames
Support Element	Fire
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Burning X.
Secondary Effect	1 target can optionally be affected with Freezing X.
Duration	1 round.

Name	Crimson Ice
Support Element	Ice
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Freezing X.
Secondary Effect	1 target can optionally be affected with Burning X.
Duration	1 round.

Name	Bend Light
Support Element	Light
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Redirect X.
Secondary Effect	1 target can optionally be affected with Blinding X.
Duration	1 round.

Name	Shadow Clone
Support Element	Darkness
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Redirect X.
Secondary Effect	1 target can optionally be affected with Gloom X.
Duration	1 round.

Notice: This spell is inspired by Naruto.

Name	Reality Warp
Support Element	Luck
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	The targets you choose have reversed effects. Examples: Instead of damage a spell will heal. Instead of increasing a statistic an ability will decrease it. Instead of attack it will be about defend. Instead of fire, it will be about ice
Secondary Effect	1 target can optionally be affected with Fortune X.
Duration	1 round.

Name	Leaf Blades
Support Element	Nature
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Redirect X.
Secondary Effect	1 target can optionally be affected with Poison X.
Duration	1 round.

Name	Call of the Wild
Support Element	Beast
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Feebleness X.
Secondary Effect	1 target can optionally be affected with Rampage X.
Duration	1 round.

Name	Spirit Realm
Support Element	Spirit
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You turn material all the Ethereal targets you choose.
Secondary Effect	You turn Ethereal 1 target you choose.
Duration	1 round.

Name	Reanimate
Support Element	Necromancy
Casting Time	1 turn.
Target	1 recently killed creature in line of sight.
Main Effect	You create and control a copy of the target out of its corpse. The copy has the same statistics, but only 1 Body Point. His behavior will be slavish.
Secondary Effect	1 target can optionally be affected with Death's Door X.
Duration	X rounds.

Notice: This was originally a Mage of the Mirror Dread spell. If a hero uses this spell, the Undead are considered allies and not enemies.

Name	Alter Ego
Support Element	Metal
Casting Time	1 turn.
Target	1 creature in line of sight.
Main Effect	You create and control a copy of the target out of an alternative dimension. The copy has the same statistics, but only 1 Body Point and reverse characteristics (behavior, gender, and/or element).
Secondary Effect	1 target can optionally be affected with Vitality X.
Duration	X rounds.

Name	Hallucination Cloud
Support Element	Illusion
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Redirect X.
Secondary Effect	1 target can optionally be affected with Untargetable X.
Duration	1 round.

Name	Warped Perception
Support Element	Psionics
Casting Time	1 turn.
Target	1 unexplored neighboring area.
Main Effect	Insight X (priority is given to the smartest creatures).
Secondary Effect	1 target can optionally be affected with Redirect X.
Duration	1 round.

Name	Transmute
Support Element	Time
Casting Time	1 turn.
Target	1 metallic object or piece of furniture in line of sight.
Main Effect	The target turns into a metal ingredient, so it can be used in alchemy. You choose the type of metal, although it is limited by the Level of the spell. If the item is small like a dagger, it produces 1 piece of that metal. If it is big like a sword it produces 2 pieces. If it's furniture, it produces 3 pieces. 1: Copper 2: Iron 3: Silver 4: Gold 5: Mithril
Secondary Effect	1 target can optionally be affected with Haste X.
Duration	X rounds.

Name	Body Swap
Support Element	Displacement
Casting Time	Instantaneous.
Target	2 creatures, furniture, or objects in line of sight.
Main Effect	Exchange the positions of the two targets. The switched targets suffer whatever ongoing effects and attacks are at large at their space.
Secondary Effect	1 target can optionally be affected with Push X.
Duration	Instantaneous.

Name	Vaporization
Support Element	Warp
Casting Time	1 turn.
Target	1 living creature in line of sight.
Main Effect	The target is affected with Destroy X. If it fails, it turns to smoke, instantly dying.
Secondary Effect	1 target can optionally be affected with Redirect X.
Duration	Instantaneous.

Name	Memory Switch
Support Element	Charm
Casting Time	Instantaneous.
Target	2 creatures in line of sight.
Main Effect	The targets exchange up to X unspent abilities or spells, of the same Level. Enemies can Mind Resist.
Secondary Effect	1 target can optionally be affected with Command X.
Duration	Instantaneous.

Name	Spellcasting Switch
Support Element	Sound
Casting Time	Instantaneous.
Target	2 spellcasters in line of sight, when a spell is cast.
Main Effect	The spell is taken from the caster and is given to the other spellcaster, so he can cast it instead. Enemies can Mind Resist.
Secondary Effect	1 target can optionally be affected with Silence X.
Duration	Instantaneous.

Name	Wormhole
Support Element	Gravity
Casting Time	Instantaneous.
Target	An unoccupied square in line of sight.
Main Effect	Create a door on an unoccupied square (it doesn't have to be on a wall). While the spell is in effect, you can create another door on any other explored and unoccupied square. Passing through one door leads you to the other door.
Secondary Effect	1 target can optionally be affected with Slow X.
Duration	1 round.

Notice: This is based on a High Mage Dread spell called Escape.

Charm Spells (for the Charmer)

Name	Pheromone Gas
Support Element	Air
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Command X.
Secondary Effect	1 target can optionally be affected with Shock X.
Duration	1 round.

Name	Petrifying Gaze
Support Element	Earth
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Command X.
Secondary Effect	1 target can optionally be affected with Petrification X.
Duration	1 round.

Name	Hypnotic Blaze
Support Element	Fire
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Command X.
Secondary Effect	1 target can optionally be affected with Burning X.
Duration	1 round.

Notice: This was initially an Elf Spell.

Name	Hypnotic Frost
Support Element	Ice
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Command X.
Secondary Effect	1 target can optionally be affected with Freezing X.
Duration	1 round.

Name	Soothing Words
Support Element	Light
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Command X.
Secondary Effect	1 target can optionally be affected with Blinding X.
Duration	1 round.

Name	Shadow Possession
Support Element	Darkness
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Command X.
Secondary Effect	1 target can optionally be affected with Gloom X.
Duration	1 round.

Notice: This spell is inspired by Naruto.

Name	Planted Doubts
Support Element	Luck
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Command X.
Secondary Effect	1 target can optionally be affected with Fortune X.
Duration	1 round.

Name	Flower Petals
Support Element	Nature
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Command X.
Secondary Effect	1 target can optionally be affected with Poison X.
Duration	1 round.

Name	Taming
Support Element	Beast
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Command X.
Secondary Effect	1 target can optionally be affected with Feebleness X.
Duration	1 round.

Name	Voodoo Doll
Support Element	Spirit
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Command X.
Secondary Effect	1 target can optionally be affected with Unblockable X.
Duration	1 round.

Name	Control Undead
Support Element	Necromancy
Casting Time	1 turn.
Target	The area you are in.
Main Effect	All Undead are affected with Control X.
Secondary Effect	All non-Undead are affected with Death's Door.
Duration	1 round.

Name	Animate Metal
Support Element	Metal
Casting Time	Instantaneous.
Target	1 metallic object or piece of furniture in line of sight.
Main Effect	The target comes to life with Level (your Mind Points, plus X) and is under your control.
Secondary Effect	1 target can optionally be affected with Vitality X.
Duration	X rounds.

Name	Hologram
Support Element	Illusion
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Command X.
Secondary Effect	1 target can optionally be affected with Untargetable X.
Duration	1 round.

Name	Dark Desires
Support Element	Psionics
Casting Time	1 turn.
Target	1 unexplored neighboring area.
Main Effect	Insight X (priority is given to the smartest creatures).
Secondary Effect	1 target can optionally be affected with Command X.
Duration	1 round.

Name	Time Loop
Support Element	Time
Casting Time	Instantaneous.
Target	The area you are in.
Main Effect	All the targets you choose are forced to repeat the exact same action, at the exact same square, using the exact same dice rolls, during their next turn.
Secondary Effect	1 target can optionally be affected with Haste X.
Duration	1 round.

Name	Fatal Attraction
Support Element	Displacement
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Command X.
Secondary Effect	1 target can optionally be affected with Push X.
Duration	1 round.

Name	Memory Switch
Support Element	Warp
Casting Time	Instantaneous.
Target	2 creatures in line of sight.
Main Effect	The targets exchange up to X unspent abilities or spells, of the same Level. Enemies can Mind Resist.
Secondary Effect	1 target can optionally be affected with Redirect X.
Duration	Instantaneous.

Name	Suicide
Support Element	Charm
Casting Time	1 turn.
Target	1 living creature in line of sight.
Main Effect	The target is affected with Destroy X. If it fails, it kills itself using its weapon or jumps off a cliff, instantly dying.
Secondary Effect	1 target can optionally be affected with Command X.
Duration	Instantaneous.

Name	Alluring Words
Support Element	Sound
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Command X.
Secondary Effect	1 target can optionally be affected with Silence X.
Duration	1 round.

Name	Despair
Support Element	Gravity
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Command X.
Secondary Effect	1 target can optionally be affected with Slow X.
Duration	1 round.

Notice: The default spells a Bard uses are all from this category.

Notice: Enemies with Zero Mind Points are immune to these spells.

Sound Spells (for the Soundwaver)

Name	Thunderclap
Support Element	Air
Casting Time	1 turn.
Target	The area you are in.
Main Effect	For X rounds you cancel any effect related to machines. On top of that, all creatures of flesh and bone in the area are affected with Silence X.
Secondary Effect	1 target can optionally be affected with Shock X.
Duration	1 round.

Name	Cracking Noise
Support Element	Earth
Casting Time	1 turn.
Target	The area you are in.
Main Effect	For X rounds you cancel any effect related to stone or earth. On top of that, all creatures of flesh and bone in the area are affected with Silence X.
Secondary Effect	1 target can optionally be affected with Petrification X.
Duration	1 round.

Name	Crackling Fire Noise
Support Element	Fire
Casting Time	1 turn.
Target	The area you are in.
Main Effect	For X rounds you cancel any effect related to ice or cold. On top of that, all creatures of flesh and bone in the area are affected with Silence X.
Secondary Effect	1 target can optionally be affected with Burning X.
Duration	1 round.

Name	Shattered Ice Noise
Support Element	Ice
Casting Time	1 turn.
Target	The area you are in.
Main Effect	For X rounds you cancel any effect related to fire. On top of that, all creatures of flesh and bone in the area are affected with Silence X.
Secondary Effect	1 target can optionally be affected with Freezing X.
Duration	1 round.

Name	Word of God
Support Element	Light
Casting Time	1 turn.
Target	The area you are in.
Main Effect	For X rounds you cancel any effect related to Darkness-type and Necromancy-type hazards. On top of that, all creatures of flesh and bone in the area are affected with Silence X.
Secondary Effect	1 target can optionally be affected with Blinding X.
Duration	1 round.

Name	Anathema
Support Element	Darkness
Casting Time	1 turn.
Target	The area you are in.
Main Effect	For X rounds you cancel all positive status effects. On top of that, all creatures of flesh and bone in the area are affected with Silence X.
Secondary Effect	1 target can optionally be affected with Gloom X.
Duration	1 round.

Name	Staged Blunder
Support Element	Luck
Casting Time	1 turn.
Target	The area you are in.
Main Effect	For X rounds you cancel all buffs. On top of that, all creatures you choose are affected with Silence X.
Secondary Effect	1 target can optionally be affected with Fortune X.
Duration	1 round.

Name	Mandrake Scream
Support Element	Nature
Casting Time	1 turn.
Target	The area you are in.
Main Effect	For X rounds you cancel any effect related to Plant hazards. On top of that, all creatures of flesh and bone in the area are affected with Silence X.
Secondary Effect	1 target can optionally be affected with Poison X.
Duration	1 round.

Name	Bat's Sonar
Support Element	Beast
Casting Time	1 turn.
Target	The area you are in.
Main Effect	For X rounds you cancel all debuffs. On top of that, all creatures you choose are affected with Silence X.
Secondary Effect	1 target can optionally be affected with Rampage X.
Duration	1 round.

Name	Ghost Wailing
Support Element	Spirit
Casting Time	1 turn.
Target	The area you are in.
Main Effect	For X rounds you cancel any effect related to Ghost and Soul hazards. On top of that, all creatures of flesh and bone in the area are affected with Silence X.
Secondary Effect	1 target can optionally be affected with Unblockable X.
Duration	1 round.

Name	Screaming Skull
Support Element	Necromancy
Casting Time	1 turn.
Target	The area you are in.
Main Effect	For X rounds you cancel any effect related to Undead and death. On top of that, all creatures of flesh and bone in the area are affected with Silence X.
Secondary Effect	1 target can optionally be affected with Death's Door.
Duration	1 round.

Name	Identify
Support Element	Metal
Casting Time	1 turn.
Target	The area you are in.
Main Effect	All unidentified items become identified.
Secondary Effect	1 target can optionally be affected with Vitality X.
Duration	1 round.

Name	Fabricated Noises
Support Element	Illusion
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You reveal all hidden or invisible items and creatures. On top of that, all the targets you choose are affected with Silence X.
Secondary Effect	1 target can optionally be affected with Untargetable X.
Duration	1 round.

Name	Disrupt Thought
Support Element	Psionics
Casting Time	1 turn.
Target	The area you are in.
Main Effect	Insight X (priority is given to the dumbest creatures).
Secondary Effect	1 target can optionally be affected with Silence X.
Duration	1 round.

Name	Temporal Waves
Support Element	Time
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Silence X.
Secondary Effect	1 target can optionally be affected with Haste X.
Duration	1 round.

Name	Echo
Support Element	Displacement
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Silence X.
Secondary Effect	1 target can optionally be affected with Push X.
Duration	1 round.

Name	Spellcasting Switch
Support Element	Warp
Casting Time	Instantaneous.
Target	2 spellcasters in line of sight, when a spell is cast.
Main Effect	The spell is taken from the caster and is given to the other spellcaster, so he can cast it instead. Enemies can Mind Resist.
Secondary Effect	1 target can optionally be affected with Redirect X.
Duration	Instantaneous.

Name	Alluring Words
Support Element	Charm
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Silence X.
Secondary Effect	1 target can optionally be affected with Command X.
Duration	1 round.

Name	Shattering
Support Element	Sound
Casting Time	1 turn.
Target	1 creature or object made of solid matter, in line of sight.
Main Effect	The target is affected with Destroy X. If it fails, it shatters to pieces, instantly dying/being destroyed.
Secondary Effect	1 target can optionally be affected with Silence X.
Duration	Instantaneous.

Name	Delayed Incantation
Support Element	Gravity
Casting Time	1 turn.
Target	The area you are in.
Main Effect	All the targets you choose have their Casting Time slowing down to 1 round.
Secondary Effect	1 target can optionally be affected with Slow X.
Duration	1 round.

Gravity Spells (for the Esper)

Name	Air Pressure
Support Element	Air
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Slow X.
Secondary Effect	1 target can optionally be affected with Shock X.
Duration	1 round.

Name	Trap in Stone
Support Element	Earth
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Slow X.
Secondary Effect	1 target can optionally be affected with Petrification X.
Duration	1 round.

Name	Fiery Grasp
Support Element	Fire
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Slow X.
Secondary Effect	1 target can optionally be affected with Burning X.
Duration	1 round.

Name	Chilling Hand
Support Element	Ice
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Slow X.
Secondary Effect	1 target can optionally be affected with Freezing X.
Duration	1 round.

Notice: This spell was originally a Frozen Horror Dread Spell called Chill and functioned differently.

Name	Hymn
Support Element	Light
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Slow X.
Secondary Effect	1 target can optionally be affected with Blinding X.
Duration	1 round.

Name	Shadow Choke
Support Element	Darkness
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Slow X.
Secondary Effect	1 target can optionally be affected with Gloom X.
Duration	1 round.

Notice: This spell is inspired by Naruto.

Name	Malfunction
Support Element	Luck
Casting Time	1 turn.
Target	The entire board.
Main Effect	X objects or mechanisms around you don't work properly. Examples: <ul style="list-style-type: none"> - A trap doesn't trigger. - A door or tomb lid that is supposed to be opened by enemies gets jammed. - A secret door or hidden treasure is revealed by Zargon without a search. - A mundane lock on a chest or door breaks. - A composite weapon such as a crossbow gets jammed. - A lever does not turn.
Secondary Effect	1 target can optionally be affected with Jinx X.
Duration	X rounds.

Name	Encroaching Vines
Support Element	Nature
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Slow X.
Secondary Effect	1 target can optionally be affected with Poison X.
Duration	1 round.

Notice: This is based on the Dread Spell from Jungles of Delthrak.

Name	Eagle's Wings
Support Element	Beast
Casting Time	1 turn.
Target	The area you are in.
Main Effect	Each target you choose gains Flight and all its benefits.
Secondary Effect	1 target can optionally be affected with Slow X.
Duration	1 round.

Name	Spectral Hand
Support Element	Spirit
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Slow X.
Secondary Effect	1 target can optionally be affected with Unblockable X.
Duration	1 round.

Name	Skeletal Hand
Support Element	Necromancy
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Slow X.
Secondary Effect	1 target can optionally be affected with Death's Door.
Duration	1 round.

Name	Fusion
Support Element	Metal
Casting Time	1 turn.
Target	2 creatures in line of sight.
Main Effect	You fuse the creatures into one being. The being is the sum of all statistics, abilities, and spells.
Secondary Effect	1 target can optionally be affected with Vitality X.
Duration	1 round.

Notice: This is based on Dragonball.

Name	Illusory Walls
Support Element	Illusion
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Slow X.
Secondary Effect	1 target can optionally be affected with Untargetable X.
Duration	1 round.

Name	Mental Pressure
Support Element	Psionics
Casting Time	1 turn.
Target	1 unexplored neighboring area.
Main Effect	Insight X (priority is given to the heaviest creatures or objects).
Secondary Effect	1 target can optionally be affected with Slow X.
Duration	1 round.

Name	Temporal Prison
Support Element	Time
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Slow X.
Secondary Effect	1 target can optionally be affected with Haste X.
Duration	1 round.

Name	Telekinesis
Support Element	Displacement
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Slow X.
Secondary Effect	1 target can optionally be affected with Push X.
Duration	1 round.

Name	Wormhole
Support Element	Warp
Casting Time	Instantaneous.
Target	An unoccupied square in line of sight.
Main Effect	Create a door on an unoccupied square (it doesn't have to be on a wall). While the spell is in effect, you can create another door on any other explored and unoccupied square. Passing through one door leads you to the other door.
Secondary Effect	1 target can optionally be affected with Redirect X.
Duration	1 round.

Notice: This is based on a High Mage Dread spell called Escape.

Name	Despair
Support Element	Charm
Casting Time	1 turn.
Target	The area you are in.
Main Effect	You affect all the targets you choose with Slow X.
Secondary Effect	1 target can optionally be affected with Command X.
Duration	1 round.

Name	Delayed Incantation
Support Element	Sound
Casting Time	1 turn.
Target	The area you are in.
Main Effect	All the targets you choose have their Casting Time slowing down to 1 round.
Secondary Effect	1 target can optionally be affected with Silence X.
Duration	1 round.

Name	Liquidation
Support Element	Gravity
Casting Time	1 turn.
Target	1 creature that contains water in line of sight.
Main Effect	The target is affected with Destroy X. If it fails, it turns to a pool of goo, instantly dying.
Secondary Effect	1 target can optionally be affected with Slow X.
Duration	Instantaneous.