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| <p>SPELL SPELL</p> <p><b>BEAST ESSENCE</b></p>  <p>Cast when you have just defeated an Animal in combat. Gain your choice of 2 Craft or 2 Strength.</p> <p>Alternately, cast whenever another player is in combat with an Animal, to give the Animal or the player (your choice) a bonus of 3 Strength for the Combat's duration. You may elect to cast before or after the dice for the fight are rolled.</p> | <p>SPELL SPELL</p> <p><b>CURSE</b></p>  <p>Cast this spell at need on any Object or Magic Object (even one owned by a player). No Good player may own the target object (place this card with it as a marker). This spell lasts until you next lose a Life.</p>   | <p>SPELL SPELL</p> <p><b>BLESSING</b></p>  <p>Cast this spell at need on any Object or Magic Object (even one owned by a player). No Evil player may own the target object (place this card with it as a marker). This spell lasts until you next lose a Life.</p>                    | <p>SPELL SPELL</p> <p><b>BOON</b></p>  <p>Cast anytime. Gain your choice of 1 Craft or 1 Strength. Every character who shares your alignment gains the same thing.</p>  | <p>SPELL SPELL</p> <p><b>FAIRY GOLD</b></p>  <p>Cast this spell as required, to gain 1 Gold.</p> <p>Alternately, cast as required to create imaginary "fool's gold" which will trick the denizens of the realm. In this case, the spell creates no Gold, but <i>substitutes</i> for up to 4 Gold for a single purchase or other payoff.</p>  | <p>SPELL SPELL</p> <p><b>SACRIFICE</b></p>  <p>You may cast this spell when you have just defeated an Animal, Dragon, or Monster in combat. It allows you to immediately gain your choice of 3 spells or 1 Craft.</p>   |
| <p>SPELL SPELL</p> <p><b>HARROWING RITUAL</b></p>  <p>You may cast this spell on yourself at any time. Lose 2 lives and gain your choice of 1 Strength or 1 Craft.</p> <p>Alternately, cast at any time to gain 1 spell (losing no Lives in the process).</p>  | <p>SPELL SPELL</p> <p><b>ADDLE</b></p>  <p>Cast anytime on yourself or another player, neutralizing a single special character ability or disability. This spell lasts until the next time you cast a spell or lose a life. Subjects of the spell may also have it removed by the Village Mystic, in addition to any other results of the visit.</p>            | <p>SPELL SPELL</p> <p><b>INVOCATIONS</b></p>  <p>You may cast this spell whenever you pray or invoke the spirits. Roll three times, taking the result you prefer.</p> <p>Alternately, cast anytime to pray as if at the Temple (but without the triple-roll).</p>                     | <p>SPELL SPELL</p> <p><b>INTERESTING TIMES</b></p>  <p>You may cast this spell on yourself or another player, when Adventure cards must be drawn for any reason. The target draws 3 additional Adventure Cards.</p>   | <p>SPELL SPELL</p> <p><b>FIRST RITE OF PRANG</b></p>  <p>Cast anytime. Every Player in the game gains 2 spells.</p>  | <p>SPELL SPELL</p> <p><b>SECOND RITE OF PRANG</b></p>  <p>Cast anytime. Lose 1 life. Every other character loses 1 life for every spell card they currently have (unless this would kill them outright, in which case they are reduced to 1 life, instead).</p> <p>Alternately, cast at any time to gain 1 spell.</p> |
| <p>SPELL SPELL</p> <p><b>THIRD RITE OF PRANG</b></p>  <p>Cast anytime. Lose 2 Lives. Everyone in the game must give you all of their spells.</p> <p>Alternately, cast at any time to gain 1 spell.</p>   | <p>SPELL SPELL</p> <p><b>COSMIC PINHOLE</b></p>  <p>You may cast this spell at the start of your turn, summoning a magical disturbance to any space on the board where Adventure cards are normally drawn (place this card there to mark it). The number of Adventure cards drawn there is doubled. This spell lasts until the next time you lose a life.</p> | <p>SPELL SPELL</p> <p><b>FICKLE FORTUNES</b></p>  <p>Cast as needed on any player. They must draw the next 15 Adventure Cards, experiencing any Events immediately in the order drawn. Non-Events are discarded. If no Events are drawn, the target of the spell gains 2 Craft.</p> | <p>SPELL SPELL</p> <p><b>MIRROR ILLUSIONS</b></p>  <p>You may cast this spell when any player is involved in combat or psychic combat with an Enemy, adding 3 to the die-roll of <i>either</i> side – caster's choice. Cast before <i>or</i> after the dice are rolled.</p> | <p>SPELL SPELL</p> <p><b>MYSTIC PASSAGE</b></p>  <p>Cast this spell at the start of your turn, on any other player in the Outer or Middle region. On their next turn, they will automatically move to the space you occupied when this spell was cast, instead of rolling the die for movement.</p> <p>If you are in the Inner Region or Crown of Command when you cast, they will move instead to the Warlock's Cave.</p> | <p>SPELL SPELL</p> <p><b>GREATER TELEPORT</b></p>  <p>Cast this spell instead of rolling the die for movement. Lose 1 Life, and move to any space of your choice in the Outer or Middle Region, or directly to the Plain of Peril.</p> <p>Alternately, cast anytime to gain 1 spell.</p>                            |

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| <div>SPELL</div> <div>SPELL</div> <div>VITALITY SURGE</div> <div></div> <div>Cast when you are in combat <i>or</i> psychic combat, adding your current number of Lives to your die-roll.</div>   | <div>SPELL</div> <div>SPELL</div> <div>BANE</div> <div></div> <div>Cast anytime. Lose your choice of 1 Craft or 1 Strength (you must be <i>vulnerable</i> to the loss to cast the spell; you can't cast it on a score at its starting level). Every player <i>not of your alignment</i> suffers the same loss.</div> <div>Alternately, cast at any time to gain 1 spell.</div>                          | <div>SPELL</div> <div>SPELL</div> <div>WOODS-LORE</div> <div></div> <div>Cast this spell at any time you are in a Woods or Forest space to achieve one of the following effects: (a) Add 4 to your die-roll in combat or psychic combat, (b) evade any one opponent, (c) heal completely, (d) gain 2 Craft or (e) decline to roll for the Forest.</div>    | <div>SPELL</div> <div>SPELL</div> <div>MONSTROUS ALLY</div> <div></div> <div>Cast this spell when you are about to engage in combat. Choose a face-up Monster card from elsewhere on the board to appear by your side. It adds its Strength to yours for the duration of the battle, then evaporates to the discard pile.<br/>Alternately, cast this spell to <i>evade</i> a Monster.</div> | <div>SPELL</div> <div>SPELL</div> <div>GHOST LORE</div> <div></div> <div>Cast on your turn, when you are at the Graveyard, Temple, or Chapel, or when you are visiting the Shrine. Gain 1 Craft, in addition to any other results of your vist.</div>                                | <div>SPELL</div> <div>SPELL</div> <div>COMMAND FATE</div> <div></div> <div>Cast as needed to cancel the effects of any Event, and to take the Event card as if it were a spell. At any time, you can "cast" the Event on yourself or another player. Play it normally as if the target had drawn the card. It can be countered normally as a spell, and counts toward your Spell limit.</div> |
| <div>SPELL</div> <div>SPELL</div> <div>MISCHIEF</div> <div></div> <div>Cast this spell anytime, on any Object or Magic Object in the game. Roll 1 die to see where it goes:<br/>1: The discard pile (destroyed).<br/>2: The Temple<br/>3: The Chapel<br/>4: The Graveyard<br/>5: The Chasm<br/>6: The Castle</div> | <div>SPELL</div> <div>SPELL</div> <div>SPELL SCRAMBLE</div> <div></div> <div>Cast whenever another player casts a spell (including the Command spell).<br/>The spell fails, but the target Player immediately draws the next 5 Spell cards and <i>must</i> choose one of them to cast instead, if legal/possible under the circumstances (any un-cast spells from the draw are simply discarded).</div> | <div>SPELL</div> <div>SPELL</div> <div>RITE OF SUNRISE</div> <div></div> <div>Cast this spell anytime to gain 1 Life.</div>  | <div>SPELL</div> <div>SPELL</div> <div>NEAR-DEATH INSIGHT</div> <div></div> <div>Cast this spell whenever you lose a life. Gain your choice of 2 Craft or 4 Spells.<br/><br/>Alternately, cast at any time to gain 1 spell.</div>   | <div>SPELL</div> <div>SPELL</div> <div>GHOST CATCH</div> <div></div> <div>Cast whenever another player loses a life. Gain 4 Spells.<br/><br/>Alternately, cast at any time to gain 1 spell.</div>  | <div>SPELL</div> <div>SPELL</div> <div>LINGER</div> <div></div> <div>Cast this spell instead of rolling the die for movement. Instead of moving, encounter the space you're currently in as if you'd just landed there.</div>   |
| <div>SPELL</div> <div>SPELL</div> <div>WIZARD WALK</div> <div></div> <div>Cast this spell instead of rolling the die for movement. Move immediately to the Chapel, Graveyard, or Temple.</div>   | <div>SPELL</div> <div>SPELL</div> <div>BATTLE MAGIC</div> <div></div> <div>Cast this spell when you are in combat (of either kind). For the duration of the battle, you ignore Craft limits on how many spells you may have. Gain 8 spells immediately.<br/>When the battle ends, discard <i>all</i> of your spells.</div>  | <div>SPELL</div> <div>SPELL</div> <div>WIZARD'S SECRET</div> <div></div> <div>Cast on any face-up Adventure card in a space not occupied by a player. Turn it face-down. The card occupies the space normally, but no other character may encounter the card until after you've done so yourself (once you encounter it, it's turned face-up again).</div> | <div>SPELL</div> <div>SPELL</div> <div>PSYCHIC PROXY</div> <div></div> <div>Cast this spell during any psychic combat that doesn't currently involve you. Add your own Craft to either side of the battle. You may cast this before or after the dice are rolled.</div>   | <div>SPELL</div> <div>SPELL</div> <div>EMERGENCY EXIT</div> <div></div> <div>Cast this spell anytime. Heal 1 Life, and go immediately to your starting space, without encountering the space or anyone there. If you cast this spell on your turn, your turn ends immediately.</div> | <div>SPELL</div> <div>SPELL</div> <div>MASS HEALING</div> <div></div> <div>You, and every other Player in this Region, heals 1 Life.</div>  |