



NECRONOMICON











Each spell description contains:

SPELL NAME: Spell name is in fact the name of a demon, who supposedly granted listed powers or caused listed effects.

FOCUS: The number of cards caster draws when he declares Focus during Spellcasting. During Interacting Phase this modifier always apply.

FAILURE: Set of cards causing the spell to fail. If the cards in the set make a pair, a flush etc., extra effects may apply, as determined by the spell description. Once put in a set cards cannot be discarded or replaced, but they have no strict order – i.e. they do not occupy particular slots.

Example: a Sorcerer casting Huichthgaras spell needs a black king, any black card and any . He placed a king of  and a 10 of . When placing the cards the player does not declare

what positions they take. In order for the spell to work in the following phase the player needs to draw any card of  or king of . If the player draws a king of  he can treat the king of  not as a king but as any card of .

SUCCESS: Set of cards needed for the spell to succeed. If the cards in the set make a pair, a flush etc., extra effects may apply, as determined by the spell description. These extra effects are mandatory, even if not beneficial to the caster. Cards put in a set cannot be discarded or replaced, but they have no strict order – i.e. they do not occupy particular slots. If both success and failure slots are filled simultaneously, success takes precedence.

DEFENSE: Test made by the target to avoid the spell's effects. Usually in order to even try to avoid effects of a spell a Character needs to have a given characteristic (or Faith, which in case of spells can replace any other characteristic) with rating 1 or higher.

Notes

Teleportation – Take the miniature and place it in another (not blocked) space on the board. Ignore Movement rules (terrain etc.).


Displacement – Move the Character by the indicated number of spaces. While displacing ignore to cost of entering the space in MP, however the Character may not move through blocked spaces, walls, windows, closed doors and onto high terrain. The Character may be displaced from high terrain onto open spaces or other high terrain. If a displacement from high terrain ends on an open space then the Character is considered to have fallen. Make a DL:8 Dexterity test. If failed the Character receives the amount of damage equal to the number by which the test was failed. The Character may be displaced through any other Characters, also enemies, and through their zones of control.

Line of sight—The caster is considered to always be in their own line of sight.

Faith—Whenever a Character tries to make a Defense test against a spell (see above), the Character may use its Faith rating instead of the indicated ability or skill.

Spell target—The caster indicates any Character within line of sight when starting to cast a spell. When the spell is successful, if the target is still on the board, the spell resolves normally, even if it has left the wizard's line of sight etc. If the original target has left the board, the wizard may choose a different target or the spell is interrupted.

Pair—Two cards of the same rank, e.g. two kings.

Flush—All cards in a set are of the same suit (eg. all are )

Straight—All cards in a set can be placed in sequential order according to their rank. Ace is always of highest rank. For example Queen, Jack and 10 is a straight, while 10, 9 and Ace is not.

SPELLCASTING

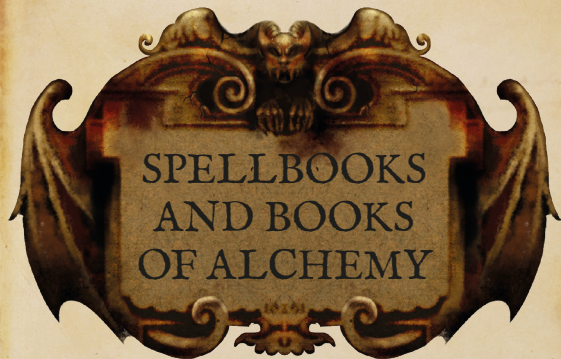
Casting a spell is a Full Action. Caster may move during Spellcasting. Then, the caster announces the spell they're trying to cast, opens Spellbook on the spell description, announces spell target and draws the number of Magic Cards equal to his Sorcery skill.

1. When performing Spellcasting, caster gets 1 MP less than normal, when he would perform Full Move Action (so usually 3 MP). He may spend additional 2 MP to Focus (and draw number of cards indicated by Focus in spell description).
2. First, try to match cards you drew with the ones required for the spell's Success. Place cards on or near to the Spellbook. If you managed to fill the set, the spell is successful and its effect resolves immediately. You must fill a set if you drew a matching card, e.g. you may not

decide not to put a card in a set in order to wait for a stronger combination. After putting a card in a set, it may not be removed or replaced.

3. If the Success set could not be filled, your enemy puts as many of the remaining cards as possible into the Failure set. If whole Failure set is filled, resolve the failed spell result.
4. If neither Success nor Failure sets have been completely filled, the spell remains suspended until the Interaction Phase. In the Interaction Phase, You may activate the wizard, draw cards again and follow the above procedure trying to fill sets with cards. Again, if neither Success nor Failure sets have been filled, the spell remains suspended.
5. In each following turn the wizard may keep casting the spell (in the Action Phase it's a Full Action, in the Interaction Phase it's free).
6. If the wizard is wounded, falls prone, becomes unconscious or performs an Action other than casting the spell, the spell is interrupted. Discard all Magic cards from its slots. Wizard may perform Spellcasting when engaged but cannot Focus in such situation.
7. In a very rare case, if all magic cards are used on spells or none of the spells can be finished, check which Sorcerer has the card with the highest value (XXIV or closest to this value) on his spell. Demons turn away from this Sorcerer – discard all the cards from the spell being cast and reshuffle the magic deck.

The Magic Deck is reshuffled during every Card Phase, but do not include the cards that are currently in spell slots in the reshuffle.



Spellbooks and Books of Alchemy are equipment items. Most wizards and alchemists have their own spellbooks and books of alchemy – their titles are printed in the Character's equipment. When a wizard/alchemist is included in your Character pool take their book also. These books form your library. By deploying a wizard/alchemist in your Band they may given any book from your library, but only one of a given type (no more than one spellbook and one book of alchemy). Books can be given only to Characters that have the appropriate skills – spellbooks to Characters with the Sorcery skill and books of alchemy to Characters with the Alchemy skill.

HUICHTGARAS

MAGICAL DREAM

Huichtgaras, Servant of Syrach, The one who brings magical dreams or insomnia.

FOCUS: 2

SUCCESS:



Target Character becomes Unconscious.

PAIR—Target Character becomes Unconscious. Additionally one more Character within the caster's line of sight becomes Unconscious. If there are no enemy Characters within line of sight, the caster must target a friendly Character or himself.

FLUSH—Target Character becomes Unconscious. Additionally two more Characters within line of sight become Unconscious. If there is not enough enemy Characters within line of sight than caster must appoint friendly Character or himself.

FAILURE:



The spell fails.

PAIR—The caster becomes Unconscious.

DEFENCE:

Only Characters with Fortitude: 1 or greater may attempt defending. Make a DL: 7 Fortitude test. If successful, the spell fails.

FURFUR

WIND BLAST

Furfur, The Great Earl The Ruler of 29 legions of demons, creates storms and tempests. May cast a powerful wind blast on the wizard's enemies.

FOCUS: 2

SUCCESS:



The spell's target is moved (see Displacement) up to 2 spaces in a straight line (not diagonal) in the direction chosen by the wizard. The spell's target falls Prone and suffers 1 wound ignoring armour.

PAIR—The spell's target is moved (see Displacement) up to 3 spaces in a straight line (not diagonal) in the direction chosen by the wizard. The spell's target falls Prone and suffers 2 wounds ignoring armour.

FLUSH—The spell's target is moved (see Displacement) up to 4 spaces in a straight line (not diagonal) in the direction chosen by the wizard. The spell's target falls Prone and suffers 3 wounds ignoring armour.

FAILURE:



The spell fails.

PAIR—The caster falls Prone.

DEFENCE:

Only Characters with Strength: 1 or greater may attempt defending. Make a DL: 7 Strength test. If successful, the spell fails.

GULAND

BRINGER OF SICKNESS

Guland, demon of pestilence, brings sickness and infirmity on wizard's enemies.

FOCUS: 2

SUCCESS:



The spell's target receives a Guland spell marker (universal marker) that incurs a -1 penalty to all tests until the end of the game. A single character may have only one Guland spell marker. If he will receive another he falls Prone instead. Demons are immune to this spell.

PAIR—The spell's target and the nearest Character from their band receive one Guland spell marker (universal markers) each, that incurs a -1 penalty to all tests until the end of the game. A single character may have only one Guland spell marker. If the Character would receive another one, he falls Prone instead. Demons are immune to this spell.

FLUSH—The spell's target and the nearest Character from their band falls Prone and receive one Guland spell marker (universal markers) each, that incurs a -1 penalty to all tests until the end

of the game. A single character may have only one Guland spell marker. If the Character would receive another one, he falls Prone instead. Demons are immune to this spell.

FAILURE:



The spell fails.

STRAIGHT—The wizard receives a Guland spell marker (use a universal marker) that incurs a -1 penalty to all tests until the end of the game. A single character may have only one Guland spell marker. If the Character would receive another one, he falls Prone instead.

DEFENCE:

Only Characters with Strength 1 or greater may attempt defending. Make a DL: 7 Strength test. If successful, the spell fails.

MERSILDE

TRANSPOSITION

Mersilde gives ability to move past the guards, walls and locked doors.

FOCUS: 3

SUCCESS:



The wizard immediately moves up to 3 spaces (also diagonally), treating all spaces and boundaries as open. He may move through, but not end the movement on blocked spaces.

PAIR—The wizard immediately moves up to 5 spaces (also diagonally), treating all spaces and boundaries as open. He may move through, but not end the movement on blocked spaces. Ignores zones of control.

STRAIGHT—The wizard and one closest friendly Character in his LoS (choose randomly if there are equidistant Characters) immediately moves up to 5 spaces (also diagonally), treating all spaces and boundaries as open. They may move through but not end movement on blocked spaces. They ignore zones of control.

FAILURE:



The spell fails.

PAIR—The wizard sinks into the ground. Until his owner shuffles their Players deck, the wizard may not perform the Sprint action, and whenever he would receive Movement Points to spend, receives 1 fewer point.

DEFENCE:

None.

MURMUR

SUMMONING OF SPIRITS

Murmur, Great Earl, the ruler of 36 legions of demons, he can bring ghosts of the dead to the wizard.

FOCUS: 3

SUCCESS:



Place a marker on the board within the wizard's line of sight. Treat this marker as a source of Fear [1] special rule. The wizard is immune to this effect. Remove the marker when the wizard's owner shuffles their Players deck.

PAIR—Place a marker on the board within the wizard's line of sight. Treat this marker as a source of Fear [2] special rule. The wizard is immune to this effect. Remove the marker when the wizard's owner shuffles their Players deck.

FLUSH—Place a marker on the board within the wizard's line of sight. Treat this marker as a source of Fear [3] special rule. The wizard is immune to this effect. Remove the marker when the wizard's owner shuffles their Players deck.

FAILURE:



The spell fails.

PAIR—The wizard is attacked by spirits. He suffers 2 Wounds ignoring armour.

DEFENCE:

None.

IPOS

DEMONIC KNOWLEDGE

Ipos—Great Prince, the ruler of 36 legions of demons, he reveals the future, grants demonic knowledge and bravery.

FOCUS: 2

SUCCESS:



The spell's target receives a marker that gives them +1 to all tests. A single character may have only one such marker. Remove the marker when the wizard's owner shuffles their Player deck.

PAIR—The spell's target and one closest friendly Character within their LoS (if there are equidistant Characters, choose randomly) receive a marker each that gives them +1 to all tests. A single character may have only one such marker. Remove the markers when the wizard's owner shuffles their Player deck.

FLUSH—The spell's target and two closest friendly Characters within their LoS (if there are equidistant Characters, choose randomly) receive a marker each that gives them +1 to all tests. A single character may have only one such marker. Remove the markers when the wizard's owner shuffles their Player deck.

FAILURE:



The spell fails.

PAIR—The amount of information is simply too much for the wizard's mind. He falls Unconscious.

DEFENCE:

None.

