

## 15.6 SPELL CHART

**2<sup>nd</sup> Level – Create hazard:** A hazard will emerge in an unoccupied hex on the Battleland, replace an already existing hazard or remove one. This refers only to hexes, not to hexsides.

**Shield:** For the complete next enemy Strike Phase a Creature selected by the Caster becomes immune to any damage.

**Shockwave:** All enemy characters receive 3 dice of damage, rolled with a Skill-factor of 2.

**Wimps Vacation:** All enemy Creatures of the lowest mustering level are immediately considered slain and return to the Personal Pool after scoring the Battle.

**3<sup>rd</sup> Level – Footsore:** All characters of the Caster's Legion gain flying ability for the rest of the Battle.

**Quake:** All enemy characters receive 3 dice of damage, rolled with a Skill-factor of 3.

**Teleport:** The Caster may teleport any character (including itself) to an unoccupied hex it's capable of staying in.

**Timewarp:** The Battle-Round Marker may be moved either a place forward or a place back. Despite time warp the defender may take a reinforcement only once, even if the fourth Battle-Round is played twice. If it is skipped, the defender may take his reinforcement in the fifth Battle-Round.

**4<sup>th</sup> Level – Chaos:** At the Strike Phase when the spell is cast the Caster may at will swap the locations of any two characters in the enemy Legion. This may be done several times, but each character may be moved only once. This is possible even if they are already locked in melee combat.

**Homeland:** All characters in the Caster's Legion become native to all hazards in the Battleland for the rest of the Battle.

**Inferno:** All enemy characters receive 3 dice of damage, rolled with a Skill-factor of 4.

**Summon:** A red Demon is summoned to an unoccupied hex it is capable of staying in, anywhere on the Battleland. During each Strike Phase it receives one point of damage. If it's slain by this damage, it may still strike in that Strike Phase. Even if the Demon survives the Battle, it is removed from the Caster's Legion.

**5<sup>th</sup> Level – Deadlock:** All enemy characters are bound to the ground (flying become non-flying). For each hex they move they receive one point of damage. If they have only one point left, they can't move on.

**Landscaping:** The entire Battleland is replaced by another. The new Battleland is aligned as chosen by the Caster, however all characters stay in their previous positions. All characters thus placed on a hazard on which they normally can't stand lose a Skill-factor and receives one point of damage each Strike Phase, as long as they stay in that hazard.

**Painchain:** The Caster chooses an enemy character and gives it as many dice of damage with Skill-factor 5 as desired, in a single attack. The spell ends if the character is slain, but if it survives then the same amount of dice that hit are rolled again to an adjacent, enemy character, and so on. Characters may be damaged only once.

**Slavery:** When cast, the Caster takes control over an enemy character and uses it as its own for the rest of the Battle. If the enemy Legion wins and the enslaved character survives, it follows its original Legion again. If the Caster's Legion wins the Battle the enslaved character is slain and scored accordingly.

## 16.5 CHARACTERS WITH SPECIAL ABILITIES

In the following section all Creatures with Special Abilities and all other classes of characters are described. Their Special Abilities have to be used according to the rules in the description.

### CREATURES

The cross symbol (✚) denotes a Creature which possess a single-use Special Ability. These may be used only once per Battle in addition to the Creature's normal attack. Some of them can also be used when the Creature isn't locked in melee combat, as per the description.

**Basilisk:** Stone Cold – After each attack the Basilisk can decide whether to accept the throw of the dice and thereafter act normally, or turn itself into stone and negate the damage. The Basilisk can do nothing while it is Stone Cold, and is vulnerable only by magic (magic rangestrikes or spells). The ability lasts until the Basilisk's next Maneuver Phase starts.

**Deathbringer:** Reaper's Call – Any enemy character is slain by the Deathbringer. The Deathbringer takes twice as many points of damage as it needs to slay the character. The Deathbringer must survive the damage caused by the Reaper's Call in order to use it.

**Demon:** Final Blow – When the Demon announces the use of the Final Blow, strikes a character and slays it, it is itself cured for the same amount of damage as it caused in its attack, up to its undamaged maximum of 9. A strike used for a Final Blow can't carry over. If the Demon fails to slay its opponent the Final Blow is wasted.

**Nightmare:** Fear – When the Nightmare uses the Special Fear Ability all enemy characters locked in melee combat with it strike their next attack with only half of their Power-factor (rounded down).

**Phoenix:** Flameburst – All adjacent enemy characters suffer an additional point of damage. This also includes characters which are separated from the Phoenix by a cliff.

**Plaque:** Cuff – Causes one point of extra damage in addition to the normal attack.

**Unicorn:** Decoy – Creates a Tree hazard in an adjacent, unoccupied hex for one Battle-Round. The tree lasts until the Unicorn's next Maneuver Phase starts.

### HUMANS

Humans may be mustered by paying Lifegems in the City and Dungeon. Some possess permanent Special Abilities, which affect themselves or the Creatures in their Legions.

**Novice** (free)

**Knight** (50 Lifegems) – In any Battle against black and Neutral (grey) Legions the Knight increases his Power-factor by 2.

**Amazon** (50 Lifegems)

**Pixie** (75 Lifegems) – The Pixie is native in every Battleland. As a native defender it may always muster another of the strongest Creature present in its own Legion in place of a normal reinforcement in the fourth Battle-Round, even if this Creature is non-native. Example: a Hydra for a Hydra in Mountains. This can also be done at the end of a Battle if the defender cannot muster in the fourth Battle-Round but wins the Battle.

**Aquarian** (75 Lifegems) – The Aquarian may muster Dolphins on Coast lands, and as a Swimmer it is also allowed to move over

Sea lands. A Legion with an Aquarian and the land-capable (♣) Sea-Creature types Octopus and Seaserpent in it may move onto the mainland. Even after the Sea-Legions move onto the mainland (27.4), the Aquarian Legion may muster Sea-Creatures on Coast and Sea lands.

**Priestess** (100 Lifegems) – The Priestess possesses the magic rangestrike ability and gives all Creatures in her Legion an additional die when rangestriking.

**Warlord** (100 Lifegems) – The Warlord increases the Movement-factor of any Creature in his Legion by 1 (12.3).

**Priest** (150 Lifegems) – The Priest gives any Creature in his Legion an additional die when striking in melee combat.

## DEMILORDS

Most of the Demilords start the game as part of the Neutral Legions. Some of them have permanent Special Abilities. If they are slain in Battle, they can either be revived with 50 Lifegems (19.0) or summoned with 200 Lifegems (22.4). Additional possibilities or restrictions for mustering the Demilords are specified in the description.

**Chimera**, Start: In each Darktower – The Chimera always strikes with the same Skill-factor as its opponent(s). Thus it hits each enemy character with a Strike-number of 4. Influences by hazards are considered afterwards.

**Executer**, Recruitment: Any Legion, by sacrificing an End-Creature with at least 36 points – The sacrificed Creature is removed from its Legion and is put back into the Personal Pool. Each player may use only the Executer of its color. For every enemy Lord or Master the Executer's Legion has slain, its Power-factor increases by 1. When one player slays the Lord or Master of another player, the "losing" player must place this character as a trophy into the Personal Pool of the "winning" player, where it cannot be used. The Executer receives additional Power-factors and trophies after scoring a Battle and only when he has survived. If the Executer is slain, he may be revived or summoned with Lifegems in accordance to the Demilord rules. He then starts with his initial Power-factor of 8 and all collected trophies go back to their owners for re-use. If the Titan (or Phantom) are slain by the Executer, the game ends immediately for the slain Titan-Player, even if he still possesses an Elemental (24.7). In this case the Darklord is also destroyed (23.10).

**Guardian**, Start: In each Tower and Fort – The Guardian increases its Power-factor when certain Character classes are present in its Legion at the beginning of the Battle. It receives the following bonuses: Humans +1, Demigods +2, Elementals +3, Lords +4, Masters +5. Only the highest bonus counts.

**Immortal**, Start: In each Ruin – The Immortal is automatically mustered into the winning Legion after a Battle without revival by Lifegems, but it may not leave the Ruin land. If the Legion with the Immortal exceeds the maximum Legion size, another character must be removed in order to create place for him.

**Jabberwok**, Start: In one of the Darklord's starting Legions – The Jabberwok may be summoned into a Battle in place of a Lord. In a Battle against a Legion containing an Elemental its Power-factor is doubled to 8.

**Locker**, Start: In each Citytower – The Locker can be revived or summoned only at double cost. 100 Lifegems for reviving or 400 Lifegems for summoning.

**Pegasus**, Start: In each Citytower and Fort – Like Master characters the Pegasus don't count toward the maximum Legion size. That means that an army with a Pegasus may have 8 (a revealed

Titan/Phantom Legion even 9) characters. Every character except Creatures may ride the Pegasus. When a character is riding the Pegasus both it and the Pegasus is placed on the same hex on the Battleland, and both characters are moved together with the Movement-factor of the Pegasus. Nevertheless both strike separately with their own Battle-factors. The rider may be attacked only after the Pegasus is slain. The Pegasus and its rider are never locked in melee combat and may always move.

**Siren**, Start: In each Ruin – The Siren may muster Dolphins on Coast lands, and as a Swimmer she is also allowed to move over Sea lands. A Legion with a Siren and the land-capable (♣) Sea-Creature types Octopus and Seaserpent in it may move onto the mainland.

**Sunray**, Start: In any Citytower

**Warlock**, Start: In any Darktower and Ruin – The Warlock possesses the magic rangestrike ability.

## ELEMENTALS

All three Elementals start the game in the starting Legions of the Titan-Players and only the Darklord can destroy them.

**Asher**, Start: One of the starting Legions of a Titan-Player

**Golem**, Start: One of the starting Legions of a Titan-Player  
The Golem is immune to non-magic rangestrikes.

**Zephyra**, Start: One of the starting Legions of a Titan-Player

## LORDS

**Angel**, they are acquired every 200 points.

**Archangel**, they are acquired every 600 points.

**Necromancer**, they are acquired every 1800 points – At the start of its own Strike Phase the Necromancer causes one of the enemy characters one point of damage in addition to its normal attack. Simultaneously his Power-factor increases by 1 in the same Battle-Round. However he starts each Battle with his initial Power-factor of 6. This ability is considered like a magic rangestrike without restrictions in distance.

## MASTERS

**Titan**, Start: One of the starting Legions of a Titan-Player  
The Titan's Power-factor is one percent of the player's score rounded down, but at least 6.

**Phantom**, Recruitment: Dungeon (Dark-Phantom) or any Legion when the Titan is slain. The Phantom's Power-factor is one percent of the player's score rounded down, but at least 6. Until the Dark-Titan character appears, all slain Phantoms are always placed back in the game in a Legion selected by the defeated Phantom's player. (24.5).

**Dark-Titan**, Start: May be placed into any black mainland Legion once the Darklord have slain all three Elementals.  
The Dark-Titan's Power-factor is one percent of the player's score rounded down, but at least 6.

**God**, Start: Skycastle (eye at the center of the board)  
The life energy of the God character is 100 minus the Power-factors of each remaining Titan (including the Dark-Titan). It possesses no Skill-factor, thus it can neither attack nor move. All hit points are taken from its life energy automatically. The God can be attacked only by a black Legion containing the Dark-Titan. If the Darklord succeeds in destroying the God, the game ends immediately and evil is victorious (27.5).