



LEMEGETON



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 extra cards caster draws when he declares Focus and spends additional 2 MP during Spellcasting. During Interaction Phase this modifier always apply.

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.

Example: a Sorcerer casting Huichgaras 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 ♠.

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.

DEFENCE: 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 Defence 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 a set can be placed in sequential order according to their rank. Ace is allways 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 extra cards indicated by Focus in spell description).

Example. Ibrahim (Sorcery: 3) casts Huicthgaras (Focus:2). He may cast it without focusing and will still have 3 MP, and draw 3 cards (his Sorcery level) or try to Focus, get 1 MP and draw 5 cards.

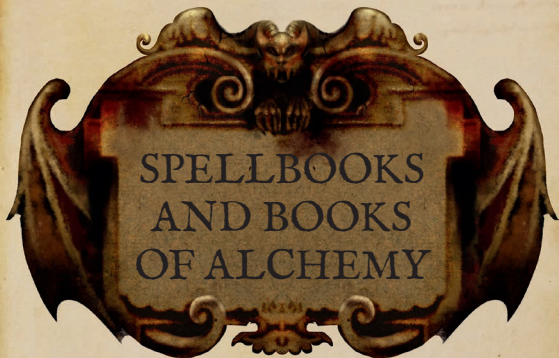
2. First, try to match cards you drew with the ones required for the spell's Success. Place cards on or near to the Spellbook. If you managed to fill the set, the spell is



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/chemist is included in your Character pool take their book also. These books form your library. By deploying a wizard/chemist in your Band they may give 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.

BELETH

ENCHANT A CHARACTER

Beleth, The King on a pale white horse, The Ruler of 85 legions of demons, evokes affection and admiration, even in sworn enemies.

FOCUS: 3

SUCCESS:



The spell's target may not attack the caster, and treats him as friendly. The caster may, at any time, according to his wishes, treat the spell's target as friendly (eg. to move through them) or as enemy (to attack them). The Spell lasts until the wizard's owner reshuffles their player deck, or the wizard attacks the enchanted Character. Treat this attack as a surprise attack (see the Inconspicuous skill). Only humans may be affected by this spell.

PAIR—The spell's target and one additional Character in caster's line of sight may not attack the caster, and treat him as friendly. The caster may, at any time, according to his wishes treat them as friendly (for eg. to move through them) or as enemy (to attack them). The Spell lasts until the wizard's owner reshuffles their player deck, or the wizard attacks any of the enchanted

Characters. Treat this attack as a surprise attack (see the Inconspicuous skill). Only humans may be affected by this spell.

STRAIGHT—The spell's target and 2 additional Characters in caster's line of sight, may not attack the caster, and treat him as friendly. The caster may, at any time, according to his wishes, treat them as friendly (for ex. to move through them) or as enemy (to attack them). The Spell lasts until the wizard's owner reshuffles their player deck, or the wizard attacks any of the enchanted Characters. Treat this attack as a surprise attack (see the Inconspicuous skill). Only humans may be affected by this spell.

FAILURE:



The spell fails.

PAIR—The caster receives 1 Wound (ignoring armour).

DEFENCE:

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

BATHIN

DIABOLICAL TRANSLOCATION

Bathin, the Prince with the serpent tail, the leader of 30 legions, may carry the wizard from place to place.

FOCUS: 2

SUCCESS:



The target Character within the caster's Line of Sight (except the caster himself) is teleported up to 6 spaces. The target space must be in the caster's Line of Sight.

PAIR—The target Character within the caster's Line of Sight (except the caster himself) is teleported up to 8 spaces. The target space must be in the caster's Line of Sight.

FLUSH—The target Character within the caster's Line of Sight (except the caster himself) is teleported to any space on the board. The target space must be in the caster's Line of Sight.

FAILURE:

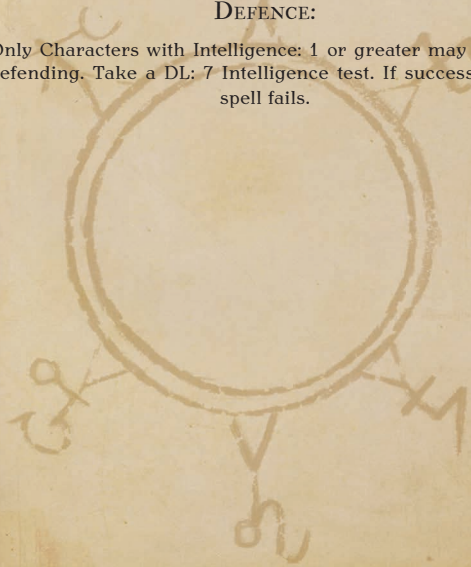


The spell fails.

PAIR—The caster falls Prone.

DEFENCE:

Only Characters with Intelligence: 1 or greater may attempt defending. Take a DL: 7 Intelligence 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.

SURGAT

OPENING DOORS

Surgat - he who opens everything that is closed.

FOCUS: 3

SUCCESS:



Choose any door or chest in the wizard's line of sight as the spell's target. The spell's target opens (even if it was locked).

PAIR—The spell's target opens (even if it was locked). In addition another door or chest that is closest to the spell target also opens (even if they were locked). If there is more than one door/chest equally close to the target, all of them open.

STRAIGHT—All doors and chests on a board open (even if they were locked)

FAILURE:

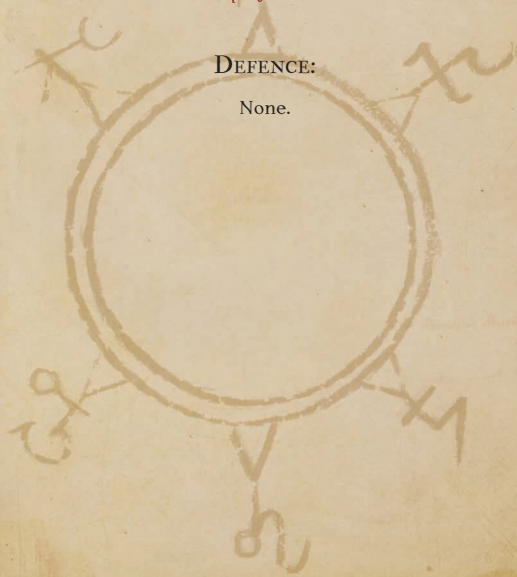


The spell fails.

PAIR—The wizard becomes mute. The wizard cannot cast spells or use talking skills until the controlling player shuffles their player's deck.

DEFENCE:

None.



ZAGAN

Great King, commander of 33 infernal legions, he gives wits and intelligence and can change fool into scholar.

FOCUS: 3

SUCCESS:



Chosen model in wizard's line of sight gets +2 Intelligence and Charisma counter. Model can have only one counter like this.

Remove counter when wizard Player deck is shuffled.

PAIR—Chosen model in wizard's line of sight and another friendly model, closes to him gets +2 Intelligence and Charisma counter. Model can have only one counter like this. Remove counters when wizard Player deck is shuffled.

FLUSH —Chosen model in wizard's line of sight and another two friendly models, closes to him gets +2 Intelligence and Charisma counter. Model can have only one counter like this.

Remove counters when wizard Player deck is shuffled.

FAILURE:

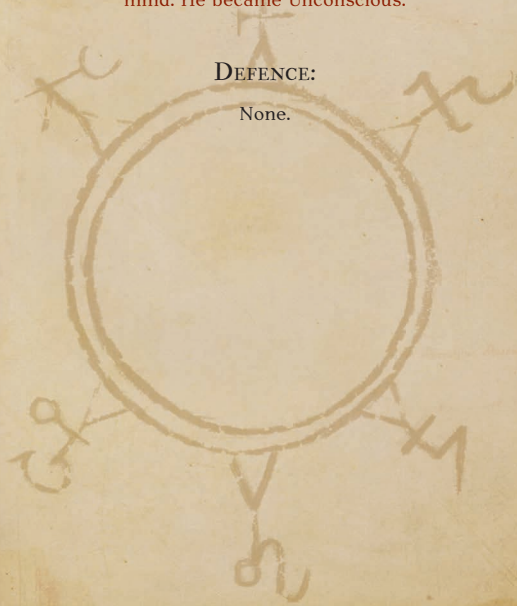


The spell fails.

PAIR—Sheer ammount of information overcharges wizard's mind. He became Unconscious.

DEFENCE:

None.



MALPHAS

SEE THE ENEMY'S INTENTIONS

Malphas, the Great Duke, commander of 40 legions of demons, reveals the enemy plans and foils them.

FOCUS: 2

SUCCESS:



The opponent must reveal their hand of Player cards and keep them revealed until the end of the next Combat Phase.

PAIR—The opponent must reveal their hand of Player cards and keep them revealed until the end of the next Combat Phase. In close combat against wizard the opponent must play their cards first, even if not attacking and play them revealed (even if played from deck).

FLUSH—The opponent must reveal their hand of Player cards and keep them revealed until the end of the next Combat Phase. In close combat against wizard or any friendly Character, the opponent must play their cards first, even if not attacking and play them revealed (even if played from deck).

FAILURE:



The spell fails.

PAIR—The player controlling the wizard must show their hand of Player cards to the opponent.

DEFENCE:

None.

