



HÖLLENZWANG











## 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 drawn by caster when he declares Focus and spends additional 2 MP during Spellcasting. During Interaction Phase this modifier always applies.

**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—ie. they do not occupy particular slots. If both success and failure slots are filled simultaneously, success takes precedence.

*Example: a Sorcerer casting Huicthgaras 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 be applied, 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 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.

Arms and armor  
fig.



## SPELLCASTING

Casting a spell is a Full Action. Caster may move during Spellcasting. Then, the caster announces the spell they're tryin to casts, 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.*

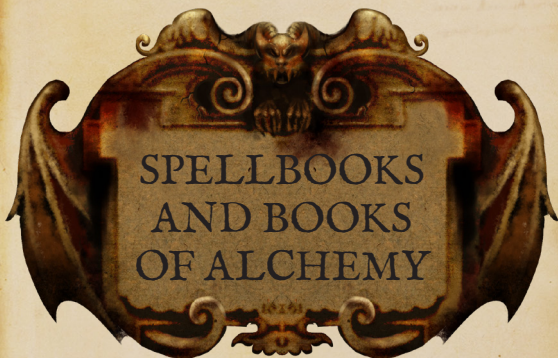
2. First, try to match cards you drew with the ones required for the spell's Success. Place cards on or near to the Spellbook. If you managed to fill the set, the spell is



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.

# HUICHTGARAS

## MAGICAL DREAM

*Huichthgaras, 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.

# 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 treat him as friendly. The caster may at any time, according to his wishes treat the spell's target as friendly (for e.g. 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 are affected by the 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 e.g. 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 are affected by the 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 e.g. 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 are affected by the 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.

# PAIMON

## *FETCH A PERSON*

*Paimon, The King of the West, The Ruler of 200 legions of demons. He can instantaneously fetch persons or items, even from far away.*

FOCUS: 2

SUCCESS:



Choose an unengaged Character from the wizard's band. The Character is teleported to any space adjacent to the wizard. If there are no free adjacent spaces, the Characters switch places instead.

**PAIR**—Choose any Character from the wizard's band, even an engaged one. The Character is teleported to any space adjacent to the wizard. If there are no free adjacent spaces, the Characters switch places instead.

**STRAIGHT**—Choose any Character from the wizard's band, even an engaged one. The chosen Character and the Character from the same band closest to the chosen Character are both teleported to any spaces adjacent to the wizard. If there are not enough free adjacent spaces, the Characters switch places instead.

FAILURE:



The spell fails.

**STRAIGHT**—The wizard and any Character from his band, chosen by the enemy, switch places with each other. The chosen Character may not be engaged.

DEFENCE:

None.

# 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.

# BAEL

## INVISIBILITY

*Bael, ruler over 66 legions of demons, he can make wizard invisible.*

FOCUS: 2

SUCCESS:



The wizard receives an Inconspicuous marker and Inconspicuous: 4 skill. Enemy Characters suffer a -2 penalty in Spotting tests to recognize wizard. Remove the marker when the player controlling the wizard shuffles their Player deck. Note: This spell doesn't make the wizard vanish, just harder to spot and recognize.

**PAIR**—The wizard receives an Inconspicuous marker and Inconspicuous: 5 skill. Enemy Characters suffer a -3 penalty in Spotting tests to recognize wizard.

**FLUSH**—The wizard and one closest friendly Character in his LoS (choose randomly if there are equidistant Characters) receive Inconspicuous markers and Inconspicuous: 5 skill. Enemy Characters suffer a -3 penalty in Spotting tests to recognize them.



FAILURE:



The spell fails.

**PAIR**—Wizard loses sight. Until the end of next activation he gets Move: 2(1) skill, he may not shoot and declare attack in CC. If he is attacked treat him as Unconscious.

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.

