

Tome of Green Magic

1. Heal

Tell magic-user: "No restrictions next turn."

Tell Opponent: "I have restored lost Body Points to myself or others."

<MINOR> cost 2, restore 2 Body Points

<MAJOR> cost 4, restore 4 Body Points

<GREAT> cost 6, restore 7 Body Points

2. Disperse magic

Tell magic-user: "No restrictions next turn."

Tell Opponent: "I have dispersed some of your Magic Points."

<MINOR> cost 1, opponent loses 3 Magic Points

<MAJOR> cost 3, opponent loses 6 Magic Points

<GREAT> cost 5, opponent loses 9 Magic Points

3. Prophecy

Tell magic-user: "No restrictions next turn."

Tell Opponent: "You must inform me of the colour of the manoeuvres you choose until I tell you otherwise. You need not distinguish between Green and Yellow, or Black and White."

<MINOR> cost 1, duration 3 turns

<MAJOR> cost 3, duration 8 turns

<GREAT> cost 6, duration – rest of game

4. Entwine

Tell magic-user: "No restrictions next turn."

Tell Opponent: "Do not Jump Up or Kick for the rest of the game. If you are Knocked Down, do only Jumps for 3 turns, instead of any better restrictions."

<MAJOR> cost 5

5. Rot

Tell magic-user: "No restrictions next turn."

Tell Opponent: "Your wooden weapons and shields are now rotten. They will break after the next parry or shield block."

<MAJOR> cost 6

6. Entangle

Tell magic-user: "No restrictions next turn."

Tell Opponent: "Do no Red or Orange until you Jump Up or Away without being Scored against."

<MAJOR> cost 4

7. Whirlwind

Tell magic-user: "Turn to p. 21."

Tell Opponent: "Turn to p. 23. The whirlwind will spin you around each turn."

<MINOR> cost 3, duration 3 turns

<MAJOR> cost 5, duration 5 turns

8. Break Magic

Tell magic-user: "No restrictions next turn."

Tell Opponent: "This spell reduces the effects of your Magic. No restrictions."

<MINOR> cost 1, opponent's current and future spells cancelled after 6 turns

<MAJOR> cost 3, opponent's spells cancelled after 4 turns

<GREAT> cost 5, opponent's spells cancelled after 1 turn

9. Cobweb

Tell magic-user: "No restrictions next turn."

Tell Opponent: "Do only Jumps instead of any better restrictions until I tell you otherwise."

<MINOR> cost 2, duration 2 turns

<MAJOR> cost 4, duration 5 turns

<GREAT> cost 6, duration 8 turns

10. Thorns

Tell magic-user: "No restrictions next turn."

Tell Opponent: "Take 1 point of damage each turn, starting this turn, until you get your character to Extended Range. If Knocked Down before then, take 4 points damage. Take no damage when flying.

<MAJOR> cost 4

11. Great Mother's Embrace

Tell magic-user: "No restrictions next turn."

Tell Opponent: "I have drawn upon the strength of the earth to protect myself from your attacks. No restrictions next turn."

Subtract 4 from all opponents' scores.

<MINOR> cost 2, duration 5 turns

<MAJOR> cost 5, duration 10 turns

<GREAT> cost 8, duration - rest of game.

12. Sunbeam

Tell magic-user: "No restrictions next turn."

Tell Opponent: "I have struck you with a beam of intense light. Do only Jumps for the next 2 turns and take Damage."

<MINOR> cost 1-4, Score 1-4 (Score +2 for vampires)

<MAJOR> cost 5-8, Score 5-8 (Score +3 for vampires)

<GREAT> cost 9-12, Score 9-12 (Score +4 for vampires)

13. Earth tremor

Tell magic-user: "Turn to p.41. No restrictions next turn."

Tell Opponent: "You have fallen over."

<MINOR> cost 1 (does not affect opponents in flight)

14. Invoke Natural Law

Tell magic-user: "No restrictions next turn."

Tell Opponent: "Non-Green spells will now be more difficult to cast."

<MINOR> cost 2, gives caster a magic resistance of 2 versus non-Green magic

<MAJOR> cost 4, gives caster a magic resistance of 4 versus non-Green magic

<GREAT> cost 6, gives caster a magic resistance of 6 versus non-Green magic

15. Rainstorm

Tell magic-user: "No restrictions next turn."

Tell Opponent: "Subtract 3 from all modifiers, until you successfully Duck."

<MAJOR> cost 5

16. Animate undergrowth

Tell magic-user: "No restrictions next turn."

Tell Opponent: "Your dislodged or discarded weapon is being moved away by the undergrowth. You must successfully retrieve weapon twice before you can regain it."

<MAJOR> cost 4

17. Take animal form

Tell magic-user: "No restrictions next turn."

Tell Opponent: "I have changed my character into another for the remainder of the game. No restrictions next turn."

<GREAT> cost 1 for every 2 starting Body Points of the new character (round up). Keep original Body Points and present damage, but use new book. May transform only into an animal form (e.g. unicorn, giant scorpion, dragon etc.).

18. Barkskin

Tell magic-user: "No restrictions next turn."

Tell Opponent: "My skin has become as hard as tree-bark. You will do less damage when you Score."

<MINOR> cost 3, subtract 1 from all Scores for the rest of the game

<MAJOR> cost 5, subtract 2 from all Scores for the rest of the game

<GREAT> cost 7, subtract 3 from all Scores for the rest of the game.

19. Call Lightning

Tell magic-user: "No restrictions next turn."

Tell Opponent: "Do only Jumps next turn and take damage. Take double damage if you are wearing chainmail or plate armour."

<MINOR> cost 1 to 2 points

<MAJOR> cost 3 to 5 points

<GREAT> cost 6 to 9 points