

Tome of Grey Magic

1. Command Undead

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

Tell Opponent: "If you are undead, you are now under my control and must defend me for the rest of the combat."

<GREAT> cost 1 point per Experience Point value of the Undead opponent

2. Summon Non-corporeal Undead

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

Tell Opponent: "I have summoned an undead being to fight against you."

<GREAT> cost 1 point per Experience Point of undead being; summon wraith or similar non-corporeal undead (spectre, ghost etc.). May summon an undead being with fewer Body Points than normal. May not be used to summon other undead.

3. Summon Minor Undead

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

Tell Opponent: "I have summoned an undead being to fight against you."

<GREAT> cost 1 point per Experience Point of undead being; summon skeleton, wraith, zombie, ghoul. Must summon an entity with the normal Body Point total.

4. Summon Major Undead

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

Tell Opponent: "I have summoned an undead being to fight against you."

<GREAT> cost 1 point per Experience Point of undead being; summon mummy, wight, lich, vampire etc.

5. Desecration

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

Tell Opponent: "I have strengthened my Undead allies."

<MAJOR> cost 4, all Undead have 2 Body Points restored

6. Shield of Defilement

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

Tell Opponent: "I have protected myself (or an ally) from the effects of any Holy Blessing for the remainder of the game. In addition, a Unicorn's Charm will now merely reduce the protected to 1 Body Point and prevent restoration of any Body Points."

<MAJOR> cost 5

7. Raise dead

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

Tell Opponent: "I have resurrected a destroyed character who will fight for me until the end of the game."

<GREAT> cost 1 point per Body Point of resurrected character, counting from negative value (i.e. to gain a 5 Body Point servant would cost at least 10 Magic Points). No effect on Undead.

8. Possess

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

Tell Opponent: "You are under my control and must fight for me for the rest of the game."

<GREAT> cost 2 per Body Point

9. Drain Life

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

Tell Opponent: "I have drained some of your Body Points and added them to my strength. Do only Green or Yellow next turn."

<MINOR> cost 3, drain 1 Body Point

<MAJOR> cost 5, drain 2 Body Points

<GREAT> cost 7, drain 4 Body Points

10. Demonic bargain

Tell magic-user: "Lose 1/4 of your starting Body Points and do only Green or Yellow next turn, but add +2 to all modifiers for the rest of the game."

Tell Opponent: "No restrictions next turn."

<MAJOR> cost 3

11. Touch of death

Tell magic-user: "Until the end of the game, you may perform the manoeuvre Touch (6; treat as Green). If you are an Undead character, your Touch will now drain an additional Body Point. No restrictions next turn. "

Tell Opponent: "No restrictions next turn."

(Use the Wraith book to determine results if the magic-user does not normally have this manoeuvre. Touch will drain 2 Body Points if successful. There is however no effect if the magic-user is touched by the opponent)

<MAJOR> cost 3

12. Stench of Decay

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

Tell Opponent: "Lose 1 Body Point per turn until you perform Dodge or Extended Range Dodge without being scored against."

<MAJOR> cost 4

13. Encircling Shadows

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

Tell Opponent: "You may no longer go to Extended Range. If on an Extended Range page, turn to p. 1 and do no restrictions. You may not Escape from this combat. No other character may enter the Encircling Shadow."

<MAJOR> cost 4

14. Weakness

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

Tell Opponent: "You are weakened. You will do less damage when you hit for the rest of the game."

<MINOR> cost 2, opponent does 1 point less damage

<MAJOR> cost 5, opponent does 3 points less damage

<GREAT> cost 8, opponent does 5 points less damage

15. Dizziness

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

Tell Opponent: "You are affected by dizziness. Whenever you are on page 19, I will turn to p. 41, until further notice."

<MINOR> cost 3, duration 6 turns

<MAJOR> cost 5, duration rest of game

16. Numbness

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

Tell Opponent: "Subtract 1 from your positive damage modifiers until further notice. If I see you on a Parrying page during this time, I will immediately turn to p. 27."

<MINOR> cost 1, duration 2 turns

<MAJOR> cost 4, duration 5 turns

<GREAT> cost 6, duration rest of game

17. Cloud Vision

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

Tell Opponent: "Go to p. 57 and do only Extended Range unless I wish to Escape. If I escape the game is over."

<MINOR> cost 1

18. Curse

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

Tell Opponent: "You have been cursed with ill fortune. If I turn to p. 19, I will turn to p. 53 if I performed a high weapon manoeuvre or p. 13 if I performed a low weapon manoeuvre."

<MINOR> cost 4, duration 5 turns

<MAJOR> cost 7, duration rest of game

19. 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 4 turns

<GREAT> cost 6, duration 7 turns

20. Coiling Serpent

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

Tell Opponent: "Take 1 point of damage each turn until you Duck or Jump Up without being Scored on."

<MAJOR> cost 5

21. Whirlwind

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

Tell Opponent: "Turn to p. 23. The whirlwind will spin you around each turn for the next 2 turns."

<MINOR> cost 3

22. Drain magic

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

Tell Opponent: "I have drained some of your Magic Points and added them to my total."

<MINOR> drain net 2 Magic Points; must have a minimum of 1 point to cast

<MAJOR> drain net 4 Magic Points; must have a minimum of 1 point to cast

<GREAT> drain net 6 Magic Points; must have a minimum of 2 points to cast

23. Shatter

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

Tell Opponent: "I have broken your shield or weapon (if no shield or unbreakable weapon, spell has no effect.)"

<MAJOR> cost 6

24. Flame Weapons

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

Tell Opponent: "Take 1 point of damage each turn until you drop your weapons, which will be as normal when you retrieve them. Take no damage if you drop your weapon immediately."

<MAJOR> cost 5