QUEST NIGHT

GLORY & GOLD

Encyclopedia Magica

http://ScareForA Cure.org
In this book...

You will find herein a complete list of the magic available to players of Quest Night. This covers both the spells of the book (available only to mage and battlemage classes) and the magic tokens (available to all classes). Most magic may be purchased. Some must be discovered.

These are the Heroic magics available to heroes of the quest. You may meet enemies along the way who cast Villainous magics. Although their magic is different and may seem stronger, it is ultimately defeatable. Do not envy their power: theirs is a sad path that leads to ignoble death.

May this book lead you to Heroic victory!
The Spells

• Only mages (including battlemages) may cast spells from the spellbook.
• Each spell in the book may be cast exactly once per combat.
• Mages may purchase multiple copies of the same spell for their books to allow the same spell to be cast multiple times in one combat.
• Some spells are restricted only to battlemages.

The Tokens

• Tokens may be used by all players.
• Tokens are one use only. After they are used, they will be taken by the Game Master.
• Red and blue tokens are Action tokens. You may use only one per turn and that uses up your action for the turn. Red are attacks or healing; blue are utilities.
• Yellow tokens are Buff tokens. They may be spent at any time on your turn.
• Tokens may be gifted to other players at any time, but you cannot force another player to use the token.

The Resurrection Scrolls

• Scrolls let a LIVE player revive 1 DEAD player.
• Scrolls may be deployed only AFTER combat.
• Scrolls are taken by the Game Master after use.
**Blindness**

You think you’ll hit me, but you won’t.
Now you see me...
Now you don’t!

Single visible target loses next action.

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**Crush**

Fee Fie
Foe Fum!
Stomp ‘em flat
and leave ‘em numb!

Always hits. Deals 1d6 damage to single visible target.

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**Fire Blast**

My enemies never learn!
So be it...
Let them burn!

Always hits. Deals 1d6 damage to single visible target.
**Focus**

Abrakadabra! Likideesplit! Thy next attack shall surely hit!

Target ally is guaranteed to hit with their next non-magical attack at this table.

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**Hold Enemy**

Tarry, villain! Move no part! For this moment, stand as thou art!

Single visible target loses next action.

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**Ice Blast**

A spray of water, nothing much, becomes quite deadly with a chilling touch!

Always hits. Deals 1d6 damage to single visible target.
Year 1 Spells

**Illuminate**

- *Fiat Lux!*
- *Luminos! Galad!*
- *Shirak!*
- *Let There Be Light!!!*

In dark places, turns on the lights.
Has no effect in already-lit areas.

**Lockpick**

- *Ho, ye, my solid locks, unlock!*
- *Ye, my stout chests, open!*

Unlocks any lock on a treasure chest.
Only works on chests, not doors.

**Shield**

- *Swords may swing.*
- *Arrows may sling.*
- *The sky may rain down lightning.*
- *All will be undamaging.*

Protects target ally from all damage from the next successful non-magical attack at this table.
Year 1 Spells

**Strength**

*Strong be thy leg,*  
*Thy hand, thy arm:*  
*Do unto our enemies*  
*maximum harm.*

Target player gets an automatic 6 on the damage die for their next successful non-magical hit at this table.

**Zap**

*Clich - Crack, Spark - Snap.*  
*Pop, Bang, Sizzle!*  
*Zap-Zap-Zap!*

Always hits. Deals 1d6 damage to single visible target.

End of Year 1
Year 2 Spells

Battlemage Fireball

Beware of rousing a wizard’s ire!
Goodness! Gracious!
Great Balls of FIRE!

Always hits. Deals 2 damage to every enemy at the table, even those invisible or hiding.

Chain Lightning

I give magic, with all strength it hath,
The shape of lightning’s rapid wrath,
Strike every enemy in my path!

Always hits. Deals 1 damage to every enemy at the table, even those invisible or hiding.

End of Year 2
Year 3 Spells

Ice Lance

Rancor, loathing, vitriol, spite:
for all of these, fire is nice.
But we don’t have a word “malfire”...
because real hate requires malice.

Always hits. Deals DOUBLE d6 damage to single visible target.

Philosopher’s Stone

Before our lives are fully spent,
I’ll spend my gold, every cent,
Not on fun nor heart’s delight,
But just so we survive this night.

Give the Game Master X gold coins.
Target player gains X health points.
May be cast after combat finishes.

End of Year 3
Magic for Everyone!
Any player can use any TOKEN.

“BUFF” Tokens (yellow) are a FREE Action and DO NOT use up a player’s turn.

“SPELL” Tokens (red and blue) DO use up a player’s turn.

TOKENS are taken by the Game Master when used. TOKEN attacks automatically hit, but players must still roll dice. Bonuses from TOKENS stack together.
Always remember:
When reality says, “No,”
you say, “Magic!”

...but if a Game Master says, “No,” that’s final!