

FOREST Pixies Spellbook

Level 1 Spells/Abilities: Available for all Chapters.

Purify range: 0



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|---------|---|----|----|
| Force | 1 | 2 | 3 |
| xp cost | 5 | 10 | 15 |

Foxfire range: 0-1



| | | | |
|---------|---|----|----|
| Force | 1 | 2 | 3 |
| xp cost | 6 | 12 | 18 |



Gate range: 0
xp cost: 9
if there are multiple Force Missions in same area as this Pixy, complete any 1 of them. This only works on Force Missions



Illusion range: 1
xp cost: 8
use any monster in an adjacent area as your own. (use its force to attack other Monster(s)). Any other Force Missions in the area are still added up but the Force of the Mission affected by this spell can be used by the player.



Scry range: n/a
xp cost: 7
look at next 3 Missions, rearrange them, then return them to top of deck.



Defence range: 0
xp cost: 3
if this Pixy takes damage use this action to prevent injury.



Heal range: 0
xp cost: 6
heal a wounded pixy or friend or complete a heal mission.



Repel range: 0
xp cost: 5
move a mission from Area this Pixy is in, into an adjacent Area. (not through paths)



Lure range: 1
xp cost: 6
move a mission from Area adjacent to this Pixy, into the Area this Pixy is in. (not through paths)



Sight range: n/a
xp cost: 5
draw the next mission, look at it, then either place under deck or back on top of deck



Chaos range: n/a
xp cost: 4
draw next mission and place under deck. Do not look at it.



Climb range: n/a
xp cost: 6
Complete climb missions. Pixy with this ability can move across paths as if they were dotted lines.



Time range: n/a
xp cost: 5
move any Mission on the board 1 space according to its Movement Pattern. (or) (don't move.)



Phoenix range: 0
xp cost: 22
Force: 4

Level 2 Spells/Abilities: Available after Chapter 1.



Familiar range: n/a
xp cost: 6
control an Ally from any distance. You don't need to be riding it.



Charge range: n/a
xp cost: 5

When riding Ally, you may use Ally's Force after moving on it.



Holding range: n/a
xp cost: 6

hold 2 items instead of 1 at a time.

Level 3 Spells/Abilities: Available after Chapter 2.



Lightning range: 1-3
xp cost: 23
Force: 3



Teleport
xp cost: 18
Teleport any Pixy or Ally that is in same Area as this Pixy to anywhere on board. Can teleport self.

- Can't teleport a character that is holding a delivery mission
- Only teleports 1 character at a time. No riding.

Level 4 Spells/Abilities: Available after Chapter 3.



Banish range: n/a
xp cost: 14

draw the next card and place it on the board. If it has a symbol, you may complete any Force Mission in the Area it is placed in.

- If a Pixy or Ally is in the Area, they do not take an injury.
- If the card drawn is not a Mission, ignore its effect.



Summon Elemental range: 0
xp cost: 27
summon an elemental into the Area you are in. Elementals only last for a few turns. Elemental gets its own action each turn. (like having a 3rd Pixy.)

- represent Elemental on the board with a coloured d6 (red or green) red die represents Fire Elemental, green represents Earth Elemental.
- each turn after Phase 1, lower the number on the die by 1. When the die reaches zero, remove the Elemental from the board.



Fire Elemental Force: 4 Move: 2 Carry: 0
This elemental lasts for 2 Turns. (set die to 3 pips)



Earth Elemental Force: 3 Move: 3 Carry: 0
This elemental lasts for 3 Turns. (set die to 4 pips)

- Elemental can't take action on the turn it is summoned.
- Elemental gets 1 action per Turn.
- no more than 1 Elemental can be on the board at a time.



Sky Elemental Force: 1 Move: 3 Carry: 2
This elemental lasts for 3 Turns. (set die to 4 pips)
(represent with white die. Unlocks during chapter 6)

Items: Any Item on a monster that is destroyed by a spell go to the Pixy that cast the spell that destroyed it. (range doesn't matter).
If both Pixies cast spells (ie. both Pixies used Lightning on the target), the item can go to either Pixy.