

Spellbook

You will collect different spells during your adventure. You may keep only two copies of the same spell at a time. As soon as you obtain a copy of a spell, check the box next to that spell, and then uncheck the box after you have used that spell. The spells in red can only be used during a fight, while the spells in green can only be used outside of a fight.



Illusion ☐☐

Swap your magic score with your technology score during this fight.



Shock



Instantly defeat your enemy if their technology and magic scores are less than or equal to 10 when added together.



Evil Eye ☐☐

Your enemy loses 3 magic and technology points during this fight.



Vampirism



If you win this fight, add 2 life points to your total.



Vitality ☐☐

Add 1 life point to your total.



Hypnosis



Add 3 temporary points to your charisma score during this encounter.



Divination ☐☐

If you don't know the answer to a riddle, this spell allows you to proceed as though you have the right answer.



Alchemy



Transform any item in your inventory into 100 francs. The object is then destroyed.