

Magic

The gangs have learned to use magic. But be careful! Magic may be a powerful ally, but it is also very dangerous for the unskilled apprentice...

THE GRIMOIRES

Grimoires are new Equipment cards for *Cadwallon: City of Thieves*. They allow their owners to cast spells.

A character who owns a **Grimoire** is called a “*mage*.”

Each gang may only own one **Grimoire**. Each **Grimoire** includes 4 spells.

CASTING A SPELL

Casting a spell costs 1 Action Point, but does not count as taking an action.

When a player activates his mage, he may attempt to cast 1 spell:

1. The mage declares which spell on his **Grimoire** he will attempt to cast
2. If the spell has requirements, the mage must fulfill all of them.
3. The mage spends 1 Action Point and rolls 1 die: If the result is equal to or higher than the spell’s “Threshold,” the mage manages to cast the spell and the effect takes place immediately (as described on the “Table of Spells”). If the result is lower than the Threshold, the mage has failed to cast the spell, and receives 1 Curse token on his **Grimoire**.

A mage must take 1 Curse token each time he fails to cast a spell! (Use any counter at your discretion.)

THE CURSE

The number of Curse tokens collected on a **Grimoire** determines the amount of debt that gang must pay at the end of the game.

If a **Grimoire** is never used, or if the mage successfully casts all of his spells, the gang will not have to pay anything to the Innkeeper for the **Grimoire**. On the other hand, each time a mage fails to cast a spell, the debt for the **Grimoire** increases by 1 ducat!

Guild of Thieves Rule of Magic

“Don’t push your luck.”

A mage can only attempt to cast one spell per round.

“Conserve your forces.”



Table of Spells

Alchemy: Take 1 ducat from the bank for each Arcana card you have in your hand.
Threshold: 5+
 The mage must hold a red gem.

Arcana: Draw 4 Arcana cards and choose 2 to keep. Return the other cards to the deck, then shuffle the deck.
Threshold: 4+

Disappearance: The mage permanently leaves the district with all the treasures he is carrying.
Threshold: 5+
 The alarm must have been raised and the mage must hold a red gem.

Enchantment: Move 1 militiaman up to 4 spaces. If he attacks, he rolls 3 combat dice.
Threshold: 4+

Eye of Croesus: Choose 1 player who must tell you how many ducats his gang has.
Threshold: 2+

Lightning: The mage casts lightning at an enemy character up to 5 spaces away. Lightning is blocked by walls (red lines) and doors (green arrows), but ignores militiamen and friendly characters. The enemy character struck by the lightning is wounded.
Threshold: 4+

The mage must hold a red gem.

Maelstrom: Take 1 random Arcana card from each player.
Threshold: 4+
 The mage must hold a red gem.

Mission: Replace 1 face up Mission card with another Mission card from the deck. Return the discarded Mission card to the deck, then shuffle the deck.
Threshold: 5+

Telekinesis: Move 1 Chest token on the board to any room that does not have a Chest token.
Threshold: 4+

Transport: Move 1 thief (friendly or enemy) up to 3 spaces. The character must obey the normal movement rules. This spell does not work on a mage.
Threshold: 3+
 The mage must hold a red gem.

Grimoire of Luck

Enchantment - Threshold: 4+
Arcana - Threshold: 4+
Transport - Threshold: 3+
 The mage must hold a red gem.
Maelstrom - Threshold: 4+
 The mage must hold a red gem.

Use during your turn.
 Debt: X ducats

Grimoire of Prosperity

Enchantment - Threshold: 4+
Mission - Threshold: 5+
Telekinesis - Threshold: 4+
Alchemy - Threshold: 5+
 The mage must hold a red gem.

Use during your turn.
 Debt: X ducats

Grimoire of Control

Arcana - Threshold: 4+
Telekinesis - Threshold: 4+
Lightning - Threshold: 4+
 The mage must hold a red gem.
Disappearance - Threshold: 5+
 The alarm must have been raised and the mage must hold a red gem.

Use during your turn.
 Debt: X ducats

Grimoire of Action

Eye of Croesus - Threshold: 2+
Mission - Threshold: 5+
Transport - Threshold: 3+
 The mage must hold a red gem.
Lightning - Threshold: 4+
 The mage must hold a red gem.

Use during your turn.
 Debt: X ducats