

# Spell List

Spell	Morph	Heal	Slow	Restrict	Teleport
<b>Level</b>	1	2	3	4	5
<b>Range</b>	None	None	INT hexes	INT hexes	Map
<b>Effects</b>	Self	Self	One enemy	One enemy	Self
<b>Duration</b>	Until maintenance cost is unpaid	Instant	D6 turns	D6 turns	Instant
<b>Description</b>	It takes 1 turn per difference in shapes to change. While changing shape, you are a vulnerable amorphous blob. If your current shape is damaged, you must pay 1 additional point for each health point of damage.	Heal INT health	The target's speeds are reduced to half, rounded down.	The target may not change to any other shape that is not in their current class. i.e. if they are currently a mammal, they may only change into other mammals.	Move counter immediately to a chosen map hex within Line of Sight that contains no other counters.

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