



Spell Germs 2017

The rules of Cave Evil and Warcults do not mention the deeper terminology at play in Spell cards. This has led to questions regarding Line of Sight (LOS) in spells that have a 'space', 'radius', 'adjacent', 'range' or 'any' text. We apologize for not addressing this deeper in the rules as we thought the limited terminology would do the trick. Below are cards only from Cave Evil but the "terms" will apply to each game here forward.

SPELL TERMS

RANGE - Must respect common Range Combat line of sight.

ADJACENT - Can be used on any adjacent creature, even a creature in a wall

SPACES - Open spaces counting from caster. Could turn a corner, go through creatures but cannot go into undug hex.

RADIUS - Effects within said radius (can go through wall), if "SPACES" mentioned must count open hex from caster (Can turn but not through wall, can go through creatures)

ANY - Any space within mention of card

SPELLS

Spaces

Can turn Corners

Chain Lightning - "6 linked spaces".

Override Lord Control - "within 5 spaces"

Radius

Any amount of radius, even through walls, or if "spaces" mentioned, count open spaces from caster, can turn but not go through wall

Peon Mind Control - "5 space radius"

Freeze - "3 space radius"

Adjacent

Including in walls

Demonic Duplication

Curse of Ancient Bloodlust

Range

Must respect Range Combat LOS

Black Death - Range 3

Corrosive Spray - Range 3

Banishment - 3 Space Range

Sap Strength - Range of 3 spaces

Mind Control - D4 Range

Any

Collapse - "Any space" can be reached through walls.

Chaotic Collapse - Same as above.