

SPELL



SPELL

5

PIT OF DESPAIR

A stream of blinding white light pours from your open mouth, cascading across the floor. Where it hits the stone a fissure opens with a loud crack, and then rapidly expands until it becomes a bottomless pit.

Pick any 2 square by 2 square area on the board and place the Pit of Despair Marker on it. Roll 1D6 for each model standing in the four squares covered by the pit. On a score of 1 or 2 it falls into the pit and is killed. On a score of 3, 4, 5 or 6 it scrambles out of the way – place it in any empty square on this or adjacent board section.

Once in place, no model may enter any of the squares covered by the Pit Marker. The pit is permanent.

Target: Any 2 square by 2 square area on the board

Duration: Immediate

ATTACK

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FIREBALL

Furrowing your brow in concentration, you stretch out your arms in front of you, clasping your hands tightly together. Your eyes glow red, and smoke curls from between your fingers. Moments later, fire begins to flicker around your hands and a ball of plasma shoots across the room, engulfing your foes in blazing flames.

Pick a 2 square by 2 square area of a board section that the Wizard can see. Each Monster on the targeted area suffers 1D6+2 Wounds, only modified for Toughness.

Target: All Monsters on a 2 square by 2 square area within the Wizard's line of sight

Duration: Immediate

ATTACK

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FREEZE!

A freezing wind swirls through the room, chilling the Monsters to the bone, yet leaving the Warriors magically unharmed.

Roll 1D6. The number you roll shows two things:

- 1 The number of Monsters affected by this spell this turn.
- 2 The number of Wounds each Monster affected suffers, with no modifiers for anything (Toughness, armour, etc.).

The targets of this spell must be on the same board section as the Wizard. The Wizard player chooses which Monsters are affected.

Target: Any Monsters on the same board section as the Wizard

Duration: Immediate

ATTACK

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OGRE STRENGTH

Chanting strange words in a guttural tongue, you start to make convoluted gestures in the air, causing a ball of glittering energy to gather between your fingers. By naming one of the Warriors aloud, you channel the energy towards him, sending it coursing through his veins and infusing him with power.

Pick any Warrior on the board (including the Wizard). This turn the chosen Warrior is at +2 to his Strength for the purpose of resolving damage. Each individual Warrior may only have this spell cast on him once per turn.

Target: Any Warrior on the board
Duration: This Turn

ATTACK

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LIFE FORCE

Stretching out your right hand, a stream of pure energy flows from your fingertips into a Warrior of your choice. As the affected Warrior strikes at his foes, their life-force is channelled down the magical pathway into you, from where you may redirect it to heal one of your companions.

Pick any Warrior who has not attacked yet this Turn. Use a dice to record how many Wounds that Warrior causes this Turn (remembering to deduct the Monsters' toughness and armour). Just before the end of the Turn, the Wizard can use the Wounds on the dice to heal the Warriors, sharing them out as he sees fit. Any unused points are lost.

Target: Any Warrior on the board
Duration: This Turn

HEALING

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RESURRECTION

You shout a long forgotten invocation of great power passed down from generation to generation that can raise the dead.

You may pick any dead Warrior in the game and bring him back to life. Place him on the same board section as the Wizard. He is restored to full Wounds, but loses any of the treasure and gold he has earned in this dungeon.

This spell may be cast even if the Warrior died several turns ago.

Target: Any dead Warrior

Duration: Immediate

HEALING

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LIFEBRINGER

Blazing fire leaps from your eyes, striking the Warriors and bathing them in a corona of supernatural energy that closes up their wounds, knitting flesh and bone back together.

Pick any number of Warriors on the board, including the Wizard. Roll 1D6 for each Warrior chosen. Each Warrior gets that number of his Wounds healed.

If any two or more of the dice rolled come up with the same number the spell fails, and none of the Warriors get any Wounds back.

Target: Any or all Warriors on the board

Duration: Immediate

HEALING

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IRON SKIN

From a leather bag at your belt you withdraw a handful of enchanted meteoric iron dust, that sparkles even in the darkness of the dungeon. Hurling it at one of the Warriors, you coat him in a fine layer of powder that quickly sets into a magical second skin.

Pick any Warrior on the board (including the Wizard). This turn the chosen Warrior is at +2 to his Toughness.

Target: Any Warrior on the board
Duration: This Turn

DEFENCE

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LIGHTNING BOLT

Raw power sizzles and flashes from your fingertips as you utter the words of this powerful spell. Static electricity fills the chamber, and a crackling aura of magic forms around you. Suddenly, a deafening thunderclap splits the dank air, and a bolt of white power streaks from your eyes, striking your chosen victim.

Pick any Monster that the Wizard can see. The targeted Monster suffers 2D6 Wounds, modified for Toughness and armour.

Target: Any Monster within the Wizard's line of sight

Duration: Immediate

ATTACK

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4

HEAL WOUNDS

Muttering soothing words, you make a complicated pattern in the air with a small glowing sphere. As it moves, a beam of light darts from its core, suffusing one of the Warriors in a golden glow.

Pick any Warrior on the board (including the Wizard) and heal 1D6 of his Wounds.

Target: Any Warrior on the board

Duration: Immediate

HEALING

SPELL



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6

SHIELD

Shouting words of power, you point a finger at one of your companions, surrounding him with a glowing screen of magical energy.

Pick any Warrior on the board (including the Wizard). For this turn the chosen Warrior is immune to all attacks except those made with either a natural 6 to hit or those that are magical in nature. The Warrior can move and fight as usual.

Target: Any Warrior on the board
Duration: This Turn

DEFENCE

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REBOUND

As you chant the words of this spell, your voice drops to a barely heard murmur. Seconds later, a shimmering mirror of power surrounds one of the Warriors, protecting him from harm.

Pick any Warrior on the board (including the Wizard). Each time he is attacked this turn roll 1D6. On a score of 6 all the Wounds that the attack inflicted are rebounded onto whoever caused them. Note that this spell does not rebound spells.

Target: Any Warrior on the board
Duration: This Turn

DEFENCE

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3

CONFUSE

The whirling gestures you make create a spinning pattern of blurred pictures. Even when you stop moving your hands, the pictures continue to spin, drifting across the chamber to enmesh your victim in a maze of confusing images.

Pick any Monster on the same board section as the Wizard. This turn it loses 1 attack.

Target: Any Monster on the same board section as the Wizard

Duration: Immediate

DEFENCE

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4

LEVITATE

A crackling sound fills the room as one of the Warriors rises to the ceiling, carried aloft by a column of coruscating power.

Pick any Warrior on the board (including the Wizard) and levitate him. A levitating Warrior can only be attacked with missile weapons or spells. He cannot move, however, and may not fight in hand-to-hand combat. He may fire missile weapons as normal. His square remains impassable, just as if he were standing in it normally. He may levitate out of the pit.

Target: Any Warrior on the board

Duration: One Whole Turn

DEFENCE

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HEALING HANDS

You mutter under your breath, and a deathly silence descends on the area. Each Warrior, including yourself, feels a feather-light wave fall across his shoulders, and a revitalising force flow through him.

Every Warrior on the board has 1 Wound healed.

Target: All Warriors on the board
Duration: Immediate

HEALING