



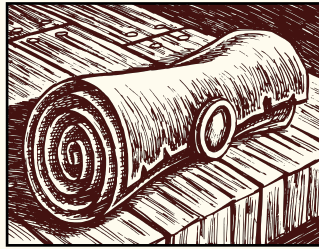
Spell Scroll



Chill

This spell causes 1 Body Point of damage to any monster adjacent to the spellcaster (though not diagonally adjacent). The victim cannot defend against the attack. *Scroll crumbles to dust once used.*

Spell Scroll



Warmth

This spell bestows a healing warmth on the spellcaster or any one Hero the spellcaster chooses. The warmth restore up to 3 lost Body Points. *Scroll crumbles to dust once used.*

Spell Scroll



Ice Bridge

This spell creates a permanent bridge of Magic Ice tiles that enables Heroes to cross over any pit, trap, chasm, crevasse, or icy square. *Scroll crumbles to dust once used.*

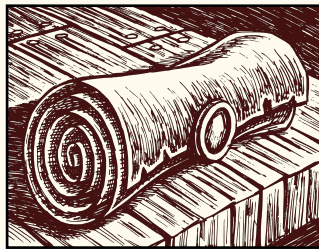
Spell Scroll



Ice Storm

This spell creates a blizzard of ice that affects an area 2 squares wide by 2 squares long. Each monster and Hero in that area is attacked separately by the spellcaster with 3 combat dice. There is no chance to defend. Cannot be used in corridors. *Scroll crumbles to dust once used.*

Spell Scroll



Physic Recovery

This spell restores all lost Mind Points to the spellcaster or any one Hero the spellcaster chooses. *Scroll crumbles to dust once used.*

Spell Scroll



Skate

This spell enables the spellcaster to move quickly through icy caverns and corridors. The spellcaster adds 6 to his red dice movement roll and may pass through monsters and Heroes during movement. The spell lasts only one turn. *Scroll crumbles to dust once used.*

Snowshoes of Speed



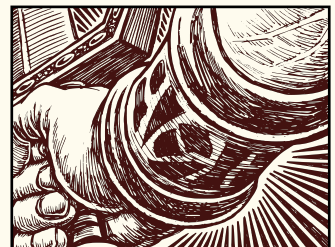
These magical snowshoes add 2 squares to a Hero's movement, and they also negate the effects of slippery ice for as long as they are worn. These can be used only on Quests in cold, icy regions.

Ring of Warmth



This artifact grants its wearer immunity to the Chill spell, as well as to the effects of ice vaults and icy rivers.

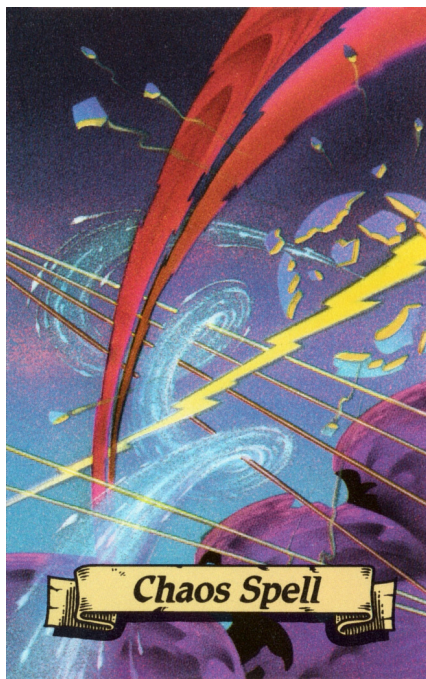
Armband of Ice



This powerful item grants its wearer immunity to Mind Freeze and Chill spells, plus immunity to damage from ice vaults and icy rivers for as long as it is worn. It also reduces the damage from an Ice Storm spell by 1 point, for the armband wearer only.



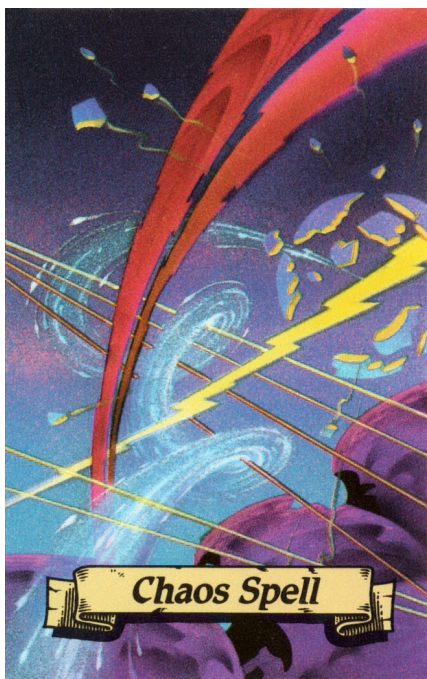
Chaos Spell



Chaos Spell



Chaos Spell



Chaos Spell



Treasure



Treasure



Treasure



Treasure



Treasure

Chill



This spell causes 1 Body Point of damage to any one Hero or monster adjacent to the spellcaster (though not diagonally adjacent). The victim cannot defend against the attack.

Soothe



The healing coolness of this spell restores up to 3 lost Body Points to the spellcaster or any one monster.

Ice Storm



This spell creates a blizzard of ice that affects an area 2 squares wide by 2 squares long. Each monster and Hero in that area is attacked separately by the spellcaster with 3 combat dice. There is no chance to defend. *Cannot be used in corridors.*

Poison!



You discover a brown flask filled with liquid. Your throat constricts as you taste it, and you realize you've swallowed poison! Roll 1 combat die; a skull means you lose 1 Mind Point. You are unharmed on any other roll. Return this card to the bottom of the deck.

Poison!



You discover a brown flask filled with liquid. Your throat constricts as you taste it, and you realize you've swallowed poison! Roll 1 combat die; a skull means you lose 1 Mind Point. You are unharmed on any other roll. Return this card to the bottom of the deck.

Mind Freeze



This spell ravages the mind of any Hero. The Hero rolls 1 combat die for every Mind Point he possessed before the attack. If 1 or more white shields are rolled, the Hero has 1 Mind Point left. If no white shields are rolled, the Hero has been reduced to zero Mind Points and goes into "shock." (See the *Mind Points* section of the *Instruction Booklet*.)

Potion of Warmth



This miniature jug is warm to the touch. Drinking the potion immediately after suffering damage from Ice Storm or Chill spells, or from ice vaults or icy rivers, restores 2 lost Body Points. Drinking it at any other time restores only 1 lost Body Point. This potion may be used only once.

Potion of Magic Resistance



The potion in this small, blue bottle negates the effects of any damage-causing spell cast on you. Drink it when the spell is cast and you may ignore the effects of the spell. This works only for the Hero drinking the potion. This potion may be used only once.

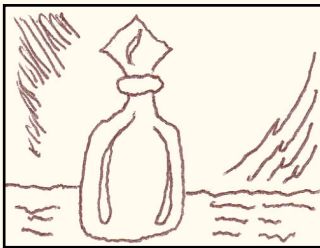
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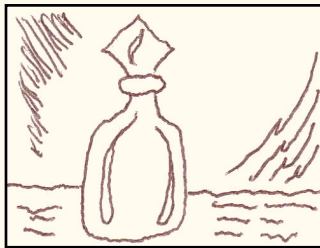


Potion of Renewal



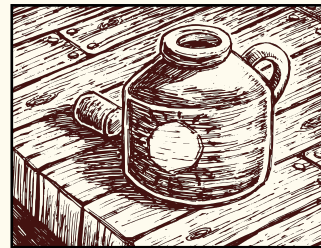
On a small table in the corner of the room, you discover a bottle of brown, frothy liquid. When you drink it, you regain 1 Body Point and 1 Mind Point. This may only be used once. Do *not* return this card to the deck.

Potion of Renewal



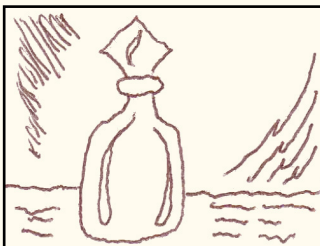
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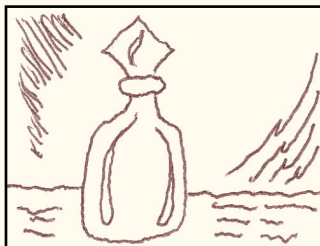
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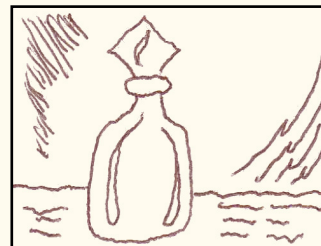
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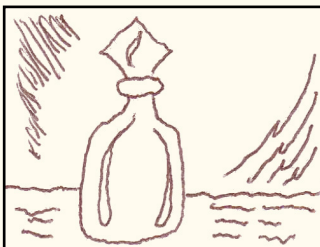
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Potion of Renewal



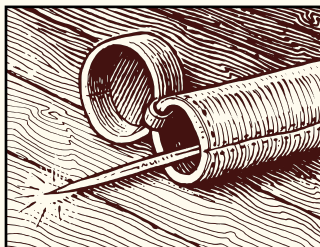
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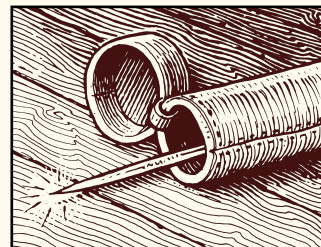
On a small table in the corner of the room, you discover a bottle of brown, frothy liquid. When you drink it, you regain 1 Body Point and 1 Mind Point. This may only be used once. Do *not* return this card to the deck.

Anti-poison Quill

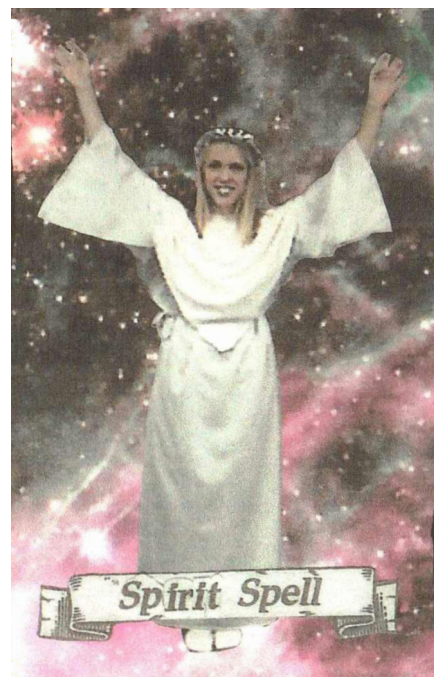


Restores any of the owner's Body Points lost by poisoning if used immediately. May only be used once.

Anti-poison Quill



Restores any of the owner's Body Points lost by poisoning if used immediately. May only be used once.

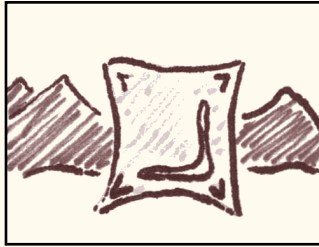


Spark of Life



When this spell is cast upon a Hero, that Hero regains up to 3 lost Body Points. A Hero cannot exceed his starting body statistics.

Salt of the Earth



When a Hero eats this magical salt he regains up to 3 lost Body Points. A Hero cannot exceed his starting body statistics.

Breath of Life



When this spell is cast upon a Hero, that Hero regains up to 3 lost Body Points. A Hero cannot exceed his starting body statistics.

Hope Spell



When this spell is cast upon an unconscious Hero, that Hero regains all his Mind Points and awakens.

Healing Root



When a Hero eats this magical root he regains up to 3 lost Body Points. A Hero cannot exceed his starting body statistics.

Living Water



When a Hero drinks this water he regains up to 3 lost Body Points. A Hero cannot exceed his starting body statistics.



Yeti



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	3	3	5	2

Special Ability: Hug attack



Polar Warbear



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	4/4	3	6	2

Special Ability: Two attacks



Ice Gremlin



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	2	3	3	3

Special Ability: Steal items







Frozen Horror



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	5	4	6	4

Special Ability: Spellcaster

