

### *Golem*

Pictures to  
be added  
later.

MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3	4	2	0

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### *Golem*

Summoning  
Picture to be  
added later.

This spell summons a Golem, which will appear on any square adjacent to you. If the Golem leaves your line of sight it crumbles to dust. You control the Golem and can move it and attack with it as you would a mercenary.

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### *Arc Lightning*

Lightning  
Picture to be  
added later.

This spell can be cast on any three monsters. Roll 3 Red Dice for the first monster, 2 Red Dice for the second monster, and 1 Red Die for the final monster. Each monster takes 1 Body Point of damage for each 4, 5, or 6 rolled against it. If there are not three monsters that you can see, you cannot cast this spell.

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### *Lightning Bolt*

Lightning  
Picture to be  
added later.

This spell may be cast in a horizontal, vertical or diagonal direction. The bolt will travel in a straight line until it strikes a wall or closed door. For each Monster or Hero that stand in its path roll 3 Red Dice and take 1 Body Point of damage for each 4, 5, or 6 rolled.

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### *Shocking Grasp*

Lightning  
Picture to be  
added later.

This spell can only be cast on a Monster adjacent to you. Roll 4 red dice, for each 4, 5 or 6 rolled the Monster loses 1 Body Point. The Monster cannot defend against this attack.

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### *Armor of Ice*

Cold  
Picture to be  
added later.

This spell can only be cast on yourself. When defending count all shields as white shields. The spell is broken if you roll no shields in a defense roll.

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### *Ice Lance*

Cold  
Picture to be  
added later.

This spell may be cast on any one Monster. It will inflict 2 Body Points of damage. The Monster immediately rolls three red dice. for each 5 or 6 rolled, the damage is reduced by 1 point. The damage cannot be reduced below 0. If one or more Body Points of damage are caused by this spell the Monster is frozen and loses its next turn.

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### *Blizzard*

Cold  
Picture to be  
added later.

This spell creates a storm of ice that fills the room, inflicting 2 Body Points of damage on *all* Heroes and Monster in the same room as you.

You are unaffected. All victims immediately roll two red dice. For each 5 or 6 rolled, the damage is reduced by 1 point. Each victim that does not resist all damage is also frozen, losing its next turn. *Not used in corridors.*

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### ***Battle Orders***

Command  
Picture to be  
added later.

When this spell is cast all Heroes in the room are inspired to do great things. Until the start of your next turn, each Hero may pick a single roll of dice that they just rolled and re-roll it. They may use the results of either roll, whichever they choose is best.

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### ***Forced March***

Command  
Picture to be  
added later.

When cast all Heroes may roll an additional 2 Red Dice for movement. If they do so they cannot perform any actions that turn. This spell ends, separately for each Hero, when the hero attempts any action.

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### ***Voice of Command***

Command  
Picture to be  
added later.

This spell puts any one Monster under your control. This spell can be broken immediately or on a future turn by the monster rolling one red die for each of its Mind Points. If a 6 is rolled, the spell is broken. However, until the spell is broken, you can, after your turn, move the Monster as a Mercenary. *Not effective against undead and named Monsters.*

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### ***Blink***

Teleport  
Picture to be  
added later.

Until the end of your next turn, you shift in and out of reality. Causing all monsters that attack you to automatically miss. This spell also causes all attacks you make to automatically miss as well.

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### ***Teleport***

Teleport  
Picture to be  
added later.

This spell can be cast on any Monster or Hero you can see, including yourself. Move the target of this spell to any empty space you can see.

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### ***Dimension Door***

Teleport  
Picture to be  
added later.

You may only cast this spell if you have not yet moved during your turn. The first space of your move can be any space on the board that has been revealed. If a Monster or another Hero is in the space you move to, your move fails and you both take 2 Body Points of damage.

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### ***Shadow Bolt***

Shadow  
Picture to be  
added later.

This spell may be cast on any one Monster within your line of sight. Roll 1 Combat Die for each of your Mind Points. For each skull rolled this spell will deal 1 Body Point of damage, which the Monster may defend against by rolling 1 Combat Die for each of there Mind Points. *Not used against undead.*

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### ***Robe of Darkness***

Shadow  
Picture to be  
added later.

You can cast this spell on any Hero you can see, including yourself. whenever a Monster attacks that Hero, roll 1 red die. If a 5 or a 6 is rolled the Monster's attack was miss aimed and hits nothing but shadows. If a 1 or 2 is rolled this spell ends.

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## ***Enveloping Shadows***

Shadow  
Picture to be  
added later.

This spell may be cast on any one Monster within your line of sight. The monster will wrapped in unnatural shadows and is not able to move, attack, or cast spells. Also when attacked only half, round down, of skulls rolled against it are counted against the monsters defense roll. This spell lasts until the end of your next turn.

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## ***Spell Shield***

Defense  
Picture to be  
added later.

You can cast this spell on any Hero or Monster you can see. The next time the target of this spell has a spell cast on him the spell fails. The caster surrenders the spell while having no effect.

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## ***Shield Barrier***

Defense  
Picture to be  
added later.

You can cast this spell on any one Hero in your line of sight, including yourself. Three magical shields are conjured to float around that Hero. Each shield had 1 Body Point and rolls 1 defense die. All attacks directed at the Hero are redirected to a shield until they are all destroyed. this spell lasts until the last shield loses it's last Body Point.

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## ***A Good Offense***

Defense  
Picture to be  
added later.

When this spell is cast every Hero and Mercenary, including yourself can make a free attack against a monster they could normally attack.

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## ***What May Come***

Divination  
Picture to be  
added later.

When this spell is cast you may look at the top three cards of the treasure deck. You must then return the cards to the deck, placing each one either on the top or the bottom of the deck in whatever order you see fit. The treasure deck can not be shuffled until at least one card is drawn from it.

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## ***Clairvoyance***

Divination  
Picture to be  
added later.

When casting this spell pick one room. Zargon immediately places on the board the contents of the room. He also places on the board all secret doors leading in or out of the room, and skull tokens on any square that contains a trap. The Monsters in that room are not activated until A Hero opens a door to that room. If the chosen room is empty you may not choose another.

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## ***Divination***

Divination  
Picture to be  
added later.

You can only cast this spell upon yourself. Until the end of your next turn you do not need to roll dice. You can simply state what the result of the dice will be.

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## ***Death's Door***

Necromancy  
Picture to be  
added later.

You can only cast this spell if you are in the room or corridor in which a Hero died during Zargon's *last* turn. That Hero is restored to life with 3 Body Points and 1 Mind Point.

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