



### *The Spell Sword*

Picture to  
be added  
later.

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

Cost: 75 Crowns

Special Abilities: Can cast each Spell  
Sword spell once  
per Quest.

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### *The Spellcaster*

Picture to  
be added  
later.

MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	1	2	2	4

Cost: 150 Crowns

Special Abilities: Can attack diagonally.  
Can cast each  
Spellcaster spell once  
per Quest.

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### *Flame Strike*

Spell Sword  
Picture to be  
added later.

This spell can only be cast on  
yourself, engulfing your weapon in  
flames. The next time you roll any  
skulls in an attack you deal 2  
additional damage to the monster  
you were attacking. That monster  
immediately rolls two red dice. For  
each 5 or 6 rolled, the damage  
is reduced by 1 point. The spell only  
lasts one use.

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### *Mending*

Spell Sword  
Picture to be  
added later.

This spell may be cast on any one  
Hero, including yourself. This spell  
will restore up to 2 lost Body Points,  
but will not give a Hero more than  
his starting number.

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### *Sparks*

Spell Sword  
Picture to be  
added later.

This spell creates a multitude of  
sparks that have a chance at hitting all  
the monsters in the same room with  
the Spell Sword. Roll a combat die for  
each monster, if a skull is rolled the  
monster has been hit by a spark and  
Takes 1 Body Point of damage. All  
victims immediately roll a red die. For  
each 5 or 6 rolled, the damage is reduced  
by 1 point. *Not used in corridors.*

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### *Armor of Magic*

Spellcaster  
Picture to be  
added later.

This spell can only be cast on  
yourself. You may throw one extra  
combat die when defending. The  
spell is broken when you can no  
longer "see" a monster.

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### *Enrage*

Spellcaster  
Picture to be  
added later.

This spell may be cast on any  
one Hero, including yourself. That  
Hero may throw one extra combat  
die when attacking. This spell  
is broken when the Hero  
suffers 1 point of Body damage.

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### *Gust of Air*

Spellcaster  
Picture to be  
added later.

This spell generates a gust of wind  
that pushes away one monster of  
your choice. Roll one red die and  
move that monster away from you  
that many spaces in a strait line.  
If the number of spaces to be moved  
exceeds the number of spaces  
available the extra spaces are lost.

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### ***Burst of Flame***

Spellcaster  
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.

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### ***Rock Spire***

Spellcaster  
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 defense dice as if it were attacked. For each black shield rolled, the damage is reduced by 1 point.

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### ***Touch of Restoration***

Spellcaster  
Picture to be  
added later.

This spell may be cast on any one Hero that you are adjacent to, including yourself. When you touch the Hero you will restore up to 4 Lost Body Points, but will not give a Hero more than his starting number.

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### ***Heal***

Healing  
Picture to be  
added later.

This spell may be cast on any one Hero, including yourself. This spell will restore up to 6 lost Body Points, but will not give a Hero more than his starting number.

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### ***Healing Wind***

Healing  
Picture to be  
added later.

This spell creates a soothing wind that fills the room. This wind will restore up to 3 Body Points to Heroes in the same room with the Wizard. It will not give a Hero more than his starting Number. *Not used in corridors.*

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### ***Cure***

Healing  
Picture to be  
added later.

This spell may be cast on any one Hero under the effect of a Chaos Spell, such as Command or Sleep. The Chaos Spell ends immediately as if the spell had ended naturally.

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### ***Sprite***

Summoning  
Picture to be  
added later.

This spell conjures a sprite who will do one of the following: trip a monster you can see, causing it to loose it's next turn, OR search the room or corridor you are in for traps, even if monsters are present, OR restore 1 Body Point and 1 Mind Point to any Hero within your line of sight. It will not give a Hero more than his starting number.

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### ***Spirit Guardian***

Summoning  
Picture to be  
added later.

This spell conjures a spirit to guard any one Hero you can see, including yourself. The Hero uses 4 additional combat dice to defend until the beginning of your next turn.

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