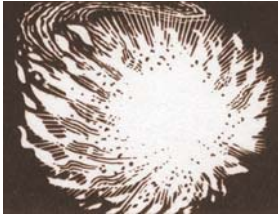


Ball of Flame



This spell may be cast on any one Hero within your line of sight, enveloping them in a sphere of burning fire. The spell automatically inflicts two Body points of damage. The Hero defends with two combat dice.

Discard after use

Cloud of Chaos



A cloud of pure chaos energy is created by the spellcaster, penetrating the Heroes. All Heroes in the same room as the Sorcerer are attacked for one Body point of damage which they may not defend against.

Discard after use

Command



This spell puts any one Hero within line of sight of the caster under the control of the Evil Wizard Player for one turn as if they were a monster. In order to resist the spell the Hero rolls one combat die for each of his Mind points. If one or more black shields are rolled, the spell does not work.

Discard after use

Escape



This spell allows the spellcaster to disappear and instantly teleport to a secret destination known only to the Evil Wizard Player. This "safe place" is marked on the Quest map.

Discard after use

Fear



This spell causes any one Hero within line of sight of the caster to be so overcome with fear that he runs away. The Hero must immediately make a move of eight spaces away from the spellcaster. This move must lead directly to a door that exits the room or corridor if possible.

Discard after use

Firestorm



This spell creates a roomful of fire that automatically inflicts two Body points of damage on all Heroes and monsters in the same room with the spellcaster. Each affected unit may defend against the damage normally. The spellcaster is unaffected.

Discard after use

Lightning Bolt






This spell creates a bolt of magic fire which can be directed at any one Hero within line of sight of the caster. This Hero will be attacked with four combat dice which they may defend against normally.

Discard after use

Destruction



This spell causes any one sword, helmet, shield or similar equipment carried by any one Hero within line of sight of the spellcaster to be destroyed or damaged. Roll one combat die:

-  = jagged, damaged
-  = Rust
-  = The spell fails

Discard after use

Sleep



This spell puts any one Hero within line of sight of the spellcaster into a deep sleep. A sleeping Hero is unable to move, attack, nor take any other actions and rolls no combat dice to defend himself. The spell can be broken immediately or on a future turn by the Hero rolling one combat die for each of his Mind points. If one or more black shields are rolled, the spell is broken. Should the sleeping Hero lose any Body Points, the Spell ends immediately.

Discard after use






These cards have been created by Flint (flint@hq-cooperation.de) and can be downloaded for free at this site: <http://www.hq-cooperation.de>

Summon Orcs



This spell conjures up a group of Orcs to surround and protect the caster.

Roll one combat die:

-  = 1 Orc, 1 Goblin
-  = 2 Orcs
-  = 3 Orcs

Summoned monsters may still move and attack that turn.

Discard after use

Summon Undead



This spell conjures up a group of undead to surround and protect the caster.

Roll one combat die:

-  = 2 Skeletons
-  = 2 Zombies
-  = 2 Mummies

Summoned monsters may still move and attack that turn.

Discard after use

Tempest



This spell creates a small whirlwind that envelops one Hero within line of sight of the spellcaster. That Hero will then miss his next turn.

Discard after use

Destroy Enchantment

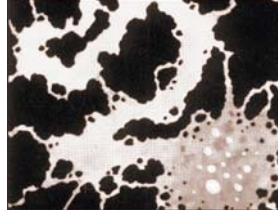


This spell strips an enchanted item of its magical properties, disintegrating it to dust as its powers are torn from it. When cast, it destroys any one artefact; Spell Scroll, Potion, Magical item, etc. carried by a Hero within line of sight of the caster.

The Hero must discard that item.

Discard after use

Deathbolt



This spell creates a beam of dark magic which may be directed at any Hero in your line of sight. This Hero is attacked with three combat dice, against which he defends normally.

Discard after use

Resist Magic



The Sorcerer opens his hand as the spell approaches him. By sheer force of effort, he disperses the spell's energy back into the winds of magic. That spell has no effect. You may cast this spell immediately after the Sorcerer is the target of an enemy spell or item that replicates the effects of a spell. Casting Resist Magic does not count as casting a spell, and it may be cast out of turn.

Discard after use

Soothe



This spell may be cast on any monster in line of sight of the caster, including the caster himself. The cooling power allows the target to regain up to three lost Body points.

Discard after use

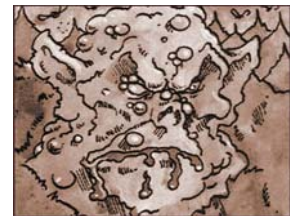
Restore Chaos



This spell may be cast on any monster within line of sight of the caster, including the caster themselves. The target is invigorated with chaos energy and may regain up to six lost Body points.

Discard after use

Pestilence



This spell conjures up a foul green miasma which the Chaos Sorcerer launches towards his foe. This spell is cast on a Hero within line of sight of the caster. That Hero is made sick and weak and must now re-roll any skulls rolled in their initial attack roll. The spell lasts until the Hero next recovers any Body points.

Discard after use



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