

Spell Scroll



Burrow

This scroll is daubed with sigils that would summon the elementals of the earth to clear a path for it's invoker.

This spell removes from the board any falling block trap tile either placed by a falling block trap or the Spell Scroll "Cave-In." That space is now open floor and may be entered freely.

This scroll crumbles to dust after use.

Spell Scroll



Cave-In

Writhing runes of water magics litter this page, calling them forth to bring ruin and devastation. This spell brings down the ceiling on a space within line of sight of a Hero. Treat it as though a falling blocktrap has been set off in that square (which can affect monsters).

This scroll crumbles to dust after use.

Spell Scroll



Teleport

The very paper of this scroll feels weightless, its inks are insubstantial. It holds powers of air so strong as to almost consume it. This spell may only be cast on yourself. It transports you to any space on the game board which has already been revealed.

This scroll crumbles to dust after use.

Spell Scroll



Paralyze

This scroll is written in leaden ink, and feels as though it is the weight of a great block of stone. When cast, this spell affects every monster in your line of sight. During the Evil Wizard Player's next turn, these figures have their movement value halved.

This scroll crumbles to dust after use.

Spell Scroll



Renew

This shimmering scroll is written on eternally bright paper, its inks alive with vigour. Should an item you are carrying be affected by a "Rust" hazard card, you may cast this spell immediately. You may then ignore any effect of "Rust". You may cast this spell out of turn and it does not require a Cast Spell action to cast.

This scroll crumbles to dust after use.

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Shield of Unity

This scroll holds powers dedicated to the Young Gods, calling on the fellowship of those with true heroism in their hearts. This spell allows all Heroes within your line of sight, including yourself, to defend with one extra combat die. The spell lasts until all of the Heroes affected can no longer see any monsters.

This scroll crumbles to dust after use.

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Gaze of Wealth

This scroll was written in the blood of a long-dead miser, binding his grasping spirit to the page. This spell creates a magical aura, revealing the position of every treasure chest in the entire Quest.

The Evil Wizard Player must immediately place every treasure chest on the board, even placing chests in position for board areas not yet placed.

This scroll crumbles to dust after use.

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Regeneration

This scroll is inscribed on the still-living skin of a Troll, it's marks burned into the surface with acidic inks. When this spell is cast, all Heroes within your line of sight, including yourself, regain one lost Body point.

This scroll crumbles to dust after use.

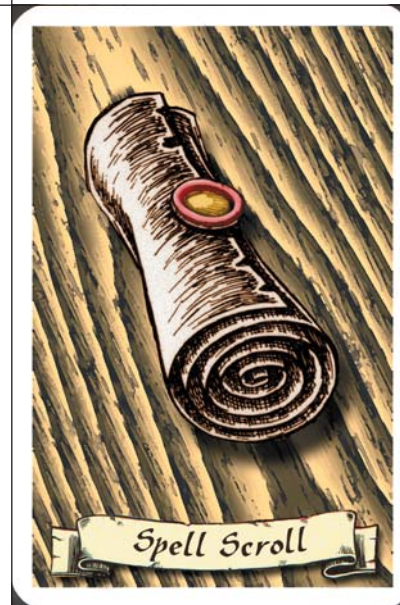
Spell Scroll



Empathy

This spell grants a Hero a deep empathic knowledge of his surroundings. Cast this spell only on yourself. When this spell is cast, the Evil Wizard Player must reveal all unrevealed board spaces that fall within two squares of you.

This scroll crumbles to dust after use.



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Soul Mirror

This scroll is written in ink distilled from quicksilver and holds a potent enchantment. The next time you make an attack, you may use the value of your opponent's Defend roll in place of your Attack strength. Your opponent then uses the value of your Attack strength in place of his Defend value.

This scroll crumbles to dust after use.

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Troll Bane

This scroll, blessed by an agent of the Gods of Law, is destined to strip away the taint of Chaos from its most foul servants. This spell may be cast on any one troll within line of sight. That Troll loses all regenerative abilities and defends with black shields only.

This scroll crumbles to dust after use.

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Ball of Flame

This spell may be cast on any one monster within your line of sight, enveloping them in a sphere of burning fire. The spell automatically inflicts two body points of damage. The target defends with two combat dice, needing white shields to defend.

This scroll crumbles to dust after use.

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Fire of Wrath

This scroll will summon a fire, made of the caster's hatred and anger, to set a foe instantaneously alight. This spell may be cast on any one monster within line of sight. Unless the monster successfully rolls one white shield using one combat dice, it takes one Body point of damage.

This scroll crumbles to dust after use.

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Courage

This spell fills the caster with fiery bravery and unparalleled resolve. It may only be cast on yourself. You roll two extra combat dice each time you attack. The spell lasts until there are no more monsters in your line of sight.

This scroll crumbles to dust after use.

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Rock Skin

This spell may only be cast on yourself, granting your skin the resilience of the world itself. You roll two extra combat dice each time you defend. The spell lasts until you lose one or more Body points.

This scroll crumbles to dust after use.

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Pass Through Rock

This spell may only be cast on yourself, making you one with the living earth. When you cast this spell roll two d6. You may pass through that many walls, blocked square markers, and spaces that are solid rock, subject to your movement roll. Should you end your move inside solid rock you are trapped there forever!

This scroll crumbles to dust after use.

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Heal Body

This scroll glows and writhes with living energy. Sparks of life fly from it at the slightest contact with a living soul. This spell may only be cast on yourself. It restores up to four lost Body points.

This scroll crumbles to dust after use.

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Genie

This spell conjures up a Genie that will grant you one of the following wishes: Open any one closed door anywhere on the board, revealing what lies beyond, OR attack any one figure within your line of sight with four combat dice.

This scroll crumbles to dust after use.



Spell Scroll



Tempest

This spell may be cast on any one monster within your line of sight, trapping it in a raging vortex of wind and rain. That monster misses its next turn.

This scroll crumbles to dust after use.

Spell Scroll



Swift Wind

This flighty scroll is prone to blowing away at the slightest breeze, and must be firmly secured in the belt, lest it be lost. This spell may only be cast on yourself. You may roll an extra two d6 the next time you move.

This scroll crumbles to dust after use.

Spell Scroll



Treasure Without Doom

Written in threads of gold which describe powerful wards, this scroll is truly rare and wondrous. Upon casting, this scroll enables you to draw cards from the treasure deck, discarding and ignoring all Hazard Cards, until you pick a card which does not harm you.

This scroll crumbles to dust after use.

