

Summary of Changes

Rev	Change Made
3	First version uploaded to website
4	Fireball Card - corrected to '3-6' to lose 1 health (previously 4-6)
4	Freezing Ray Card - corrected to '3-6' to lose 1 health (previously 4-6)
4	Invisibility Card - clarification that the hero cannot be an enemy's priority.
4	Heat Ray Card - corrected to '3-6' to lose 1 health (previously 4-6)
4	Hover Card - corrected to 6 squares (previously 5 rounds!)
4	Cure Disease/Poison Card - corrected 2 typos
4	Minor Healing, Light Healing and Healing Cards - clarification added that the hero may cast and then move to touch other heroes: touching is not another Action
4	Life Force Card - clarification added that the hero may cast and then move to touch other heroes: touching is not another Action
4	Charm card - minor correction to wording
4	Summon Animal card - minor correction to wording
4	Animal Form card - minor correction to wording

Fireball X

The Hero holds his arms aloft and a small bead of fire weaves forward and then explodes, causing a wave of searing heat.

Choose a square that your hero has **Clear Sight** of. **This square and all 8 touching squares are blasted.**

(The square can be a corner or edge square with fewer touching squares)

Each hero or enemy in these squares is automatically burned.
Roll D6 for each hero or enemy:
1-2: loses 2 Health (fire burns)

Freezing Ray

The Hero points a finger and a freezing ray of ice shoots forward towards the target.

Choose an enemy that your hero has **Clear Sight** of.

The enemy cannot defend against it.

Roll D6 for the enemy:
1-2: loses 2 Health (cold burn)
3-6: lose 1 Health (cold burn)

Heat Ray

The Hero stares and a heat ray shoots from his eyes towards the target.

Choose an enemy that your hero has **Clear Sight** of.

The enemy cannot defend against it.

Roll D6 for the enemy:
1-2: loses 2 Health (fire burns)
4-6: lose 1 Health (fire burns)

Hover X

The Hero touches his own shoulder, or the shoulder of another hero. The hero slowly begins to levitate...

The hero can **now hover and move just above the ground for 6 squares**, under his own control.

The hero can **hover over the floor or bridges but cannot travel across deep holes (such as pits and chasms).**

The hero can **cast spells, fight and shoot normally** whilst hovering **and can be attacked.**

Sticky Web

The Hero concentrates on a square and strands of web emerge to cover the area and any creatures within it...

Choose a square that your hero has **Clear Sight** of. **This square and all 8 touching squares are affected.**

(The square can be a corner or edge square with fewer touching squares).

Heroes/enemies in the web **cannot do anything for 2 Rounds:** the web then disappears. Those outside the web cannot fight those in the web but can shoot or cast spells at them.

Invisibility

The Hero puts his hands over his eyes, or the eyes of another hero, and starts to fade...

The hero touches another hero (or himself), to **become invisible for 5 rounds.**

Enemies cannot attack (fight or shoot) or cast spells directly at the hero. He cannot be an enemy's 'Priority' since the enemy is unaware of him

As soon as the invisible hero attacks (fighting or shooting) or casts a spell he becomes visible.

Light Healing

The Hero touches another hero, or himself, and a soothing energy flows and starts to bind the wounds.

The hero touches another hero (or himself) and **recovers 2 Health.**

(The hero may cast and then move to touch another hero: touching is not another Action).

Healing X

The Hero touches another hero, or himself, and a healing energy flows and starts to close the wounds.

The hero touches another hero (or himself) and **recovers 4 Health.**

Instead the hero can touch & heal two heroes - **one recovers 2 Health, the other heals just 1 Health** - the spellcaster decides who gets which.

(The hero may cast and then move to touch other heroes: touching is not another Action).

Cure Disease/Poison

The Hero touches another hero, or himself, and a the foul disease or poison fades away.

The hero touches another hero (or himself) and **any Wounds caused by Disease or Poison in the last 3 rounds disappear.**

If more than 3 rounds have passed then it is too late!

Destroy Evil

The Hero touches another hero, or himself, and the hero is overcome by an overwhelming urge to destroy unnatural beings

The hero gains 90% Attack Success and Defend Success against Undead or Chaos enemies.

This lasts for 5 rounds.

Life Force X

The Hero touches a hero and drains some life force from him, to transfer to another hero ...

The hero touches another hero (or himself) and then moves to touch another hero (or himself).

1 or 2 Health are drained from the first hero and are passed onto the second hero.

The spellcaster decides whether to transfer 1 or 2 Health.

(The hero may cast and then move to touch other heroes: touching is not another Action).

Holy Barrier

The Hero touches his holy symbol and a transparent holy barrier appears.

The hero creates a barrier of holy energy, that lasts for 5 rounds and moves along with him.

During this time, whenever an Undead or Chaos enemy Wounds the hero whilst fighting then the enemy immediately also takes 1 Wound.

Minor Healing

The Hero touches another hero, or himself, and nature's energy flows and starts to bind the wounds.

The hero touches another hero (or himself) and recovers 1 Health.

(The hero may cast and then move to touch another hero: touching is not another Action).

Healing

The Hero touches another hero, or himself, and nature's energy flows and starts to bind the wounds.

The hero touches another hero (or himself) and recovers 4 Health.

Instead the hero can touch & heal two - one will recover 2 Health whilst the other will heal just 1 Health - the spellcaster decides who gets which.

(The hero may cast and then move to touch other heroes: touching is not another Action).

Entangle

The Hero concentrates on a square and thorny vines start to grow and cover the area and any creatures within it...

Choose a square that your hero has Clear Sight of. The square and all 8 touching squares are affected.

(The square can be a corner or edge with fewer touching squares)

Each hero and enemy loses 1 Health and cannot do anything for 2 Rounds. The prickly vines then disappear.

Others outside the vines cannot fight those in the web but can shoot or cast spells at them.

Charm

The Hero talks soothingly to the Humanoid, Animal or Monster, which immediately becomes calm and friendly.

The Humanoid, Animal or Monster will not attack the heroes, who are now its friends.

However, it will not follow instructions and will not attack other enemies.

If any heroes attack it (in any way) the spell breaks and it becomes an enemy again.

Summon Animal

The Hero calls and an animal appears for its master.

Choose a square that your hero has Clear Sight of. An animal appears that is controlled by the hero to immediately attack or follow other instructions. It remains for the rest of the quest.

Large Lizard: short & light and can climb up & along vertical walls and ceilings.

Owl: very short and very light and can fly.

Statistics: Health 2; Speed 11; Attacks 1; Attack Success 60%; Defend Success 60%

Animal Form

The Hero closes his eyes and begins to transform...

The hero transforms into an animal for 5 Rounds. His Attack Success increases to 90% but other stats do not change. He can still cast other spells whilst in this form.

Gorilla: can climb up & along vertical walls. He becomes tall & heavy.

Hawk: can fly. He becomes very short & very light. Can fly over enemies and heroes.

Dolphin: can swim underwater. He becomes tall and heavy.

**Arcane
Spell**



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**Arcane
Spell**



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**Arcane
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**Holy
Spell**



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Nature
Spell



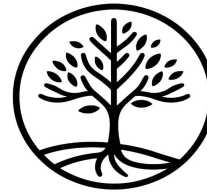
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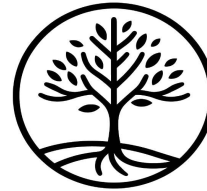
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