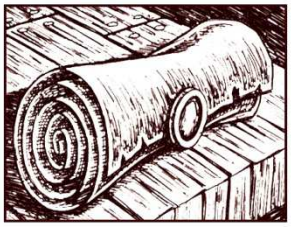
Spell Scroll – Fire

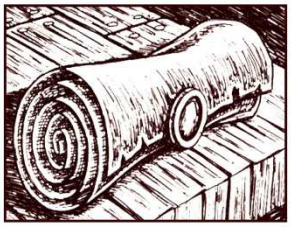
Ball of Flame



This scroll may be used by any player. It will inflict two points of Body damage on the target. The victim may roll two defence dice. For each shield he rolls he may reduce the damage by one. Discard after use.

Spell Scroll – Fire

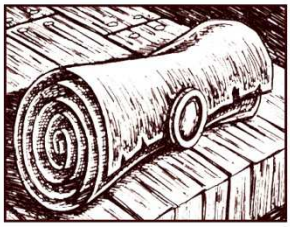
Courage



This scroll may be used by any player. The target may then throw two extra dice each time he attacks, until the spell is broken. The spell is broken when there are no more monsters visible to that player. Discard after use.

Spell Scroll – Fire

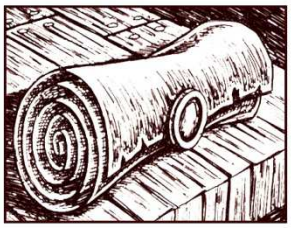
Fire of Wrath



This scroll may be used by any player. It may be cast on a target anywhere on the board. The wrathful fire will seek out your enemy and inflict one Body point of damage, unless your opponent can roll a shield on one combat die. Discard after use.

Spell Scroll – Water

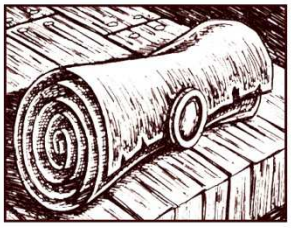
Water of Healing



This scroll may be used by any player. It will restore up to four of the target's lost Body points. Discard after use.

Spell Scroll – Water

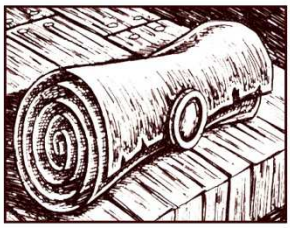
Veil of Mist



This scroll may be used by any player. The target may then move unseen through spaces that are occupied by other players or monsters the next time he moves. Discard after use.

Spell Scroll – Water

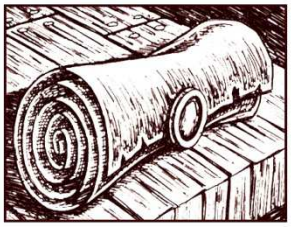
Sleep



This scroll may be used by any player. The victim may defend with one die per Mind point. If he rolls a shield he is unaffected. Once asleep he may do nothing on his turn and cannot defend. He wakes if he rolls a six at the start of his turn, or if he survives an attack. Discard after use.

Spell Scroll – Earth

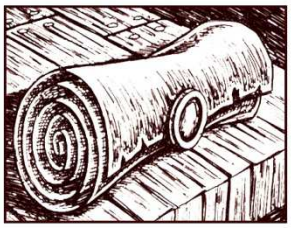
Rock Skin



This scroll may be used by any player. The target may then throw two extra combat dice in defence, until the spell is broken. The spell is broken when that player is wounded. The spell is then discarded. Discard after use.

Spell Scroll – Earth

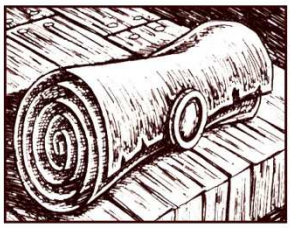
Pass Through Rock



This scroll may be used by any player. The target may then move through walls when he next moves. The player may move through as many walls as his movement will allow. Discard after use.

Spell Scroll – Earth

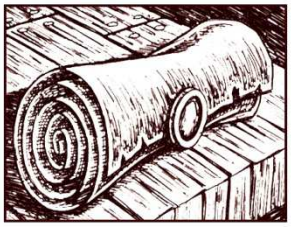
Heal Body



This scroll may be used by any player. It will restore up to four of the target's lost Body points. Discard after use.

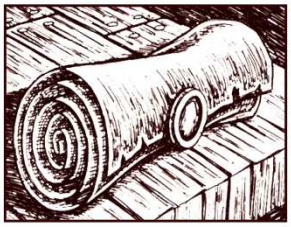
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Spell Scroll – Air
Genie



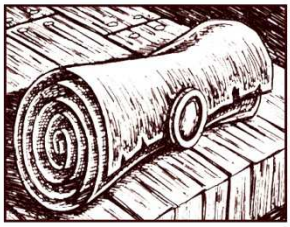
This scroll may be used by any player. It conjures up a Genie who will do one of the following: open any door on the board (the room's contents should be put out) OR attack anyone on the board. He will attack only once with five combat dice. Discard after use.

Spell Scroll – Air
Swift Wind



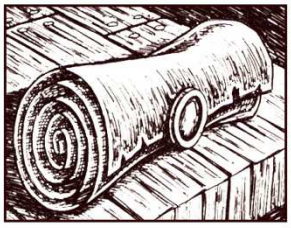
This scroll may be used by any player. The target may then roll twice as many dice as normal the next time he moves. Discard after use.

Spell Scroll – Air
Tempest



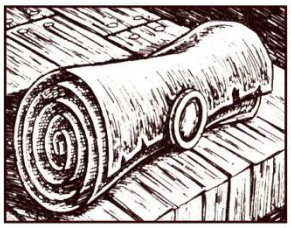
This scroll may be used by any player. A small Tempest is created which envelops one monster or player of your choice. That monster or player will then miss his next turn. Discard after use.

Spell Scroll
Regeneration



This scroll may be used by any player. All Heroes within line of sight of whoever uses the scroll (including the caster) is healed for one lost Body point. Discard after use.

Spell Scroll
Treasure Without Doom



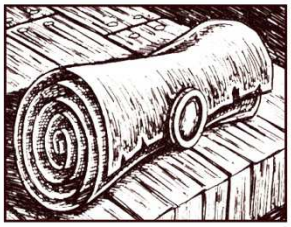
This scroll may be used by any player. The player may then draw cards from the treasure deck, discarding and ignoring all hazard cards, until you pick a card which does not harm him/her. Discard after use.

Ruined Scroll



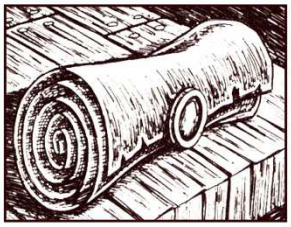
This scroll has been ruined by the passing of time. It is stained, torn, smudged, and so old that it crumbles to dust when you pick it up.
Shuffle this card back into the Scroll deck.

Spell Scroll
Chill



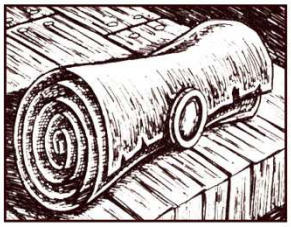
This scroll may be used by any player. This spell causes 1 Body point of damage to any one Hero or monster adjacent to the spellcaster (though not diagonally adjacent). The victim cannot defend against the attack. Discard after use.

Spell Scroll
Warmth



This scroll may be used by any player. This spell bestows a healing warmth on the spellcaster or any one Hero the spellcaster chooses. The warmth restores up to 3 lost Body points. Discard after use.

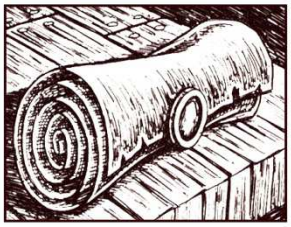
Spell Scroll
Skate



This scroll may be used by any player. This spell enables the spellcaster to move quickly through icy caverns and corridors. The spellcaster adds 6 to his red dice movement roll and may pass through Heroes and monsters during movement. The spell lasts only one turn. Discard after use.

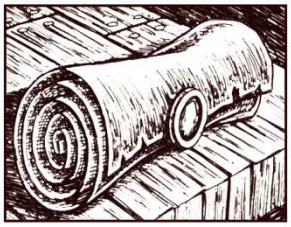
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Spell Scroll
Psychic Recovery



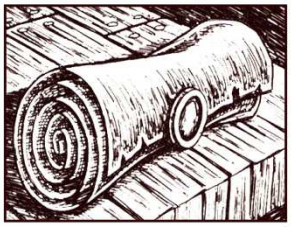
This scroll may be used by any player. This spell restores all lost Mind points to the spellcaster or any one Hero the spellcaster chooses. Discard after use.

Spell Scroll
Ice Bridge



This scroll may be used by any player. This spell creates a permanent bridge of Magic Ice tiles that enables Heroes to cross over any pit, trap, chasm, crevasse or icy square. Discard after use.

Spell Scroll
Ice Storm



This scroll may be used by any player. This spell creates a blizzard of ice that affects an area 2 squares wide by 2 squares long. Each monster and Hero in that area is attacked seperately by the spellcaster with 3 combat dice. There is no chance to defend. *Cannot be used in corridors.* Discard after use.







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Card backs and Regeneration idea by Flint.
Useless Scroll idea by Slev.
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