Magic Reference Chart

Magical Traps

Fireburst Traps



When a player enters an empty room, place a Fireburst token in the centre of the room. This will remain in place until the beginning of the Evil Wizard Player's turn, when it will explode attacking any figures in the room with 3 attack dice. It may only be disarmed with a Tempest spell.

Hurricane Trap



This trap must be set in a corridor. Once a character passes the spot marked "x", a Hurricane will rush down from the end of the corridor marked with the trap symbol. All figures in this corridor will be forced to move back 8 spaces along the corridor or until they hit a wall or set off a trap.

Teleport Trap

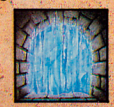


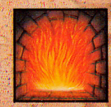
Any player who finishes their move on a square marked with symbol A, will instantly be transported to the square marked with symbol B, elsewhere on the map. Landing on a symbol B square has no effect. Once a character has been teleported, he is disorientated and his turn ends at once.

Spell Special Effects

Wall of Ice, Wall of Flame or Wall of Stone







Take one of these card pieces and set it on the gameboard in a plastic base. Each remains on the gameboard until it is destroyed. Walls may be attacked in the normal way and can resist attack by rolling combat dice and counting white shields scored. A wall is destroyed if it takes one Body point.



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