

## 2 HEALING HANDS

*You mutter under your breath, and a deathly silence descends on the area. Each Warrior, including yourself, feels a feather-light wave fall across his shoulders, and a revitalizing force flow through him.*

Every Warrior on the board has 1 Wound healed.

Target: All Warriors on the board  
Duration: Immediate

HEALING

## 4 HEAL WOUNDS

*Muttering soothing words, you make a complicated pattern in the air with a small glowing sphere. As it moves, a beam of light darts from its core, suffusing one of the Warriors in a golden glow.*

Pick any Warrior on the board (including the Druid) and heal 1D6 of his Wounds.

Target: Any Warrior on the board  
Duration: Immediate

HEALING

## 5 LIFEBRINGER

*Blazing fire leaps from your eyes, striking the Warriors and bathing them in a corona of supernatural energy that closes up their wounds, knitting flesh and bone back together.*

Pick any number of Warriors on the board, including the Druid. Roll 1D6 for each Warrior chosen. Each Warrior gets that number of his Wounds healed.

If any two or more of the dice rolled come up with the same number the spell fails, and none of the Warriors get any Wounds back.

Target: Any or all Warriors on the board  
Duration: Immediate

HEALING

## 5 THE JADE CASKET

*You shout a long forgotten invocation of great power passed down from generation to generation that can raise the dead.*

You may pick any dead Warrior in the game and bring him back to life. Place him on the same board section as the Druid. He is restored to full Wounds, but loses any of the treasure and gold he has earned in this dungeon.

This spell may be cast even if the Warrior died several turns ago.

Target: Any dead Warrior  
Duration: Immediate

HEALING

## 3 FINGER OF LIFE

*The Druid points at one of his companions and a thin stream of white energy pours from his fingertip, revitalizing him.*

Pick any Warrior on the board (including the Druid) and roll 1D6. On a score of 1, 2 or 3 the spell has no effect. On a score of 4, 5 or 6 the chosen Warrior has that many Wounds healed.

Target: Any Warrior on the board  
Duration: Immediate

HEALING

## 4 LIFE FORCE

*Stretching out your right hand, a stream of pure energy flows from your fingertips into a Warrior of your choice.*

*As the affected Warrior strikes at his foes, their life-force is channelled down the magical pathway into you, from where you may redirect it to heal your companions.*

Pick any Warrior who has not attacked yet this Turn. Use a die to record how many Wounds that Warrior causes this Turn (remembering to deduct the Monsters' Toughness and armor).

Just before the end of the Turn, the Druid can use the Wounds on the dice to heal the Warriors, sharing them out as he sees fit. Any unused points are lost.

Target: Any Warrior on the board  
Duration: One Turn

HEALING

## 1 COUGHING

*The Druid's opponent suddenly bursts out in a hacking cough of such violence that he almost drops his weapon.*

Pick any Monster on the same board section as the Druid and roll 1D6. On a 5+ the target collapses in a coughing spasm and is at -1 on his to hit rolls for the rest of the turn.

Target: Any Monster on the same board section as the Druid  
Duration: One Turn

DEFENCE

## 4 FEIGN DEATH

*The Druid suddenly slumps to the ground, seemingly dead.*

This spell puts the Druid into a corpse-like state. While in this state, the Druid may do nothing. No Monster will attack him unless there are no other Warriors standing, in which case the Monster automatically hits.

Target: The Druid  
Duration: Indefinite, minimum one whole Turn, and whole Turns thereafter

DEFENSE

### 3 CLOAK OF DAINNE

*A thin, insubstantial cloak of pale green light forms in the air and draws itself about the Druid.*

This spell creates a cloak of magical energy around the Druid which can absorb 1D6 Wounds.

Target: The Druid  
Duration: One Turn

DEFENCE

### 4 LEVITATE

*One of the Warriors rises to the ceiling, carried aloft by a column of coruscating emerald light.*

Pick any Warrior on the board (including the Druid) and levitate him. A levitating Warrior can only be attacked with missile weapons or spells. He cannot move, however, and may not fight in hand-to-hand combat.

His square remains impassable, just as if he were standing in it normally. He may levitate out of a pl.

Target: Any Warrior on the board  
Duration: One Whole Turn

DEFENCE

### 6 SHIELD

*Shouting words of power, you point a finger at one of your companions, surrounding him with a jade screen of magical energy.*

Pick any Warrior on the board (including the Druid). For this turn the chosen Warrior is immune to all attacks except those with either a natural 6 to hit or those that are magical in nature. The Warrior can move and fight as usual.

Target: Any Warrior on the board  
Duration: One Turn

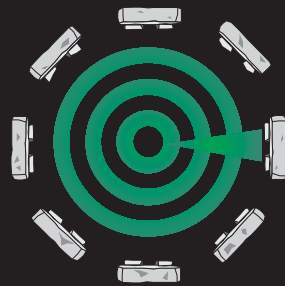
DEFENCE

JADE



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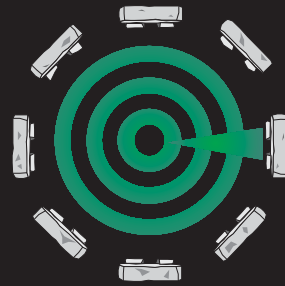
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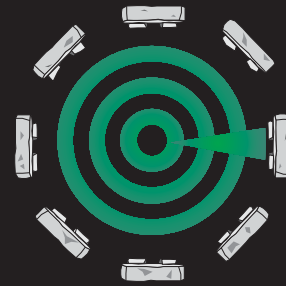
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