

## 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.

Once per turn, the High Priest may cast this spell at a casting level of 1 instead of the normal cost.

Target: All Warriors on the board  
Duration: Immediate

HEALING

## 3 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 High Priest) and heal 1D6 of his Wounds.

Target: Any Warrior on the board  
Duration: Immediate

HEALING

## 4 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 High Priest. 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 RESTORE LIFE

*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 High Priest. 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

## 2 FINGER OF LIFE

*The High Priest 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 High Priest) 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

## 6 REMOVE VENOM

*Glowing energies sweep through the room, nullifying all poisons they find.*

All poisons, including weapon venoms, infecting the Warriors or in their possession are negated. Any Warrior struck by a poisonous attack this turn takes only normal damage, not Fatal Damage.

For each monster type present using poisonous attacks, roll 1D6. On a roll of 4+, all poisons of that Monster are negated, so it can no longer make poisonous attacks.

Target: All on the same board section as the High Priest  
Duration: One Turn / Immediate

HEALING

## 3 CONFUSE

*The whirling gestures you make create a spinning pattern of blurred pictures. Even when you stop moving your hands, the pictures continue to spin, drifting across the chamber to enmesh your victim.*

Pick any Monster on the same board section as the High Priest. This turn it loses 1 attack.

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

DEFENCE

## 4 REBOUND

*As you chant the words of this spell, your voice drops to a barely heard murmur. Seconds later, a shimmering mirror of power surrounds one of the Warriors, protecting him from harm.*

Pick any Warrior on the board (including the High Priest). Each time he is attacked this turn roll 1D6. On a score of 6 all the Wounds that the attack inflicted are rebounded onto whoever caused them. This does not rebound spells.

Target: Any Warrior on the board  
Duration: One Turn

DEFENCE

## 2 MARSH LIGHTS

*The High Priest sends a sparkling, dancing light down the corridor, drawing his opponents away.*

Roll 1D6 for each Monster that appears as a result of an Unexpected Event. On a score of 6, that Monster follows the lights away from the Warriors and isn't placed on the board at all. May only be cast once per Event.

Target: All Monsters that are about to be placed on the board

Duration: Immediate

DEFENCE

## 3 CLOAK OF PROTECTION

*The High Priest summons a cloak of magical energy that shimmers and glitters about him as he moves.*

This spell creates a cloak of light energy around the High Priest that can absorb 1D6 Wounds.

Target: The High Priest  
Duration: One Turn

DEFENCE

## 5 BLINDING LIGHT

*Rays of pure light shoot out into the eyes of the High Priest's enemies.*

All Monsters in the same dungeon section are at -1 on rolls to hit the Warriors, though a natural roll of 6 will still hit regardless. This effect is not cumulative.

Target: All Monsters in the same dungeon section  
Duration: Immediate

DEFENCE

## 1 ILLUMINATE

*The headpiece of the High Priest's staff glows softly, driving away the shadows.*

The current dungeon section and all adjacent sections are lit in the same way as with the Barbarian's Lantern for one turn.

Target: Entire board section  
Duration: One Turn

SPECIAL

## 3 ABULLA'S SNARE

*A snare of magical energy leaps from the High Priest's extended hand and wraps itself around a single enemy. The snare plucks him from the ground and brings him back to the Priest, above whom he is held in the air.*

A single Monster on the same board section as the Priest may be ensnared. Remove the model from play. While it is ensnared, it can do nothing and cannot be attacked.

The monster is trapped until the High Priest voluntarily frees it or until the High Priest is reduced to 0 Wounds. Once a Monster is freed it is placed adjacent to the High Priest, though it may take no action until the next turn.

Target: One Monster in the same dungeon section as the High Priest

Duration: Immediate

SPECIAL

## 6 LAMP OF LEARNING

*A piercing light shines on the wall, as if burning a hole in it, allowing the High Priest to see what lies beyond.*

This spell allows the High Priest to see what is in a room before the Warriors enter it.

You may look at the next Event card in the Event deck before the Warriors enter a room and reveal it. If you then decide that the Warriors don't want to face that Event place it on the discard pile.

Lamp of Learning may only be cast once per room.

Target: All Warriors on the board  
Duration: Immediate

SPECIAL

## 5 ESCAPE

*A sheet of blinding white light springs up between the Warriors and their enemies.*

The Warriors are immune to pinning for this turn and may (only) move directly toward an exit indicated by the High Priest. They may bypass interposing models so long as their movement ends in an empty space.

No attacks may be made by either side, nor may any spells be cast for the remainder of this turn.

Target: Entire board section  
Duration: One Turn

SPECIAL

## 6 GLORY!

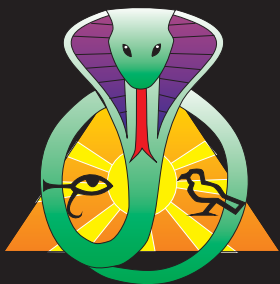
*The High Priest sends out tendrils of light that pierce the hearts of the Warriors, filling them with great valor and courage beyond measure.*

All of the Warriors are suddenly infused with great bravery and each gains +1 Attack this turn.

Target: All Warriors on the board  
Duration: One Turn

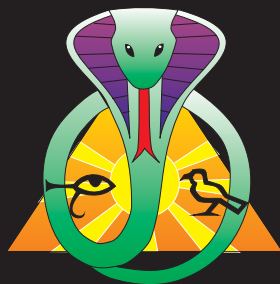
SPECIAL

LIGHT



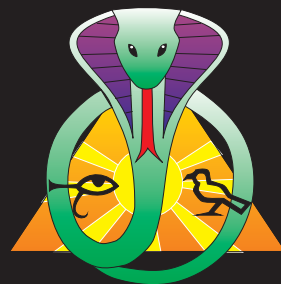
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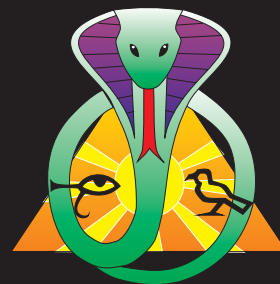
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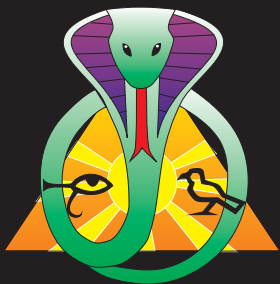
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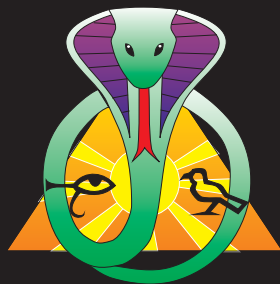
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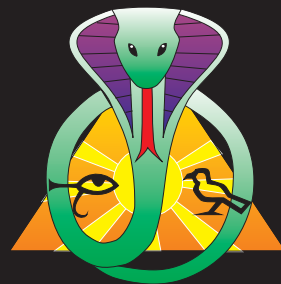
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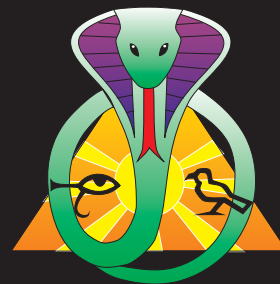
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