

Path of the Stonewalker

1. Pass Through Rock

This spell may be cast on any one Hero, including yourself. That hero may then walk through walls on his next move. He may move through as many walls as his dice roll allows. The shaded areas on the quest map indicate solid rock. If a hero ends his move in one of these areas, he is trapped forever.



Path of the Stonewalker

4. Biting Stone

For the remainder of the quest, the caster has a limited control over the rock within the walls of the dungeon. During his turn he may forgo an attack to command the walls to attack all monsters adjacent to the walls with 2AD.

Path of the Stonewalker

2. Colapse

The caster selects 1-6 connected squares that they can "see" (roll 1D6 to determine); the roof over these squares collapses, and any character underneath the collapsing rocks suffers the same damage as a "Falling Block Trap"*--2 Body Points of Damage. These squares are marked with "Falling Block Trap"* tiles and treated as such.

*See "Falling Block Traps" in "Milton Bradley" "Player's Handbook".



Path of the Stonewalker

3. Oubliette

This spell will open up a pit underneath one character the caster can see. The character then rolls 2D6 for each of his body points. If he rolls 2 sixes, he is allowed to move one space adjacent. If there are no adjacent spaces available, or if he fails to roll 2 sixes, he is trapped, and cannot move, attack, or defend. If the character has not succeeded in getting out by the second attempt, the pit closes on top of it, trapping it forever.



Path of the Lifestone

1. Heal Body

This spell may be cast on any one Hero, including yourself. Its magical power will restore up to 4 lost body points, but will not give a hero more than his starting number.



Path of the Lifestone

4. Heartstone

For the remainder of the quest, the caster will not be able to go to 0 health. If the caster takes damage that would normally bring him to 0 health then he remains at 1 health. The caster may only be killed if he takes damage that would reduce him BELOW 0. (ie. the caster will die if he is at 1 HP and he takes 2 damage as this would take him to -1 and not 0)

Path of the Lifestone

2. Tremble

The caster causes the walls of the dungeon to tremble, creating confusion and chaos. All characters, with the exception of the caster, miss one turn while they reorient themselves. Characters defend by rolling one combat die for each mind point. By rolling 2 black shields, the character defends.



Path of the Lifestone

3. Earth Rise

This spell infuses one pebble with a massive amount of Earth Magic. This pebble can then be thrown at any one character you can "see". In mid-flight, this pebble will transform into a boulder without changing velocity. This boulder will do 2D6 Body Points of damage to whomever is struck. Characters with at least one open adjacent space may defend by rolling 1D6 per present Body Points. By rolling at least two 6's, the character dodges and gets to move one space adjacent. The boulder continues forward until it strikes a wall or closed door, or another character, who may then attempt to dodge.



Path of the Rockman

1. Rock Skin

This spell may be cast on any one Hero, including yourself. That hero may throw one extra combat die when defending. The spell is broken when the hero suffers 1 body point of damage.



Path of the Rockman

4. Rock Golem

For the remainder of the quest, the spellcaster controls a Golem that is summoned. This Golem takes its turn immediately after the caster. The Golem moves with 1d6 and has the following stats.

?AD, ?DD, 4BP, 0MP.

"?" is the MP of the caster. The golem is immune to chaos fire and mind control spells. If the caster dies, then the golem freezes in position and will not move. For all effective purposes, it becomes a statue.

Path of the Rockman

2. Earth Fist

By drawing on the primal powers of Earth, the caster causes his or her fist to turn into extremely dense rock for one turn. When attacking with an Earth Fist, the character rolls 5 combat die. Treat as a blunt weapon.



Path of the Rockman

3. Shattershock

This shock creates a fissure in the ground for up to 2D6 spaces (the caster can choose less, but not more) straight in any direction the caster chooses. Any characters standing on one of these squares rolls one combat die. On any roll except a black shield, the character is thrown to the closest available space and loses one Body Point and their next turn. This effect passes through doors and walls. Doors are opened but walls are not breached.

