

Path of Vapor

1. Veil of Mist

This spell may be cast on any one hero, including yourself. On the hero's next move, they are covered by a veil of mist and may move unseen through spaces that are occupied by enemies.



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3. Cloud of Healing

This spell will create a cloud of healing vapors which will heal up to 4 lost Body Points on every character in the room, including the caster, but will not give a character more than his starting number.

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4. Mistform

For the remainder of the quest, the caster may forgo all actions other than movement (no searching, no attacks, no magic) and move at half normal speed. While in this state, the caster can move undetected and pass through squares that are occupied by monsters. Mistform is chosen on a turn by turn basis.



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2. Bands of Mist

This spell calls into existence three misty rings around a single target. A character caught in these bands cannot attack, defend, or move, but may cast spells. Characters defend by rolling 1D6 per Body Point. On a roll of 6, the bands are broken.



Path of Healing Waters

1. Water of Healing

This spell can be cast on any hero including yourself. Contact with this revitalizing water will restore up to 3 lost body points, but will not give a hero more than his starting number.



Path of Healing Waters

2. Purify

This spell may be cast on any one character, including yourself. It's magical power will restore up to 2 lost Body Points from poison darts or needles, or restore up to two lost attack and/or defend die lost to venom, removing the venom in the process.

Path of Healing Waters

3. Cloud of Healing

This spell will create a cloud of healing vapors which will heal up to 4 lost Body Points on every character in the room, including the caster, but will not give a character more than his starting number.



Path of Healing Waters

4. Riptide

For the remainder of the quest, the caster may forgo his action to send a blast of water that effects 3 squares in any direction. All heroes and creatures caught in this area must defend against 1 Point of Damage. If they fail, they lose no Body points but instead forfeit their next turn.



Path of Frost

2. Ice Armor

This spell may be cast on any one character, including yourself. That character may throw one extra combat die when defending, or absorb the effects of one fire spell.

The spell is broken when the character suffers 1 Body Point of damage, or until it absorbs one fire spell.



Path of Frost

4. Bonechill

For the remainder of the quest, whenever the caster successfully scores a point of damage against an enemy, that enemy loses 1AD permanently.

Path of Frost

3. Ice Shield

This spell may be cast on any character, including yourself. It forms a protective barrier of frost around that character. Any character who steps within a

Radius of one space will suffer 1 Body Point of damage, and becomes frozen. A frozen character

cannot attack, defend, or move (etc.) Characters defend by rolling 1D6 for each current Body Point.

On a roll of 5 or 6 they are freed.

The shield remains active for 2 turns.



Path of Frost

1. Cold Sting

This spell calls up a hand of ice which grips and freezes one target the spellcaster can "see". This character cannot move, attack, or cast spells until the spell wears off. This spell can be broken at once by rolling a 3 on 1D6, one per mind point. The spell wears off after two turns.

