

### Bridge of Ice



You may put this spell upon all heroes and monsters in the same room or corridor, including the caster. The chosen miniatures are replaced to an already known part of the dungeon. The caster chooses the constellation in which the miniatures are placed, but all have to stand on firm ground.

### Fresh breath



You breathe over the wounds of an adjacent warrior or your own wounds. This spell gives your breath a healing power. All wounds of the warrior are healed up to his maximum.

### Mantle of ice



You can cast a spell on yourself or a warrior in an adjacent square. A whirling of snow folds around the person concerned and grants him 1W·D extra for the defense until the end of the turn of the Evil One.

### Lethal chill



This spell may be cast against a chosen adversary in the same room or corridor as the caster. Parts of the victim get frozen, which causes 6W·D damage with no defense possible. The Ice magician and his victim both roll 1d6 and add their mind points. If the monster wins this roll the damage is only 3W·D.

### Freeze the water



With this spell you can freeze all water in your sight. Frozen water is solid enough to walk over and will remain in this state till the end of the quest, unless someone unleashes a fire spell on it. Because the air is damp and moist in dungeons, the spell can also be used to cross pit traps or chasms.

### Blizzard



From your fingertips you unleash a blizzard in a straight line, until it meets a wall or great object (cupboard). All persons that are hit suffer a 3W·D damage with no defense possible.

### Ice shards



Sharp shards of ice shoot from your hands towards one enemy in your line of sight. The shards cause 4W·D damage. Normal defense is possible.

### Icy shield



Glittering ice crystals gather around the magician and all heroes adjacent to him, protecting them against fire attacks. This protection holds until the end of the turn. Should a hero walk away, then the shelter is of course broken.

### Frozen stiff



One monster, in line of sight of the magician, is frozen solid for 6 turns. Magician and victim both roll 1die and add their current mind points. If the total of the monster is higher, he escapes from the spell. A frozen monster is immune to all attacks, a fire spell however will set him free without damage.



*Ice Magic*



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