

Drain Life



When cast each hero and monster in the room must roll a number of combat dice equal to their mind points. You may absorb one body point from each hero or monster that cannot roll at least one shield. This spell has no effect on undead creatures.

The spell is then discarded.

Hellfire



You may cast this spell against any visible monster.

This awesome incantation destroys weaker adversaries. Hellfire will unconditionally cause three body points of damage.

The spell is then discarded.

Necroplasm



This spell card may be played at any time to counter another magic user's spell.

Necroplasm turns the effects of the countered spell against the caster.

The spell is then discarded.

Raise Undead



This spell will summon D3 number of skeletons from the earth around you. You may command them as long as they are in your sight and until they are destroyed.

The spell is then discarded.

Ressurect



This spell may be cast on any fallen hero to try to bring them back to life. If you roll a black shield on one combat dice, the hero is ressurected with one body point. You may attempt this spell as often as you like, but with each attempt you will lose one body point. The spell may only be attempted once per turn.

Rigor Mortis



You may cast this spell against any one adjacent monster. Once cast the monster will not be able to move away and will roll half their normal number of combat dice for as long as you are still adjacent to them.

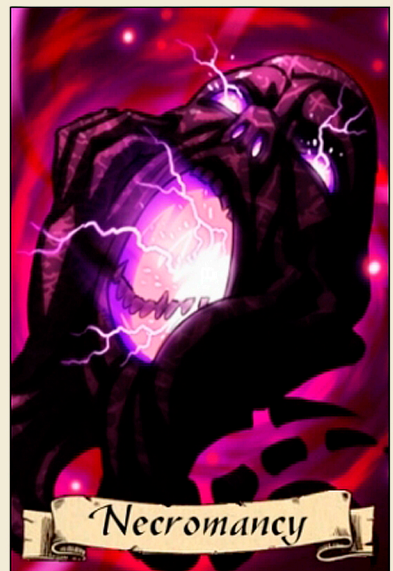
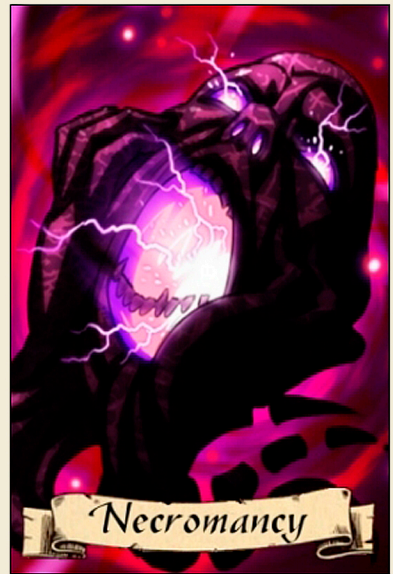
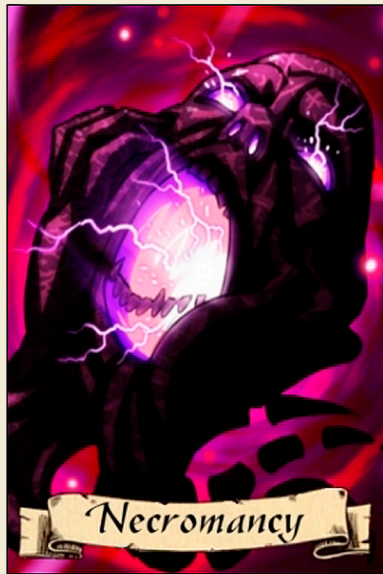
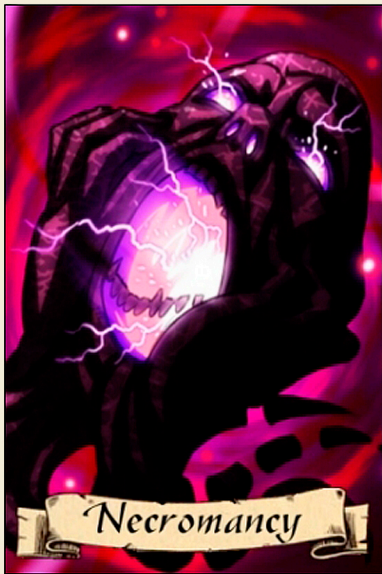
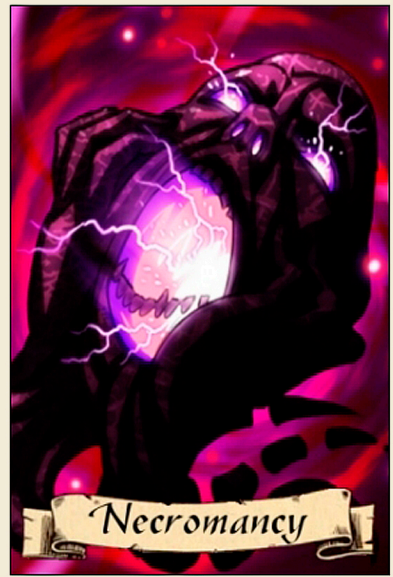
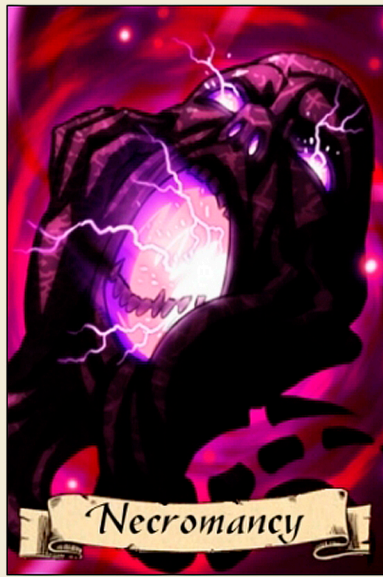
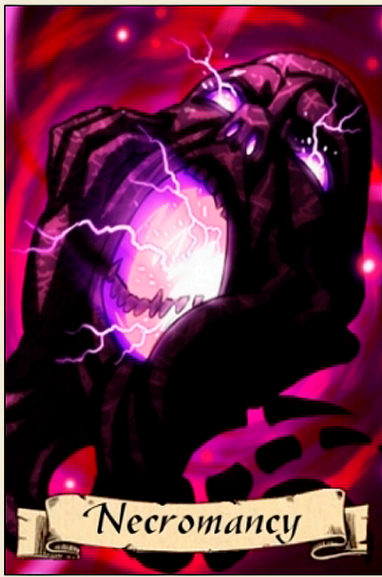
The spell is discarded if you move away, lose a body point or the monster is destroyed.

Summon Shadow



This spell conjures a shadowy spectre which you may control. You may move the shadow up to seven squares, passing through walls and revealing the contents of the rooms it moves through.

The spell is then discarded.





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