

**Spell Cards****Water**

Veil of Mist  
 Water of Healing  
 Sleep  
 Freeze  
 Boil  
 Geyser  
 Broth  
 Living Water

**Fire**

Courage  
 Fire of Wrath  
 Ball of Flame  
 Blinding Light  
 Heat Metal  
 Magic Torch  
 Cat's eye  
 Spark of Life

**Air**

Swift Wind  
 Genie  
 Tempest  
 Wings of Smoke  
 Lightning Strike  
 Dispel  
 Remove Air  
 Breath of Life

**Earth**

Rock Skin  
 Heal Body  
 Pass Through Rock  
 Landslide

**Spell Cards****Quicksand**

Sandstone  
 Turn to Stone  
 Salt of the Earth

**Wood**

Warp  
 Fireplace  
 Wood Blast  
 Staff Log  
 Rot  
 Summon Fire Ants  
 Ivy Sap  
 Healing Root

**Spirit**

See Through Wall  
 Defect  
 Drain Body  
 Mind Drain  
 Invisible  
 Mind Burst  
 Recall  
 Hope Spell

**Elf**

Disappear  
 Flashback  
 Time Stop  
 Hypnotic Blaze  
 Slow  
 Deep Sleep  
 Double Image  
 Twist Wood

dead. His friends must save him by attacking the Yeti. The Yeti can't make an attack on another Hero when He has one in a hug, but the Yeti still has 3 defense dice when being attacked.  
**Frozen Horror** My Heroes can take my monsters out so easily It's really a challenge finding that right balance between Hero and Monsters. Because of this we have now made it that the only thing that can hurt the Horror is the magical spear scepter. This spear has 3 attack dice.

**Stone Mummy** The following spells can destroy a stone mummy; Landslide, Sandstone, and Pass Through Stone.

**Ghost Warrior** This monster cannot be killed. He will not attack until he is first attacked. Some times the Heroes will be able to talk to him. He is always guarding something. He stays with that item, unless the Heroes take what it is that He is guarding, He will then keep attacking the Heroes until they return the item.

**Vampires and Kalra-nji** are treated as the undead, giving Spirit Blade 4 attack dice when attacking them.

**Alura** uses a new rule. She uses black and white shields when rolling defense. This makes her very hard to hurt.

**Hydra and Kalra-nji** Both of these monsters make 2 attacks on their turn. The Heroes cannot defend against their 2<sup>nd</sup> attack. These two also use black and white shields when defending

**Special Tiles**

**Trap Doors** The passage between the underground doors can sometime be dangerous. Zargon will tell his Heroes what they need to do to get through these tunnels.

**Cloud of Chaos** To get through this room the Heroes must roll one red dice to see which door that is marked on Zargon's map they will go through, When they roll a 6 they will be trapped inside the room with the cloud. It's possible for more than one Hero to become trapped inside the cloud. When a Hero becomes trapped he must roll one combat dice. A skull means