

Path of the Firesword

1. Sabre

This spell will temporarily engulf one character's weapon in flames, giving the character possessing the weapon 2 extra combat die when attacking. The spell will last for 2 turns, and may not be cast on any wooden weapon. (staff, crossbow, etc.)



Path of the Firesword

4. Weaponburn

For the remainder of the quest, whenever a monster successfully causes damage to the caster, that monster loses AD equal to the number of points of damage scored against the caster. This loss does not affect monsters wielding magical weapons, wielding ranged weapons, or monsters casting spells.

Path of the Firesword

2. Fire Shield

This spell may be cast on any character, including yourself. It forms a protective barrier of fire around that character. Any other character who steps within a radius of one space will suffer 1 Body Point of damage. Shield lasts for 2 turns.



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3. Crown of Fire

Any and all characters within a two space radius of the caster suffer a blast of flame. The caster then rolls three combat die, and each skull that appears inflicts one body point of damage on all characters. Caster is unaffected.



Path of Burning Hands

1. Wrathful Touch

This spell can be cast on any monster or hero that is adjacent to the caster. It will inflict 3 body points of damage. The target then rolls 2D6 and the damage is reduced by 1 point for each 4, 5, or 6 rolled.



Path of Burning Hands

4. Hellfire

For the remainder of the quest, the caster may spray a jet of flame for 2 spaces in any direction as an action. This jet of flame goes exactly 2 spaces in the specified direction and causes 4 AD of damage to all heroes and monsters caught in its path. The jet does not pass through closed doors or walls.

Path of Burning Hands

2. Burning Hands

This spell infuses the caster's hands with a powerful burning energy. If the caster's next attack is successful (and at least 1 Body Point is removed), this energy does 1D6 additional Body Points of damage.



Path of Burning Hands

3. Immolate

The caster envelops himself / herself in a ball of flame. Any characters adjacent to the caster immediately suffer 3 Body Points of damage, and the caster is reduced to 1 Body Point. The caster must have at least 2 Body Points to cast this spell.



Path of Thrown Fire

1. Ball of Flame

This spell can be cast on any character, enveloping it in a ball of flame. It will inflict 2 Body Points of damage. The victim then rolls 2D6, and for each 5 or 6 rolled, the damage is reduced by 1 Body Point.



Path of Thrown Fire

4. Wake of Magma

For the remainder of the quest, the caster leaves short yet devastating wake of magma in his trail. The last 3 spaces that the caster passed after moving are ignited (indicate this with the fire markers). If the caster did not move or moved less than 3 spaces then no squares are ignited. The squares remain ignited until the beginning of the caster's next turn. Ignited squares do 3 AD of damage to any creature or hero that passes over them.

Path of Thrown Fire

2. Extended Fireball

This spell sends a powerful ball of flame into any two adjacent squares the caster can "see". Any character on these squares suffers 2 Body Points of damage, no defend dice are rolled.



Path of Thrown Fire

3. Fire Stream

A stream of liquid fire erupts from the caster's fingertips. This spell may be cast on any one target the caster can "see". Damage is affected by distance and is applied to all creatures between the spellcaster and the target:

- 1 Space adj = 4 Body Points
- 2 Spaces adj, (or) 1 Space Diag. = 3 Body Points
- 3 Spaces adj, (or) 2 Spaces Diag. = 2 Body Points
- 4 Spaces adj, (or) 3 Spaces Diag. = 1 Body Points
- 5+ Spaces adj, (or) 4+ Spaces Diag. = No Damage



Hark's Battle Orders

1. Courage

This spell can be cast on any hero, including yourself. The next time that hero attacks, he may roll two extra combat dice. The spell is broken when that hero can no longer "see" a monster.



Hark's Battle Orders

4. Aura of Anger

For the remainder of the quest, any hero that is within 1 space of the caster attacks with one additional attack die. This bonus does not apply to ranged weapons or spells.

Hark's Battle Orders

2. Burning Rage

This spell may be cast on any hero, including yourself. That hero gets +1 AD whenever a monster is killed that the hero can see. The hero under the effects of the spell does not need to be the one to kill the monster. The effects of the spell are broken when the hero can no longer "see" a monster. While the hero is under the effects of Burning Rage, he may not search, cast spells, or disarm traps and defends with only 2 combat dice.



Hark's Battle Orders

3. Battle Rage

This spell gives "courage" to all Heroes in the Spell Caster's line of sight. The next time they attack, they may roll 2 extra combat die. The spell is broken when each hero, individually, can no longer "see" a monster.

