

### Path of Storms

#### 1. Tempest

This creates a small whirlwind that envelops one monster of your choice. That monster will then miss its next turn.



### Path of Storms

#### 4. Eye of the Storm

For the remainder of the quest, all heroes and creatures that end their turns within one square of the caster must defend against 2 point of damage.

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#### 2. Rain Storm

The caster summons a torrential fall of rain on four connected squares he can "see". Any characters caught under the rain roll 1D6. On a roll of 1-3, lose one turn; 4-5, lose 2 turns; 6, lose three turns.



### Path of Storms

#### 3. Lightning Storm

This spell creates a room full of clouds which throw lightning, inflicting 3 Body Points of damage on all characters in the same room with the spell caster (or within a 3 space radius outdoors). The caster is unaffected. All victims immediately roll 2D6. For each 5 or 6 rolled, the damage is reduced by 1 Body Point. This spell can not be used in corridors.



### Path of the Windrider

#### 1. Swift Wind

This spell may be cast on one Hero, including yourself. Its powerful burst of energy enables that hero to roll twice as many red dice as normal the next time he moves.



### Path of the Windrider

#### 4. Flight

For the remainder of the quest, the caster is said to be flying. The caster does not spring any traps and moves with one additional d6. The caster can also fly to locations that might otherwise be inaccessible.

### Path of the Windrider

#### 2. Winds of Speed

This spell may be cast on any Hero you can "see", including yourself. This spell will cause the recipient to speed up, giving them two attacks for the next 1D6 turns.



### Path of the Windrider

#### 3. Wall of Wind

This spell may be cast on any character, including yourself. It creates a wall of swirling wind around that character that defeats ALL projectile spells and weapons (except lightning) fired at (or by) that character. Also, any character within a one space Radius of the recipient is caught in a tempest and misses their next turn. The whirlwind lasts 2 turns.



### Path of the Ragewinds

#### 1. Electrostatic Charge

This spell will temporarily electrify one character's weapon, giving them 2 extra attack die. The spell will last for two turns, and must be cast on a metal weapon.



### Path of the Ragewinds

#### 4. Hellbolt

For the remainder of the quest, the caster defends using half of his DD and cannot attack. Instead of attacking the caster lets loose a bolt of energy similar to the Chaos Spell of Lightning Bolt. This bolt travels in a straight line until it hits a wall or a closed door doing 4AD of damage to every hero or monster that it passes through.

### Path of the Ragewinds

#### 2. Bane

This spell will create a cloud of poisonous gas that will envelope one room (or a radius of 3 spaces outdoors). All characters in that room will suffer 2 Body Points of damage, unless they can immediately roll a 1 on 1D6, one per Mind Point.



### Path of the Ragewinds

#### 3. Lightning Web

With a pulse of power, the caster of this spell summons up a web of lightening. This web will strike any and all characters standing in one particular angle from the caster. The lightening will travel out in a straight line until it hits a wall or closed door, and the webbing will spread out to 45 degrees on either side. All creatures hit by this web lose 2 Body Points, no defend dice are rolled.

