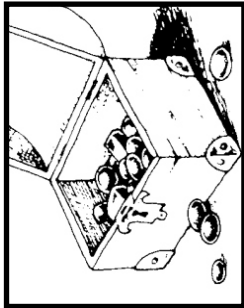


Disarm



This spell creates a mighty gust of wind that forces open any trapped chest, disarming it in the process.

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Veteran

Silence



The air stills into a unnatural silence. This spell may only be cast in a room. After it is cast, no other spells may be cast in that room for 1d6 turns.

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Veteran

Molten Ground

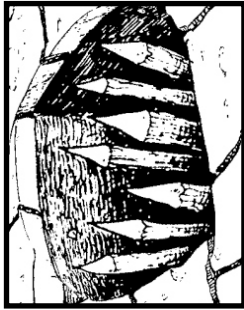


Choose an enemy within you line of sight. Both of you roll 1d6 and add this number to your current Mind Points. If your total is higher, then the ground below the monster turns to mud, swallowing its legs before it re-hardens. The monster may not move, but may attack and defend (as if in a pit). The monster takes 1 Body Point of damage. On successive turns the monster may try to free itself by rolling 1d6. On a roll of 5 or 6 it is free, otherwise it loses another Body Point and remains stuck.

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Champion

Scry



Roll 1d6 and add this number to your current Mind Points. On a total of 10 or more, you may see the location of all floor traps on the board. If you fail, though, you suffer 2 Body Points of damage. If you succeed, Zargon will place all floor trap tiles on the board. A Skull tile will be placed for any traps that have no tiles. *Note:* the traps are *not* disarmed, merely visible.

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Champion

Soothing Breeze

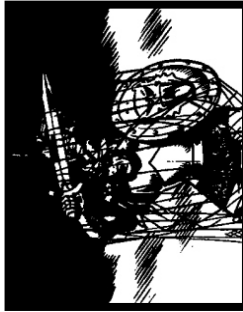


A gentle wind engulfs all Heroes and Mercenaries in the same room as you, healing each of 2 Body Points. The spell may only be cast in a room and no Hero or Mercenary may go above his starting Body Points.

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Champion

Net



A net of pure energy forms in your hands. You may throw it on any enemy in your line of sight. The enemy becomes entangled and misses its next turn. It may not move or attack, but may defend against any attacks with 1 less Combat Die.

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Champion

Earth Shield



This spell may be cast on any Hero in your line of sight, including yourself. Whatever number of White Shields the Hero rolls on his next defend dice roll is doubled.

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Veteran

Stones



Roll 1d6. This many stones are cast from your fingertips at any enemy or enemies you wish, as long as the monster(s) are in your line of sight. You may fire more than one stone at an enemy, but must decide which monster(s) you are casting the stones at before you roll any Attack Dice. Each stone does 2 Combat Dice of damage and the enemy may roll defend dice.

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Veteran



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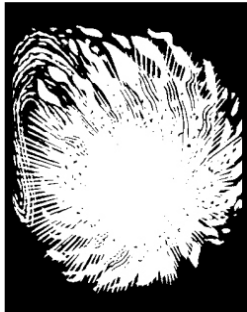
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Explosion



Choose 1 square within your line of sight. A massive fireball explodes within this square. Any figure in the square, whether friend of foe, loses 2 Body Points. Any figure in an adjacent square (including diagonal), again whether friend or foe, loses 1 Body Point. The explosion does

Champion
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Blood Burn



You may cast this spell on any Hero in your line of sight, including yourself. The Hero's blood begins to boil causing him to go into a frenzy. On his next turn the Hero may attack twice, but rolls 2 fewer Combat Dice in defense.

Champion
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Heavy Water



A blue bolt fires from you hands at any monster in your line of sight.

The monster is immediately frozen in place. Roll 1d6 to determine the number of turns the figure is frozen. The monster may not move or attack, and defends with only 1 defend die. If the

Champion
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Thunderstorm



You call up a massive thunderstorm. Lightning strikes all monsters in the room, causing each to lose 1 Body Point. Monsters may roll defend dice.

This spell may only be cast in a room.

Champion
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Resist Fire



This spell may be cast on any enemy spell caster. The next Fire Spell that the enemy spellcaster casts is nullified and has no effect.

Fire spells include Ball of Flame and Firestorm, etc.

Veteran
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Fire Lance



Roll 1d6. For this many turns you have a magical Fire Lance to use as a weapon. You may roll 3 Attack Dice and may attack diagonally.

OR

You may use this weapon to shoot a firebolt at any monster in your line of sight for 1 Attack Die of

Veteran
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Circle of Power



Roll 1d6. For this many turns the square you are in, plus all adjacent squares including diagonal, are surround by a shallow circle of water.

The circle shields all within it, whether friend or foe, from the effects of any magical spells and no spells may be cast from within. The circle follows you as you move, but will not include squares through

Veteran
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Water of Life



All Heroes and Mercenaries in your line of sight, including yourself, regain 2 lost Body Points. No Hero or Mercenary may rise above their starting Body Points.

Veteran
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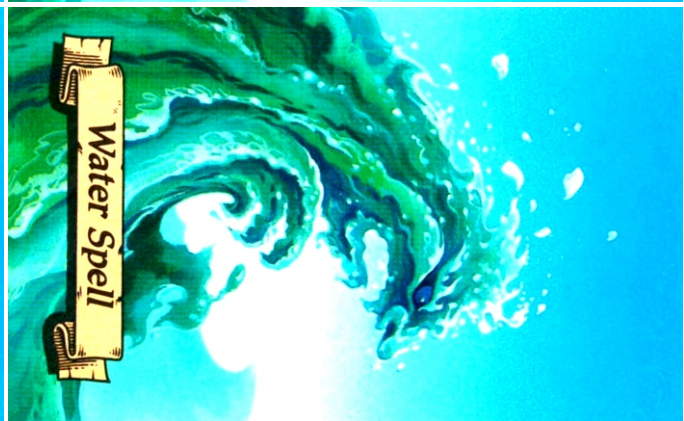
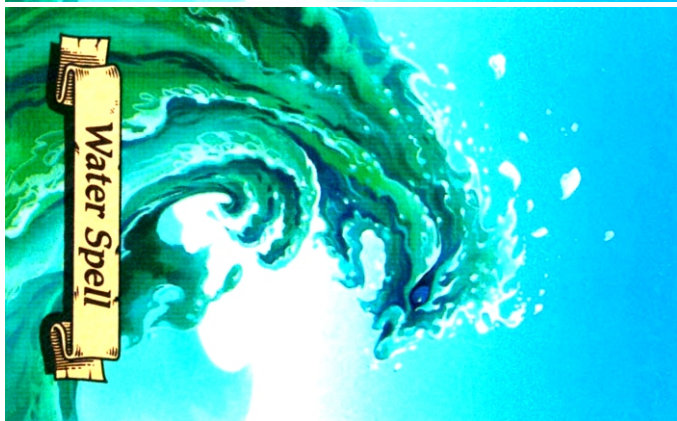
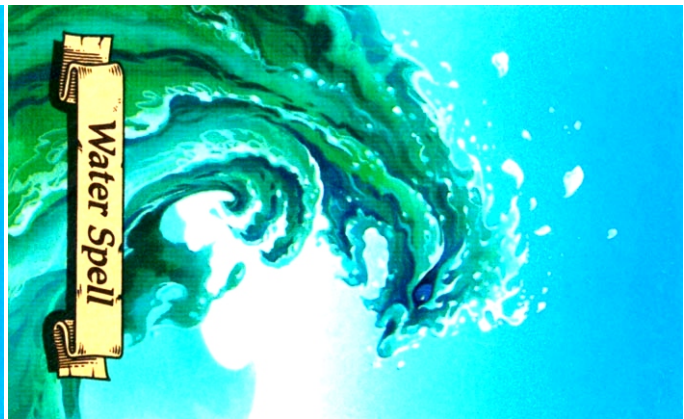
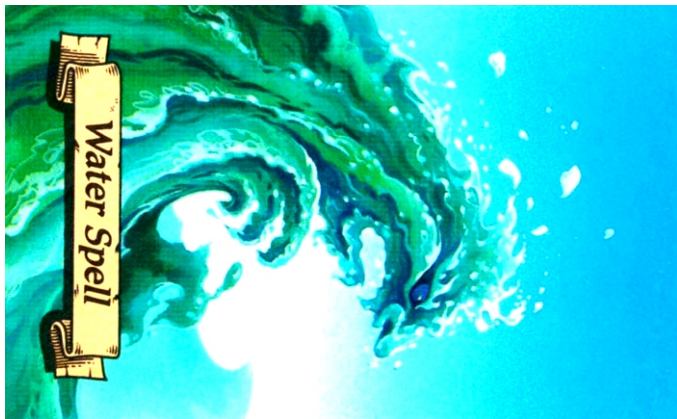


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Air Bubble



When cast, this spell encases 1 monster in your line of sight into a bubble that is void of life-giving air. The monster may break the bubble by rolling 1 Combat Die for each of its Mind Points. A White Shield will set it free, however, on each successive

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Djinn



This spell conjures up a Genie who will do one of the following: Open any door on the board (revealing what lies beyond) OR Attack any monster within your line of sight with 6 Combat Dice.

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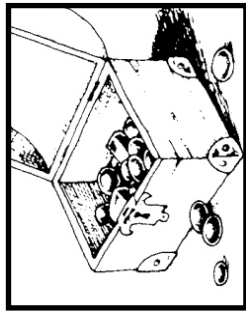
Soothing Breeze



A gentle wind engulfs all Heroes and Mercenaries in the same room as you, healing each of 2 Body Points. The spell may only be cast in a room and no Hero or Mercenary may go above his starting Body Points.

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Disarm



This spell creates a mighty gust of wind that forces open any trapped chest, disarming it in the process.

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Hurricane



You may cast this spell at one target in your line of sight. The figure is then forced back in a straight line of squares until he hits a wall, another figure or falls into a pit trap. Striking any wall or figure will inflict 1 Combat Die of damage to all figures involved.

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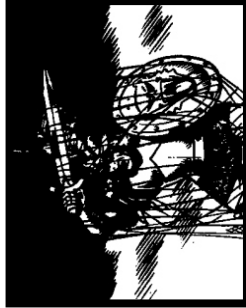
Silence



The air stills into a unnatural silence. This spell may only be cast in a room. After it is cast, no other spells may be cast in that room for 1d6 turns.

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Net



A net of pure energy forms in your hands. You may throw it on any enemy in your line of sight. The enemy becomes entangled and misses its next turn. It may not move or attack, but may defend against any attacks with 1 less Combat Die.

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Swift Wind



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

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Mineral Bath



This spell may be cast on any one Hero, including yourself. Its magical power will immediately restore up to 4 lost Body Points and 2 lost Mind Points, but does not give a Hero more than his starting number.

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Pass Through Rock



This spell can be cast on any one Hero, including yourself. That Hero may then move through walls on his next move. He may move through as many walls as his dice roll allows. Caution! There are shaded areas on each Quest Map which indicate solid rock. If a Hero ends his move in

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Rock Skin



This spell may be cast on any one Hero, including yourself. That Hero may throw one extra Combat Die when defending. This spell is broken when the Hero suffers 1 point of Body damage.

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Tempest



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

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Molten Ground



Choose an enemy within you line of sight. Both of you roll 1d6 and add this number to your current Mind Points. If your total is higher, then the ground below the monster turns to mud, swallowing its legs before it re-hardens. The monster may not move, but may attack and defend (as if in a pit). The monster takes 1 Body Point of damage. On successive turns the monster may try to free itself by rolling 1d6. On a roll of 5 or 6 it is free, otherwise it loses another Body Point and remains stuck.

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Scry



Roll 1d6 and add this number to your current Mind Points. On a total of 10 or more, you may see the location of all floor traps on the board. If you fail, though, you suffer 2 Body Points of damage. If you succeed, Zargon will place all floor trap tiles on the board. A Skull tile will be placed for any traps that have no tiles. *Note:* the traps are not disarmed, merely visible.

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Earth Shield



This spell may be cast on any Hero in you line of sight, including yourself. Whatever number of White Shields the Hero rolls on his next defend dice roll is doubled.

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Stones



Roll 1d6. This many stones are cast from your fingertips at any enemy or enemies you wish, as long as the monster(s) are in you line of sight. You may fire more than one stone at an enemy, but must decide which monster(s) you are casting the stones at before you roll any Attack Dice. Each stone does 2 Combat Dice of damage and the enemy may roll

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Fire of Wrath

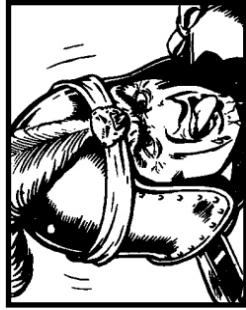


This spell may be cast on any one monster, blasting it with flames.

It will inflict 1 Body Point of damage, unless the monster can immediately roll a 5 or 6 on 1d6.

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Blood Burn



You may cast this spell on any Hero in your line of sight,

including yourself. The Hero's blood begins to boil causing him to go into a frenzy. On his next turn the Hero may attack twice, but rolls 2 fewer Combat Dice in defense.

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Ball of Flame

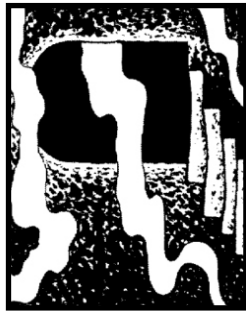


This spell may be cast on any one monster, enveloping it in a ball of fire. It will inflict 2 Body Points of damage. The monster then rolls 2d6. For each 5 or 6 rolled, the

damage is reduced by 1 point

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Stone Gate



You may cast this spell on a wall and it will open a doorway into a room or corridor beyond (if one exists). You must roll less than your current Mind Points on 2d6. If you fail or if there is no room or corridor beyond the wall, you will lose 2 Mind Points. This portal will only exist for 1d6

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Explosion



Choose 1 square within your line of sight. A massive fireball explodes within this square. Any figure in the square, whether friend of foe, loses 2 Body Points. Any figure in an adjacent square (including diagonal), again whether friend or foe, loses 1 Body Point. The explosion does

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Resist Fire



This spell may be cast on any enemy spell caster. The next Fire Spell that the enemy spellcaster casts is nullified and has no effect.

Fire spells include Ball of Flame and Firestorm, etc.

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Bravery



This spell may be cast on any one Hero, including yourself. The next time that Hero attacks, he may roll 3 extra Combat Dice. The spell is broken the moment the Hero can no longer "see" a monster.

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Stonewalk



Casting this spell creates a magical earth gate that will transport the Wizard to a known location (on the current Quest board). It requires the use of 1 Movement Square. You must roll lower than your current Mind Points on 2d6 to succeed.

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Heavy Water



A blue bolt fires from you hands at any monster in you line of sight. The monster is immediately frozen in place. Roll 1d6 to determine the number of turns the figure is frozen. The monster may not move or attack, and defends with only 1 defend die. If the monster takes damage the spell is

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Thunderstorm



You call up a massive thunderstorm. Lightning strikes all monsters in the room, causing each to lose 1 Body Point. Monsters may roll defend dice.

This spell may only be cast in a room.

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Toxic Vapors



This spell may be cast on any one Hero, including yourself. On the Hero's next move, he may move unseen through spaces that are occupied by monsters. Surrounding the Hero is a toxic mist that will attack each monster passed with 1 Combat Die. The monster can

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Water of Healing



This spell may be cast on any one Hero, including yourself. Contact with this revitalizing water will restore up to 4 lost Body Points, but will not give a Hero more than his starting number.

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Fire Sheath



When cast, this spell can either:
Create an aura of fire around yourself, making you immune to normal missile weapons for 1d6 rounds.
OR
Entrap a monster in a cage of fire, inflicting 2 Body Points of damage, reduced by one, for each six Rolled on 2d6.

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Sleep



This spell puts a monster into a deep sleep so it cannot move, attack or defend itself. The spell can be broken at once or on a future turn by a monster rolling 1d6 for each of its Mind Points. If a 6 is rolled, the spell is broken.
May not be used against

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Fire Lance



Roll 1d6. For this many turns you have a magical Fire Lance to use as a weapon. You may roll 3 Attack Dice and may attack diagonally.

OR

You may use this weapon to shoot a firebolt at any monster in your line of sight for 1 Attack Die of

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Trebuchet



When you cast this spell, it launches a globe of fire at your target area. Anyone standing in the targeted area will suffer 3 Body Points of damage (reduced by one for each 6 rolled on 2d6). All areas adjacent & diagonal will take 1 Body Point of damage (reduced by one for a 6 rolled on 1d6).

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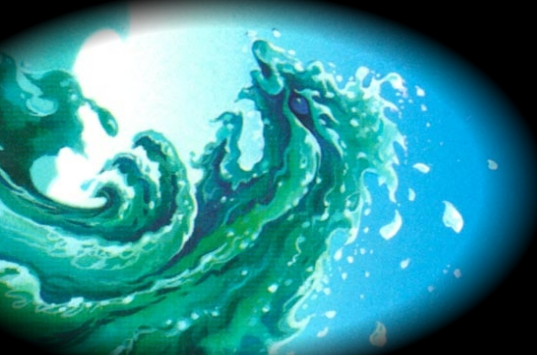
Pyromancer



Pyromancer



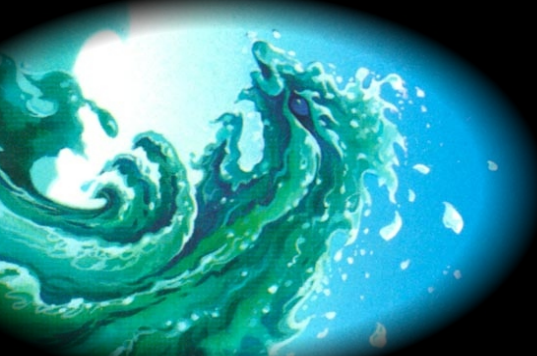
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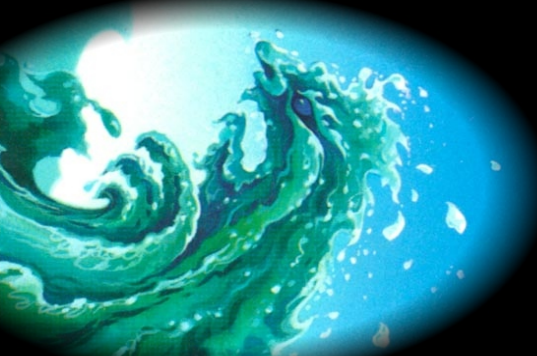
Pyromancer



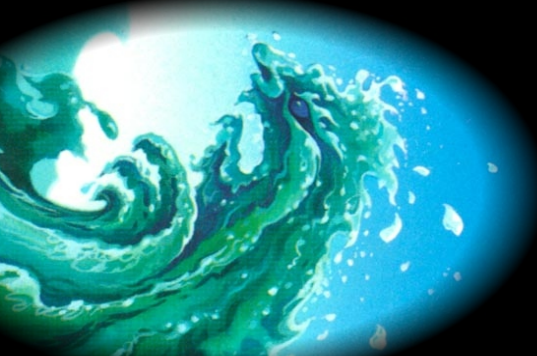
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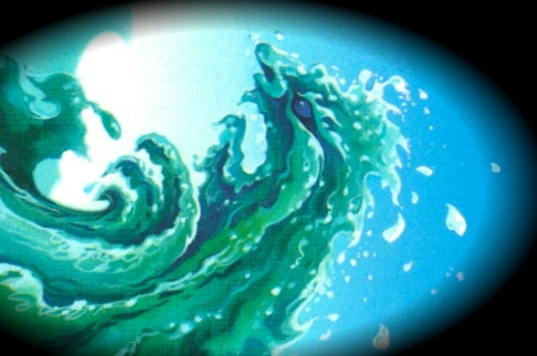
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Circle of Power



Roll 1d6. For this many turns the square you are in, plus all adjacent squares including diagonal, are surround by a shallow circle of water. The circle shields all within it, whether friend or foe, from the effects of any magical spells and no spells may be cast from within. The circle follows you as you move, but will not include squares through

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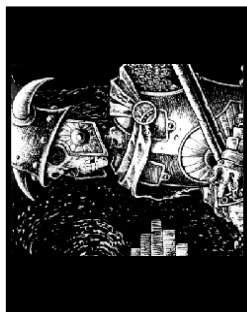
Water of Life



All Heroes and Mercenaries in your line of sight, including yourself, regain 2 lost Body Points. No Hero or Mercenary may rise above their starting Body Points.

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Osmosis



This spell causes its victim to violently lose the water content of its body. This spell causes 2 Body Points of damage. The victim may roll 2d6 and reduce the amount of damage for each 6 that is rolled.

This spell has no effect on

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Purification



This spell will restore up to 2 Body Points of damage caused by poison gas, poison needle traps, etc.

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Aeromancer Spells

Swift Wind
Tempest
Djinn (replaces Genie)
Net (Champion)
Soothing Breeze (Champion)
Disarm (Veteran)
Silence (Veteran)
Air Bubble (Aeromancer)
Hurricane (Aeromancer)

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Geomancer Spells

Pass Through Rock
Rock Skin
Mineral Earth (replaces Heal Body)
Molten Ground (Champion)
Scry (Champion)
Earth Shield (Veteran)
Stones (Veteran)
Stone Gate (Geomancer)
Stonewalk (Geomancer)

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Pyromancer Spells

Ball of Flame
Fire of Wrath
Bravery (replaces Courage)
Blood Burn (Champion)
Explosion (Champion)
Fire Lance (Veteran)
Resist Fire (Veteran)
Fire Sheath (Pyromancer)
Trebuchet (Pyromancer)

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Aquamancer Spells

Sleep
Water of Healing
Toxic Vapors (replaces Veil of Mist)
Heavy Water (Champion)
Thunderstorm (Champion)
Circle of Power (Veteran)
Water of Healing (Veteran)
Osmosis (Aquamancer)
Purification (Aquamancer)

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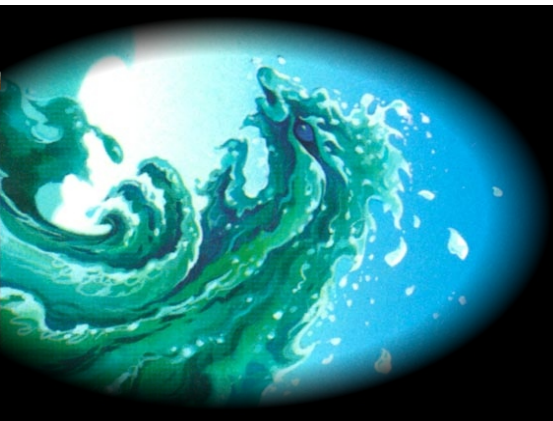
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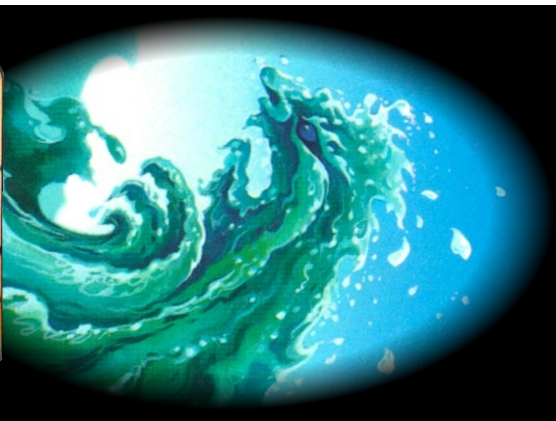
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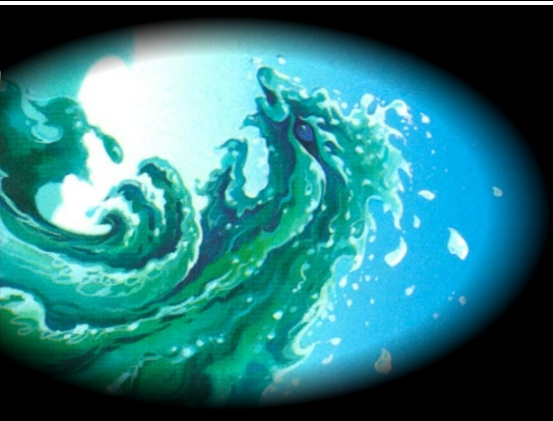
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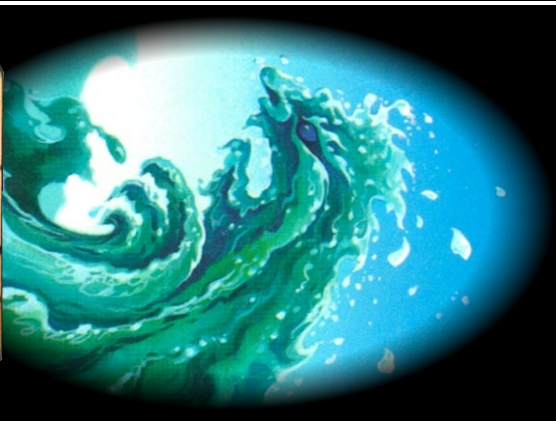
Aquamancer



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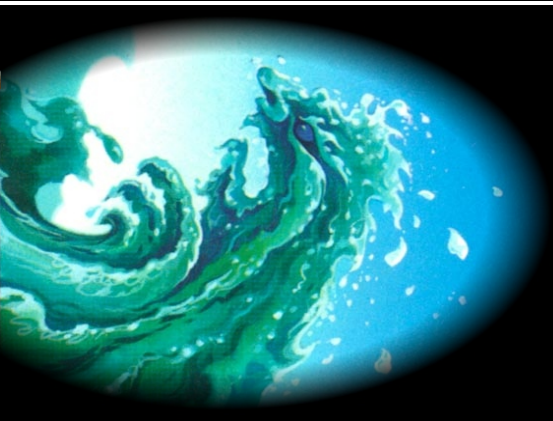
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Aeromancer



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Special thanks to Nicodemus for use of original & scanned images

Extra Special thanks to Malechi for use of Cards Backs and "re-created" images

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The Imperial Academy Decks and Mercenary Cards by **Phoenix** 2006

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