

BRIGHT WIZARD'S SPELL BOOK

DRAGON ARMOUR

Component: Red Dragon Dust

Casting the dust into the air, The Wizard's gestures pull it into a tightening band of glistening red scales. The segments expand, fuse and encase the target. This spell may be cast on any model in the Wizard's death zone. Until the next exploration turn, add +1 to the model's Toughness.



FLAMES OF DEATH

Component: Fire Dust

The Wizard casts a sizzling fireball at the enemy, which engulfs them in white flame. Place a fireball template anywhere within 12 squares of the caster within his line of sight (treat this just like ranged attacks - see the *Combat* section). Any models, friendly or enemy, which fall under the fireball template are automatically hit. Roll 5 damage dice to see what effect a hit has.



OPEN WINDOW

Component: Silver Key

Shedding only a little blood, an eye opens in the flesh of the spellcaster's forehead, an eye with no white or iris - just a glittering green light. With this eye, the Wizard may see into a dungeon section that has not already been explored. Pick any potential area that has not been explored (behind a door or past a junction, for example) and generate what is there by the normal means. If there are monsters, they will have no idea that they have been spied upon. If the Heroes enter an area with monsters that have been spied upon, add +3 to the Leader's surprise roll.



FLAMES OF THE PHOENIX

Component: Phoenix Feather

The Wizard lays his hands upon the bare wounds of a fallen comrade, and takes the pain into himself, to be consumed by the strength of his magic. By means of this spell, the Wizard may heal any Wounds lost by any one model, himself included. There must be no model other than the wounded comrade in the Wizard's death zone when he casts the spell.



You know only the above spells at the start of the game. Tick the boxes as you learn the spells below.

THE BRIGHT KEY

Component: Silver Key

The Wizard clenches his fist tightly, surrounding it with a nimbus of hot light. He then opens his hand, which will take an enormous effort, as if it were encased in rock. When it is finally opened, the Wizard will have created a door where there was none. The Wizard player may place a door in any wall of the section in which the Wizard stands. If this would lead into an unexplored part of the dungeon, and the Heroes choose to open it, first roll a dice. If the result is 4 or less, there is only solid rock behind the door. Otherwise, create the dungeon behind the door as normal.



POWER OF THE PHOENIX

Components: Phoenix Feather and a Dragon Tooth

From deep within himself, the Wizard utters a shout which carries into the void, to be heard only by the soul of a fallen comrade, beckoning it back to the body it has left. In this fashion, the Wizard may resurrect a dead character. The spell can only be cast the turn after the character was killed. If the Wizard passes an Intelligence test, the character is returned to life at full strength. If he fails, he will actually cast the soul of the dead person into tortured oblivion.



FLAMING HAND OF DESTRUCTION

Component: Red Dragon Dust

This spell transforms the Wizard's hands, so that they burn with an intense magical flame, a grim energy that does not consume the flesh, though it seems to blacken all the while the spell is engaged. In any following combat turn, if the Wizard successfully hits a target in combat, the target automatically loses as many Wounds as are shown by the roll of one dice. Do not roll conventional damage dice. The spell dies down at the beginning of the next exploration turn.



STILL AIR

Component: Phoenix Feather

The complicated words and gestures of this spell are spoken swiftly, as if racing to beat some desperate fate. But the formula also demands that they be broken off at a critical moment, and for an instant the Wizard will freeze, even his heart pausing as the energy courses through his hands. Then, for one turn, no monster in the dungeon section selected by the Wizard may move or attack. The Wizard must have line of sight to the dungeon section to cast this spell.



FLIGHT

Component: Red Dragon Dust

Strange tendrils of magic leave the palms and fingertips of the Wizard as he casts this spell, which weave to the target like the lash of a whip. As they strike, they cause a brief, blinding agony - and then a desperate desire to run, to be anywhere but this painful place. The Wizard may cast this spell on any one model to which he has whole or partial line of sight before it has moved. The Wizard player may then have the model run in any direction he chooses.



INFERNO OF DOOM

Components: Fire Dust and a Dragon Tooth

A firestorm leaps out from the Wizard's outstretched hands, which can render a man to ashes in a few seconds. Place a fireball template anywhere within 12 squares of the caster within his line of sight (treat this just like range attacks - see the *Combat* section). Any models, friendly or enemy, which fall under the fireball template are automatically hit. Roll 7 damage dice to see what effect a hit has. Before casting the spell, the Wizard must make an Intelligence test; if it is failed, only 5 damage dice can be rolled.



SWIFT WIND

Component: Fire Dust

As the last words are spoken, the air around the Wizard seems to chill, and become slightly opaque. Beyond this glass, all moves very slowly. The aura travels with the Wizard as he begins to move. For one turn, the Wizard and a number of others may move at a very rapid rate. Roll a dice, and halve the result (round up). That many characters may be moved either a maximum of 18 squares (exploration turn) or may double their Speed (combat turn).



COURAGE

Component: Silver Key

The magic that powers this spell is drawn from very dangerous sources indeed, such that the Wizard will actually see ghostly, fell creatures from the corners of his eyes, slaving for his body and soul, reaching talons for his flesh... Then, in an instant, all fear is gone. The Wizard may cast this spell on himself or any model in his death zone. The model's Bravery is automatically 12 until the beginning of the next exploration turn.



JADE WIZARD'S SPELL BOOK

THE GREEN EYE

Component: Small Glass Lens

The Wizard's stare becomes glassy as a green fire seems to ignite within his eyes. The two bright balls of emerald light grow brighter and larger until they merge into one and, with a loud crack and a cascade of sparks, shoot out a beam of green energy which injures any model in its path. The Wizard should choose a direction to fire to the beam. It shoots forward in a straight line in the chosen direction, forming a corridor 1 square wide and 12 squares long. Every model, friendly or enemy, in this corridor of light is automatically hit. Roll 5 damage dice for each model to see what effect a hit has.

THE JADE SHROUD

Component: A Giant Spider's web

The Wizard waves his hands above the wounded body of an injured comrade, causing a fine mesh of green filaments to drift down and cover the Hero's body, healing any injuries he has. Using this spell, the Wizard restores any Wounds lost by one model, including himself. There must be no model in the Wizard's death zone, other than the wounded comrade, when this spell is cast.

You know only the above spells at the start of the game. Tick the boxes as you learn the spells below.

THE JADE CASKET

Component: A Giant Spider's Web and Emerald Dust

The Wizard lays his hands onto the body of a fallen comrade, in an attempt to bring him back to life.

Immediately the Hero levitates and is smothered in a thin cocoon of crystalline material, a deep green in colour. After a few moments the cocoon splits and the Hero inside steps out, fully restored to life. This spell may only be cast on a dead model, and only in the turn after the model was killed. If the Wizard passes an Intelligence test, the character is returned to life at full vigour. If he fails, the Hero appears to be alive, only to crumble into dust mere seconds later as his soul is destroyed and his body falls apart.

THE EMERALD FOUNTAIN

Component: Swamp Dragon Blood

The Wizard raises his hands above his head, placing his palms together for a few moments. His fingers begin to spark and a green mist begins to flow from their tips. Upon easing his hands apart a stream of green energy flows from between them, like water from a fountain, covering his opponents and burning their flesh. It cascades down onto the surrounding area, spitting and crackling with the discharge of vast energies. Every model, friendly or enemy, within four squares of the Wizard take 5 damage dice of injury.

HAND OF DECAY

Components: Spleen of Toad

The Wizard's hands take on a pale green hue, and the flesh seems to rot away leaving just the pale white of his bones showing through the lumps of peeling skin.

If the Wizard hits a target during this combat, it begins to age and wither, the flesh falling from its body in bloody lumps. Roll a dice; the target loses that many Wounds. Do not roll conventional damage dice. The Wizard's hands return to normal at the beginning of the next exploration turn.

THE CLOAK OF DAINNE

Component: Green Dragon Dust

Upon throwing the Green Dragon Dust into the air, a thin, insubstantial cloak of pale green light forms in the air and draws itself around the target. It adds +1 to the model's Toughness, and lasts until the end of the next exploration turn. This spell may be cast against any model in the Wizard's death zone.

THE POOL OF MANY PLACES

Component: A Suspension of Crushed Jade in Water

The Wizard lets a single drop of water fall onto the ground at his feet. As it touches the flagstones it grows in volume until the Wizard is standing next to a pool of deep green water that sparkles with otherworldly energy. The pool can be represented with the pool floorplan. It allows up to 5 models per turn to teleport to another location. Upon jumping into the pool the models disappear, only to reappear elsewhere. The models may be placed on any of the dungeon sections that are currently in play. All of the models must be placed in an area 3 squares by 3 squares centred on the first model placed. The pool lasts until the end of the next exploration turn.

THE THOUSAND CUTS

Component: A Jade Statuette

A swirling maelstrom of tiny green shards forms around the Wizard's hand as he crushes the statuette. They spin around in ever-increasing circles, gradually causing the mass of whirling blades to get bigger, until they suddenly detach themselves and hurtle towards the chosen target. They cluster around him, stabbing and slashing his flesh as they constrict and squeeze tighter and tighter. The Wizard may choose any target in his line of sight (treat this as a ranged attack) and up to 12 squares away. The shards surround the target, inflicting 12 damage dice of injury. If the shards fail to cause a Wound on the chosen target they move on to the next nearest model. This process continues until they have wounded one model, at which point they disappear.

MIST OF SPEED

Component: Crystal Vial of Chlorine

As the Wizard utters this spell a thick green mist spews from his mouth, quickly enveloping the area around him. As he moves so does the fog. Beyond the area covered by the cloud, the air is still and time runs slowly. For one turn, the Wizard and a number of others may move at a rapid rate. Roll a dice and halve the number (rounding up); that many Heroes may be moved at either 18 squares (exploration turn) or may double their Speed (combat turn).

THE EMERALD WATERFALL

Component: Swamp Dragon Blood and Emerald Dust

The Wizard throws his arms into the air, clapping his hands together three times. As he does so, a raging torrent of green fire arcs upwards from between his palms. It drenches the surrounding area, sending out bright green sparks into the air as it spits and crackles with unnatural vigour. Every model, friendly or enemy, within four squares of the Wizard take 7 damage dice of injury. Before casting this spell the Wizard must make an Intelligence test; if it is failed, only 5 damage dice can be rolled.

AMETHYST WIZARD'S SPELL BOOK

FIRE OF JUDGEMENT

Component: Amethyst Dust

The Fire of Judgement is the Amethyst College's version of the Flames of Death spell. Cupping the amethyst dust in his hand, the Wizard blows it. The dust bursts into flame and coalesces into a spitting ball of fire that hurtles forward from the Wizard's palm in a hail of sparks to engulf the target. Place a fireball template anywhere within 12 squares of the caster within his line of sight. Any models, friendly or enemy, which fall under the fireball template are automatically hit. Roll 5 damage dice to see what effect a hit has.

FORTITUDE

Component: Corundum Globe

By means of this spell, the Wizard heals any wounds lost by one model, himself included. Raising his hand into the air, the Wizard crushes the amethyst globe by clenching his fist. As the ball breaks there is a bright flash of light and a fine silvery dust fills the surrounding area. It drifts down and envelops the target, covering him with a thin film of ash. There must be no model other than the wounded comrade in the Wizard's death zone when he casts the spell.

SOUL STEEL

Component: A Suspension of Amethyst in Alcohol

This spell may be used by the Wizard to give himself or his companions magical armour. As he pours the alcohol solution on the ground the Wizard starts to mutter. As his voice rises so the pool of glowing liquid rises, until the target is cloaked in a thin film of translucent fluid. This spell may be cast on any model in the Wizard's death zone. Until the next exploration turn, add +1 to the model's Toughness.

ALTER ALLEGIANCE

Component: A Sheet of Expensive Parchment

To cast this spell, the Wizard tears the parchment sheet in two. As he does so, all combat around the Wizard pauses for a second, and then continues as if nothing has happened. However, not everyone is unaffected. Roll a dice. The Wizard may pick that many enemy models within six squares. Each of the chosen opponents must make an Intelligence test. If the test is failed, the model changes side - it is now controlled by the Wizard player, and may even attack its former comrades. The effect lasts until the end of the next exploration turn, when the model reverts to enemy status and runs away.

You know only the above spells at the start of the game. Tick the boxes as you learn the spells below.

SPIRIT CONTROL

Component: A Stiffened Velvet Tube

With this spell, the Wizard may remotely see with another's vision and control his actions. Holding the tube to his forehead the Wizard gently, but firmly presses it, so that it burrows beneath his flesh to form a third eye. The Wizard may pick any potential area that has not been explored and generate what is there. If there are no monsters, generate some on the *Wandering Monster Matrix*. The Wizard may choose one of the monsters in the room and make it act as he wishes. It may open doors, move into unexplored areas (generating them as it moves), attack other monsters (who will retaliate), or perform any other action which isn't alien to its nature, like injure itself. The spell is broken when the Wizard performs an action or when the monster is wounded.

SLEEP

Component: Amethyst Dust and Sand

The Wizard may use this spell to send his enemies to sleep. Throwing the amethyst dust and sand into the air, the Wizard begins to hum gently. Place a fireball template anywhere within 12 squares of his position and within his line of sight (treat this just like a ranged attack). Any models, friendly or enemy, which fall under the fireball template are automatically hit and must roll under their Toughness to stay awake. For the purposes of this test only, Large Monsters may add +2 to their Toughness before rolling. Sleeping models will remain unconscious until physically shaken awake. Unconscious models are treated as having a WS of 1 if attacked.

ROUT

Component: Feather from a Griffon's Wing

The Wizard may use this spell to rout an enemy force. He picks out his target and utters an incantation that only the chosen person can hear. A look of sheer terror crosses the victim's face as he is seized by a sudden panic and turns to run. The Wizard may cast this spell on any model to which he has whole or partial line of sight. The Wizard player may then have the model *run* in any direction he chooses (see the AHQ rulebook for rules on running). All models that are adjacent to the squares that the fleeing model moves through must make a Bravery test. If failed, they will also run in the same direction.

DISILLUSION

Component: Corundum Globe

The Wizard may use this spell to disillusion his opponents. Smashing the globe at his feet, the Wizard bellows the incantation of power this spell requires. As the noise of the breaking glass dies, the Wizard's opponents begin to doubt their cause, and are thoroughly disheartened. They become aware of their own mortality and are resigned to the fact they will be killed. All enemy models in the same dungeon section as the Wizard have their Weapon Skill, Bow Skill and Bravery reduced by -2 until the next exploration turn.

SOUL SHARE

Component: An Amethyst and a Hammer

The Wizard may use this spell to forge a magical bond between himself and one of his companions. Shattering the amethyst with the hammer, the Wizard starts to chant. Seconds later, a steady beam of light shoots towards one of the Wizard's companions from the broken gem. At that instant, a magical bond is formed between the two Heroes, and their souls become as one. The Wizard may choose any friendly model within six squares. Until the start of the next exploration turn, the Wizard's characteristics, with the exception of Fate Points and Wounds, are identical to the chosen model's. The effect on the Wizard's chance of hitting, and the amount of damage he inflicts in combat can be found in the *Creating Heroes* section of the rulebook.

SPASM

Component: Purple Dragon's Blood

This spell allows the Wizard to inflict extreme pain on one of his opponents. Gulping down the Dragon's blood as he casts this spell, the Wizard is suddenly consumed with an inner pain. His nerves burn from within and agony wracks his body. Then, on the point of passing out, the Wizard points at his chosen victim. The pain is immediately transferred to the target. An inner peace descends on the Wizard, while the target goes into agonising spasms. The Wizard may choose a single model within 9 squares and within his line of sight to be the target of this attack. The Wizard must then make an Intelligence test. If the test is passed the model suffers 12 dice of injury; if the test is failed the model only suffers 9 dice of injury.

LIGHT WIZARD'S SPELL BOOK

The Advanced Heroquest rulebook provides you with the spells for the College of Bright Wizards. Here we present the spells for the College of Light Wizards. Use this spellbook when you roll up magic items on the Magic Wands and Magic Scrolls tables in this article. You may also want to have one of your Heroes play a Light Wizard. In this case, the costs for learning spells from the Light Wizard's spell book are shown in the table below. The cost for any spell component is the usual 25 Gold Crowns. The ticked boxes indicate the only spells that a Light Wizard knows at the beginning of the game.

SPELL COSTS TABLE	
Spell	Cost
Escape	100 GCs
Restore Life	200 GCs
Regeneration	150 GCs
Remove Venom	100 GCs
Dagger of Banishment	250 GCs
Light of Learning	200 GCs
Sleep of Ages	175 GCs
Banish Fear	100 GCs

POWER OF LIFE

Component: Silver Hand

The Wizard lays the silver hand upon the bare wounds of a fallen comrade, and uses it as a channel to pour out a little of his own life energy. The hand gently glows as the wizard casts the Power of Life spell. By means of it, the Wizard may heal any Wounds lost by any one model, himself included. The Wizard can only cast this spell on a model within his own death zone, and he cannot cast it if there is an enemy model within the death zone as well as a wounded comrade he is healing. This spell cannot restore to life a model which has been slain.

STRENGTH OF LIFE

Component: Powdered bones of a Large Monster

Sprinkling the bone dust on himself or any one other model within his death zone, the Wizard draws on the basic energies of life to infuse strength and vitality into the body. The affected character adds +1 to Strength and gains 1 point of Weapon Skill until the next exploration turn.

ESCAPE

Component: A Lizard's Tail

The Wizard drops the lizard's tail behind him when the Heroes wish to escape from an encounter. A sheet of blinding white light springs up at the point where the tail hits the ground- solid life-essence, which no creature can pass through. The Heroes cannot be pursued, and automatically escape the encounter (if they return, apply the standard rules. See page 18 of the Advanced Heroquest rulebook).

RESTORE LIFE

Component: Fossil Leaf

This spell may only be cast when a combat has finished, before the Wizard does anything else. He crumbles the fossil leaf over the heart and eyes of a comrade who has died in the fight just ended (or been killed by a deadly trap, etc.). As he murmurs the incantation, the dust glows green, and miraculously turns into fragments of fresh green leaf! If the Wizard passes an Intelligence test, the glow of life-essence sinks slowly into the body of the fallen Hero: wounds close, breathing starts again, and after a few moments the eyelids flicker and open. The recently-dead Hero is restored to life at full strength.

CLOAK OF PROTECTION

Component: Cloth of Gold

Placing the cloth of gold on his head, the Wizard pronounces the mystic incantation, and the cloth expands to make a shimmering cloak of golden light which covers him from head to toe. This cloak adds +2 to his Toughness against attacks from Undead creatures and Daemons, and +1 to his Toughness against all other attacks. The magical cloak lasts until the next exploration turn. The Wizard can only affect himself with this spell.

BLINDING LIGHT

Component: A Glass Prism and Grave Dust

The Wizard flings the dust into the air, and it is consumed in a blinding flash by pure life energy which is then focused within the glass prism. Rays shoot out from the prism into the eyes of the Wizard's enemies. All enemy models within the same room or passage as the Wizard suffer a -1 penalty to hit rolls for the rest of the combat (until the next exploration turn).

REGENERATION

Component: Troll Bone Marrow

The Wizard chants some words of power for a few moments over the bone marrow, before handing it to the Hero who is to receive the benefit of the spell. The Hero then completes the spell by eating the bone marrow (or this may be the Wizard himself). Until the end of the next combat, the Hero will recover one lost Wound at the beginning of each GM phase of every combat turn.

REMOVE VENOM

Component: Snake Tooth

The Wizard holds the Snake Tooth between thumb and forefinger and chants for a few moments. Any poison in the room or passage the Wizard is in is sucked into his body through the tooth, and destroyed by the powerful life-energies that empower the Light Wizard's magic. All poison in the room/passage is instantly destroyed, be it part of a trap or hazard, or even Rat Poison or Blade Venom carried by a comrade! If any trap or hazard is discovered in the room and the dice indicate that it features poison, it is rendered completely harmless, and any poisoned weapons function only as normal ones.

DAGGER OF BANISHMENT

Component: Miniature silver dagger

Chanting words of power, the Wizard hurls the tiny dagger at an unliving foe- a single Undead model or daemon within a maximum range of 8 squares. As with all ranged combat, the Wizard must have a clear line of sight to the target. The dagger spins and swirls in the air and expands into a glowing dagger of pure life force! If the dagger hits, the creature is destroyed; there is no need to roll damage dice.

When using this spell against a Daemon, however, the Wizard must pass an Intelligence test in order to destroy the creature. If the test is failed, the dagger hits with a number of damage dice equal to the creature's Toughness score. Greater Daemons are not subject to the instant death effect, but suffer damage dice equal to their Toughness score.

SLEEP OF AGES

Component: A piece of Duck Down

By whispering the incantation of this spell, and waving his hands in a gentle arc, the Wizard lets the feather float to the ground. As he does so, he points to any single model within his line of sight. That model falls to the ground in a deep sleep, and remains asleep permanently until woken.

A sleeping creature can be woken by any comrade which is on an adjacent square, but the waker must spend one full combat turn shaking the sleeper into wakefulness and cannot do anything else at the same time. A sleeping creature can be struck with a +4 bonus to all hit rolls, and the striker adds 2 damage dice and +2 to the roll of each damage dice! The blow(s) then wake the sleeper, if the creature is still alive.

LIGHT OF LEARNING

Component: A lit Lamp

This spell is called upon by a Light Wizard when he wishes to magically see through a closed door. He chants the words of the spell and his eyes are surrounded by a gentle pale light. As the light of the lamp falls upon the door (the wizard is able to see the location beyond- the passage or room beyond the door).

This spell forces the GM immediately to roll up the room type and contents (or passage) if the adventure being played is a randomly generated one. In any event, the Wizard must be given clear details of what can be seen in the room or passage- any monsters, chests, magic circles, and the like. The spell does not allow the Wizard to see anything which wouldn't be discovered by natural powers of sight, such as a concealed pit trap, etc.

BANISH FEAR

Component: The Heart of a Lion

The Wizard holds up the Lion's heart, and as he pronounces the incantation the heart begins to beat again, becoming suffused with pure white light! Every friendly model in the Wizard's death zone when the spell is cast becomes completely immune to fear until the start of the next exploration turn.

Fearsome monsters do not affect those protected by this spell, and nor do spells which cause fear, like the Bright Wizards' Flight spell.