Chill



This spell causes 1 Body Point of damage to any one Hero or monster adjacent to the spellcaster (though not diagonally adjacent). The victim cannot defend against the attack.

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Ice Wall



This spell creates up to 4 squares of solid ice. (Use the single-square Magic Ice tiles.) These squares block movement, but not line of sight. The squares need not be adjacent, but they must all be within the line of sight of the spellcaster. Each ice square lasts until the spellcaster dies, cancels the spell, or can no longer see the square, or until a cumulative total of 5 skulls are rolled in attacks on the ice square.

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Skate



This spell enables the spellcaster to move quickly through icy caverns and corridors. The spellcaster may skate for up to 12 squares and may pass through Heros and monsters during movement. The spell lasts only one turn.

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Ice Storm



This spell creates a blizzard of ice that affects an area 2 squares wide by 2 squares long. Each monster and Hero in that area is attacked separately by the spellcaster with 3 combat dice. There is no chance to defend. *Cannot be used in corridors.*

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Mind Freeze



This spell ravages the mind of any Hero. The Hero rolls 1 combat die for every Mind Point he possessed before the attack. If 1 or more white shields are rolled, the Hero has 1 Mind Point left. If no white shields are rolled, the Hero has been reduced to zero Mind Points and goes into "shock." (See the *Mind Points* section of the Barbarian Quest Book.)

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Soothe



The healing coolness of this spell restores up to 3 lost Body Points to the spellcaster or any one monster.

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Chaos Spell


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