

Demonform



The Warlock ignores pit traps and may roll 1 extra combat die each time they attack, until the spell is broken. The spell is broken when the Hero suffers 1 point of Body damage.

Regain this spell when you reduce an monster's Body points to zero.

003/003 C



Dark Wings



Cast this spell on an enemy's turn after you have suffered damage. Reduce that damage to 0 and move instantly to any unoccupied square you can "see."

002/003 C



Fear



This spell causes any one monster to become so fearful that their attacks are reduced to one combat die. The spell can be broken on a future turn by rolling one red die for each of their Mind Points. If a 6 is rolled, the spell is broken.

001/003 C



