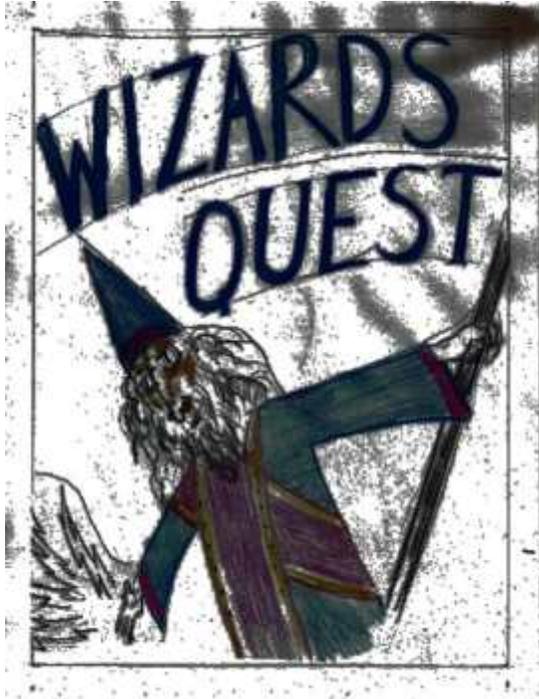


A Game of Magic

Can you defeat the GegenHound?



Wizard's Quest

A Game of Magic

The Story: You are a wizard in training. You have been learning the ways of wizardry for several years now and it is time for your final testing. In your final testing you will have to face the dangerous and deadly Gegenhound. This is a vile creature that comes from a place called "The Gether". It looks much like a fierce wolf the size of a man. Physically no human is a match for it. But, a wizard can defeat it.

How you Play: Ahh.. the ways of the wizard are many. You will start out your adventure on the start square and make your way to the square with the Gegenhound. But, because the wizardly ways are many you have three paths

you can choose. Along these paths you will pick up, discover, and learn the magic you need to defeat the Gegenhound.

Quick Note from Will: "GegenHounds" and "The Gether" are part of my upcoming novel called: "The Left Handed Sword"

Which Path Shall you choose?

Each Path has a different type of magic you will learn. And, because of the different paths you can play this game multiple times. Each time you play you can choose a different path and learn different magic. Each type of magic is equal to the others and each type will give you an equal possibility of defeating the Gegenhound. Which type of magic you choose will depend on you.

The paths are:

1. The Path of Mind (You learn mind bending spells and tactics)
2. The Path of Nature (You learn the ways of nature magic)
3. The Path of Shadows (You learn dark and deceptive magic)

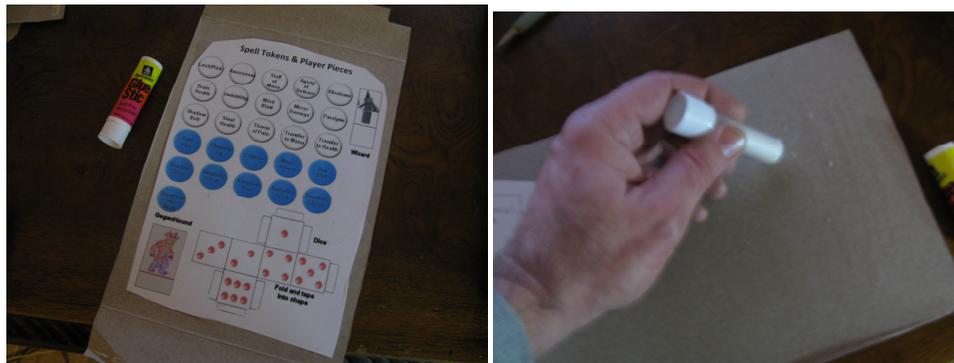
How to Play the Game

If you haven't already done it you should print up this document. It contains everything you need to play including:

- This introduction
- The Game Board
- The Player Piece
- The GegenHound Piece
- The Scroll and Spell Pieces
- The Instruction booklet and Spell Reference Book

Making the Game and things you will need:

Print up this packet and glue (or use glue stick) to glue the gameboard and the game pieces to cardboard. Cereal box cardboard works really well for this and you can keep it all in a plastic bag so you don't lose anything. You will also need a six sided die to play this game. If you don't have one I have included a paper die that you can print up, glue to cardboard and fold into a dice shape.



To Win: You battle the Gegenhound and when it's health goes down to zero you win. If your health goes down to zero then the Gegenhound has defeated you and you have lost the game.

To Start the Game place your player piece (wizard) on the start square and the Gegenhound piece in his lair.

Object of Game: To progress through one of the magic paths and accumulate magic, wisdom, trinkets and spells. Get to the Gegenhounds lair and defeat it in combat.

Difficulty Level:

On the Combat Sheet Write down a starting health for your Wizard of 50, and write down your Mana starting at 30.

You can set the difficulty level of the game by adjusting the Health of the Gegenhound.

On the Combat Sheet:

- Easy: write down the Gegenhound starting health at 60
- Medium: write down the Gegenhound starting health at 70
- Hard: Write down the Gegenhound starting health at 80

Game Play Tip: Use your spells wisely. You only have a limited amount of Mana to expend. But once you run out you always have your staff to strike with.

How to Play:

You begin the game with your player piece on the start square and move your player piece forward 1 square. At this part of the game you don't roll the dice to see how far you move. You simply move 1 square forward and then look to the rule book to see what you do. Each square on the player board is numbered or lettered. Find that number or letter in the rule book and follow the instructions. Continue moving 1 square forward, choosing your path, until you reach the Gegenhounds lair where you will do your final battle.

When following the instructions in the rule book you may have to decide on something, roll the dice to find an outcome, or take a magical item. When you are awarded a magical item take the token and place it on the combat board in the magical items section. When you are in combat with the Gegenhound you will use these items. Once you have obtained a magical item, you have learned that skill and will keep it for the remainder of the game but it does come at a cost. Magical spells require you to expend your mana. And once your mana goes down to zero you cannot cast any more spells. So use your spells wisely.

Final Combat with the GegenHound

Wizard		GegenHound
Health	Mana	65
58	30	67
44	25	52
41	20	

Place Spell Tokens Here

- LockPick
- Steel Health
- Staff of Mana
- Mirror Damage
- Summer Sun
- Transfer to Health
- Frenzies
- Mind Blast

Cast a blue token here for duration of battle

- Curses
- Magic Control

Rules of Final Combat:

Once you have reached the Gegenhounds Lair you begin the final battle with the Hound. This is when you break out the Combat Sheet and use it to tabulate the combat with the Hound. The combat sheet shows your beginning health, your beginning mana, and the Gegenhounds beginning health. It also is where you have placed any magical tokens you picked up along the way. And your health and mana may have changed as you progressed along your path.

Combat is turn based and you take the first turn. You can decide to either strike at the Gegenhound with your staff or use one of your magical tokens.

If you choose to strike at the Gegenhound with your staff it will not reduce or change your health or mana for this turn. Roll the six sided dice and whatever number comes up you subtract that from the

hound's health. For example if the hounds health is 60 and you rolled a 3 you subtract 3 from 60 and write down 57. This is now the hound's health. And you are working him down to zero where you will win the game.

Now it is the Gegenhounds turn. Roll the dice and whatever number it rolls you subtract from your health – unless you have some kind of a spell that will modify this.

You go back and forth taking turns like this until either you or the GegenHound's health goes down to zero.

If you decide to use a spell on your turn you take the spell token and place it in the Active Spell box. Some spells can only be used once and other spells will be active during the duration of the game. One time use spells are removed from the Active Spell box once they are cast. Duration spells remain in the Active Spell box so you can remember they are applied during further combat. For easy remembering the Duration spells are colored with a blue background.

Modifying the Gegenhounds attack:

With some spells you will modify the Gegenhounds attack at you. This could take one of two forms. Some of your spells will reduce the amount of damage the Hound does. For example, if you have the blue tokens confuse, or magic shield active (you have cast them and paid the mana for them) Each one will reduce the damage the gegenhound does by 1 point. So when the gegenhound rolls you subtract 1 from the roll and this is the modified damage that is done to your health.

In addition there are some spells that reduce the Gegenhounds chance of actually hitting you. For these spells like ShadowyForm or ShadowClone you roll the dice first to see if the Gegenhound will hit you. Check the spell list for the specific spell to see what the odds are of hitting you. If the GegenHound misses you on the roll then its your turn. But if the Gegenhound hits then it rolls again to see what damage it does to you.

Winning or Losing

If your health goes down to zero then you have lost the game! Try again or try another path. If the Gegenhounds health goes down to zero then you have won the game! Congratulations! You are now a full fledged wizard in the path you have chosen.

About the Spells: There are two major types of spells. The first type (white tokens) you cast and use mana but it only works for that turn. If you want to use it again during another turn you have to cast it again and use the mana again. The second type of spell has blue tokens and it is cast once and that amount of mana is used once. But the spell remains in effect and will continue to work for each turn remaining in the combat. For this type of spell you place it in the "Active Spell " box so you remember it is active. Some of the spells that will go in the active spell box are summon spells, Magic Shield, Confuse, Transform Into Wolf etc. And it is important to note that these spells can be cumulative! If you have the Barkskin Spell active this reduces your damage from the Gegenhound by 1 point every time it strikes and if you also have the confuse spell active it reduces the damage you take by 1 point also. So, every time the Gegenhound strikes the damage is reduced by 2 points!

Game Spaces

You move through the paths toward the Lair one space at a time. As you land on a space you look to this reference guide to find out what to do. You may pick up a magical spell, ability, or something else. If you get a magical spell then take the token and place it on your combat board in the large square labeled "Place Magical Items Here". You will use these as you face the Gegenhound in final combat.

A- While walking you see something shiny underneath some bushes. You go and investigate and discover a lockpick. Hmm... this might be useful in opening up locks. Take the lockpick token and place it on the Combat sheet.

B- You find an awareness scroll under a mushroom. Take the awareness token and place it on the combat board.

C - You find the Staff of Mana. This staff allows you to use mana to get your staff to strike at enemies harder. Take the Staff of Mana token and place it on the Combat Sheet.

D- This is the Final Combat Square. You must now battle the GegenHound. Refer to the Rules of final combat to proceed. If you bring the GegenHound's health down to zero you have won the game. If it brings your health down to zero you have lost.

The Path of Mind

M1 - In contemplation while you are walking you figured out a confuse spell. This spell will confuse any enemies. Take the confuse spell token and place it on the Combat sheet so you can use it during your final combat.

M2 – While walking you experience doubt about your skills. Will you be able to make it as a full fledged Wizard? Roll the dice, If you roll a 1, 2, or 3 the doubt prevails. Subtract 3 points from your mana on the Combat Board. This is your new mana level. If you roll a 4, 5, or 6 you have triumphed over the doubt. Add 3 points to your mana on the combat board.

M3 – You come to a fork in the road. Which way will you choose? If you choose the left path you find a magical scroll of transfer to mana. This scroll will allow you to take points from your health and add them to your mana. If you choose the right path you find a scroll of transfer to health. This scroll will allow you to take mana points and add them to your health. Take the appropriate token and put it on the Combat board.

M4 – While walking you hear the sound of a large creature and you stop and wait. While stopped you realize the words to a paralysis spell. Take the Paralysis token and place it on the Combat Sheet.

M5 – You stop to contemplate at the side of a lake. Looking into your own reflection in the water you come up with an idea and realize the words for a mirror damage spell! This spell will reflect an opponent's damage back at them for one turn. Pick up the Mirror Damage token and place it on the Combat Sheet.

M6 – You come across a tree stump along the side of the path. You think you see something inside. Will you reach inside and grab it? You can pass by the stump and move on to the next square or you can reach inside. If you decide to reach inside roll the dice. If you roll a 5 or 6 you have been bitten by a swarm of termites – subtract 5 from your health. If you roll a 1,2, 3, or 4 you have discovered a Health potion. You drink it and add 5 to your health. Add 5 to your health on the Combat board.

M7 – It is getting very late and you are tired. Should you take a short nap? You can opt not to take a nap and move on to the next square. If you decide to take a nap roll the dice. If you roll a 1 or 2 you have dreamed the words for the Mind Blast spell. This is a powerful spell. Take the token and place it on the Combat Sheet. If you roll a 3, 4, 5 or 6 your sleep is interrupted by a nightmare. Subtract 5 from your Health and 5 from your Mana.

M8 – While walking you see a shadow in the forest. This spurs your memory and you realize the words for a summon spirit spell. Take the summon spirit token and place it on the Combat Sheet.

M9 – You discover a treasure chest. You can roll the dice for a 50/50 chance to open this chest. Or you can use your awareness spell to automatically open it and get the scroll inside. If you use the Awareness spell you must remove it from the combat board and it cannot be used again for the remainder of this game. You must decide before you roll the dice. If you do not use the awareness spell take the lockpick and attempt to open the lock. Roll the dice, if you roll 1,2, 3, you have opened the chest. Inside you find a Magic Shield spell. Take the magic shield token and place it on the Combat Board. If you roll a 4, 5 or 6 you found nothing in the chest.

M10 – You observe a squirrel as it moves through the forest. You watch as it digs around and finds an acorn. This gives you an idea for how to steal health. Take the steal health token and place it on the combat sheet.

M11 – You see a scroll on the ground. You can pass it by or pick it up. If you pass it by then move on to the next square. If you pick it up roll the dice. If you roll a 3 the scroll has a booby trap that sends a spike into your mind – subtract 5 from your mana on the Combat Sheet. If you roll a 1, 2, 4, 5, or 6 you have successfully taken the Mind Spike Spell. Take this token and place it on your combat sheet. Before you roll you can opt to use your awareness spell (if you still have it) and automatically get the Mind Spike Spell.

The Path of Nature

N1 – Looking at the trees in the forest you see a large and strong oak tree. You notice one branch that would make a perfect staff and you try to remove it from the tree. Roll the dice. If you roll a 1, 2, 3, or 4 you get the Oak Staff. Take the token and place it on your combat sheet. If you roll a 5 or 6 you ruined the staff when trying to remove it and you get nothing.

N2 – You stop to rest against a tree and are shocked to discover some climbing Ivy that attaches itself to you very quickly. You quickly jump up and out of danger. But considering the ivy you may be able to make a spell about this. You can use your reveal spell and automatically get the Climbing Ivy Spell. Or you can roll the dice. You must decide whether or not to use the reveal spell before you roll. If you use the Reveal Spell you must remove it from the Combat Sheet and you cannot use it again. If you roll a 1,2 or 3 you have successfully obtained the Climbing Ivy Spell, take the token and place it on your combat sheet. If you roll a 4, 5, or 6 you have failed and the climbing Ivy has damaged you. Roll the dice and subtract the number from your health. Move on to the next square.

N3 – While walking you brush up against the side of a tree. Stopping to look you realize that tree bark is very strong. Contemplating this you discover the spell for BarkSkin. Take the BarkSkin token and place it on your Combat Sheet.

N4 – You stop to help a wolf cub that is lost. You look around the cub den and have the chance of finding a transform into wolf scroll. Roll the dice. If you roll 1, 2, or 3 you found the scroll. Take the transform into wolf token and place it on the combat sheet. If you roll a 4, 5, or 6 you found nothing. This turn is over. Move one Square ahead.

N5 – You are unexpectedly charged at by a wild boar! You have only seconds to react. Roll the dice. If

you roll a 4, 5, or 6 it attacks you and you should subtract 5 from your health on the combat sheet. And you run away from the boar. If you roll a 1,2, or 3 you successfully take control of the wild boar and you will be able to use it in combat. Take the summon boar token and place it on the Combat Sheet.

If you still have your Reveal spell you can use it now but it is not 100%. You can roll the dice and if you roll 1,2, 3, 4, or 5 you successfully get the summon boar token. If you roll 6 you have failed you do not get the summon boar token. Move on to the next square.

N6 – While walking along a narrow path you get scratched on some brambles. Looking closer at the bramble bush you notice a scroll. You have found the Thorns of Pain scroll. Take the token and place it on the Combat Sheet.

N7 – You come to a fork in the road and it is totally your choice whether to go left or right. If you go left you come upon a Heal potion roll the dice and add this number to your health. If you go right you come upon a Heal mana scroll. Roll the dice and add this number to your Mana.

N8 – You discover what appears to be an empty cave. You go inside and look around to discover a hibernating bear. This is a perfect opportunity to learn more about the bear. You reach into its mind with your wizardly powers and learn about its tremendous health. Roll the dice two times and whatever numbers come up you add these to your Health on the Combat Sheet. This is your new starting health for combat in this game.

You have now advanced to the Final Combat with the GegenHound. Go to the Final Combat Section

The Path of Shadows

S1 – You come upon a treasure chest. This is a difficult chest to open and you have the option of not trying. If you do not want to try you can advance to the next square. If you want to try you may break the lockpick and you must remove it from the Combat Sheet and cannot use it again. If you want to try to pick the lock with the lockpick roll the dice. If you roll a 2 or 3 you have successfully opened the treasure chest. Inside you find an Invisibility Spell. Take the invisibility token and place it on the Combat Sheet. If you roll a 1, 4, 5, or 6 you have broken the lockpick and have not opened the chest. Remove the lockpick token from the Combat Sheet and move forward to the next square.

S2 – You watch as the sun rises in the sky and notice the way it casts shadows among the branches of the trees. You realize the words for a spell of Shadowbolt. Take the Shadowbolt token and place it on your Combat Sheet.

S3 – You think you see something under a fallen log. It appears to be an animal's burrow. Feeling around in the hole you think you might have found something – Roll the dice. If you roll a 1, 2, or 3 you have found the Blindness spell. Take the Blindness token and place it on the Combat Board. If you roll a 4, 5, or 6 you have found nothing. Move on to the next square.

S4 – Out of the corner of your eye you think you see something. You look directly and see nothing. Then you turn your head and you think you see it again out of the corner of your eye. This reveals to you the possibility of a new spell. Roll the dice. If you roll a 1, 2, 3 or 4 you have discovered the Shadowyform spell. Take the Shadowyform token and place it on the Combat Sheet. If you roll a 5 or 6 you discover nothing. It must have been your imagination. Move forward to the next square.

S5 – A small Implike demon jumps out from behind a tree and startles you. He offers you a deal. He will offer you the chance to increase your health with shadow magic. There is a chance that he is telling the truth and will increase your strength. And there is a chance he is tricking you and will steal some of your health. You can choose to refuse and move on to the next square. Or you can roll the dice. If you roll a 1,2, or 3 the Imp has tricked you and stolen some of your health. Subtract 5 from your health on the

Combat Sheet. This is your new health. If you roll a 4, 5, or 6 the Imp has told the truth and you can add 5 to your Health on the Combat Sheet. This is your new Health. Now move on to the next square.

S6 – You stop to take a break because you are hungry. You have nothing to eat but looking around you see a mushroom. Will you chance eating it? You can opt to not eat it and move on to the next square. If you decide to eat it you must roll the dice. If you roll a 1,2, or 3 you discover the Drain Health Spell. Take the Drain Health Token and place it on the Combat Board. If you roll a 4 or 5 you have suffered a small amount of poison and you must subtract 3 points from your health on the Combat Board. If you rolled a 6 then you have eaten well, are no longer hungry but nothing happened. Move on to the next square.

S7 – You discover a treasure chest. You can roll the dice for a 50/50 chance to open this chest. Or you can use your awareness spell to automatically open it and get the scroll inside. If you use the Awareness spell you must remove it from the combat board and it cannot be used again for the remainder of this game. You must decide before you roll the dice. If you do not use the awareness spell take the lock pick and attempt to open the lock. Roll the dice, if you roll 1,2, 3, you have opened the chest. Inside you find a Poison spell. Take the poison token and place it on the Combat Board. If you roll a 4, 5 or 6 you found nothing in the chest.

S8 – You stop to take a drink from a small stream. The water soothes you and it has magical properties. Roll the dice. Whatever number you rolled has added to your mana. Add this number to your mana on the Combat Sheet. This is your new Mana level. Now move on to the next square.

S9 – As you are walking along the path you notice your own shadow and this gives you an idea. You have the chance of discovering the ShadowClone spell. Roll the dice. If you roll 1,2,3,or 4 you get the ShadowClone Spell. If you roll 5, or 6 you get nothing. Move on to the next square.

S10 – You come to a fork in the road and you must decide whether to go left or right. If you go right you get the Transfer to Mana Spell . If you go left you get the Transfer to Health. Take the spell you have decide on and move on to the next square.

S11 – While walking you see a very dark cave. Going inside you see a section of cave that is unusually dark. You can use your Awareness spell (If you still have it) to look into the darkness. If you use your Awareness spell roll the dice. If you roll a 1,2, 3, 4 or 5 you have discovered a Summon GhouL Spell. Take the token and place it on your Combat Sheet. If you roll a 6 you have revealed nothing and move on to the next square. If you do not have the Awareness spell you can roll the dice to look into the darkness. If you roll a 1,2 or 3 you have discovered the Summon GhouL spell, take the token and place it on your Combat sheet. If you roll a 4, 5, or 6 you have discovered nothing – move on to the next square.

S12 – You have found a scroll in the middle of the path. It is the Agony of Defeat Spell. Pick up the Agony of defeat token and place it on the Combat sheet.

The Spells

This is where you look during combat to see what the various spells and scrolls do. There are two major types of spells. The first type are white tokens. For these you cast and use mana but it only works for that turn. If you want to use it again during another turn you have to cast it again and use the mana again. The second type of spell has blue tokens and it is cast once and that amount of mana is used once. But the spell remains in effect and will continue to work for each turn remaining in the combat. For this type of spell you place it in the "Active Spell" box so you remember it is active.

Agony of Defeat – (Mana Cost: 1) This is a last ditch spell that you probably want to use if you are about to lose the game. Using this spell automatically takes your own health down to 1 point and cost 1 mana to cast. You must have 1 mana to cast this spell. Roll the dice: If you roll 1,2,3, 4, or 5 this spell was a failure. Reduce your mana by 1 point and bring your health down to 1 point. If you roll 6 this spell succeeded and you have automatically killed the Gegenhound. Congratulations you have 1 health point left but have won the game!

Awareness – (Mana Cost: 0) This spell isn't used during Combat with the Gegenhound. It is used at certain points along your path journey. It increases your odds of finding objects and spells along the way. You can only use this spell once in the game. Once you use it you must take it off the Combat sheet.

BarkSkin - (Mana Cost: 8) This spell lasts the duration of Combat. Place the token in the active spells column. This spell cost 5 mana to cast so subtract 5 from your mana. While this spell is active it offers you some protection against the attacks of the Gegenhound. Every time it attacks, because of your Barkskin you subtract 1 point from the damage. For example: If the Gegenhound rolled a damage of 5 against you, because you have Barkskin active you subtract 1 point and the Gegenhound only does 4 against you.

Blindness – (Mana Cost: 3) This spell works for one turn only. You can cast it again in a future turn but you have to once again pay 3 mana every time you use it. It causes blindness in the Gegenhound and it loses this turn. You get a free strike with your staff. Look up the appropriate staff. If you have your normal staff then roll the dice and that number (1 to 6) is the damage you do to the GegenHound. Now it is your turn again.

Climbing Ivy - (mana cost: 8) This spell casts Ivy that climbs on the opponent making it difficult for him to attack you. This is a duration spell that will stay in effect for the length of combat. Place it in the active spell box. To use this spell whenever it is the Gegenhounds turn you roll the dice as normal for damage to you. But you subtract 1 from the number. This number is what you subtract from your health. For example: If the gegenhound rolls a 5 you subtract 1 for the Ivy and the damage you take is 4.

Confuse – (Mana cost: 8) This is a lasting spell that stays active throughout the battle. It casts a confusion on the Gegenhound reducing the damage he does to you. For every time the Gegenhound strikes you it rolls the dice. With this spell active you subtract 2 points from the roll and subtract that from your health. If the roll is 1 or 2 then the Gegenhound does you no damage for that turn.

Drain Health – (Mana cost: 5) This spell drains health from the Gegenhound and adds it to your health. You can use this spell as many times as you like during the combat. To cast this spell you subtract 5

from your mana. Then roll the dice. This number is the number you subtract from the Gegenhounds health and add to your health.

Invisibility – (Mana cost: 6) This spell makes you invisible for one turn. The Gegenhound cannot see you and cannot attack. Now take your turn again to do what action you want. Then the Gegenhound goes as normal.

LockPick – This is an item that you can use during the adventure path stage of the game. You may only use it once and then you must remove it from the Combat Sheet.

Magic Shield – (Mana Cost: 8) This spell casts a magical shield around you for the duration of the combat. Every time the Gegenhound attacks you subtract 1 point from the damage it does to you. So, if the Gegenhound rolls a 4 you would only take 3 points of damage.

Mind Blast – (Mana cost: 5) This is a one time use spell. This Spell does damage to the mind of an enemy. Roll the dice twice and add the two rolls then add 2. This is the total damage done to the Gegenhound. Once used you must remove the Mind Blast Token from the board. You cannot use it again.

Mind Spike – (Mana cost 2) This spell can be used multiple times during the game. This spell hurls a mental spike at the brain of your opponent. To find the damage roll one dice and add 2. This is the damage done to the Gegenhound.

Mirror Damage – (Mana cost: 3) This spell can be used multiple times during a game. This spell reflects the Gegenhounds next attack back at it. You cast this spell on your turn then the Gegenhound rolls for its turn. Whatever damage it rolls is done to itself. Now it is your turn again.

Oak Staff – (Mana cost: 0) This is a sturdy staff that does more damage than your regular staff. When rolling for a staff strike with the Oak staff you add 1 to the roll. This is the damage done to the Gegenhound. Place this token in the active spell box.

Paralysis – (Mana cost: 3) This spell casts a one turn paralysis on the opponent. So, cast this spell then you get to go again. The GegenHound lost a turn.

Poison – (Mana cost: 4) You throw a poison vial at the Gegenhound. This spell lasts throughout the combat and with each turn you take it automatically causes 1 point of damage to the gegenhound. This 1 point of damage occurs on your turn even if you take an action that does not damage the Gegenhound. This is because once the poison is in its system it will take effect even if you do nothing.

ShadowBolt – (Mana cost: 3) With this spell you cast a bolt of shadow at the Gegenhound from your hands. Roll the dice and add 3 to the roll. This is the damage done to the Hound. This spell can be used again during future turns.

ShadowClone – (Mana cost: 15) This Spell causes a clone of you to appear on the game board. There is a 50/50 chance that with each attack the gegenhound will attack your clone rather than you. The clone however does not feel any damage so will remain unharmed. To find out if the Gegenhound attacks you or the clone roll 1 dice before its turn. If it rolls 1,2, or 3 then it attacks your clone which means its

damage roll does not affect you. But if it rolls 4,5, or 6 then it does attack you and its damage roll is normal.

ShadowyForm – (Mana cost: 5) This spell lasts the duration of the combat and makes it difficult to see you. Every time the Gegenhound rolls to attack you first roll the dice. If the gegenhound rolls a 1 or 2 then he misses you completely. It becomes your turn. If the Gegenhound rolls 3,4,5, or 6 then it rolls the dice to do normal damage.

Staff of Mana – (Mana cost: varies with roll) This transforms your regular staff into a staff that does extra damage. But the extra damage comes off your mana. Strike with your staff doing the normal 1-6 damage and in addition to this you roll again This second roll is the extra damage that you do to the Gegenhound and it is the number you subtract from your mana.

Steal Health – (Mana cost: 2) This spell steals health from the Enemy and gives it to you. This spell can be used multiple times but only once per turn. This is the amount of health you subtract from the Gegenhound and add to your health.

Summon Boar – (Mana cost: 15) This spell summons a boar to battle at your side for the duration of the battle. Every time it is your turn you play as normal but you also roll the dice to see what damage the boar does to the Gegenhound. The number rolled on the dice is the number damage done.

Summon Ghoul - (Mana cost: 15) This spell summons a Ghoul to battle at your side for the duration of the battle. Every time it is your turn you play as normal but you also roll the dice to see what damage the Ghoul does to the Gegenhound. But the Ghoul can only do up to 4 damage. If you roll a 4,5, or 6 then you the boar does 4 damage to the GegenHound. Otherwise it does the damage shown on dice.

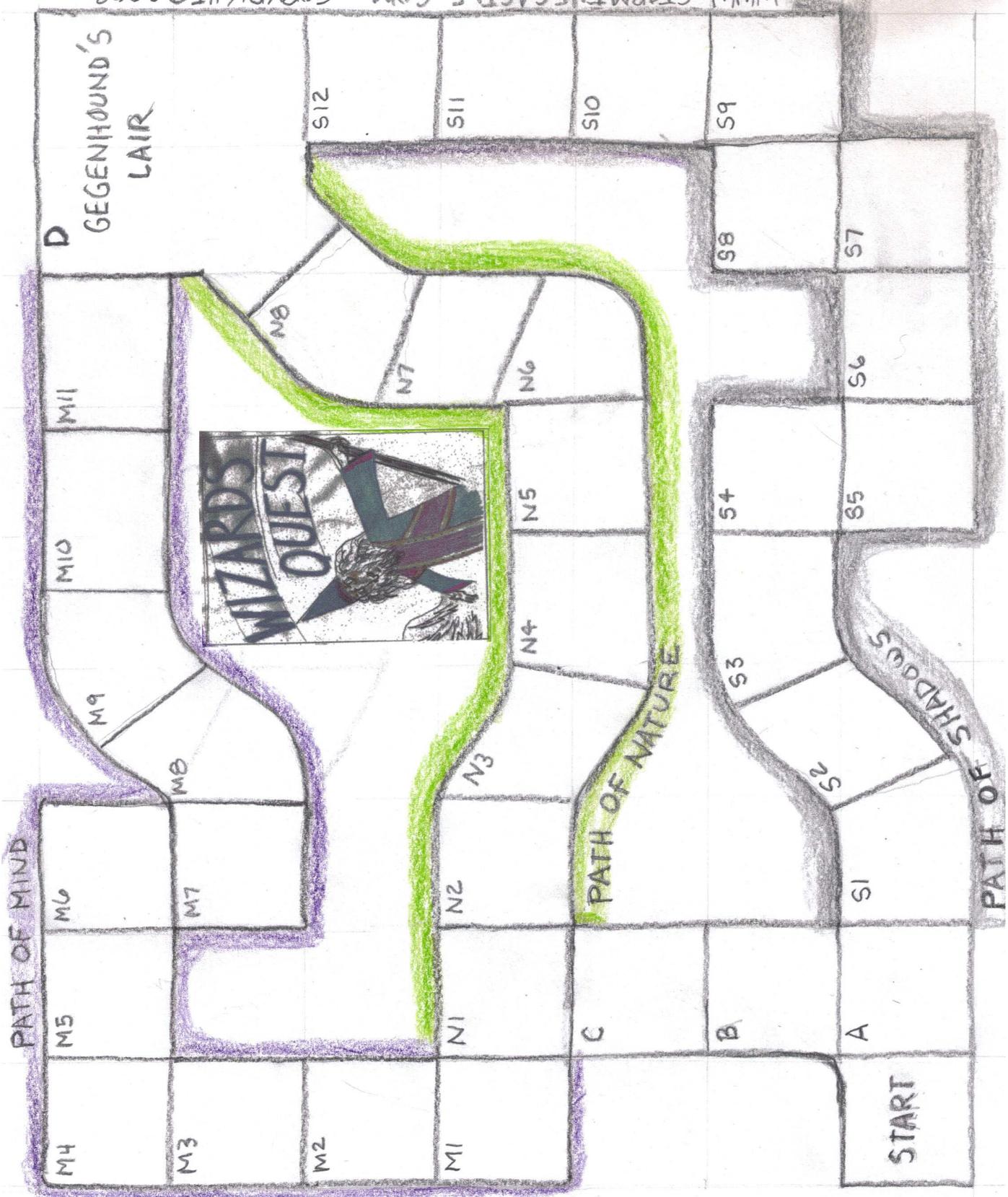
Summon Spirit – (Mana cost: 15) This spell summons a Spirit to battle at your side for the duration of the battle. Every time it is your turn you play as normal but you also roll the dice to see what damage the Spirit does to the Gegenhound. But the Spirit only does up to 5 damage. If you roll a 5 or 6 the damage is 5. Otherwise the damage is what is shown on the dice.

Thorns of Pain - (Mana Cost: 3) This spell shoots painful thorns at the Gegenhound. You may use this spell as many times as you want. Roll the dice and add 2, this is the damage done to the Gegenhounds health.

Transfer to Mana – (Health cost: Varies) You can use this spell only once during the combat. Using it means you can transfer as many points as you like to your mana but have to subtract the same number of points from your Health.

Transfer to Health – (Mana Cost: Varies) You can use this spell only once during combat. Using it means you can transfer as many points as you like from to your health but you have to subtract the same number of points from your mana.

Transform Into Wolf – (Mana Cost: 8) This spell transforms you into a wolf. You can stay in wolf form as long as you want and can get out of it at any time. While in Wolf form you cannot cast any spells. You can only do claw damage. To do claw damage on your turn you roll the dice and add 2. This is the damage you do to the Gegenhound.





Combat Sheet

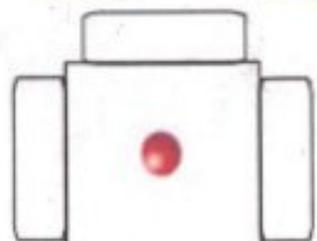
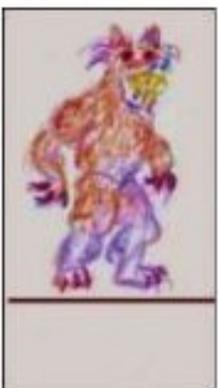
Wizard		GegenHound
Health	Mana	
Place Spell Tokens Here		when you cast a blue token spell place it here It will be in effect for the entire battle.

Spell Tokens & Player Pieces

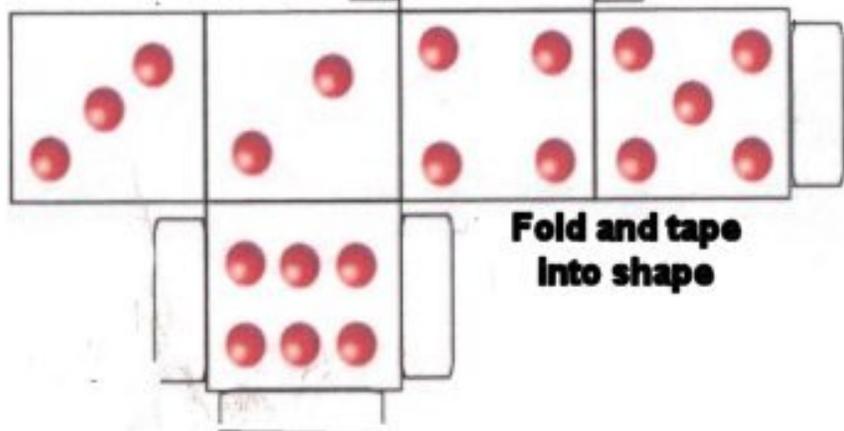


Wizard

GegenHound



Die



Fold and tape into shape