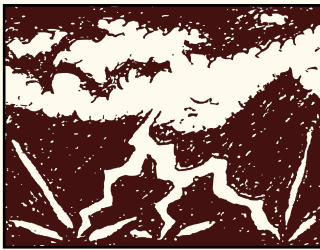




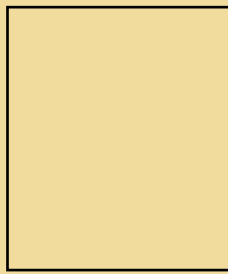
Lightning Strike



This spell conjures up a powerful lightning strike over monster. Monster suffers two Body Points of damage. Monster then rolls two red dice. For each 5 or 6 rolled, the damage is reduced by 1 point.



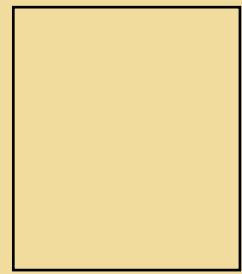
Mountain Orc



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	3	3	3	3



Iron Skeleton



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	5	5	5	0

Landslide



This spell can cause the ceiling of one space to fall. If a monster is under this space, then follow rules for springing a falling rock trap. Spell may be case on a wall, opening up the way if a room is on the other side. Spell may be cast on floor. Zargon decides if it makes a pit.

Turn to Stone



This spell will turn any object or Monster with 2 or less Body Points into stone. This spell will not work against any Monster that knows magic.

Wings of Smoke



This spell may be cast on any one Hero, including yourself. On Hero's next move he can float over any exposed trap and does not trip any unseen trap that he floats over.

Boil



This spell will cause liquids to boil and evaporate. When cast upon a monster, that monster will lose two attack dice and one defense dice. This spell will not work against Undead.

Blinding Light



This spell creates a small blinding light that will blind one monster of your choice. That monster will then miss its next turn.

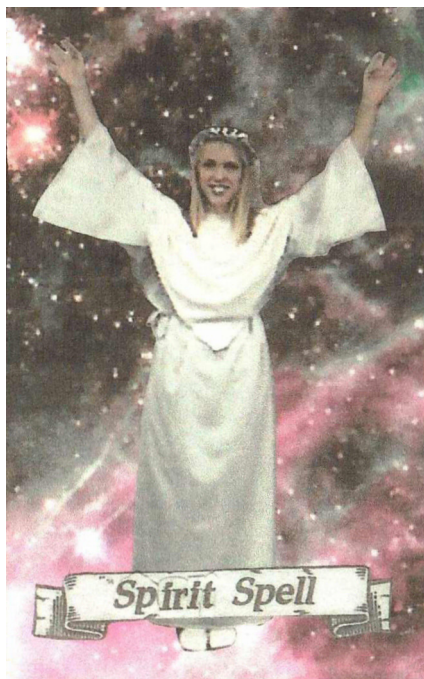
Heat Metal



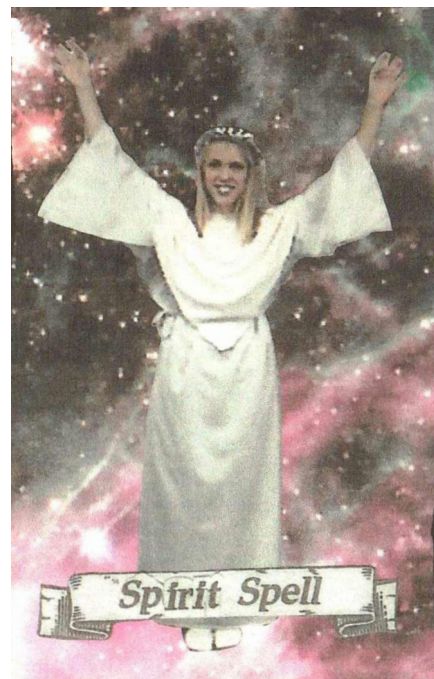
This spell causes any metal object to become so hot that it softens, making it useless. If cast upon a monster's weapon, then monster's attack dice is reduced to one. If cast upon armor, Zargon decides if monster removes armor or suffers loss of Body Points. This spell does not work on iron doors. There is too much mass.



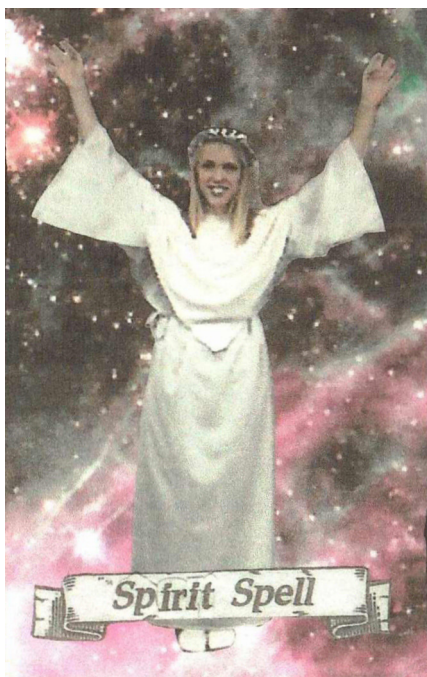
Water Spell



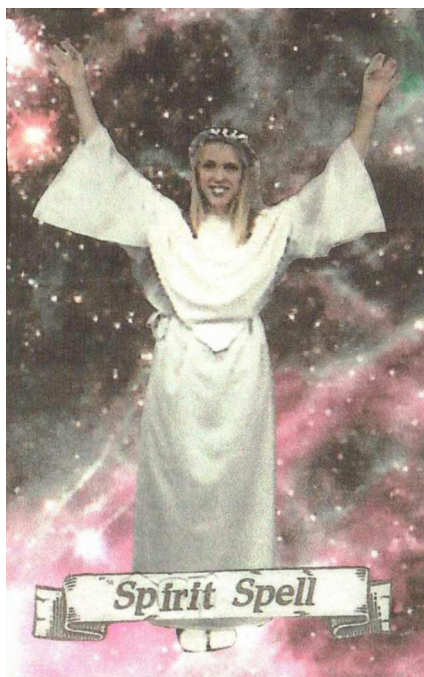
Spirit Spell



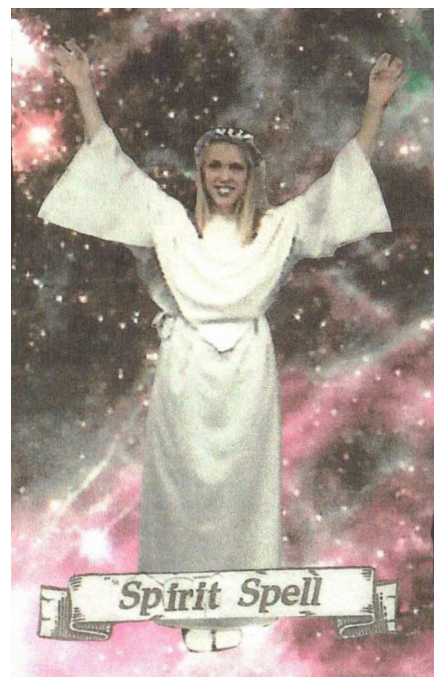
Spirit Spell



Spirit Spell



Spirit Spell



Spirit Spell



Wood Spell



Wood Spell



Wood Spell

See Through Wall



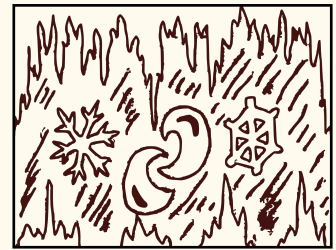
This spell enables the spellcaster to see through the wall. If there is a room on the other side, then Zargon will set up the room.

Mind Drain



This spell will drain three Mind Points from a monster of your choice. That monster then rolls three dice. For each black shield rolled monster saves a point. If monster's Mind Points are reduced to zero, then that monster becomes unconscious. This spell will not work against the Undead.

Freeze



This spell will freeze any liquid or harden quicksand and lava. When cast upon a monster, that monster will lose two attack dice and one defense dice. This spell will not work against the Undead.

Deflect



This spell will protect only the spellcaster from one spell being cast upon him.

Drain Body



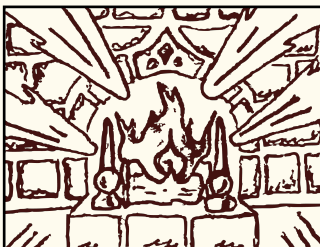
This spell will drain one Body Point from monster of your choice. Adding Body Point to any Hero, including yourself. Hero cannot exceed starting number of Body Points. This spell will not work against the Undead.

Invisible



This spell may be cast on any Hero, including yourself. He will be invisible for two turns. Monsters cannot attack or defend against an invisible Hero. This spell does not work against Ogres, Bellthors, Giant Wolves and Werewolves.

Fireplace



This spell can only be cast in a room that has a fireplace. When cast the fireplace erupts in flames. Anybody standing within the three spaces directly in front of the fireplace will suffer one Body Point of damage. All persons will then roll one red die. A 5 or 6 saves that person from spell's effect.

Warp



This spell causes any one wooden object or weapon to warp, making it useless. An unarmed monster has only one attack dice (unless otherwise stated). A locked wooden door will become passable.

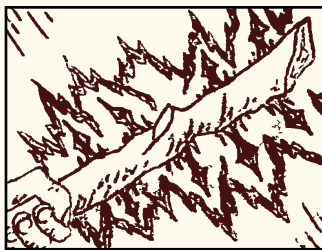
Wood Blast



This spell causes any one wooden object or weapon of your choice to explode. Anyone holding or standing next to an exploding wood will suffer one Body Point of damage. Items that are inside an exploding object will remain safe.



Staff Log



If spellcaster has a wooden staff, then this spell causes the staff to grow three spaces long and big enough around that the Heroes can walk on top of it.

Rot



This spell will cause one wooden object or weapon of your choice to become rotten and fall into dust.