



Delay



Dionisus has the ability to delay events. Cast this spell and roll 1d6. From now on every damage caused by a Hero attack will be delayed the same number of turns as the number shown on the die. The effect ceases as soon as the Heroes can't see any more monsters.

Unbalanced



This spell will affect a Hero's balance. The victim will have difficulties staying balanced and all his actions will be done with one die less than usual. After each turn of the Master, the Hero can roll 3 combat dice. A result of at least 2 black shields will end the effect of the spell.

Calm Down



Trick any one Hero into believing that everything is alright. That Hero must exit the room and will be forced to walk back to the starting point. No monster will attack this Hero. The spell ends when the dice show the same number as that of the Hero's Mind Points or until the Hero reaches the entrance.

Charming Scroll



Throw this magic scroll at the Wizard or the Elf. The scriptures will enchant the Hero who then tries to decipher them. The Hero stays still and can't do any action. After 4 turns played by the Master, the Hero will disenchant and realize he only lost his time in vain.