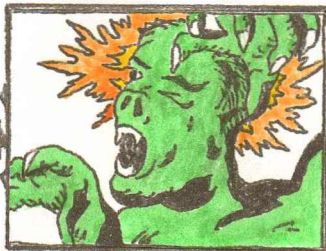
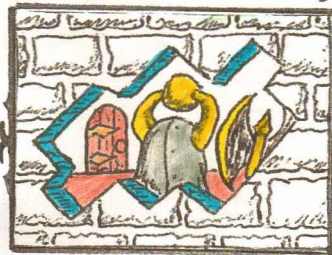


### Mind Drain



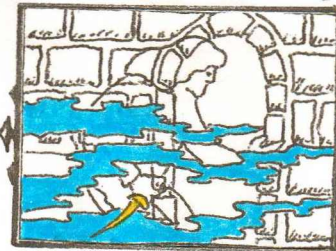
This spell will drain three mind points from a monster of your choice. That monster then rolls three dice. For each black shield rolled monster saves a point. If monster's mind points are reduced to zero. Then that monster becomes unconscious. This spell will not work against the undead.

### See Through Wall



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

### Invisible



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

### Drain Body



This spell will drain one body point from monster of your choice. Adding body point to any hero, including yourself. Hero can not exceed starting number of body points. This spell Will not work against the undead.

### Deflect



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

### 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 a exploding object will remain safe.

### Wood Spell



### Spirit Spell

