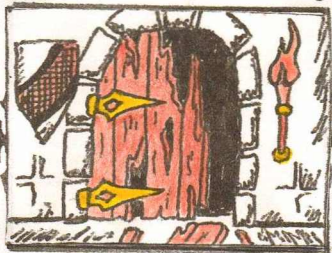


Staff Log



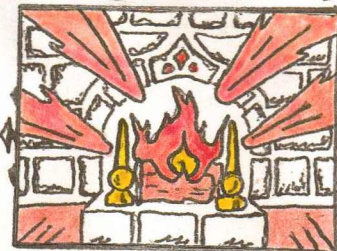
If spell caster has a wooden staff, Then this spell causes the staff to grow three spaces long and big enough around that the Heros can walk on top of it.

Rot



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

Fire Place



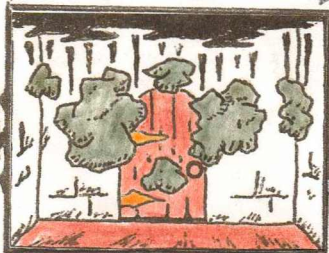
This spell can only be cast in a room that has a fire place. When cast the fire place erupts in flames. Any body standing within the three spaces directly in front of the fire place will suffer one body point of damage. All persons will then roll one red dice. A 5 or 6 saves that person from spell's effect.

Warp



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

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 cast 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

Spirit Spell

Spirit Spell