

Blinding Light



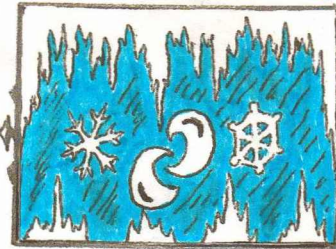
This spell creates a small blinding light that will blind one monster of your choice. That monster will then miss its next turn.

Wings Of Smoke



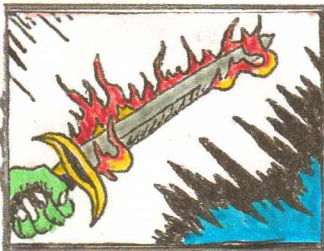
This spell may be cast on any one hero, including yourself. On Hero's next move. He can float over any exposed trap and does not trip any unseen trap that he floats over

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.

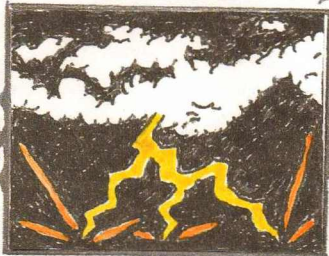
Heat Metal



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

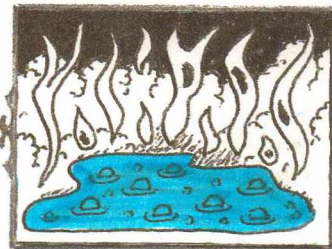
This spell does not work on Iron doors. There is too much mass

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

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 the undead.

