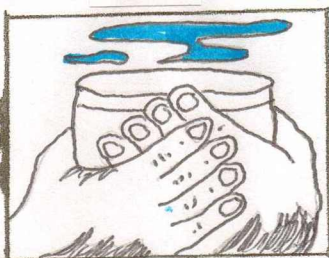


Dispel



This spell when cast will stop or break a chaos spell that is being cast on you or a fellow Hero.

Broth



This magical liquid will restore a Hero's mind points back to normal.

Quicksand



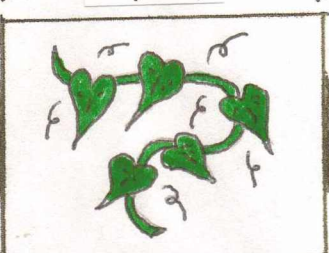
This spell when cast will trap a Monster in it's space. Monster can still attack and defend if Hero gets next to it. Monster is trapped for the length of the quest.

Magic Torch



This spell will create a magical light that enables Heroes to see inside a magically darkened room.

Ivy Sap



The sap from this rare ivy plant will restore 4 lost body points. Hero can not exceed His starting points.

Mind Burst



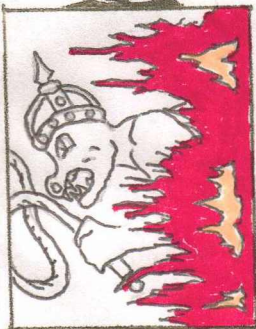
This spell when cast will give the Hero who it is cast upon 6 extra mind points for 2 turns. Hero's mind points then return to normal.

Annul



This spell when cast will stop any one spell that the Heroes cast.

Summon Demon



This spell when cast will summon a Demon.
Roll one red dice.
1 or 2 - a Gargoyle.
3 or 4 - a Big Gargoyle.
5 or 6 - a Bellthor.
Demon get to attack after being summoned.