

Remove Air



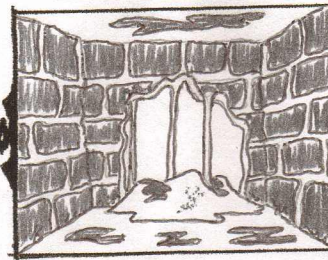
This spell when cast will choke a monster. That monster's attack and defense are reduced to 1 dice. Monster rolls 1 red dice for each of His mind points. A 5 or 6 frees Him from the spell. Monster loses 1 body point for each of His turns that He is under the spell.

Geyser



This spell can be cast on any Hero. That Hero will then be protected from any fire spell. This spell lasts until there are no more monsters in sight.

Sand Stone



This spell when cast will cause a wall or one stone square on the game board to turn into sand. Heroes can now pass through.

Cat's Eye



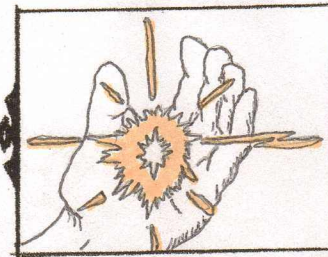
This spell when cast will give the Spellcaster the ability to see inside a magically darkened room.

Summon Fire Ants



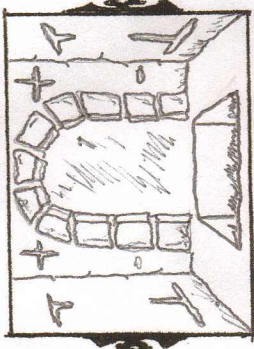
This spell will summon Fire Ants to attack 1 monster. That Monster will lose 1 body point on each of His turns, until He is dead or can destroy ants with a fire spell.

Recall



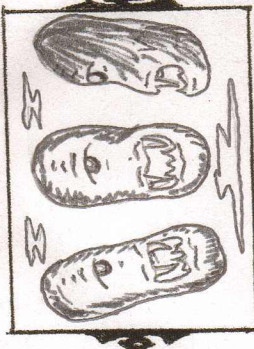
This spell will enable Spellcaster to recall one spell that was already cast during the quest.

Open Pit



This spell when cast will open up a pit in the floor. If a Hero is over that spot, then He falls in and suffers 1 hit point of body damage. If pit is cast in hallway in front of the Hero then that Hero needs to jump the pit if no other route is available.

Summon Firims



This spell when cast will summon Firims.
Roll one red dice.
1 or 2 will summon 1 Firim.
3 or 4 will summon 2 Firims.
5 or 6 will summon 3 Firims.
Firims get to attack right after being summoned.