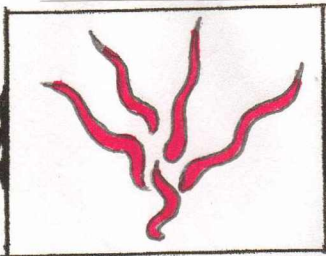


Spell Magnify



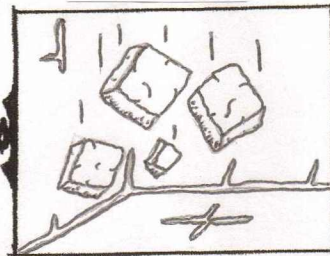
To cast this spell will take up the Spellcaster's turn. But, that next spell He casts will affect all the Heroes inside the room or in the hallway.

Hurricane



This spell when cast, will affect all the Heroes. It creates a strong wind that causes them to lose 2 attack dice and 1 defense dice. Spell lasts until Spellcaster is dead.

Stone Fall



This spell when cast will cause a ceiling or wall to cave in, creating an impassable spot on the game board. If a Hero is on this spot when the spell is cast, follow springing a fallen rock trap rules.

Total Chaos



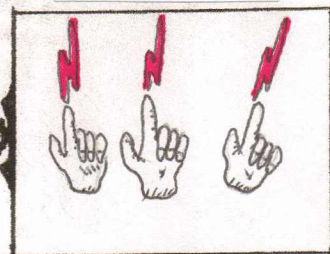
This spell when cast will totally confuse a Hero. Reducing His attack and defense dice to 1. Hero can not defend himself against this spell, except with a counter spell. Spell is broken when Spellcaster is dead.

Shroud Of Night



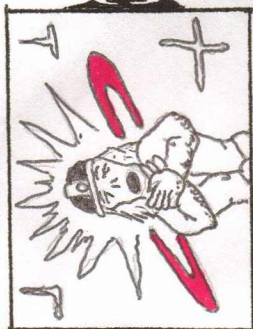
This spell when cast will cause a room to become completely dark. All heroes' attack and defense dice are reduced to 1. Heroes can not search this room. This spell will last for the whole quest. Only a light spell will allow Hero to counter this spell.

Triple Terror



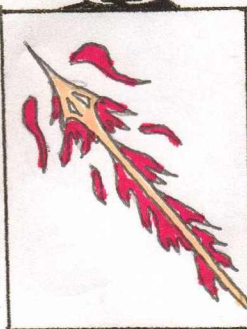
To cast this spell will take up the Spellcaster's turn. But on His next turn, He will be able to cast 3 different spells.

Hangman



This spell when cast will choke a Hero. That Hero will be unable to attack or defend Himself. Roll 1 red dice for each of His mind points. A 6 will free Him. Spell can also be broken by killing the Spellcaster. Hero loses 1 body point for each turn He is under the spell.

Flaming Spear



This spell when cast will create a flaming spear that the Spellcaster can throw at a Hero that is in His line of sight. Spellcaster rolls 6 attack dice. The Hero then defends Himself.