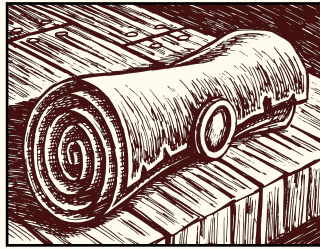


Reanimation



This spell enables the spellcaster to reanimate all defeated Skeletons, Zombies or Mummies in the same room as the spellcaster. These monsters rise up from the floor, with all lost Body Points restored, and attack the Heroes again.

Spell Scroll



Fear

This spell causes any one monster to become so fearful that his attacks are reduced to one combat die. The spell can be broken by the monster on a future turn by rolling one red die for each of his Mind Points. If a 6 is rolled, the spell is broken.

Bone Wand



This artifact enables any Hero to control all skeletons in one room for one turn. He can move them and make them attack during this turn. The Hero can make the skeletons attack each other or any other monster in the room. The Bone Wand works only once per Quest.