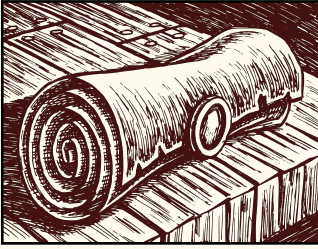




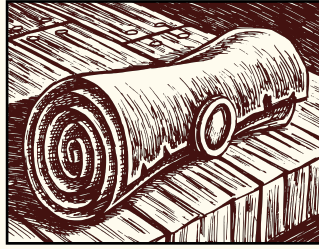
Spell Scroll



Courage

This spell may be cast on a Hero, including yourself. The next time that Hero attacks, he may roll two extra combat dice. The spell is broken the moment the Hero can no longer "see" a monster. May be used by any Hero. Scroll crumbles to dust after it is used.

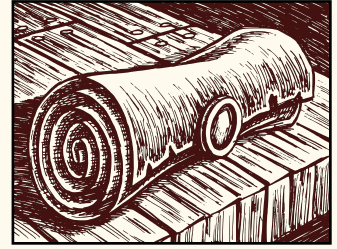
Spell Scroll



Sleep

This spell puts a monster into a deep sleep so it cannot move, attack, or defend itself. The spell can be broken at once or on a future turn by a monster rolling one red die for each of its Mind Points. If a 6 is rolled, the spell is broken. *May not be used against Mummies, Zombies or Skeletons.* May be used by any Hero. Scroll crumbles to dust after it is used.

Spell Scroll

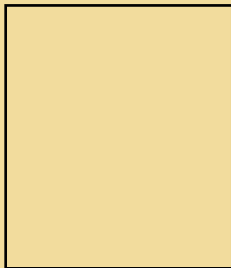


Rock Skin

This spell may be cast on a Hero, including yourself. That Hero may roll one extra combat die when defending. The spell is broken when the Hero suffers 1 Body Point of damage. May be used by any Hero. Scroll crumbles to dust after it is used.



Giant Rat

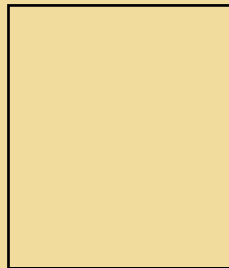


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	1	1	1	1

Notes: Giant Rats are larger than normal rats, but still relatively weak.



Giant Hunting Spider

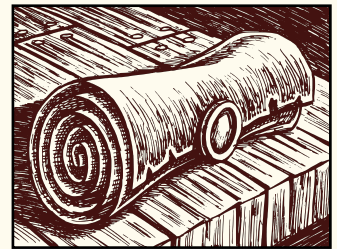


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	4	2	4	0

Notes: These Spiders have the special traits of Venom, Leaping, and Following Prey.



Spell Scroll



Water of Healing

This spell may be cast on any one Hero, including yourself. Contact with this revitalizing water will restore up to 4 lost Body Points, but will not give a Hero more than his starting number. May be used by any Hero. Scroll crumbles to dust after it is used.