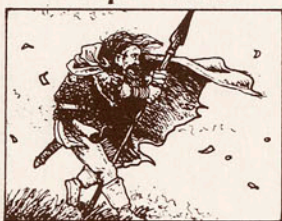


Genie



This spell conjures up a Genie who will do one of the following: open any door on the board (the room's contents should be put out) OR attack anyone on the board. He will attack only once with five combat dice. The spell is then discarded.

Swift Wind



This spell may be cast on any one player. That player may then roll twice as many dice as normal the next time he moves. The spell is then discarded.

Tempest



A small Tempest is created which envelops one monster or player of your choice. That monster or player will then miss his next turn. The spell is then discarded.





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