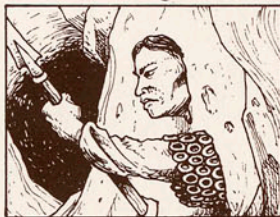


### *Heal Body*



This spell may be cast on any one player. It will restore up to four Body points that have been lost. The spell is then discarded.

### *Pass through Rock*



This spell may be cast on any one player. That player may then move through walls when he next moves. The player may move through as many walls as his movement will allow. The spell is then discarded.

### *Rock Skin*



This spell may be cast on any one player. That player may then throw two **extra** combat dice in defence, until the spell is broken.

The spell is broken when that player is wounded. The spell is then discarded.





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