

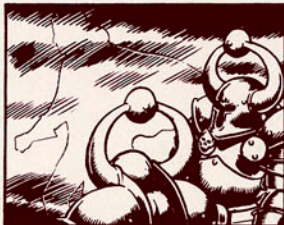
### *Dispell*



You may pick one spell-using figure and force him to discard one of his unused spell cards at random. That spell is then lost for the duration of the Quest.

Discard after use.

### *Invisibility*



You may become invisible and move around unseen until the beginning of your next turn.

While you are invisible, you cannot attack anyone, but neither will you be attacked or be affected by spells.

Discard after use.

### *Wall of Stone*



You may create a magical wall of stone which covers two squares. This wall has one Body point and rolls six defence dice. Keep this card to hand until the wall is destroyed, then discard it.





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