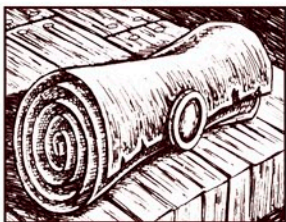
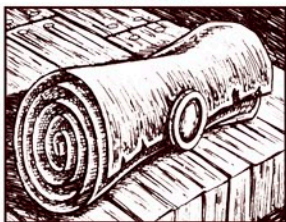


Spell Scroll - Air
Genie



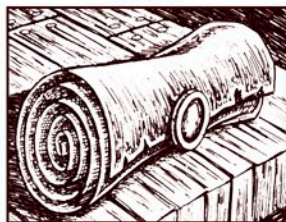
This scroll may be used by any player. It conjures up a Genie who will do one of the following: open any door on the board (the room's contents should be put out) OR attack anyone on the board. He will attack only once with five combat dice. Discard after use.

Spell Scroll - Air
Swift Wind



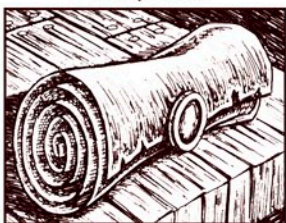
This scroll may be used by any player. The target may then roll twice as many dice as normal the next time he moves. Discard after use.

Spell Scroll - Air
Tempest



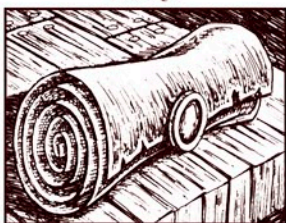
This scroll may be used by any player. A small Tempest is created which envelops one monster or player of your choice. That monster or player will then miss his next turn. Discard after use.

Spell Scroll - Fire
'Ball of Flame



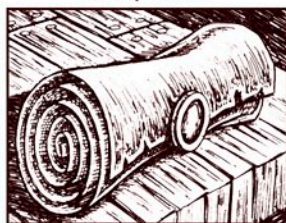
This scroll may be used by any player. It will inflict two points of Body damage on the target. The victim may roll two defence dice. For each shield he rolls he may reduce the damage by one. Discard after use.

Spell Scroll - Fire
Courage



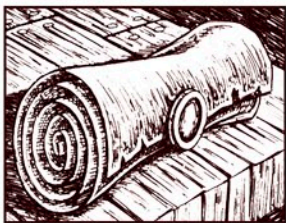
This scroll may be used by any player. The target may then throw two extra dice each time he attacks, until the spell is broken. The spell is broken when there are no more monsters visible to that player. Discard after use.

Spell Scroll - Fire
'Fire of Wrath



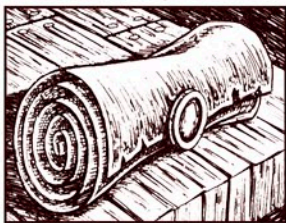
This scroll may be used by any player. It may be cast on a target anywhere on the board. The wrathful fire will seek out your enemy and inflict one Body point of damage, unless your opponent can roll a shield on one combat die. Discard after use.

Spell Scroll - Earth
Heal Body



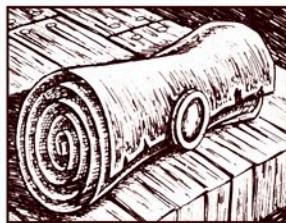
This scroll may be used by any player. It will restore up to four of the target's lost Body points. Discard after use.

Spell Scroll - Earth
'Pass Through Rock

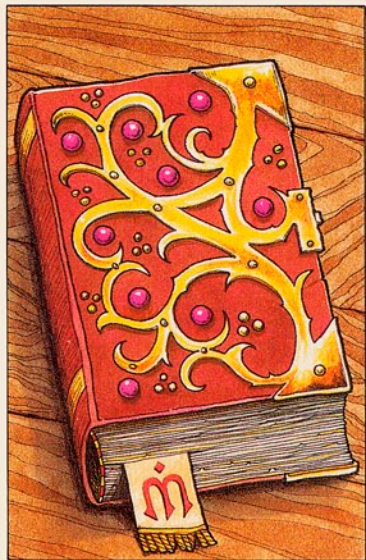
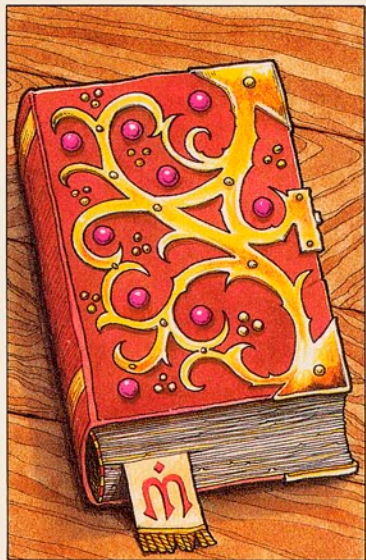
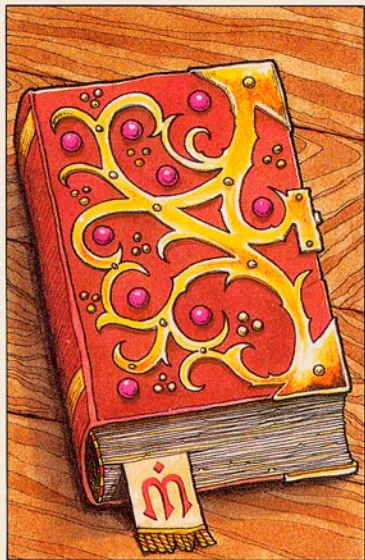
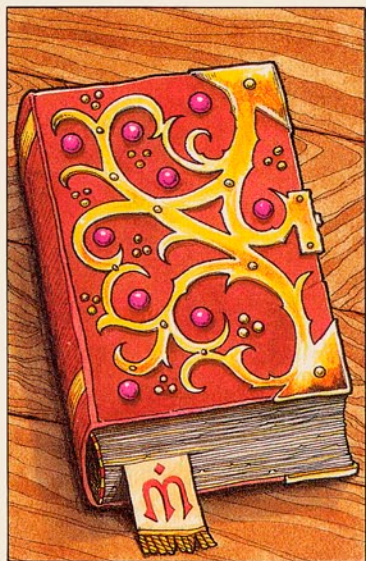
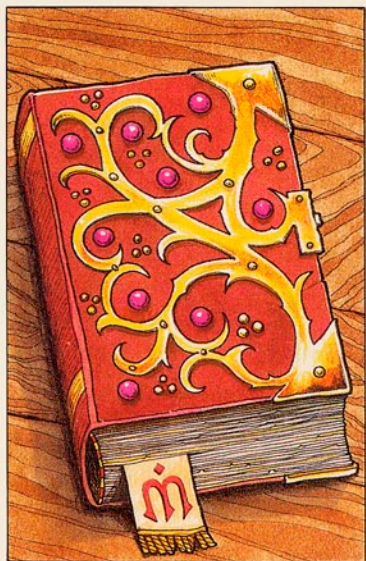
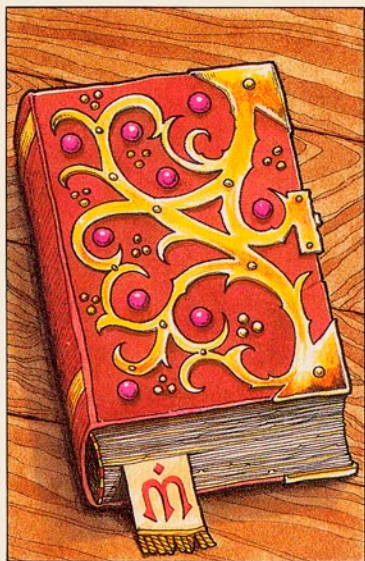
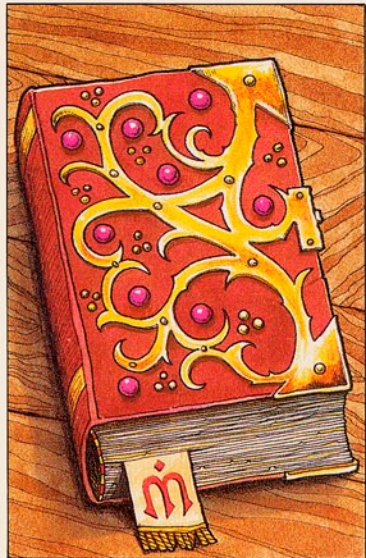
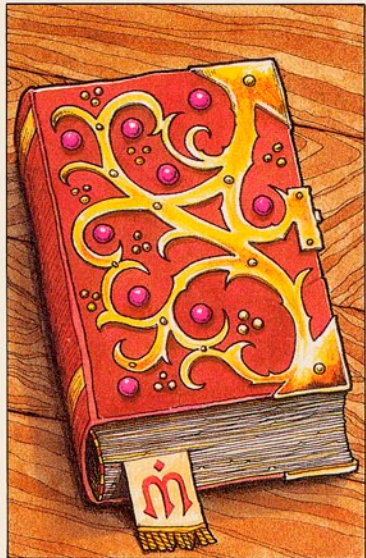
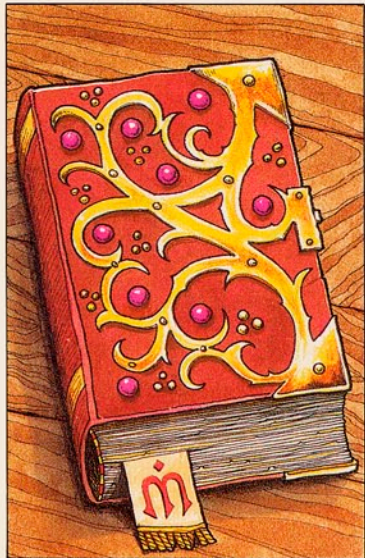


This scroll may be used by any player. The target may then move through walls when he next moves. The player may move through as many walls as his movement will allow. Discard after use.

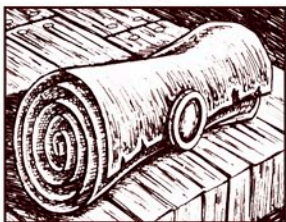
Spell Scroll - Earth
'Rock Skin



This scroll may be used by any player. The target 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. Discard after use.



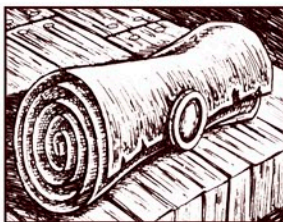
Spell Scroll - Water
Sleep



This scroll may be used by any player. The victim may defend with one die per Mind point. If he rolls a shield he is unaffected. Once asleep he may do nothing on his turn and cannot defend.

He wakes if he rolls a six at the start of his turn, or if he survives an attack. Discard after use.

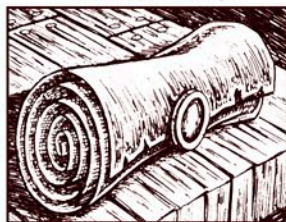
Spell Scroll - Water
Veil of Mist



This scroll may be used by any player. The target may then move unseen through spaces that are occupied by other players or monsters the next time he moves.

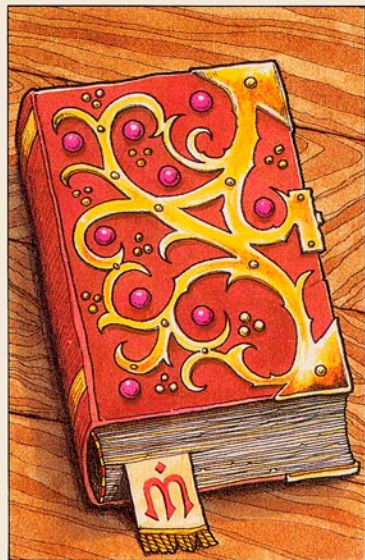
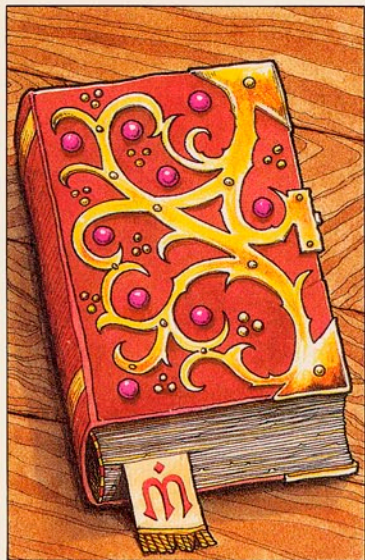
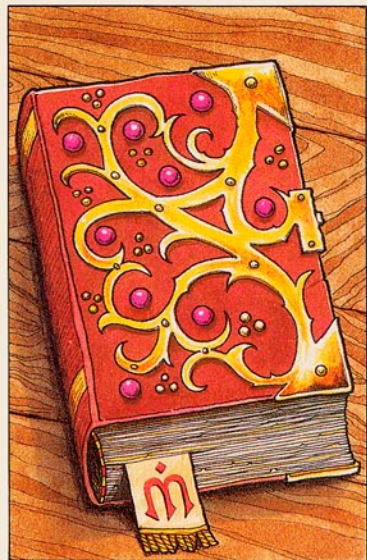
Discard after use.

Spell Scroll - Water
Water of Healing



This scroll may be used by any player. It will restore up to four of the target's lost Body points.

Discard after use.





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