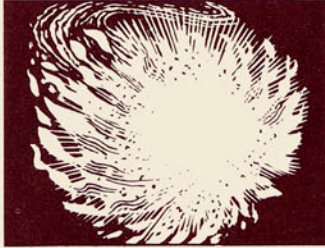


Ball of Flame



This spell can be cast on any one Hero. It will inflict 2 Body Points of damage. The Hero immediately rolls two red dice. For each 5 or 6 rolled, the damage is reduced by 1 point.

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Command



This spell puts any one Hero under Zargon's control. The spell can be broken immediately or on a future turn by the Hero rolling one red die for each of his Mind Points. If a 6 is rolled, the spell is broken. However, until the spell is broken, Zargon, on his turn, can move the Hero as a monster and attack other Heroes.

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Fear



This spell causes any one Hero to become so fearful that his attacks are reduced to one combat die. The spell can be broken by the Hero on a future turn by rolling one red die for each of his Mind Points. If a 6 is rolled, the spell is broken.

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Lightning Bolt



This spell may be cast in a horizontal, vertical, or diagonal direction. The bolt will travel in a straight line until it strikes a wall or closed door. It will inflict 2 points of Body damage on all Heroes or monsters that stand in its path.

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Cloud of Chaos



This spell paralyzes *all* Heroes located in the same room or corridor. A paralyzed Hero is unable to move, attack, or defend himself. The spell can be broken at once or on a future turn by *each* victim rolling one red die for each of his Mind Points. By rolling a 6, the Hero frees himself.

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Escape



This spell allows the spellcaster to disappear and instantly teleport to a secret destination known only to Zargon. This "safe place" is marked on the Quest Map.

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Firestorm

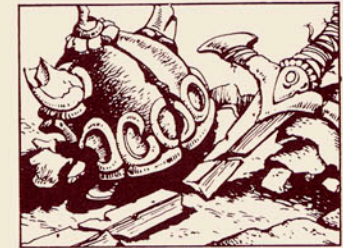


This spell creates a roomful of fire that inflicts 3 Body Points of damage on *all* Heroes and monsters in the same room with the spellcaster. The spellcaster is unaffected. All victims immediately roll *two* red dice. For each 5 or 6 rolled, the damage is reduced by 1 point.

Not used in corridors.

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Rust



This spell causes any one metal sword or helmet to become so thin, brittle and useless that it can never be used again. *Not effective against Artifacts.*

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Sleep



This spell puts any one Hero into a deep sleep. A sleeping Hero is unable to move, attack, or defend himself. The spell can be broken immediately or on a future turn by the Hero rolling one red die for each of his Mind Points. If a 6 is rolled, the spell is broken.

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Summon Undead



This spell conjures up a group of undead to surround and protect the spellcaster. Roll one red die:
Roll a 1 or 2 = 4 Skeletons
Roll a 3 or 4 = 3 Skeletons, 2 Zombies
Roll a 5 or 6 = 2 Zombies, 2 Mummies

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Summon Orcs



This spell conjures up a group of Orcs to surround and protect the spellcaster. Roll one red die:
Roll a 1, 2 or 3 = 4 Orcs
Roll a 4 or 5 = 5 Orcs
Roll a 6 = 6 Orcs

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Tempest



This spell creates a small whirlwind that envelops one Hero of your choice. That Hero will then miss his next turn.

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