

Deep Sleep



This spell may be cast on any monster within your line of sight, as long as the monster has from 1 to 3 Mind Points. The monster falls asleep immediately. It stays asleep until Zargon's next turn. The monster cannot defend against a Hero's attack while it is asleep.

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Double Image



This spell may be cast on the spellcaster or on any one Hero the spellcaster chooses. It causes a life-like image of the Hero to appear. If an attack against the Hero is successful, he rolls 1 red die. On a 1, 2, or 3, the image was attacked and the Hero suffers no damage. The spell is broken the moment the Hero can no longer see a monster.

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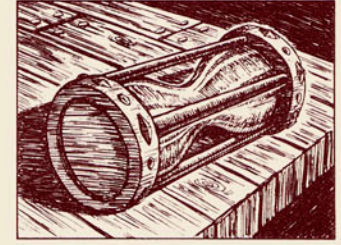
Hypnotic Blaze



When this spell is cast, an illusion of a huge, animated flame appears. Every figure in the room or corridor (except for the spellcaster) must roll 1 red die. A figure that rolls equal to or less than its Mind Points is unaffected by the illusion. Rolling a number greater than its Mind Points means that the figure is paralyzed for 3 turns — unable to move, attack, or defend.

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Timestop



This spell may be cast on the spellcaster or any one Hero the spellcaster chooses. It temporarily stops time for everyone else on the gameboard, enabling the Hero to take another turn immediately after his current turn.

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Disappear



This spell may be cast on the spellcaster or on any one Hero he chooses. The Hero moves unseen as long as he rolls an 8 or lower on his red movement die. If a 9, 10, 11, or 12 is rolled, the spell ends.

The Hero can only move and open doors. He cannot attack, search, disarm, cast spells, spring traps, or be affected by attacks or spells, unless he chooses to cancel the spell.

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Flashback



By casting this spell, the spellcaster or any one Hero the spellcaster chooses can replay his entire turn. All results of the Hero's first turn are canceled. You can cast this after any Hero's turn. *Casting this spell does not count as your action for the turn.*

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Slow



This spell reduces any one monster's movement to 1 square per turn. The monster also rolls 1 less combat die when it attacks or defends. The monster's movement and combat dice cannot be less than 1. These effects last until the monster is killed or is out of your line of sight.

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Twist Wood



This spell causes any wooden weapon, such as a staff, bow, or crossbow, to become warped into uselessness.

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