

Genie



This spell conjures up a Genie who will do one of the following: open any door on the board (revealing what lies beyond), OR use 5 combat dice to attack any monster within your line of sight.

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Tempest



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

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Swift Wind



This spell may be cast on any one Hero, including yourself. Its powerful burst of energy enables that Hero to roll twice as many red dice as normal the next time he moves.

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