

Heal Body



This spell may be cast on any one Hero, including yourself. Its magical power will immediately restore up to 4 lost Body Points, but does not give a Hero more than his starting number.

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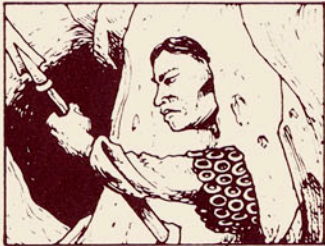
Rock Skin



This spell may be cast on any one Hero, including yourself. That Hero may throw one extra combat die when defending. The spell is broken when the Hero suffers 1 point of Body damage.

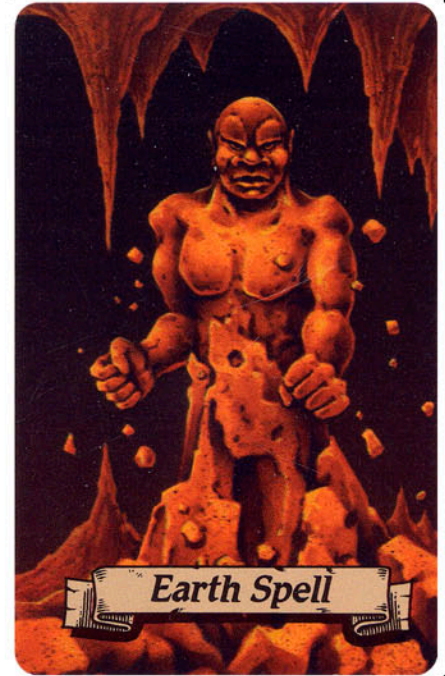
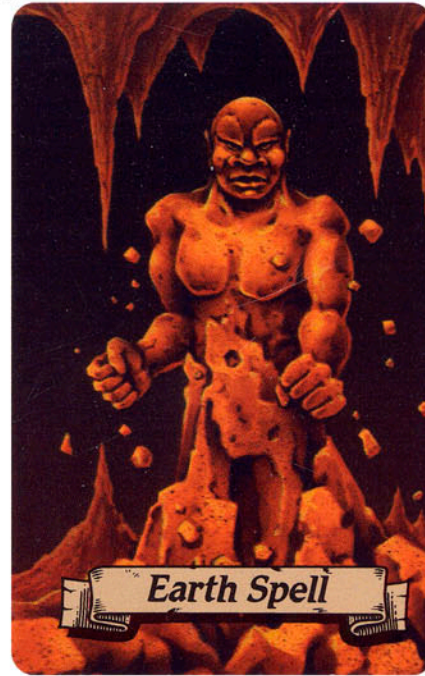
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Pass Through Rock



This spell can be cast on any one Hero, including yourself. That Hero may then move through walls on his next move. He may move through as many walls as his dice roll allows. Caution! There are shaded areas on each Quest Map which indicate solid rock. If a Hero ends his move in one of these areas, he is trapped forever!

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