
SPELLS
SPELLS
SPELLS
SPELLS
SPELLS
SPELLS
SPELLS
SPELLS
SPELLS



Recharge Spell

Upon casting Recharge Spell, *one magic item that was discharged is now fully charged.*

or



Lighting Bolt

Upon casting Lighting Bolt, *one monster takes [5] points of damage.*



Invisibility Spell

Upon casting Invisibility Spell, *one party member turns invisible and takes no damage from attacks this round.*



Sleep Spell

Upon casting Sleep Spell, *one monster is put to sleep; turn over the monster card for one round.*



Shocking Grasp

Upon casting Shocking Grasp, *[2] points of shock damage is applied to one monster.*



Web Spell

Upon casting Web Spell, *one monster is held in a sticky web for two rounds. Flip card over for the next two rounds.*



Attack Initiative

Upon casting Attack Initiative, *the entire party wins the initiative and attacks first.*



Fireball

Upon casting Fireball, *[6] points of damage is distributed across any monsters of your choice.*



Teleport

Upon casting Teleport, *discard all monsters, trap and door cards; then teleport party to junction tile of your choice.*