Spell book - Level 2

Lightning Bolt

5 points of damage to one monster



Invisibility

One party member takes no damage this round



Fireball

6 points of damage spread across any monsters



Teleport

Discard all Monsters, and teleport party to closest junction tile



Dice may stay in the spell book for several rounds
When dice are removed, Wizard takes 2 damage

Spell book - Level 1

Recharge Item

Recharge one discharged item



or



Shocking Grasp

2 points of shock damage to one monster



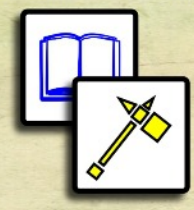
Attack Initiative

Party wins the attack Initiative this round



Sleep Spell

One monster is put to sleep, turn over Monster card one round



Web Spell

One monster is held is a sticky Web for two rounds



Dice may stay on the spell book for several rounds,
when dice are removed, Wizard takes 1 damage

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Teleport

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