Sleep C 2

May be cast at any monster in any row and if not successfully resisted, causes that monster to fall asleep. Once asleep, the monster may not fight, and if the other monsters (if any) are killed or put to sleep, then the sleeping monster may automatically be killed (no die roll or Wound Point cost).

Charm C 3

May be cast at any monster in the first or second row during combat. if the monster fails its Resistance Check, the character casting the charm spell immediately takes control of the monster and it becomes a member of the party. Immediately place the monster on a space in the party's march order. If the character who charmed the monster dies later in play, then the monster immediately attacks the party (if the party is already in combat, place the monster in any gap in the monster's march order, as close as possible). The party does gain Experience points for monsters slain by charmed monsters, but charmed monsters themselves never gain experience points.

Blast C 1

May be cast at a monster in the first row during combat. Unless the monster resists the spell, it suffers two wounds

Explosion C 1

Requires all monsters and characters involved in the combat to make Resistance Checks, those who fail to resist must suffer one wound.

Lightning C 2

May be cast at any monster in the first row, and if not successfully resisted, immediately causes 1D3+2 wounds.

Mental Attack C 4

May be cast at a monster on the first row, and if not successfully resisted, inflicts 2D6+2 wounds on the monster.

Magic Shield C 2

Causes the character on whom it is cast to become immune to all spells which inflict Wound Points (i.e. Charm and similar spells still have their full effect) for the duration of the Combat Sequence.

Hesitate C 2

Allows the party just enough time to use heal potions and heal spells before combat is begun. This spell may not be resisted.

Cease Fire C 3

Has the same effect as an agreement on the Negotiation Table (see 8.6) and puts an immediate end to the Combat Sequence. This spell may be used at any time during the Combat Sequence and may not be resisted. Cease Fire may not be used when fighting against X, the Unknown. See also 6.9.

Redemption C 3

Allows a character who has been charmed (and is now against the party during the Combat Phase) to return to the party if the spell is not resisted successfully.

Lock NC 1

May be used to lock a door shut (place a key token in the doorway). It is used after the party has opened a door and determined that there is a monster in the segment. Instead of negotiating, bribing or fighting the monster the party may use this spell to lock the door after leaving. Once locked a door may never be reopened. If the room is entered again from a different entrance, the same monster will be lurking inside. Players may wish to leave a monster counter on the segment as a memory aid.

Mage Armor NC 1

Creates a protective field around the character on whom it is cast. Roll 1D3+1 and take that number of Mage Armor tokens from the supply. Each time that adventurer suffers a wound, reduce the number by one. Thus, the spell protects the character. Once the number reaches zero, any further wounds are inflicted on the character normally. Mage Armor does not protect the character from wounds created by that character casting spells or protect him from non-wound creating spells (such as Charm).

Neutralize Poison NC 1

May be cast on a character who drinks poison, investigates a poisonous fountain, or is the victim of a trap involving poison. It neutralizes any effects of the poison of the character. It must be cast immediately after the poisoning occurs.

Stone-Flesh NC 3

May be used on a character who is turned to stone by a medusa to return the character to life. It may *not* be cast during combat. The revived character retains any wounds he suffered before being turned to stone. May not be cast by a character onto himself.

Strength NC 1

When cast at a character, has the same effect as if that character had used a Strength Potion (see 14.5). The character's Combat Bonus is increased by 1D6 for the next Combat Sequence (only). Then the potion wears off.

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Teleport — NC 3

Causes the character or monster on whom it is cast to be immediately teleported to a segment of the maze (caster's choice) which the party has already entered (monster stays there). May not be used during Combat by may be cast during Negotiation of Bribery (i.e. before the Combat Sequence is begun). This spell may not be used against X the Unknown, demons or the Hellgate.

Heal — NC 1

Causes the character on whom it is cast to be cured of 1D3+1 wounds immediately. A character may not cast it upon himself. Important: Before a character who can cast this spell enters the Citadel, roll 1D6 to determine the number of times it may be cast during the game. Once he has cast his limit, he may not use this spell again in the current game (exception to 10.2).

TIMES USED

1	2	3
4	5	6

Rejuvenate — NC 2

Causes the character on whom it is cast to be cured of 1D6+1 wounds immediately. A character may not cast it upon himself. Important: Before a character who can cast this spell enters the Citadel, roll 1D6 to determine the number of times it may be cast during the game. Once he has cast his limit, he may not use this spell again in the current game (exception to 10.2).

TIMES USED

1	2	3
4	5	6

Thief — NC 1

Causes the character on whom it is cast to have his detrap skill increased by 3 for he current detrap attempt (only). It may not be cast upon a character without a detrap ability. Maximum detrap ability is 5.

Oratory — N 1

Allows a party to add 4 to the negotiation die roll (in addition to all other modifiers to the die roll).

Cow — N 2

Takes the place of the negotiation die roll. Instead, the monster is automatically "intimidated." The spell may be resisted.

Daunt — N 3

Takes the place of the negotiation die roll. Instead, the monster is automatically "intimidated" and hands over *all* of its treasure to the party. The spell may be resisted.

Sway — B 1

Allows the party to subtract "2" from its die roll on the Bribery Table.

Cajole — B 2

Allows the party to subtract "4" from its die roll on the Bribery Table.

Wrath of God — S(C) 3

May only be learned as a result of 'Malthus' or 'Manuscript' on the Feature Table [13.9]. The spell inflicts 2D6+2 wounds on one monster the party faces during a combat. The monster must attempt to resist the spell, and if it fails, the damage is inflicted.

Resurrect — S(NC) 5

Ability may only be obtained by finding a Resurrect Ring (on the Treasure Table 14.9) or learned as a result of "Bookcase" on the Feature Table (13.9). This spell may be used to resurrect a character who has been killed during combat. It must be used immediately following combat or the killed character may not be resurrected. The resurrected character gains back Wound Points he had before the party entered the Citadel.

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