

### *Fear*



This spell conjures the illusion of some fearsome creature. All enemies within view rout during their next turn, they will also be unwilling to attack. The spell is then discarded.

### *Psychedelic Flash*



This spell creates a blinding flash of light that renders all visible foes unable to fight effectively for one turn. Only heroes that are already adjacent to these monsters may be attacked and all combat rolls for monsters are reduced by two dice. The spell is then discarded.

### *Shape Shift*



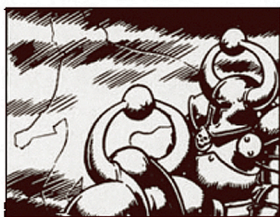
This spell enables you to assume the appearance of any monster during your next turn. The spell is then discarded. Use this talent creatively.

### *Teleport*



This spell may only be cast on yourself. You may teleport to any unoccupied square you have already uncovered in the dungeon. The spell is then discarded.

### *Vanish*



This spell may only be cast on yourself. To your adversaries you will appear to vanish. You may remain this way for as long as you wish and you cannot not be attacked. But if you move or perform an action the spell will be broken. The spell is then discarded.

### *Wall of Flame*



This spell conjures the image of a blazing barrier of fire across three squares. Monsters will not cross it, but the undead and those with three or more mind points won't be fooled. The illusion is maintained for as long as it is believed. The spell is then discarded.







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