

Ball of Flame



This spell may be cast at any one monster or player. It will inflict two points of Body damage. The victim may roll two dice. For each shield he rolls he may reduce the damage by one. The spell is then discarded.

Courage



This spell may be cast on any one player. That player may then throw two extra dice each time he attacks, until the spell is broken. The spell is broken when there are no more monsters visible to that player. The spell is then discarded.

Fire of Wrath



This spell may be cast on any one monster or player, anywhere on the board. It will seek out your enemy and inflict one Body point of damage, unless your opponent can roll a shield on one combat die. The spell is then discarded.





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