Null invites you to an

## **Adventuring Party**

It's a story about adventurers and a terrible curse, but  $\star$  **spells**  $\star$  inside the story are taking effect, each one transforming a nearby word into another word! We've identified words with traces of magic on them, each of which was originally a pair: a word and a spell name. Each spell acts differently, and its effect is described by its **name**, but you'll have to think on the level of words and letters.

Now, you need to **dispel** their magic, undoing the spells and recovering the original story. Once you do, you'll see that each spell is **counting** on something important from the word it originally affected in the story. Then, you'll learn what the adventurers should do with their discoveries to reverse their own curse.

