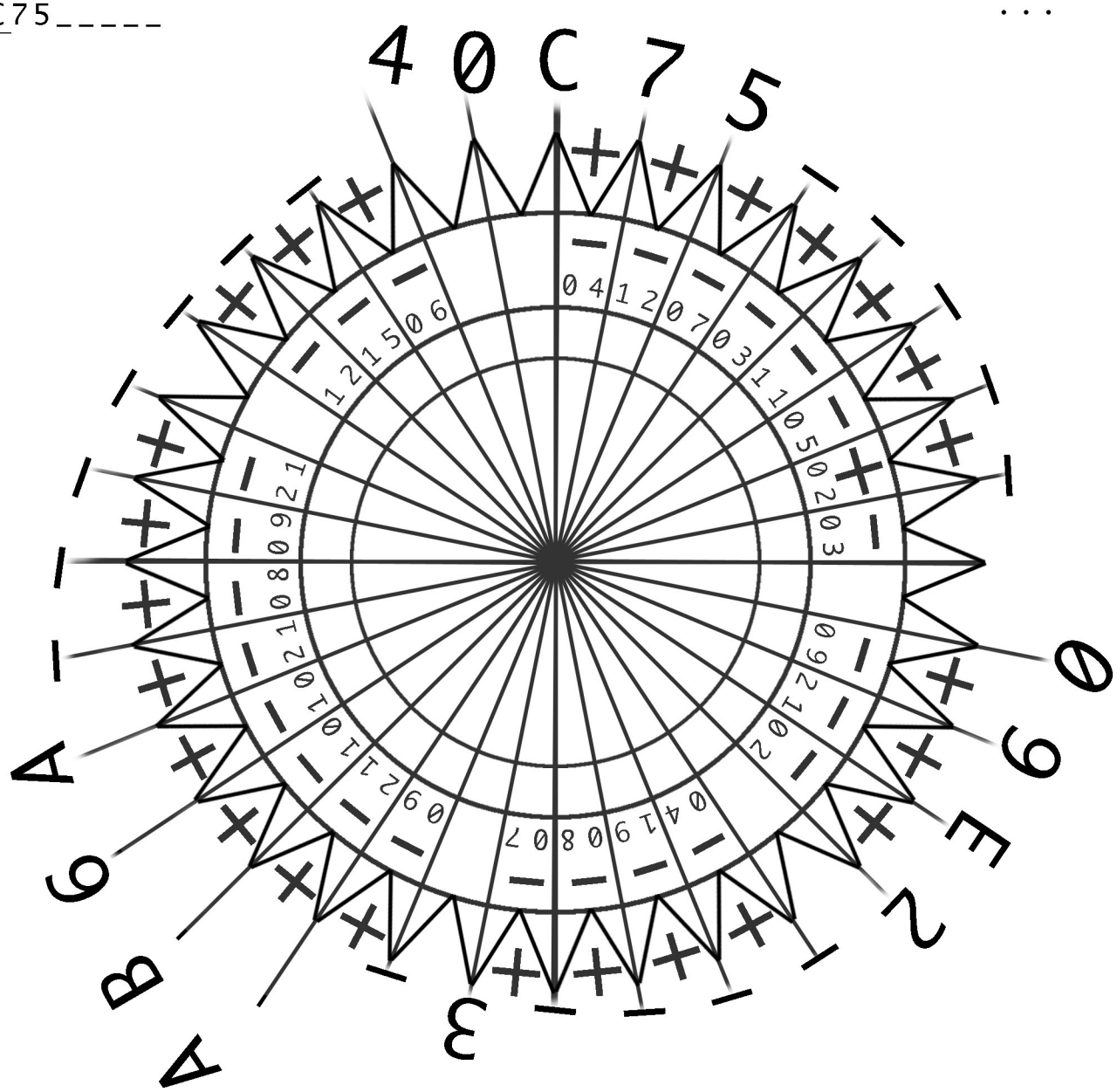
Merlin is trying hard to remember his incantations, but he realizes that someone has put a hex on him.

Help him use his old 'pneumonic' device to remember the spells - each one was based on one of the three preceding puzzles.

Merlin needs these spells to finish the legend and vanish into thin air!

```
**09E2____3_

******AB6A_______

**40C75_____
```

```
...
1 = T, I
...
8 = X
...
```