



Shield of Protection



This spell allows the Sorcerer and all Orcs in the same room to roll an extra die in defense until the beginning of the Sorcerer's next turn. May only be cast in a room. Discard after use.

Orc Berserker



The Sorcerer may choose one Orc within his line of sight to be filled with immense strength and vigor. That Orc may then move twice and attack twice during that turn only. Discard after use.

Summon Goblins



The Sorcerer may immediately take four Goblin figures from anywhere on or off the gameboard and place them anywhere within his line of sight. The Goblins may move and attack immediately unless they have already done so during this turn. Discard after use.



Peasant



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
4	1	1	1	1

Notes: A ragged-up peasant. Use Zombie figures or a mercenary without weapon.



Innkeeper



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
4	3	3	2	1

Notes: A tall and extremely obese innkeeper. Use Ogre figure.



Spear



The Spear allows you to roll two combat dice in attack. The Spear may be used to attack diagonally. You may also throw the Spear but if you do so you lose it. *May not be used by Wizard.*