

Madness



Cast this spell on one figure to affect it with a frightening madness. The Evil Wizard player may then move that figure on his next turn, although the affected figure may not attack or cast spells. Discard after use.

Wall of Flame



The Sorcerer creates a magical wall of flame which covers two squares. The wall has one Body Point and rolls six defense dice. Keep this card to hand until the wall is destroyed and then discard it.

Escape



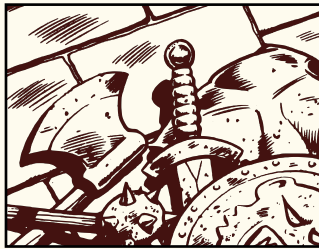
The Sorcerer may use this spell to move instantly to any unoccupied square on the gameboard. Discard after use.

Dispell



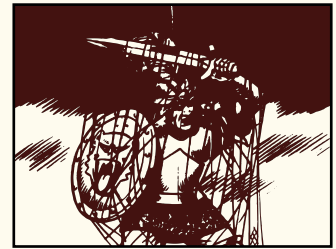
The Sorcerer may pick one spell-using character and force him to discard one of his spell cards at random. That spell is then lost for the duration of the Quest. Discard after use.

Rust



This spell causes one item of equipment of the Evil Wizard player's choice to rust and become useless. That equipment card should be discarded. Discard after use.

Strands of Binding



The Sorcerer may fire magical threads from his fingers which will entangle one target. The target may not move or attack until he destroys the Strands of Binding which have one Body Point and four defense dice. The target may defend against other attacks. Discard after use.

Magical Throwing Dagger



Always inflicts 1 Body Point of damage when thrown at a monster a Hero can "see." Monster cannot defend. Dagger is lost once it is thrown.