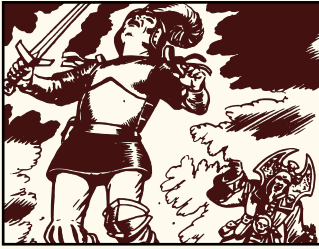




Death Bolt



The Sorcerer may hurl his spell at one target in sight. That figure then automatically loses one Body Point. Discard after use.

Skulls of Doom



This spell allows a Sorcerer to hurl a magical skull at any opponent in his line of sight. The skull explodes like a fireball and attacks the target with two combat dice which he may defend against normally. Discard after use.

Raise the Dead



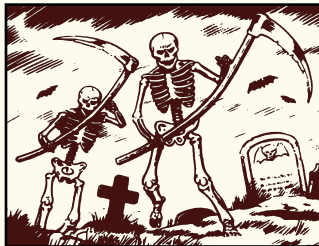
Cast this spell on another player's turn after a monster has been killed. The monster is then replaced with a skeleton which can move and attack immediately. Discard after use.

Summon Mummy



This spell summons a mummy which will appear in any square adjacent to the Sorcerer. It may move and attack at once. Discard after use.

Call Skeleton



This spell summons two skeletons which appear immediately anywhere within sight of the Sorcerer. They may move and attack at once. Discard after use.

Fear



The target of this spell is filled with unreasonable terror, and may not attack or cast spells on his next turn, although he may move and defend. Discard after use.

Earthquake



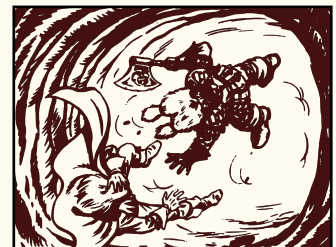
The Sorcerer may split the ground asunder in a straight line of six squares. Lay the Earthquake card piece on the board to determine who is affected. All those caught will suffer one Body Point of damage as if they had fallen into a pit trap. Discard after use.

Thieving Wind



This spell must be targeted at one figure. The figure loses one equipment card chosen at random which is returned to the equipment card pile. Discard after use.

Hurricane



The Sorcerer must cast this spell at one target who is in a straight line in front of him. That figure is then forced back in a straight line of squares until he hits a wall, another figure, falls down a pit trap or triggers another trap. Discard after use.



Lightning Bolt



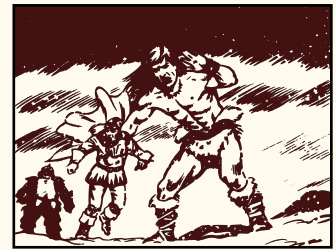
The Sorcerer may fire a lightning bolt in a straight line of six squares. Use the Lightning Bolt card piece to determine who is hit. Anyone hit is attacked with three combat dice which they may defend against in the normal way. Resolve each attack separately. Discard after use.

Wall of Ice



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

Blinding Sleet



The Sorcerer may fill a room with blinding sleet. No one in that room may move, make ranged attacks or cast spells until the beginning of the Evil Wizard's next turn. Figures may only attack or defend if they are adjacent to another figure. Discard after use.

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.

Summon Orcs



The Sorcerer may immediately take two Orc figures from anywhere within his line of sight. The Orcs may move and attack immediately unless they have already done so during this turn. Discard after use.

Summon Goblins



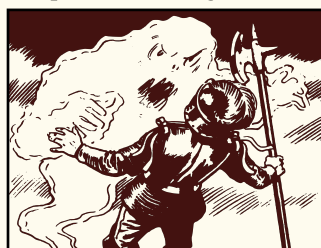
The Sorcerer may immediately take four Goblin figures from anywhere on or off the gameboard and place them anywhere within his line of sight. The Goblins may move and attack immediately unless they have already done so during this turn. Discard after use.

Sharpen Blades



This spell allows all Orcs in the same room as the Sorcerer to roll an extra die in attack for that turn only. May only be cast in a room. Discard after use.

Spirit of Vengeance



This spell allows the Sorcerer to send an invisible spirit to attack any one figure on the board. The spirit attacks the figure once with four attack dice which may be defended against in the normal way and then vanishes. The spirit itself cannot be harmed. 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.





Ogre Champion



| MOVEMENT SQUARES | ATTACK DICE | DEFEND DICE | BODY POINTS | MIND POINTS |
|---------------------|----------------|----------------|----------------|----------------|
| 6 | 5 | 5 | 4 | 1 |



Ogre Chieftain



| MOVEMENT SQUARES | ATTACK DICE | DEFEND DICE | BODY POINTS | MIND POINTS |
|---------------------|----------------|----------------|----------------|----------------|
| 4 | 6 | 6 | 3 | 1 |



Ogre Lord



| MOVEMENT SQUARES | ATTACK DICE | DEFEND DICE | BODY POINTS | MIND POINTS |
|---------------------|----------------|----------------|----------------|----------------|
| 4 | 6 | 6 | 3 | 5 |



Ogre Warrior



| MOVEMENT SQUARES | ATTACK DICE | DEFEND DICE | BODY POINTS | MIND POINTS |
|---------------------|----------------|----------------|----------------|----------------|
| 6 | 5 | 5 | 4 | 1 |

