

Dispell



The Sorcerer may pick one spell using character and force them to discard one of their spell cards at random. That card is then lost for the duration of the Quest.

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Madness



Cast this spell on one figure to affect it with a frightening madness. Zargon may move that figure on his next turn, although the affected figure may not attack or cast spells.

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Strands of Binding



The Sorcerer may fire threads from their fingers, which will entangle one figure. The figure may not move or attack until they destroy the Strands of Binding, which have two Body Points and roll four Combat Dice in Defence. The figure may defend against other attacks.

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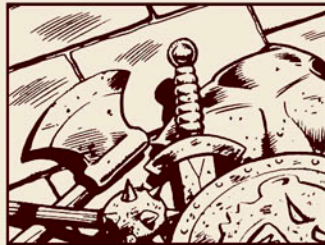
Escape



The Sorcerer may use this spell to move instantly to any unoccupied square on the game board.

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Rust



This spell causes on item of equipment of Zargon's choice to rust and become useless. That piece of equipment should be crossed off the Hero's character sheet.

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Wall of Flame



The Sorcerer creates a magical Wall of Flame, which covers two squares. The Wall has 2 Body Points and rolls 6 Combat Dice in Defence.

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