Orc Berserker



The Sorcerer may choose one Orc within their line of sight to be filled with immense strength and vigour. That Orc may then move twice and attack twice during this turn only.

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This spell allows the Sorcerer and all Orcs in the same room to roll one extra Combat Die in defence until the beginning of the Sorcerer's next turn. This spell may not be used in corridors.

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Summon Goblins



The Sorcerer may immediately take four Goblin figures from anywhere on or off the game board and place them anywhere within the Sorcerer's line of sight. The Goblins may move and attack immediately, unless they have already done so this turn.

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Sharpen Blades



This spell allows all Orcs in the same room as the Sorcerer to roll an extra Combat Die in attack for this turn only. This spell may not be used in corridors.

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 with 4 Combat Dice, which the figure may defend against normally. The spirit then vanishes. The spirit itself cannot be harmed.

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Summon Orcs



The Sorcerer may immediately take two Orc figures from anywhere on the game board and place them within the Sorcerer's line of sight. The Orcs may move and attack immediately, unless they have already done so this turn.

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