

### *Blinding Sleet*



The Sorcerer may fill the room with Blinding Sleet. No one in the room may move, make ranged attacks or cast spells until the beginning of the Sorcerer's next turn. Figures may only attack and defend if they are adjacent to another figure.

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### *Hurricane*



The Sorcerer may only cast this spell on one figure that is in a straight line in front of them. That figure is then forced back in a straight line of squares until they hit a wall, another figure, fall down a Pit Trap, or trigger another trap.

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### *Thieving Wind*



This spell may only be cast on one figure. That figure loses one piece of equipment chosen at random, which is then crossed off their character sheet.

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### *Earthquake*



The Sorcerer may split the ground asunder in a line of six squares. Lay the Earthquake tile on the board to determine who is affected. All those caught will suffer 1 Body Point of damage as if they have fallen into a Pit Trap.

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### *Lightning Bolt*



The Sorcerer may fire a Lightning Bolt in a straight line of six squares. Use the Lightning Bolt tile to determine who is hit. Every figure hit is attacked with 3 Combat Dice, which they may defend against normally.

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### *Wall of Ice*



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

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