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.

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.

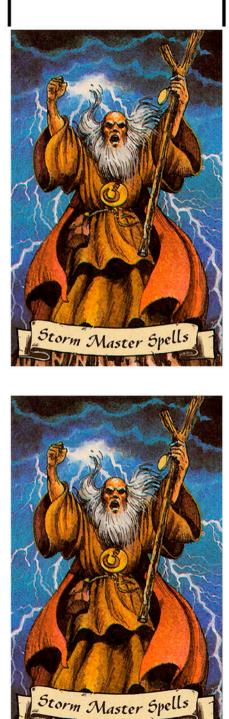
Wall of Ice



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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