

1 BLOODBLADE

Roll 1D6 for each Monster adjacent to the Sorcerer. On a score of 6 that target takes 1 Wound, with no modifiers for Toughness or armour.

This spell may be cast once per turn.

ATTACK

1 OPEN

The Sorcerer may open any non-magical lock on the same board section as himself. Any traps on the lock are set off as normal.

SPECIAL

2 STRENGTH

Pick any friendly unit on the current board section (including the Sorcerer). This turn he is at +1 Strength. Each individual unit may only have this spell cast on him once per turn.

ATTACK

2+ VAMPIRIC WEAPON LINK

A stream of pure energy flows from the Sorcerer's fingertips, infusing daemonic power into a single Adventurer's weapon, and binding it to an Adventurer's life-force and healing them.

Casting cost is 2 Power + the caster's Battle-level.

Pick any hand-to-hand combat weapon belonging to an Adventurer on the current board section, including the Sorcerer, who has yet to start his attacks, and pick a target Adventurer to magically link to the weapon (Magic Resistance is only checked for units, not their weapons). The weapon does not have to belong to the targeted Adventurer.

For each Wound that the Adventurer inflicts using the weapon this turn (after Toughness and armour deductions) you may heal 1 Wound to the linked Adventurer. The vampiric link lasts for one Attack for every two Battle-levels of the Sorcerer (1 Attack at Battle-levels 1 and 2, 2 Attacks at Battle-levels 3 and 4, and so on). If the chosen Adventurer inflicts no Wounds this turn the spell is wasted.

HEALING

3 FIST OF IRON

Pick any enemy unit up to 6 squares away from the Sorcerer and roll 1D6. If the score is greater than or equal to the range of the target it suffers 1D6+1 Wounds.

ATTACK

3 FORCED MARCH

Pick any unit on the board section (including the Sorcerer). The chosen unit gains +1 Move this turn. Due to the tiring effect this spell has on its targets, if any unit gains more than +3 Move through the application of this spell during a single turn then it will be too tired to move and may not make a Move action on the following turn.

This spell has also been used by cunning Sorcerers to tire enemy ranks during a charge. If cast on an opponent more than 3 times, roll 1D6. On a score of 1 or 2 the opponent will be unable to move on the following turn; on a roll of 3+ it may move as usual.

SPECIAL

3 OGRE STRENGTH

Pick any friendly unit on the board section (including the Sorcerer). This turn the chosen unit is at +2 to his Strength for the purpose of resolving damage. Each individual unit may only have this spell cast on him once per turn.

ATTACK

4 DISPEL MAGIC

May be cast once against each incoming spell. Roll 1D6 for each. If you score a 4, 5 or 6 the target spell is prevented from working. Only one attempt may be made to dispel each incoming spell.

SPECIAL

4 **LEVITATE**

Pick any ally on the board section (including the Sorcerer) and levitate him. A levitating unit can only be attacked with missile weapons or spells. He cannot move, however, and may not fight in hand-to-hand combat. He may fire missile weapons as normal. His square remains impassable, just as if he were standing in it normally. He may levitate out of a pit. The spell lasts one turn.

DEFENCE

4 **LIGHTNING BOLT**

Pick any foe that lies within the Sorcerer's line of sight. The target suffers 2D6 Wounds.

ATTACK

4 **REBOUND**

Pick any ally on the board section (including the Sorcerer). Each time he is physically attacked this turn roll 1D6. On a score of 6 all the Wounds that the attack inflicted are rebounded onto whomever caused them. Note that this spell does not rebound spells.

DEFENCE

5 **FIREBALL**

Pick a 2x2 square area of a board section within the Sorcerer's line of sight. Each foe in that area suffers 1D6+(the Sorcerer's Battle-level) Wounds.

ATTACK

5 **FIREHAMMER**

Pick any foe adjacent the Sorcerer. It immediately suffers 3D6 Wounds.

ATTACK

5 **IRON SKIN**

Pick any friendly unit on the board section (including the Sorcerer). This turn the chosen unit is at +2 to his Toughness. The spell lasts one turn.

DEFENCE

5+ **LAVASTORM**

Note: The casting number for this spell is 5+(the Sorcerer's Battle-level).

With a majestic sweep of his arm the Sorcerer creates a stream of balls of molten lava. There are (Sorcerer's Battle-level) D6+2 balls, distributed amongst any number of monsters on the current board section. Each ball causes 2D6 Wounds, with no modifier for armour.

ATTACK

5 **PIT OF DESPAIR**

Pick a 2x2 square area on the board section and place the Pit of Despair marker on it. Roll 1D6 for each model standing in the four squares covered by the pit. On a score of 1 or 2 it falls into the pit and is killed. On a score of 3, 4, 5 or 6 it scrambles out of the way – place it in an empty square on this or any adjacent board section. If there are no empty squares available the model falls into the pit anyway.

ATTACK

5 **PIT OF SHADES**

Pick a 2x2 square area on the board section. Roll 1D6 for each model standing in the four squares covered by the pit. On a score of 1, or 2 it falls into the pit and is killed. On a score of 3, 4, 5 or 6 it scrambles out of the way. After this the ground seals up leaving no trace of the pit. Allied units who are caught in the pit are lost forever.

ATTACK

6 **CATACLYSM**

Pick any 2x2 square area on the same board section as the Sorcerer. Every enemy in the chosen area suffers 1D6 Wounds, with no modifiers for anything (Toughness, armour, Ignore Pain, etc.).

ATTACK

6 **CAUSE ANIMOSITY**

Roll 1D6 for each group of enemies in the room (a group being defined as all those denizens of the same type on that board section). On a score of 1, 2 or 3 the spell has no effect on those enemies. On a score of 4, 5 or 6 that group of enemies attacks another group of enemies this turn (determine randomly) rather than the Adventurers.

SPECIAL

6 **FLAMES OF AZGORH**

The Sorcerer breathes out whirling tendrils of flame.

Pick any enemy on the current board section, that target and every model adjacent to it, friend or foe, takes 2D6 Wounds, with no modifiers for Toughness or armour.

Only the Sorcerer is immune to the damaging effects of this spell.

ATTACK

6 **STEED OF SHADOWS**

Tendrils of night entwine the target, before coalescing into a coal-black drake, that carries them away on wings of night.

This spell may be cast on any allied unit on the board (including the Sorcerer), provided they are on-foot, not on units riding a mount, palanquin, or other such device. For one turn the target of the spell is flying (Move 9) and becomes unpinned if in hand-to-hand combat. The target cannot make any hand-to-hand attacks, and is also immune from all attacks except those from missile weapons or of a magical nature. While in the air the target can move past obstacles such as other models, pits, etc.

SPECIAL

6 **SWORDS OF DOOM**

Pick any friendly unit on the board section (including the Sorcerer). This turn he gets a number of extra Attacks: +1 if the casting Sorcerer is a Novice, +2 if he is a Sorcerer Champion, +3 if he is a Sorcerer Hero and +4 if he is a Sorcerer Lord.

ATTACK

6 **WEAPON MASTER**

Pick any friendly unit on the board section (including the Sorcerer). This turn he gets an increase in his Weapon Skill: +1 if the casting Sorcerer is a Novice, +2 if he is a Sorcerer Champion, +3 if he is a Sorcerer Hero and +4 if he is a Sorcerer Lord.

ATTACK

7 **ASH CLOUD**

The dungeon is suddenly filled with clouds of smoke and ash. All enemies are at -2 on their to-hit rolls during the next Monster's Phase.

DEFENCE

7 BURNING STORM

Pick any enemy on the board and roll (the Sorcerer's Battle-level) D6. For each D6 that scores a 4, 5 or 6 the target suffers that many Wounds, with no modifiers for anything (Toughness, armour, Ignore Pain, etc.).

ATTACK

7 DOOMROAR

The Sorcerer takes on the shape of the mighty Bull god Hashut and, with a shake of his horned head, gives a terrifying roar that goads his allies into action.

This turn all allies on the same board section as the Sorcerer get +1 Attacks.

DEFENCE

7 MINOR LIFESTEALER

Pick an ally on the current board section, including the Sorcerer. Each Monster adjacent to that Warrior loses 1D3 Wounds (roll for each Monster individually) with no modifiers for Toughness or armour. For each Wound inflicted this way the Adventurer is healed that many Wounds. Rolling for Magic Resistance checks for the recipient take place after damage is inflicted.

HEALING

7 UNSEEN LURKER

At the end of combat one warrior gets a second Warriors' Phase. The Adventurer may move and attack again as normal.

DEFENCE

8 BINDING CHAINS

A target Monster can't move and loses any Dodge and Evade abilities it may have for 1 turn.

DEFENCE

8 CAGE OF STONE

This spell allows the Sorcerer to confine any enemy that is attacking him in a prison of magical stone.

While confined, the victim may neither move nor fight (though it may cast magic), and all attacks against it are made at +1 on all to-hit rolls.

At the start of each Monster's Phase (including the turn in which the spell was cast) roll 2D6. If the score is less than the trapped enemy's Strength it breaks free and the spell fails.

DEFENCE

8 ERUPTION

The ground beneath the enemy's feet erupts in a plume of flame. One enemy target on the current board section loses 5D6 Wounds, modified for Toughness and armour as usual.

ATTACK

8 HELLBEAST

This turn the Sorcerer gets +1 Attack, +1 to hit, causes +2 Wounds on his damage roll, cannot use a weapon and is immune to all physical effects. This spell lasts one turn.

ATTACK

9 FLAMING SWORD OF RUIN

A flaming sword materializes in the Sorcerer's hand, rippling with flames and the concentrated power of magical fire.

This turn the Sorcerer gets +1 Attack, +2 to hit, causes +3 Wounds on his damage roll, cannot use a weapon and is immune to all physical effects. This spell lasts one turn.

ATTACK

9 HOUNDS OF GRIMNAIR

This spell allows the Sorcerer to summon 1 Hound of Grimnair for each of his Battle-levels. The Sorcerer may choose which enemy each Hound attacks, with no restrictions imposed by where the target is: it doesn't matter if there are no squares free next to the target as the Hounds are non-material beasts.

Each turn from now on, each Hound hits its target on a 1D6 roll of 5 or 6, and causes 1D6 Wounds, with no modifiers for anything (Toughness, armour, Ignore Pain, etc.). However, a 1 or 2 is rolled for a Hound's attack the Hound vanishes, returning from whence it came. As soon as there are no more enemies left on the board the remaining Hounds vanish.

While there are Hounds still active this spell cannot be cast again.

SPECIAL

9 LIFESTEALER

This spell allows the Sorcerer to steal Wounds from nearby enemies and use them to heal himself and his companions.

Keeping track of the total number of Wounds caused, each enemy adjacent the Sorcerer suffers 1D6 Wounds, with no modifiers for anything (Toughness, armour, Ignore Pain, etc.).

These Wounds may then be distributed amongst the Sorcerer and his allies to heal them as you see fit.

Rolling for Magic Resistance checks for the recipient take place after damage is inflicted.

HEALING

9 STEAL SOUL

Enemy target on the current board section loses $3D6 + \text{Sorcerer's Battle Level in Wounds}$ (ignoring armour) and Sorcerer gains them, the gaining can temporarily allow the caster to have higher than his normal maximum and lasts one full turn from the time of casting, even if the target Monster is slain before the Spell expires. May also be cast on multiple targets.

ATTACK

10 FORGE-BORN TAURUS

This spell summons a Great Taurus, made of both machine and flesh.

The Sorcerer can either have it whisk him and any number of adjacent Adventurers to any already-explored board section, or use it to attack any one enemy for 5D6 Wounds.

ATTACK

11 CARNIVAL OF DEATH

Roll 1D6 for every foe on the same board section as the Sorcerer. If the score is a 1 the spell has no effect on that foe. On a score of 2 or more that foe moves towards its nearest companion and this turn attacks it instead of the Adventurers. If there is any confusion about which foes are attacked, the Sorcerer player decides.

While affected by this spell, enemies are not subjected to the rules for pinning.

ATTACK

11 CONFLAGRATION OF DOOM

Pick any enemy on the board within the Sorcerer's line of sight. Both the caster and the target roll 1D6. If the target rolls higher the flames die out and nothing else happens. If the Sorcerer rolls higher the target takes 4 Wounds + the number of Wounds indicated on the Sorcerer's die, with no modifiers for anything (Toughness, armour, Ignore Pain, etc.). Both models roll a further D6 and repeat the process until the Sorcerer rolls equal or lower than his opponent.

ATTACK

12 DRAIN LIFE

Each Monster on the current board section suffers 4D6 Wounds with no modifiers for anything (Toughness, armour, Ignore Pain, etc.).

ATTACK

12

FIRESTORM

Pick a 2x2 square area of a board section within the Sorcerer's line of sight. All enemies on the targeted area suffer 6D6 Wounds (roll once for all the enemies), with no modifiers for anything (Toughness, armour, Ignore Pain, etc.).

ATTACK

12

LICHE'S TRICKERY

Choose one enemy on the current board within the Sorcerer's line of sight. The target immediately suffers 3D6 Wounds with no modifiers for anything (Toughness, armour, Ignore Pain, etc.). These same Wounds are used to heal any one ally on the current board section, including those on 0 Wounds, bringing them back to life – even if they have been dead some time.

Rolls for Magic Resistance checks for the recipient take place after damage is inflicted.

No Magic Resistance check is needed for a slain recipient on zero Wounds.

HEALING

12

SORCERER'S CURSE

Cackling hideously the Sorcerer utters a terrible curse on one of his enemies. This spell allows the Sorcerer to turn a single enemy in an adjacent square to stone on a successful to-hit roll, killing it. Because of the power of this spell, if the target has Magic Resistance or Magic Dispel the roll required to ignore the spell is at -1.

ATTACK

ATTACK

DEFENCE

HEALING

SPECIAL