

Call Skeleton



This spell summons two skeletons which appear immediately anywhere within sight of the Sorcerer. They may move and attack at once.

Discard after use.

Death Bolt



The Sorcerer may hurl his spell at one target in sight.

That figure then automatically loses one Body point.

Discard after use.

Fear



The target of this spell is filled with unreasonable terror, and may not attack or cast spells on his next turn, although he may move and defend.

Discard after use.

Raise the Dead



Cast this spell on another player's turn after a monster has been killed. The monster is then replaced with a skeleton which can move and attack immediately.

Discard after use.

Skulls of Doom



This spell allows a Sorcerer to hurl a magical skull at any opponent in his line of sight. The skull explodes like a fireball and attacks the target with two combat dice which he may defend against normally.

Discard after use.

Summon Mummy



This spell summons a mummy which will appear in any square adjacent to the Sorcerer. It may move and attack at once.

Discard after use.





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