

Ball of Flame



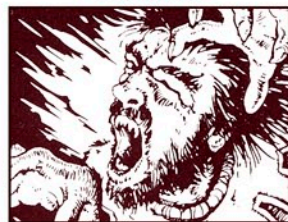
This spell may be cast at any one player. It will inflict two points of Body damage. The victim may roll two defence dice. For each shield he rolls, the damage is reduced by one. The spell is then discarded.

Cloud of Chaos



This spell paralyses all players in the room or corridor where it is cast. They may resist with one defence die per Mind point. If they roll a shield they are unaffected. Paralysed players may not defend if attacked. They may do nothing on their turn except try again to resist the paralysis.

Command



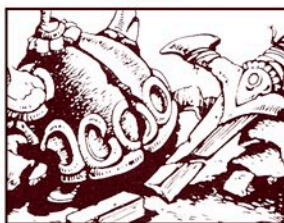
This spell will put one player under the spellcaster's control, starting from the caster's next turn. The victim may try to break free by rolling one defence die per Mind point at the start of each of his turns. If he rolls a shield, he returns to normal. Discard after use.

Firestorm



The fire created by this spell fills the room in which the spellcaster is standing. All players and monsters in the room (except the caster) are attacked with three combat dice. They may defend as normal. This spell may not be used in corridors. Discard after use.

Rust



The Evil Wizard player may choose one item of equipment belonging to the target. That item rusts and becomes useless. Quest Treasures are immune to this spell, as are the Cloak of Protection and the Staff since they contain little metal. Discard this spell after use.

Sleep



This spell will put one player to sleep. He may defend himself by rolling one combat die per Mind point. If he rolls a shield he is unaffected. Once asleep he may do nothing and may not defend if attacked. He will awake if he rolls a 6 at the start of his turn, or if he survives an attack.

Summon Greenskins



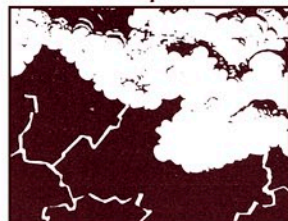
This spell can take Orcs and Goblins from anywhere on or off the board and place them within sight of the spellcaster. Roll a combat die to find out which models are summoned:
Skull = 3 Goblins
White shield = 1 Orc
Black shield = 2 Orcs

Summon Undead



This spell can take undead from anywhere on or off the board and place them anywhere within sight of the spellcaster. Roll a combat die to find out which models are summoned:
Skull = 2 Skeletons
White shield = 1 Zombie
Black shield = 1 Mummy

Tempest



A small Tempest is created which envelops one player of your choice. That player will then miss his next turn. The spell is then discarded.



Terror



This spell causes a player to become too frightened to fight effectively. His attacks are reduced to one combat die as long as the spell lasts. The victim may roll one defence die per Mind point at the start of each of his turns. If he rolls a shield he returns to normal.

Thunderbolt



This spell is cast in a straight line (which may be diagonal). The spell passes through all players and monsters in its path, and stops when it reaches a wall or door. All players and monsters in the bolt's path are attacked with two combat dice, which they may defend against. Discard after use.









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