

### *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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