

Warpfire



The Sorcerer casts forth a chunk of warpstone as its magical power shoots out of it. This spell may be cast at any figure in line of sight. The target is attacked with four combat dice which they defend against normally.

Summon Giant Rats



The Sorcerer casts a handful of warpdust, which coalesces into the form of monstrous rats. Place d6 Giant Rats as close to the Sorcerer as possible. The summoned figures may immediately move and/or attack. Giant Rats have the following stats: Mv=8, A=2, D=1, MD=1, BD=1

Swarm of Rats



The Sorcerer emits an ear piercing cry, summoning a verminous tide of rodents from the nooks and crannies in the walls. All Heroes are attacked with two combat dice. They may only roll one combat die in defence.

Resist Magic



The Sorcerer opens his paw as the spell approaches him. By sheer force of effort, he collapses that spell on itself, creating a shard of glowing Warpstone. That spell has no effect. You may cast this spell immediately after the Sorcerer is the target of an enemy spell or item that replicates the effects of a spell, dissolving that spell. Casting Resist Magic does not count as casting a spell, and it may be cast out of turn.

Curse of the Horned Rat



The Sorcerer holds a chunk of warpstone over his head. While chanting, he crushes the stone and the magic seeps from it, pervading his foes. This spell may only be cast in a room. Until the start of the Evil Wizard Player's next turn, all Heroes must re-roll all skulls in their initial attack rolls.

Warped Gaze



The Sorcerer quickly consumes a handful of warpdust, channelling its powers through himself. His eyes burn with an unnatural green light, striking terror in all whom he lays eyes upon. Every Hero in the caster's line of sight must roll combat dice equal to their Mind points. If they fail to roll two skulls they must immediately move two d6 spaces away from the Sorcerer

Skitterleap



The Sorcerer casts a pall of warpdust over himself, vanishing into the aether, before reappearing with a start. Place the Sorcerer directly adjacent to any Hero figure. The Sorcerer may immediately make a normal attack.

Plague

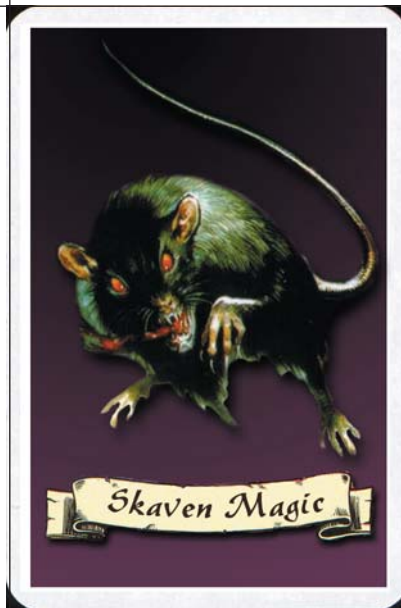
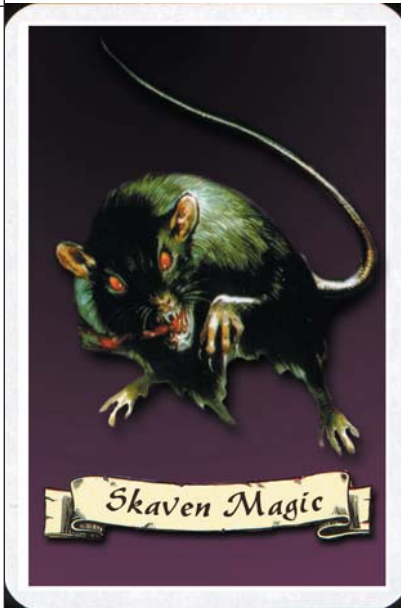
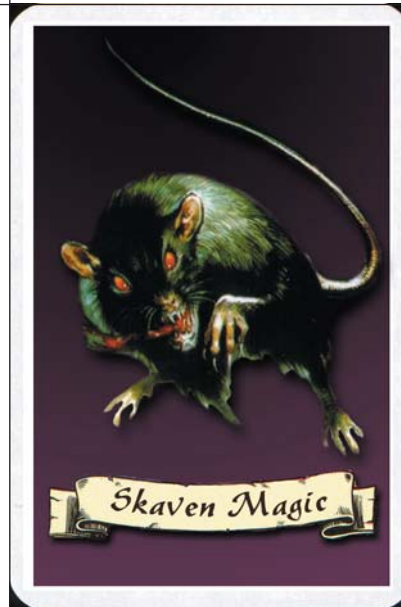
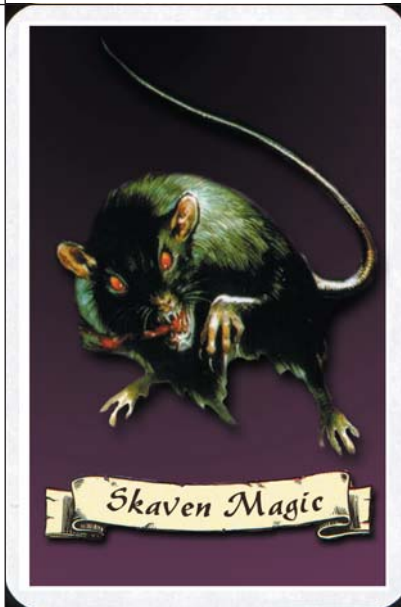
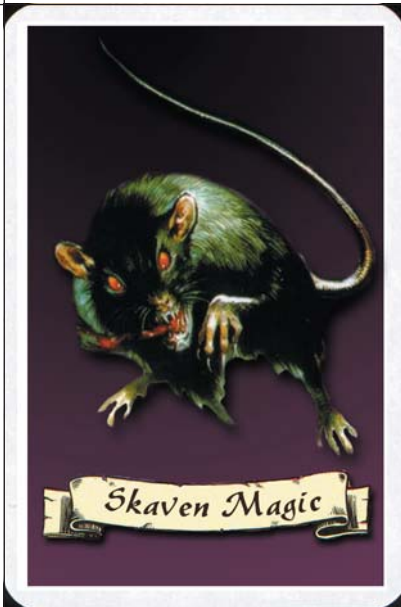
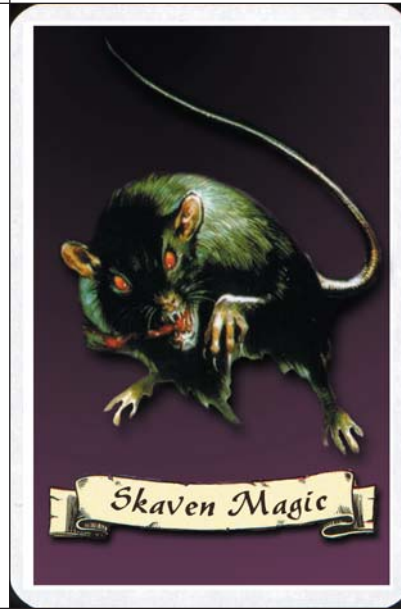


The Sorcerer grinds the magical energy from a chunk of Warpstone, filling the room with a foul, green gas. This spell may only be cast in a room. All Hero figures in that room must immediately roll a number of combat dice equal to their current Body points. If they fail to roll two skulls the spell harms them, resulting in one Body point of damage.

Screaming Bell



The Sorcerer strikes the Screaming Bell, the consecrated instrument of the Horned Rat. The sound shakes the very fabric of reality, threatening the sanity of those who hear its din. Every figure on the board must now, and at the start of each of their turns, roll three d6. If they roll less than a thirteen, they miss their next turn. As soon as any Hero rolls a thirteen or higher the spell is broken for all Heroes.



These cards have been created by Flint (flint@hq-cooperation.de) and can be downloaded for free at this site: <http://www.hq-cooperation.de>