

SKULMAR

X
SKULMAR



MOVEMENT ATTACK DEFEND BODY MIND
SQUARES DICE DICE POINTS POINTS

8	5*	6	3	4
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* Can perform two actions per turn. Can cast two spells, or make an attack and cast one spell, or make two separate attacks

SKULMAR
X

**STONE
MUMMY**



MOVEMENT ATTACK DEFEND BODY MIND
SQUARES DICE DICE POINTS POINTS

3	4	6	3	0
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**DOOM
GUARD**



MOVEMENT ATTACK-DEFEND BODY MIND
SQUARES DICE DICE POINTS POINTS

8	4	6	3	3
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**WITCH
LORD**

X
WITCH
LORD



MOVEMENT ATTACK DEFEND BODY MIND
SQUARES DICE DICE POINTS POINTS

10	5*	6	4	5
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* Can perform two actions per turn. Can cast two spells, or make an attack and cast one spell or make two separate attacks

WITCH
LORD
X

**QUEEN
KESSANDRIA**

X
QUEEN



MOVEMENT ATTACK DEFEND BODY MIND
SQUARES DICE DICE POINTS POINTS

6	4*	6	3	4
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* Can perform two actions per turn. Can cast two spells, or make an attack and cast one spell, or make two separate attacks

QUEEN
X

**SPIRIT
RIDERS**



MOVEMENT ATTACK DEFEND BODY MIND
SQUARES DICE DICE POINTS POINTS

8	4	4	3	3
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12	1	0	1	1
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RAT



BELLWORM



6	4*	6	3	3
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* Breathes a poisonous gas after each attack. Roll 6 attack dice. That Hero defends. For each hit Hero loses a mind point. If mind points reach zero. Hero is knocked out.

