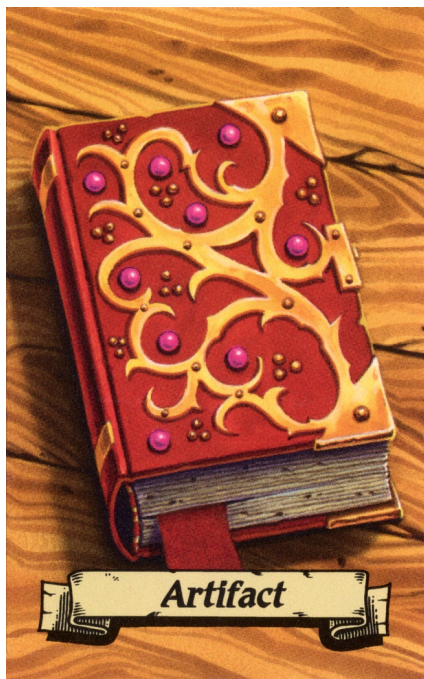
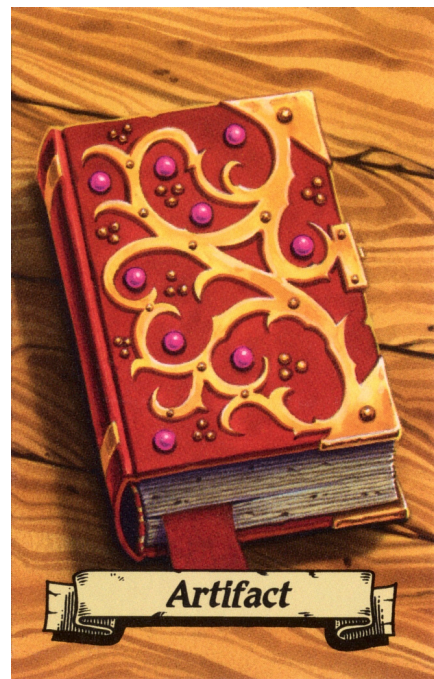




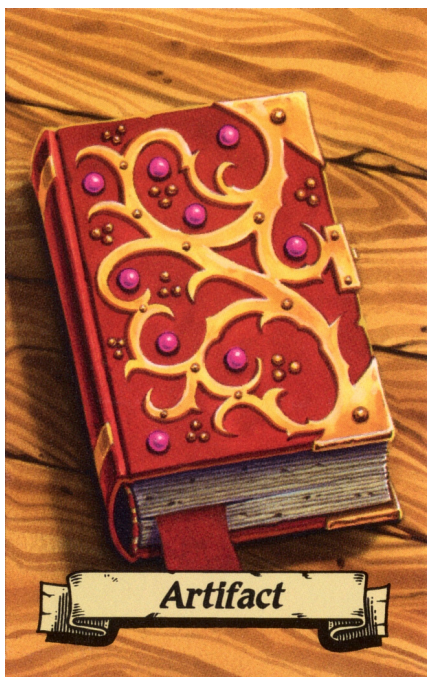
Artifact



Artifact



Artifact



Artifact



Treasure



Treasure



Treasure

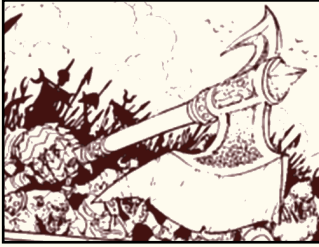


Treasure



Chaos Spell

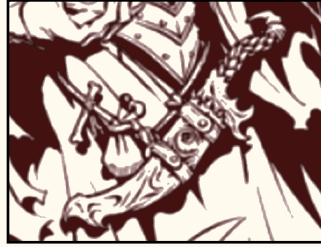
Voltan's Divide



Voltan's Divide allows you to roll two combat dice in attack. You may attack twice in one turn and use your movement between each attack.

May not be used by the Wizard.

Vodan's Dagger



Vidan's Dagger allows you to roll one combat die in attack.

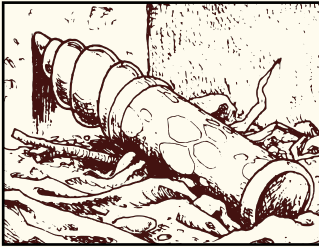
Just one strike from this weapon will destroy any Undead creature.

Spear



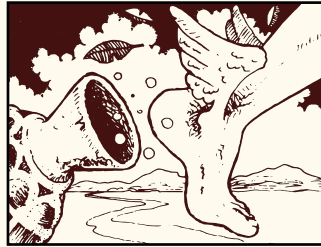
The Spear allows you to roll two combat dice in attack. The Spear may be used to attack diagonally. You may also throw the Spear but if you do so you lose it. *May not be used by Wizard.*

Holy Water



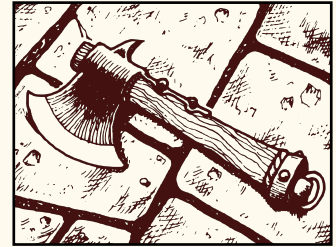
You may use the Holy Water instead of attacking. It will kill any undead creature: Skeleton, Zombie, Mummy. Discard after use.

Potion of Speed



You may drink this potion at any time. It will allow you to roll twice as many dice as usual the next time you move. The card is then discarded.

Hand Axe



The Hand Axe allows you to roll two combat dice in attack. You may also throw the Hand Axe but if you do so you lose it. *May not be used by Wizard.*

Psychedelic Flash



This spell creates a blinding flash of light that renders all visible foes unable to fight effectively for one turn. Only Heroes that are already adjacent to these monsters may be attacked and all combat rolls for monsters are reduced by two dice. The spell is then discarded.

Potion of Resilience

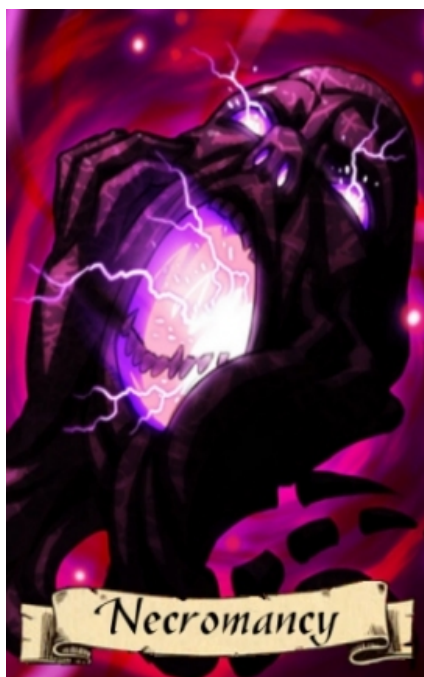
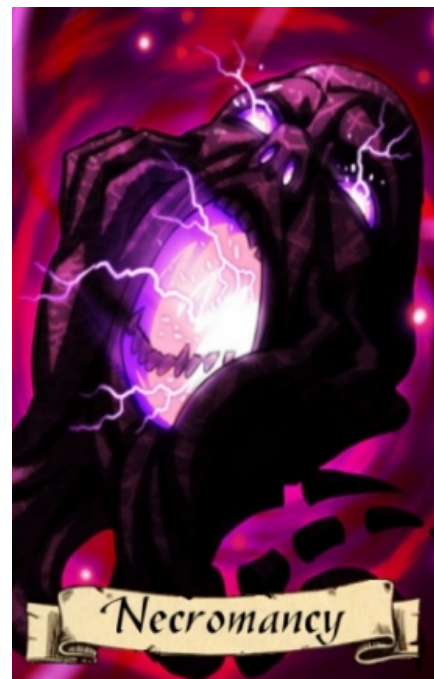
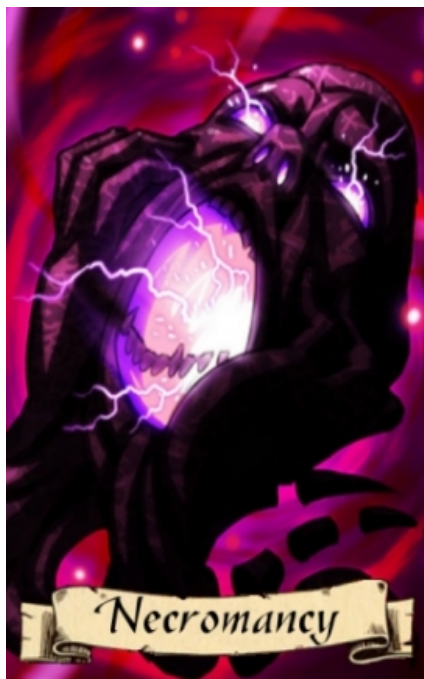


This potion may be taken at any time. You may then roll two extra combat dice in defense when you next defend. The card is then discarded.

Potion of Courage



You are surprised to find a leather bag hanging on the wall. If you drink its contents before you attack, you can make two attacks instead of one. This may only be used once. Do *not* return this card to the deck.



Drain Life



When cast each Hero and monster in the room must roll a number of combat dice equal to their Mind Points. You may absorb one Body Point from each Hero or monster that cannot roll at least one shield. This spell has no effect on undead creature.

The spell is then discarded.

Hellfire

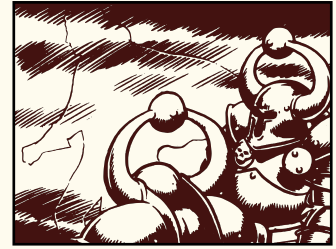


You may cast this spell against any visible monsters.

This awesome incantation destroys weaker adversaries. Hellfire will unconditionally cause three Body Points of damage.

The spell is then discarded.

Vanish



This spell may be cast on yourself. To your adversaries you will appear to vanish.

You may remain this way for as long as you wish and you cannot be attacked. But if you move or perform an action the spell will be broken.

The spell is then discarded.



Ogre Warrior



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	5	5	5	1



Necroplasm



This spell cast may be played at any time to counter another magic user's spell.

Necroplasm turns the effects of the countered spell against the caster.

The spell is then discarded.

Raise Undead



This spell will summon D3 number of Skeletons from the earth around you. You may command them as long as they are in your sight and until they are destroyed.

The spell is then discarded.



Ogre Champion



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	5	5	4	1



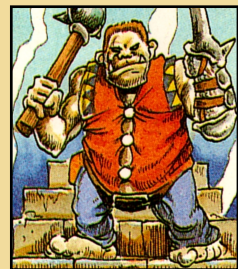
Ogre Chieftain



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
4	6	6	3	2



Ogre Lord



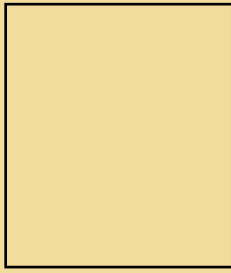
MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
4	6	6	4	5







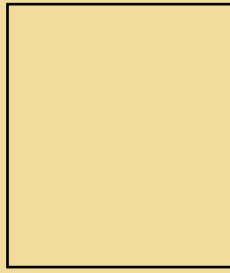
Rat Ogre



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	7	8	7	1



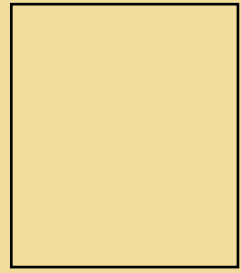
Human Merchant



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	1	1	1	4



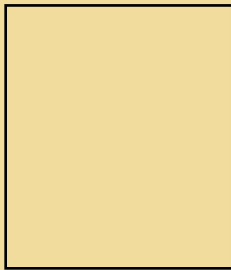
Giant



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	6	7	6	2



Lich



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	2	4	3	7



Skeleton Champion

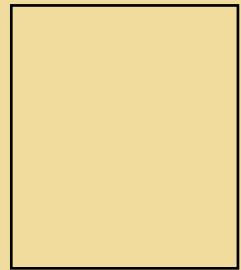


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	2/2	3	2	0

Notes: May attack twice in one turn.



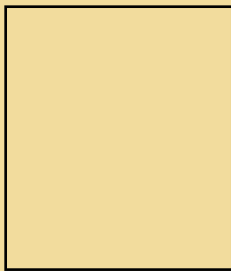
Spirit Rider



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	4	3	1	3



Carrion Crawler



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
2	2	7	6	1



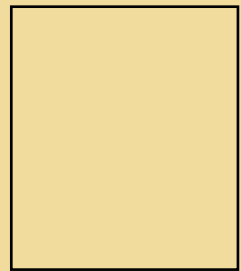
Stinger



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	3	7	4	2



Cobran



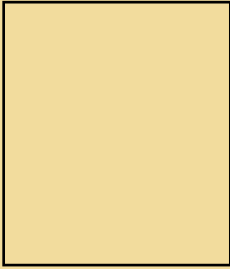
MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3/3	6	3	5

Notes: May attack twice in one turn.





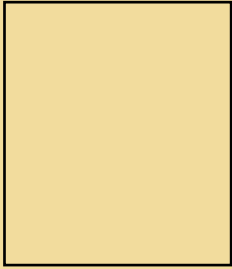
Manticore



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	8	8	8	8



Human Guardsman

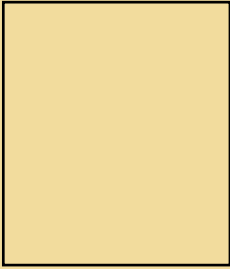


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	2	2	2	3

Notes: May attack diagonally.



Dwarf



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	5	6	5	2

