





### ***Spell Scroll***



#### ***Ball of Flame***

This spell may be cast on a monster, enveloping it in a ball of fire. It will inflict 2 Body Points of damage. The monster then rolls two red dice. For each 5 or 6 rolled, the damage is reduced by 1 point. May be used by any Hero. Scroll crumbles to dust after it is used.

### ***Spell Scroll***



#### ***Fire of Wrath***

This spell may be cast on a monster, blasting it with flames. It will inflict 1 Body Point of damage, unless the monster can immediately roll a 5 or 6 using one red die. May be used by any Hero. Scroll crumbles to dust after it is used.

### ***Spell Scroll***



#### ***Tempest***

This spell may be cast on a monster, surrounding it with a small whirlwind. That monster will then miss its next turn. May be used by any Hero. Scroll crumbles to dust after it is used.

### ***Spell Scroll***



#### ***Sleep***

This spell puts a monster into a deep sleep so it cannot move, attack, or defend itself. The spell can be broken at once or on a future turn by a monster rolling one red die for each of its Mind Points. If a 6 is rolled, the spell is broken. *May not be used against Mummies, Zombies or Skeletons.* May be used by any Hero. Scroll crumbles to dust after it is used.

### ***Spell Scroll***



#### ***Heal Body***

This spell may be cast on a Hero, including yourself. Its magical power will immediately restore up to 4 lost Body Points, but does not give a Hero more than his starting number. May be used by any Hero. Scroll crumbles to dust after it is used.

### ***Spell Scroll***



#### ***Rock Skin***

This spell may be cast on a Hero, including yourself. That Hero may roll one extra combat die when defending. The spell is broken when the Hero suffers 1 Body Point of damage. May be used by any Hero. Scroll crumbles to dust after it is used.

### ***Spell Scroll***



#### ***Genie***

This spell conjures up a Genie who will do one of the following: open any door on the gameboard (revealing what lies beyond), OR use five combat dice to attack a monster within your line of sight. May be used by any Hero. Scroll crumbles to dust after it is used.

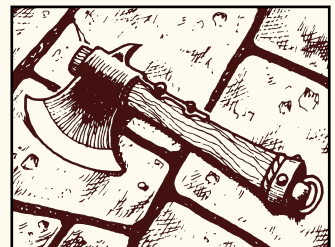
### ***Spell Scroll***



#### ***Courage***

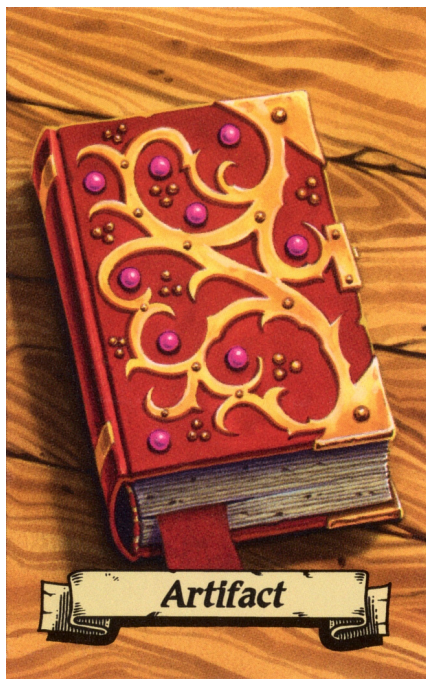
This spell may be cast on a Hero, including yourself. The next time that Hero attacks, he may roll two extra combat dice. The spell is broken the moment the Hero can no longer "see" a monster. May be used by any Hero. Scroll crumbles to dust after it is used.

### ***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.*









## The Scout



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
9	2	3	2	3



## Magical Throwing Dagger



Always inflicts 1 Body Point of damage when thrown at a monster a Hero can "see." Monster cannot defend. Dagger is lost once it is thrown.

## Fire Ring



Protects the wearer from any 2 Chaos fire spells. Ring disappears after wearer has been protected from the second fire spell.



## The Halberdier



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

**Special Ability:** Can attack diagonally and/or up to 2 spaces away.



## The Crossbowman



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	3	3	2	3

**Special Ability:** Wields a crossbow



## The Swordsman

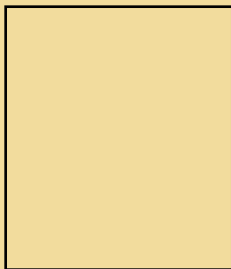


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	4	3	2	3

**Special Ability:** If Swordsman defends against all hits, he parries and counter-attacks against the Hero for 2 combat dice.



## Skaven Clanrat

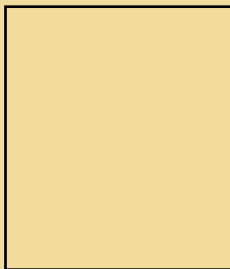


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	3	2	1	4

**Notes:** Can make ranged attacks with a sling for 1 attack die.



## Giant Rat

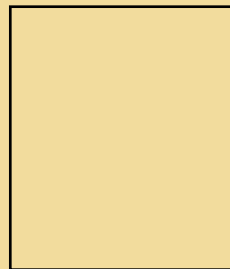


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	2	1	1	2

**Notes:** If a Hero fails to roll any white shield against its attacks, Giant Rat deals 1 Mind Point damage in addition to physical damage.



## Rat Ogre



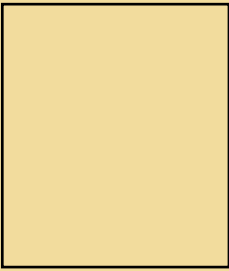
MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	4	3	3	2







White Seer



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	3	3	2	6

**Notes:** Wields 2 random Chaos Spells. As a spell action, may copy 1 random spell card from any enemy magic user in sight, to use immediately or later.

