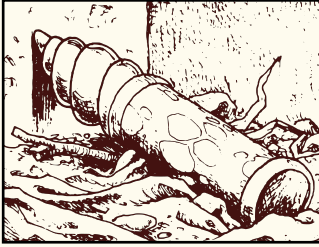


Holy Water



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

Potion of 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.

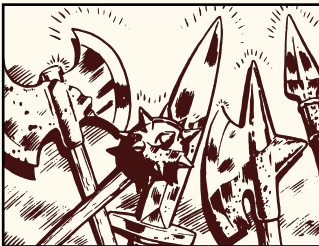
Counterspell



This spell card may be played at any time to nullify the effects of another magic user's spell.

The spell is then discarded.

Enchant Weapon



This spell affects every Hero. Once cast, the spell becomes active only when all Heroes are standing on adjacent squares. While the spell is active each Hero may roll an additional combat dice in attack.

The enchantment is broken if any of the Heroes are killed.

Fire Elemental



This spell will summon a Fire Elemental into any unoccupied square of your choice.

The Elemental will attack every adjacent monster or Hero with two combat dice every turn until it has claimed three lives.

The spell is then discarded.

Obliterate Foes



Roll a number of combat dice equal to the number of visible opponents. If a black shield is rolled then the weakest monster (by Body Points) is obliterated. Repeat this process until no black shields are rolled.

The spell is then discarded.

Circle of Protection



This spell will create an impenetrable field around you and your surrounding eight squares. The field can be maintained until you choose to dissolve it. But for each additional turn you will lose one Mind Point.

The spell is then discarded.

Shockwave



This spell affects the entire dungeon.

Every monster is knocked to the ground and will miss the next turn. If attacked they will be able to defend as normal.

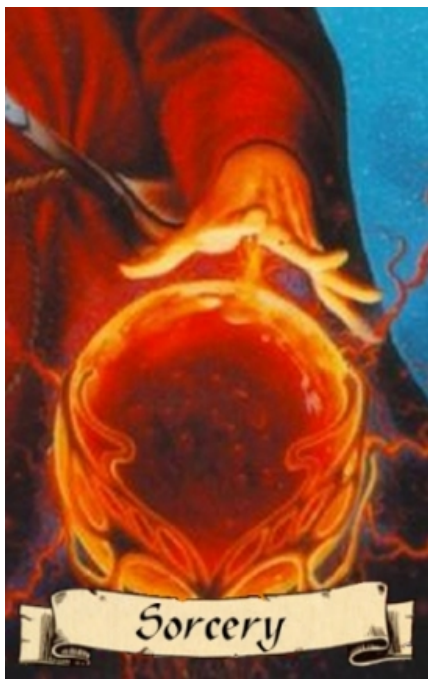
The spell is then discarded.

Magelock



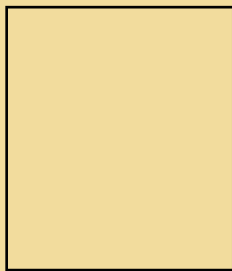
This spell enables you to unlock some locked doors. In each case the dungeon master will decide if the spell has been successful.

The spell is then discarded.





Skaven



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



Skaven Packmaster



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



Plasma Bolt

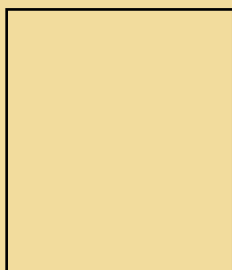


This spell affects all monsters or Heroes in a six square line from the spell caster. The Plasma Bolt penetrates furniture and walls. Each affected character must roll one combat dice. For each skull rolled they will lose one Body Point.

The spell is then discarded.



Human Merchant



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



Human Guardsman

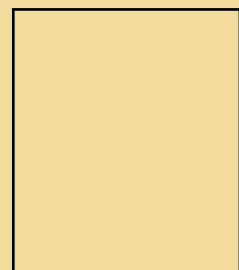


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	2	2	2	3

Notes: May attack diagonally.



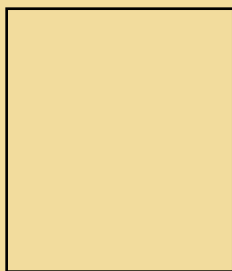
Forest Troll



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	6	6	5	3



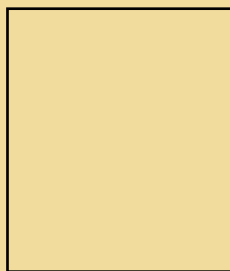
Goblin Champion



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



Skeleton Champion

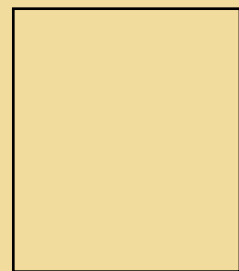


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	2/2	3	2	0

Notes May attack twice in one turn.



Carriion Crawler



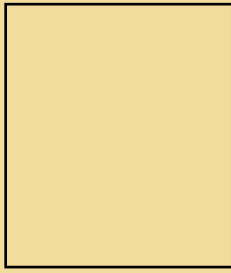
MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
2	2	7	6	1







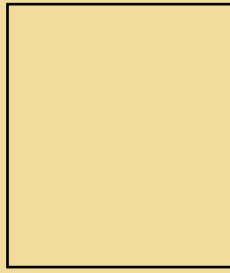
Orc Champion



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



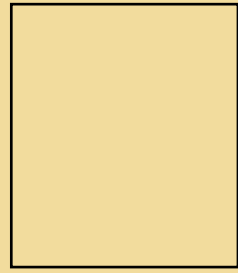
Orcanogre



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	5	6	5	3



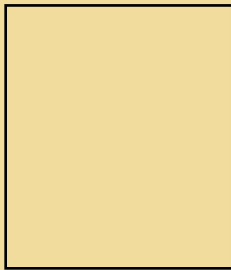
Cave Troll



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	5	5	4	2



Spirit Rider



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



Dragon



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
14	8	8	30	6



Ogre Champion



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

