



**Artifact**



**Air Spell**



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**Earth Spell**



**Earth Spell**



**Fire Spell**



**Fire Spell**



**Water Spell**



**Water Spell**



### *Air of Healing*



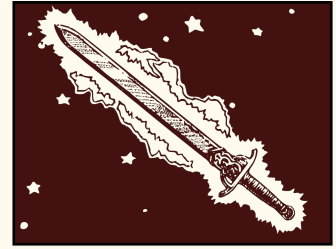
When this spell is cast, a refreshing breeze blows over any Hero, including the caster, healing all lost Body and Mind Points.

### *Swift Wind*



This spell casts a whirling wind over any Hero (including the caster) in the same room or corridor as the caster, speeding them up and allowing them to attack twice on their next turn.

### *Foeslayer*



This longsword is easily recognizable as the price of champions of the arena. Enemies fear these champions, as they have proven themselves as excelling in combat. Any enemy that joins in battle with a Hero wielding this sword must roll one red dice per turn. On a roll of 5 or 6, the enemy is overcome with fear and will try to escape from the Hero. The enemy will not attack any more. If the enemy gets out of sight of the wielder of this sword, that enemy has escaped and is removed from the board.

### *Flames of Death*



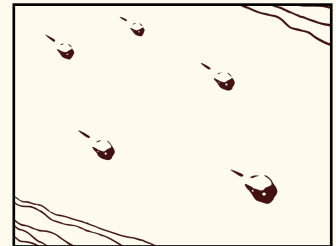
By uttering this spell, the spellcaster sends a powerful ball of flame racing toward an opponent in line of sight. Roll five attack dice to see what damage is done by the spell.

### *Armor of Stone*



This spell allows the spellcaster to cast an armor of stone around any Hero (including the caster) in the casters line of sight. The Hero may roll two extra defend dice until the Hero is hit by an enemy.

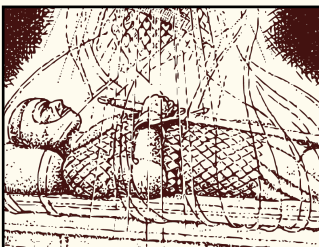
### *Magic Sling*



This spell allows the caster to fire a barrage of stones at enemies in the caster's line of sight. Five stones are shot from the casters hands, doing one Body Point damage each. The enemies does get to roll its normal defend dice against the attack.

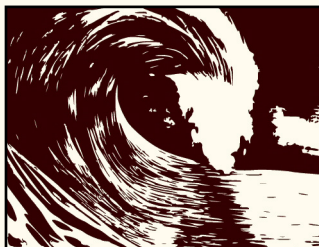
The caster may fire each stone at any enemy in the line of sight, but must declare which enemy are being attacked before the spell is cast.

### *Waters of Return*



When cast, this spell causes the spirit of a fallen comrade to return to the body it left. The spirit returns with only half its normal Body and Mind Points (round down).

### *Drowning Flood*



With a wave of the spellcaster's hands, a deluge of water chokes any being, Hero or monster, in an adjacent square to the caster – diagonals included. Each being caught by the flood suffers 1 Body Point damage.

### *Burning Hands of Destruction*



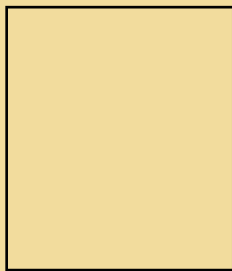
This spell infuses the caster's hands with a powerful burning energy. If the caster's next attack is successful, roll 1 red dice. This is the amount of damage caused by the caster's burning hands.







## Guard



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

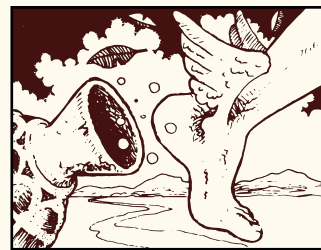


## Potion of Resilience



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.

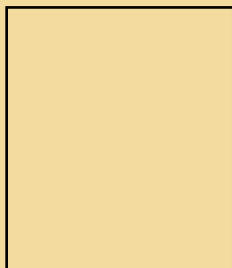
## Potion of Speed



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.



## Thief



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



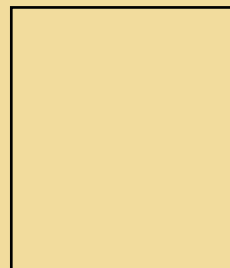
## Skaven



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



## Skaven Champion



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

