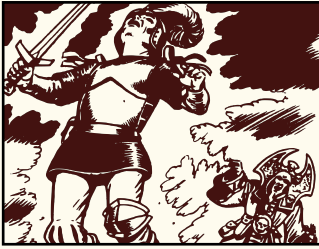
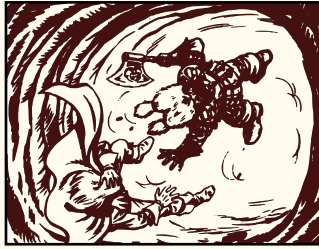


Death Bolt



1 targeted Hero in sight of the caster is hit with a bolt of life-draining energy for 3 Body Points of damage. He rolls red dice equal to his Mind Points and reduces the damage by 1 for each 6 rolled. If he takes any damage, the caster heals himself for that amount.

Gale



This spell must be cast on a figure aligned with the caster in a straight line. That figure is pushed backward in a straight line by a gale force wind, until they hit a wall or another figure, or trigger a pit trap.

Psionic Blast



Cast on any target in sight: the victim's mind is assaulted with a powerful mental blast. The target rolls 1 red die for every Mind Point: for each die that fails to roll a 5 or 6, he loses 1 Mind Point.

Reanimate



When cast, all monsters slain in the caster's room reanimate as Skeletons. Place Skeletons in the appropriate places and command them on Zargon's turn.

Restore



Can be cast on any 1 monster you can see (or on the caster) to heal up to 4 Body Points.

Skulls of Doom



Summons a skull which harries the targeted Hero, attacking and defending with 2 dice. It has 1 Body Point and can be attacked by any Hero.

Summon Monster



This spell summons a Wandering Monster next to 1 Hero in the caster's sight, as if that Hero drew one from the treasure deck. The monster immediately attacks.

Summon Wolves



Summons a pack of Giant Wolves to surround the spellcaster or 1 target in sight. Roll 1 red die:

1-3 = 1 Wolf
4-5 = 2 Wolves
6 = 3 Wolves

Thieving Wind



The caster targets 1 Hero in sight: a mischievous air elemental steals an item of the caster's choice from that Hero's inventory, which he cannot retrieve until the end of his next turn.





Halberdier



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

Notes: Can attack diagonally and/or up to 2 spaces away.



Scout



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



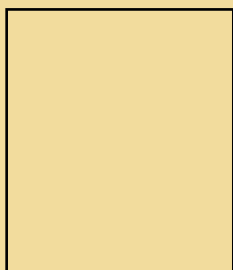
Swordsman



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	4	5	2	3



Skaven Clanrat

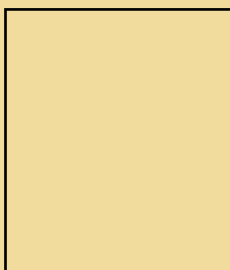


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	3	2	1	4

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



White Seer

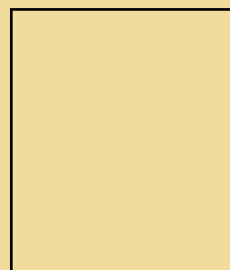


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	3	3	2	6

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.



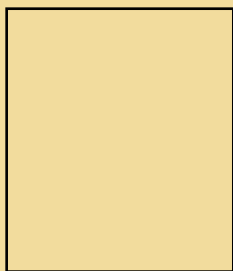
Rat Ogre



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



Churl



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



Miner



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



Giant Wolf



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
9	6	3	2	1

Notes: Summoned by Bolgia the Beast.