



### ***Daemon's Doom***



You can use this sinister looking dagger when you attack a (Bloodthirster) Daemon. It will drain a number of Body Points equal to the roll of one red die. The dagger crumbles to dust after use.

### ***Gauntlets of Faith***



Commonly used by Paladins and Warrior Priests, the Gauntlets of Faith give you a +2 bonus to your Bravery rating.

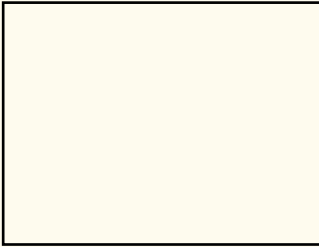
### ***Imperial Greatshield***



This large, beautifully decorated shield is reserved only for the Empire's most loyal supporters. It gives you two extra combat dice in defense. The Imperial Greatshield cannot be combined with a normal shield.

Can only be used by Knights of the Realm. Cannot be used by the Battlemage or the Wizard.

### ***Lamp of the Genie***



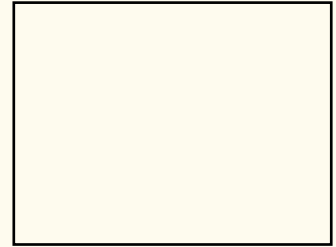
This is a beautiful golden lamp of Araby design. If you have the lamp, you can cast the Air Spell Genie once per Quest.

### ***Repeater Crossbow***



A single model will suffer three consecutive attacks when attacked with this crossbow. The first attack has a strength of 3 combat dice, the next one has a strength of 2, and the final attack has a strength of 1 combat die.

### ***Ring of Insulation***



This strange black ring is decorated with tiny silver sparks. When you wear the ring, you are immune to the effect of lightning spells.

### ***Shadow Cloak***



This unique magical cloak once belonged to the Orc assassin Agrak. Should you die wearing it, roll a red die. On a roll of 4 or higher, one Body Point is restored.

Can only be used if no Healing Potion is available.

### ***Skaven Weeping Blade***



This cursed Skaven sword gives you the attack strength of 3 combat dice, but with a -4 penalty to your Bravery rating.

Cannot be used by the Battlemage or the Wizard.

### ***Berserker's Brew***

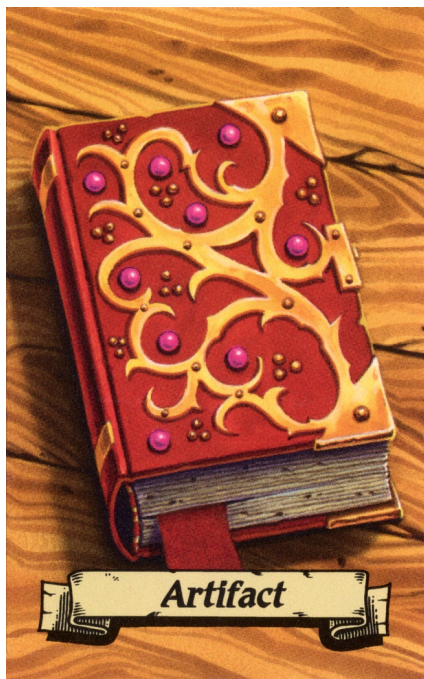


You can drink this ruby red brew just before you attack. You may then attack twice, rolling 4 extra combat dice. However, the brew greatly exhausts the Hero, who loses 2 Body Points to reflect this.

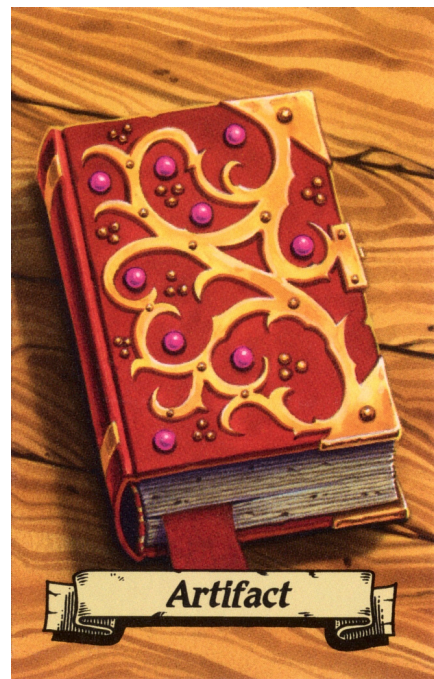




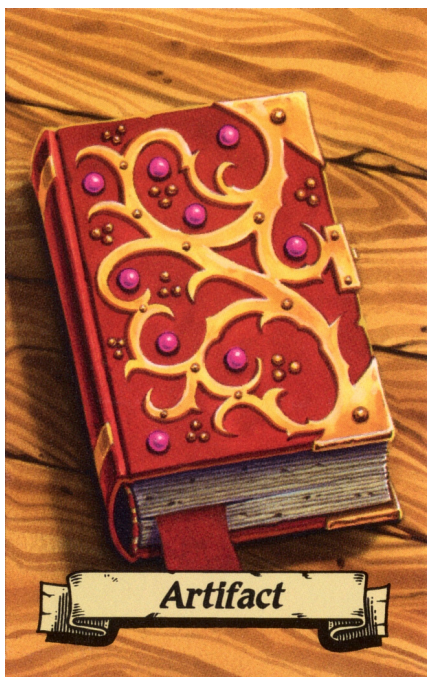
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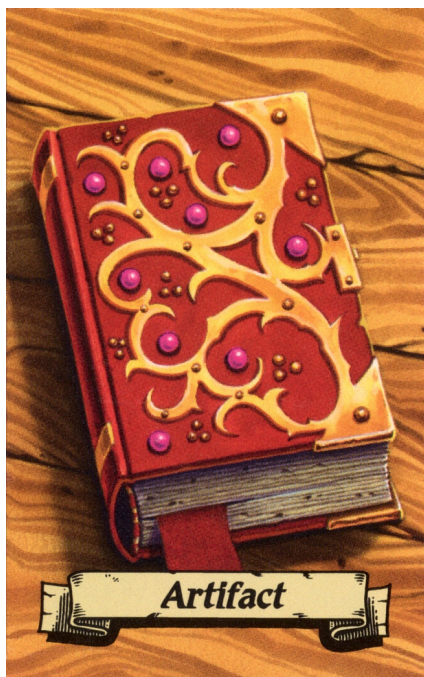
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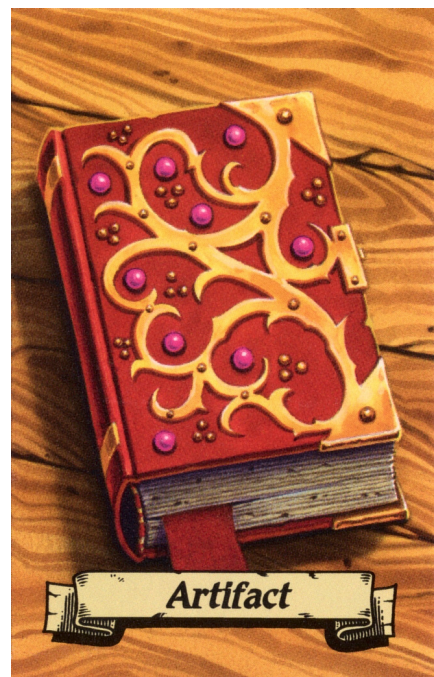
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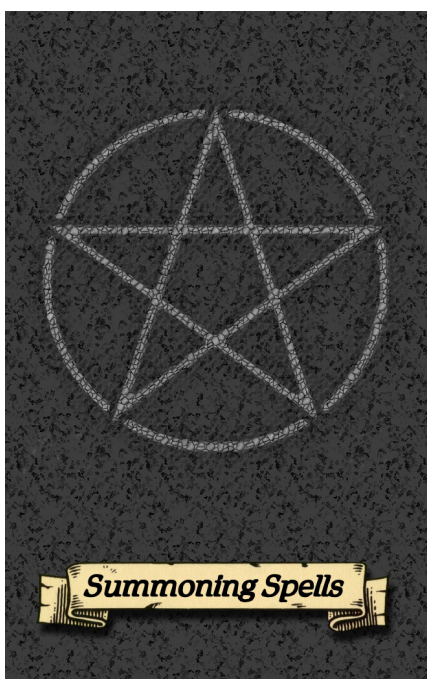
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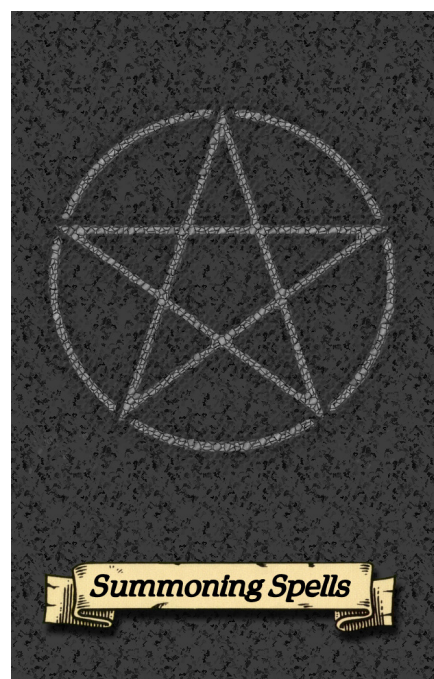
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**Summoning Spells**



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### ***Potion of Giants***



You can drink this dark blue broth at any moment during the game. The potion gives you 3 extra attack and defense dice until the start of your next turn.

### ***Potion of Invisibility***



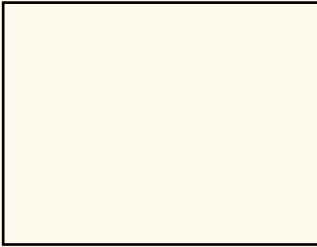
You can drink this clear liquid at the end of your turn. When you drink it, you cannot be attacked until the start of your next turn.

### ***Potion of Knowledge***



You can drink this shiny white liquid at any moment during the game. The potion allows you to remember the words of one used spell. You may return one used spell card to your hand.

### ***Skavenbrew***



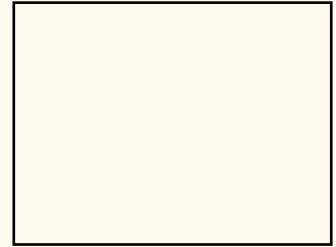
You can drink this foul-smelling potion at any point during the game. You then have one extra attack and defend die until the start of your next turn.

### ***Spider Venom Antidote***



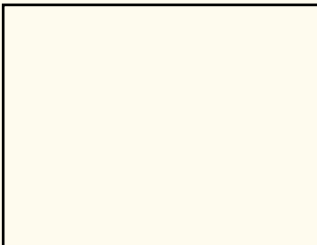
You can drink this purple potion when a Giant Spider has attacked you. The potion will restore all Body Points lost as a result of the spider's attack.

### ***Warpstone Amulet***



One of the great achievements of the Skaven is the Warpstone Amulet. The amulet absorbs the first wound (1 Body Point) suffered. It is destroyed in the process.

### ***Summon Elemental***



This spell summons an elemental force that will attack one target within sight of the caster. Roll a red die to see what elemental force is summoned.

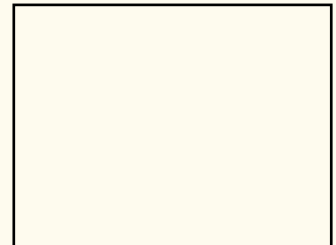
- 1: Air Elemental 2
- 2/3: Water Elemental 4
- 4/5: Earth Elemental 6
- 6: Fire Elemental 8

### ***Summon Merchant***



When this spell is cast, an Araby merchant magically appears out of nowhere. The caster now has the opportunity to buy a maximum of two of the following potions: Healing Potion (150 gold coins), Potion of Strength (75 gold coins), Potion of Defense (50 gold coins), Potion of Speed (25 gold coins). Note that you cannot save these potions for future Quests.

### ***Magical Staff***

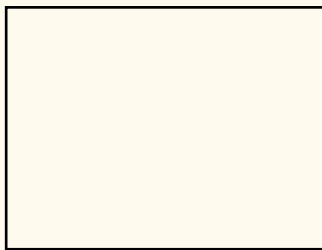


This spell calls a magical staff of pure energy into being. On his next turn, the Hero can attack with the staff (it has an attack strength of three combat dice). You can also attack diagonally with the staff. The staff disappears at the end of the turn.



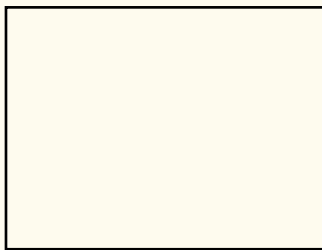


### Curse



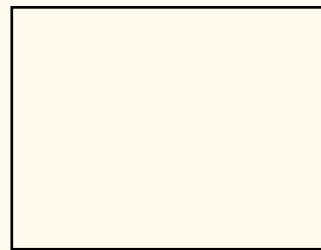
This spell targets all Heroes in the same room or corridor as the caster. Evil spirits drain part of the strength of these Heroes. On their next turn, the Heroes roll one combat die less when they attack. The spell can be broken at once or on a future turn by each victim rolling one red die for each of his Mind Points. By rolling a 6, the Hero frees himself of the curse.

### Restoration



With this spell, the caster can fully heal one monster within his line of sight. The caster can also cast this spell on himself.

### Summon Night Goblins

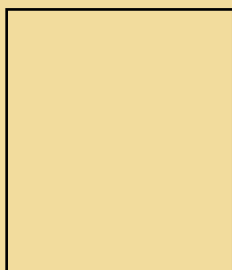


This spell teleports up to three Night Goblins to squares within sight of the caster. Roll a red die to determine the number of Night Goblins summoned.

- 1-2: 1 Night Goblin
- 3-5: 2 Night Goblins
- 6: 3 Night Goblins



### Night Goblin



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



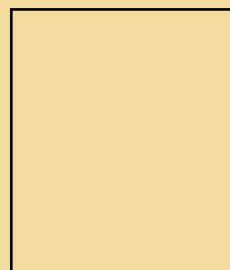
### Black Orc



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	5	4	3	5



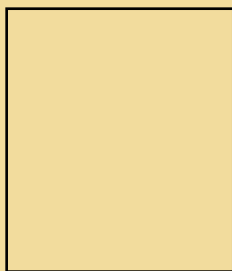
### Fimir Mage



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



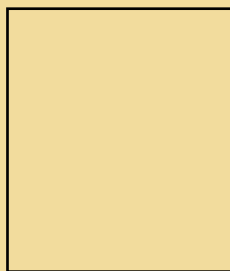
### Chaos Slave



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



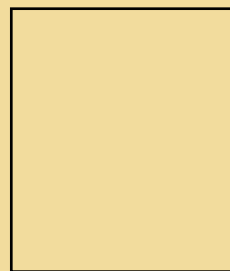
### Chaos Sorcerer



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



### Bloodthirster



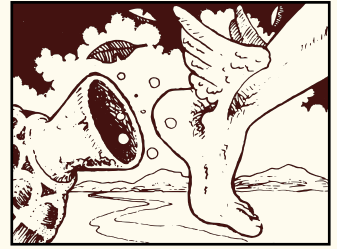
MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
9	8	7	5	4







### ***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.