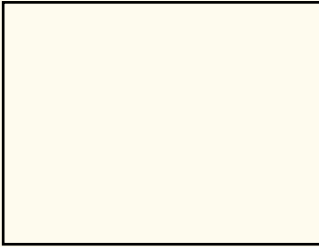


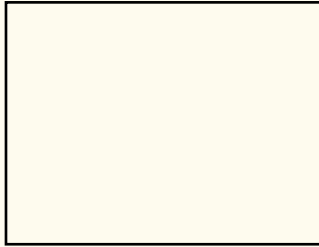


Arrow of Firestorm



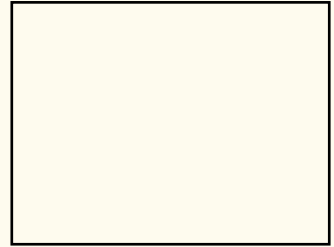
This arrow creates a roomful of fire that inflicts 3 Body Points of damage on all Heroes and monsters in the same room with the attacker. The attacker is unaffected. All victims immediately roll two red dice. For each 5 or 6 rolled, the damage is reduced by 1 point.

Arrow of Ice Storm



When shooting this arrow up in the air it creates a blizzards of ice that affects an area 2 squares wide by 2 squares long. Each monster and Hero in that area is attacked separately by the attacker with 3 combat dice. There is no chance to defend.

Arrow of Penetration



This arrow affects all Heroes and monsters in a straight line from the attacker. Every Hero or monster is attacked separately with 3 combat dice. The damage cannot be defended.

Book of Blood



This legendary artifact greatly enhances the power and scope of the Spells of Darkness.

Can only be used by the wielder of the Spells of Darkness.

Cloak of Darkness



This legendary item allows you to throw one extra die in defence. It also grants you knowledge of the Spells of Darkness. You must search for treasure whenever you are able.

Can only be worn by magic users.

Golden Dagger



This dagger must be thrown. It allows the thrower to deal one ranged damage on a target.

Longbow



This two-handed weapon allows you to throw six combat dice, provided your victim does not stand directly or diagonally adjacent to you.

Can only be used by the Barbarian.

Morningstar Flail



This one-handed weapon allows you to throw four adjacent combat dice and three diagonal combat dice.

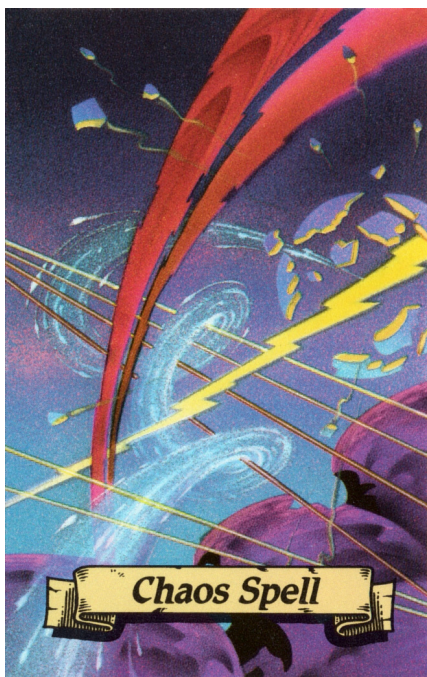
Unused damage will travel to the next monster or Hero adjacent to you.

Cannot be used by magic users.

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.



Restore Chaos



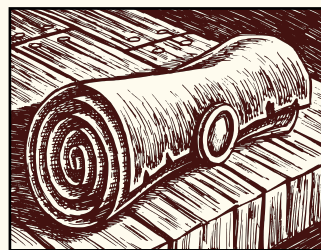
This spell may be cast only on monsters. It restores up to 6 lost Body Points to either the spellcaster or any monster within the spellcaster's line of sight.

Soothe



The healing coolness of this spell restores up to 3 lost Body Points to the spellcaster or any one monster.

Spell Scroll



Treasure Without Doom

This spell scroll enables a Hero to pick cards from the treasure deck, ignoring all Wandering Monster and Hazard cards, until he picks a card showing gold, a potion, gems, or jewels. Or it can be used to open one chest without harm, disarming any trap on the chest. *Scroll crumbles to dust after it is used.*

Mind Blast



This spell paralyzes one Hero within the spellcaster's line of sight. This Hero cannot move or attack. The Hero defends with 1 combat die. To break free of the spell, the Hero, on his turn, rolls 1 red die for every Mind Point he currently has. If a 6 is rolled on any die, the spell is broken and the Hero can move and attack normally again on future turns.

Courage



This spell may be cast on any one monster, including yourself. The next time that monster attacks, he may roll two extra combat dice. The spell is broken the moment the monster can no longer "see" a Hero.

Rock Skin



This spell may be cast on any one monster, including yourself. That monster may throw one extra combat die when defending. The spell is broken when the monster suffers 1 point of Body damage.

Arrows of the Night



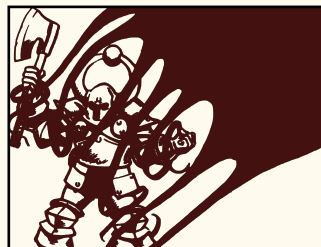
You may fire these magical bolts at any target within your line of sight. You may then attack the target with two attack dice and he must defend with as many dice as he has Mind Points. Discard after use.

Cloak of Shadows



You may summon up a patch of darkness and place a Cloak of Shadows tile on the gameboard. Any figures in the shadows may not attack, be attacked or cast spells while they are there. This piece may not be moved and lasts until the end of the Quest. Keep this card by the side of the gameboard for reference.

Chains of Darkness



You may cast this spell on one figure. That figure may not move or fight until the beginning of your next turn, although they may defend or cast spells. Discard after use.



Enhanced Arrows of the Night



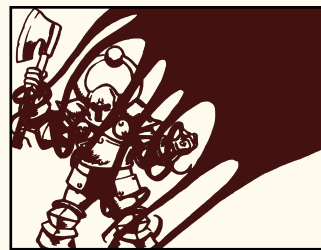
You may fire these magical bolts at any target within your line of sight. You may then attack the target with four attack dice and he must defend with as many dice as he has Mind Points. Discard after use.

Enhanced Cloak of Shadows



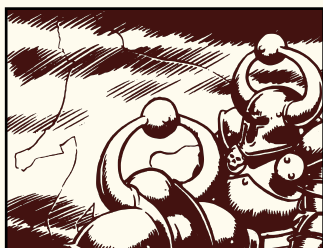
You may summon up a patch of darkness and place a Cloak of Shadows tile on the gameboard. Any figures in the shadows may only move 2 squares each turn, not attack, be attacked or cast spells while they are there. This piece may not be moved and lasts until the end of the Quest. Keep this card by the side of the gameboard for reference.

Enhanced Chains of Darkness



You may cast this spell on one figure. That figure may not move or fight for 2 turns, although they may defend or cast spells. Discard after use.

Invisibility



You may become invisible and move around unseen until the beginning of your next turn. While you are invisible, you cannot attack anyone, but neither will you be attacked or be affected by spells. Discard after use.

Wall of Stone



You may create a magical wall of stone which covers two squares. This wall has one Body Point and rolls six defense dice. Keep this card to hand until the wall is destroyed, then discard it.

Dispell



You may pick one spell-using figure and force him to discard one of his unused spell cards at random. That spell is then lost for the duration of the Quest. Discard after use.



Skaven



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	3	3	3	2

Notes: Plagued, Legionnaire.



Skaven Thrall

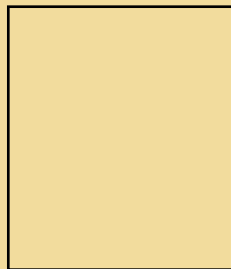


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	3	3	2	0

Notes: Wields all three Fire Spells.



Skaven Zombie



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	2	2	1	0

Notes: Legionnaire.







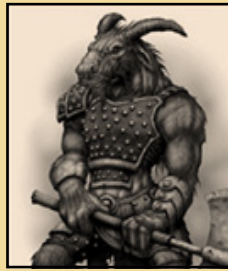
Shale



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	3	4	4	6



Beastman



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	4	3	4	2

Notes: Legionnaire.



Plague Rat



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
12	2	2	1	1

Notes: Plagued, Slippery, Swarming.



Widow



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

Notes: Poisonous, Slippery, Small.



Giant Recluse

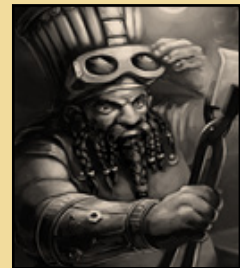


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3/1	3	2	1

Notes: Poisonous, Web-Attack.



Dwarf Tinker



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

Notes: Spellcaster.



Minotaur

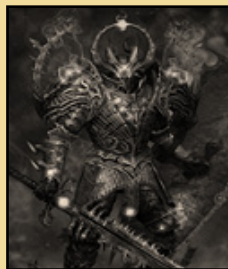


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	6	6	6	3

Notes: Knockback, Grab.



Doomguard

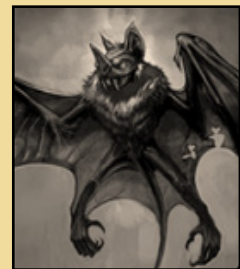


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	5	5	4	4

Notes: Inspiration.



Flying Fox



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
-	1/1	2	1	1

Notes: Poisonous, Airborn, Small.







The Scout



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

Special Ability: Dwarf-like ability to remove traps



The Swordsman



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

