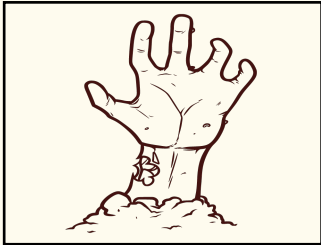


Summon Plagued



The caster waves his hands, and foul, plague bearing Zombies rise up from the ground. These monsters are diseased. Roll one red die to see how many Zombies appear.

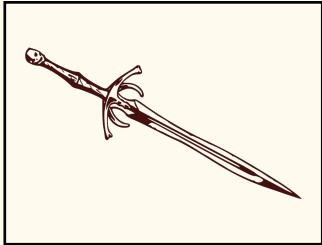
<u>Die</u>	<u>Zombies</u>
1-2	1
2-4	2
5-6	3

Cause Disease



A foul light flows from the caster's fingertips into the Hero's body, infusing it with a sickly green light. The Hero must make a saving throw by rolling one red die. On a roll of 1-4, the Hero has become infected with a dreaded plague. On the Hero's next turn, plus every other turn thereafter, he loses one Body Point to the disease. The only way to cure the Hero is for him to drink a Potion of Cure.

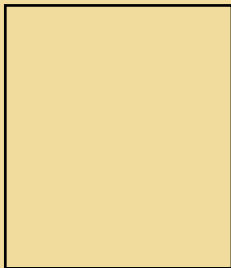
Sonneklänge



This mystic longsword was wielded by Prince Karad von Carron. It gives its user 2 extra attack dice beyond the normal allowed for a longsword. This sword may only be used by humans, and cannot be used by Wizards.



Orc Champion



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

