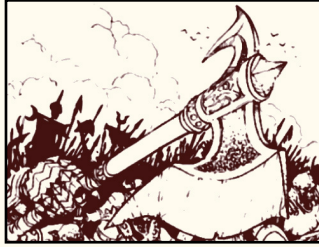




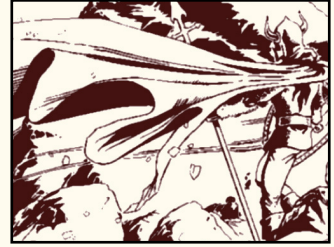
Obsidian Divide



The Obsidian Divide allows you to roll two combat dice in attack. You may attack twice in one turn and use your movement between each attack.

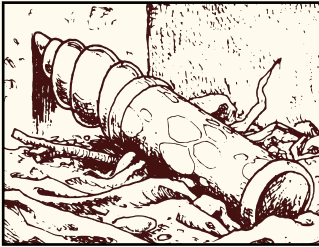
May not be used by the Wizard.

Cloak of the Hawk



This magical cloak grants you the spirit of the majestic hawk. You may add one square to your movement allowance. You may only wear one magical cloak at a time.

Holy Water



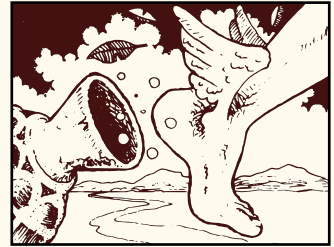
You may use the Holy Water instead of attacking. It will kill any undead creature: Skeleton, Zombie, Mummy. Discard after use.

Potion of Resilience

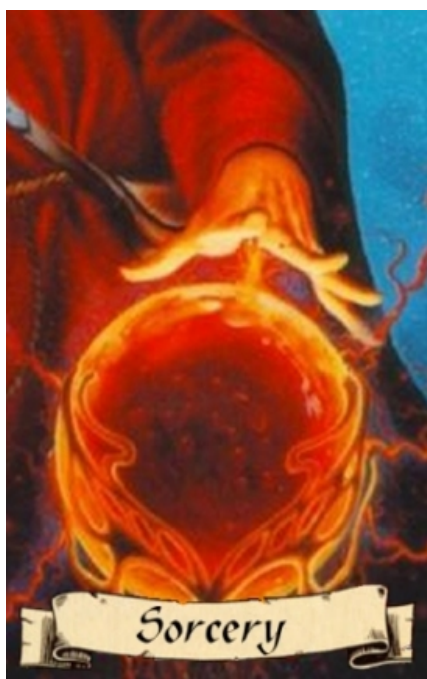
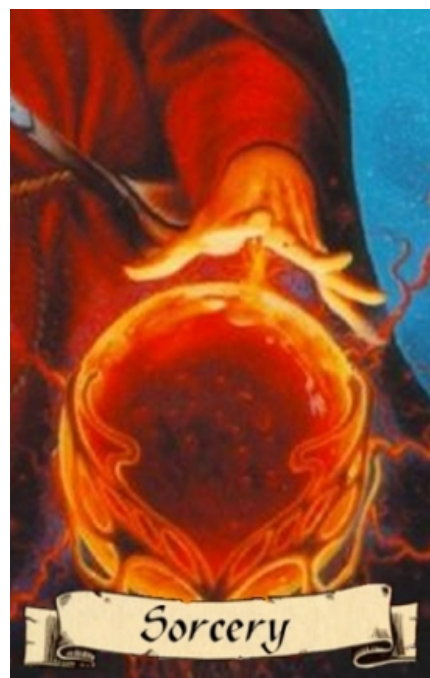


This potion may be taken at any time. You may then roll two extra combat dice in defense when you next defend. The card is then discarded.

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.



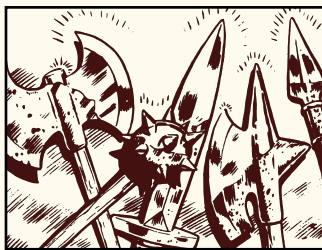
Counterspell



This spell card may be played at any time to nullify the effects of another magic user's spell.

The spell is then discarded.

Enchant Weapon



This spell affects every Hero. Once cast, the spell becomes active only when all Heroes are standing on adjacent squares. While the spell is active each Hero may roll an additional combat dice in attack.

The enchantment is broken if any of the Heroes are killed.

Fire Elemental



This spell will summon a Fire Elemental into any unoccupied square of your choice.

The Elemental will attack every adjacent monster or Hero with two combat dice every turn until it has claimed three lives.

The spell is then discarded.

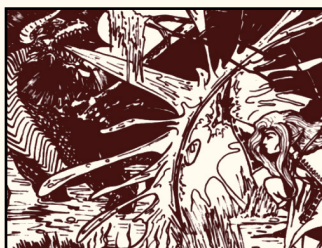
Obliterate Foes



Roll a number of combat dice equal to the number of visible opponents. If a black shield is rolled then the weakest monster (by Body Points) is obliterated. Repeat this process until no black shields are rolled.

The spell is then discarded.

Circle of Protection



This spell will create an impenetrable field around you and your surrounding eight squares. The field can be maintained until you choose to dissolve it. But for each additional turn you will lose one Mind Point.

The spell is then discarded.

Shockwave



This spell affects the entire dungeon.

Every monster is knocked to the ground and will miss the next turn. If attacked they will be able to defend as normal.

The spell is then discarded.

Magelock



This spell enables you to unlock some locked doors. In each case the dungeon master will decide if the spell has been successful.

The spell is then discarded.

Plasma Bolt



This spell affects all monsters or Heroes in a six square line from the spell caster. The Plasma Bolt penetrates furniture and walls. Each affected character must roll one combat dice. For each skull rolled they will lose one Body Point.

The spell is then discarded.

Aquisition



This spell enables you to search and acquire the contents of any chest or other furniture piece in the room, even if there are still monsters present.

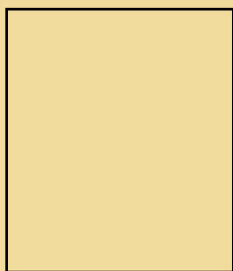
The spell is then discarded.

Also, you will NEVER be able to cast this spell again unless you give away those items which you have magically acquired.





Skaven



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



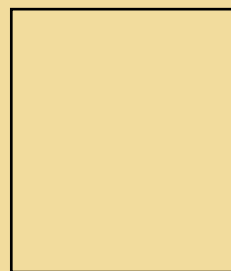
Skaven Packmaster



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



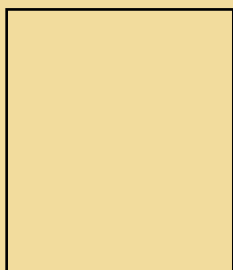
River Troll



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	5	4	3	2



Spider



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



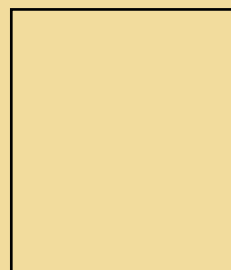
Cave Troll



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	5	5	4	2



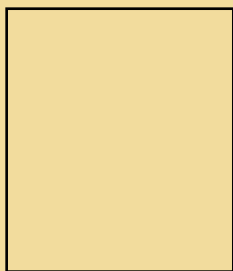
Rat



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	1	0	1	1



Gnoll



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



Rat Ogre



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	7	8	7	1



Ogre Chieftain



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

