

Light Ointment



When spread on any blade it increases its power by giving you the ability to roll an extra combat die against all Undead.

Cannot be used by the Wizard.

The card is then discarded.

Poison!



You find a brown flask full of liquid. As soon as you taste it your throat contracts and you realize that it is poison! Roll a combat die and if a skull comes out you lose one mind point. With any other result nothing happens. Return this card to the treasure pile.

Poison!



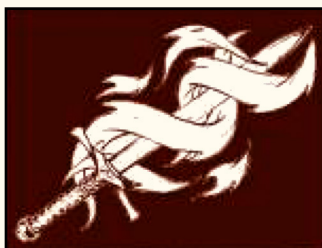
You find a brown flask full of liquid. As soon as you taste it your throat contracts and you realize that it is poison! Roll a combat die and if a skull comes out you lose one mind point. With any other result nothing happens. Return this card to the treasure pile.

Dreamsong



This magic hammer allows the Hero to roll two combat dice in attack. It is also possible to throw it and if the attacked monster does not die, the weapon will return to the Hero's hand. If the monster is killed instead, Dreamsong will remain in the body of the killed figure. To collect it, you will need to move over that square and skip one turn.

Sonneklinge



This magic sword allows you to roll three combat dice in attack. Fire damage must always be added to the result obtained. Can only be used by Heroes with at least six Body Points.

Warp Stone



This Warp Stone is infused with Chaos magic. Anyone who owns it may re-roll a movement roll once per turn. Each time the Hero uses this stone the player must roll two six-sided dice. If he rolls a two sixes, he permanently loses one Mind Point.

War Hammer

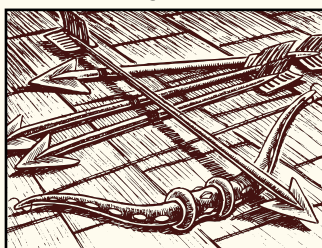


The War Hammer allows you to roll three combat dice in attack. You can also throw it, but in this case you will lose it.

Cost 250 gold coins.

Cannot be used by the Wizard.

Long Bow



The longbow allows you to roll two combat dice in attack. However, you cannot use it against an opponent who is in a square adjacent to yours.

It is used with two hands.

Cost 250 gold coins.

Cannot be used by the Wizard.

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.



Plague



This spell causes a foul green cloud to fill the room. All Heroes in this room must roll a number of combat dice equal to their current Body Points. If they fail to roll two skulls, they suffer from the plague, causing them to lose 1 Body Point.

Discard after use.

Shields of Protection



This spell allows the Warlock and all Skaven in the same room or passage to roll an extra die in defence until the beginning of the Warlock's next turn.

Discard after use.

Sharpen Blades



This spell allows all Skaven in the same room or passage as the Warlock to roll an extra die in attack for that turn only.

Discard after use.

Poison Globe



The Warlock may cast this spell in any room or passage he is in. The Globe is chattered, releasing a poisonous gas. All Heroes must roll 2 combat dice. They lose 1 body point for each skull. Does not affect Skaven.

Discard after use.

Summon Skaven



The Warlock may immediately take two Skaven figures from anywhere on or off the gameboard and place them anywhere within his line of sight.

The Skaven may move and attack immediately unless they have already done so during this turn.

Discard after use.

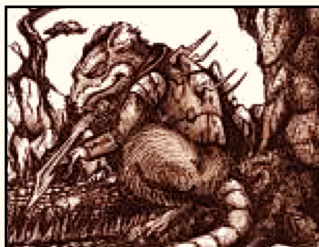
Summon Giant Rats



Throw one red movement die. The Sorcerer calls forth a number of Giant Rats equal to the number rolled with the die. Place them as close to the Sorcerer as possible. They may immediately move and attack.

Discard after use.

Defense of the Rat



This Spell allows you to increase the defenses of any Skaven. The Monster will be able to roll 2 more combat dice in defense for the remainder of the Quest.

Discard the card after use.

Pestilence



The Gray Seer can sacrifice a Skaven to infect enemies. The Monster will explode, infecting all adjacent miniatures with the Plague. Infected Heroes will roll half the dice to attack, defend and move.

To cure the Plague it is enough to drink a regenerating potion.

Discard the card after use.





Troll



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3	4	4	1



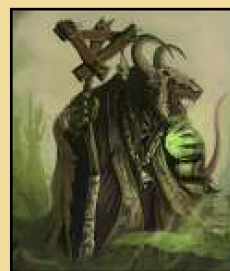
Skaven Champion



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	3	2	2	1



Grey Seer



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



Knight Skeleton



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	2	2	2	0



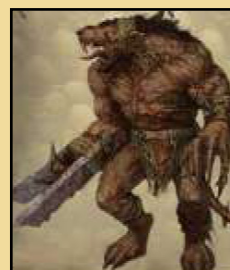
Plague Monk



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



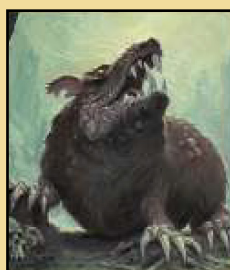
Rat Ogre



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	4	5	3	1



Giant Rat



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	1	1	1	1



Skaven Warrior



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	2	2	1	1

