

# 1 STING

*With a high-pitched buzzing, the Shaman makes a large hornet appear inside his opponent's armor.*

Pick any Monster on the same board section as the Shaman and roll 1D6. On a score of 4+, the Monster takes 1 Wound, with no modifiers for anything (Toughness, armor, Ignore Pain, etc.).

Target: Any Monster on the same board section as the Shaman

Duration: Immediate

ATTACK

# 2 FLESH WORM

*The Shaman produces a small glowing worm and hurls it at his opponent.*

Pick any Monster on the same board section as the Shaman. He is Infected with a Flesh Worm and immediately loses 1 Wound with no modifiers for anything (armor, Toughness, Ignore Pain, etc.).

At the start of each subsequent turn, roll 1D6. On 4 or less, the Flesh Worm dies. On a 5+, it continues to feed and the victim takes another 1 Wound.

Target: Any Monster on the same board section as the Shaman / only 1 Flesh Worm per Monster

Duration: Until Flesh Worm dies

ATTACK

# 2 OGRE STRENGTH

*Calling on the forces of the wild, the Shaman uses the power to increase the target's strength fourfold.*

Pick any Warrior on the board (including the Shaman). This turn the Chosen Warrior is at +2 to his Strength for the purpose of resolving damage. Each individual Warrior may only have this spell cast on him once per turn.

Target: Any Warrior on the board

Duration: Immediate

ATTACK

# 5 CURSE OF ANRAHEIR

*The Shaman pronounces a curse upon his enemies. Wispy, ethereal spirits rise from the ground and start to harass them, scrabbling at their feet and legs with insubstantial claws.*

Any one model within 24 spaces is affected by the Curse. He may only strike targets on a natural 6, and is automatically struck by attacks on anything other than a natural 1 for the remainder of the turn

The target's Move rate is also halved (rounded down).

Target: Any one Monster within 24 spaces of the Shaman

Duration: Immediate

ATTACK

# 6 HELLBEAST

*The Shaman assumes the aspect of a ravaging daemoniac creature.*

This turn the Shaman gets +1 Attack, +1 to hit, causes +2 Wounds on his damage roll, cannot use a weapon, and is immune to all psychological effects.

Target: The Shaman

Duration: One Turn

HEALING

# 1 COUGHING

*The Shaman's opponent suddenly bursts out in a hacking cough of such violence that he almost drops his weapon.*

Pick any Monster on the same board section as the Shaman and roll 1D6. On a 5+, the target collapses in a coughing spasm and is at -1 on his hit rolls for the rest of the turn.

Target: Any Monster on the same board section as the Shaman

Duration: Immediate

DEFENCE

# 2 NAUSEA

*The Shaman emits a shrill, deathly shriek, causing his opponent to stagger and reel.*

Pick any Monster on the board. This turn it is at -1 on its hit rolls. May only be cast once per Monster per turn.

Target: Any Monster on the board

Duration: One Turn

DEFENCE

# 4 THE VENGEFUL HOOD

*A cowl of amber-colored light forms around the Shaman.*

The Vengeful Hood will negate any Wound suffered by the Shaman on a roll of 4+ on 1D6.

In hand-to-hand combat, any Wound saved by the Hood is rebounded against the model which struck it, causing a Wound for each Wound saved, with no modifiers for anything (toughness, armor, Ignore Pain, etc.).

Target: The Shaman

Duration: One Turn

DEFENSE

## 5 BLUR

*The Shaman's outline shimmers and becomes an indistinct, hazy blur that is continually changing.*

Pick any Warrior on the board (including the Shaman). For this turn, all attacks made against the chosen Warrior are at -1 on their hit roll.

Target: Any Warrior on the board  
Duration: One Turn

DEFENCE

## 6 INVULNERABILITY

*The Shaman holds aloft a glittering jewel and a hazy sheen of magical protective power descends before him.*

Pick any Warrior on the board (including the Shaman). The next blow that hits this Warrior, whatever its source, has no effect.

Target: Any Warrior on the board  
Duration: Until Warrior is attacked

DEFENCE

## 1 FLEET OF FOOT

*Sprinkling a small quantity of glittering powder on his boots, the Shaman starts to move very quickly.*

Upon casting this spell, the Shaman gets +1 Move this turn.

Target: The Shaman  
Duration: One Turn

SPECIAL

## 4 DISPEL MAGIC

*The Shaman raises his hand and shouts the words of warding, diffusing his opponent's magic.*

May be cast once against each incoming spell. Roll 1D6 for each. On a 4+ the spell is prevented from working. Only one attempt may be made to dispel each incoming spell.

Target: Any or all incoming spells  
Duration: Immediate

SPECIAL

## 4 SECOND SIGHT

*The Shaman stands still for a moment, allowing his spirit to leave his body and investigate what lies beyond the next door.*

This spell allows the Shaman to determine what is in a room before the Warriors enter it.

Once cast, you may look at the next Event card just before the Warriors enter a room and reveal it. If you then decide that the Warriors don't want to face that Event, place it on the discard pile.

Second Sight may only be cast once per room.

Target: --  
Duration: Immediate

SPECIAL

## 5 INVISIBILITY

*With a shimmer of light, the Warrior's outline slowly fades until he is completely invisible.*

Any Warrior on the board (the Shaman included) may be made invisible. While invisible a Warrior may carry out any action except attacking an opponent.

Moving, healing, etc. are therefore valid actions, while firing a bow, pushing a Monster into a pit, casting offensive spells, etc. are not.

Target: Any Warrior on the board  
Duration: One Turn

SPECIAL

## 6 CAUSE ANIMOSITY

*Chanting strange words in a guttural tongue, the Shaman brandishes his spear in an elaborate, aggressive gesture.*

Roll 1D6 for each group of Monsters in the room (a group being defined as all Monsters of the same type on that board section).

On a 4+, that group of Monsters attacks another group of Monsters this turn (determined randomly) rather than the Warriors.

Target: All Monsters on the board  
Duration: One Turn

SPECIAL

AMBER



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