

**ZOMBIE TROLL**

Play this card at the start of a turn.  
Place a zombie troll in any table corner.

**SPECTRE**

Play this card at the start of a turn.  
Place a spectre in any table corner.

**FROST WRAITH**

Play this card at the start of a turn.  
Place a frost wraith in any table corner.

**BLOOD-DRINKER BAT**

Play this card at the end of a turn, after all creatures have activated. Place a blood-drinker bat anywhere on the table, so long as it is at least 3" from any warband member.

**MIST-WALKER**

Play this card at the end of a turn, after all creatures have activated. Place a mist-walker anywhere on the table so long as it is at least 6" from any warband member.

**ARMOURED SKELETONS**

Play this card at the end of a turn, after all creatures have activated. Place 2 armoured skeletons at the centre point of any table edge, so long as they are at least 3" from any warband member.

**ZOMBIES**

Play this card at the start of the creature phase. Place a zombie in any table corner. This zombie will activate in the coming phase.

**SKELETON**

Play this card at the start of the creature phase. Place a skeleton in the centre of any table edge. This skeleton will activate in the coming phase.

**BONES OF THE EARTH**

Play at the start of a turn. Select one warband member. That figure has Bones of the Earth automatically cast upon it with a Casting Roll of 14.

**DISPEL**

Play this card at the end of any phase. Select one spell that is currently active. That spell is immediately cancelled.

**BONE DART**

Play this card at the end of any phase. Select one warband member who is not a spellcaster. That figure suffers an immediate +5 shooting attack.

**BLINK**

Play this card at end of any phase. Select one warband member who is not a spellcaster. That figure has Blink cast upon it with a Casting Roll of 16.

**FOOL'S GOLD**

Play this card at the start of a turn. Select one warband member who is carrying a treasure token. That figure has Fool's Gold cast upon it with a Casting Roll of 16.

**FOG**

Play this card at the start of any phase. Place a line of fog, 6" long, 3" high, and 1" thick anywhere on the table. This fog remains for three turns then dissipates and should be removed from the table.

**DRAINING WORD**

Play this card at the start of any turn. A Draining Word spell is now in play. The player of the card may select which spell is affected by the Draining Word.

**POISON DART**

Play this card at the end of any phase. Select one warband member who is not a spellcaster. That figure suffers an immediate +3 poisoned shooting attack.

**RISING MIST**

Play this card at the end of any phase. Huge clouds of mist swell up all around. Maximum line of sight is reduced to 12" for the remainder of the scenario.

**SHIMMERING AIR**

Play this card at the end of any phase. The air has a strange shimmer to it that distorts anything seen at a distance. All shooting attacks suffer a -2 penalty for the remainder of the scenario.

**CREEPING DREAD**

Play this card at the start of a turn. A sense of doom settles over the area. All Will Rolls are at -2 for the remainder of the game. Undead and constructs do not suffer this penalty.

**TRANSPARENCY**

Play this card at the start of any phase. Suddenly, everything becomes semi-transparent. For the rest of the game, nothing blocks line of sight. Terrain can still block shooting attacks and provides cover as normal.

**MYSTIC DAMPENING**

Play this card at the start of any phase. For the rest of the game all Casting Rolls are at -1.

**ILLUSIONARY RESHUFFLE**

Play this card at the start of any turn. Move every treasure token not being carried by a figure up to 6" in any horizontal direction. This must leave the treasure token on the table in an area accessible without the use of magical movement.

**MYSTIC WIND**

Play this card at the end of any turn. Specify a direction. Every figure on the table must make a Move Roll (TN15) or move 2" in that direction. This may move a figure out of combat but not off the table.

**INCREDIBLE NOISE**

Play this card at the start of any turn. Only undead and constructs can activate along with the wizard and apprentice in the Wizard and Apprentices Phases of this turn. All other members of a warband can only activate during the Soldier Phase.