Trap



Once per adventure the assassin can create a trap. He has to do this when no monster can see him.
The trap causes 2 Body Points damage and acts as a spear trap. The assassin may place a marker next to his miniature to define the whereabouts of the trap. Morcar has to play as if he does not know where the trap is placed. After the trap sets off it is harmless to other monsters.

Burning dagger



Once per adventure the assassin can use this dagger instead of his own weapon. It hits automatically and causes 1 Body Point damage. The monster rolls a white die and if the victim rolls a skull the damage is 3 Body Points.

Grenade



The assassin has one grenade per adventure which he can throw at a square in his line of sight. Maximum distance is 6 squares. The grenade causes the same damage as a fireball.









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