Arrow trap



The female assassin may construct an arrow trap once per adventure. She can only perform this action if it is outside the line of side of monsters. The arrow do 1 body point damage. If the monster is not killed it is intoxicated with a hallucinatory poison. Morcar has to play as if he has no knowledge of the trap.

Poison dagger



The female assassin may use her poison dagger once per adventure. It hits automatically if thrown or stabbed (the range is 4 squares). The next 4 turns the monster will lose 1 body point if he rolls a skull. If he still lives after this ordeal the poison has lost it's strength. Undead are not affected by the poison.

Ninja jump



During her education the female assassin has been trained by a ninja. He has taught her to perform a fantastic jump (once per adventure) to avoid a trap or a crashing blow from an opponent. The female assassin may decide to dodge after an attack (but before rolling for defense) or jump after a trap has gone off, thanks to her reflexes.









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