Alarm!



Play this card at the start of your turn.

You may open any one closed door on the board and reveal its contents.
Read aloud the following text:
"An alarm goes off, alerting nearby monsters."

Ambush



Play this card if a Hero moves around a corner or through a doorway.
Place the quest's Wandering Monster anywhere next to the Hero. It attacks immediately.
Read aloud the following text:
"As you are walking, a monster stalks you and attacks."

Chaos Champion



Play this card at the start of your turn.

You may pick any one monster on the board. It may move and attack twice this turn.
Read aloud the following text:
"This monster looks more evil than the others."

Chaos Energy

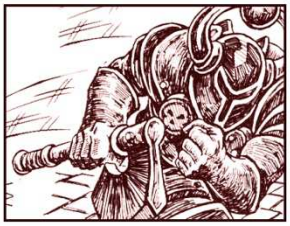


Play this card immediately before a Hero attacks a monster.

Restore one lost Body Point to any one monster.

Read aloud the following text:
"The monster's wounds begin to heal!"

Charge



Play this card immediately before moving a monster.

Double the monster's movement for this turn.

Read aloud the following text:
"The monster suddenly charges!"

Distraction



Play this card immediately after a Hero declares an attack, but before rolling any dice.
The Hero's attack automatically misses.

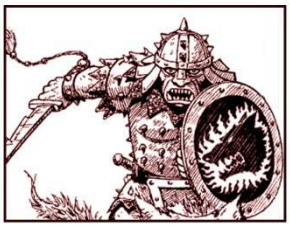
Read aloud the following text:
"You suddenly lose focus and miss your swing."

Explosive Enemy



Play this card immediately after a monster has been killed.
The monster explodes over all adjacent squares. Every figure hit is attacked with 1 Combat Die for each of the monster's Body Points, but may defend normally.
"The monster explodes in a cloud of jagged bones and teeth."

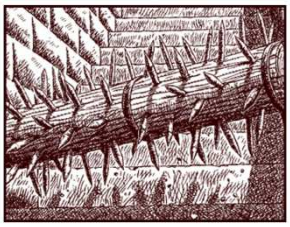
Frenzy



Play this card at the start of your turn.

Any one Greenskin (Goblin, Orc or Fimir) may attack twice this turn.
Read aloud the following text:
"The monster attacking you howls in a mad frenzy."

Log Trap!



Play this card immediately after drawing it.
Pick three squares in a row on the board. Any Hero or Monster on those squares must roll 1 combat die. They lose 1 Body Point on a skull. Read aloud the following:
"Suddenly a spiked log rolls from the ceiling!"

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Lost Loot



Play this card immediately after drawing it.
Randomly pick a Hero. That Hero loses 50 gold. Subtract the gold from the Hero's total.

Read aloud the following text:
"You suddenly spot a hole in your pocket."

Lure of Chaos



Play this card at the start of your turn.
Choose one Mercenary (not a Hero), and roll one combat die. On a black shield, replace the figure with a Chaos Warrior.
Read aloud the following text:
"Your mercenary friend has been tempted by Chaos."

Map



Play this card immediately after drawing it.
One of the Heroes may pick an unexplored room. The contents of this room must be revealed without opening the door.
Read aloud the following text:
"You find a map with details of the dungeon."

Monster Swap

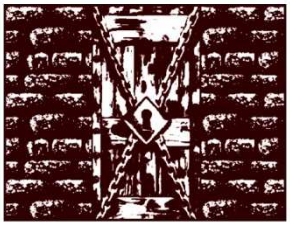


Play this card at the start of your turn.

Swap the positions of any two revealed monsters on the board.

Read aloud the following text:
"As if by magic, the monsters have switched places!"

No Escape!



Play this card at any time.

Close any one open door on the board. The door cannot again be opened this round.

Read aloud the following text:
"The door suddenly slams shut!"

No More Heroes



Play this card at the end of your turn.
All Heroes must roll a combat die. Any who roll a skull miss their next turn.

Read aloud the following text:
"The Powers of Chaos suddenly surge to overwhelming strength."

Pit Trap!



Play this card immediately after drawing it.
Randomly pick a Hero. That Hero triggers an unseen pit trap. Place a pit trap tile on the board.

Read aloud the following text:
"Despite precautions, you spring an unseen trap!"

Tripped



Play this card immediately after drawing it.

Randomly pick one Hero. That Hero must discard one potion card at random.
Read aloud the following text:
"You trip over a loose tile and break one of your potions."

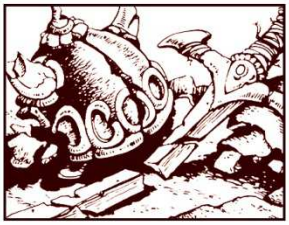
Undead Hero



Play this card if you reveal a skeleton, zombie or mummy.
Any one skeleton, zombie or mummy on the board now defends by rolling white shields instead of black shields.
Read aloud the following text:
"The undead abomination before you is the corpse of a dead hero."

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Rust



Play this card if a Hero suffers damage from any Chaos Spell.

One piece of the Hero's equipment, chosen at random, is destroyed.
Read aloud the following text:
"The spell causes further harm. Your equipment starts to rust!"

Raise Dead



Play this card at the start of your turn.

Place one monster that was slain during the last round back on the board on the location where it died.
Read aloud the following text:
"Death seems to have come too early for some."

Ruthless Attack



Play this card if a Hero rolls any black shields on a defense roll.

The Hero loses 1 Body Point in addition to any damage suffered from the attack.
Read aloud the following text:
"The enemy finds a hole in your defense as it attacks!"

Miss!

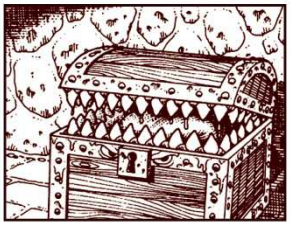


Play this card immediately after a Hero declares an attack, but before rolling any dice.

The Hero's attack automatically misses.

Read aloud the following text:
"Your attack misses!"

Mimic



Play this card immediately after a Hero has searched for treasure in a room with any furniture.

One piece of furniture becomes a Mimic monster with these stats:

Movement	Attack	Defense	Body	Mind
10	3	4	1	3

Read aloud the following text:
"The furniture is moving!"

Creeping Darkness



Play this card at the end of your turn.

No Hero or mercenary may cast spells or use spell scrolls during the next round.
Read aloud the following text:
"A strange darkness prevents you from using magic."

RULES: Whenever the Evil Wizard Player gets his/her turn, but has no monsters on the board, he/she may draw one card from the Evil Wizard Deck and choose to either play it or keep it for future use. Some cards must be played immediately. The Evil Wizard Player may never have more than three cards in hand. If a fourth card is drawn, one card must immediately be played or discarded.

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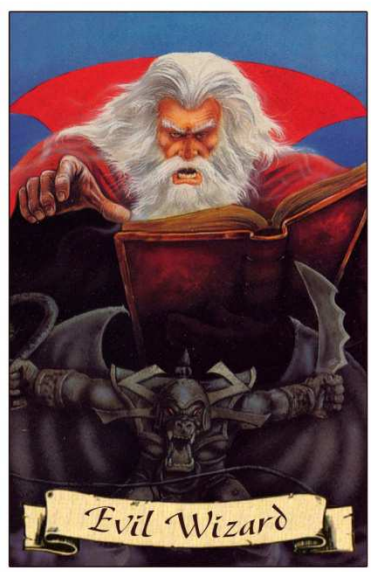












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