



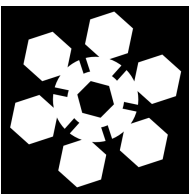
Fireball

Enemy is toast!
magic-user



Web

Stuck and can't
move or fight
until you roll 6
magic-user or spider



Freeze

Enemy is frozen
magic-user



Fire Shield

Blocks a fireball!
magic-user



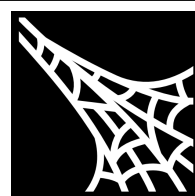
Ice Shield

Block Freeze
magic-user



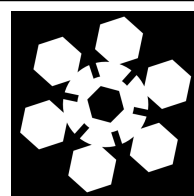
Fireball

Enemy is toast!
magic-user



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Stuck and can't
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magic-user or spider



Freeze

Enemy is frozen
magic-user



Fire Shield

Blocks a fireball!
magic-user



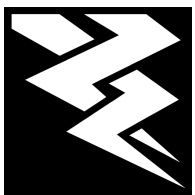
Ice Shield

Block Freeze
magic-user



Teleport

Jump instantly
anywhere - even out
of the way of a spell
magic-user



Lightning Bolt

Zaps an enemy!
magic-user



Heal

Bring someone
back to life
magic-user



Lightning Shield

Block Lightning
magic-user



Pile of Poo

stuck and can't move
or fight until you roll
5 or 6
magic-user



Teleport

Jump instantly
anywhere - even out
of the way of a spell
magic-user



Lightning Bolt

Zaps an enemy!
magic-user



Heal

Bring someone
back to life
magic-user



Lightning Shield

Block Lightning
magic-user



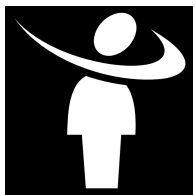
Zombie

Bring back a dead
character to fight as
a warrior
witch



Claw Grab

Pull someone off
their horse - roll 6
to knock them out
bear



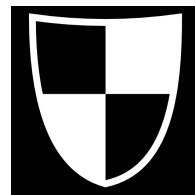
Chop!

Lop off an
enemy's head!
warrior



Fix

Repairs a
machine
magic-user



Shield

Block an attack
warrior



Break

Breaks a machine
magic-user



Claw Grab

Pull someone off
their horse - roll 6
to knock them out
bear



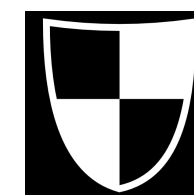
Chop!

Lop off an
enemy's head!
warrior



Spooky Blast

Knock out an
enemy
witch



Shield

Block an attack
warrior



Break

Breaks a machine
magic-user



Fairy Magic

Wake a knocked out
character, or cancel
freeze, web, or poo
fairy



Fairy Flight

Fly 12", even over
top of enemies
fairy



Fairy Flight

Fly 12", even over
top of enemies
fairy



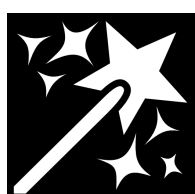
Shield

Block an attack
warrior



Spook

Scare away a
character
witch



Fairy Magic

Wake a knocked out
character, or cancel
freeze, web, or poo
fairy



Spin Attack

Knock out everyone
around you!
warrior



Fairy Flight

Fly 12", even over
top of enemies
fairy



Trample

Knock down and
out
horses and unicorns



Spook

Scare away a
character
witch



Gloop

Stuck and miss
their next go
witch



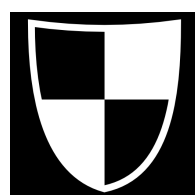
Wolf Call

Summon another
wolf
witch



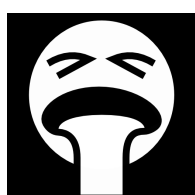
Fairy Flight

Fly 12", even over
top of enemies
fairy



Shield

Block an attack
warrior



Barf

Make an enemy
too sick to fight
anymore!
witch



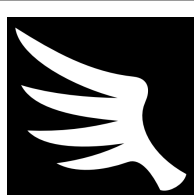
Fairy Magic

Wake a knocked out
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fairy



Wolf Call

Summon another
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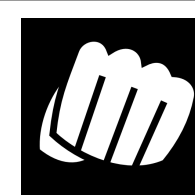
Fairy Flight

Fly 12", even over
top of enemies
fairy



Pow!

Knock out an
enemy
anyone



Pow!

Knock out an
enemy
anyone