



Familiar Scroll



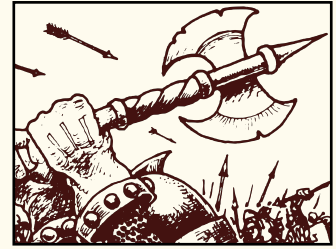
The Familiar Scroll will turn any Hero into a small black cat. While the Hero remains a cat he can do nothing but move, and may not open doors. The scroll lasts until the Hero decides to change back to his formal character. The scroll is destroyed after being used.

Golden Dagger



These golden daggers were forged by the mighty Dwarves in the days of tribal wars. When thrown, the defending target will instantly lose 2 Body Points with no defense roll.

Great Axe



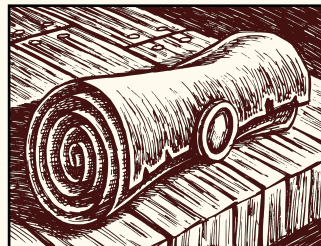
Forged by the Dwarf's father, only the Dwarf may use this weapon. When using this weapon the Dwarf may roll 5 Attack dice.

Healing Potion



This small bottle contains a very potent potion of healing. Once used all Heroes are surrounded by a mist. Each Hero will regain 4 Body Points. The potion may only be used once.

Spell Scroll



Heal Body

This spell may be cast on a Hero, including yourself. Its magical power will immediately restore up to 4 lost Body Points, but does not give a Hero more than his starting number. May be used by any Hero. Scroll crumbles to dust after it is used.

Spell Scroll



Fire of Wrath

This spell may be cast on a monster, blasting it with flames. It will inflict 1 Body Point of damage, unless the monster can immediately roll a 5 or 6 using one red die. May be used by any Hero. Scroll crumbles to dust after it is used.



Ogre



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
4	6	4	10	2



Flame



When cast, roll 10 combat dice. Any skull rolled will be considered a hit. The damage will be divided among the Hero's evenly.

Poison



Once cast the room is filled with a vile mist. Every Hero located inside the room must roll 1 combat die. If a skull is rolled the Hero will take 1 Body Point of damage. At the beginning of each turn after the first Hero must roll a combat die. If the roll is a black shield the Hero will take another Body Point of damage.





Dragon



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	6	6	8	5



Chaos Dwarf



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
4	3	4	3	3



Chaos Archer



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	2	1	2	3

