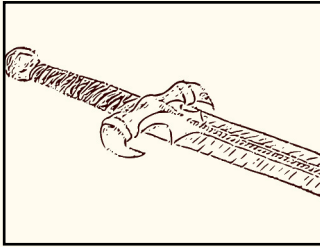




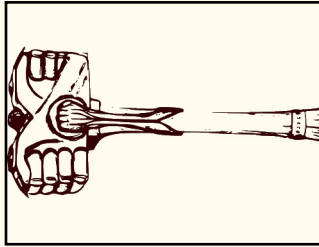
Sword of Sweeping



This magical longsword allows the Hero wielding it to distribute the skulls rolled when attacking among any of the monsters in range. This lets the Hero attack more than one monster in a turn.

This sword may not be used by a Wizard

Dwarven Hammer



This hammer was crafted by the Dwarf Runesmith Krolin. It may be wielded for three attack dice. Instead of a hand-to-hand attack, the user may throw the hammer at any monster at least two squares away. The Hero rolls one attack die when throwing the hammer, and the hammer always returns to the Hero's hand after being thrown.

This weapon may only be used by a Dwarf.

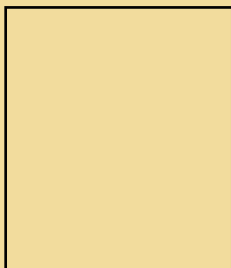
Ring of Fire Resistance



This ring allows the wearer to repel any six fire attacks. The choice of which attacks are repelled are up to the wearer.



Bugbear

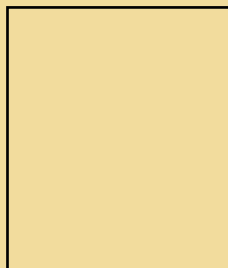


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	4	3	3	1

Notes: Can attack diagonally.



Hobgoblin



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
9	2(3)	1	2	1

Notes: Attacks with a shortsword for 2 combat dice or a crossbow for 3 combat dice.



Spell Scroll



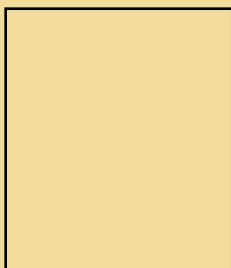
Web

This scroll, when read by a Wizard or an Elf, causes a huge sticky web to form in a square, plus all squares around it. The caster can choose which square to cast the spell in. The spell does not go through walls or doors.

Any Hero or monster in the web is stuck. The only way to free a Hero is to burn the web. Burning a web will cause one Body Point of damage to any figure in the web.



Deathknight



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	3	2	2	0

Notes: Any Hero hit by this monster cannot move, attack, or defend for one turn.



Lesser Demon



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	3	3	2	3

Notes: Knows the spell Ball of Flame and can cast it three times.



Werewolf



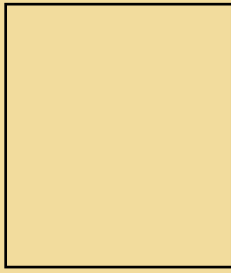
MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	2	1	2	0







Fire Elemental



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	3	2	2	0

Notes: Only affected by magical weapons (Artifacts) and spells.



Dragon



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
12	4 2/2 2	6	12	8

Notes: May attack 3 times against any enemy in front of it, or once against an enemy behind.
Can also attack with ranged attacks using its fiery breath.
All targets in a straight line takes 2 Body Points of damage.



Troll

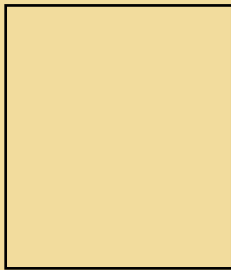


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3	2	8	2

Notes: Regenerates one Body Point every turn.



Evil Wizard Teraptus



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	2	5	3	7



Manscorpion



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	2/2 3	4	6	4

Notes: Can attack three times in a turn, once with each hand and once with its massive stinger.



Giant



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	2	2	6	1

Notes: Can attack with ranged attacks.

