

point he has on his stat sheet at full strength. The Bellthor no longer explodes when He is killed.

Giant Wolf

A Giant Wolf is not a Werewolf. These are two separate monsters. A Hit from a Giant Wolf does not curse a Hero, unless Zargon says that certain Wolves will.

Werewolf

When a Hero does battle with a Werewolf, he becomes infected with the Werewolf's curse if he takes any body hits from the Werewolf.

When a Hero is cursed, He must roll 2 red dice at the beginning of every turn to see if he turns. 2-9 He's all right. 10-12 he turns into a Werewolf and instead of moving, Zargon takes control of him and He turns and attacks His Friends. If he gets a body hit on any of his friends that he attacks while being a Werewolf, then that Hero also becomes infected with the curse. The curse only lasts for one turn, He then returns to being Human. But the Hero remains under the curse until he can drink a wolf's bane potion or a Potion of Rejuvenation.

Elves and Mercenaries

These people can be Heroes or Enemies. When they are with the Heroes they use white shields to defend. When they are the enemies then they use black shields to defend.

Warbears

Warbears make 2 attacks per turn. We treat this the same as drinking a Heroic Brew. A Hero can defend against the first attack. But there is no defense against the second attack. This is called a quick stroke. It makes him a more deadly monster.

Yeti

If a Hero takes a hit from a Yeti, The yeti now has that Hero in a death hug. That Hero must remove the body points that he took from the initial attack, and His figure is removed from the board. That Hero cannot do anything. He will now lose 2 body points for every turn he spends inside the Yeti Hug, until he is

Chaos Spells

Summon Orcs
 Summon Undead
 Tempest
 Command
 Escape
 Firestorm
 Fear
 Lightning Bolt
 Sleep
 Rust
 Ball of Flame
 Cloud of Chaos

Reanimation
 Dispel
 Mirror Magic
 Mind Blast
 Summon Wolves
 Restore Chaos
 Werewolf's Curse

Chill
 Ice Wall
 Skate
 Soothe
 Ice Storm
 Mind Freeze

Chaos Spells

Summon Fimirs
 Spell Magnify
 Total Chaos
 Open Pit
 Stone Fall
 Annul
 Shroud of Night
 Hangman
 Hurricane
 Triple Terror
 Flaming Spear
 Summon Demon