



## Monsters

The expansion packs made some pretty cool monsters. Most are explained on their monster card. All monsters can have the ability to cast a spell; these special circumstances are explained to the Heroes by Zargon when they meet up with one.

### **Shape Changer (Changeling)**

This monster appears in any of the eight original monster forms. He fights as that monster until the Heroes reduce his body points to zero. The Heroes then draw a card from the eight and that is the new form the Changeling takes. Only when the card that is drawn is the same as the form the Changeling is presently in is he killed. Sometimes this can take a very long time. The Changeling gets to make an attack if he can survive a round of the Heroes attack and right after he makes a change.

### **Death Mist**

We made a few changes to this guy. It can move anywhere on the board, except where there is solid stone. It can move up to 6 squares per turn. It cannot move over the same space twice on a single turn. It cannot end its turn on a space occupied by a Hero, it must stop short one space then. When a mist passes over a Hero that Hero loses 1 body point. No defense. The mist can only be destroyed by the following spells: Tempest, Remove Air, Dispel, and Turn to Stone. The Spirit Blade no longer has any effect on it.

### **Bellthor**

This Gargoyle breathes a poisonous gas. He does this after making each of his attacks, making for 2 attacks per turn. When a Bellthor breathes on a Hero, Zargons rolls 6 combat dice; each skull is a lost mind point for that Hero. There is no defense. If the Hero's mind points are reduced to zero, He becomes unconscious. That Hero has a chance to awaken by rolling a 6 on one red dice. He gets to roll once for each mind