

### ***Potion of Magic Resistance***



You find a small bottle hidden beneath a rusty shield. You can drink the potion when a spell is cast on you and you may then ignore the effects of that spell. Discard after use.

### ***Bonemangler***



This weapon allows you to roll one extra orange die in attack. Additionally, if you roll four or more skulls, you score a critical hit and your enemy is instantly killed, but only if it is a monster.

May not be used by Wizard.

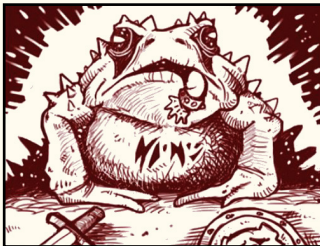
### ***Hand of Zanbar Bone***



This witness of an ancient past allows its owner to take an additional spell group. Choose the spell group after the other heroes have taken their spells.

May only be used by Elf and Wizard.

### ***Swallowing Toad***



This curse allows the Shaman to summon a giant toad that swallows any one player in his line of sight. This player is now prisoner. To free himself, he must fight the toad from its inside by rolling 2 combat dice. The toad defends with 3 combat dice. If the toad suffers damage, the player freed himself. Discard after use.

### ***Crown of Insight***



The Crown of Insight allows you to search for traps once per room in the Hall of the Blind, in adjacent squares (including diagonal ones). Additionally, it allows you to increase your starting Mind points by one as long as it is in your possession.

### ***Ashgor's Valor***



This ancient armor made of bones allows you to roll one extra defense die. In addition, it allows you to increase your starting Body points by one as long as it is in your possession.

### ***Chain Lightning***



The Shaman casts a lightning strike that can hurt up to three players in his line of sight. The first player who gets hit will be attacked by three combat dice, the second by two and the third by one. The players will defend with a number of combat dice equal to their current Mind points. Discard after use.

### ***Shield of Thorns***



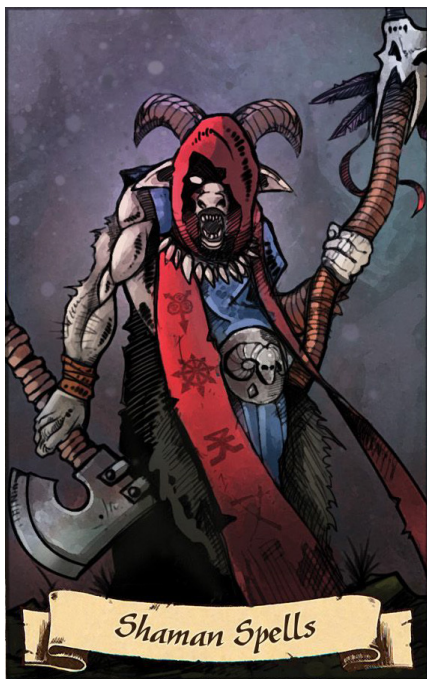
This curse allows the Shaman to roll two extra defense dice if he is attacked. Additionally, for each hit defended by the Shaman, the attacked suffers one Body point of damage. This curse remains active until the Shaman suffers a Body point of damage. Discard after use.

### ***Spirit Walk***



The Shaman transforms himself into a breeze of air, becoming invisible to the players during his next turn. He may move up to 12 squares including squares occupied by players or monsters. Discard after use.









## Beastlord



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

**Notes:** Attacks and defends with orange dice.



## Master of the Pack



The Shaman summons two Chaoshounds and places them in his line of sight. They can move and attack immediately. Discard after use.

## Dread Totem



The Shaman places a totem of bones that scares all the players in the same room. For their next three turns, the players will attack and defend with one die less. Discard after use.



## Shaman



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	2	4	1	5



## Beastman



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	3	3	1	3

**Notes:**



## Chaoshound



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

**Notes:**



## The Scout



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

**Special Ability:** Dwarf-like ability to remove traps



## The Crossbowman



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	2	3	1	2

**Special Ability:** Wields a crossbow



## The Halberdier



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3	3	1	2

**Special Ability:** Can make diagonal attacks







## *The Swordsman*



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
4	4	5	1	2

