

Monster Stats

ICON	MONSTER	ATTACK	DEFEND	MIND	BODY	MOVE	NOTES
	Balok	6	8	3	6	8	
	Carrion Crawler	2	7	1	6	2	Carrion Crawlers will only attack those within its movement range.
	Cave Troll	5	5	2	4	8	Instead of attacking the cave troll may choose to regenerate all 4 of its body points.
	Chaos Sorcerer	5	6	6	3	10	The Chaos Sorcerer possesses all Chaos Spells.
	Chaos Warrior	3	4	3	3	6	
	Chaos Champion	5	4	4	4	6	
	Chaos Warlord	5	5	5	5	6	The Chaos Warlord may teleport to any other location within the same quest. This ability may only be used once.
	Cobran	3/3	6	5	3	6	The Cobran may make 2 attacks per turn.
	Dragon	8	8	6	30	14	See special dragon rules within Lair of the Green Dragon quest book.
	Dwarf	2	2	3	3	7	
	Elf	2	2	5	2	8	
	Fimir	3	3	3	2	6	
	Fire Elemental	2/2/2/2	★	0	★	0	*The fire elemental will remain until it has killed 5 beings. It can be passed through at the cost of 1 body point. It can be dispelled by any water spell.
	Forest Troll	6	6	3	5	10	Instead of attacking the Forest Troll may choose to regenerate all 5 of its body points.
	Gargoyle	4	4	4	4	6	
	Giant	6	7	2	6	8	
	Gnoll	3	4	3	4	8	
	Goblin	2	1	1	1	10	
	Goblin Champion	2	2	2	1	10	The Goblin Champion weilds a poisoned blade. If a hero takes any damage from it then they will become poisoned. They will lose 1 body point per turn until healed.
	Hellhorn	6	5	5	6	8	The Hellhorn may cast fire of wrath instead of attacking nomally.
	Human	2	2	3	2	7	