






















Monster Stats

ICON	MONSTER	ATTACK	DEFEND	MIND	BODY	MOVE	NOTES
	Human Guardsman	2	2	3	2	7	Guardsmen armed with spears and halberds may attack diagonally.
	Human Merchant	1	1	4	1	5	
	Lich	2	4	7	3★	6	The Lich possesses all Necromancy Spells. It may self ressurect (see spirit rider notes) with 1 random Necromancy Spell. The Lich is unaffected by holy water.
	Manticore	8	8	8	8	8	The Manticore is poisonous (see Stinger notes). If the Manticore is hit, all of its stats are reduced by the number of hits.
	Mummy	4	3	0	3	4	Mummies can be destroyed by holy water.
	Ogre	5	6	2	5	6	
	Orc	3	2	2	1	8	
	Orc Champion	4	3	3	2	8	
	Orcanogre	5	6	3	5	8	
	Rat	1	0	1	1	6	
	Rat Ogre	7	8	1	7	8	The rat ogre will attack any hero or monster it encounters. It is able to break through any wooden door.
	River Troll	5	4	2	3	6	Instead of attacking, the River Troll may choose to regenerate all 3 of its body points.
	Skaven	2	3	4	1	8	
	Skaven Packmaster	3	3	4	2	8	
	Skeleton	2	2	0	1	6	Skeletons can be destroyed by holy water.
	Skeleton Champion	2/2	3	0	2	6	The Skeleton Champion may attack twice in one turn. It can be destroyed by holy water. Sorcerer
	Spirit Rider	4	3	3	1★	8	Spirit Riders can self ressurect. When it is hit, the DM must roll 1 combat dice. On the roll of a skull the Spirit Rider is not destroyed. It can be destroyed by holy water.
	Stinger	3	7	2	4	10	If during its attack the DM rolls only skulls which are not all defended; the hero has become poisoned and they will lose 1 body point per turn until healed.
	Wendol	5	5	3	5	6	
	Wraith	6	0	0	10★	10	Each body point of damage caused by the wraith is added to its own body point total, for which there is no limit. It is unaffected by holy water and all non-magical weapons.
	Zombie	2	3	0	1	4	Zombies can be destroyed by holy water.