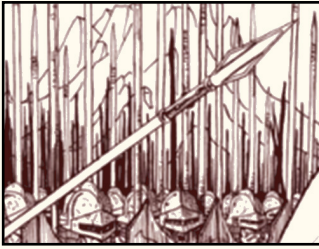




### ***The Crystal Spear***



The Crystal Spear allows you to roll two combat dice in attack. You may also throw the Crystal Spear and attack diagonally.

Your minimum roll will always be at least one skull.

### ***The Eclipse***



The Eclipse allows you to roll five combat dice in attack.

Your minimum roll will always be at least one skull.

The Eclipse is a two-handed weapon.

May not be used by the Elf or the Wizard.

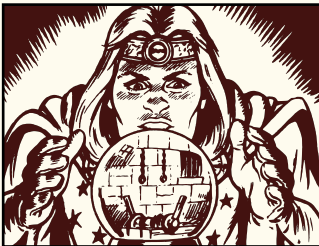
### ***The Sunstaff***



The Sunstaff allows you to roll two combat dice in attack. You may also use the Sunstaff to cast fireballs: Roll two combat dice to attack ranged opponents. Your minimum roll will always be at least one skull.

May only be used by the Wizard.

### ***Cheat Fate***



This spell allows you to see into the future. You foresee your death! However now that you know how it will happen you will also know how to avoid it. You may ignore the next time you take damage that reduces your Body points to zero.

The spell is then discarded.

### ***Pathfinder***



Once cast this spell will give you the foreknowledge of dungeon hazards.

The next time you spring a trap your sixth sense will enable you to avoid its effects.

The spell is then discarded.

### ***The Eye of Eridis***



The Eye of Eridis allows you to roll four combat dice in attack.

Your minimum roll will always be at least one skull.

May not be used by the Wizard.

### ***Solidify Chance***



Does your path lead to fortune or peril? You may examine the next three treasure cards and place them back onto the pack.

The spell is then discarded.

If you draw any of these three cards by searching, traps will not affect you and wandering monsters will not be able to attack you immediately.

### ***Read Mind***



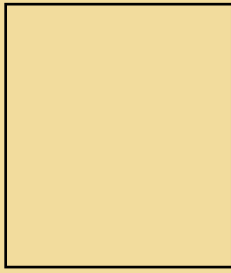
This spell may be cast on any visible monster or character. You will be able to sense that character motives and reveal any deceptions they are trying to weave, unless they are able to roll at least one shield on a number of combat dice equal to their Mind Points.







## Gnoll



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	3	4	4	3



## Thrag



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	6	8	6	3



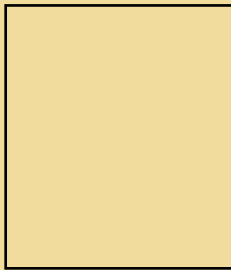
## Wendol



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	5	5	5	3



## Carrion Crawler



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
2	2	0	10	1



## Spider



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

**Notes:** If on 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 they suffer until healed.



## Hellhorn



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	6	5	6	5

**Notes:** May cast Firestorm instead of attacking normally.



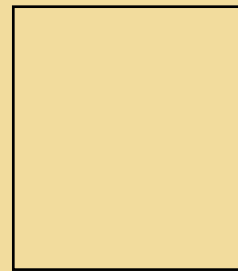
## Rat



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	1	0	1	1



## Troll



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	6	6	5	3

**Notes:** Instead of attacking, the Troll may choose to regenerate a Body Point.