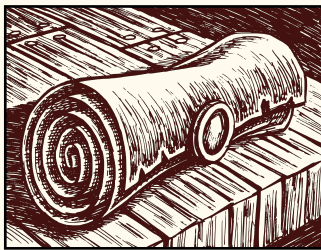


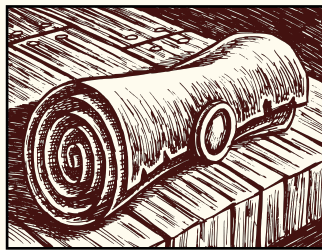
Spell Scroll



Resist Heat

Cast on any Hero. Once cast that Hero will not be affected by extreme heat for two turns.

Spell Scroll



Blast

This Spell Scroll creates a powerful burst that can force open sealed doors OR strike an enemy for 3 Body Points of damage.

The scroll crumbles to dust once it has been used.

Bracers



The Bracers allows you to roll one extra combat dice in defense. *May only be used by Wizard.*

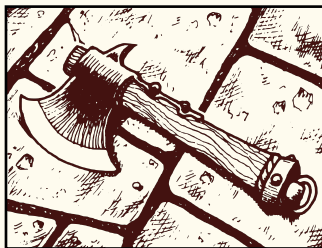
Summon Goblins



The Sorcerer may immediately take four Goblin figures from anywhere on or off the gameboard and place them anywhere within his line of sight.

The Goblins may move and attack immediately unless they have already done so during this turn. Discard after use.

Throwing Axe

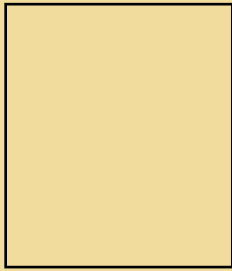


The Throwing Axe allows you to roll two combat dice in attack. You may also throw the Throwing Axe but if you do so you lose it. *May not be used by Wizard.*





Death Knight

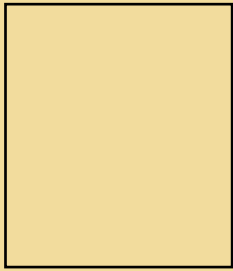


| MOVEMENT SQUARES | ATTACK DICE | DEFEND DICE | BODY POINTS | MIND POINTS |
|---------------------|----------------|----------------|----------------|----------------|
| 4 | 3 | 3 | 2 | 4 |

Notes: Successful attack paralyzes Hero for one turn unless Hero make a successful Mind Point roll of 6 on 1 red die.



Dragon Strike Orc

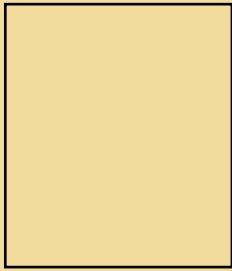


| MOVEMENT SQUARES | ATTACK DICE | DEFEND DICE | BODY POINTS | MIND POINTS |
|---------------------|----------------|----------------|----------------|----------------|
| 6 | 3/3 | 2 | 1 | 2 |

Notes: Can attack long-range with bow.



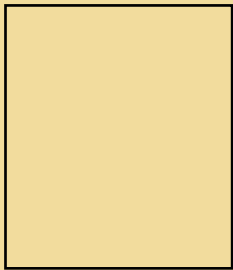
Bugbear



| MOVEMENT SQUARES | ATTACK DICE | DEFEND DICE | BODY POINTS | MIND POINTS |
|---------------------|----------------|----------------|----------------|----------------|
| 6 | 3 | 3 | 2 | 3 |



Manscorpion

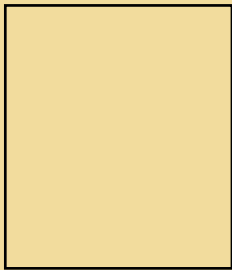


| MOVEMENT SQUARES | ATTACK DICE | DEFEND DICE | BODY POINTS | MIND POINTS |
|---------------------|----------------|----------------|----------------|----------------|
| 8 | 2/2/3 | 4 | 6 | 4 |

Notes: Attacks three times.



Death Reaper



| MOVEMENT SQUARES | ATTACK DICE | DEFEND DICE | BODY POINTS | MIND POINTS |
|---------------------|----------------|----------------|----------------|----------------|
| 8 | 3 | 3 | 1 | 0 |

Notes: If hit roll one combat die, if a black shield is rolled Hero is frozen, next turn if white shield is rolled Hero is un-frozen.

