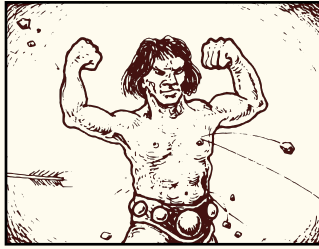


Fire of Wrath



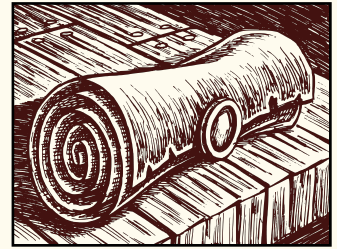
This spell may be cast on any one Hero, blasting him with flames. It will inflict 1 Body Point of damage, unless the Hero can immediately roll a 5 or 6 using one red die.

Rock Skin



This spell may be cast on any one monster, including yourself. That monster may throw one extra combat die when defending. The spell is broken when the monster suffers 1 point of Body damage.

Spell Scroll



Pass Through Rock

This spell may be cast on a monster, including yourself. That monster may then move through walls on his next move. He may move through as many walls as his dice roll allows. Scroll crumbles to dust after it is used.

Swift Wind



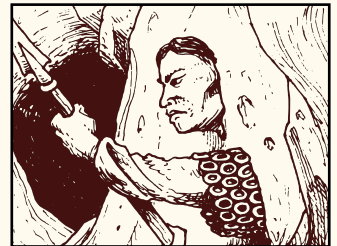
This spell may be cast on any one monster, including yourself. Its powerful burst of energy enables that monster to roll twice as many red dice as normal the next time he moves.

Veil of Mist



This spell may be cast on any one monster, including yourself. On the monster's next move, he may move unseen through spaces that are occupied by Heroes.

Pass Through Rock



This spell can be cast on any one monster, including yourself. That monster may then move through walls on his next move. He may move through as many walls as his dice roll allows.



The Scout



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



The Halberdier



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

Special Ability: Can make diagonal attacks



The Crossbowman



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

Special Ability: Wields a crossbow







The Swordsman



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

