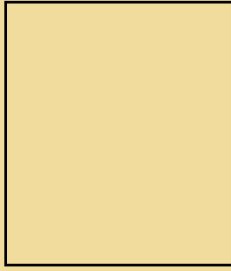




Goblin Archer

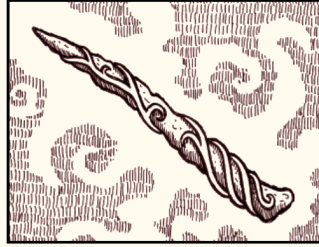


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	2	1	1	1

Notes: Goblin Archers may use their bows to shoot enemies at a distance.



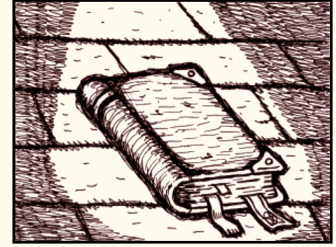
Wand of Raise Monsters



Twice per Quest, the Elf or Wizard may activate this wand to raise a slain monster from the great beyond. Any recently defeated monster may be resurrected and bound to the will of the caster, however, due to its reconstitution, it cannot have more than 2 attack dice, 2 defend dice or 2 Body Points. The monster will have 0 Mind Points, cannot cast spells and its movement is reduced by $\frac{1}{2}$ (rounded down). The monster cannot open doors, search for treasure, traps or secret doors.

The monster must remain in sight of the caster, or it will turn on the Heroes. Once slain again in combat, it cannot be brought back.

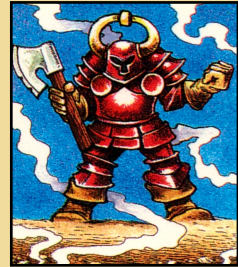
Mysterious Tome



Once the Wizard or Elf has kept possession of this tome for 5 consecutive Quests, the Hero may randomly select 5 Spell Scrolls from the Spell Scroll deck. That is all that the Hero can glean from this mystical book.



Doom Guard



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	4	5	3	3

Notes: Doom Guards need only roll ONE shield to block all hits made by a single attacker.

