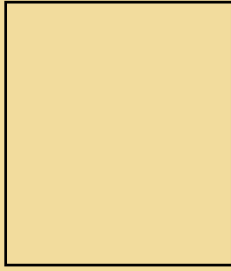




Orc Archer

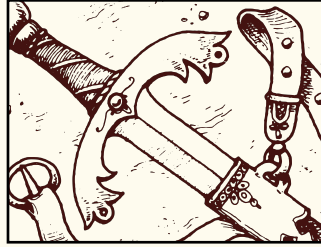


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	3	2	1	2

Notes: Orc Archers have the stats of a normal Orc. They do carry crossbows, though, and can shoot at any Hero within their line-of-sight. They carry swords for attacking hand-to-hand.

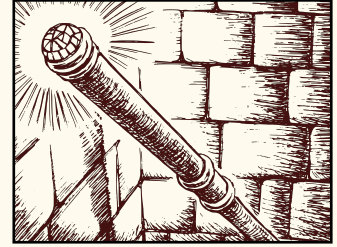


Karaghul the Dragonsword



This Magical longsword is normal in all appearances, giving its wielder no extra attack dice. Its power is that it allows the Hero to cast the Fire spell Ball of Flame once per Quest. It also absorbs all Fire spells cast on the wielder, protecting the Hero from harm.

Staff of Remembrance



This staff magically increases the wielder's intelligence. If the Hero using this staff is a spellcaster, he gains the ability to remember spells after they have been cast. Once per Quest, as long as the Hero holds the staff, he may choose a previously cast spell and return the spell card to his hand. The staff may be used in battle like a regular staff.