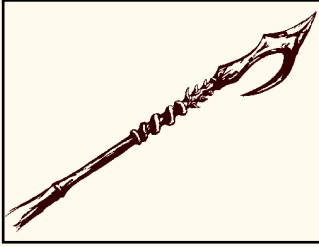


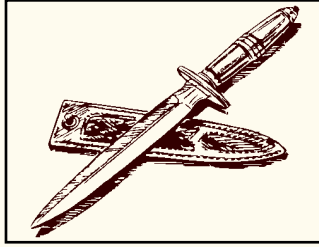


Magic Spear



Spears can be used to attack enemies two squares away from the Hero. This Magic Spear allows the Hero to roll 3 attack dice.

Magic Dagger



This glowing Dagger allows the wielder to roll two extra attack dice for a total of three.

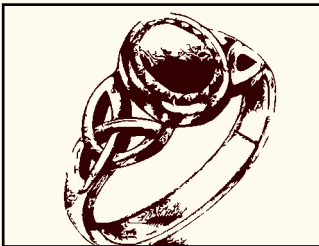
Magic Steel Boots



These Steel Boots glow with a magical aura, allowing the wearer to make a second "kick" attack in addition to the Hero's normal weapon attack. The Hero can roll a 2 attack dice against the same monster.

If the Hero casts a spell, he cannot make a kick attack that turn.

Ring of Greatness



This ring gives the wearer courage, and makes him immune to fear caused by fearsome monsters.

Spell Scroll



Inferno of Doom

A firestorm leaps from the caster's outstretched hands, which can render a man to ashes in a few seconds.

The spell can be cast against any figure no more than 12 squares away from the caster. The Hero can roll five attack dice against this enemy.

Spell Scroll



Power of the Phoenix

From deep within himself the caster utters a shout which carries into the void, to be heard only by the soul of a fallen comrade, beckoning it back to the body it has left.

When the spell is cast, any Hero who has died on that quest level may be restored to life. The Hero is restored with one Body Point.

Spell Scroll



Swift Wind Attack

This spell casts a whirling wind over the caster, or any other Hero in the same room or corridor as the caster, speeding him up and allowing him to attack twice on his next turn.

May be used by any Hero.

This Artifact crumbles to dust after it is used.

Spell Scroll



Burning Hands of Destruction

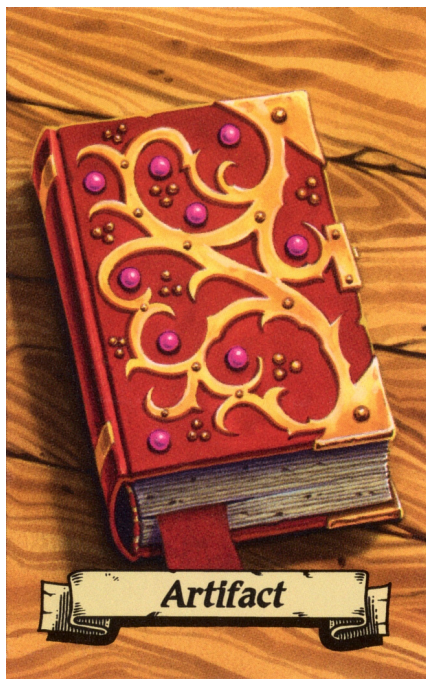
This spell infuses the caster's hands with a powerful burning energy. the caster should roll one red die. This is the amount of damage caused by the caster's burning hands.

Spell Scroll



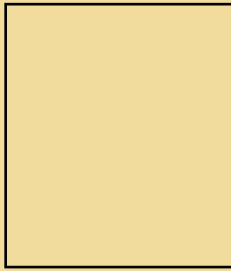
Courage

This spell may be cast on a Hero, including yourself. The next time that Hero attacks, he may roll two extra combat dice. The spell is broken the moment the Hero can no longer "see" a monster. May be used by any Hero. Scroll crumbles to dust after it is used.





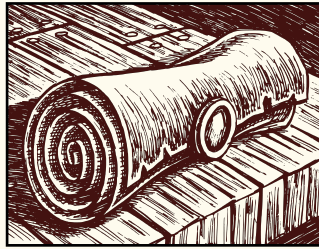
Ghoul



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	3	3	1	0



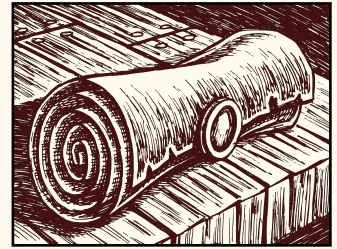
Spell Scroll



Ball of Flame

This spell may be cast on a monster, enveloping it in a ball of fire. It will inflict 2 Body Points of damage. The monster then rolls two red dice. For each 5 or 6 rolled, the damage is reduced by 1 point. May be used by any Hero. Scroll crumbles to dust after it is used.

Spell Scroll

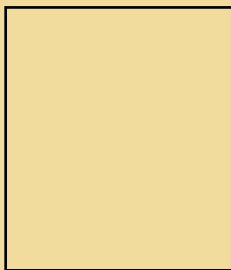


Fire of Wrath

This spell may be cast on a monster, blasting it with flames. It will inflict 1 Body Point of damage, unless the monster can immediately roll a 5 or 6 using one red die. May be used by any Hero. Scroll crumbles to dust after it is used.



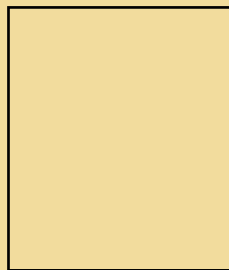
Giant Bat



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



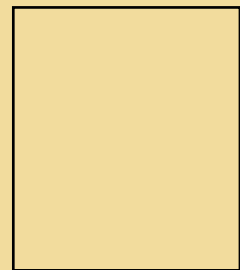
Giant Rat



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



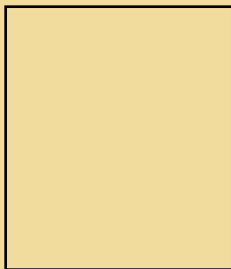
Wolf



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	3	2	3	1



Undead Champion

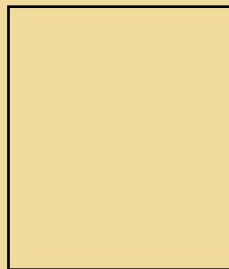


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	4	4	3	0

Special Abilities: Fearsome Monster



Count Von Bleistift

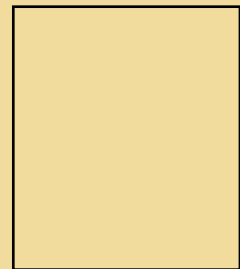


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	2/3	4	7	8

Special Abilities: Fearsome Monster
Regenerating Monster
Invulnerable Monster
Hypnosis
Flying



Sven Widerlich



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	5/2	5	4	0

Special Abilities: Fearsome Monster

