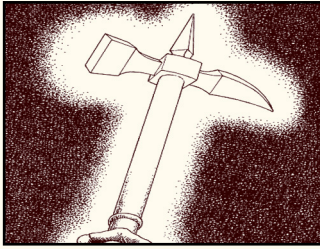




Black Hammer of Hashut

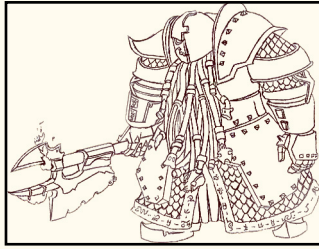


As the hammer strikes an enemy it releases a burst of heat and flames, roasting the flesh and boiling the blood.

This two-handed hammer gives you the attack strength of 4 combat dice.

The target defends by rolling 1 red die. On a 6, a single Body Point of damage is successfully defended. Including against Magic Armor.

Blackshard Armor



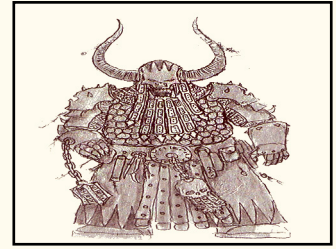
This special armor is crafted in magical Chaos Dwarf forges.

You may roll 2 *extra* combat dice in defense while wearing this armor.

While wearing this armor, you do not take damage from *regular* ranged weapons and are not harmed by heat, fire or fire based magic.

May only be worn by the Dwarf.

Blackshard Mail



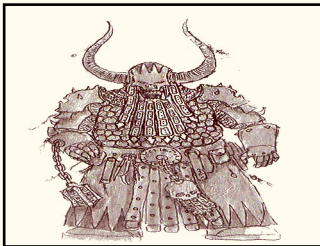
This special armor is crafted in magical Chaos Dwarf forges.

You may roll 1 *extra* combat die in defense while wearing this armor.

While wearing this armor, you do not take damage from regular ranged weapons and are not harmed by heat, fire or fire based magic.

May only be worn by the Dwarf.

Blackshard Mail



This special armor is crafted in magical Chaos Dwarf forges.

You may roll 1 *extra* combat die in defense while wearing this armor.

While wearing this armor, you do not take damage from regular ranged weapons and are not harmed by heat, fire or fire based magic.

May not be worn by the Wizard.

Boots of Levitation

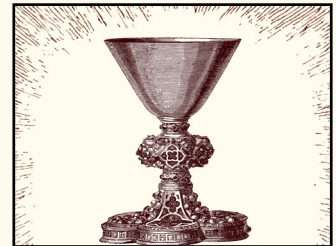


As soon as you slip these enchanted boots on, you begin floating ever so slightly above the floor.

While wearing these boots you do not trigger any regular traps, such as: pit, falling rock, spear and swinging axe traps.

You still trigger magical traps and traps triggered while searching for treasure.

Chalice of Darkness



This archaic device was used by the Chaos Dwarves as a way of harnessing the dark powers of Chaos to the service of their god Hashut.

Roll 1 red die, remove up to that many spells from any one target.

If more than 4 spells are removed this way lose 1 Body Point for each spell beyond the 4th.

Chaos Dwarf Hat



This characteristic hat of the Chaos Dwarves does not provide typical protection.

While wearing this hat you look like a Chaos Dwarf. Chaos Dwarves and Hobgoblins will not attack you until attacked or see you attack another. You may purchase items from Chaos Dwarf shops.

May only be worn by the Dwarf.

Spellbook



Chaos Dwarf Spellbook

The pages of this book are made from skins of sacrificed slaves and prisoners. Reading this book allows a magic user to learn the Chaos Dwarf spell group. The Wizard or Elf may choose to use 3 spells from this group as a spell group, up to their maximum number of spells.

Spellbook

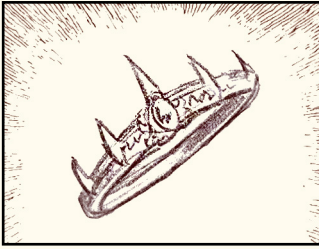


Chaos Dwarf Spellbook

The pages of this book are made from skins of sacrificed slaves and prisoners. Reading this book allows a Dwarf to learn the Chaos Dwarf spell group. The Dwarf may choose to use 6 spells from this group as a spell group. Each time the Dwarf casts a spell from this book roll 1 combat die. On a skull the Dwarf loses 1 Mind Point.



Circlet of Resistance



This mysterious golden circlet makes it wearer resistant to magic.

While wearing this circlet, if you would be affected by *any* spell, roll 1 combat die. On a skull, you ignore the effects of that spell.

This effect is applied regardless of the type of spell or the caster.

May not be combined with a helmet.

Spellbook

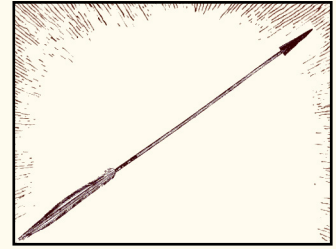


Spellbook of the Night

This ancient tome contains long-forgotten magic. Reading this book allows a magic user to learn the Darkness and Moon spell groups.

The Wizard or Elf may choose to use one or both of these spell groups up to their maximum number of spells.

Revulsion Arrows



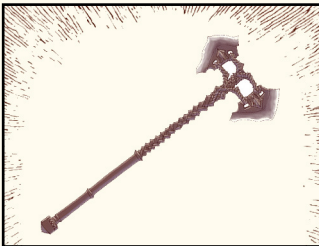
You must have a bow to use these arrows. They fill your target with terror causing them to covet when attacked.

Your target defends with dice equal to their Mind Points, instead of their usual Defense dice.

Undead, Gargoyles and Demons defend normally.

(10 Arrows)

Revulsion Axe



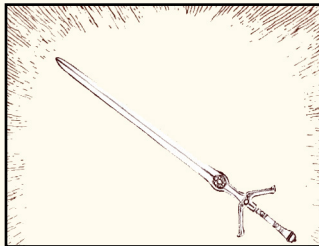
This two-handed axe gives you the attack strength of 4 combat dice. It fills your target with terror causing them to cover when attacked.

Your target defends with dice equal to their Mind Points, instead of their usual Defense dice.

Undead, Gargoyles and Demons defend normally.

May not be used by the Wizard.

Revulsion Blade



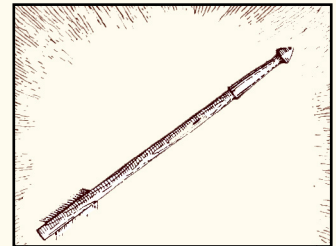
This sword gives you the attack strength of 2 combat dice. It fills your target with terror causing them to cover when attacked.

Your target defends with dice equal to their Mind Points, instead of their usual Defense dice.

Undead, Gargoyles and Demons defend normally.

May not be used by the Wizard.

Revulsion Bolts



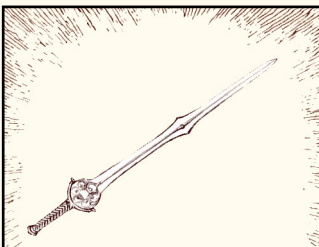
You must have a crossbow to use these bolts. They fill your target with terror causing them to cover when attacked.

Your target defends with dice equal to their Mind Points, instead of their usual Defense dice.

Undead, Gargoyles and Demons defend normally.

(10 Bolts)

Revulsion Dagger

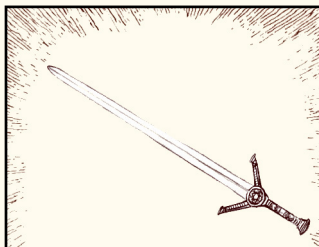


This dagger gives you the attack strength of 1 combat die. It fills your target with terror causing them to cover when attacked.

Your target defends with dice equal to their Mind Points, instead of their usual Defense dice.

Undead, Gargoyles and Demons defend normally.

Revulsion Great Sword



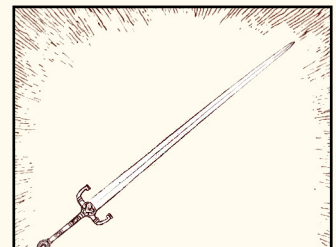
This two-handed sword gives you the attack strength of 5 combat dice. It fills your target with terror causing them to cover when attacked.

Your target defends with dice equal to their Mind Points, instead of their usual Defense dice.

Undead, Gargoyles and Demons defend normally.

May not be used by the Wizard.

Revulsion Sword



This sword gives you the attack strength of 3 combat dice. It fills your target with terror causing them to cover when attacked.

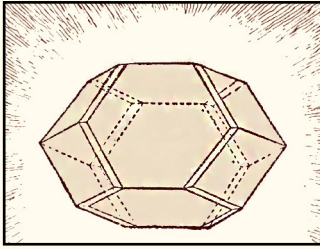
Your target defends with dice equal to their Mind Points, instead of their usual Defense dice.

Undead, Gargoyles and Demons defend normally.

May not be used by the Wizard.



Fire Gem



One of a few types of magical jewels that are only found in the Plain of Zharr.

This magical gemstone can be thrown at any target you can see.

The Fire Gem explodes in a large torrent of fire, inflicting 3 Body Points of damage. The target rolls 2 red dice, for each 5 or 6 rolled the damage is reduced by 1.

Flamestrike Shield



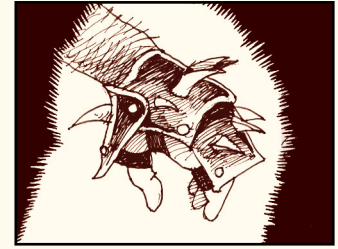
This shield is carved with the blood red runes of the Chaos Dwarves.

You may roll 1 extra combat die in defense while using this shield.

If you successfully defend against at least 1 skull from an adjacent monster, embers will spark off your shield burning the monster causing 1 Body Point of damage. It may defend normally.

May not be used by the Wizard.

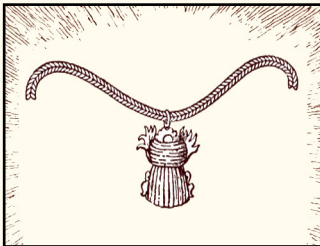
Gauntlet of Bazhrakk



This gauntlet was made by the Sorcerer Bazhrakk to replace his own right hand. However, it has a will of its own which sometimes overcomes that of the wearer.

Roll 2 extra combat dice when attacking. However, you must roll 1 red die before each attack. On a 1 your damage is dealt to an adjacent Hero or yourself if none is adjacent.

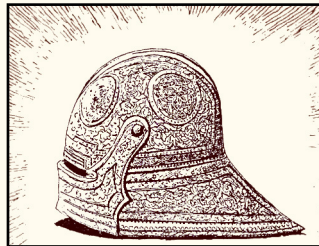
Heart of Woe



This huge ruby beats like a crystal heart. Should its bearer be slain the crystal shatters into thousands of pieces, slaying all those nearby.

If a Hero carrying the Heart of Woe dies the crystal explodes into deadly fragments. All other Heroes and monsters in the same room or corridor are attacked with combat dice equal to the starting number of Body Points of the slain Hero.

Helmet of Azgorh



A strange helmet forged in the furnaces of the Chaos Dwarves.

You may roll 1 extra combat die in defense while wearing this helmet.

Additionally, it enhances your mind, protecting it against attack. Anytime you would be forced to roll "dice equal to your Mind Points", instead defend as normal.

May not be used by the Wizard.

Map



Convoy Map

You have found a meticulously drawn map of the Chaos Dwarves realm.

On it is marked a route through the wastes where the Chaos Dwarves transport slaves and gold between their fortresses.

Spellbook



Necromancer's Spellbook

This book, written on the dried skin of Humans, contains the knowledge of a long dead Necromancer. Reading this book allows a magic user to learn the Necromancer spell group. The Wizard or Elf may choose to use 3 spells from this group as a spell group, up to their maximum number of spells.

Spellbook



Necromancer's Spellbook

This leathery tome feels heavy and cold to the touch. Reading this book allows the Wizard to learn the 9 Necromancer Spells. If the Wizard chooses this Spellbook, he must take all 9 Necromancer Spells. This does not allow the Wizard to have more than 9 spells at a time.

May only be used by the Wizard.

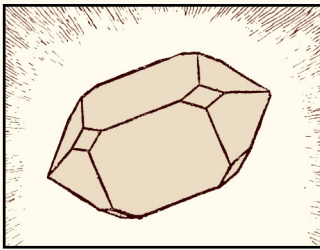
Magical Throwing Dagger



Always inflicts 1 Body Point of damage when thrown at a monster a Hero can "see." Monster cannot defend. Dagger is lost once it is thrown.



Obsidian Jewel

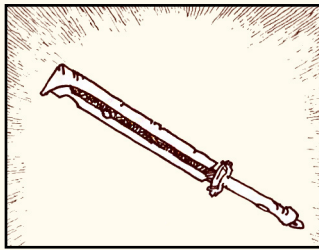


These jet black gemstones are exceedingly rare and filled with magical energy. They are only found in the deepest mines in the Plain of Zharr.

A spellcaster may cast a second spell on their turn or recast any previously cast spell.

Each time this ability is used the users *maximum* Mind Points are permanently reduced by 1.

Ogre Blade



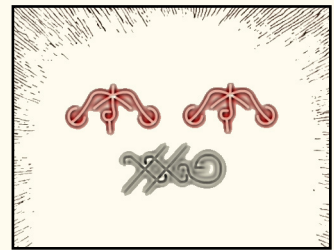
This broadsword was made by Demonsmiths to aid the Chaos Dwarves in their wars with the Ogres.

This sword gives you the attack strength of 3 combat dice.

If attacking an Ogre, you may make an additional attack against the same or another adjacent Ogre.

May not be used by the Wizard.

Portal Key



Demon's Stump

A series of runes indicating the combination to travel a portal to the Demon's Stump, a fortress in the Darklands.

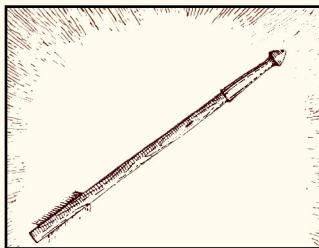
Portal Key



The Fortress of Skulls

A series of runes indicating the combination to travel a portal to the Fortress of Skulls in the Northern Chaos Wastes.

Stone Bolts



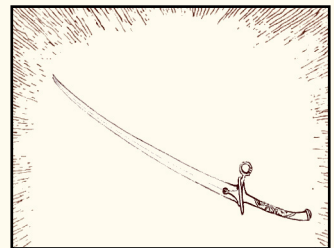
You must have a crossbow to use these bolts. Any blow struck by this magical weapon causes the target to slowly stiffen and turn to stone.

Each undefended skull causes the target to permanently lose 2 points of its movement, to a minimum of 0.

Gargoyles defend normally.

(10 Bolts)

Stone Dagger

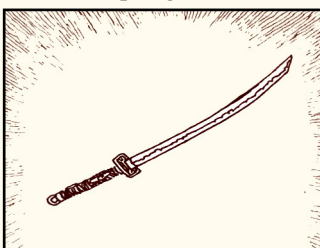


This dagger gives you the attack strength of 1 combat die. Any blow struck by this magical weapon causes the target to slowly stiffen and turn to stone.

Each undefended skull causes the target to permanently lose 2 points of its movement, to a minimum of 0.

Gargoyles defend normally.

Sweeping Sword



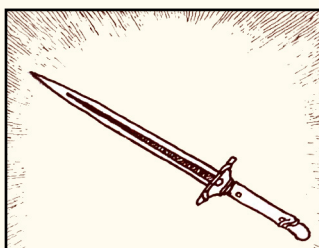
A sword made of high quality steel with a razor thin and flexible blade.

This sword gives you the attack strength of 3 combat dice. If you deal more damage than needed to kill a monster, the excess damage may be dealt to another monster that is adjacent to both the first monster and you.

This damage is defended normally.

May not be used by the Wizard.

Wizard's Sword

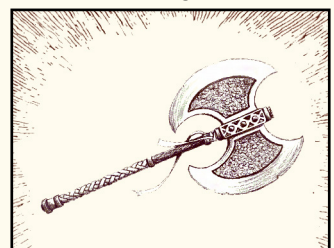


This shortsword is made of a mystical lightweight metal that channels magical energy.

This sword gives you the attack strength of 2 combat dice.

You may roll 4 combat dice in attack, if used by a spellcaster.

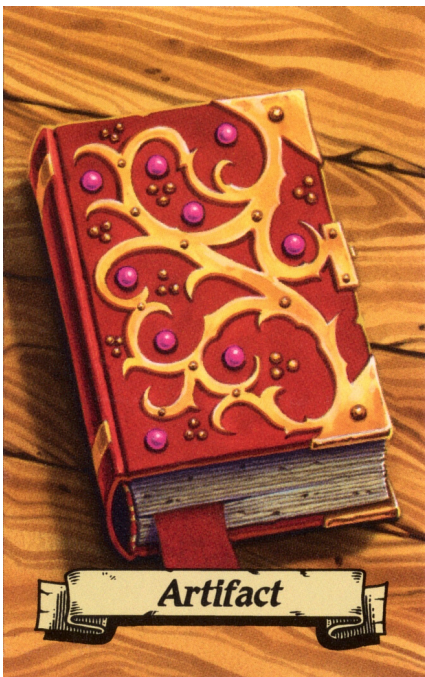
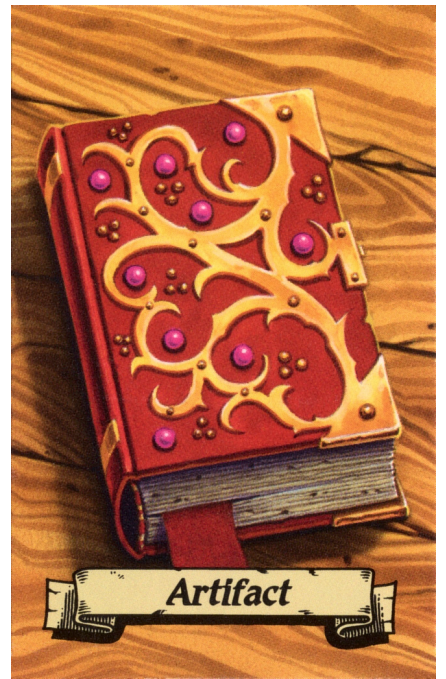
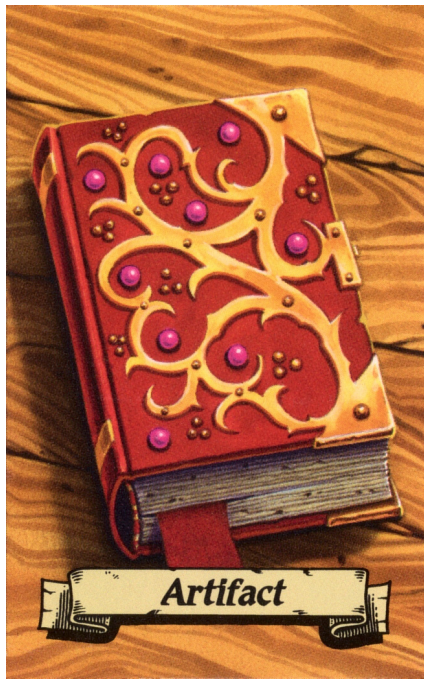
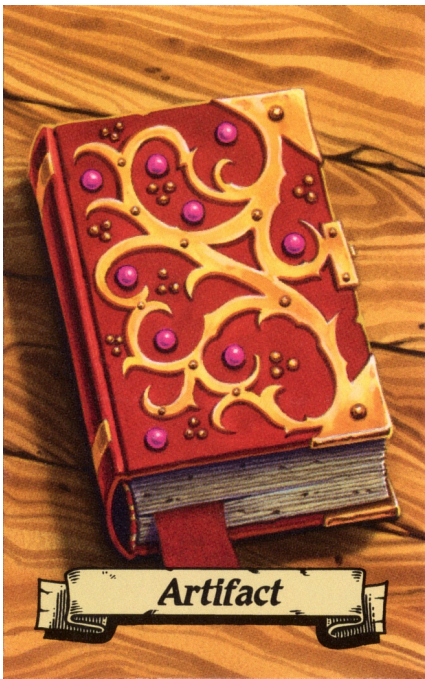
Flaming Axe



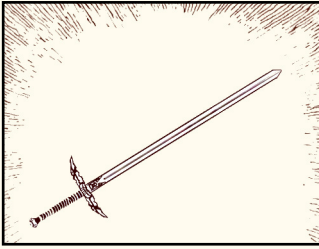
This two-handed axe gives you the attack strength of 4 combat dice. Any blow struck by this weapon causes magical flames to seep through armor, enveloping the target in flames.

The target defends by rolling 2 red dice, for each 6 rolled the damage is reduced by 1.

May not be used by the Wizard.



Flaming Blade

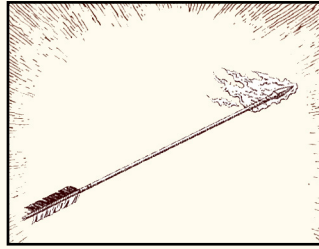


This sword gives you the attack strength of 2 combat dice. Any blow struck by this weapon causes magical flames to seep through armor, enveloping the target in flames.

The target defends by rolling 2 red dice, for each 6 rolled, the damage is reduced by 1.

May not be used by the Wizard.

Flaming Bolts

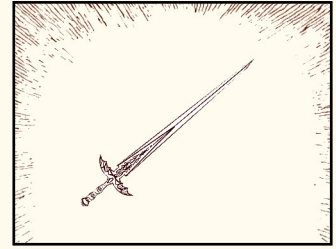


You must have a crossbow to use these bolts. Any hit scored with them causes magical flames to seep through armor enveloping the target in flames.

The target defends by rolling 2 red dice, for each 6 rolled, the damage is reduced by 1.

(10 Bolts)

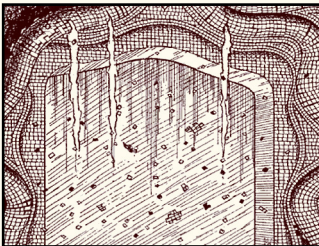
Flaming Dagger



This dagger gives you the attack strength of 1 combat die. Any blow struck by this weapon causes magical flames to seep through armor, enveloping the target in flames.

The target defends by rolling 2 red dice, for each 6 rolled, the damage is reduced by 1.

Ash Cloud



This spell causes a cloud of choking ash to fill the room or corridor the caster is in.

Until the end of the caster's next turn no figures in the room or corridor may move, attack or defend. The caster is unaffected.

Not effective against Undead, Demons or Chaos Dwarves.

Doom Roar

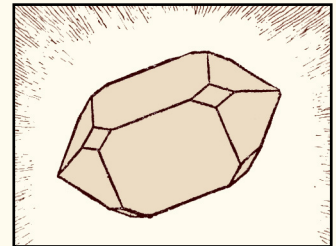


This spell causes the caster to transform, taking on the aspect of the mighty Bull-God Hashut.

All allied figures in the same room or corridor with the caster are filled with courage while enemies are filled with dread.

Allied roll 1 additional combat die in attack. Enemies roll 1 less combat die in defense.

Obsidian Gem

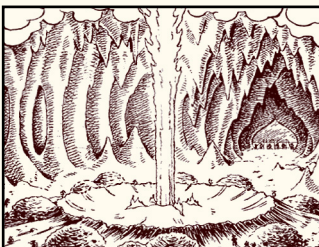


These jet black gemstones are exceedingly rare and filled with magical energy. They are only found in the deepest mines in the Plain of Zharr.

A spellcaster may cast a second spell on their turn or recast any previously cast spell.

Each time this ability is used the users *maximum* Mind Points are permanently reduced by 1.

Eruption



This spell causes a 3x3 area to erupt with molten magma. Any figures in the effected space roll 1 combat die. On any roll other than a black shield the figure is able to jump out of the way.

If a black shield is rolled, the figure falls into the pool of magma and is instantly vaporized.

Fist of Fire



This spell causes the casters hands to become enveloped in glowing bands of magical fire.

Any undefeated damage caused by the caster to an adjacent figure is doubled.

Flames of Azgorh



This spell allows the caster to breathe out whirling tendrils of flame that writhe over all figures near the caster.

Each figure in the same room as the caster is attacked with 1 combat die. No defense is rolled.

May not be used in corridors.



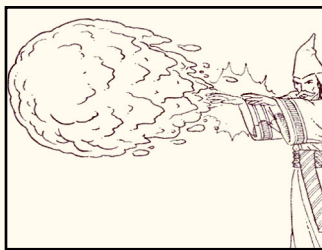
Flaming Hide



This spell causes the casters skin to glow red hot and flicker with molten sparks.

The spellcaster rolls an additional 2 combat dice in defense. Any figure that attacks the caster must roll 1 combat die. On a skull the attacker suffers 1 Body Point of damage from the intense heat and sparks.

Lava Storm



The caster summons a stream of molten balls of magma, hurling them at any one figure he can see.

The target is attacked with 2 combat dice. No defense is rolled.

Magma Pool



This spell allows the caster to melt into molten magma which flows away and reappears anywhere else.

The caster may instantly move to any other previously explored space on the board.

This spell does not count as an action.

Vicious Beak



The creature grows a huge beak which it may use while attacking.

A creature inflicted with this gift rolls 2 additional combat dice when attacking.

The mutation squeezes a Hero's brain. The Hero's maximum Mind Points are reduced by 2.

Shadow of Hashut



This spell causes a shadowy figure to appear next to the caster, taking the form of Hashut.

The shadowy figure charges in a straight line from the caster until it hits a wall or closed door. Any figure in its way takes 3 combat dice of damage and defends as normal. Any figure damaged this way is pushed to the wall or closed door at the end of the line.

Sorcerer's Curse



This spell causes any one figure the caster can see to start turning to stone.

The target must roll equal to or less than their current Mind Points on 1 red die. If they fail, they may not move or take any action on their turn.

This spell lasts until the end of the quest or the caster is killed.

Clone



The creature begins to grow, splitting in half down the middle.

A creature inflicted with this gift may place a monster on the board that is duplicate of it (without this gift), each turn.

A Hero must roll 1 red die at the start of each of their turns. On a 6, the Hero splits. Zargon controls the identical copy.

Elastic Limbs



The creature's limbs grow elastic and able to stretch and reach over the heads of friends and enemies.

A creature inflicted with this gift may attack targets both adjacent and 1 square away.

A Hero's maximum Body Points are reduced by 1.

Flight



The creature grows hideous and misshapen wings out of its back.

A creature inflicted with this gift, may fly through spaces occupied by monsters or Heroes.

The wings make it easier for a Hero to be wounded. A Hero rolls 1 less combat die when defending.



Horns

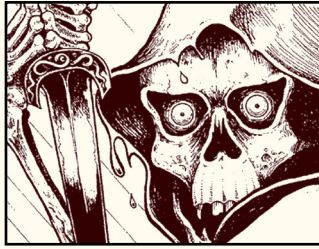


The creature grows long, curved horns which it may use while attacking.

A creature inflicted with this gift rolls 1 additional combat die when attacking.

The horns emerge from the top of a Hero's head, knocking his helmet off! A Hero must discard any Helmet he is wearing.

Hypnotic Gaze



The creature's gaze is hypnotic causing its foes to lose all sense of purpose.

A creature inflicted with this gift may cast the Chaos Spell *Command* as their action once per turn.

A Hero must roll 1 red die at the start of their turn. On a 5 or 6 he falls under Zargon's control this turn.

Incredible Toughness



The creature is suddenly empowered with incredible toughness.

A creature inflicted with this gift gains 1 additional Body Point to their maximum number.

A Hero must roll 1 red die before making an attack. On a 5 or 6 he moves to and attacks the Hero nearest to him.

Iron Hard Skin



The creature's skin becomes dark, heavy and hard as iron.

A creature inflicted with this gift rolls 2 additional combat dice in defense and moves 4 fewer spaces per turn.

A Hero rolls 1 less red die for movement.

Long Spines

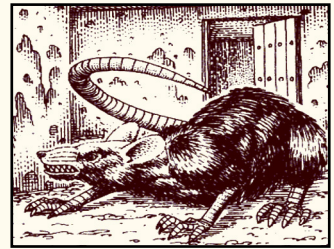


Suddenly large poisoned spines protrude from the creature's body.

A creature inflicted with this gift rolls 3 additional combat dice when attacking.

The sudden surge of spines rips through a Hero's armor, shredding it! The Hero must discard any *body* armor he is wearing.

Whip Tail



The creature grows a large and muscular whip-like tail.

A creature inflicted with this gift may make a second attack against a *different* enemy. This has the attack strength of 2 combat dice.

A Hero must roll 1 red die before making the second attack. On a 5 or 6 he attacks a Hero adjacent to him.

Mighty Legs



The creature's feet and legs bulge with powerful muscles.

A creature inflicted with this gift may move double their regular movement each turn.

A Hero must discard any equipment that is worn on the feet. (*Rabbit Boots, for example*)

Regeneration



The creature gains an unholy ability to regenerate damage suffered in combat.

A creature inflicted with this gift rolls 1 red die for each undefended skull rolled against it. On a 5 or 6 that Body Point of damage is regenerated.

A Hero loses 1 Mind Point for every Body Point regenerated.

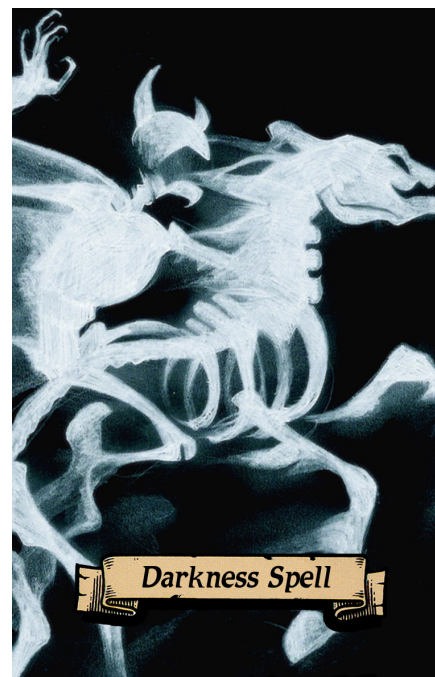
Scaly Skin



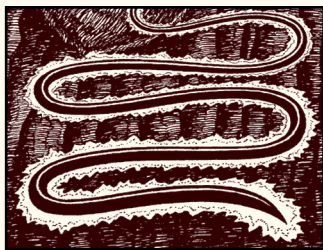
The creature's skin changes into thick green scales.

A creature inflicted with this gift rolls 1 additional combat die in defense.

When a Hero defends he must roll 1 red die before defending. On a 5 or 6, small spines jab into the Hero, causing 1 Body Point of damage.



Speared Tail



The creature grows a sharp rubbery tail tipped with poison.

A creature inflicted with this gift may make a second attack against a *different* enemy. This has the attack strength of 3 combat dice.

The defending creature rolls 1 less combat die in defense.

A Hero must roll 1 red die before making the second attack. On a 5 or 6 he attacks a Hero adjacent to him.

Spitting Acid



The creature starts to spit corrosive acid, which burns into its victim.

A creature inflicted with this gift may choose to spit acid at a creature he can see *that is within 5 spaces*, instead of attacking. This has the attack strength of 1 combat die.

If an undefended skull is scored on a Hero, the acid rots away 1 metal piece of armor or weapon, instead of inflicting damage. If the Hero is not carrying a metal item, it inflicts 1 Body Point of damage.

Writhing Tentacles



The creature grows multiple large tentacles tipped with a vicious claw.

A creature inflicted with this gift may make a second attack against a different enemy. This has the attack strength of 1 combat die.

A Hero must roll 1 red die before making the second attack. On a 5 or 6 he attacks the Hero nearest to him.

Serpent



This spell conjures up a serpent who will do one of the following: immediately restore up to 2 lost Mind Points to any one figure, but will not give a figure more than their starting number, OR use 3 combat dice to attack any one figure, however each hit results in 1 Mind Point of damage instead of 1 Body Point of damage.

The Serpent then vanishes.

Spectral Blades



This spell conjures up a number of phantom swords that attack an area 2 squares wide by 2 squares long anywhere on the board. Each figure in that area is attacked separately with one combat die. Each victim immediately rolls one red die. For each 5 or 6 rolled, the damage is reduced by 1 point.

Touch of Darkness



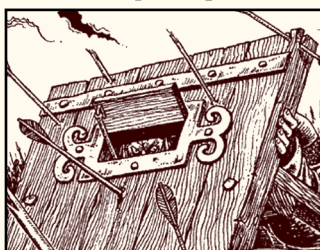
This spell may be cast on any one figure. It inflicts 1 Body Point of damage and restores one of the spellcaster's lost Body Points. The victim immediately rolls one red die for each of their Mind Points. If a 6 is rolled, the spell has no effect. *May not be used against Skeletons, Zombies, Mummies, Ghosts, or Vampires.*

Hunter's Moon



This spell may be cast on any one figure, including the spellcaster. When that figure rolls any number of dice, they may choose to *reroll* one of those die. The spell is broken at the end of the spellcaster's next turn.

Polymorph

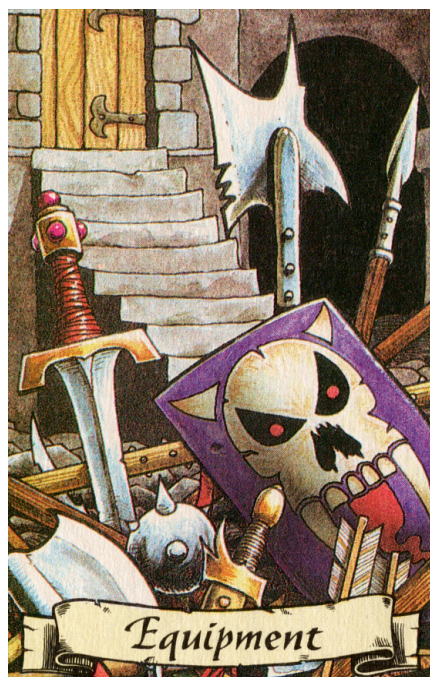
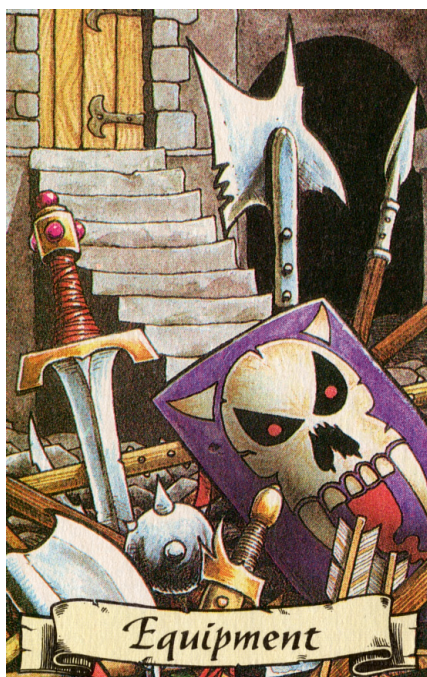
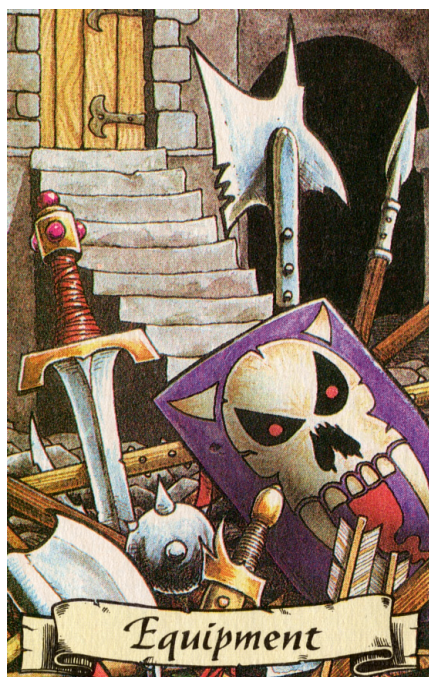
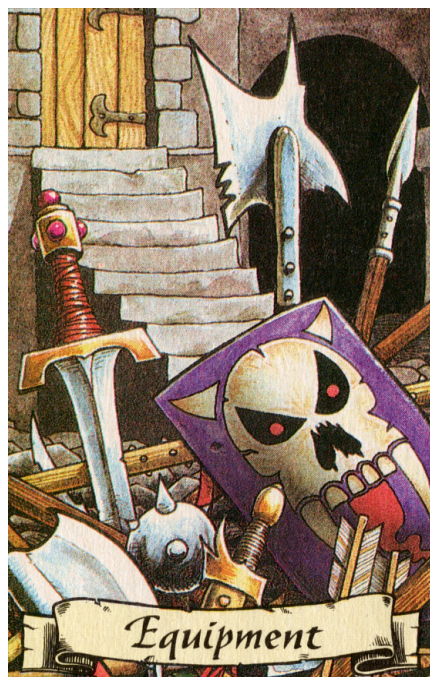
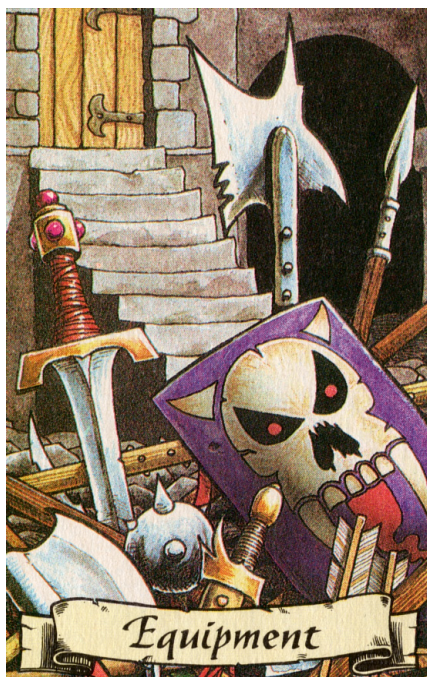
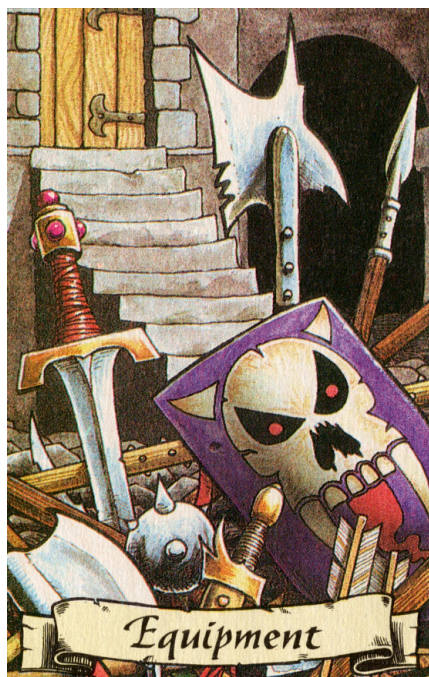
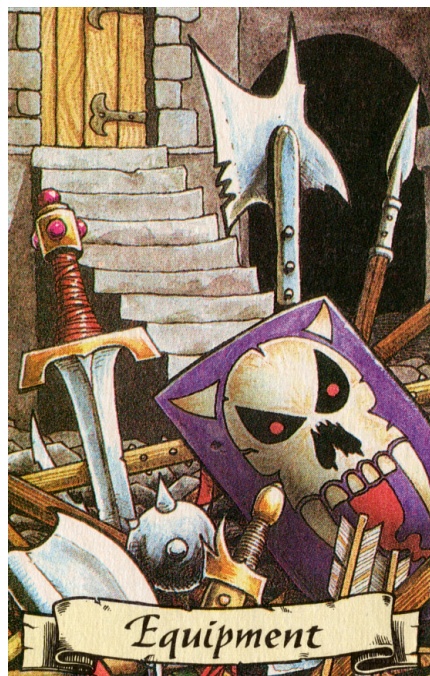
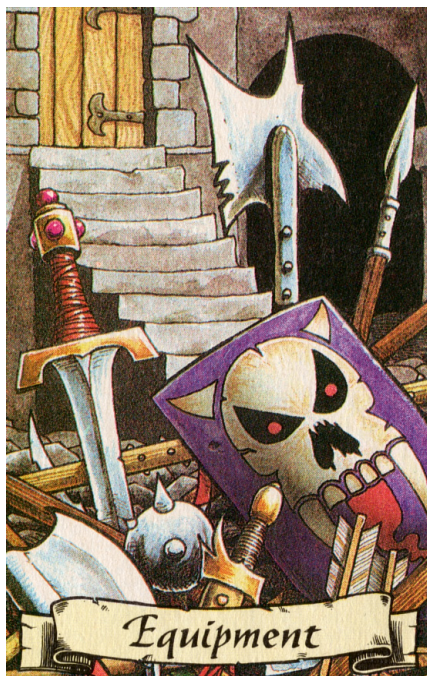
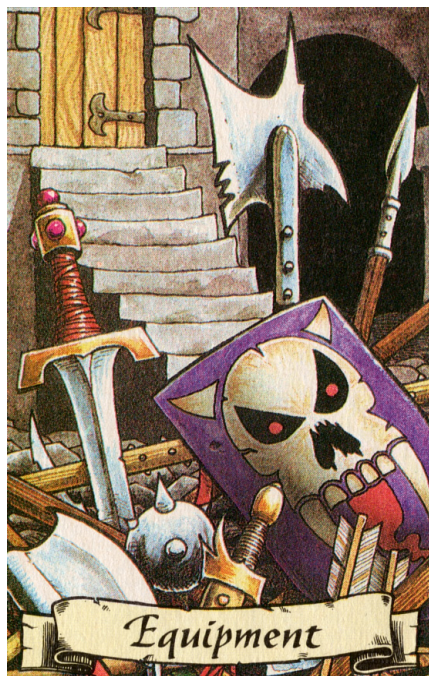


This spell may be cast on any one figure, including the spellcaster. Its strange power transforms the figure, replacing them with a piece of furniture. A polymorphed figure cannot move, perform an action, be affected by spells or harmed in any way until the end of the spellcaster's next turn. The furniture is then removed, and the figure returns to the board.

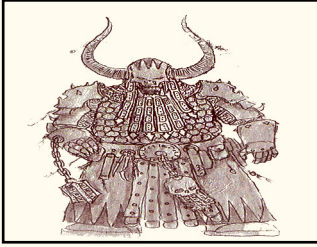
Unicorn



This spell conjures up a Unicorn who will do one of the following: immediately restore up to 2 lost Body Points to any one figure (but will not give that figure more than their starting number), OR use 4 combat dice to attack any one figure. The Unicorn then vanishes.



Blackshard Mail



This special armor is crafted in magical Chaos Dwarf forges.

You may roll 1 *extra* combat die in defense while wearing this armor.

While wearing this armor, you do not take damage from *regular* ranged weapons and are not harmed by heat, fire or fire based magic.

Cost: 750 gold coins

May not be worn by the Wizard.

Chaos Dwarf Shield



This sturdy shield is a mainstay of Chaos Dwarf soldiers.

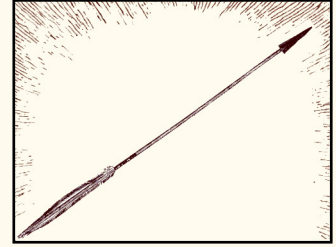
While using this shield you may roll 1 *extra* combat die in defense.

Additionally, you may roll 1 *extra* combat die in defense for each Hero standing directly adjacent to you.

Cost: 250 gold coins

May not be used by the Wizard.

Revulsion Arrows



You must have a bow to use these arrows. They fill your target with terror causing them to cover when attacked.

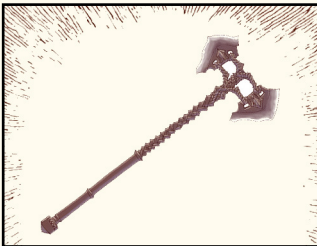
Your target defends with dice equal to their Mind Points, instead of their usual Defense dice.

Undead, Gargoyles and Demons defend normally.

Cost: 175 gold coins

(10 Arrows)

Revulsion Axe



This *two-handed* axe gives you the attack strength of 4 combat dice. It fills your target with terror causing them to cover when attacked.

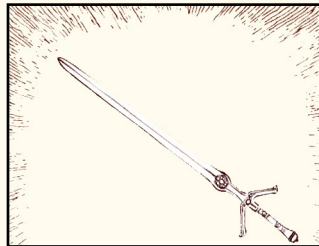
Your target defends with dice equal to their Mind Points, instead of their usual Defense dice.

Undead, Gargoyles and Demons defend normally.

Cost: 600 gold coins

May not be used by the Wizard.

Revulsion Blade



This sword gives you the attack strength of 2 combat dice. It fills your target with terror causing them to cover when attacked.

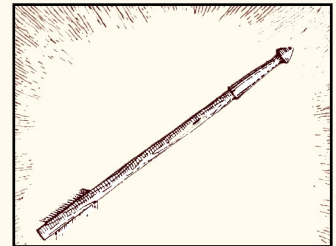
Your target defends with dice equal to their Mind Points, instead of their usual Defense dice.

Undead, Gargoyles and Demons defend normally.

Cost: 275 gold coins

May not be used by the Wizard.

Revulsion Bolts



You must have a crossbow to use these bolts. They fill your target with terror causing them to cover when attacked.

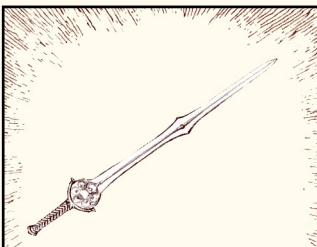
Your target defends with dice equal to their Mind Points, instead of their usual Defense dice.

Undead, Gargoyles and Demons defend normally.

Cost: 175 gold coins

(10 Bolts)

Revulsion Dagger



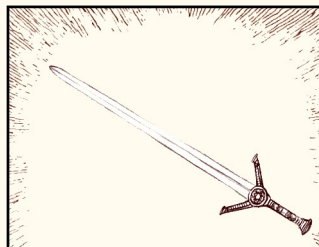
This dagger gives you the attack strength of 1 combat die. It fills your target with terror causing them to cover when attacked.

Your target defends with dice equal to their Mind Points, instead of their usual Defense dice.

Undead, Gargoyles and Demons defend normally.

Cost: 100 gold coins

Revulsion Great Sword



This two-handed sword gives you the attack strength of 5 combat dice. It fills your target with terror causing them to cover when attacked.

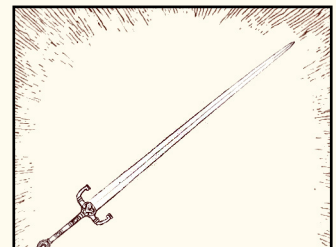
Your target defends with dice equal to their Mind Points, instead of their usual Defense dice.

Undead, Gargoyles and Demons defend normally.

Cost: 775 gold coins

May not be used by the Wizard.

Revulsion Sword



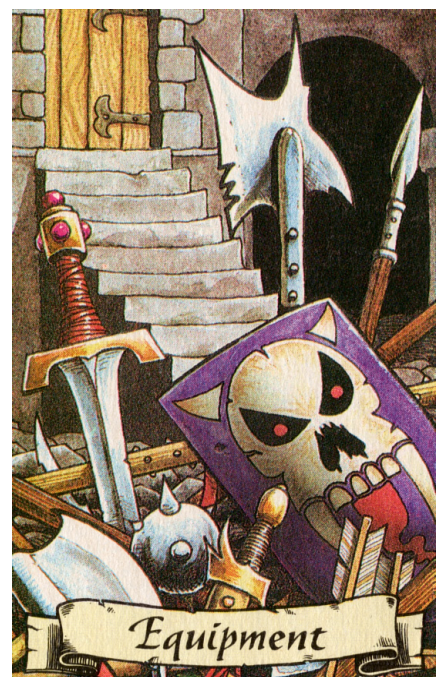
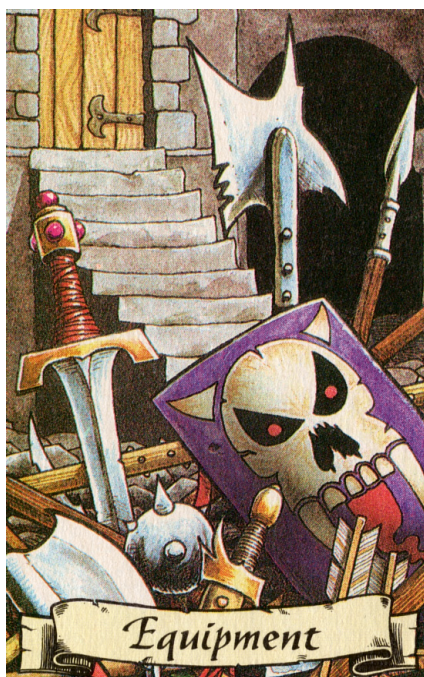
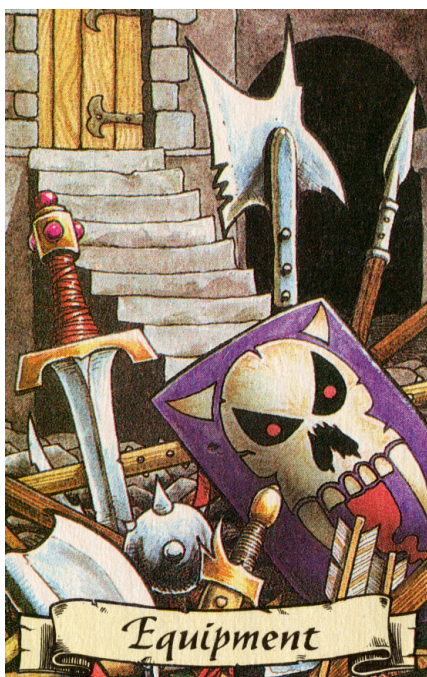
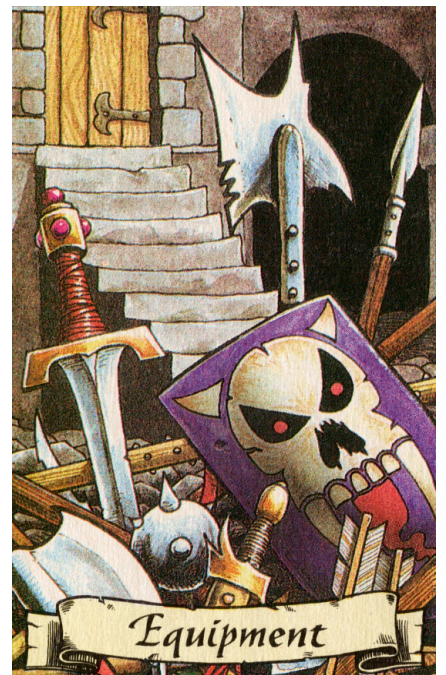
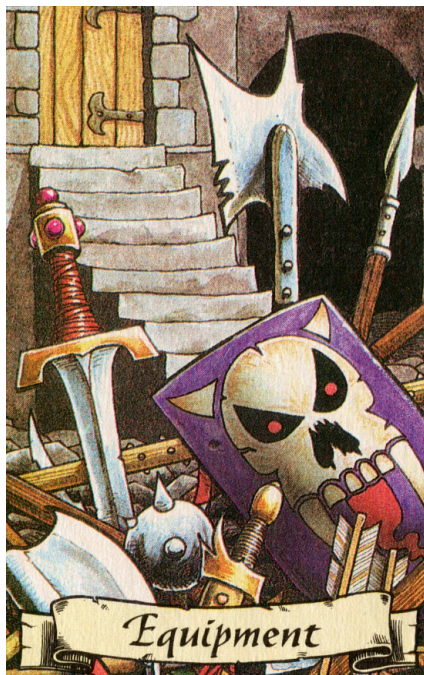
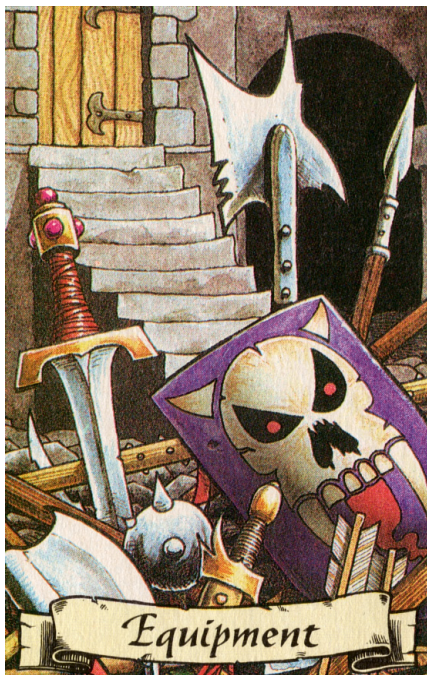
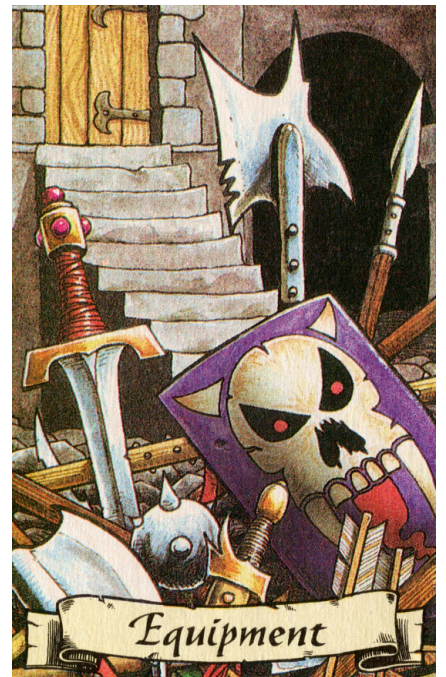
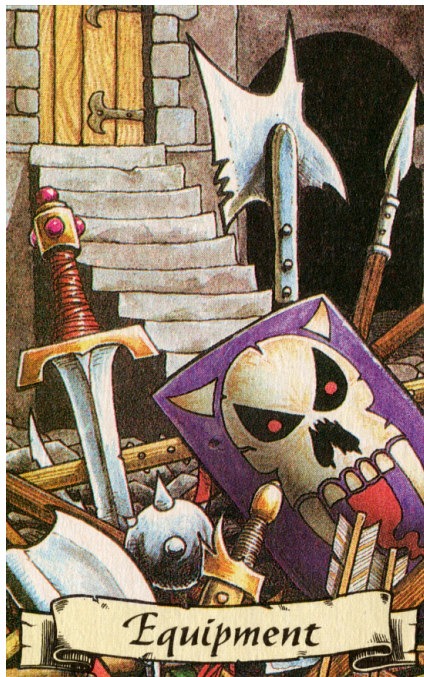
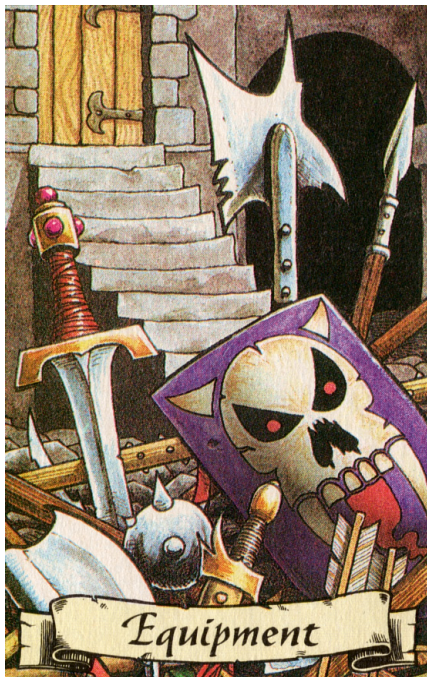
This sword gives you the attack strength of 3 combat dice. It fills your target with terror causing them to cover when attacked.

Your target defends with dice equal to their Mind Points, instead of their usual Defense dice.

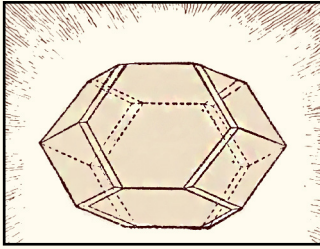
Undead, Gargoyles and Demons defend normally.

Cost: 475 gold coins

May not be used by the Wizard.



Fire Gem



These magical gemstones are mined exclusively from the Plain of Zharr.

This magical gemstone can be thrown at any target you can see.

The Fire Gem explodes in a large torrent of fire, inflicting 3 Body Points of damage. The target rolls 2 red dice, for each 5 or 6 rolled the damage is reduced by 1.

Cost: 450 gold coins

Flamestrike Shield



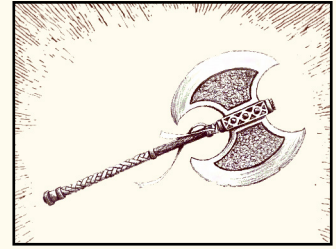
You may roll 1 *extra* combat die in defense while using this shield.

If you successfully defend against at least 1 skull from an adjacent monster, embers will spark off your shield burning the monster causing 1 Body Point of damage. It may defend normally.

Cost: 275 gold coins

May not be used by the Wizard.

Flaming Axe



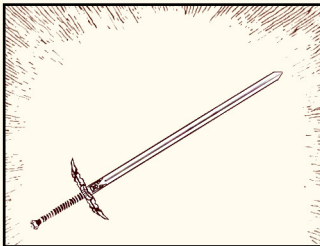
This two-handed axe gives you the attack strength of 4 combat dice. Any blow struck by this weapon causes magical flames to seep through armor, enveloping the target in flames.

The target defends by rolling 2 red dice, for each 6 rolled the damage is reduced by 1.

Cost: 675 gold coins

May not be used by the Wizard.

Flaming Blade



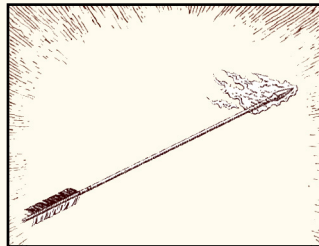
This sword gives you the attack strength of 2 combat dice. Any blow struck by this weapon causes magical flames to seep through armor, enveloping the target in flames.

The target defends by rolling 2 red dice, for each 6 rolled, the damage is reduced by 1.

Cost: 375 gold coins

May not be used by the Wizard.

Flaming Bolts



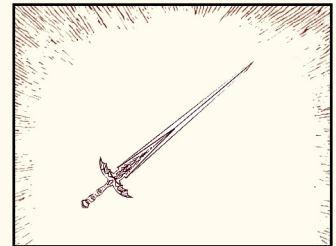
You must have a crossbow to use these bolts. Any hit scored with them causes magical flames to seep through armor enveloping the target in flames.

The target defends by rolling 2 red dice, for each 6 rolled, the damage is reduced by 1.

Cost: 150 gold coins

(10 Bolts)

Flaming Dagger

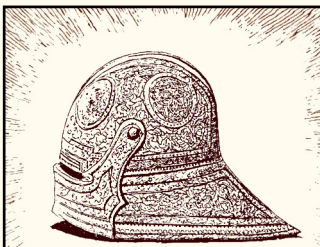


This dagger gives you the attack strength of 1 combat die. Any blow struck by this weapon causes magical flames to seep through armor, enveloping the target in flames.

The target defends by rolling 2 red dice, for each 6 rolled, the damage is reduced by 1.

Cost: 175 gold coins

Helmet of Azgorh



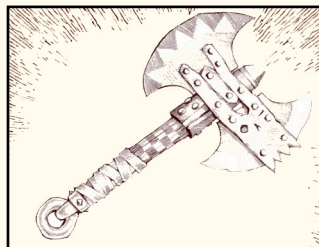
You may roll 1 *extra* combat die in defense while wearing this helmet.

Additionally, it enhances your mind, protecting it against attack. Anytime you would be forced to roll "*dice equal to your Mind Points*", instead defend as normal.

Cost: 225 gold coins

May not be used by the Wizard.

Orcish Axe



An axe of questionable quality made by various Orcish tribes.

This axe gives you the attack strength of 4 combat dice. However, if a black shield is rolled, it cancels 1 skull (if rolled).

You must use both hands when wielding this weapon.

Cost: 275 gold coins

May not be used by the Wizard.

Orcish Bow



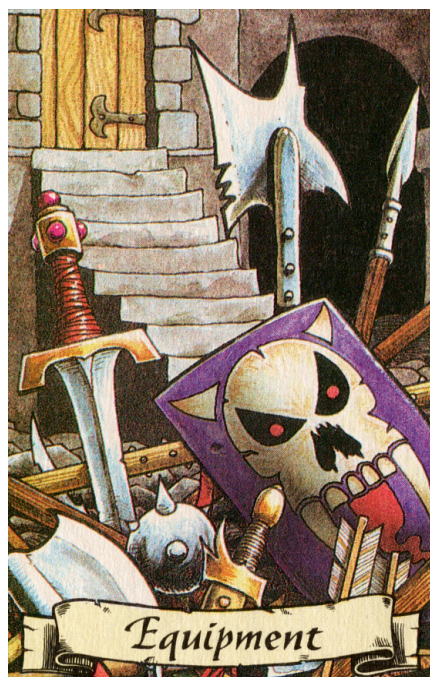
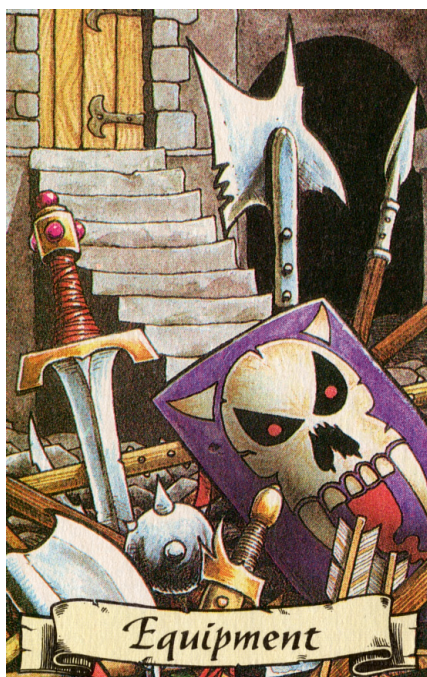
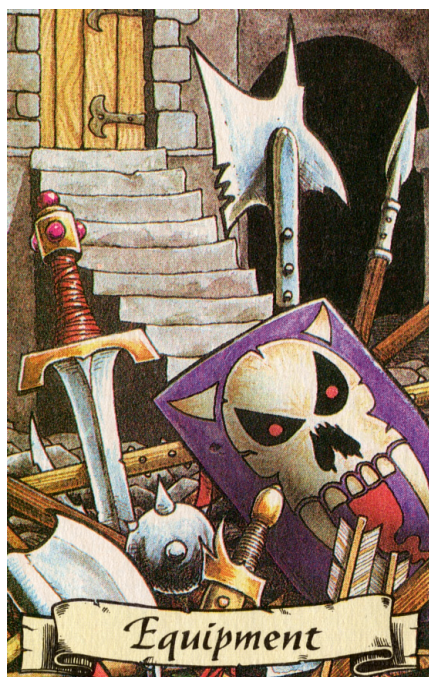
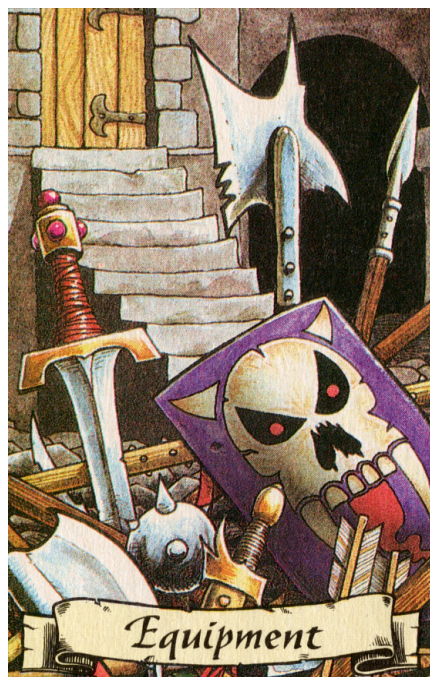
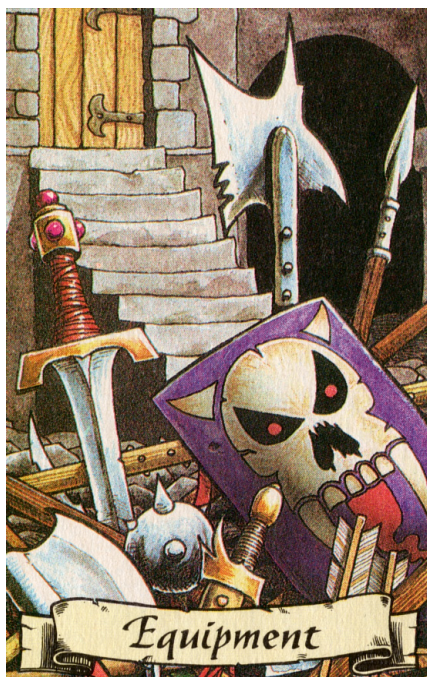
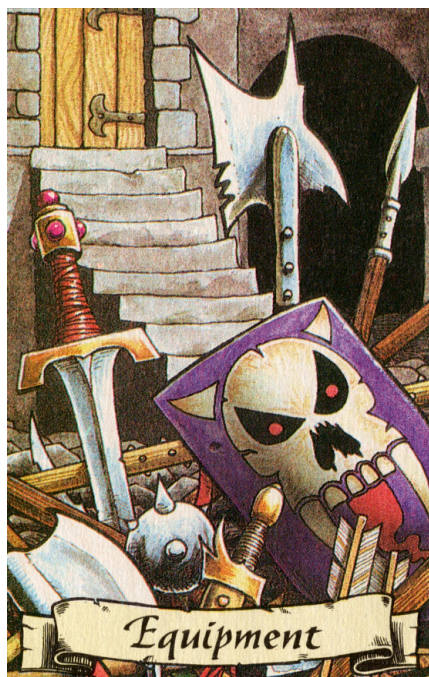
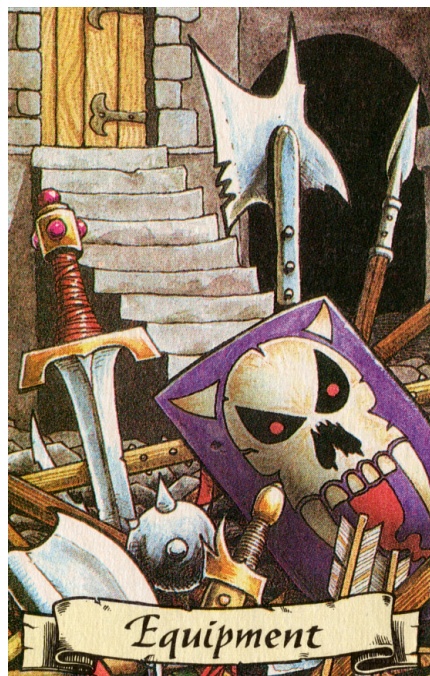
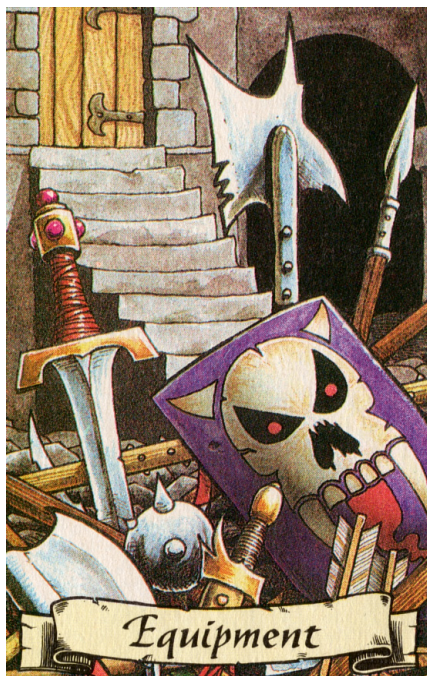
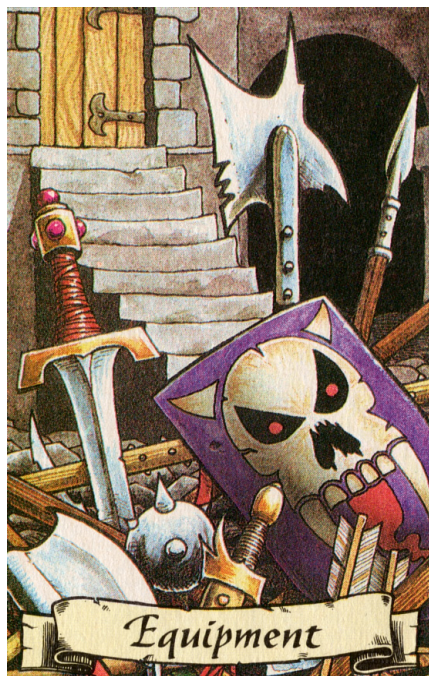
A large bow of questionable quality made by various Orcish tribes.

This bow gives you the attack strength of 3 combat dice. However, if a black shield is rolled it cancels 1 skull (if rolled).

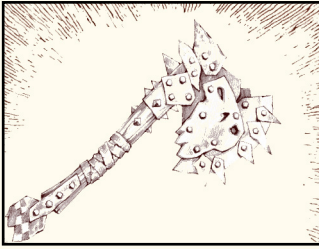
You may attack any creature you can see. However, you may not fire at a target directly adjacent to you.

Cost: 200 gold coins

May not be used by the Wizard.



Orcish Hatchet



A hatchet of questionable quality made by various Orcish tribes.

This hatchet gives you the attack strength of 2 combat dice. However, if a black shield is rolled it cancels 1 skull (if rolled).

Cost: 75 gold coins

May not be used by the Wizard.

Orcish Helmet



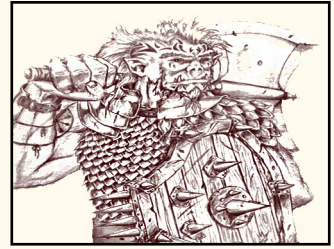
A helmet of questionable quality made by various Orcish tribes.

This helmet allows you to roll 1 additional combat die in defense. However, if a black shield is rolled it cancels 1 white shield (if rolled).

Cost: 75 gold coins

May not be used by the Wizard.

Orcish Mail



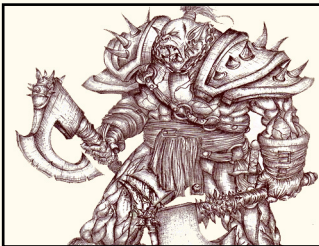
A mail of questionable quality made by various Orcish tribes.

This armor allows you to roll 1 additional combat die in defense. However, if a black shield is rolled it cancels 1 white shield (if rolled).

Cost: 125 gold coins

May not be used by the Wizard.

Orcish Plate Armor



An armor of questionable quality made by various Orcish tribes.

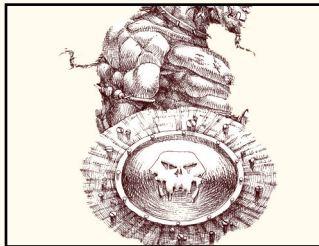
This armor allows you to roll 2 additional combat die in defense. However, if a black shield is rolled it cancels 1 white shield (if rolled).

You roll 1 less red die while wearing this armor.

Cost: 225 gold coins

May not be used by the Wizard.

Orcish Shield



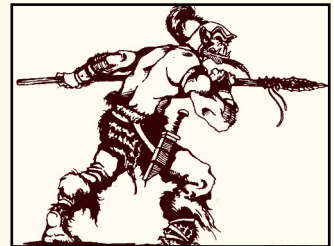
A shield of questionable quality made by various Orcish tribes.

This shield allows you to roll 1 additional combat die in defense. However, if a black shield is rolled it cancels 1 white shield (if rolled).

Cost: 75 gold coins

May not be used by the Wizard.

Orcish Spear



A spear of questionable quality made by various Orcish tribes.

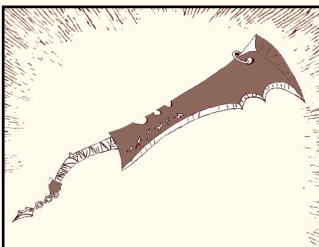
This spear gives you the attack strength of 3 combat dice. However, if a black shield is rolled it cancels 1 skull (if rolled).

You may attack diagonally when wielding this weapon.

Cost: 200 gold coins

May not be used by the Wizard.

Orcish Sword



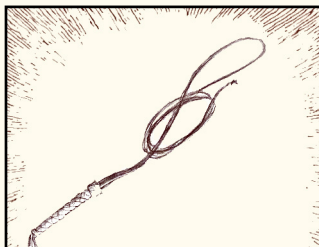
A sword of questionable quality made by various Orcish tribes.

This sword gives you the attack strength of 3 combat dice. However, if a black shield is rolled it cancels 1 skull (if rolled).

Cost: 175 gold coins

May not be used by the Wizard.

Slaver's Whip



This whip gives you the attack strength of 2 combat dice.

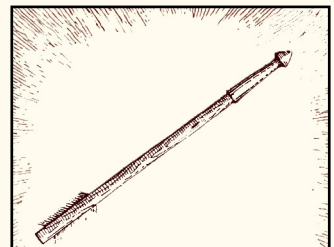
You may attack diagonally when using this weapon.

Additionally, instead of attacking, you may target a Slave or Mercenary with the whip, allowing them to move an additional 4 spaces and roll 2 *extra* attack dice the next time they move.

If used on a hired Mercenary, roll 1 red die. On a 6, they quit and disappear forever.

Cost: 350 gold coins

Stone Bolts



You must have a crossbow to use these bolts. Any blow struck by this magical weapon causes the target to slowly stiffen and turn to stone.

Each undefended skull causes the target to permanently lose 2 points off its movement, to a minimum of 0.

Gargoyles defend normally.

Cost: 150 gold coins

(10 Bolts)



Monster Hunter



Monster Hunter



Monster Hunter



Monster Hunter



Necromancer Spells



Necromancer Spells



Necromancer Spells

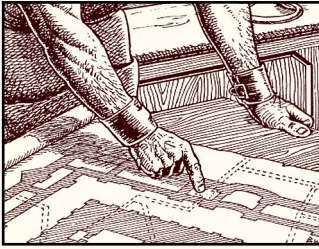


Necromancer Spells



Necromancer Spells

Hunter's Instinct



You have a sixth sense about where your marks like to hide.

For each room that has a monster with 5 or more Body Points, Zargon rolls 1 combat die. On a skull Zargon indicates that room to you.

On any other result, Zargon does not indicate the room to the Hero. May only be used once per Quest.

Tracking



You bend down, examining the ground around you for traces of what has recently been this way.

Zargon reveals the types of monster found in all rooms and corridors directly adjacent to your current location.

This does not include the number of enemies or which enemies are found in what room or corridor.

Trophy Collector



You know what parts of large beats and monster are most prized by collectors the world over.

Any time you kill a monster with 5 or more Body Points you may choose to collect a trophy from it.

At the end of the Quest, you may sell any trophies you have collected for 50 gold coins each.

Animate Dead



This spell may be cast anytime after a monster has been killed. The monster is then replaced by a Skeleton, which can move as a creature under your control.

This spell may be kept and recast of future turns at the cost of 1 Mind Point.

Bone Armor



This spell may be cast on any one Hero, including yourself. The Hero is covered in a protective shell of bones, allowing them to roll 1 additional combat die in defense.

The spell is broken when the Hero takes at least 1 Body Point of damage.

Monster Hunter

You are the Monster Hunter. You have made a noteworthy and lucrative life by hunting down powerful monsters and legendary beasts for those wealthy enough to afford your services. You have three Monster Hunter skills that you may use to help you track your mark.

Attack Dice	Defend Dice	Starting Points	
		Body	Mind
3	2	7	3

Movement 2 Red Dice
Starting Weapon Broadsword
Starting Armor None

Circle of Death



This spell fills all 8 adjacent spaced around the caster with a sticky pale smoke. All figures in this zone are attacked with combat dice equal to the caster's current Body Points. They defend with combat dice equal to their Body Points.

The spell is broken when you can no longer see a monster.

Death Strike



This spell hurls a bolt of deadly energy at any one monster you can see, instantly slaying it.

The monster rolls 2 red dice. If a 5 or 6 is rolled the monster survives, though it still takes 2 Body Points of damage.

Not effective against Demons or Undead.

Decompose

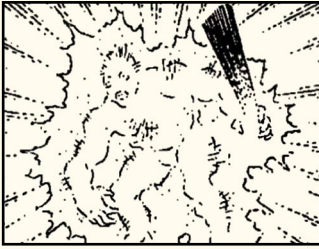


This spell may be cast on any one monster you can see, causing its flesh to rapidly decompose leaving just a Skeleton. The monster rolls 1 combat die for each of its Mind Points. If a black shield is rolled, the spell has no effect. If the spell takes hold, replace the monster with a Skeleton.

Not effective against Demons or Undead.



Exploding Corpse



This spell may be cast during another player's turn when a monster or Hero dies. This spell fills the dying creature with energy causing it to explode, doing 1 combat die of damage to any adjacent (including diagonally) figures.

This damage cannot be defended against.

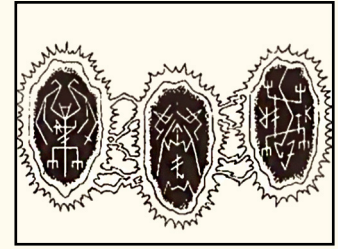
Resurrection



This spell may be cast while adjacent to a dead Hero, calling upon the Hero's spirit to bring them back to life.

That player rolls 1 red die and returns to life with that many Body Points (up to their maximum), but with 1 fewer Mind Points.

Runes of Desecration



This spell causes the light in the room to dim. All Undead in the room gain 1 extra Body Point.

This spell lasts until the beginning of your next turn.

Heroic Brew



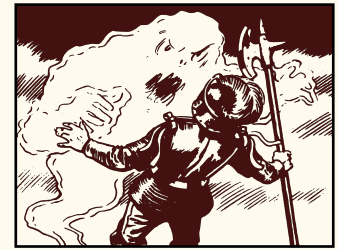
You are surprised to find a leather bag hanging on the wall. If you drink its contents before you attack, you can make two attacks instead of one. This may only be used once. Do *not* return this card to the deck.

Elixir of Life



This small bottle of pearly liquid will bring a dead Hero back to life, restoring all of his Body and Mind Points. This potion can only be used once.

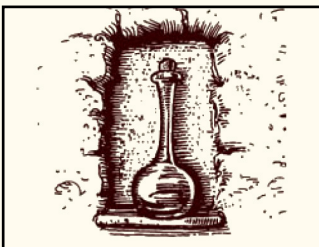
Vampiric Siphon



This spell may be cast on any one monster you can see, transferring some of its lifeforce to you. Roll 1 combat die. On a skull, 1 Body Point is drained. A white shield, 2 Body Points. A black shield, 3 Body Points.

You cannot drain more than the monster's current Body Points or gain more than your maximum number.

Potion of Battle Rage



Only the Barbarian can drink this purple-red concoction. It grants him 2 attacks per turn as long as there are monsters in sight. As soon as there are no monsters in the Barbarian's line of sight, this potion's effect wears off.

Potion of Frost Skin



Only the Barbarian is affected by this slushy drink. It enables the Barbarian to roll 2 extra combat dice when defending against attacks. As soon as there are no monsters in the Barbarian's line of sight, this potion's effect wears off.

Potion of Icy Strength



This bubbling, orange mixture grants the Barbarian superhuman strength for one turn. After the Barbarian drinks this potion, his next attack causes twice as many Body Points of damage as are rolled on the combat dice. No other Hero can use this potion.



Potion of Rejuvenation



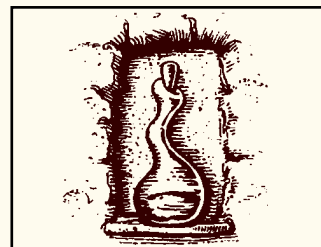
Any Hero who drinks this bright yellow liquid regains up to 6 lost Body Points. Roll 1 red die to see how many Body Points the Hero gets back. This potion cannot give the Hero more than his starting number of Body Points.

Potion of Battle



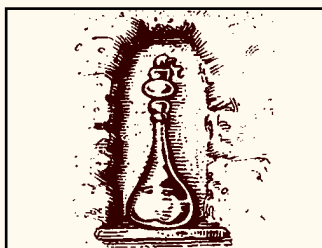
If you have a really "weak" roll of the attack dice, you may drink this blood-red potion. It allows you 1 *re-roll* of your attack dice.

Potion of Dexterity



This sparkling liquid adds 5 movement squares to your next die roll *or* guarantees 1 successful pit jump. If you purchase more than one of these potions, you may use only 1 potion per turn.

Potion of Restoration



Drink this brown, frothy liquid to restore 1 lost Body Point *and* 1 lost Mind Point. It's refreshing after a tough battle!

Potion of Recall



An Elf who drinks this greenish mixture regains a spell which was cast earlier during the current Quest. Choose wisely which spell to recall!

Potion of Restoration



This refreshing concoction restores any Hero's Body and Mind Points to the level they were at when the Hero started the Quest. This potion may also be used to cure a Hero who has been turned into a Werewolf.

Potion of Speed



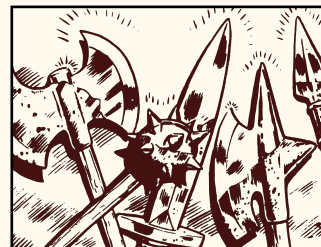
When an Elf drinks this syrupy brew, he can move up to 12 squares per turn instead of rolling the red dice. The Elf also gets 2 attacks per turn. These effects end as soon as the Elf suffers at least 1 Body Point of damage.

Potion of Vision



Drinking the contents of this clear bottle enables an Elf to see all secret doors and regular traps (coded in gold on Quest map) within his line of sight. This effect lasts until the Elf suffers at least 1 Body Point of damage.

Potion of Alchemy



In the corner of the room you stumble across a worn pot containing a dull paste. If you spread this paste over one item of equipment, it turns to gold and is worth 100 gold coins. That equipment card is then lost. Discard after use, along with the equipment card.



Potion of Charm



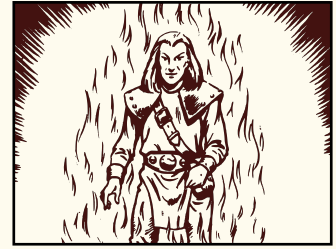
Behind an old tile you find a gilded bottle filled with a gold liquid. Drink all of this potion between Quests when you want to hire Men-at-Arms and you will then be able to hire up to three Men-at-Arms for 25 gold coins less than normal for each. Discard after use.

Potion of Magic Resistance



You find a small bottle hidden beneath a rusty shield. You can drink the potion when a spell is cast on you and you may then ignore the effects of that spell. Discard after use.

Potion of Magic Resistance



You discover a red glass bottle in a shallow pit. If you drink the potion you will be completely unharmed by the next magical fire attack to hit you, be it a spell or a Fireburst trap. Discard after a fire attack has been resisted.

Potion of Magical Aptitude



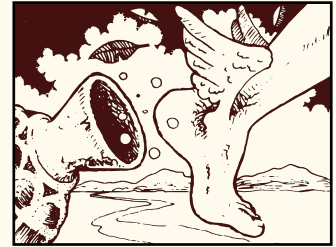
You discover a vial of silvery liquid under a loose flagstone. If you are the Elf or the Wizard, you may drink it at the beginning of your turn and then cast two spells in that turn rather than one. Discard after use.

Potion of Resilience



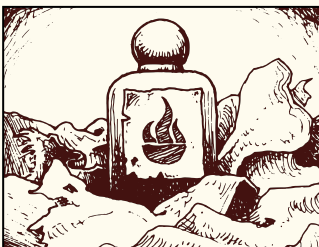
This potion may be taken at any time. You may then roll two extra combat dice in defense when you next defend. The card is then discarded.

Potion of Speed



You may drink this potion at any time. It will allow you to roll twice as many dice as usual the next time you move. The card is then discarded.

Potion of Healing



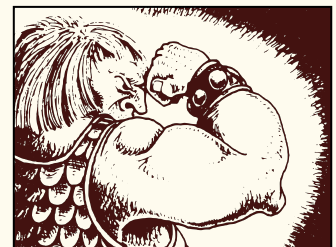
In a bundle of rags, you find a small bottle of bluish liquid. You can drink this healing potion at any time, restoring the number of Body Points equal to a roll of one red die. You cannot, however, exceed your starting number of Body Points. This may only be used once. Do *not* return this card to the deck.

Potion of Defense



Amidst a collection of old bottles, you find a small vial containing a clear liquid. You can drink this potion at any time, giving you two extra combat dice the next time you defend. This may only be used once. Do *not* return this card to the deck.

Potion of Strength



You find a small purple flask. You can drink this strange smelling liquid at any time, enabling you to roll two extra combat dice the next time you attack. This may only be used once. Do *not* return this card to the deck.



Spell Scroll



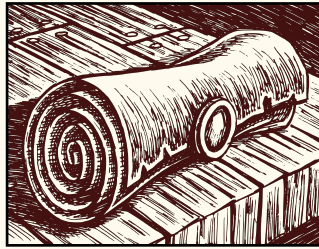
Ash Cloud

This spell causes a cloud of choking ash to fill the room or corridor the caster is in.

Until the end of the caster's next turn no figures in the room or corridor may move, attack or defend. The caster is unaffected.

Not effective against Undead, Demons or Chaos Dwarves.

Spell Scroll



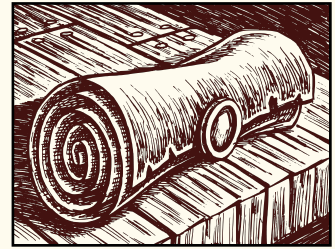
Doom Roar

This spell causes the caster to transform, taking on the aspect of the mighty Bull-God Hashut.

All allied figures in the same room or corridor with the caster are filled with courage while enemies are filled with dread.

Allies roll 1 additional combat die in attack. Enemies roll 1 less combat die in defense.

Spell Scroll



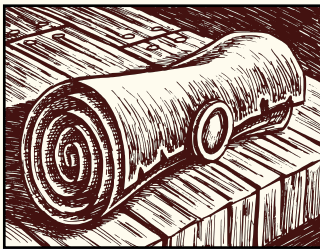
Fist of Fire

This spell causes the casters hand to become enveloped in glowing bands of magical fire.

Any undefended damage caused by the caster to an adjacent figure is doubled.

Scroll crumbles to dust once used.

Spell Scroll



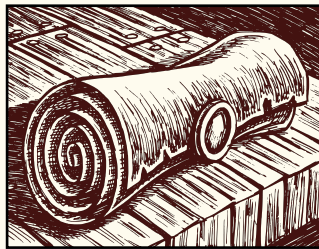
Flames of Azgorh

This spell allows the caster to breath out whirling tendrils of flame that writhe over all figures near the caster.

Each figure in the same room as the caster is attacked with 1 combat die. No defense is rolled.

May not be used in corridors.

Spell Scroll



Flaming Hide

This spell causes the casters skin to glow red hot and flicker with molten sparks.

The spellcaster rolls an additional 2 combat dice in defense. Any figure that attacks the caster must roll 1 combat die. On a skull the attacker suffers 1 Body Point of damage from the intense heat and sparks.

Spell Scroll



Lava Storm

The caster summons a stream of molten balls of magma, hurling them at any one figure he can see.

The target is attacked with 2 combat dice. No defense is rolled.

Scroll crumbles to dust once used.

Spell Scroll



Magma Pool

This spell allows the caster to melt into molten magma which flows away and reappears anywhere else.

The caster may instantly move to any other previously explored space on the board.

This spell does not count as an action.

Spell Scroll



Shadow of Hashut

This spell causes a shadowy figure to appear next to the caster, taking the form of Hashut.

The shadowy figure charges in a straight line from the caster until it hits a wall or closed door. Any figure in its way takes 3 combat dice of damage and defends as normal. Any figure damage this way is pushed to the wall or closed door at the end of the line.

Spell Scroll



Sorcerer's Curse

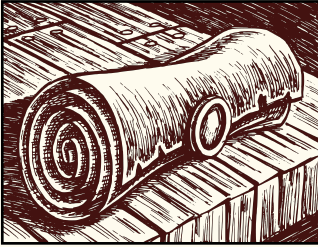
This spell causes any one figure the caster can see to start turning to stone.

The target must roll equal to or less than their current Mind Points on 1 red die. If they fail, they may not move or take any action on their turn.

This spell lasts until the end of the Quest or the caster is killed.



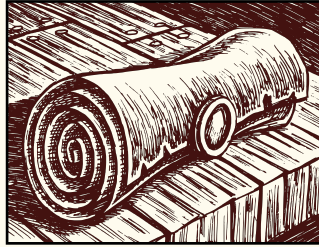
Spell Scroll



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.

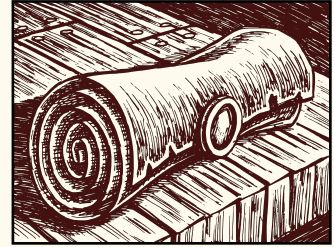
Spell Scroll



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.

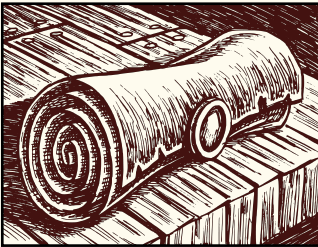
Spell Scroll



Tempest

This spell may be cast on a monster, surrounding it with a small whirlwind. That monster will then miss its next turn. May be used by any Hero. Scroll crumbles to dust after it is used.

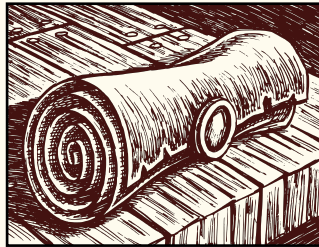
Spell Scroll



Sleep

This spell puts a monster into a deep sleep so it cannot move, attack, or defend itself. The spell can be broken at once or on a future turn by a monster rolling one red die for each of its Mind Points. If a 6 is rolled, the spell is broken. *May not be used against Mummies, Zombies or Skeletons.* May be used by any Hero. Scroll crumbles to dust after it is used.

Spell Scroll



Heal Body

This spell may be cast on a Hero, including yourself. Its magical power will immediately restore up to 4 lost Body Points, but does not give a Hero more than his starting number. May be used by any Hero. Scroll crumbles to dust after it is used.

Spell Scroll



Rock Skin

This spell may be cast on a Hero, including yourself. That Hero may roll one extra combat die when defending. The spell is broken when the Hero suffers 1 Body Point of damage. May be used by any Hero. Scroll crumbles to dust after it is used.

Spell Scroll



Genie

This spell conjures up a Genie who will do one of the following: open any door on the gameboard (revealing what lies beyond), OR use five combat dice to attack a monster within your line of sight. May be used by any Hero. Scroll crumbles to dust after it is used.

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.

Spell Scroll



Pass Through Rock

This spell may be cast on a Hero, including yourself. That Hero may then move through walls on his next move. He may move through as many walls as his dice roll allows. Caution! There are shaded areas on each Quest map which indicate solid rock. If a Hero ends his move in one of these areas, he is trapped forever! May be used by any Hero. Scroll crumbles to dust after it is used.



Spell Scroll



Chill

This spell causes 1 Body Point of damage to any monster adjacent to the spellcaster (though not diagonally adjacent). The victim cannot defend against the attack. *Scroll crumbles to dust once used.*

Spell Scroll



Warmth

This spell bestows a healing warmth on the spellcaster or any one Hero the spellcaster chooses. The warmth restore up to 3 lost Body Points. *Scroll crumbles to dust once used.*

Spell Scroll



Ice Bridge

This spell creates a permanent bridge of Magic Ice tiles that enables Heroes to cross over any pit, trap, chasm, crevasse, or icy square. *Scroll crumbles to dust once used.*

Spell Scroll



Ice Storm

This spell creates a blizzard of ice that affects an area 2 squares wide by 2 squares long. Each monster and Hero in that area is attacked separately by the spellcaster with 3 combat dice. There is no chance to defend. Cannot be used in corridors. *Scroll crumbles to dust once used.*

Spell Scroll



Physic Recovery

This spell restores all lost Mind Points to the spellcaster or any one Hero the spellcaster chooses. *Scroll crumbles to dust once used.*

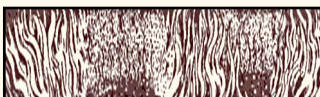
Spell Scroll



Skate

This spell enables the spellcaster to move quickly through icy caverns and corridors. The spellcaster adds 6 to his red dice movement roll and may pass through monsters and Heroes during movement. The spell lasts only one turn. *Scroll crumbles to dust once used.*

Secrets in the Dark



You've rescued a man from certain death at the hand of the Chaos Dwarves. He tells you he is a Monster Hunter and he has been hired to retrieve the horn of a great Undead Dragon, living in a lair in the Ash Mountains. Legend says that this creature is inhabited by the souls of a long-dead Necromancer. If the horn can be returned to the commissioner in Nuln, the reward will be "grand".

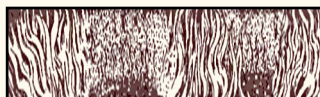
Region: The Darklands

Location: Ash Mts/Plain of Bone

Region: The Empire

Location: Averland, Nuln

Zargon's Letter



After being ambushed and trapped in a forgotten hold underneath the Pigbarter Mountains, you found some papers belonging to the Chaos Warrior send to kill you. Among them was a letter from Zargon with a map and instructions to return to a fortress in the southern reaches of the Black Mountains. Perhaps you should investigate this base...

Region: The Empire

Location: Black Mts/Karak Hirn

Spell Scroll



Treasure Without Doom

This spell scroll enables a Hero to pick cards from the treasure deck, ignoring all Wandering Monster and Hazard cards, until he picks a card showing gold, a potion, gems, or jewels. Or it can be used to open one chest without harm, disarming any trap on the chest. *Scroll crumbles to dust after it is used.*



Rune of Breaking



This Rune comes carved onto a small stone. You may place it onto any wall, causing the wall to collapse, revealing what lies beyond.

Place a broken wall tile on the selected wall space. Place anything in the room on the board. Figures may see and move through the opening.

Cost: 650 gold coins

Rune of Embers

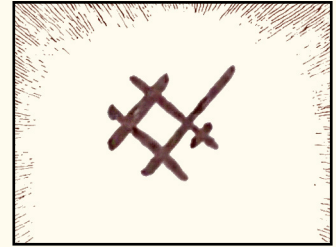


This Rune may be inscribed on a shield only. It causes flames from a blocked blow to rebound from the shield as magical embers.

If you successfully defend against at least 1 skull from an adjacent monster, embers will spark off your shield burning the monster with 1 Body Point of damage. It may defend normally.

Cost: 250 gold coins

Rune of Fear



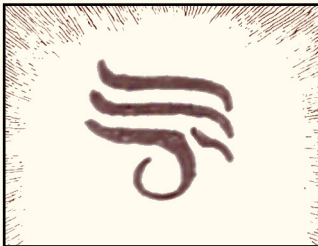
This Rune may be inscribed on any non-ranged weapons. It fills the target with fear causing them to cover when attacked.

When attacking, your target defends with dice equal to their Mind Points instead of their usual defense dice.

Not effective against the Undead, Gargoyles and Demons.

Cost: 550 gold coins

Rune of Fire



This Rune may be inscribed on any non-ranged weapon. It enchants the weapon with magical flames that seep through armor and envelope the target in flames.

The target defends by rolling 2 red dice, for each 6 rolled, the damage is reduced by 1.

Cost: 450 gold coins

Rune of Fortitude



This Rune may be inscribed on a Helmet only.

It enhances the mind, protecting it against attack. Anytime you would be forced to roll "dice equal to your Mind Points", instead roll your usual number of Defense dice.

Cost: 250 gold coins

Rune of Stone



This Rune may be inscribed on any non-ranged weapon. It causes the target to slowly stiffen and begin to turn to stone.

Each undefended skull causes the target to permanently lose 2 points off of its movement, to a minimum of 0.

Cost: 550 gold coins



Ogre



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
4	6	4	10	2



Giant Wolf



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
9	6	3	5	1



Fire Gem



As you are searching, a glint catches the corner of your eye. Upon inspection you find a Fire Gem!

This magical gemstone can be thrown at any target you can see.

The Fire Gem explodes in a large torrent of fire, inflicting 3 Body Points of damage. The target rolls 2 red dice, for each 5 or 6 rolled the damage is reduced by 1.

Do not return this card to the deck.





The Scout



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

Cost: 50 gold coins

Special Ability: Dwarf-like ability to remove traps



The Halberdier



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

Cost: 75 gold coins

Special Ability: Can make diagonal attacks



The Crossbowman



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

Cost: 75 gold coins

Special Ability: Wields a crossbow



The Swordsman



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

Cost: 100 gold coins



Black Orc



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3/3	4	4	3



Bull Centaur



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	5	6	8	6

Notes: Diagonal attack (due to base size-1x2).



Chaos Dwarf

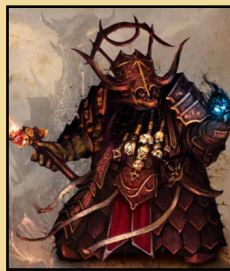


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	3	3	3	3

Notes: Rolls 1 additional defend die for each adjacent Chaos Dwarf.



Demonsmith



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
3	3	5	4	6

Notes: May cast 6 of the Chaos Dwarf spells.
Immune to fire magic.
Adjacent target defends with dice equal to their current Mind Points.



Giant Bat



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

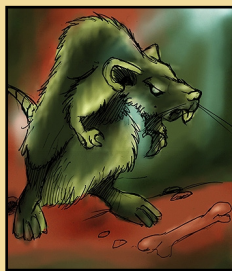
Notes: May fly over Heroes, monster and pits.







Giant Rat



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
11	1	1	1	1

Notes: Up to 3 Giant Rats may occupy the same space.



Goblin Runt



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
12	1	1	1	1

Notes: May move through 1 Hero during regular movement.



Hobgoblin



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	2	3	2	1



Infernal Guard



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

Notes: Rolls 1 additional defend die for each adjacent Chaos Dwarf.
Cannot be hurt by ranged weapons.
Immune to fire magic.



Ogre Mercenary



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	4	5	9	1

Notes: Cost: 300 gold coins.



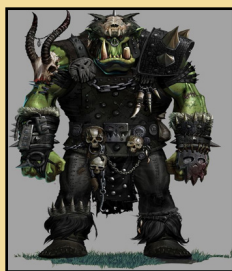
Orc Archer



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	3(2)	2	3	2



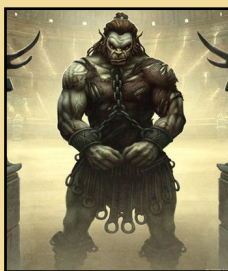
Orc Mercenary



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

Notes: Cost: 150 gold coins.

Orc Slave



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

Notes: You may equip an Orc Slave with any weapon or armor you have available. An Orc Slave cannot search for traps or treasure and cannot use magic items or tools.



Orc Warrior



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







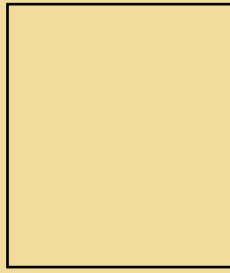
Orc Warrior



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



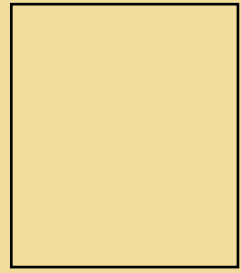
Morthen



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



Undead Dragon



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	6	6	15	10

