



### *Cloak of Pockets*



This magical cloak may only be worn by Wizards. It contains two large pockets that are normally empty, but once per Quest the Wizard may reach into each pocket and pull out a potion. The cloak contains 6 potions in all, and once all 6 are used it disappears. Roll 1 red die to determine which potion is pulled out by the Wizard:

- 1 - Potion of Minor Restoration
- 2 - Potion of Speed
- 3 - Potion of Strength
- 4 - Potion of Cure
- 5 - Blade Venom
- 6 - Potion of Fire Resistance

### *Potion of Greek Fire*



This crimson red potion is stored in a round globe. When thrown at an enemy, the globe shatters and the potion bursts into flames, doing 4 attack dice of damage, but the enemy can make its normal defense roll. Once used the potion is gone.

### *Dwarven Helm*



This helm gives the wearer 1 extra defense die. When worn by a Dwarf, that Hero may roll 2 extra defense dice. This artifact may not be worn by Wizards.

### *Ring of Speed*



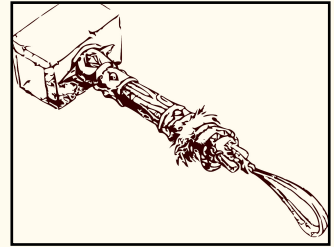
The wearer of this ring may add one extra square to any movement roll.

### *Arrowcatcher*



This shield grants the bearer one defense die against hand-to-hand attacks, plus two defense dice against any missile attacks. This artifact may not be used by a Wizard.

### *World's Edge Hammer*



This mighty single-handed hammer can be either thrown for 2 attack dice, or used in hand-to-hand combat for three. It automatically returns to the wielder's hand when thrown. When used by a Dwarf, the hammer grants him 3 attack dice when thrown, and 4 in hand-to-hand combat.

When used by a Dwarf, this weapon grants him an extra Body Point. The Body Point is lost when the Dwarf is no longer wielding this weapon.

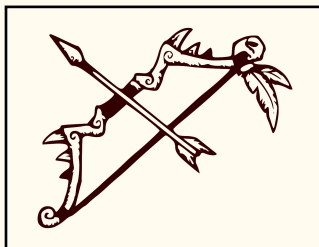
### *The Wand of Conflagration*



This mystic wand allows the user to cast these chaos spells: Ball of Flame, Firestorm, and Lightning Bolt. Each spell can be cast once. Every second quest that the wand is taken on, it is magically recharged.

If the wand is being held by a Wizard, it allows the mage to subtract one body point of damage caused when an enemy casts any of the three spells. The wand also grants the Wizard an extra mind point. This Mind Point is lost when the Wizard is no longer in possession of the wand.

### *The Power Bow of Loren*



This mighty elven bow allows its wielder to attack any enemy at least two squares away with four attack dice.

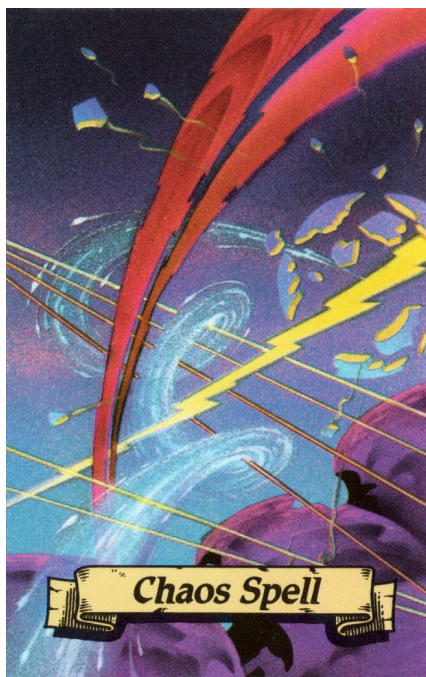
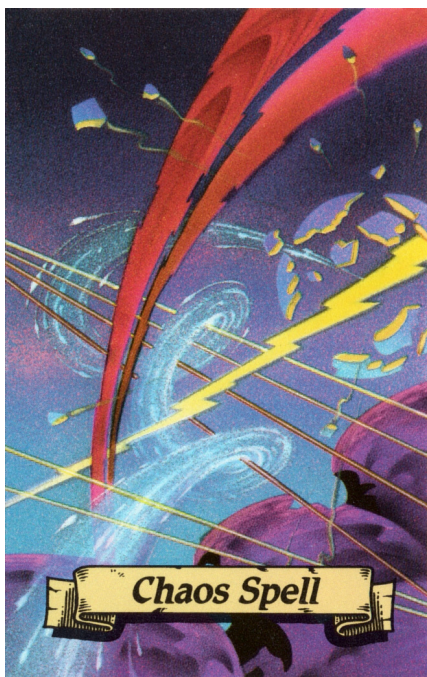
If an Elf is carrying the weapon, he is granted an extra movement square on every turn. The extra square is lost when the bow is no longer in the possession of the Elf.

### *Magical Throwing Dagger*



When thrown, these daggers automatically hit the target with one skull. The target does get to roll its normal defense dice, though. Once thrown the dagger is lost.







## Flaming Skulls of Terror



As he finishes the incantation, the caster's face seems to turn into a fearsome skull, with flames instead of eyes. Until he is destroyed, the caster is treated as a fearsome monster.

## Choke



The victim suddenly clutches his throat as his lungs fill with noxious fumes.

Select a single target within the caster's line of sight. On each of the victim's next three turns he must roll one red die. On a roll of 1 he has broken the spell. Otherwise he may only stagger one square, and may not attack and only defends with  $\frac{1}{2}$  his normal dice. Unless the victim is healed by potion or spell, or makes a saving throw, he dies at the end of the third turn.

## The Sword of the Flaming Heart



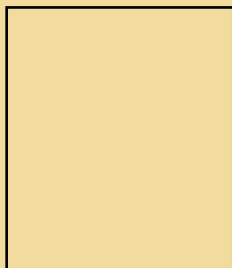
When in the hands of a Hero of good heart, and used against an evil foe, the blade of this longsword bursts into flame.

The blade allows the wielder to toll 3 attack dice when aflame, it adds an extra one plus anytime at least one skull is rolled another Body Point of damage may be added to the enemy. When aflame it also kills any mummy struck with 1 skull and regenerating monsters do not regain lost body points caused by the weapon.

When the sword is wielded by a Barbarian or Warrior, it grants the Hero courage. The Hero may reroll any failed fear roll, but must accept the second roll. The Hero is also granted an extra Body Point. These two gifts of the sword are lost when the Hero is no longer wielding it.



## Ghoul



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



## Strengthen Undead



The sorcerer casts grave dust into the air and whispers the incantation. As he does, a baleful moaning sound rises up in the room or passage he is in. All undead (including the caster if he is undead) in the room or passage gain an extra attack die and an extra Body Point. The effects are permanent.

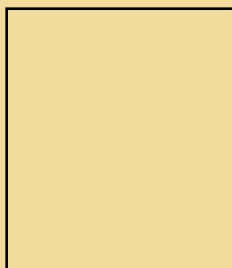
## Flesh Flaying



The caster points at a Hero, and the Hero immediately loses 1 Body Point as his flesh begins to bubble and blister. The Hero also loses 1 attack die on all subsequent attacks. As long as the Hero is in combat (until no more monsters are in the room or corridor) he must roll 1 red die. On a roll of 3-6 he loses another Body Point and another attack die. If the Hero's attack dice ever get to zero, he cannot attack until he is healed. The loss of attack dice last until the player is healed either by spell or potion. If the Hero rolls a 1 or a 2, he has made a saving throw against the spell and suffers no more wounds from it, but losses suffered previously from the spell are not undone. The pain of the spell is so severe that a Wizard of Elf cannot cast spells until a saving throw is made or combat is finished.



## Giant Rat



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



## Dragon

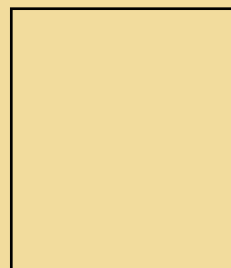


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
12	4 2 2 2	6	12	8

**Notes:** May attack 3 times against any enemy in front of it, or once against an enemy behind. Can also attack with ranged attacks using its fiery breath. All targets in a straight line takes 2 Body Points of damage.



## Undead Champion



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

**Notes:** Fearsome Monster.



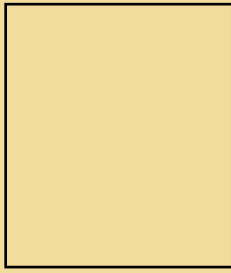








## Troll



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3	2	8	2

**Notes:** Regenerates one Body Point every turn.



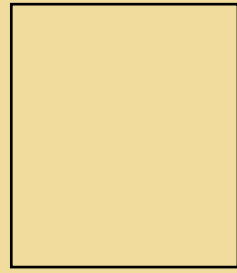
## Ogre



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



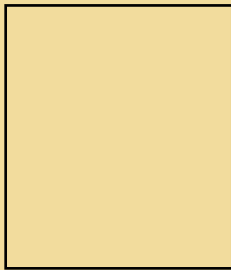
## Skaven



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



## Skaven Champion



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



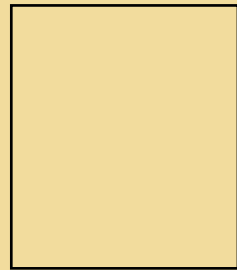
## Skaven Warrior



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



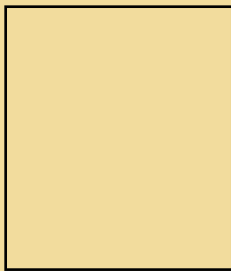
## Orc Champion



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



## Wight



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	3	3	3	0

**Notes:** Wights are Fearsome Monsters, Invulnerable Monsters, and cause Strength Drain.



## Vampire



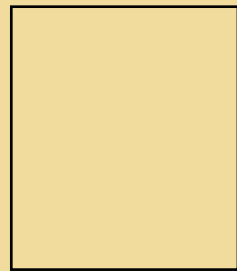
MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	2/3	4	7	6

**Notes:** Can make two attacks per turn, once with claws and once with fangs.

Vampires are Fearsome Monsters, Invulnerable Monsters, Regenerating Monsters, cause Strength Drain with fang bite, and can Hypnotize.



## Chaos Thug



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3	2	2	1



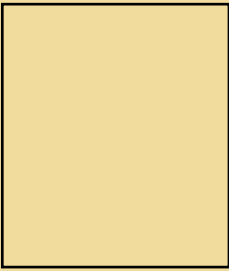








*Flying Skull*



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
12	2	3	2	0

**Notes:** Flying Skulls are Fearsome Monsters and can fly by magical levitation.

