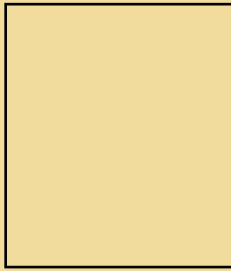






Bugbear

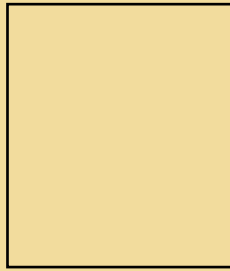


| MOVEMENT SQUARES | ATTACK DICE | DEFEND DICE | BODY POINTS | MIND POINTS |
|---------------------|----------------|----------------|----------------|----------------|
| 6 | 4 | 3 | 3 | 1 |

Notes: Can attack diagonally.



Death Knight

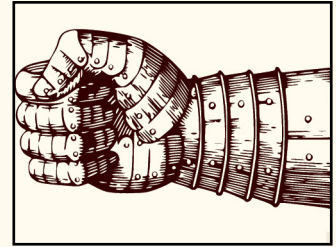


| MOVEMENT SQUARES | ATTACK DICE | DEFEND DICE | BODY POINTS | MIND POINTS |
|---------------------|----------------|----------------|----------------|----------------|
| 7 | 3 | 2 | 2 | 0 |

Notes: Any Hero hit by this monster cannot move, attack, or defend for one turn.



Gauntlets of Ogre Power

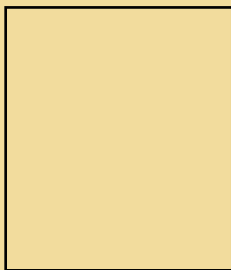


These magical gauntlets gives the wearer the strength of an Ogre. The Hero may add one die to any weapons attack (no spells) made. A Wizard or

Elf may not wear these gauntlets when spell casting, and it takes an attack turn to remove them or put them back on.



Dragon



| MOVEMENT SQUARES | ATTACK DICE | DEFEND DICE | BODY POINTS | MIND POINTS |
|---------------------|----------------|----------------|----------------|----------------|
| 12 | 4 2/2 2 | 6 | 15 | 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.



Giant

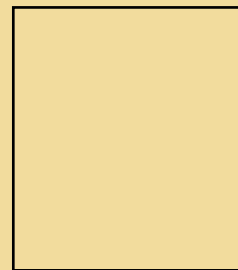


| MOVEMENT SQUARES | ATTACK DICE | DEFEND DICE | BODY POINTS | MIND POINTS |
|---------------------|----------------|----------------|----------------|----------------|
| 5 | 2 | 2 | 6 | 1 |

Notes: Can attack with ranged attacks.



Hobgoblin

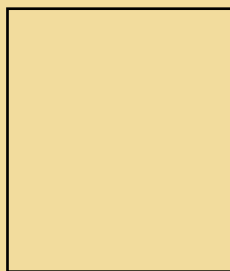


| MOVEMENT SQUARES | ATTACK DICE | DEFEND DICE | BODY POINTS | MIND POINTS |
|---------------------|----------------|----------------|----------------|----------------|
| 9 | 3(2) | 1 | 2 | 1 |

Notes: Attacks with a shortsword for 2 combat dice or a crossbow for 3 combat dice.



Manscorpion



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

Notes: Can attack three times in a turn, once with each hand and once with its massive stinger.



Troll



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

Notes: Regenerates one Body Point every turn.

