Starting Equipment



Barbarian, Berserker

Weapon - This wide blade gives you the attack strength of 3 combat dice. May not be used by the wizard.

250 gold coins

Starting Equipment



Druid, Rogue, Wizard

Weapon - This sharp knife gives you the attack strength of 1 combat die. A dagger can also be thrown at any monster you can see but is lost once it is thrown.

25 gold coins

Starting Equipment



Dwarf, Elf

Weapon - This short sword gives you the attack strength of 2 combat dice. May not be used by the wizard.

150 gold coins

Starting Equipment



Knight

Weapon - This short sword gives you the attack power of 2 combat dice.

Armor - This hand-held armor gives you 1 extra Defend die.

300 gold coins

Starting Equipment



Bard

Weapon - When wielding this long, slender sword, you roll 2 Attack dice and may attack diagonally. May not be used by the wizard.

250 gold coins

Starting Equipment



Explorer

Weapon - When using this axe, roll 2 Attack dice. May throw at any monster you can see but is lost once thrown. May not be used by the Wizard.

200 gold coins

Barbarian Mercenary



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
7	3	2	8	2

Cost ..... 150 gold coins

Bard Mercenary



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
7	2	2	5	4

Cost ..... 150 gold coins

Special Ability .... Can make diagonal attacks and cast Bard magic spells.

Bard Spells

Healing Song - Restores up to 2 BP, not exceeding maximum Body Points. Target: You and all heroes you can see.

Inspiring Tale - Target hero rolls 1 additional Attack die on their next attack. Regain this spell when any hero you can see rolls two white shields while defending, except self. Target: Any hero, except self.

Lullaby - Target monster falls asleep, and cannot move, attack or defend. May wake up by rolling a 6 on a red die for each of their Mind Points each turn, or by being attacked from any source. Target: Any monster with an MP score. Has no effect on monsters with no MP.

Berserker Mercenary



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
7	3	2	7	2

Cost ..... 150 gold coins
Special Ability .....Can use Berserker skills.

Berserker Skills

Enrage - As an action, lose up to 2 Body Points to make an immediate attack, and add Attack dice equal to the number of BP you lost.
May be used once per quest.

Frenzy - As an action, make a single sweeping attack against all monsters adjacent and diagonal to you.
May only be used if you have 3 or fewer Body Points, once per quest.

Retaliation - Upon taking damage from an adjacent monster, you may immediately attack that monster.
May only be used if you have 5 or fewer Body Points, once per quest.

Druid Mercenary



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
7 Druid	1	2	6	4
10 Wolf	3	2	5	1

Cost ..... 150 gold coins
Special Ability ..... Can cast Druid spells.
Wolf may attack diagonally.

Druid Spells

Lifeforce - Restores up to 4 BP not exceeding maximum Body Points. Target: You or any one hero.

Pixie - Conjures a woodland pixie that may either restore 2 Body Points to any hero, including yourself, OR reveal all traps and secret doors in any location that you can see.

Shapeshift - Grants 1 additional Defend die and 1 additional Attack die when attacking adjacent targets. Spell ends if you suffer any damage. Spell restored if your Body Points are restored to full. Only usable on self.

Druid/Elf Spells

Deep Sleep - If target monster has between 1 and 3 Mind Points, they fall asleep and cannot defend itself or take any action until its next turn. Target: Any monster you can see, but does not work on monsters with 0 MP.

Twist Wood - Destroy target wooden weapon (i.e. staff, bow, crossbow, etc.)

Veil of Mist - Target hero may move through spaces occupied by monsters on their next move. May target self or any other hero you can see.

Dwarf Mercenary



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
7	2	2	7	3

Cost .....150 gold coins
Special Ability: Detect and disarm traps

Elf Mercenary



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
7	2	2	6	4

Cost .....150 gold coins.
Special Ability: Can cast Elf magic spells.

Elf Illusion Spells

Disappear - Target hero moves unseen but can only move and open doors, and cannot attack, search, disarm, spring traps, or cast spells. Cannot be affected by attacks or spells unless hero chooses to cancel the spell. Spell is broken if hero rolls movement higher than 8. Target: You or any hero you can see.

Double Image - Creates a decoy image. If the hero is damaged, roll 1 red die. If the roll is less than 4, the decoy is hit rather than the hero. The decoy lasts until the hero cannot see a monster. Target: You or any hero you can see.

Hypnotic Blaze - All figures in a room other than caster cannot attack, defend, or move for 3 turns unless they roll 1 red die for less than their Mind Points.

Elf Time Spells

Flashback - Target hero replays their entire turn. All results of the first turn are cancelled. Casting this spell does not count as your action this turn. Target: Self or any hero caster chooses.

Slow - Reduces target monster's move to 1 square, and reduces monster's Attack and Defend dice by 1 but cannot lower Attack or Defend dice to 0. Lasts until monster is killed or when they can no longer be seen by the spell caster.

Timestop - Target hero may take an an additional turn after their current turn. May be cast on self or any hero that the spell caster chooses.

Elf Magus Spells

Ball of Flame - Inflicts 2 Body Points of damage. Target rolls 2 red dice. For each 5 or 6 rolled, damage is reduced 1 point.

Rock Skin - Grants 1 additional Defend die. Spell is broken when target hero suffers 1 Body Point of damage.
Target: Self or any hero you can see.

Tempest - Creates a whirlwind that envelops one monster, causing that monster to miss its next turn.

Water of Healing - Restores up to 4 BP not exceeding maximum Body Points.
Target: You or any one hero.

Explorer Mercenary



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
7	2	2	5	5

Cost .....150 gold coins
Special Ability: Can use Explorer skills as well as detect and disarm traps as a Dwarf.

Explorer Skills

Danger Sense - Once per turn, when you draw a hazard from the treasure deck, you may return that card to the bottom of the deck and draw again.

Trapsmith - Once per turn, when you move adjacent to one or more traps, the Game Master will will alert you, but will not place trap tiles on the board as the traps are still concealed and not triggered by the sense alone.

Treasure Hunter - Whenever you draw a card that rewards you with gold coins from the treasure deck, you find an additional 25 goin coins.

Knight Mercenary



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
7	2	3	7	2

Cost .....150 gold coins.
Special Ability: Can use Knight skills.

Knight Skills

Knight's Challenge - Once per quest, when a Wandering Monster is revealed in the same room as you, you are now considered the treasure-seeker. The Wandering Monster is placed next to you and immediately attacks you.

Shield Block - Once per quest, use this skill on an enemy's turn when a hero next to you takes damage to cancel that damage. *Requires shield.*

Stalwart - Once per quest, when your Body Points are reduced to 0, you are instead reduced to only 1 Body Point. *Requires shield.*

Monk Mercenary



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
7	2	3	6	4

Cost ..... 150 gold coins
Special Ability: Can use Elemental Styles

Elemental Styles

(Earth) Speak with Stone - Search for secret doors and traps as one action. OR

(Earth) Strength of Mountain - Roll 2 additional Attack dice on unarmed attack.

(Wind) Eye of the Storm - Attack all adjacent monsters, including diagonally, using an unarmed attack. OR

(Wind) Soaring Dragon - Jump over trap.

(Water) Tidal Surge - Split movement OR

(Water) Twisting Torrent - Negate damage

----- Fire elemental style must be used last -------

(Fire) Burning Spirit - Cast in a straight or diagonal line until it hits a wall of door. Each enemy hit takes 2 BP of damage. OR

(Fire) Touch of Endless Inferno - Target enemy takes 1 BP of damage immediately, and 2 additional BP of damage at the end of their next turn.

Rogue Mercenary



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
7	1	2	5	4

Cost ..... 150 gold coins

Special Ability ..... Can use Rogue skills

Rogue Skills

Ambidextrous - Once per turn, when you make an attack with a shortsword or a dagger, you may make one additional attack with a dagger.

Combat Mobility - May move through spaces occupied by monsters freely.

Opportunistic Striker - Once per turn, you may add 1 additional Attack die if you are attacking a monster who is adjacent to another hero.

Envenom Blade - Keep poison found as treasure to use to coat 1 blade per quest. Poisoned blades damage both BP and MP. Monsters with no MP are unaffected. Useable only after promotion to Assassin.

Warlock Mercenary



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
7	2	2	4	5

Cost ..... 150 gold coins

Special Ability .... Can make ranged attacks, Can use Warlock spells.

Warlock Spells

Dark Wings - Cast on an enemy's turn upon taking damage to negate the damage and move to any unoccupied square that you can see.

Demonform - Can cast only on yourself Grants an additional Attack die, and you automatically ignore pit traps as you fly. The spell is broken upon taking damage. Spell regained upon killing any monster.

Fear - Target monster is consumed by fear and may only roll 1 Attack die. To break, target monster rolls 1 red die for each of their Mind Points on their turn, and upon a 6, the spell is broken. Cannot be used on monsters that have no Mind Points as they are mindless.

Warlock Fire Spells

Ball of Flame - Inflicts 2 Body Points of damage. Target rolls 2 red dice. For each 5 or 6 rolled, damage is reduced by 1 point

Courage - Target hero rolls 2 extra Attack dice the next time they make an attack against a monster visible by the caster. May be cast on self or any hero you see.

Fire of Wrath - Inflicts 1 Body Point of damage. Target rolls 1 red die. If a 5 or 6 is rolled, damage is negated.

Fire Demonform - Cast only on yourself. Grants the ability to use Fire Spells and the *Ethereal* trait. The spell is broken if you take damage or contact any source of water. Spell regained by killing a monster.

Wizard Mercenary



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
7	1	2	4	6

Cost ..... 150 gold coins
Special Ability .... Can cast up to 9 Wizard spells from 3 different lists.

Wizard Fire Spells

Ball of Flame - Inflicts 2 Body Points of damage. Target rolls 2 red dice. For each 5 or 6 rolled, damage is reduced by 1 point

Courage - Target hero rolls 2 extra Attack dice the next time they make an attack against a monster visible by the caster. May be cast on self or any hero you see.

Fire of Wrath - Inflicts 1 Body Point of damage. Target rolls 1 red die. If a 5 or 6 is rolled, damage is negated.

Wizard Water Spells

Sleep - Target monster falls asleep and cannot defend themselves or take any action. Monster rolls a red die for each of their Mind Points each turn. If a 6 is rolled or if the monster is damaged, the spell is broken. Does not work on any monster with a 0 Mind Point score.

Veil of Mist - Target hero may move through spaces occupied by monsters on their next move. May target self or any other hero you can see.

Water of Healing - Restores up to 4 BP not exceeding maximum Body Points. Target: You or any one hero.

Wizard Earth Spells

Heal Body - Restores up to 4 Body Points not exceeding maximum Body Points.
Target: You or any one hero.

Pass Through Rock - Target may move through as many walls as they can on their next move as the dice allow. If they end their turn outside of a valid room, they are trapped forever!
Target: You or any one hero.

Rock Skin - Grants 1 additional Defend die. Spell is broken when target hero suffers 1 Body Point of damage.
Target: You or any one hero.

Wizard Air Spells

Genie - Conjures a genie that can either open any door on the board and reveal what lies inside, OR use 5 Attack dice to attack any monster the caster can see.

Swift Wind - Target hero doubles their movement (either dice or squares) the next time they move.
Target: You or any one hero.

Tempest - Creates a whirlwind that envelops one monster, causing that monster to miss its next turn.

Wizard Dark Spells

Arrows of the Night - Make an ranged attack roll against any monster you see using 2 Attack dice. The monster rolls to defend using the Mind Points, not their Defend Dice. Monsters with 0 Mind Points cannot roll defense and take full damage.

Chains of Darkness - Target monster cannot move or attack during their next turn, but may defend and cast spells.
Target: Any one monster you can see.

Cloak of Shadows - Caster places a 2x3 tile of darkness on the board that blocks sight and all attacks by both heroes and monsters within the darkness. Place 3 "shadow tokens". At the start of the turn of the caster, remove a token. The spell ends when the last token is removed.

Wizard Divination Spells

Clairvoyance - May request that the Game Master lay out the contents of any one room anywhere on the board. If the room is empty, you may not try again.

Future Sight - May be cast at any time and does not take an action. You may force a re-roll of any dice for any one attack, defense, or movement roll.

Treasure Horde - Cast when drawing a treasure card. You instead draw the top 3 treasure cards. You may shuffle any undesired cards back into the treasure deck and keep the rest.

Wizard Abjuration Spells

Invisibility - Until the start of your next turn you cannot attack, be attacked, or be targeted by spells. Target: Self only.

Unlearn - Target enemy spell caster is forced to discard one random spell card which cannot be restored this quest. Target: Any one enemy spell caster.

Wall of Stone - Creates a 1x2 tile of stone on 2 adjacent unoccupied squares that you can see. The wall blocks all movement, but can be destroyed. the wall has 1 Body Point and 6 Defend Dice.

Wizard Enchantment Spells

Possess - Target enemy can be moved by the caster on its next turn. Possessed enemy cannot attack, search, disarm, or cast spells, but may spring traps and open doors. A monster with no MP score cannot be affected by this spell.

Rust - Destroy target non-artifact metal equipment or item. Destroying weapons lowers enemy Attack Dice to a minimum of 1. Destroying armor lowers enemy Defend Dice to a minimum of 1. Helmets, shields, and worn armor are considered separate pieces of equipment.

Strands of Binding - Target cannot move or attack until cut free from tendrils. The tendrils have 1 BP and roll 4 Defend dice. Target may defend themselves from attack.

Wizard Necromancy Spells

Death Bolt - Inflicts 1 Body Point of damage onto a target you can see, OR restores 1 Body Point of damage to a target undead you control and can see. Cannot exceed maximum Body Points.

Raise the Dead - Cast after a monster has been killed (no action required). The monster is replaced with a skeleton that you control which can move and attack. Skeletons cannot perform complex tasks such as searching or disarming traps.

Summon Undead - Summons either 1 Mummy OR 2 Skeletons anywhere you can see, which can move and attack. Undead cannot perform complex tasks such as searching or disarming traps.

Wizard Ice Spells

Blinding Sleet - All characters in target room cannot move, make ranged attacks, or cast spells until the caster's next turn. Affected characters may attack or defend only against adjacent enemies.

Ice Storm - Caster designates a 2x2 area they can see. All monsters and heroes in that area are separately attacked using 2 Attack dice which cannot be defended against. Cannot be used in corridors.

Wall of Ice - Creates a 1x2 tile of ice on 2 adjacent unoccupied squares that you can see. The wall blocks all movement but can be destroyed. the wall has 1 Body Point and 6 Defend dice.

Wizard Evocation Spells

Earthquake - You split the ground in a straight 1x6 line. Lay the Earthquake piece on the board. Inflicts 1 Body Point of damage on any characters affected as if they had fallen into a pit trap.

Hurricane - Target is forced back in a straight line until they hit a wall, another figure, fall down a pit, or trigger another trap. Target: Any character who is in a straight line in front of them they see.

Lightning Strike - You channel lightning in a straight 1x6 line. Use the lighting storm piece to determine who is hit. All affected characters are attacked using 3 Attack Dice rolled by the caster. Resolve each attack and defense roll separately.

Wizard Artificer Spells

Conjure Golem - Summons a Golem on any space you can see that you control. Golems cannot perform complex tasks.

Leach Life - Roll 1 red die for each other figure in the same room or corridor that you control. If the roll is equal to or greater than the target's Mind Points, they lose 1 Body Point and the caster recovers 1 Body Point not to exceed the maximum Body Points of the caster.

Summon Dreadshifter - Summons a Dreadshifter on any space you can see that you control and move on your turn. Dreadshifters are smarter than Golems and can perform complex tasks such as searching for traps and secret doors.

Wizard Dread Spells

Beseech Dread Powers! - Cast in response to being reduced to 0 Body Points. Caster rolls 1 red die. If the roll is less than 3, nothing happens. If the roll is between 3 and 5, the caster rises as a Gargoyle. On a roll of a 6, all characters in the same room or corridor as the caster take 2 BP damage which cannot be defended against.

Hammer of Ruin - Roll 2 additional dice when attacking. Spell ends when the you either miss or don't cause at least 1 BP of damage with an attack. Target: You.

Scrolls of Morcar - Negates all damage from 3 successful attacks or spells. Place 3 tokens and remove 1 token after you suffer damage to negate that damage. The spell ends when all 3 tokens are removed.

Wizard Spirit Spells

Berserker - Caster chooses an ally they can see and fills them with strength. They may move and attack twice on this turn only. Cannot be used on an ally that has already moved or attacked this turn. The caster cannot target themselves.

Shield of Protection - The caster and all allies in the same room roll 1 additional Defend die until the start of the caster's next turn. May only be cast in a room.

Spirit of Vengeance - Use 4 Attack dice to attack any character on the board. The target defends as normal. The spirit will vanish after it has made its attack.

Warcaster Spells

Call Goblins - Summons up to 4 goblins on any spaces that you can see. They may move and attack immediately.

Call Orcs - Summons up to 2 orcs on any spaces that you can see. They may move and attack immediately.

Sharpen Blades - All orcs in the same room as the caster roll an additional Attack dice for this turn only.

Dread Cultist



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
7	2	2	1	2

Cost ..... 50 gold coins

Special Ability: Can cast Dread Cultist spells

Dread Cultist Spells

Channel Dread - Cast on one hero. Roll 1 red die and add 1 point for each adjacent monster that can also cast this spell. 1-3: No damage, 4-5: 1 BP, 6+: 2 BP

Creeping Grasp - Cast on one hero. Target rolls 1 red die to escape tendrils: 1-3: lose 1 BP and cannot escape. 4-6: escape. Adjacent heroes can spend their action to destroy the tendrils and free target.

Dreadlights - Cast on one hero. Monsters roll an additional Attack die against target. Spell can be broken by the target roll 1 red die once per turn. On a roll of a 5 or 6 the spell is broken.

Dread Swordsman



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
5	4	5	2	2

Cost .....100 gold coins

Dread 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

Dread Scout



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
9	2	3	2	2

Cost ..... 50 gold coins.
Special Ability: Detect and disarm traps.

Dread 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

Dread Warlock



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
7	2	2	4	5

Cost ..... 150 gold coins
Special Ability: Can make ranged attacks, Can use Dread Warlock spells.

Dread Warlock Spells

Beseech Dread Powers! - Cast in response to being reduced to 0 Body Points. Caster rolls 1 red die. If the roll is less than 3, nothing happens. If the roll is between 3 and 5, the caster rises as a Gargoyle. On a roll of a 6, all characters in the same room or corridor as the caster take 2 BP damage which cannot be defended against.

Channel Dread - Cast on one hero. Roll 1 red die and add 1 point for each adjacent monster that can also cast this spell: 1-3: No damage, 4-5: 1 BP, 6+: 2 BP

Gargoyleform - Can cast only on yourself. Grants 2 additional Attack and Defend dice, and you automatically ignore pit traps as you fly. The spell is broken upon taking damage. Spell regained upon killing any character.

Cthulhu Cultist



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
7	2	2	1	2

Special Ability: Can cast Dread Cultist Spells.

Avatar of Cthulhu



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
8	5	4	6	4

Special Ability: Can cast all spells from the Wizard Enchantment and Evocation Lists.

Priest of Cthulhu



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
6	3(1)	3	2	2

May throw spear at any Hero you can see with 3 Attack Dice, but is lost once thrown. Attack with 1 Attack Dice if unarmed. Casts all Wizard Evocation spells once per quest.

Monk Spirit Spells

Berserker - Caster chooses an ally they can see and fills them with strength. They may move and attack twice on this turn only. Cannot be used on an ally that has already moved or attacked this turn. The caster cannot target themselves.

Shield of Protection - The caster and all allies in the same room roll 1 additional Defend die until the start of the caster's next turn. May only be cast in a room.

Spirit of Vengeance - Use 4 Attack dice to attack any character on the board. The target defends as normal. The spirit will vanish after it has made its attack.

Kusarigama



This signature weapon of the Assassins gives you the attack strength of 3 combat dice and allows you to attack diagonally, but is considered a short sword. Can only be used by the Rogue if inducted into the Guild of Assassins

Envenom Blade



The Rogue may keep poison found from the treasure deck to coat 1 blade per bottle per quest. When a poisoned blade does damage it damages Body and Mind Points equally. Monsters reduced to 0 Mind Points die, even if they have remaining Body Points. Monsters with no MP score are not affected.

Bert, the Demon



Roll 1 additional Attack die and ignore pit traps.

Bert and the Warlock fused together to fight the evil monsters and throw a Monster Party.

Aithne, the Fire Demon



Can cast Fire Magic. Ethereal. May move through walls, traps Takes damage from any water.

Aithne fused with the Warlock in exchange for her freedom. Her name is pronounced AY-na.

Cloch, Earth Demon



Roll 1 additional Defend die and cast Earth spells

Cloch fused with the Warlock when she drank tea infused with their demon essence.

Faerie



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
10	1	1	1	1

Can split total movement before and after their attack.

Faerie Bottle



Pixie - Conjures a woodland pixie who takes one of the following actions before disappearing:
Restores 2 Body Points to any hero.
Restores 1 Body Point to the hero carrying the Faerie Bottle if slain.
Reveals all traps and secret doors in any location you can see.
Any hero may use this artifact.

Blightcrow Mask



Causes permanent blindness in one eye when first worn. Bonds a Blightcrow to the you and allows you to see through their eyes when mask is worn, allowing you to scout ahead and see around corners. You can also talk to the Blightcrow.

Warlock Earth Spells

Heal Body - Restores up to 4 Body Points not exceeding maximum Body Points.
Target: You or any one hero.

Pass Through Rock - Target may move through as many walls as they can on their next move as the dice allow. If they end their turn outside of a valid room, they are trapped forever!
Target: You or any one hero.

Earth Demonform - Cast only on yourself Grants an additional Defend die, and you can cast the above Earth Spells. The spell is broken if you take damage. Spell regained by killing any monster. All Demonform spells are lost upon taking damage, and regained together.

Orb of Seasons



Allows a spell-caster who can cast elemental magic (Fire, Water, Earth, Air) to freely swap elemental spells with other elemental spells that have not been cast this quest. Caster may only cast the same amount of total spells per quest as before.

Blightdrake



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
8	4	3	6	3

Special Ability: Spawn, Agile, Venomous

Blightstinger



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
7	4	4	3	4

Special Ability: Spawn, Agile, Venomous, Hug Attack.

Blightbuzzer



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
10	2	3	2	3

Special Ability: Spawn, Agile, Venomous.

Blightjumper



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
10	2	3	2	3

Special Ability: Spawn, Agile.

False Faerie



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
10	2	2	2	3

Can split total movement before and after their attack.

Blightworm



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
7	4	4	3	3

Special Ability: Spawn, Agile, Venomous

Blightbeetle



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
10	2	4	3	2

Special Ability: Spawn, Agile

Spirit of Nature



This magical trophy enables a hero to cast one Druid, Elf, or Wizard Elemental spell that they know two times (but not simultaneously). At the start of a quest, the user must say which of their spells they are storing in the Spirit of Nature.

Ice Crown



Allows a spell-caster to cast spells from the Ice King Spell List: Chill, Mind Freeze, and Skate. Additionally, natural aging stops while the crown is worn, but the wearer will slowly become evil and insane.

Ice King Spells

Chill - Inflicts 1 Body Point of damage to an enemy adjacent to the caster (but not diagonally). There is no Defense Roll.

Mind Freeze - Target rolls 1 combat die for every Mind Point they possess before the attack. If they roll 1 or more white shields, the target is reduced to 1 MP. If no white shields are rolled, the target is reduced to 0 Mind Points and is in shock, only able to use 1 Attack die and 2 Defend Die maximum regardless of equipment.

Skate - Allows the caster to move up to 12 spaces and move through heroes and monsters for a single turn. Requires the area to contain ice or a magic ice effect.

Magic Mirror Shard



May sacrifice 1 BP to create a copy of yourself with 1 BP once per quest which cannot use magic, items, or artifacts, but may open doors, search for and activate traps. Requires a free hand to use. Cannot use if you have equipment in both hands.

Orc Wolfrider



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
8 Orc	3	2	1	2
9 Wolf	6	3	5	1

Orc and Wolf move together when Orc is mounted

Elven Mounted Archer



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
10(6)	4(1)	2	3	2

Moves 10 Movement Squares when mounted, and 6 when unmounted. Can attack any enemy they see. Attacks with 1 Attack die against adjacent targets.