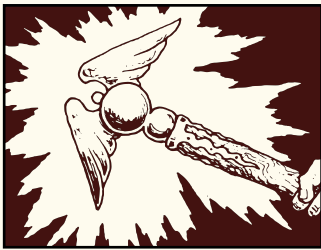




### ***Wand of Recall***



The Wand of Recall allows you to cast two spells instead of one during your turn.

### ***Borin's Helmet***



This helmet gives you two additional combat dice in defense.

May not be used by Wizard.

### ***Lance of Radiance***



This bright spear allows you to attack with two combat dice. Alternatively, the spear can shoot lightning bolts the count as a ranged attack of two combat dice.

### ***Crown of the Rooster King***



Once per Quest, the wearer of this crown may invoke the wisdom of ancient champions. The Hero may choose to ascend to a Berserker or Protector if he is the Barbarian, an Assassin or Sage if he is the Elf, a Necromancer or Seer if he is the Wizard, or a Revealer or Slayer if he is the Dwarf. The effect lasts for the remainder of the Quest. Once used, this artifact must be discarded for the rest of the Quest.

### ***Ahlin's Orb***



This magical orb allows you to read and control the winds of magic.

Before discarding a spell, roll a combat die. If you roll a skull, you may instead keep and use the card again.

May only be used by Elf and Wizard.

### ***Ethereal Punisher***



This broadsword gives you the attack strength of three combat dice, or four combat dice if attacking an opponent who may cast spells or carries an artifact.

### ***Halberd***



The Halberd gives you the attack strength of three combat dice. You may also attack diagonally, but you may not use a Shield when using the Halberd.

Cost 300 gold coins.

May not be used by Wizard.

### ***Plate Helmet***

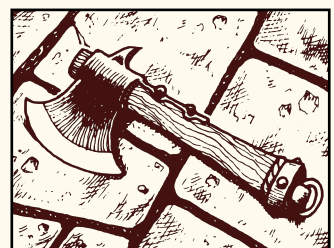


Add two defend dice when wearing this helmet. Unfortunately, due to its weight, you may only roll one die for movement.

Cost 220 gold coins.

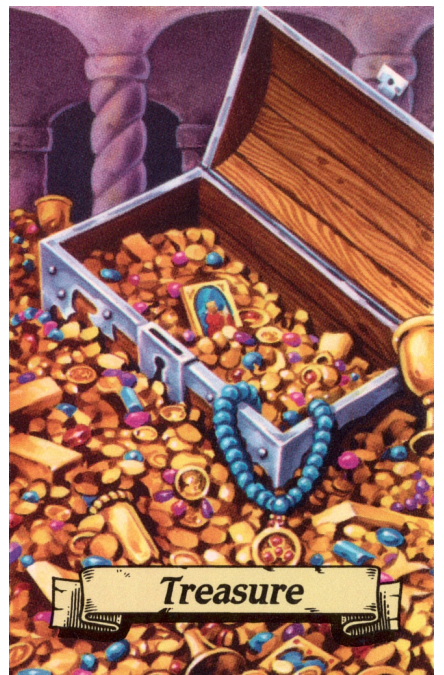
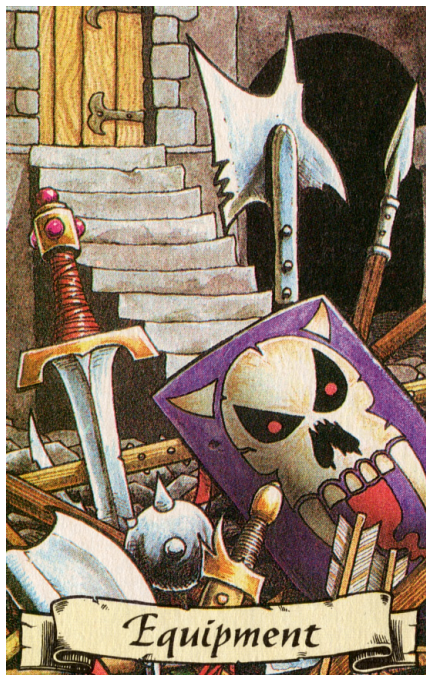
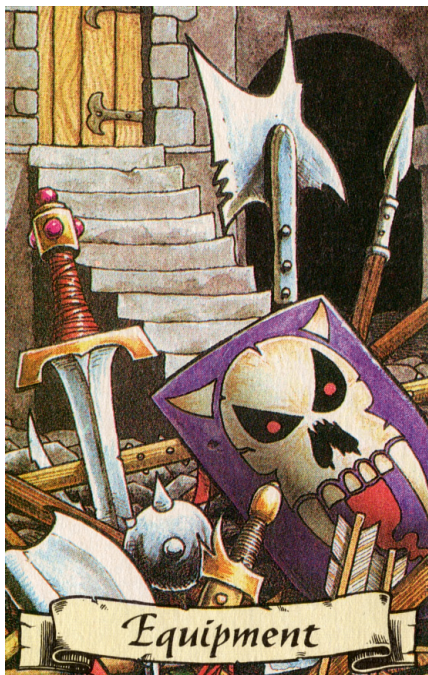
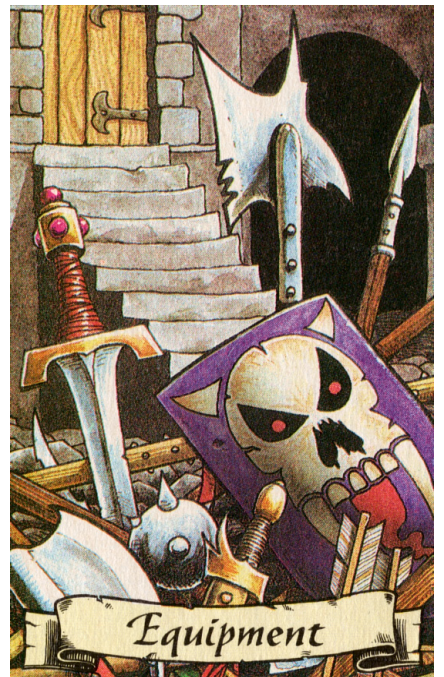
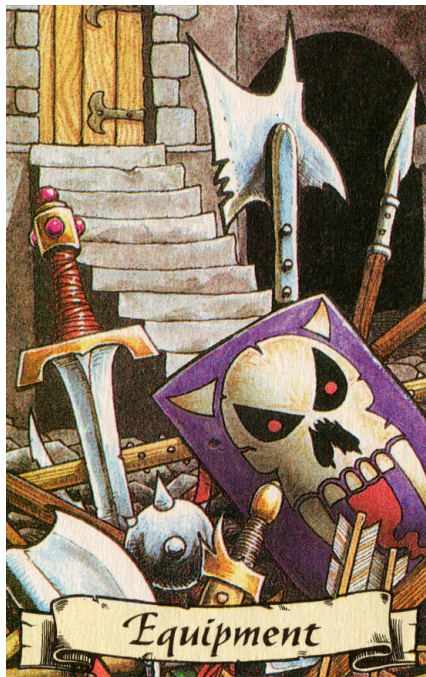
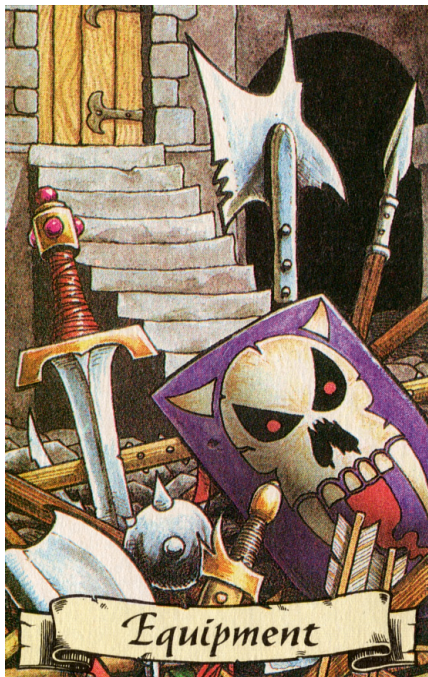
May not be used by Wizard.

### ***Hand Axe***



The Hand Axe allows you to roll two combat dice in attack. You may also throw the Hand Axe but if you do so you lose it. *May not be used by Wizard.*







### ***Warhammer***



The Warhammer gives you the attack strength of four combat dice. Unfortunately, because of its weight, you may only roll one die for movement as long as you carry the Warhammer.

Cost 450 gold coins.

May not be used by Wizard.

### ***Wizard's Staff***



The Wizard's Staff gives you the attack strength of one combat die. It may also be used diagonally. Once per Quest, you may roll a number of combat dice equal to your current Mind Points. For every black shield rolled, you may select one spell card from the sets not chosen before the Quest or from those already discarded during the Quest.

Cost 450 gold coins.

May not be used by Wizard.

### ***Short Bow***

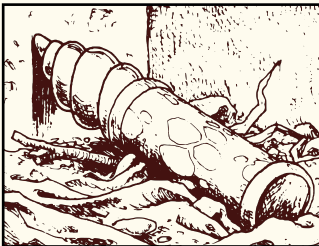


The Short Bow allows you to attack any monster in line of sight with two combat dice. However, you may not use in to attack an adjacent adversary.

Cost 110 gold coins.

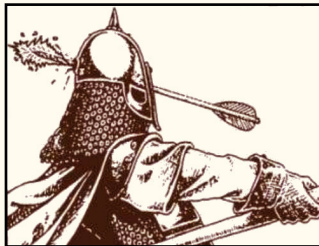
May not be used by Wizard or Dwarf.

### ***Holy Water***



You may use the Holy Water instead of attacking. It will kill any undead creature: Skeleton, Zombie, Mummy. Discard after use.

### ***Magic Ammunition***



The Magic Ammunition allows you to add one combat die to every attack with a ranged weapon. However, as soon as you roll at least one black shield during such an attack, the last piece of magic ammunition is used up and this card is no longer usable.

Cost 80 gold coins.

May not be used by Barbarian.

### ***Medicine Kit***



The Medicine Kit allows you to heal any figure standing on an adjacent square, but not yourself or a figure with zero Body Points. As this turn's action, roll up to three combat dice. For every skull rolled, the patient regains one Body Point; however, as a side effect, if a black shield is rolled, the supply of medicine in the kit is used up. In this case, the Medicine Kit is discarded.

Cost 370 gold coins.

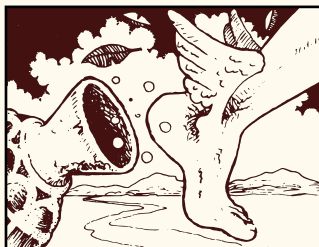
May not be used by Barbarian.

### ***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.

### ***Wandering Traitor***



While you are busy searching for treasure one of your Companions suddenly attacks you! The nearest Companion, Men-at-Arms or Villager is permanently replaced by an evil Guard who moves to attack you immediately. Return this card to the bottom of the deck.







### ***Travelling Merchant***



While searching for treasure you meet a travelling merchant who offers you a diverse collection of more-or-less useful items. The Heroes may choose to purchase any available items from the Equipment Card deck. However, the merchant charges 50 gold coins more than the price listed for each item. This may only be used once. Do not return this card to the deck before the end of the Quest.

### ***Tainted Potion of Healing***



You find an open vial containing a yellowish, putrid liquid. If you choose to drink it, roll four combat dice. You regain one Body Point for each skull rolled, but you lose one Body Point for each black shield rolled. This may be only used once. Do not return this card to the deck before the end of the Quest.

### ***Potion of Resolve***



You find a reddish potion which gives you incredible willpower during combat. On the turn you drink it, the Evil Wizard player may not exchange his monster's position with yours in melee, even if you suffer the loss of one or more Body Points. This potion may be used only once. Do not return this card to the deck before the end of the Quest.

### ***Wandering Traitor***



While you are busy searching for treasure one of your Companions suddenly attacks you! The nearest Companion, Men-at-Arms or Villager is permanently replaced by an evil Guard who moves to attack you immediately. Return this card to the bottom of the deck.

### ***Potion of Resolve***



You find a reddish potion which gives you incredible willpower during combat. On the turn you drink it, the Evil Wizard player may not exchange his monster's position with yours in melee, even if you suffer the loss of one or more Body Points. This potion may be used only once. Do not return this card to the deck before the end of the Quest.

### ***Poison!***



In the dark corner of a stone wall, a brick is easily loosened, releasing a disgusting, stinking gas! You lose one Mind Point. This may be only used once. Do not return this card to the deck before the end of the Quest.

### ***Summon the Dead***



This spell returns from the dead up to two Companions to fight for the spellcaster. Roll two combat dice. For each skull rolled, the spellcaster may draw one Companion Card. The Companion shown on the card is placed anywhere on the board, immediately moving and attacking if possible. The spell is then discarded.

May only be cast by the Necromancer.

### ***Ghoul***



This spell may be cast on any one Hero, including yourself. From now on, he may absorb the life force of the dying, regaining one Body Point for each monster that dies in his line of sight. The spell is broken the moment he can no longer "see" any monster. The spell is then discarded.

May only be cast by the Necromancer.

### ***Crumble***



This spell causes a section of wall to immediately crumble away. Place a secret door tile next to the wall section that may now be passed freely. If the space beyond is not part of the Quest map, it is treated as an empty room or corridor that can also be searched. The spell is then discarded.

May only be cast by the Necromancer.





*Light Spell*



*Light Spell*



*Light Spell*



*Metal Spell*



*Metal Spell*



*Metal Spell*



*Spirit Spell*



*Spirit Spell*



*Spirit Spell*



### ***Banishment***



This spell inflicts two Body Points of damage to any one undead monster (Skeleton, Zombie, Mummy, or Wraith) anywhere on the board. The monster may only defend with one combat die. The spell is then discarded.

### ***Willpower***



This spell summons an adamant spirit of combat to possess every Hero in any one room or corridor. Until the end of the Hero's following turn, the Evil Wizard player may not exchange those Heroes' positions with any monsters' following the melee rule, even if those Heroes suffer the loss of one or more Body Points. The spell is then discarded.

### ***Incarnation***



This spell summons a divine agent to possess any one Hero on the board. That Hero may add one extra combat die when attacking and defending. The spell is broken when he can "see" no more Heroes. The spell is then discarded.

### ***Armor of Lead***



This spell may be cast on any one Hero or monster, encasing him in an armor of lead. The target may not move or take any action during his next turn, but he also will not lose any Body Points for any reason. The spell is then discarded.

### ***Transmutation***



This spell transforms any one Hero or monster into a pile of treasure worth 100 gold coins. The victim immediately rolls a number of combat dice equal to his current Body Points. If he rolls a skull, he is unaffected. The spell is then discarded.

### ***Debase***



This spell transforms any one piece of equipment in the possession of any Hero or monster. The spellcaster replaces this item with a less expensive piece of equipment of his choice. Artifacts are not affected by this spell. The spell is then discarded.

### ***Portal of Souls***



This spell summons a portal which leads to the world of the dead. Place the Portal of Souls on the game board. Each monster that is killed is pulled into the portal and rolls one combat die. Upon a white shield, the monster is immediately sent back as a companion to the spellcaster with one Body Point remaining. The Portal of Souls may not be moved and stays open until the end of the Quest.

May only be cast by the Necromancer.

### ***Touch of Death***



This spell may be cast on any one Hero or monster adjacent to you. The spell drains the life force out of your adversary with a mere touch, allowing you to attack him once with six combat dice. He may defend normally. The spell is then discarded.

May only be cast by the Necromancer.

### ***Transfer***



This spell may be cast on any one Hero or monster on the board. The spellcaster transfers his spirit to the target's body, and rolls a combat die. If a skull is rolled, his body and soul transmute and he may exchange positions with the victim. The spell is then discarded.

May only be cast by the Necromancer.







### Bodyguard



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

**Price:** 30 gold coins  
No piece of equipment.

### Bodyguard



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

**Price:** 30 gold coins  
No piece of equipment.

### Scholar



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	1	3	1	4

**Price:** 30 gold coins  
Before a Quest, the scholar may choose one single spell out of any Spell set the Heroes have not picked for themselves.  
No piece of equipment.

### Scholar



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	1	3	1	4

**Price:** 30 gold coins  
Before a Quest, the scholar may choose one single spell out of any Spell set the Heroes have not picked for themselves.  
No piece of equipment.

### Stollander



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

**Price:** 20 gold coins  
No piece of equipment.

### Stollander



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

**Price:** 20 gold coins  
No piece of equipment.

### Stollander



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

**Price:** 20 gold coins  
No piece of equipment.

### Stollander



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

**Price:** 20 gold coins  
No piece of equipment.

### Stollander



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

**Price:** 20 gold coins  
No piece of equipment.









## Villager



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
4	0	2	1	4

**Notes:** The Villager may be attacked by Heroes and monsters alike.



## Guard



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	2	4	1	3

**Notes:** The Guard may attack diagonally.



## Wraith

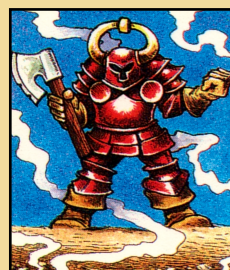


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	4	2	1	1

**Notes:** The Wraith may move and attack through walls and other obstacles



## Stolland Knight



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

