



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.



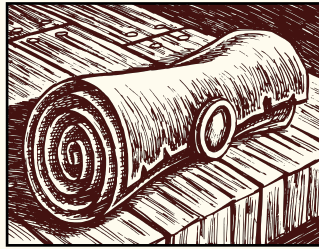
Spell Scroll



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.*

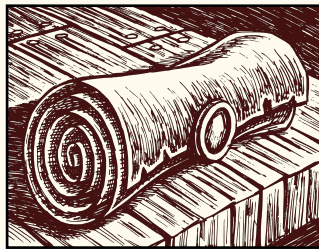
Spell Scroll



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.*

Werewolf's Curse



This spell may be cast on any Hero. The Hero rolls a red die. A roll of 6 means the spell has no effect. Any other result means the Hero is now afflicted with the Werewolf's Curse.

See the "Turning Heroes into Werewolves" section of the *Instruction Booklet* for more information

Summon Wolves



This spell conjures up a number of Giant Wolves to attack the spellcaster's enemies. (Place the Giant Wolves adjacent to the spellcaster.)

To see how many Giant Wolves appear, roll 1 red die and check the result:

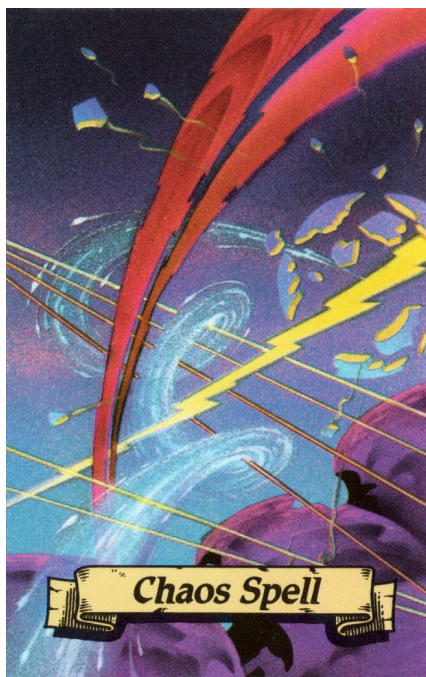
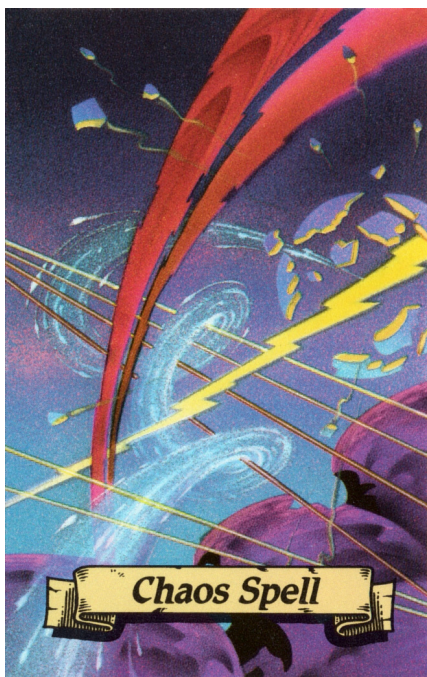
- 1 or 2 = 1 Giant Wolf
- 3 or 4 = 2 Giant Wolves
- 5 or 6 = 3 Giant Wolves

Spell Scroll

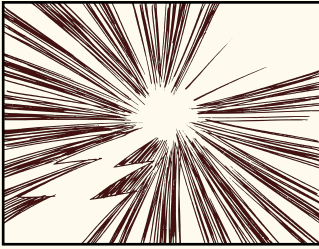


Treasure Without Doom

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.*



Dispell



This special spell may be cast by a Chaos spellcaster *during a Hero's turn*. It is used to try and cancel a spell cast by a Hero. The Dispell is cast *immediately* after the Hero casts a spell. First the Chaos spellcaster rolls 1 red die and adds the result to his Mind Points. Then the Hero does the same. If the Chaos spellcaster's total is higher, the Hero's spell has been canceled.

Mind Blast



This spell paralyzes one Hero within the spellcaster's line of sight. This Hero cannot move or attack. The Hero defends with 1 combat die. To break free of the spell, the Hero, on his turn, rolls 1 red die for every Mind Point he currently has. If a 6 is rolled on any die, the spell is broken and the Hero can move and attack normally again on future turns.

Restore Chaos



This spell may be cast only on monsters. It restores up to 6 lost Body Points to either the spellcaster or any monster within the spellcaster's line of sight.

Reanimation



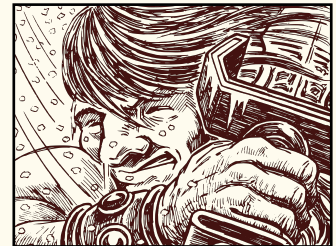
This spell enables the spellcaster to reanimate all defeated Skeletons, Zombies or Mummies in the same room as the spellcaster. These monsters rise up from the floor, with all lost Body Points restored, and attack the Heroes again.

Mirror Magic



This spell may be cast by a Chaos spellcaster *during a Hero's turn*. This enables the spellcaster to reflect any Hero's spell back to him. Mirror Magic is cast immediately after the Hero casts a spell at the Chaos spellcaster. The Hero then suffers the effect of the spell that was intended for the spellcaster.

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.*

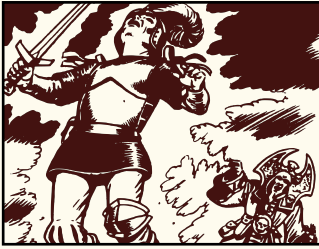
Chill



This spell causes 1 Body Point of damage to any one Hero or monster adjacent to the spellcaster (though not diagonally adjacent). The victim cannot defend against the attack.



Death Bolt



The Sorcerer may hurl his spell at one target in sight. That figure then automatically loses one Body Point. Discard after use.

Skulls of Doom



This spell allows a Sorcerer to hurl a magical skull at any opponent in his line of sight. The skull explodes like a fireball and attacks the target with two combat dice which he may defend against normally. Discard after use.

Raise the Dead



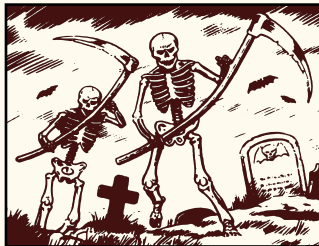
Cast this spell on another player's turn after a monster has been killed. The monster is then replaced with a skeleton which can move and attack immediately. Discard after use.

Summon Mummy



This spell summons a mummy which will appear in any square adjacent to the Sorcerer. It may move and attack at once. Discard after use.

Call Skeleton



This spell summons two skeletons which appear immediately anywhere within sight of the Sorcerer. They may move and attack at once. Discard after use.

Fear



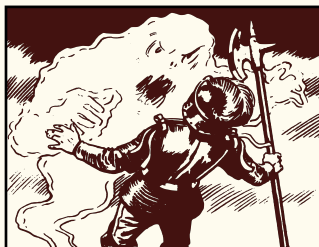
The target of this spell is filled with unreasonable terror, and may not attack or cast spells on his next turn, although he may move and defend. Discard after use.

Sharpen Blades



This spell allows all Orcs in the same room as the Sorcerer to roll an extra die in attack for that turn only. May only be cast in a room. Discard after use.

Spirit of Vengeance



This spell allows the Sorcerer to send an invisible spirit to attack any one figure on the board. The spirit attacks the figure once with four attack dice which may be defended against in the normal way and then vanishes. The spirit itself cannot be harmed. Discard after use.

Orc Berserker



The Sorcerer may choose one Orc within his line of sight to be filled with immense strength and vigor. That Orc may then move twice and attack twice during that turn only. Discard after use.



Shield of Protection



This spell allows the Sorcerer and all Orcs in the same room to roll an extra die in defense until the beginning of the Sorcerer's next turn. May only be cast in a room. Discard after use.

Summon Orcs



The Sorcerer may immediately take two Orc figures from anywhere within his line of sight. The Orcs may move and attack immediately unless they have already done so during this turn. Discard after use.

Summon Goblins



The Sorcerer may immediately take four Goblin figures from anywhere on or off the gameboard and place them anywhere within his line of sight. The Goblins may move and attack immediately unless they have already done so during this turn. Discard after use.

Lightning Bolt



The Sorcerer may fire a lightning bolt in a straight line of six squares. Use the Lightning Bolt card piece to determine who is hit. Anyone hit is attacked with three combat dice which they may defend against in the normal way. Resolve each attack separately. Discard after use.

Wall of Ice



The Sorcerer creates a magical wall of ice which covers two squares. The wall has one Body Point and six defense dice. Keep this card to hand until the wall is destroyed and then discard it.

Blinding Sleet



The Sorcerer may fill a room with blinding sleet. No one in that room may move, make ranged attacks or cast spells until the beginning of the Evil Wizard's next turn. Figures may only attack or defend if they are adjacent to another figure. Discard after use.

Earthquake



The Sorcerer may split the ground asunder in a straight line of six squares. Lay the Earthquake card piece on the board to determine who is affected. All those caught will suffer one Body Point of damage as if they had fallen into a pit trap. Discard after use.

Thieving Wind



This spell must be targeted at one figure. The figure loses one equipment card chosen at random which is returned to the equipment card pile. Discard after use.

Hurricane



The Sorcerer must cast this spell at one target who is in a straight line in front of him. That figure is then forced back in a straight line of squares until he hits a wall, another figure, falls down a pit trap or triggers another trap. Discard after use.



Madness



Cast this spell on one figure to affect it with a frightening madness. The Evil Wizard player may then move that figure on his next turn, although the affected figure may not attack or cast spells. Discard after use.

Wall of Flame



The Sorcerer creates a magical wall of flame which covers two squares. The wall has one Body Point and rolls six defense dice. Keep this card to hand until the wall is destroyed and then discard it.

Escape



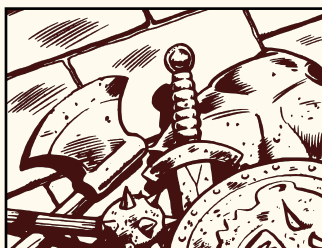
The Sorcerer may use this spell to move instantly to any unoccupied square on the gameboard. Discard after use.

Dispell



The Sorcerer may pick one spell-using character and force him to discard one of his spell cards at random. That spell is then lost for the duration of the Quest. Discard after use.

Rust



This spell causes one item of equipment of the Evil Wizard player's choice to rust and become useless. That equipment card should be discarded. Discard after use.

Strands of Binding



The Sorcerer may fire magical threads from his fingers which will entangle one target. The target may not move or attack until he destroys the Strands of Binding which have one Body Point and four defense dice. The target may defend against other attacks. Discard after use.



Ogre



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



Elven Archer



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	4(1)	2	3	2

Notes: Elven Archers roll 4 combat dice when attacking non-adjacent targets in their line of sight. They roll only 1 combat die attacking adjacent targets.



Giant Wolf



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

