





### ***Tome of Necromancy***



The holder of this book may choose 3 random Necromancy Spells in addition to their normal spells at the beginning of each Quest.

They may also consult the book in any room during a Quest.

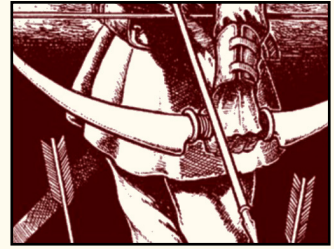
May only be used by Wizard.

### ***Goki's Armor***



Goki's Armor allows you to roll four combat dice in defense.

### ***Hinderoth Bow***



This powerful Longbow allows you to roll four combat dice in attack. You may not use the Hinderoth Bow against an opponent who is adjacent to you.

May not be used by Wizard.

### ***Az-a-Karazdum***



The mythical Dwarven Battle Axe, Al-a-Karazdum, allows you to roll three combat dice in attack. You may attack TWICE during your turn. You may not use a shield when using this Battle Axe.

May not be used by Wizard.

### ***Headband of Volition***



This magical headband increases the mental strength of any Hero who is wearing it. The Hero may now carry and consult the Tome of Necromancy.

### ***Elixir of Life***



This potent elixir will fully restore the drinker's Body and Mind Points. It can also resurrect a dead Hero if the player is carrying it is standing adjacent to the square where the Hero died. Discard after use.

### ***Summon Doomguard***



This spell summons the Doomguard, Zargon's elite regiment of Chaos Warriors. They appear immediately anywhere within sight of the spellcaster. Roll a combat die to see how many are summoned:

Skull = 2 Chaos Warriors

White Shield = 3 Chaos Warriors

Black Shield = 1 Chaos Warrior

### ***Sir Ragnar's Elixir***



This potent elixir may only be drunk by Sir Ragnar. It will fully restore his Body and Mind Points and may also possess other powers. Discard after use.

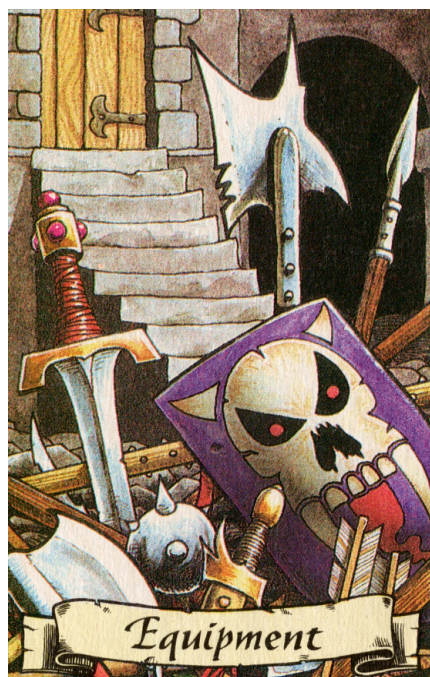
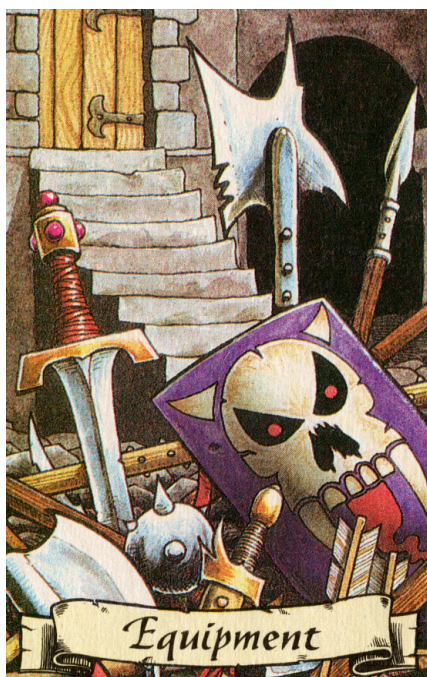
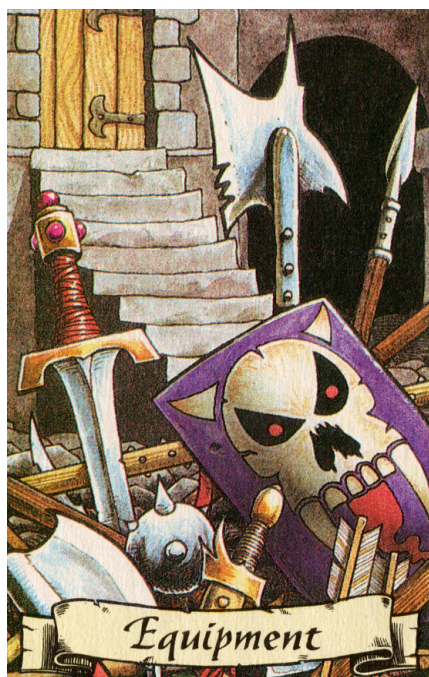
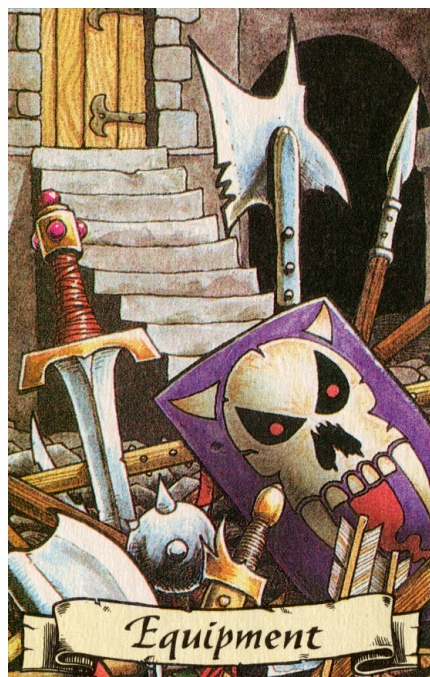
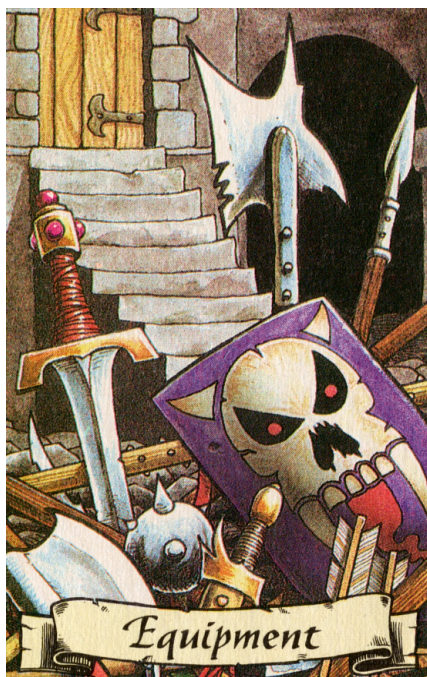
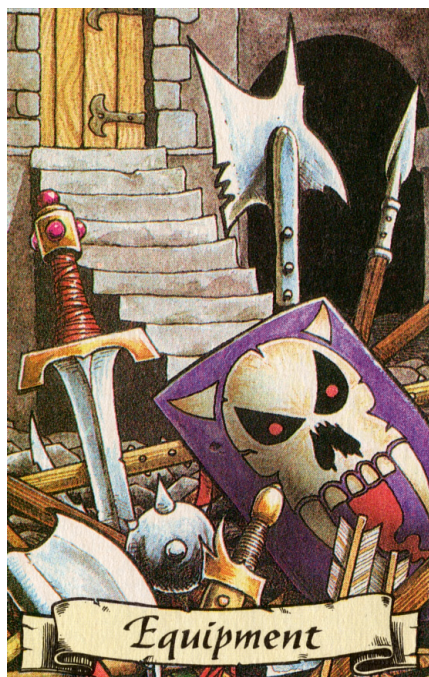
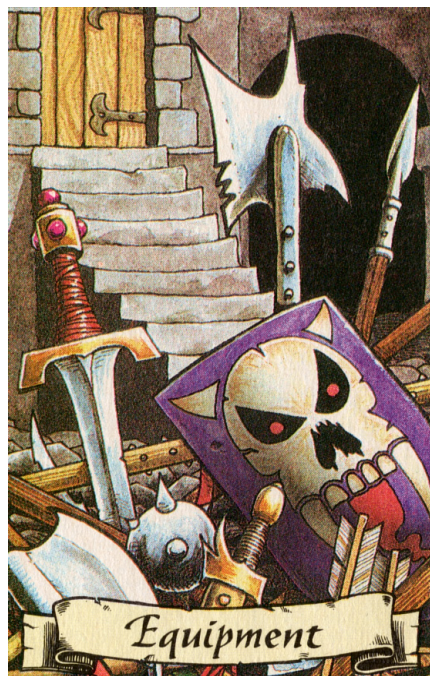
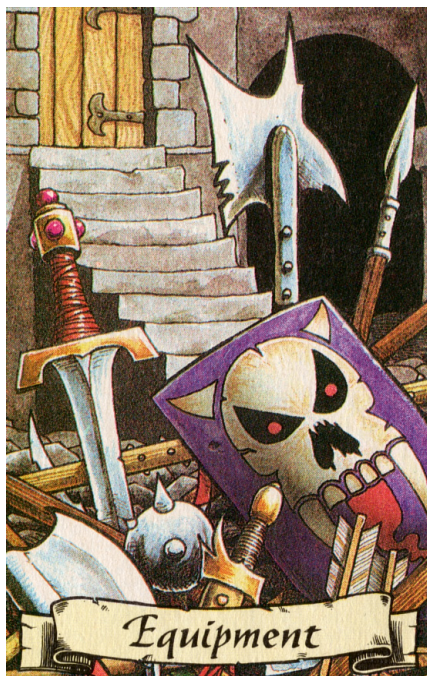
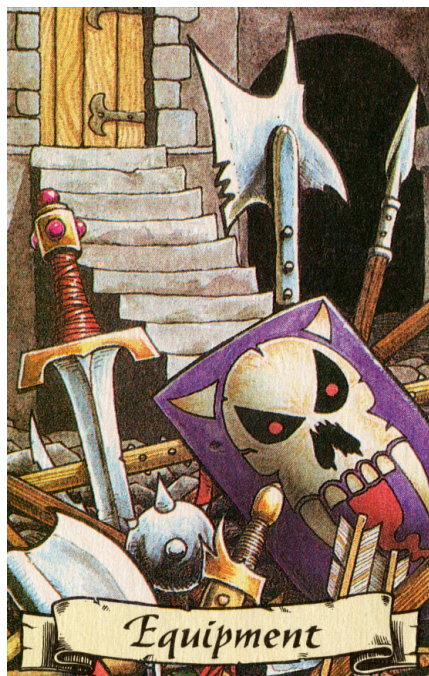
### ***Spell Scroll***



### ***Summon Zombie***

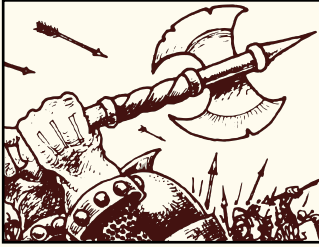
This spell can take a Zombie from anywhere on the board and place it within sight of the spellcaster.

May be used by any player.





### ***Battle Axe***



The Battle Axe allows you to roll four combat dice in attack. You may not use a shield when using the Battle Axe.

Cost 400 gold coins.

May not be used by Wizard.

WEAPON

### ***Bracers***



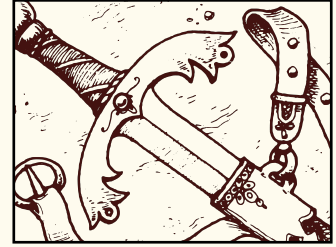
The Bracers allows you to roll one extra combat die in defense.

Cost 200 gold coins.

May only be used by Wizard.

ARMOR

### ***Broadsword***



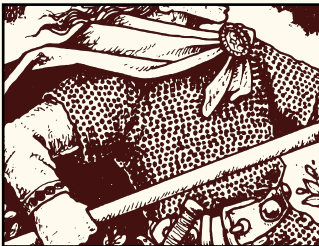
The Broadsword allows you to roll three combat dice in attack.

Cost 250 gold coins.

May not be used by Wizard.

WEAPON

### ***Chain Mail***



Chain Mail armor allows you to roll three combat dice in defense.

Cost 450 gold coins.

May not be used by Wizard.

ARMOR

### ***Cloak of Protection***



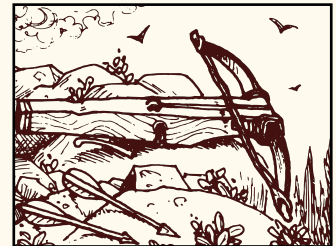
The Cloak allows you to roll one extra die in defense.

Cost 350 gold coins.

May only be used by Wizard.

ARMOR

### ***Crossbow***



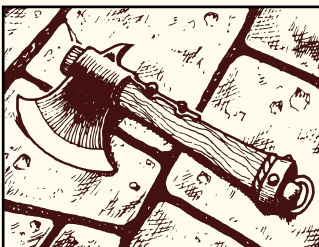
The Crossbow allows you to roll three combat dice in attack. You may not use the Crossbow against an opponent who is adjacent to you.

Cost 350 gold coins.

May not be used by Wizard.

WEAPON

### ***Hand Axe***



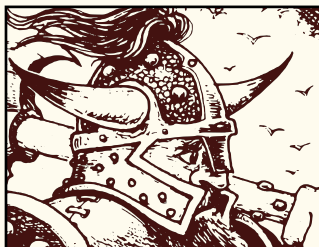
The Hand Axe allows you to roll two combat dice in attack. You may also throw the Hand Axe but if you do so you lose it.

Cost 150 gold coins.

May not be used by Wizard.

WEAPON

### ***The Helmet***



The Helmet gives you one extra combat die in defense.

Cost 120 gold coins.

May not be used by Wizard.

ARMOR

### ***Plate Armor***

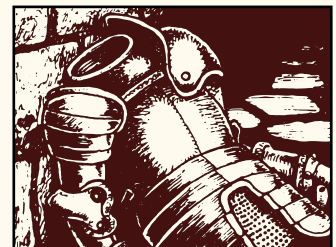


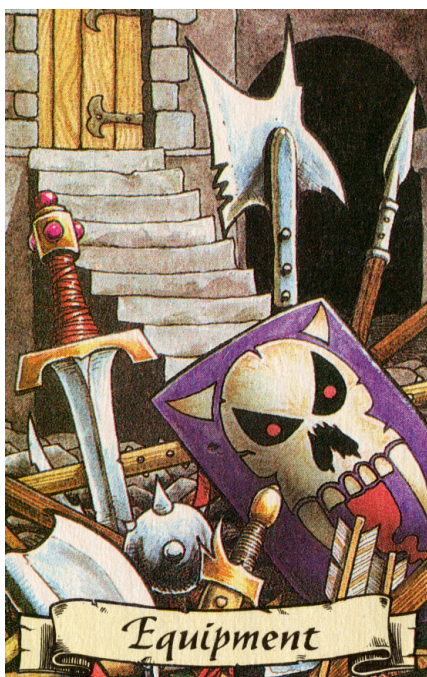
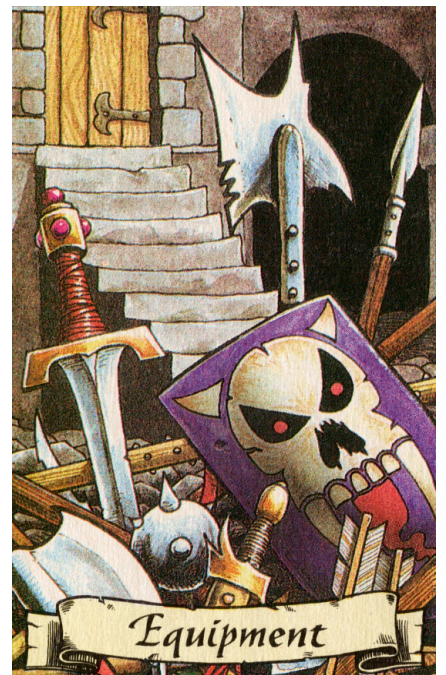
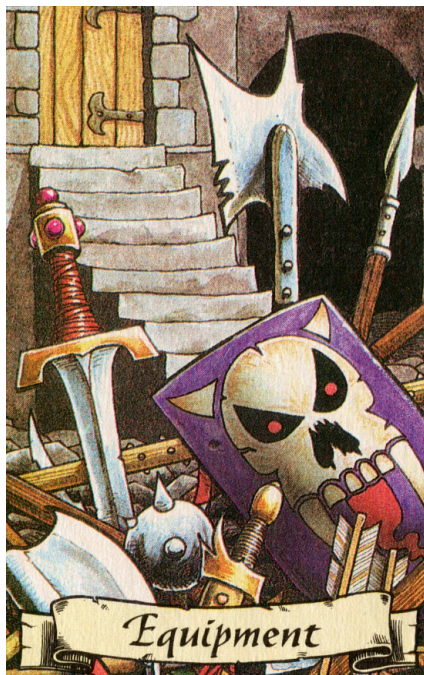
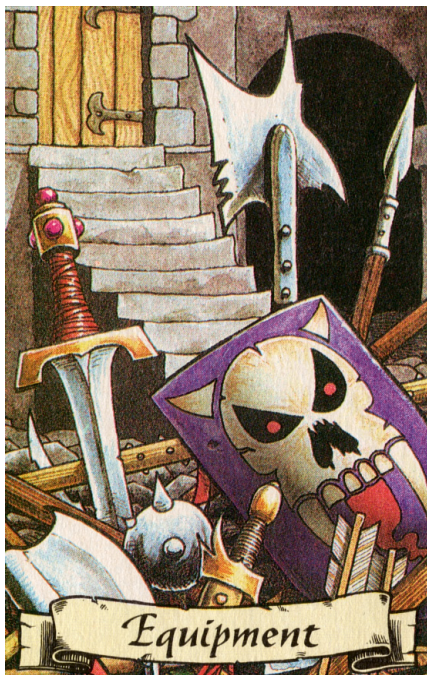
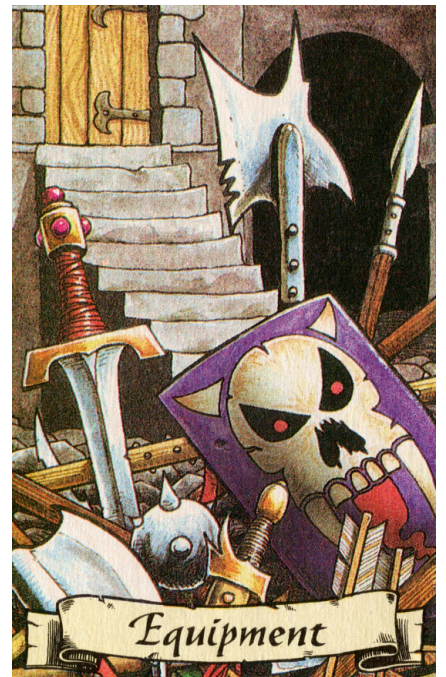
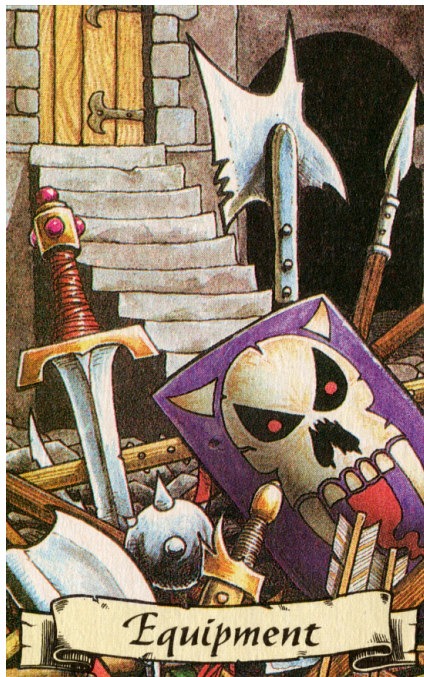
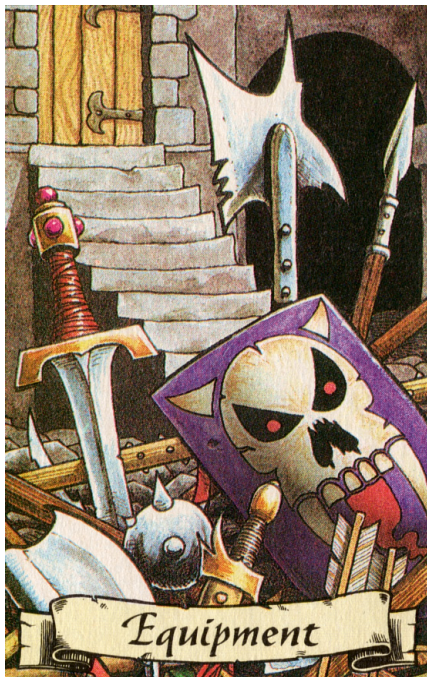
Plate Armor allows you to roll four combat dice in defense, BUT you may only roll one die for movement whilst wearing Plate Armor.

Cost 850 gold coins.

May not be used by Wizard.

ARMOR





### ***The Shield***



The Shield gives you one extra combat die in defense.

Cost 100 gold coins.

May not be used by Wizard.

ARMOR

### ***Short Sword***



The Short Sword allows you to roll two combat dice in attack. The Short Sword may be used to attack diagonally.

Cost 150 gold coins.

May not be used by Wizard.

WEAPON

### ***Spear***



The Spear allows you to roll two combat dice in attack. The spear may be used to attack diagonally. You may also throw the Spear but if you do so you lose it.

Cost 150 gold coins.

May not be used by Wizard.

WEAPON

### ***Staff***



The Staff allows you to roll two combat dice in attack. The Staff may be used to attack diagonally.

Cost 100 gold coins.

WEAPON

### ***Tool Kit***



The Tool Kit enable you to remove any trap that you find. Roll one combat die. On the roll of a skull the trap goes off and you lose one Body Point. Once you have rolled the die the trap is removed.

Cost 250 gold coins.

### ***Halberd***



The Halberd allows you to roll four combat dice in attack. The Halberd may be used to attack diagonally. You may not use a shield when using the Halberd.

Cost 500 gold coins.

May not be used by Wizard.

WEAPON

### ***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.

### ***Shortbow***



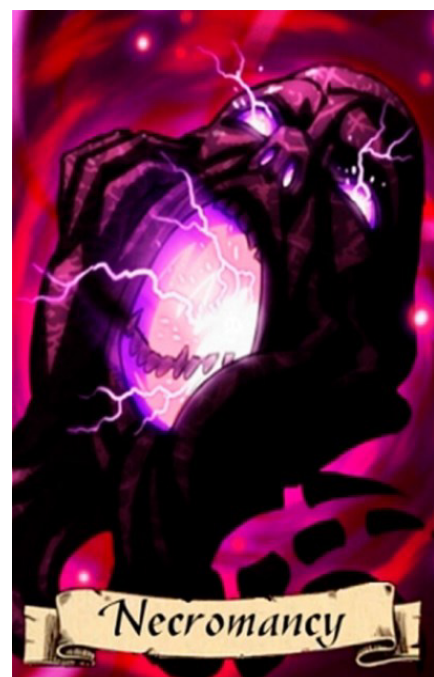
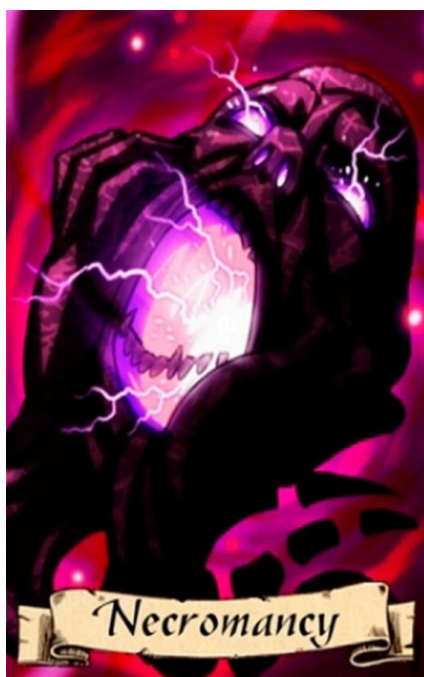
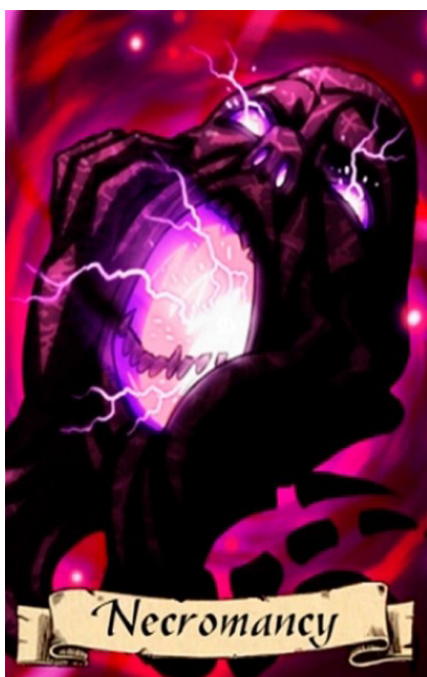
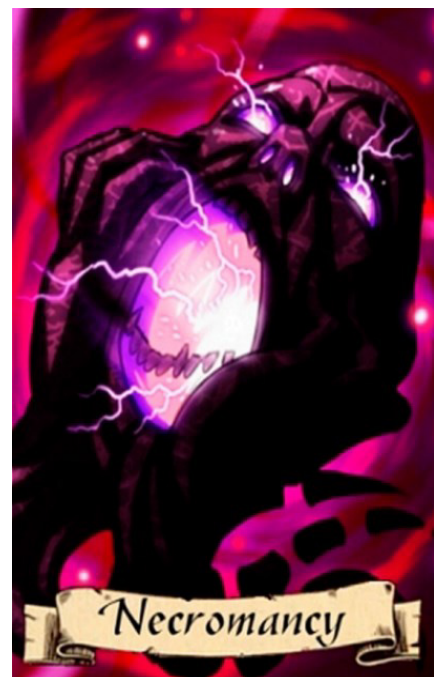
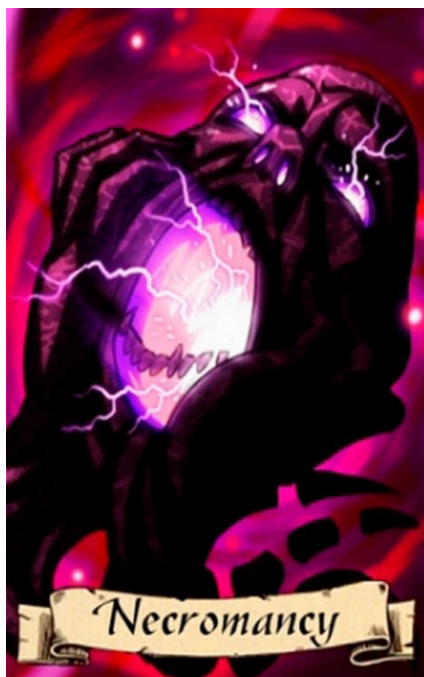
The Shortbow allows you to roll two combat dice in attack. You may not use the Shortbow against an opponent who is adjacent to you.

Cost 250 gold coins.

May not be used by Wizard.

WEAPON





### ***Raise the Dead***



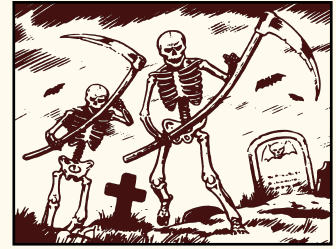
Cast this spell on another player's turn after a monster has been killed. The monster is then replaced with a skeleton which can move and attack immediately. Discard after use.

### ***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.

### ***Call Undead***



This spell summons undead warriors that will fight by your side. Roll three dice. For each skull rolled you summon one Skeleton however every black shield rolled summons a Skeleton to serve the Evil Wizard. Place your Skeletons anywhere within sight before the Evil Wizard places his. Discard after use.

### ***Death's Touch***



This spell may be cast on any one monster or player you are adjacent to. It will inflict three points of Body damage. The victim may roll two combat dice in defense. For each shield rolled they may reduce the damage by one. This spell is then discarded.

### ***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.

### ***Decay***



This spell may be cast at any one monster or player. It will inflict two points of Body damage. The victim may roll two dice. For each shield rolled he may reduce the damage by one. If the victim survives the attack without defending both points of damage he should be replaced with a Mummy. The spell is then discarded.

### ***Drain Life***



When cast each player and monster in the room must roll a number of combat dice equal to their Mind Points. You may absorb one Body Point from every player or monster that fails to roll at least one shield.

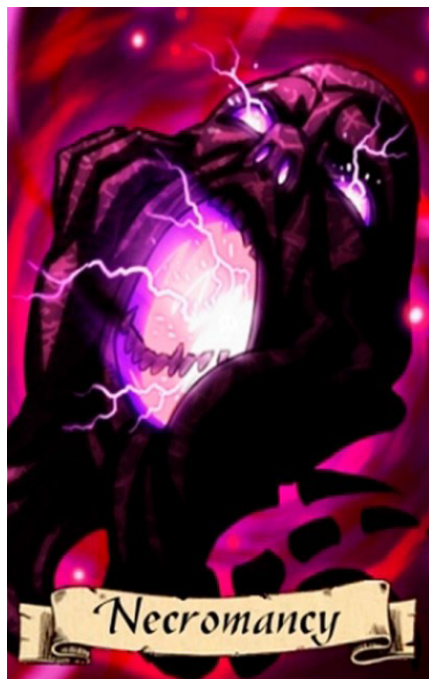
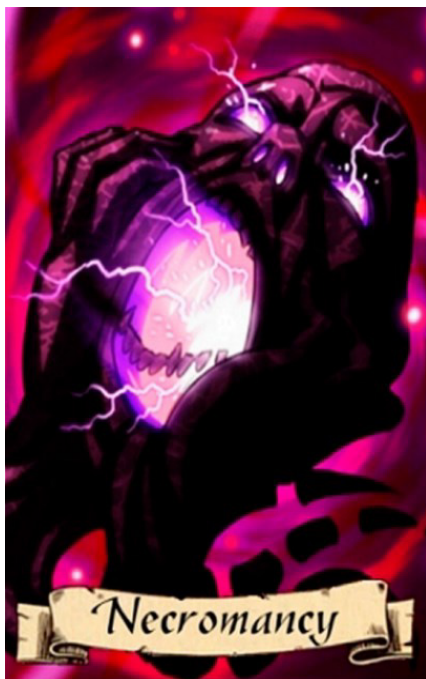
This spell has no effect on the Undead. The spell is then discarded.

### ***Hellfire***



The fire created by this spell fills the room or corridor in which you are standing. Every player and monster must roll one combat die. If they fail to roll a black shield they will lose two Body Points. If the spellcaster rolls a black shield they will also be consumed by the fire and lose two Body Points. Discard after use.





## Resurrect



You may use this spell to attempt to resurrect a Hero that has fallen during this Quest. Roll one combat die. If you roll a white shield the Hero is resurrected with 1 Body Point however if you roll a black shield the resurrected Hero falls under the Evil Wizard's control.

## Summon Wraith



This spell summons a Wraith that attacks anyone on the board. It will attack only once with 5 combat dice. Be warned, if 2 or more black shields are rolled the attack will instead be against a player chosen by the Evil Wizard. The spell is then discarded.

## Ward Undead



Once cast, no Undead creature will remain in squares adjacent to you. Undead creatures will choose to move at least one square away rather than attack. The spell is not broken until you choose to end its effect or you.



## Halberdier



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

Notes: May attack diagonally



## Swordsman



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
4	4	5	1	2



## Crossbowman



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

Notes: ★ May be ranged

