



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

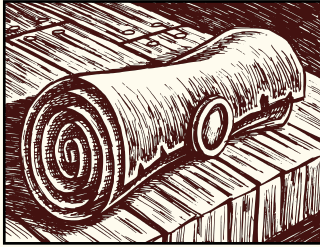


Pass Through Rock

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.



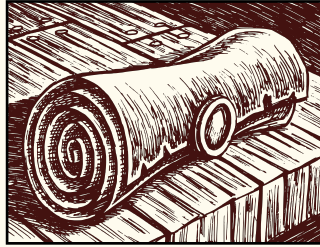
Spell Scroll



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.*

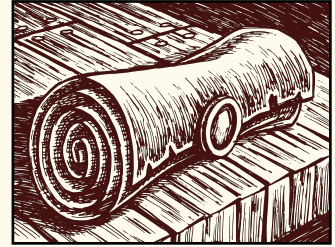
Spell Scroll



Warmth

This spell bestows a healing warmth on the spellcaster or any one Hero the spellcaster chooses. The warmth restores up to 3 lost Body Points. *Scroll crumbles to dust once used.*

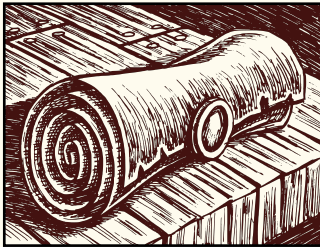
Spell Scroll



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.*

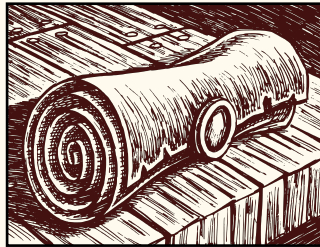
Spell Scroll



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.*

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.*

Spell Scroll



Enchantment

This spell will add an enchantment on any non-magical melee weapon or armor.
Weapon / Armor

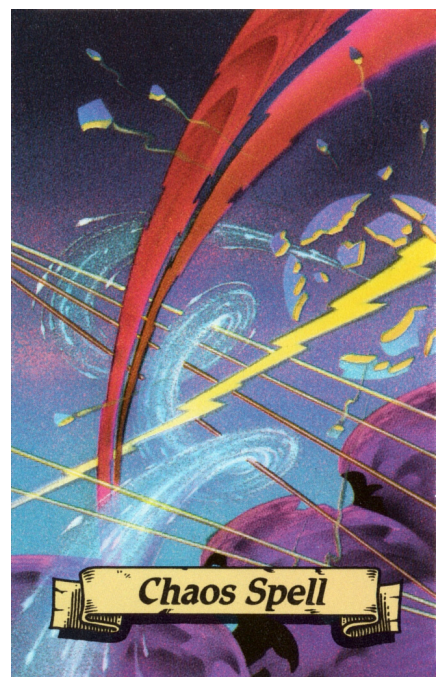
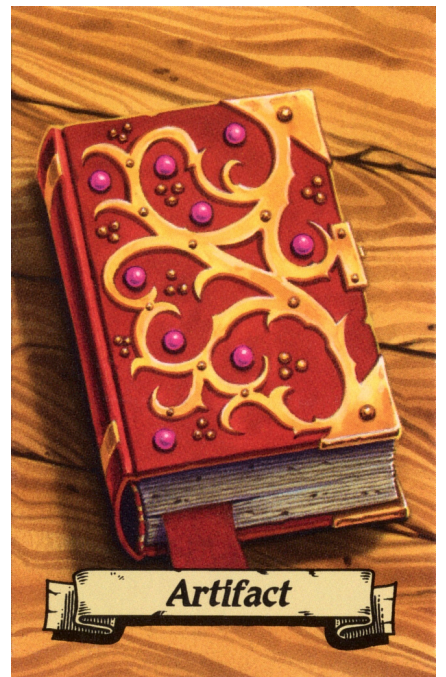
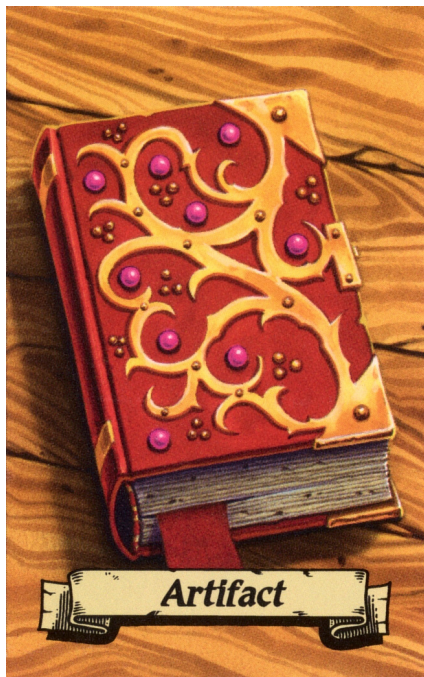
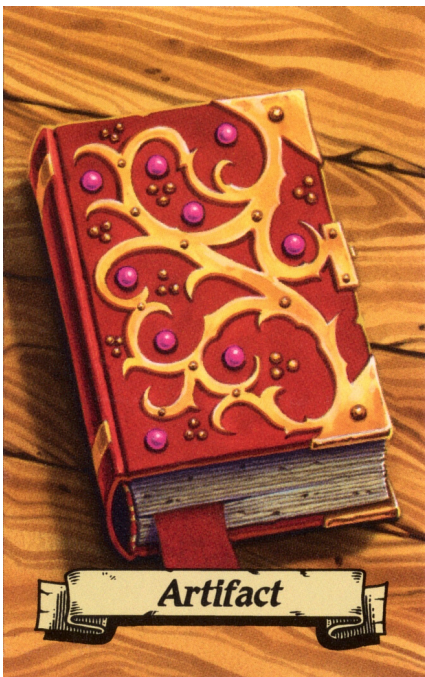
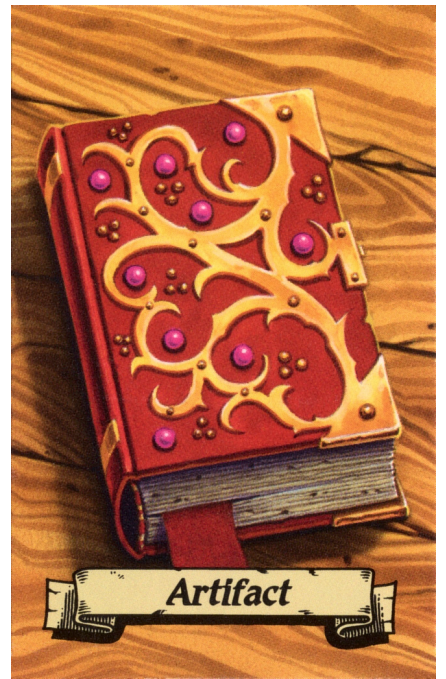
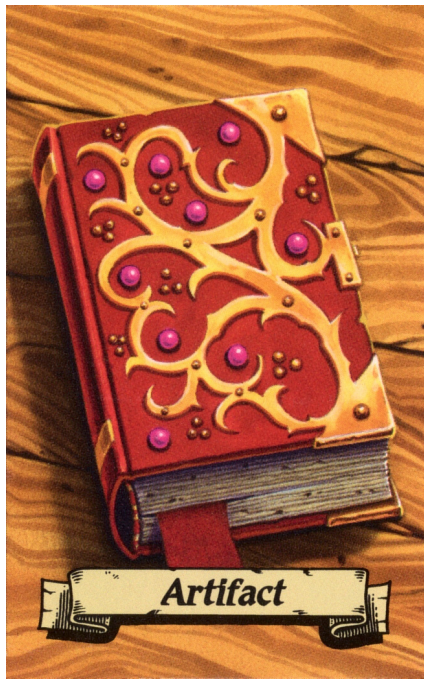
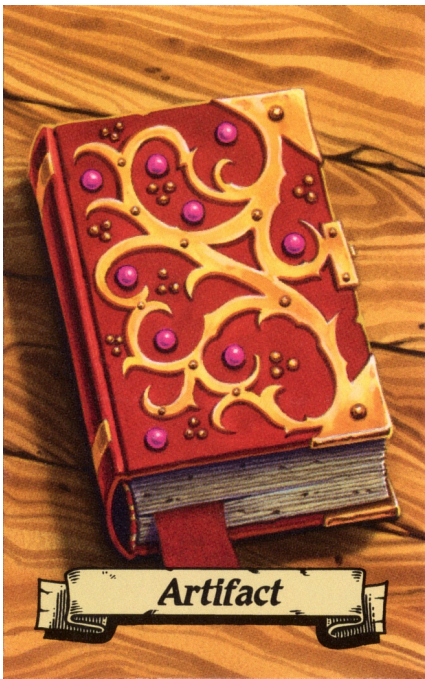
- 1) -1 Attack Die / -1 Defend Die
- 2) +1 Attack Die / +1 Defend Die
- 3) +2 vs. Green / +1 vs. Edged Weapons
- 4) +2 vs. Undead / +1 vs. Blunt Weapons
- 5) +2 vs. Chaos Warriors & Gargoyles / +1 vs. Magic
- 6) +2 vs. Chaos Sorcerer / +2 Defend Dice

Spell Scroll

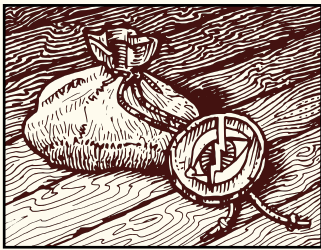


Command

This spell puts any one monster under the Hero's control. The spell can be broken immediately or on a future turn by the monster rolling one red die for each of his Mind Points. If a 6 is rolled, the spell is broken. However, until the spell is broken, the Hero, on his turn, can move the monster as a Hero and attack other monsters.



Dust of Disappearance



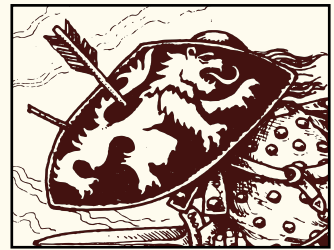
If tossed on any Hero, this dust allows that Hero to move past any monster encountered on his next turn. May only be used once.

Magical Dagger



Always inflicts 1 Body Point of damage when thrown at a monster a Hero can "see." Monster cannot defend. Dagger is lost once it is thrown.

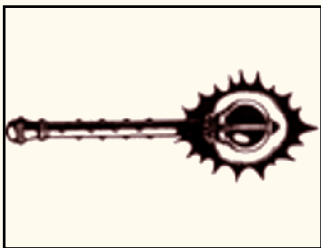
Aegis Shield



This shield grants it's wielder 2 extra Defend Dice. Also, once per Quest it will absorb 1 Elemental Chaos Spell cast at him.

Cannot be used by the Wizard.

Mace of Disruption

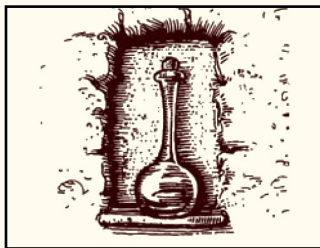


This mace allows the wielder to attack with 2 Combat Dice. When battling a regular Undead creature, the wielder may throw 3 Combat

Dice. If 3 skulls are rolled, the Undead creature will not get the option to defend and will simply explode into dust. Cannot attack diagonally.

Cannot be used by the Wizard.

Potion of Dexterity



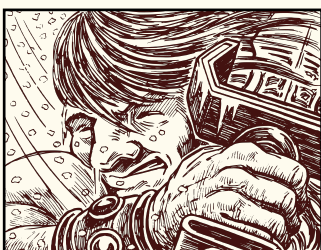
This sparkling liquid adds 5 movement squares to your next die roll *or* guarantees 1 successful pit jump.

Potion of Warmth



This miniature jug is warm to the touch. Drinking the potion immediately after suffering damage from Ice Storm or Chill spells, or from ice vaults or icy rivers, restores 2 lost Body Points. Drinking it at any other time restores only 1 lost Body Point. This potion may be used only once.

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.*

Deep Freeze

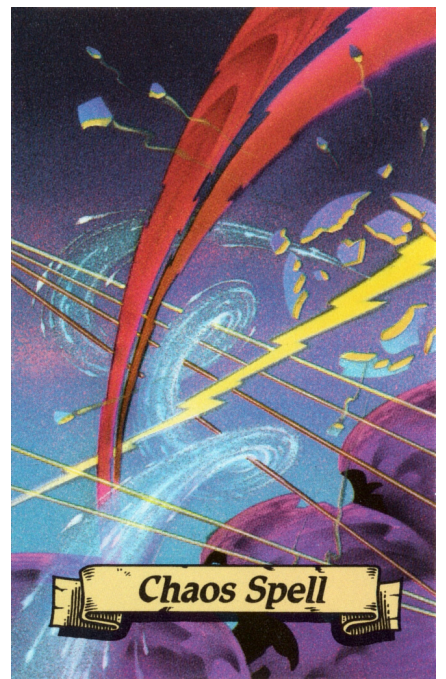


Target Figure is unable to move, defend, or take any actions. The next time the Figure is attacked and hit, or is hit with a Fire Spell, it receives no damage and the spell is broken.

Head Rush



When cast, the target rolls Combat Dice equal to his Mind Points. For every skull that is rolled, the Hero will pass out for that number of rounds. A Healing Potion or healing spell given by a fellow Hero, will undo this spell's effects.



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.

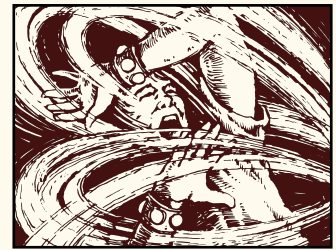
Summon Goblins



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.

Transport



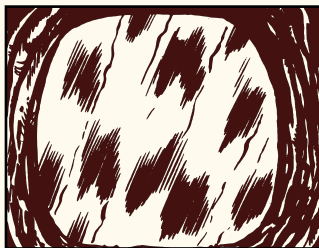
This spell can be cast on any 2x2 area in the Sorcerer's line of sight. Any figures in this area will be teleported to a new location on the map.

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



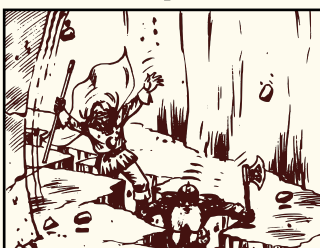
The Sorcerer creates a magical wall of ice which covers two squares. The wall has one Body Point and six defense dice. Keep this card to hand until the wall is destroyed and then discard it.

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

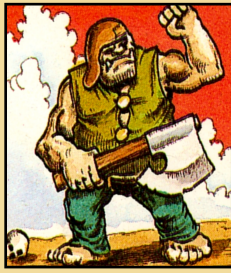


The Sorcerer must cast this spell at one target who is in a straight line in front of him. That figure is then forced back in a straight line of squares until he hits a wall, another figure, falls down a pit trap or triggers another trap. Discard after use.





Ogre Champion



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	5	5	4	1



Ogre Warrior



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	5	5	4	1



The 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



Dark Warrior Halberdier

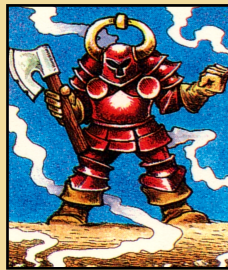


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3	3	1	2

Notes: Can attack diagonally.



Doomguard Warrior



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	4	5	1	3



Skaven Shaman



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
12	1(2)	2	1	1

Notes: Will primarily attack with a sling. Can attack adjacently with a shortsword.



White Seer



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

Notes: May steal a random spell card from an Elf or Wizard in line of sight. Spell is lost for the remainder of the Quest.



Black Orc



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	3/3	2	1	2

Notes: May make 2 Attacks per turn and Defend with white shields.



Elven Archer



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

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.







Polar Warbear



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

Special Ability: Two attacks



Ice Gremlin



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	2	3	3	3

Special Ability: Steal items



Frost Wolf



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	7	3	4	2

Notes: Once per Quest, can use Chill Breath to inflict 1 adjacent opponent with 1 Body Point of damage that cannot be defended against.



The Swordsman



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

Cost: 100 gold coins



The 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



Yeti



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	3	3	5	2

Special Ability: Hug attack



The Scout



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
9	2	3	2	2

Cost: 50 gold coins

Special Ability: Dwarf-like ability to remove traps

