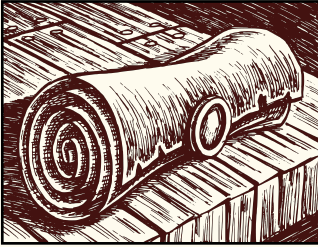




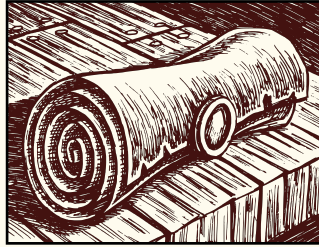
Spell Scroll



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.

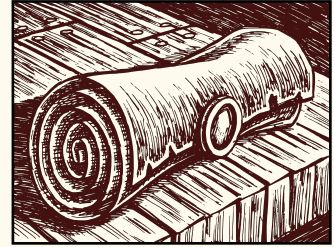
Spell Scroll



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.

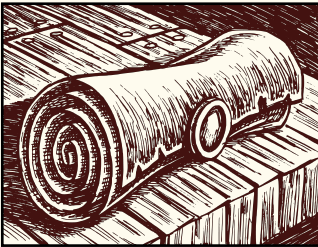
Spell Scroll



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.

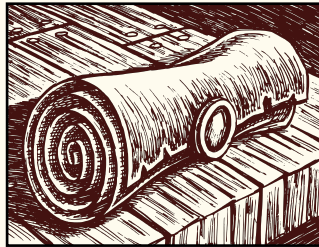
Spell Scroll



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.

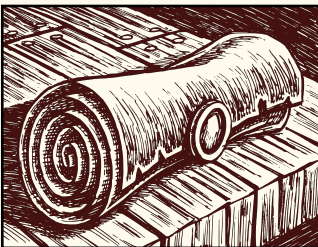
Spell Scroll



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.

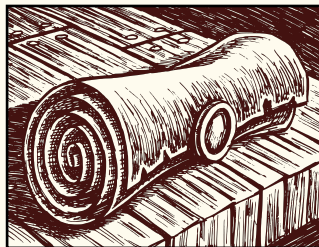
Spell Scroll



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

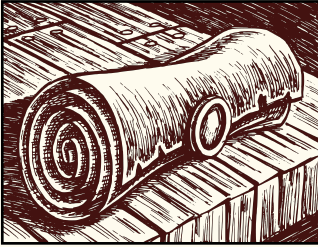


Pass Through Rock

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.



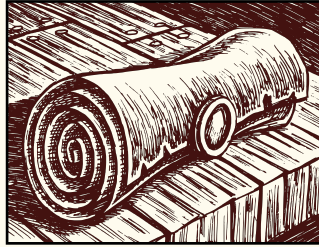
Spell Scroll



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.*

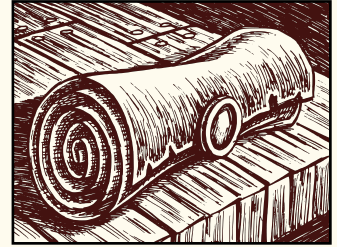
Spell Scroll



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.*

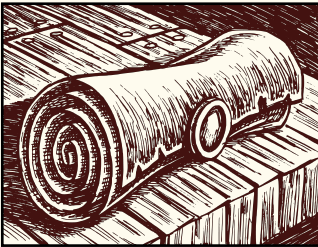
Spell Scroll



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.*

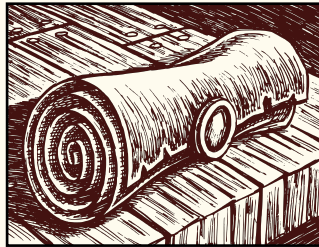
Spell Scroll



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.*

Magical Throwing 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.

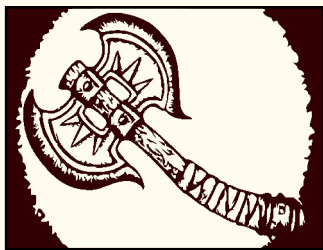
Rabbit Boots



To jump over 1 *discovered* trap per turn, roll anything but a black shield on 1 combat die.



Stormbringer



When using this axe to attack, roll three attack die. If the enemy suffers at least one damage, then it is unable to accomplish any movement on its next turn. It can still attack and defend itself, just not move.

Night Mail



The ancient Night Mail gives the wearer 2 defend dice and the Rogue ability to hide in shadows. Hiding in shadows counts as an action and allows you to roll an extra defend die until your next turn.

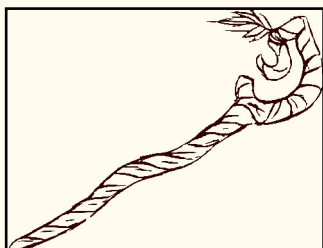
Can only be used by the Elf.

Ghost Shoes



These magic shoes allow the wearer to pass through monsters, furniture, and other Heroes as if they weren't there. However, you may not end your turn on the same square as a monster, furniture, or other Hero.

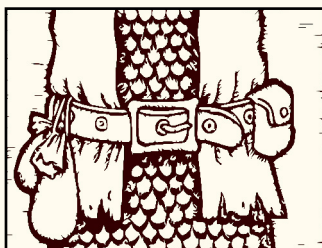
Ethereal Staff



The bearer of the staff rolls two attack dice and a red die whenever he attacks. If a 5 or a 6 is rolled then the defending monster permanently loses one defend die.

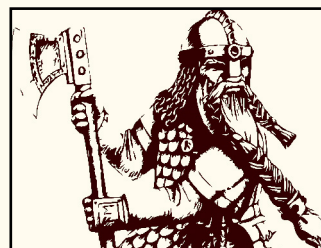
Can only be equipped by the Wizard and Seer.

Dwarven Utility Belt



The wearer of this belt is able to switch weapons instantly, without wasting an action.

Dwarven Mining Hat



When the wearer of this helmet searches for treasure, the drawing of a Hazard or Wandering Monster warrants no effect. That card is then put on the bottom of the Treasure Deck.

Can only be used by the Dwarf.

Wall of Fire



The Sorcerer creates a magical wall of fire 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.

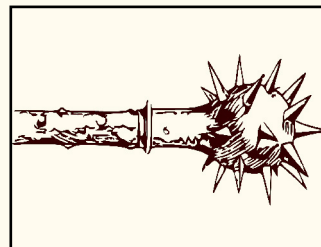
Crown of Leaves



This crown gives the Elf an extra Mind Point and allows him to use five Elf Spells instead of four.

Can only be used by the Elf.

Blight Mace



The bearer of the mace rolls two attack dice and a red die whenever he attack undead. If a 5 or a 6 is rolled than the defending undead creature is utterly destroyed without chance to defend.

Cannot be used by Wizard or Seer.



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.

Water of Healing



This spell may be cast on any one monster, including yourself. Contact with this revitalizing water will restore up to 4 lost Body Points, but will not give a monster more than his starting number.

Fire of Wrath



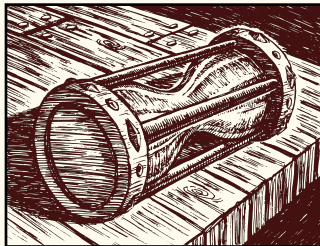
This spell may be cast on any one Hero, blasting it with flames. It will inflict 1 Body Point of damage, unless the Hero can immediately roll a 5 or 6 using one red die.

Twist Wood



This spell causes any wooden weapon, such as a staff, bow, or crossbow, to become warped into uselessness.

Timestop



This spell may be cast on the spellcaster or any one Hero the spellcaster chooses. It temporarily stops time for everyone else on the gameboard, enabling the Hero to take another turn immediately after his current turn.

Slow



This spell reduces any one monster's movement to 1 square per turn. The monster also rolls 1 less combat die when it attacks or defends. The monster's movement and combat dice cannot be less than 1. These effects lasts until the monster is killed or is out of your line of sight.

Hypnotic Blaze



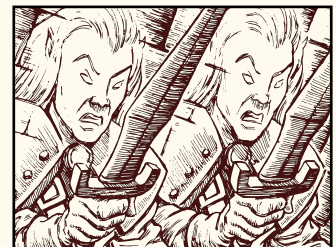
When this spell is cast, an illusion of a huge, animated flame appears. Every figure in the room or corridor (except for the spellcaster) must roll 1 red die. A figure that rolls equal to or less than its Mind Points is unaffected by the illusion. Rolling a number greater than its Mind Points means that the figure is paralyzed for 3 turns – unable to move, attack, or defend.

Flashback



By casting this spell, the spellcaster or any one Hero the spellcaster chooses can replay his entire turn. All results of the Hero's first turn are canceled. You can cast this after any Hero's turn. *Casting this spell does not count as your action for the turn.*

Double Image



This spell may be cast on the spellcaster or on any one Hero the spellcaster chooses. It causes a life-like image of the Hero to appear. If an attack against the Hero is successful, he rolls 1 red die. On a 1, 2, or 3, the image was attacked and the Hero suffers no damage. The spell is broken the moment the Hero can no longer see a monster.

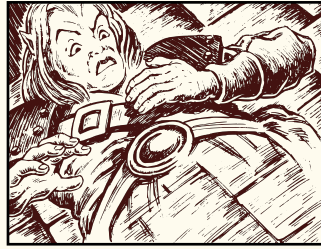


Bloodlust



The Fimir Shaman can cast this on any non-undead monster within its line of sight. That monster may permanently add one attack dice.

Disappear



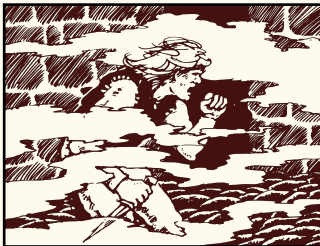
This spell may be cast on the spellcaster or on any one Hero he chooses. The Hero moves unseen as long as he rolls an 8 or lower on his red movement dice. If a 9, 10, 11, or 12 is rolled, the spell ends. The Hero can only move and open doors. He cannot attack, search, disarm, cast spells, spring traps, or be affected by attacks or spell, unless he chooses to cancel the spell.

Deep Sleep



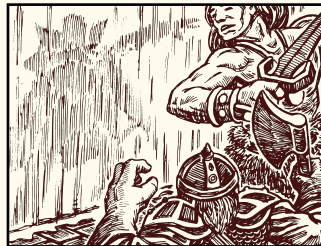
This spell may be cast on any monster within your line of sight, as long as the monster has from 1 to 3 Mind Points. The monster falls asleep immediately. It stays asleep until Zargon's next turn. The monster cannot defend against a Hero's attack while it is asleep.

Gaseous Bolt



This spell can be cast on any Hero in the Fimir Shaman's line of sight. That Hero becomes so woozy and sick, that he can't concentrate. That Hero must roll black shields to hit whenever he wishes to attack, for the next three rounds.

Shadow Walk



This spell can be cast on any monster in the Fimir Shaman's line of sight. That monster is invisible until its next turn and cannot be harmed.

Static Skin



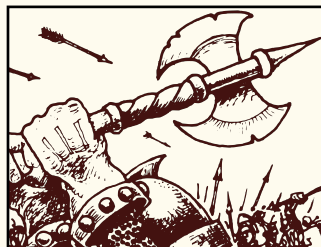
When casting this spell, any Hero that is adjacent to the Fimir Shaman must roll three combat dice. For every skull rolled, the Hero suffers one damage due to strong electric shock.

Defensive Ballad



When played, all adjacent Heroes roll an extra defend dice.

Song of Battle



When played, all adjacent Heroes roll an extra attack dice when attacking enemies with more than one Body Point.

Melody of Wealth



When played, all adjacent Heroes disregard all Wandering monster and Hazard cards if so drawn. Instead treat the room as having no treasure.



Bard Songs



Bard Songs



Bard Songs



Chaos Heir



Chaos Heir



Chaos Heir



Chaos Heir



Chaos Heir



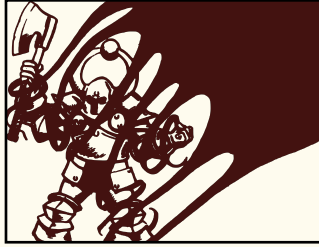
Chaos Heir

Symphony of Speed



When played, all Heroes add +5 to their movement rolls.

Woeful Chimes



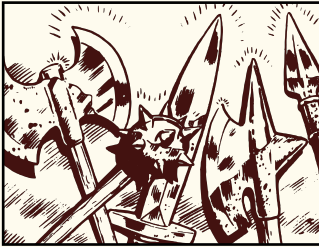
When played, all adjacent monsters roll one less defend dice and one less attack dice.

Hymn of Rejuvenation



When played, all adjacent Heroes and monsters heal one Body Point per turn. Heroes and monsters cannot go above their original Body Point total.

Blade Storm



This spell creates a cloud of blades 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.

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 one die, the spell is broken and the Hero can move and attack normally again on future turns.

Teleportation Curse



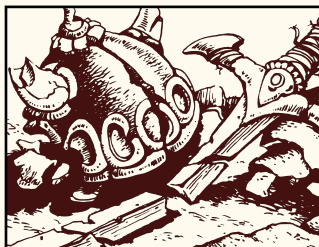
This spell teleports any one Hero in the same room as the spellcaster, to the very beginning of the quest; whether that be a staircase or a square in front of a door.

Mind Suction



This spell may be cast on any Hero in the spellcaster's line of sight. That Hero now has only one Mind Point and must get rid of all his spells except for one. Allow the Hero to choose which spell card he wishes to keep.

Rust

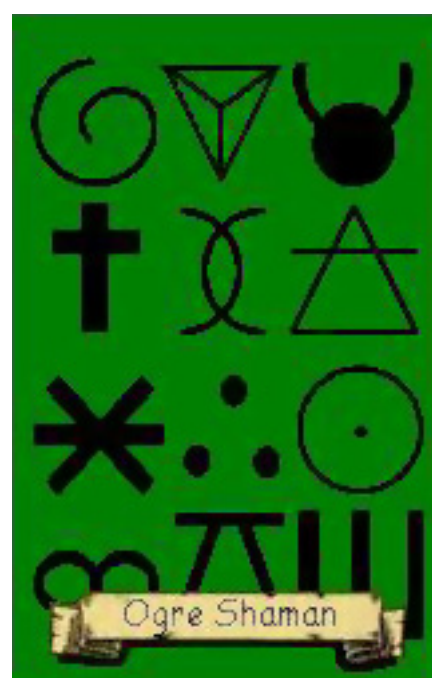
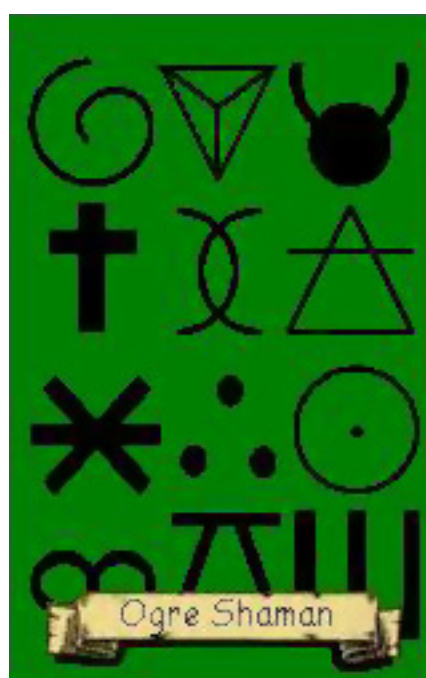


This spell causes any one metal sword or helmet to become so thin, brittle and useless that it can never be used again. Not effective against Artifacts.

Tempest



This spell creates a small whirlwind that envelops one Hero of your choice. That Hero will then miss his next turn.



Clairvoyance



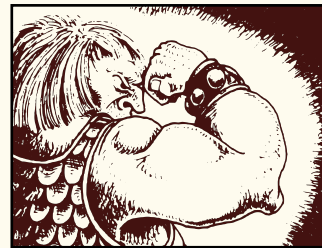
You may cast this spell only when you are adjacent to a door. The contents of what is behind that door are now revealed to you without whatever is beyond knowing your presence.

Holy Light



This spell may be cast upon any undead creature in your line of sight. That creature is instantly killed. This does not work on Undead bosses.

Regeneration



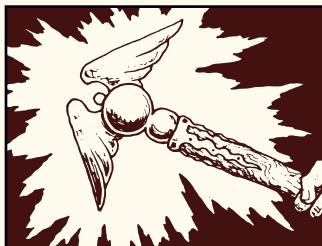
Cast this spell on any Hero in your line of sight to make him regenerate one Body Point per turn for 5 turns. A Hero cannot exceed his maximum Body Point Limit.

Blessed Aura



This spell gives a target Hero in the caster's line of sight, a holy aura that lasts for 3 turns. The aura makes the Hero attack for double damage against Undead, and allows him to roll two extra defend dice when an undead creature attacks him.

Power of Grace



This spell completely restores a Hero to his maximum Body Point total.

Hands of Ishtar



This spell may be cast on any dead Hero in the same room or corridor as the caster. You must roll one red die. Add the roll to your current Mind Points, if the total is 9 or more, then the target Hero is back to life with all his Body Points.

Call Familiar



When this spell is cast, any Hero in the caster's line of sight is tormented by a small lizard for the next turn and cannot make an attack or movement. That Hero may also only defend with two defend dice until his next turn.

Flame Shield

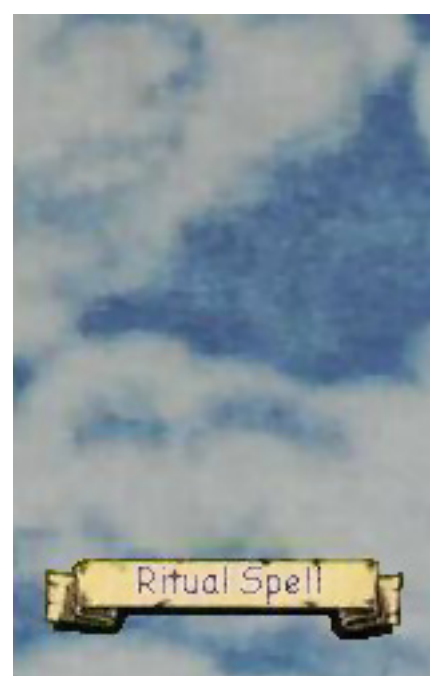
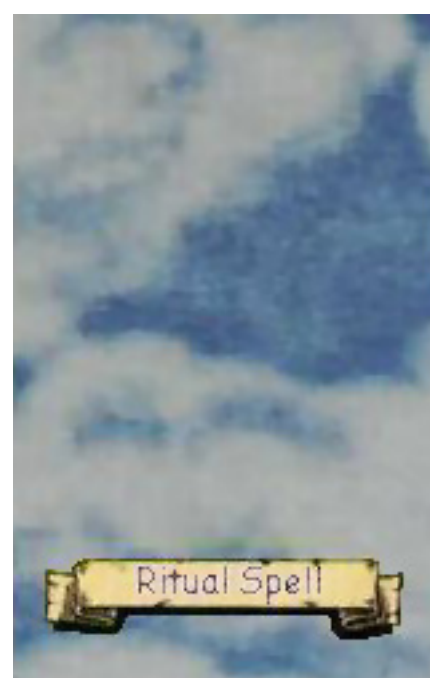
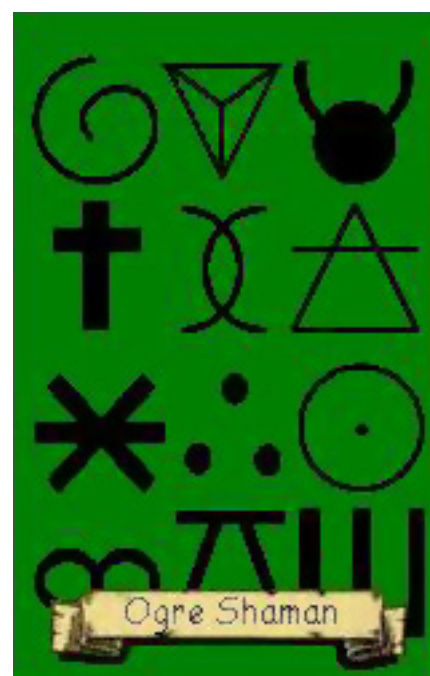
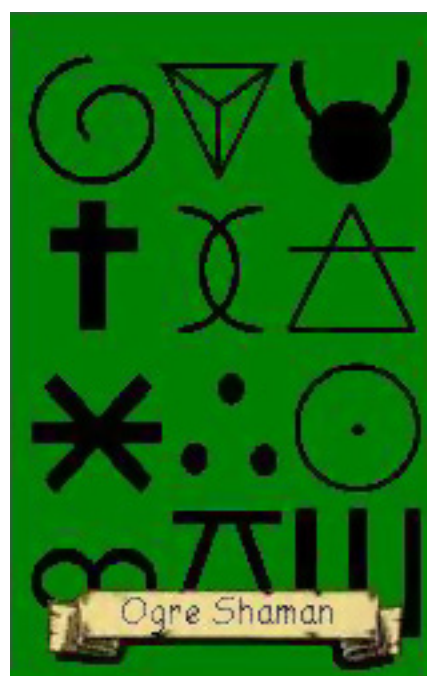
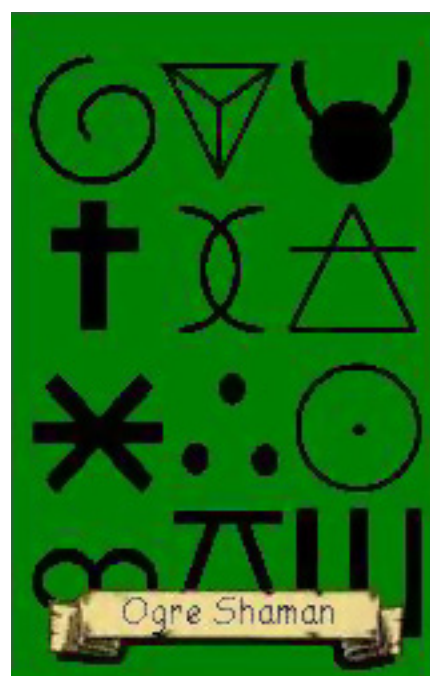


This spell can be cast upon any creature in the caster's line of sight. That creature gains a fire aura for the next 3 turns. When any Hero attacks the shielded creature, he must first roll one attack dice for himself and suffer the consequences without chance to defend.

Hammer of Might



This spell may be cast on any Hero in the caster's line of sight. That Hero must roll one red die and reach a number under his current Mind Points, or he suffers 2 automatic damage, without the chance to defend.

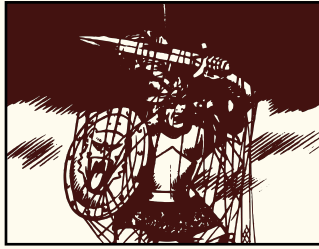


Healing Ritual



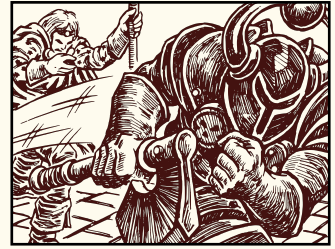
This spell may be cast on any creature in the caster's line of sight. That creature is immediately healed for up to three lost Body Points.

Psychonic Net



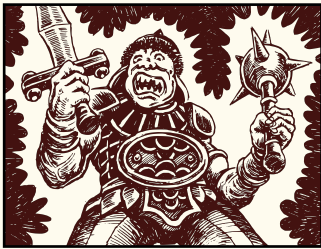
This spell can be cast upon any Hero in the caster's line of sight. That Hero is trapped by a psychonic net and can make no movements or attacks to any monsters until the net is destroyed. The net has 1 Body Point and 6 defend dice.

Summon Golem



When this spell is cast, a Stone Golem is placed in an adjacent square and put under Zargon's control. The golem looks like and has the same stats as a Chaos Warrior, except that it has five defend dice.

Poison



This spell may be cast upon any monster in the caster's line of sight. That monster must roll one red die every turn before making an action, until it dies. On a roll of 1-4, the monster suffers one Body Point of damage.

Slow



A target monster in the caster's line of sight can only move one space per turn until its death.

Trick Powder



Caster gains complete control of a target monster in his line of sight. The monster must roll two red dice every turn. If it rolls higher than the casters current Mind Points, then it breaks free of the spell and is under Zargon's control once more. Does not work on Boss monsters or undead.

Soul Suction



This spell sucks the very soul out of a Fimir, Orc, or Goblin, and gives it to the caster. That monster is removed from the game, and the caster is healed for up to 2 lost Body Points.

Float



This spell may be cast upon any Hero in the caster's line of sight. That Hero now floats a few inches off the ground, enabling him to effectively not trigger any pit or spear traps. The spell ends when the affected Hero suffers at least one Body Point of damage.

Sunburst



Upon casting this spell, all monsters in the same room as the caster becomes blinded for as many turns as the caster current Mind Points. A blinded monster must roll a red die before attacking. A roll of 1-3 results in a miss.



Wraith Lord



Wraith Lord



Wraith Lord



Wraith Lord



Wraith Lord



Wraith Lord

Call of the Dead



When the Wraith Lord casts this spell, all undead creatures in the same room now permanently roll white shields instead of black shields when defending.

Chill Beam



When the Wraith Lord casts this spell, all Heroes and monsters in his current line of sight automatically lose one Body Point.

Corpse Explosion



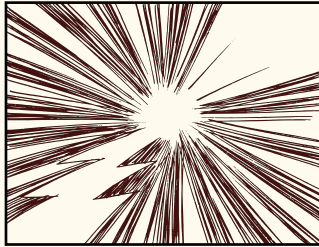
When casting this spell, the Wraith Lord chooses any undead creature in his line of sight. That creature explodes, removing it from the game. Any units standing in an adjacent square of the exploding monster must now suffer the damage of 5 attack dice that can be defended against the normal manner.

Death Grip



This spell can only be cast upon an adjacent Hero. That Hero must roll one red die. If he does not roll less than his current mind points, he dies.

Mind's Damnation



This spell may be cast upon any spellcasting Hero in the Wraith Lord's line of sight. That Hero must shuffle his spell deck and allow Zargon to remove the top spell for the rest of the quest.

Skull Drudgery

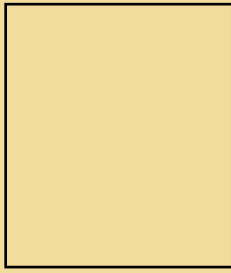


This spell makes all undead creatures in the same room as the caster, permanently gain an extra Body Point.





Mercenary



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

Notes: Never trust these hired hands as their allegiance lies with the highest bidder.



Ice Goblin



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
12	3	2	2	2

Notes: Carries the Wall of Ice and Water of Healing spells. Immune to all spells from the Water and Air deck.



Flame Goblin

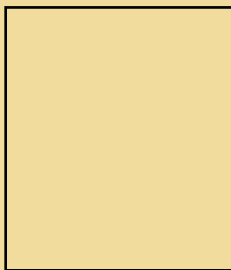


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	3	2	2	2

Notes: Carries the Wall of Fire and Fire of Wrath spells. Immune to Fire spells.



Fimir Shaman



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	1	3	2	5

Notes: Carries all of the spells in the Fimir Shaman deck.



Red Bone

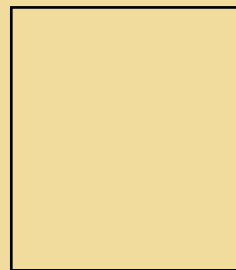


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3	3	1	0

Notes: Blood Red Skeletons who can attack diagonally.



Dread Corpse

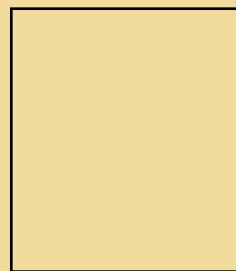


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	3	3	1	0

Notes: Undead Zombies who explode when killed. Upon its death, Heroes in adjacent squares must roll one attack die and suffer the damage.



Ghost



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	3	3	3	0

Notes: Can walk through Heroes and other monsters as if they weren't there. Can never end turn on a Hero or monster.

