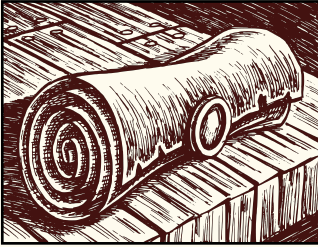




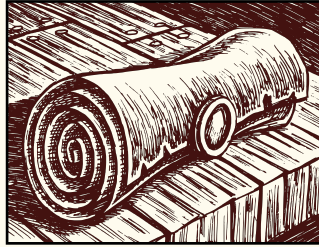
Spell Scroll



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.

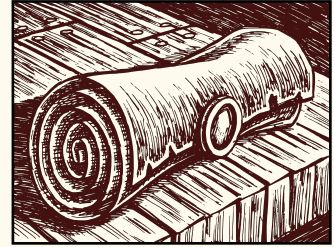
Spell Scroll



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.

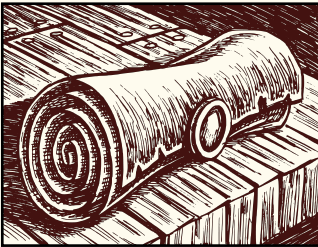
Spell Scroll



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.

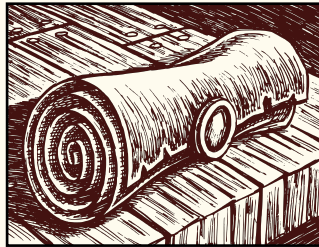
Spell Scroll



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.*

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.*

Obsidian Spyglass



This lens appears opaque, but when worn allows its user to more easily see the ebbs and flows of magic around them. Whenever a monster casts a spell within your line of sight, roll one combat die. If you roll a white shield, you may add a copy of that spell to your hand of spells.

May only be used by Heroes with 4 or more starting Mind Points.

Runesword

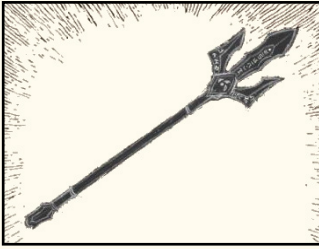


The blade of this broadsword is marked by runes of protection from its hilt to its tip. You may roll three combat dice when attacking with this sword. While holding it, you roll one extra combat die when defending.

May not be used by the Wizard.



Underworld Trident

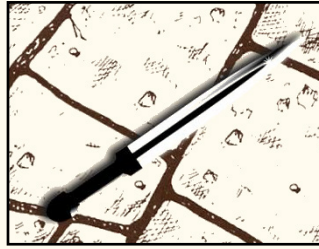


This wicked-looking weapon holds a potent curse which slowly drains the stamina of anyone impaled on its triple points. You may attack with this trident by rolling three combat dice. This weapon may also be thrown at any monster within line of sight, and retrieved when the room is clear of monsters.

If you deal Body Damage to a monster by throwing the trident, that monster loses one additional Body Point at the beginning of each of its turns.

Due to the length of this trident, you may attack diagonally. You may not use a shield with this two-handed weapon. May not be used by the Wizard.

Enchanted Dagger



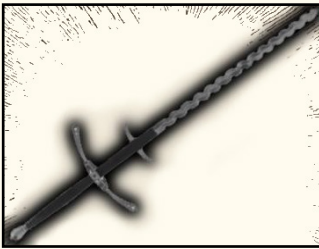
This enchanted dagger has a special power. You may throw it any monster you can see, rolling four Combat Dice to attack. The monster defends against this attack normally. The dagger is lost once thrown. It can also be used to attack adjacent monsters exactly like a normal dagger, rolling one Combat Die to attack.

Silencer



The short length of this blade nevertheless guides its way through the chinks in any foe's armor. You roll one combat die when attacking with this weapon. Monsters cannot defend against attacks made with Silencer.

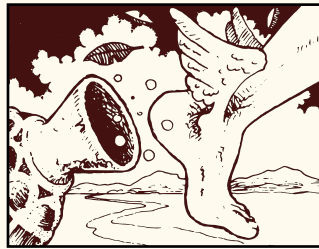
Baal'roth's Flamberge



This jagged greatsword resonates with the power of Chaos Realm, but its strength comes at a price. You may roll six combat dice when attacking with this sword, but you lose one Mind Point for each black shield rolled.

Due to the length of this sword, you may attack diagonally. You may not use a shield with this two-handed weapon. May not be used by the Wizard.

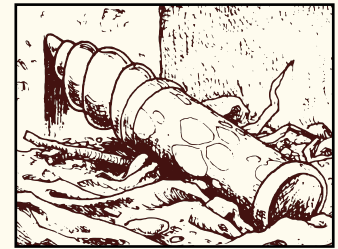
Potion of Speed



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.

Holy Water



Water blessed by a representative of the divine, the bane of all Undead abominations. Vials of Holy Water are near-priceless rarities to those who venture beneath the earth.

Use this as a weapon when making an attack action. It will automatically cause 2 Body Points of damage to any Undead figure, which they may not defend against.

One use only.

Break Mind



This spell allows the caster to directly attack the mind of any Hero within line of sight. Both the caster and the target roll combat dice equal to their current Mind Points, counting only skulls rolled. The figure who rolls highest inflicts Mind Point damage to the other equal to the difference in rolls.

Soothe



The healing coolness of this spell restores up to 3 lost Body Points to the spellcaster or any one monster.

Restore Chaos

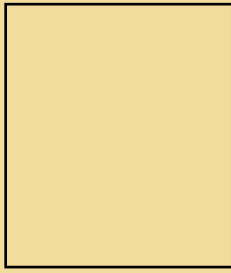


This spell may be cast only on monsters. It restores up to 6 lost Body Points to either the spellcaster or any monster within the spellcaster's line of sight.





Orc Boss



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

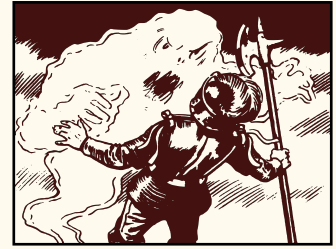


Deathbolt



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

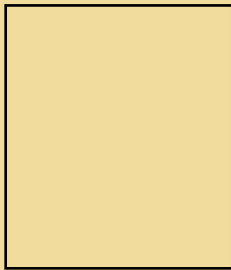
Spirit of Vengeance



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.



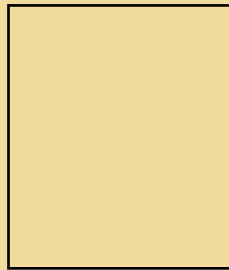
Death Knight



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	5	4	3	0



Chaos Fury

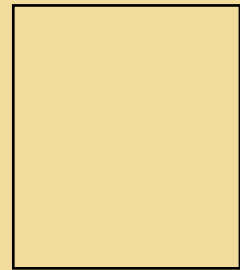


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
9	5	3	3	5

Notes: Chaos Furies may choose to attack the Heroes' Mind, rolling three combat dice to attack an adjacent Hero in this way. Heroes defend against these Mind attacks normally.



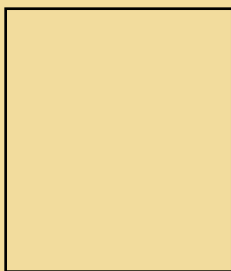
Paladin



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



Chaos Priest



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



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



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







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



The Swordsman



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

Cost: 100 gold coins

