



### ***Heroic Brew***



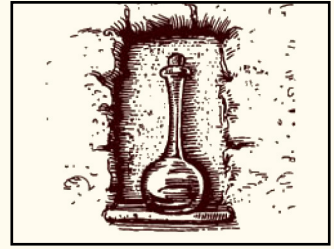
You are surprised to find a leather bag hanging on the wall. If you drink its contents before you attack, you can make two attacks instead of one. This may only be used once. Do *not* return this card to the deck.

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



This small bottle of pearly liquid will bring a dead Hero back to life, restoring all of his Body and Mind Points. This potion can only be used once.

### ***Potion of Battle Rage***



Only the Barbarian can drink this purple-red concoction. It grants him 2 attacks per turn as long as there are monsters in sight. As soon as there are no monsters in the Barbarian's line of sight, this potion's effect wears off.

### ***Potion of Frost Skin***



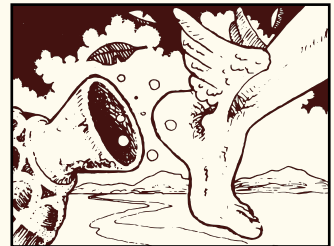
Only the Barbarian is affected by this slushy drink. It enables the Barbarian to roll 2 extra combat dice when defending against attacks. As soon as there are no monsters in the Barbarian's line of sight, this potion's effect wears off.

### ***Potion of Icy Strength***



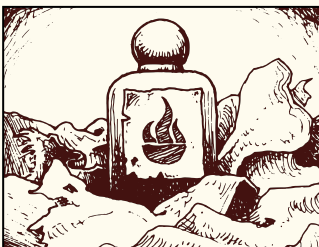
This bubbling, orange mixture grants the Barbarian superhuman strength for one turn. After the Barbarian drinks this potion, his next attack causes twice as many Body Points of damage as are rolled on the combat dice. No other Hero can use this potion.

### ***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.

### ***Potion of Healing***



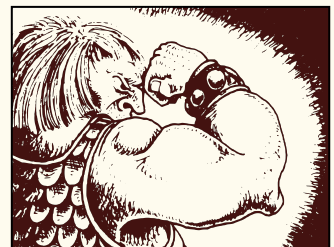
In a bundle of rags, you find a small bottle of bluish liquid. You can drink this healing potion at any time, restoring the number of Body Points equal to a roll of one red die. You cannot, however, exceed your starting number of Body Points. This may only be used once. Do *not* return this card to the deck.

### ***Potion of Defense***



Amidst a collection of old bottles, you find a small vial containing a clear liquid. You can drink this potion at any time, giving you two extra combat dice the next time you defend. This may only be used once. Do *not* return this card to the deck.

### ***Potion of Strength***



You find a small purple flask. You can drink this strange smelling liquid at any time, enabling you to roll two extra combat dice the next time you attack. This may only be used once. Do *not* return this card to the deck.





### ***Potion of Rejuvenation***



Any Hero who drinks this bright yellow liquid regains up to 6 lost Body Points. Roll 1 red die to see how many Body Points the Hero gets back. This potion cannot give the Hero more than his starting number of Body Points.

### ***Potion of Battle***



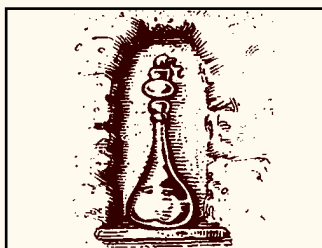
If you have a really "weak" roll of the attack dice, you may drink this blood-red potion. It allows you 1 *re-roll* of your attack dice.

### ***Potion of Dexterity***



This sparkling liquid adds 5 movement squares to your next die roll *or* guarantees 1 successful pit jump. If you purchase more than one of these potions, you may use only 1 potion per turn.

### ***Potion of Restoration***



Drink this brown, frothy liquid to restore 1 lost Body Point *and* 1 lost Mind Point. It's refreshing after a tough battle!

### ***Potion of Recall***



An Elf who drinks this greenish mixture regains a spell which was cast earlier during the current Quest. Choose wisely which spell to recall!

### ***Potion of Restoration***



This refreshing concoction restores any Hero's Body and Mind Points to the level they were at when the Hero started the Quest. This potion may also be used to cure a Hero who has been turned into a Werewolf.

### ***Potion of Speed***



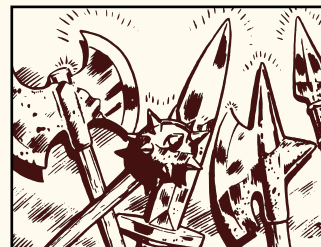
When an Elf drinks this syrupy brew, he can move up to 12 squares per turn instead of rolling the red dice. The Elf also gets 2 attacks per turn. These effects end as soon as the Elf suffers at least 1 Body Point of damage.

### ***Potion of Vision***



Drinking the contents of this clear bottle enables an Elf to see all secret doors and regular traps (coded in gold on Quest map) within his line of sight. This effect lasts until the Elf suffers at least 1 Body Point of damage.

### ***Potion of Alchemy***



In the corner of the room you stumble across a worn pot containing a dull paste. If you spread this paste over one item of equipment, it turns to gold and is worth 100 gold coins. That equipment card is then lost. Discard after use, along with the equipment card.





Potion



Potion



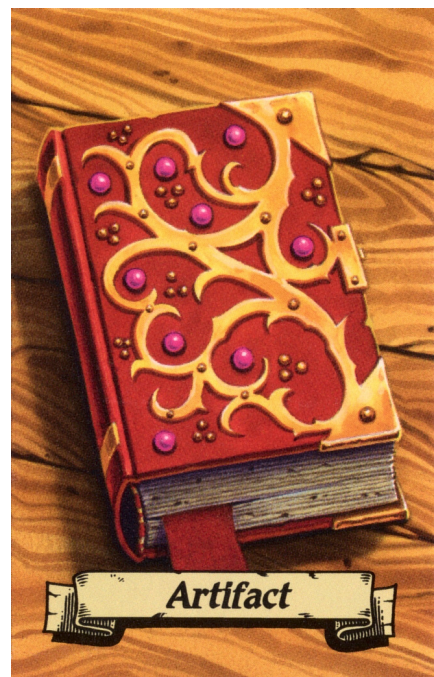
Potion



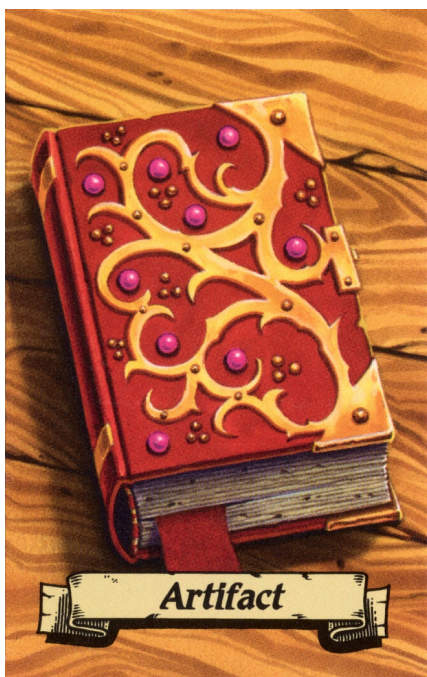
Potion



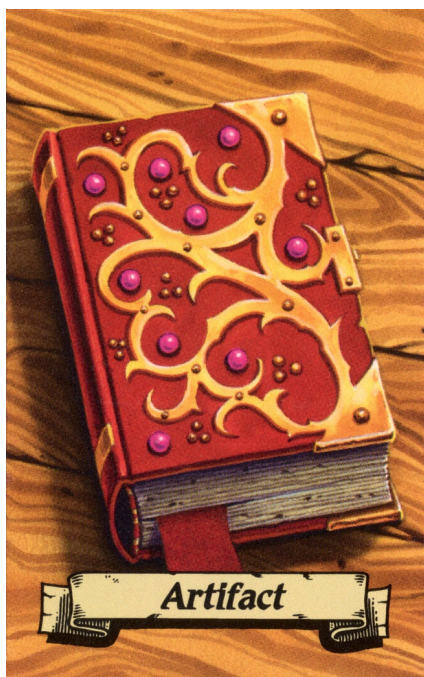
Potion



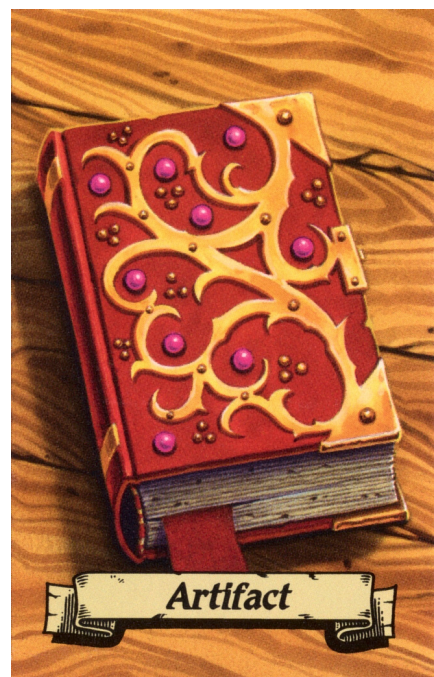
Artifact



Artifact



Artifact



Artifact

### ***Potion of Charm***



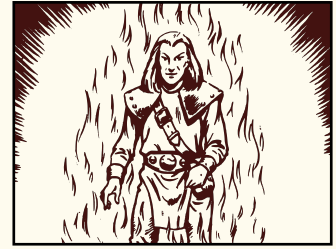
Behind an old tile you find a gilded bottle filled with a gold liquid. Drink all of this potion between Quests when you want to hire Men-at-Arms and you will then be able to hire up to three Men-at-Arms for 25 gold coins less than normal for each. Discard after use.

### ***Potion of Magic Resistance***



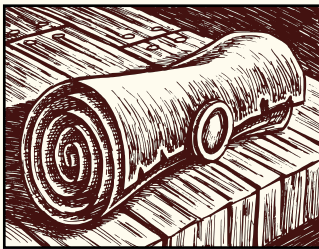
You find a small bottle hidden beneath a rusty shield. You can drink the potion when a spell is cast on you and you may then ignore the effects of that spell. Discard after use.

### ***Potion of Magic Resistance***



You discover a red glass bottle in a shallow pit. If you drink the potion you will be completely unharmed by the next magical fire attack to hit you, be it a spell or a Fireburst trap. Discard after a fire attack has been resisted.

### ***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.

### ***Potion of Resilience***



This potion may be taken at any time. You may then roll two extra combat dice in defense when you next defend. The card is then discarded.

### ***Potion of Magical Aptitude***



You discover a vial of silvery liquid under a loose flagstone. If you are the Elf or the Wizard, you may drink it at the beginning of your turn and then cast two spells in that turn rather than one. Discard after use.

### ***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***



#### ***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.

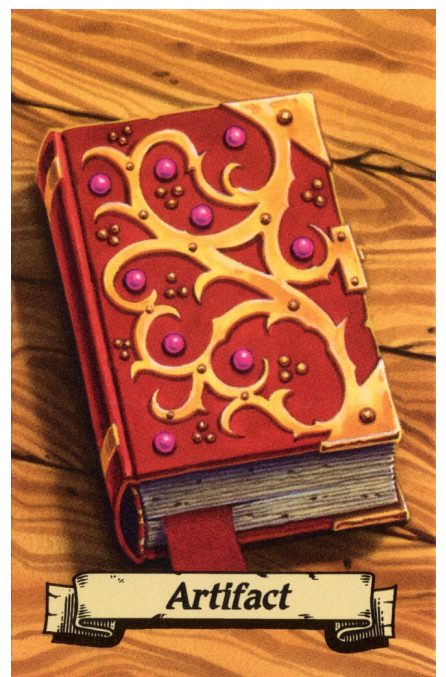
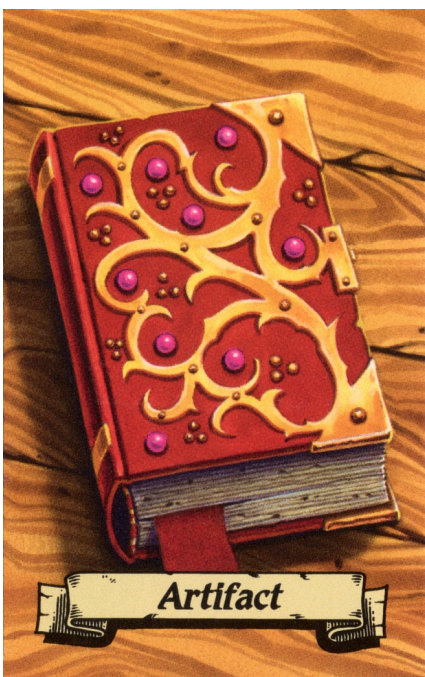
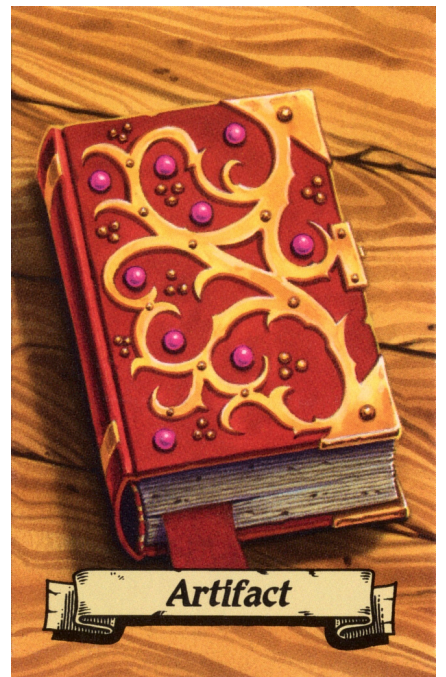
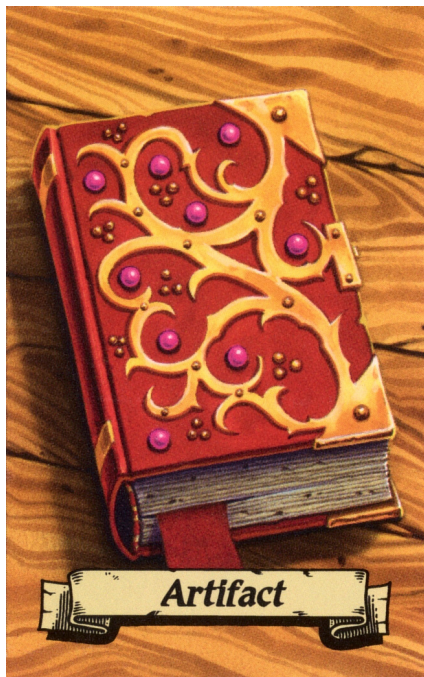
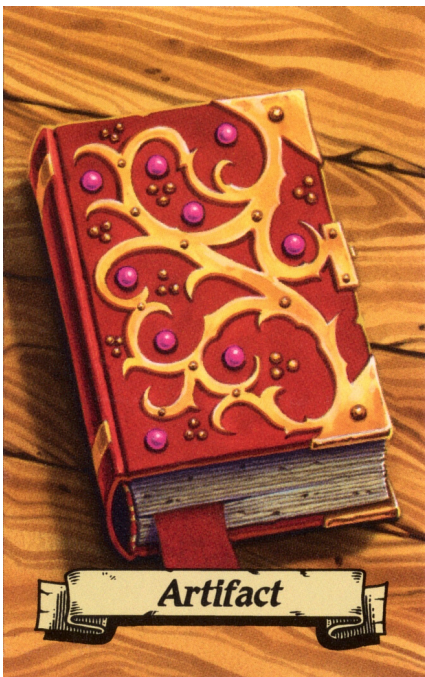
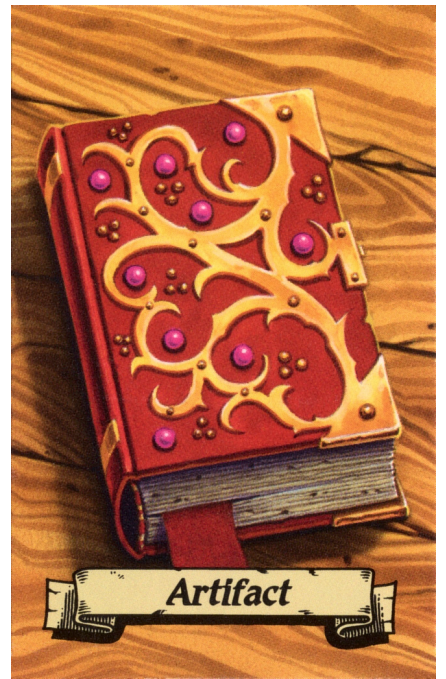
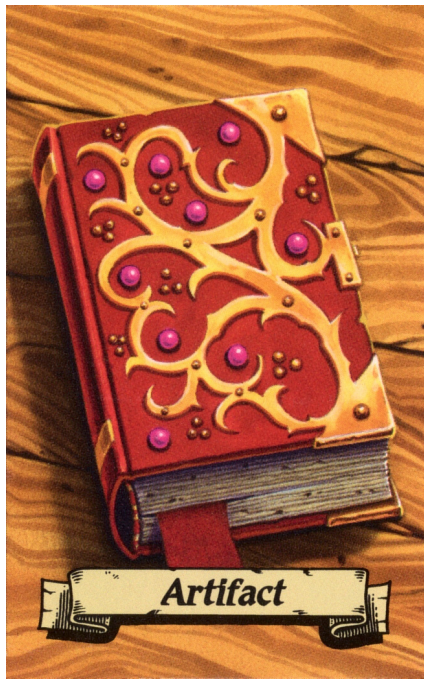
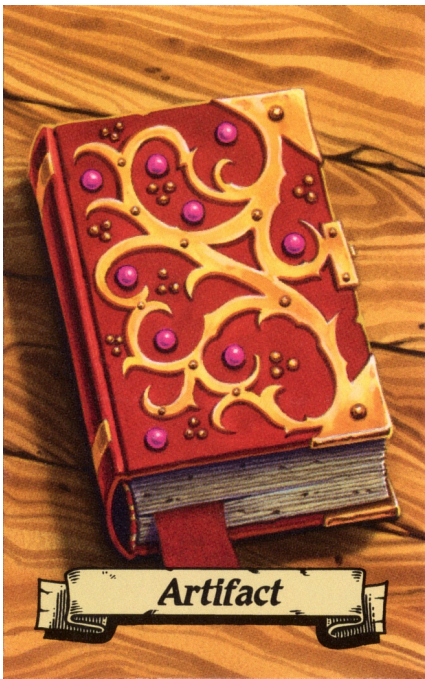
### ***Spell Scroll***



#### ***Sleep***

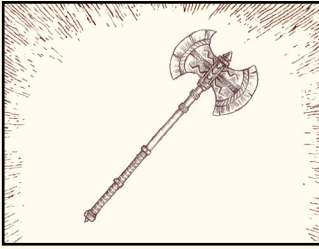
This spell puts a monster into a deep sleep so it cannot move, attack, or defend itself. The spell can be broken at once or on a future turn by a monster rolling one red die for each of its Mind Points. If a 6 is rolled, the spell is broken. *May not be used against Mummies, Zombies or Skeletons.* May be used by any Hero. Scroll crumbles to dust after it is used.







### Dwarven Battle Axe



This exquisitely crafted axe is etched with Dwarven Runes. It was forged by a master Dwarven blacksmith.

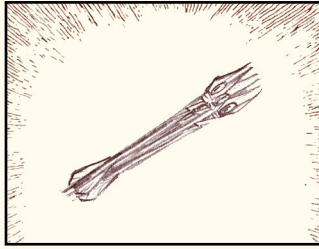
Using this weapon gives you the attack strength of 5 combat dice.

You must use both hands when wielding this weapon.

*May not be combined with the Shield.*

*May not be used by the Wizard.*

### Dwarven Crossbow Bolts



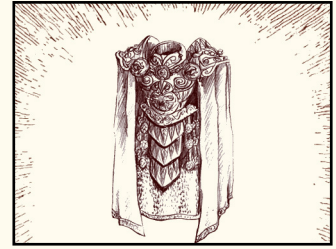
These Bolts are forged in Dwarven furnaces throughout the world. They are very sharp, able to penetrate the strongest armor.

When using these bolts with a crossbow, you may roll 3 combat dice in attack.

Any defending creatures rolls 1 less combat die in defense.

(10 Bolts)

### Armor of Fortune



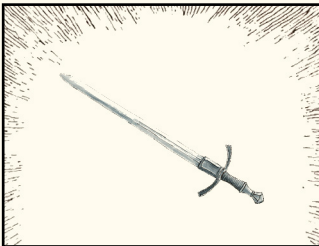
This beautifully crafted armor is adorned with lucky emblems and runes inscribed by master Dwarven runespriests.

You may roll 2 additional combat dice in defense while wearing this armor. If you fail to roll enough shields to fully defend, you may reroll any 2 dice.

Due to its weight, you roll 1 less red die for movement while wearing this armor.

*May not be worn by the Wizard.*

### Gromril Blade

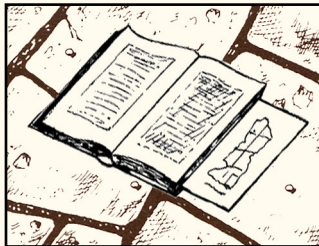


The blade of this sword was forged from iron shards taken from a still-smoking meteorite. This metal can be worked and etched with magical runes by Dwarf smiths to forge their most powerful weapons.

This sword gives you the attack strength of 2 combat dice. Your target rolls 2 fewer combat dice in defense.

*May not be used by the Wizard.*

### Scrap of Parchment



A strange bit of parchment paper. You found it on a powerful Chaos Warrior. It has a series of strange runes written on the top half. Below, it has an incantation, written in the black languages...

### Portal Key



### The Northern Chaos Wastes

A series of runes indicating the combination to travel a portal to the Northern Chaos Wastes.

### Potion



### Gargoyle Skin

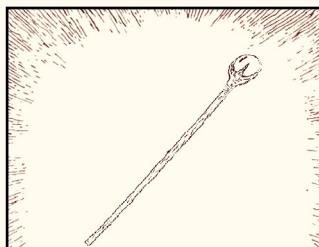
Drinking this thick, grey potion will harden the skin of the person consuming it, turning them into a Gargoyle.

After drinking this potion, roll 1 combat die and 1 red die.

On any roll other than a black shield, you turn into a living Gargoyle, you gain 3 dice to your attack and defense rolls and 3 Body Points (including above your starting number). The effect of this potion lasts for the number of turns rolled on the red die.

On a black shield, you become a statue, unable to be harmed, move or perform any action. This effect lasts for the number of turns rolled on the red die.

### Enchanted Staff



### Fire of Wrath

This staff is enchanted with the Fire Spell - Fire of Wrath. Instead of attacking with the staff you may cast the spell Fire of Wrath once per turn at any monster you can see.

It may be used as a regular staff, giving you the attack strength of 1 combat die. You may attack diagonally with this staff.

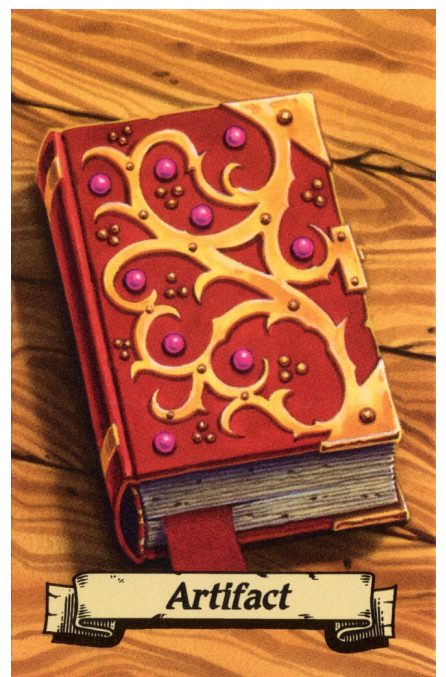
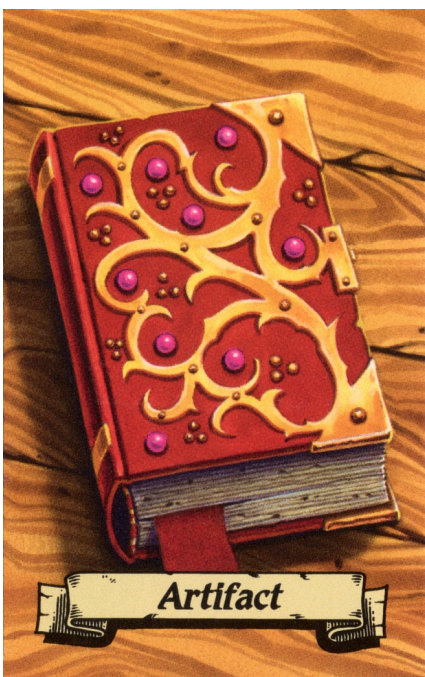
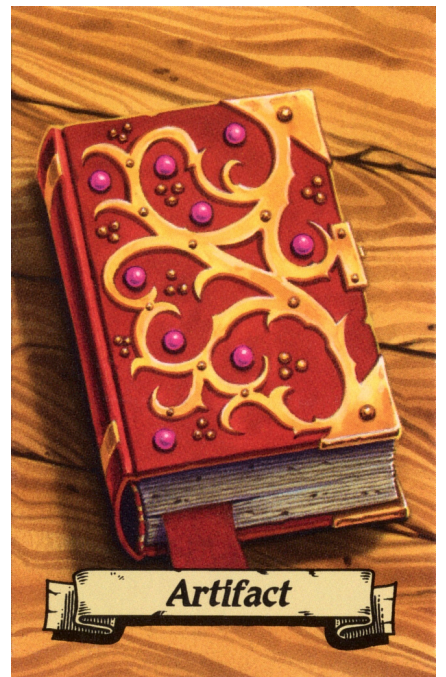
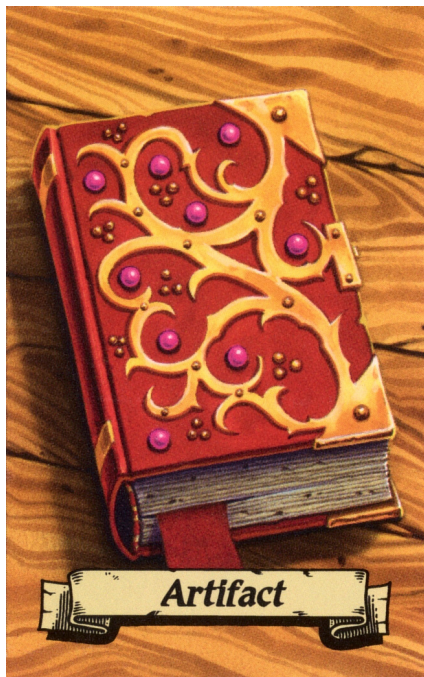
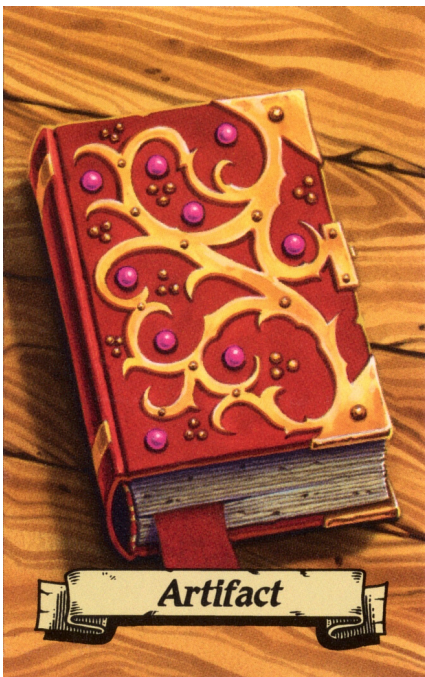
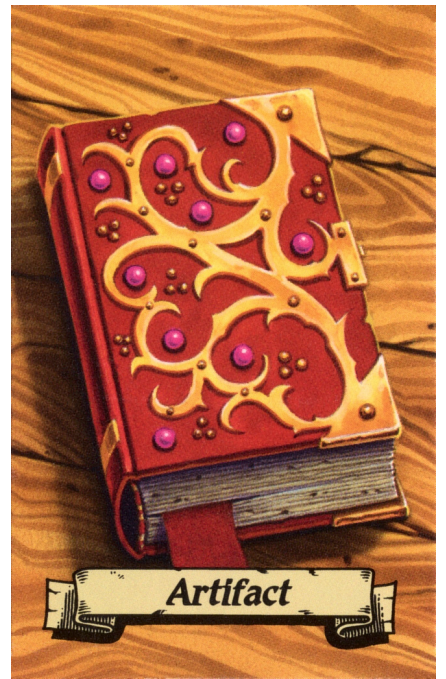
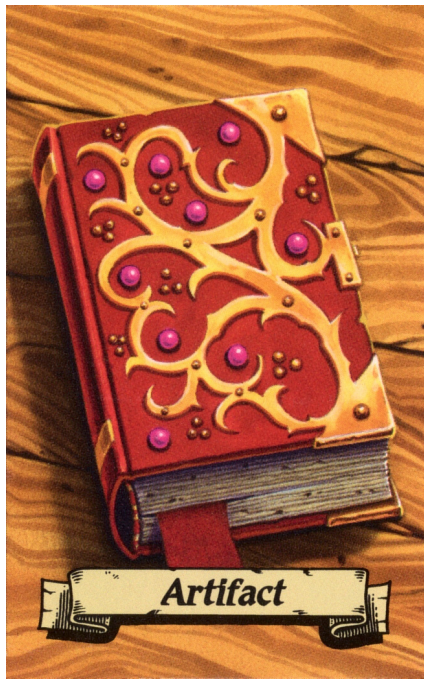
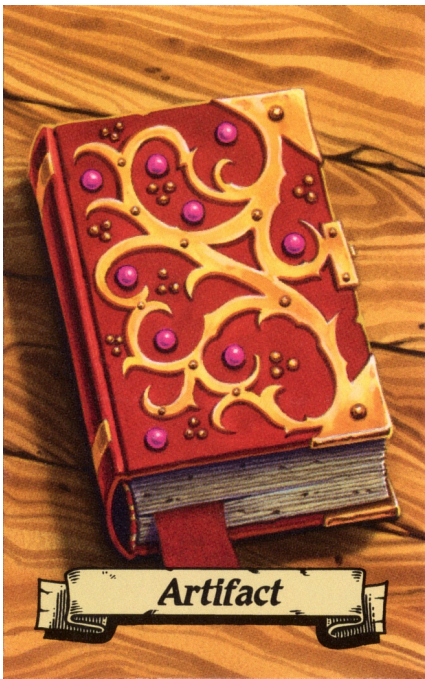
### Spell Scroll



### Pass Through Rock

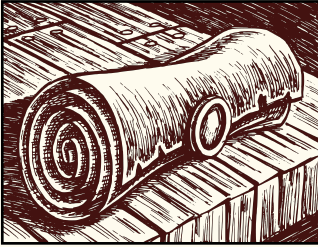
This spell may be cast on a Hero, including yourself. That Hero may then move through walls on his next move. He may move through as many walls as his dice roll allows. Caution! There are shaded areas on each Quest map which indicate solid rock. If a Hero ends his move in one of these areas, he is trapped forever! May be used by any Hero. Scroll crumbles to dust after it is used.







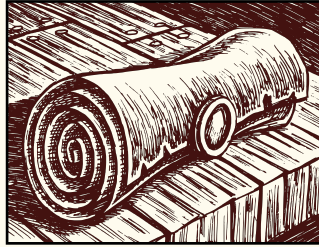
### ***Spell Scroll***



#### ***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.

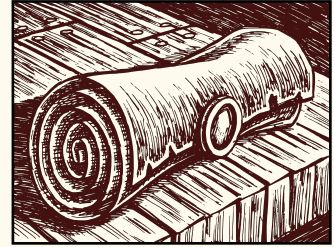
### ***Spell Scroll***



#### ***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.

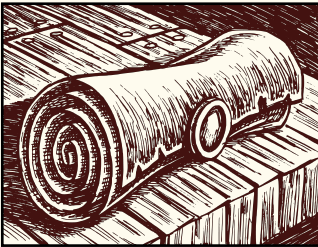
### ***Spell Scroll***



#### ***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.

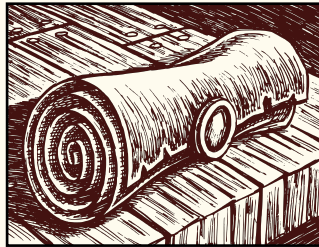
### ***Spell Scroll***



#### ***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***



#### ***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.*

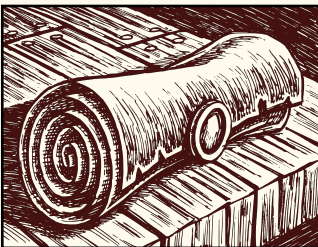
### ***Spell Scroll***



#### ***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.*

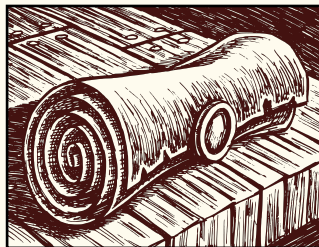
### ***Spell Scroll***



#### ***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.*

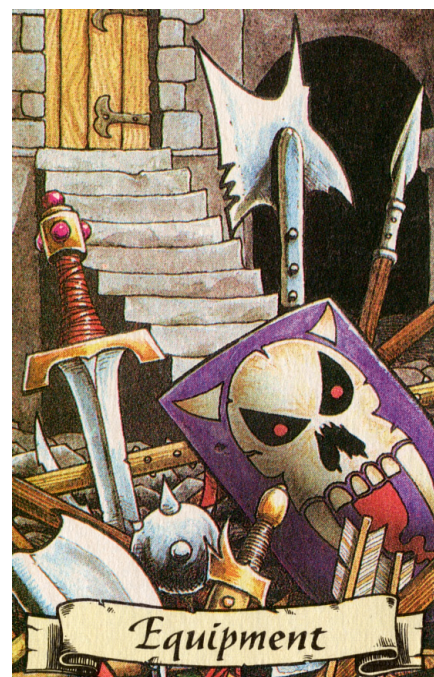
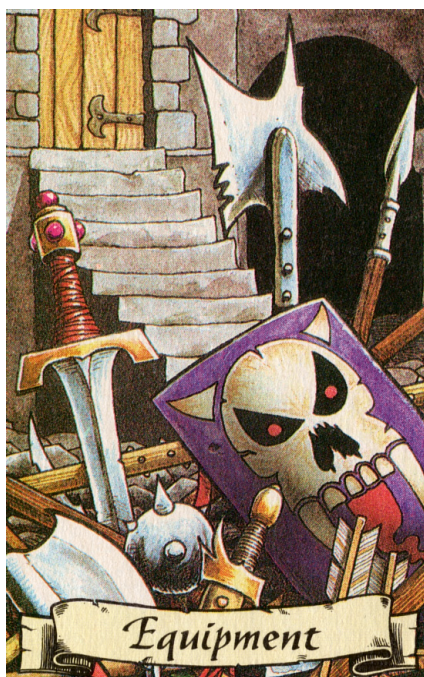
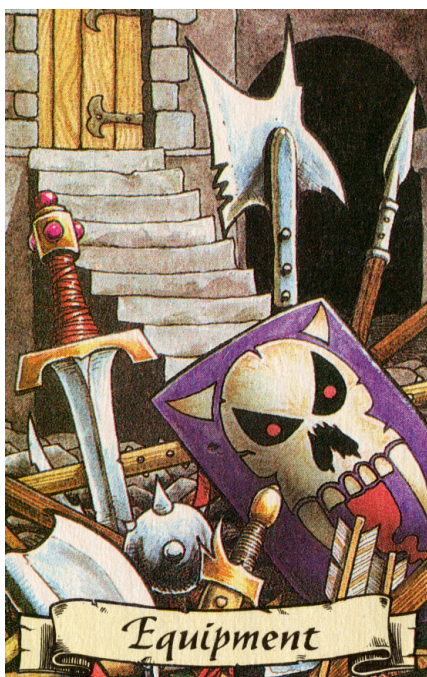
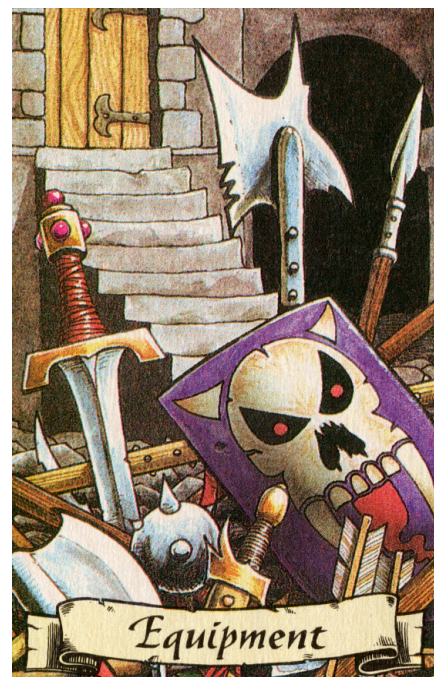
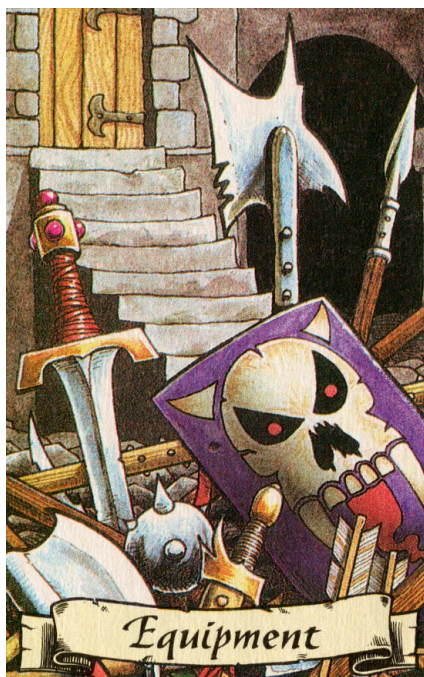
### ***Spell Scroll***



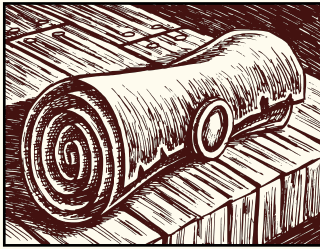
#### ***Ice Storm***

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.*





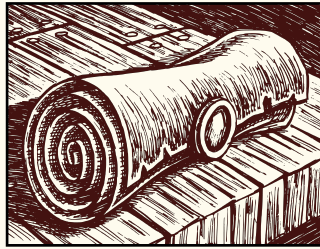
### Spell Scroll



#### 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

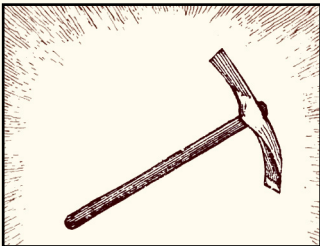
This spell enables the spellcaster to move quickly through icy caverns and corridors. The spellcaster adds 6 to his red dice movement roll and may pass through monsters and Heroes during movement. The spell lasts only one turn. *Scroll crumbles to dust once used.*

### 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.

### Dwarven Pickaxe



A sturdy Pickaxe made in Dwarven forges throughout the world.

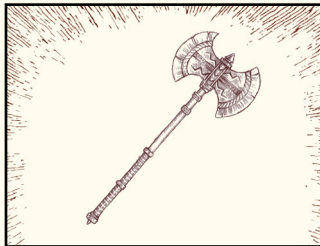
This pickaxe gives you the attack strength of 2 combat dice.

On your turn, as an action, you may use the pickaxe to tunnel through walls or rock – up to 3 spaces per turn. After using it in this way, roll 1 combat die. On a white shield the pickaxe breaks and must be discarded.

Cost: 325 gold coins

*May not be used by the Wizard.*

### Dwarven Battle Axe



This exquisitely crafted axe etched with Dwarven runes. Using this weapon gives you the attack strength of 5 combat dice.

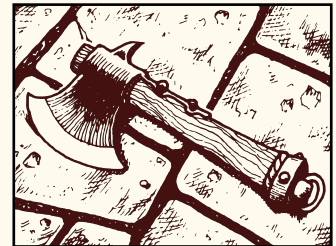
You must use both hands when wielding this weapon.

Cost: 750 gold coins

*May not be combined with the shield.*

*May not be used by the Wizard.*

### 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. *May not be used by Wizard.*

### Dwarven Crossbow Bolts



These Bolts are forged in Dwarven furnaces throughout the world. They are very sharp, able to penetrate the strongest armor.

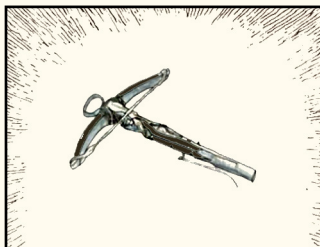
When using these bolts with a crossbow, you may roll 3 combat dice in attack.

Any defending creature rolls 1 less combat die in defense.

Cost: 500 gold coins

(10 Bolts)

### Dwarven Crossbow



Dwarven crossbows are strung more tightly and built sturdier than their counterparts in other areas.

The Dwarven crossbow gives you the attack strength of 3 combat dice.

Any defending creature rolls 1 less combat die in defense.

Cost: 625 gold coins

*May be combined with Dwarven bolts.*

*May not be used by the Wizard.*

### Dwarven Plate Mail



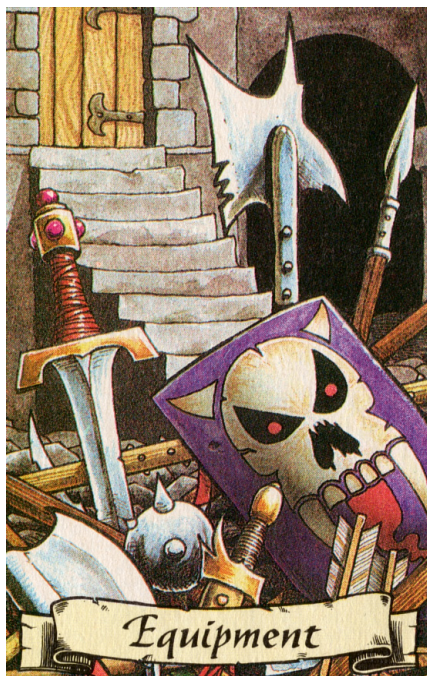
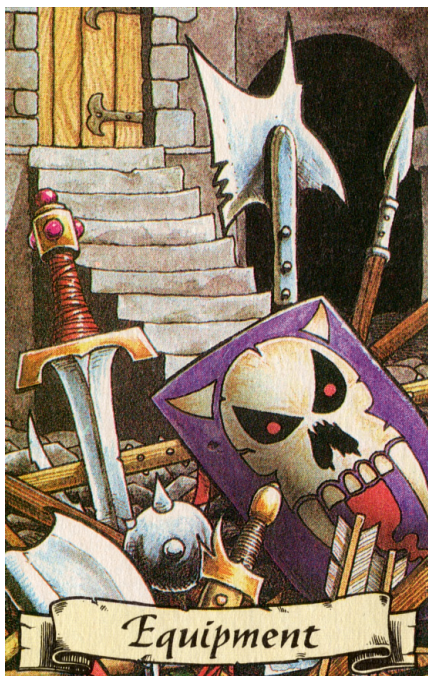
This heavy armor is specially crafted by Dwarves in their magical forges.

When wearing this armor, you may roll an additional 2 combat dice in defense. You may re-roll any black shields.

Cost: 900 gold coins

*May not be used by the Wizard.*

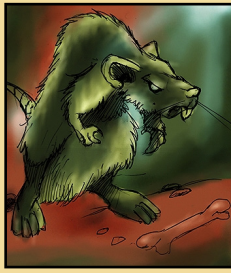








## Giant Rat

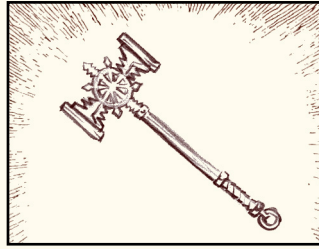


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
11	1	1	1	1

**Notes:** Up to 3 Giant Rats may occupy the same space.



## Dwarven Warhammer



This magically forged hammer gives you the attack strength of 3 combat dice.

A defending creature rolls 1 less combat die in defense.

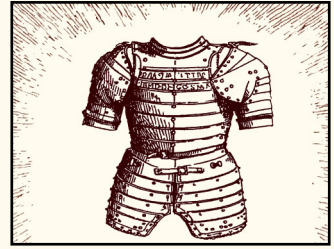
You must use both hands when wielding this weapon.

Cost: 525 gold coins

*May not be combined with the Shield.*

*May not be used by the Wizard.*

## Armor of Meteoric Iron



Cunningly wrought armor forged from meteoric iron and inscribed with protective runes.

You may roll 2 additional combat dice in defense while wearing this armor. There is no movement penalty for wearing this armor.

Cost: 950 gold coins

*May not be used by the Wizard.*



## Giant Bat

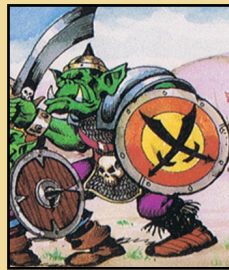


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	1	2	1	1

**Notes:** May fly over Heroes, monsters and pits.



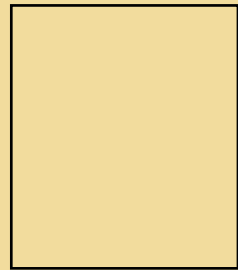
## Orc Soldier



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



## Doomguard Warrior

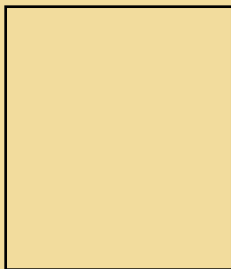


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	4	5	3	3

**Notes:** Defends all skulls with 1 black shield.



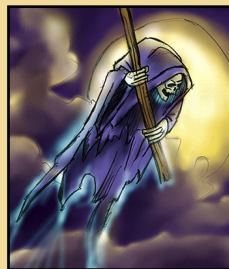
## Chaos Champion



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



## Ghost

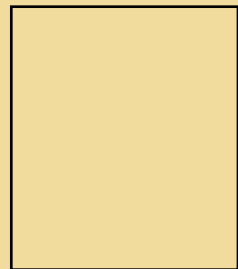


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	2	2	2	2

**Notes:** May pass through spaces occupied by Heroes or monsters.



## Dwarf Warrior



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

