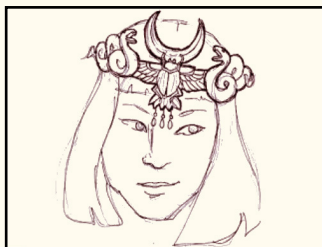




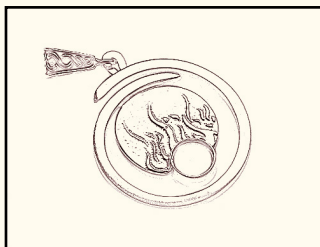
Wizard's Circlet



This ornately carved metal circlet is worn on the head. The Wizard gains 1 Mind Point and 2 Body Points while worn.

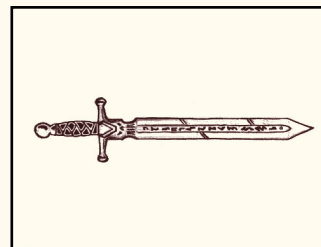
Can only be worn by the Wizard.

Fire Amulet



While worn, this magical amulet protects the wearer against all types of fire. Fire damage spells and scrolls cast by the wearer also deal 1 extra damage than normal.

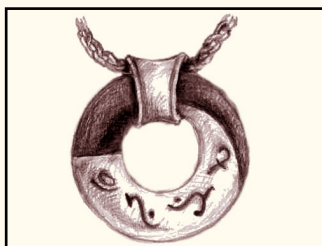
Light Crusader



This is a magical broadsword covered with magical runes, known as a Runesword. It may be used by any Hero.

This weapon attacks with 2 dice normally, but against demons it attacks with 3 damage dice.

Pendant of Power



This magical pendant is worn around the neck. The wearer rolls 1 extra damage die when attacking.

Once per Quest, the wearer may choose to attack with 3 extra attack dice for the next attack instead.

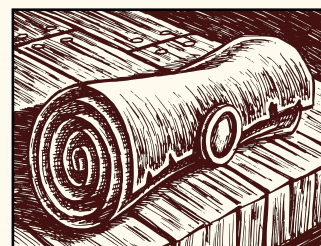
Pendant of Protection



This magical pendant is worn around the neck. The wearer may roll 1 extra defend die against all attacks.

Once per Quest, the wearer may choose to negate all damage from the most recent attack that turn.

Spell Scroll



Magic Restoration

This spell allows the Hero to regain a spell already cast this Quest. May only be used by the Wizard or Elf.

Spell Scroll



Spell Knowledge

This spell may be cast to gain the knowledge of unknown magic. The Hero may search through all Hero Spell Cards not chosen for this Quest and take the card of his or her choosing. Any and all cards are possible choices, as long as they are for Heroes (ie, no choosing from Chaos Spells, etc.) May only be used by the Wizard or Elf.

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

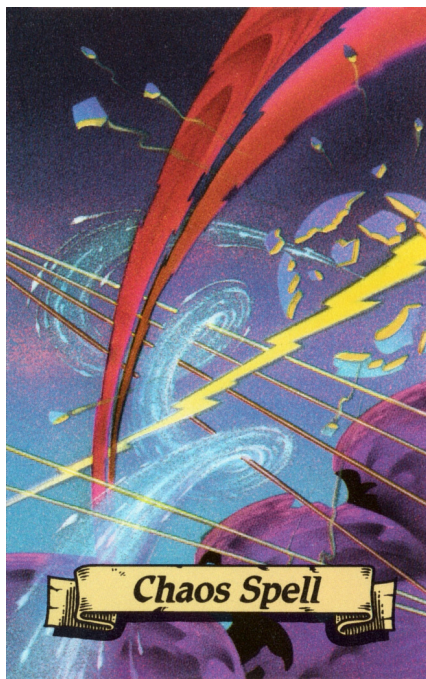


Sleep

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.



Artifact



Chaos Spell



Chaos Spell



Chaos Spell



Chaos Spell



Chaos Spell



Chaos Spell



Chaos Spell



Chaos Spell

Soothe



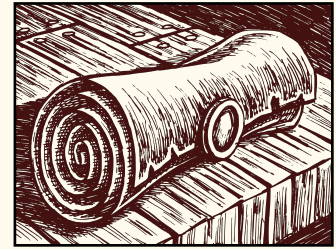
The healing coolness of this spell restores up to 3 lost Body Points to the spellcaster or any one monster.

Mind Freeze



This spell ravages the mind of any Hero. The Hero rolls 1 combat die for every Mind Point he possessed before the attack. If 1 or more white shields are rolled, the Hero has 1 Mind Point left. If no white shields are rolled, the Hero has been reduced to zero Mind Points and goes into "shock." (See the *Mind Points* section of the *Instruction Booklet*.)

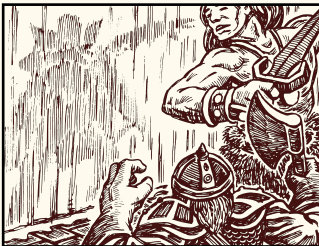
Spell Scroll



Courage

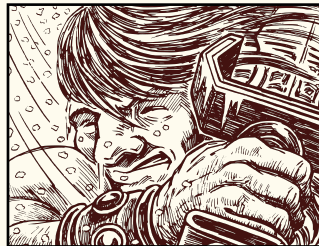
This spell may be cast on a Hero, including yourself. The next time that Hero attacks, he may roll two extra combat dice. The spell is broken the moment the Hero can no longer "see" a monster. May be used by any Hero. Scroll crumbles to dust after it is used.

Ice Wall



This spell creates up to 4 squares of solid ice. (Use the single-square Magic Ice tiles.) These squares block movement, but not line of sight. The squares need not be adjacent, but they must all be within the line of sight of the spellcaster. Each ice square lasts until the spellcaster dies, cancels the spell, or can no longer see the square, or until a cumulative total of 5 skulls are rolled in attacks on the ice square.

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.*

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.

Panic



When this spell is cast on a Hero, that Hero must roll 1 red die. On a roll of 5-6 he has become afraid and must move as far as possible from the monster, even if it means leaving the room. The Hero may not make any attack that turn, even against another monster, but can defend.

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.

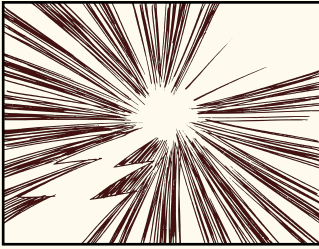
Earthquake



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.



Dispell



This special spell may be cast by a Chaos spellcaster *during a Hero's turn*. It is used to try and cancel a spell cast by a Hero. The Dispell is cast *immediately* after the Hero casts a spell. First the Chaos spellcaster rolls 1 red die and adds the result to his Mind Points. Then the Hero does the same. If the Chaos spellcaster's total is higher, the Hero's spell has been canceled.

Summon Wolves



This spell conjures up a number of Giant Wolves to attack the spellcaster's enemies. (Place the Giant Wolves adjacent to the spellcaster.)

To see how many Giant Wolves appear, roll 1 red die and check the result:

- 1 or 2 = 1 Giant Wolf
- 3 or 4 = 2 Giant Wolves
- 5 or 6 = 3 Giant Wolves

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.

Reanimation



This spell enables the spellcaster to reanimate all defeated Skeletons, Zombies or Mummies in the same room as the spellcaster. These monsters rise up from the floor, with all lost Body Points restored, and attack the Heroes again.

Mirror Magic



This spell may be cast by a Chaos spellcaster *during a Hero's turn*. This enables the spellcaster to reflect any Hero's spell back to him. Mirror Magic is cast immediately after the

Hero casts a spell at the Chaos spellcaster. The Hero then suffers the effect of the spell that was intended for the spellcaster.

Mind Blast



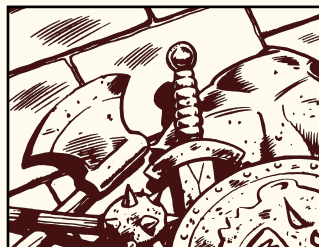
This spell paralyzes one Hero within the spellcaster's line of sight. This Hero cannot move or attack. The Hero defends with 1 combat die. To break free of the spell, the Hero, on his turn, rolls 1 red die for every Mind Point he currently has. If a 6 is rolled on any die, the spell is broken and the Hero can move and attack normally again on future turns.

Dispell



The Sorcerer may pick one spell-using character and force him to discard one of his spell cards at random. That spell is then lost for the duration of the Quest. Discard after use.

Rust



This spell causes one item of equipment of the Evil Wizard player's choice to rust and become useless.

That equipment card should be discarded. Discard after use.

Strands of Binding



The Sorcerer may fire magical threads from his fingers which will entangle one target. The target may not move or attack until he destroys the Strands of Binding which have one Body Point and four defense dice. The target may defend against other attacks. Discard after use.



Madness



Cast this spell on one figure to affect it with a frightening madness. The Evil Wizard player may then move that figure on his next turn, although the affected figure may not attack or cast spells. Discard after use.

Wall of Flame



The Sorcerer creates a magical wall of flame 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.

Escape



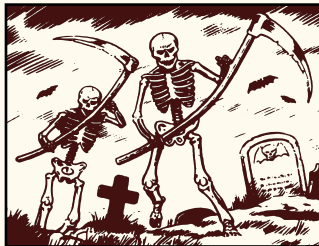
The Sorcerer may use this spell to move instantly to any unoccupied square on the gameboard. Discard after use.

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.

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.

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.

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.



Shield of Protection



This spell allows the Sorcerer and all Orcs in the same room to roll an extra die in defense until the beginning of the Sorcerer's next turn. May only be cast in a room. Discard after use.

Summon Orcs



The Sorcerer may immediately take two Orc figures from anywhere within his line of sight. The Orcs may move and attack immediately unless they have already done so during this turn. Discard after use.

Summon Goblins



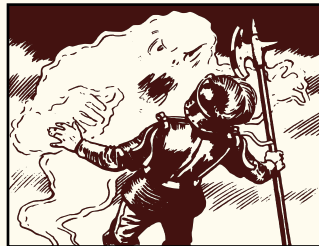
The Sorcerer may immediately take four Goblin figures from anywhere on or off the gameboard and place them anywhere within his line of sight. The Goblins may move and attack immediately unless they have already done so during this turn. Discard after use.

Sharpen Blades



This spell allows all Orcs in the same room as the Sorcerer to roll an extra die in attack for that turn only. May only be cast in a room. 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.

Orc Berserker



The Sorcerer may choose one Orc within his line of sight to be filled with immense strength and vigor. That Orc may then move twice and attack twice during that turn only. Discard after use.

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.

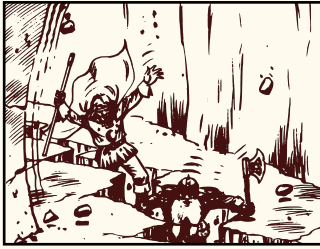
Blinding Sleet



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



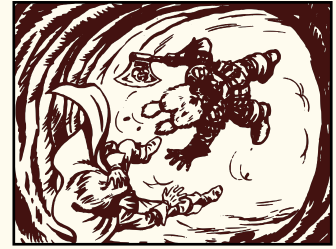
The Sorcerer may split the ground asunder in a straight line of six squares. Lay the Earthquake card piece on the board to determine who is affected. All those caught will suffer one Body Point of damage as if they had fallen into a pit trap. Discard after use.

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.



The Scout



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



The Halberdier



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

Special Ability: Can make diagonal attacks



The Crossbowman



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

Special Ability: Wields a crossbow



The Swordsman



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



Yeti



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

Special Ability: Hug attack



Frozen Horror



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	5	4	6	4

Special Ability: Spellcaster







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



Giant Wolf



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
9	6	3	5	1



Elven Warrior



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



Elven Archer



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

Notes: 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.

