

Annul



This spell when cast will stop any one spell that the Heroes cast.

Flaming Spear



This spell when cast will create a flaming spear that the spellcaster can throw at a Hero that is in his line of sight. Spellcaster rolls 6 Attack dice. The Hero then defends himself.

Hangman



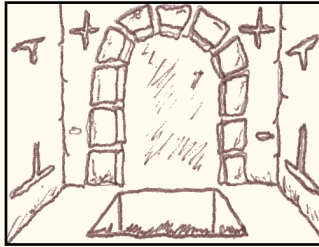
This spell when cast will choke a Hero. That Hero will be unable to attack or defend himself. Roll 1 red die for each of his Mind Points. A 6 will free him. Spell can also be broken by killing the spellcaster. Hero loses 1 Body Point for each turn he is under the spell.

Hurricane



This spell when cast, will affect all the Heroes. It creates a strong wind that causes them to lose 2 Attack dice and 1 Defense dice. Spell lasts until spellcaster is dead.

Open Pit



This spell when cast will open up a pit in the floor. If a Hero is over that spot, then he falls in and suffers 1 hit point of body damage. If pit is cast in hallway in front of the Hero then that Hero needs to jump the pit if no other route is available.

Shroud of Night



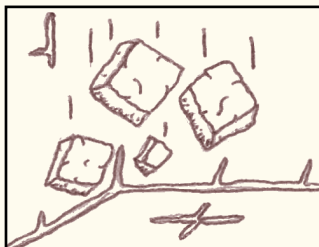
This spell when cast will cause a room to become completely dark. All Heroes' Attack and Defense dice are reduced to 1. Heroes cannot search this room. This spell will last for the whole Quest. Only a light spell will allow Hero to counter this spell.

Spell Magnify



To cast this spell will take up the spellcaster's turn. But, that next spell he casts will affect all the Heroes inside the room or in the hallway.

Stone Fall



This spell when cast will cause a ceiling or wall to cave in, creating an impassable spot on the gameboard. If a Hero is on this spot when the spell is cast, follow springing a fallen rock trap rules.

Summon Demon



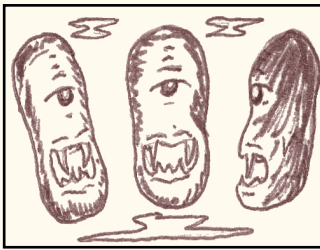
This spell when cast will summon a Demon. Roll one red die.

- 1 or 2 - a Gargoyle
- 3 or 4 - a Big Gargoyle
- 5 or 6 - a Bellthor

Demon get to attack after being summoned.



Summon Fimir

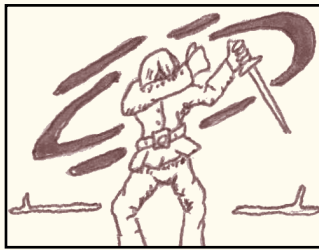


This spell when cast will summon Fimir. Roll one red die.

1 or 2 will summon 1 Fimir
3 or 4 will summon 2 Fimir
5 or 6 will summon 3 Fimir

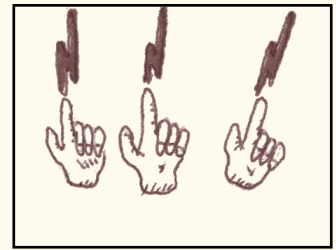
Fimir get to attack right after being summoned.

Total Chaos



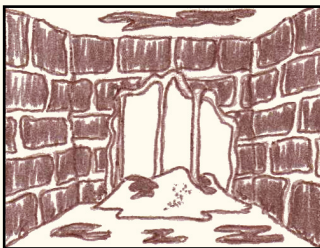
This spell when cast will totally confuse a Hero. Reducing his Attack and Defense dice to 1. Hero cannot defend himself against this spell, except with a counter spell. Spell is broken when spellcaster is dead.

Triple Terror



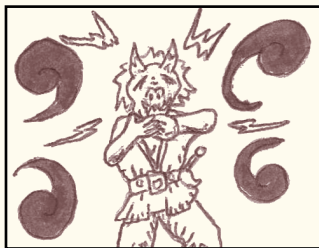
To cast this spell will take up the spellcaster's turn. But on his next turn, he will be able to cast 3 different spells.

Sand Stone



This spell when cast will cause a wall or one stone square on the game board to turn into sand. Heroes can now pass through.

Remove Air



This spell when cast will choke a monster. That monster's Attack and Defense are reduced to 1 die. Monster rolls 1 red die for each of his Mind Points. A 5 or 6 frees him from the spell. Monster loses 1 Body Point for each of his turns that he is under the spell.

Dispel



This spell when cast will stop or break a chaos spell that is being cast on you or a fellow Hero.

Cat's Eye



This spell when cast give the spellcaster the ability to see inside a magically darken room.

Magic Torch

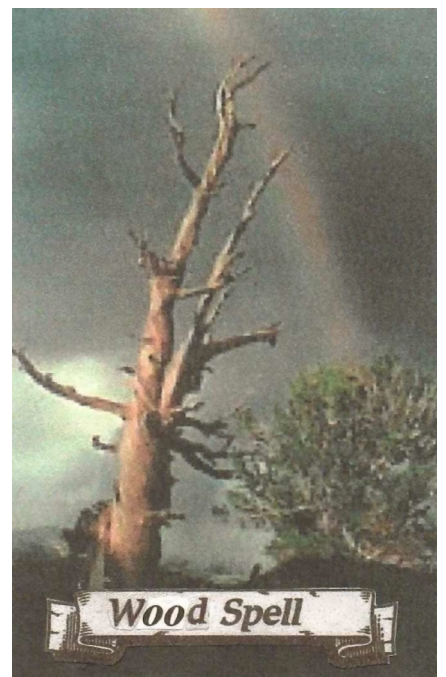
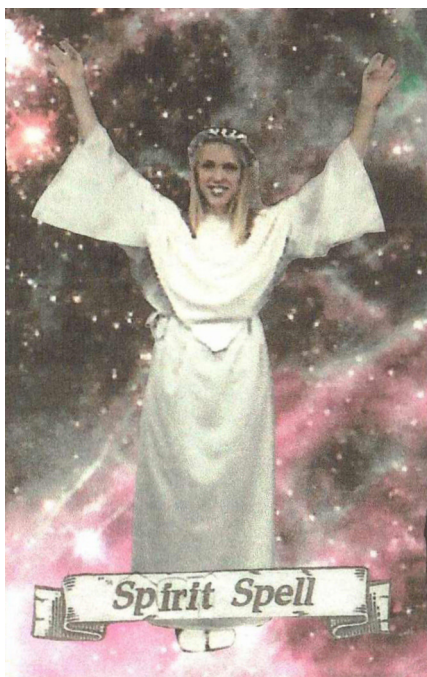
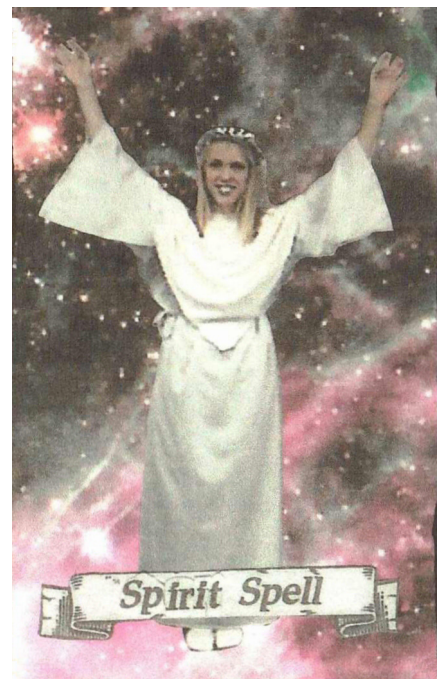


This spell will create a magical light that enables Heroes to see inside a magically darken room.

Quicksand



This spell when cast will trap a monster in its place. Monster can still attack and defend if Hero gets next to it. Monster is trapped for the length of the Quest.



Mind Burst



This spell when cast will give the Hero who it is cast upon 6 extra Mind Points for 2 turns. Hero's Mind Points then return to normal.

Geyser



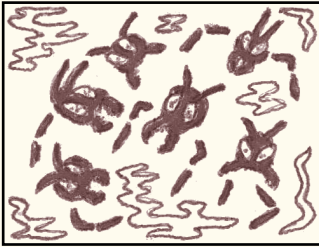
This spell can be cast on any Hero. That Hero will then be protected from any fire spell. This spell lasts until there are no more monsters in sight.

Broth



This magical liquid will restore a Hero's Mind Points back to normal.

Summon Fire Ants



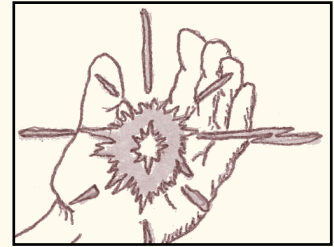
This spell will summon fire ants to attack 1 monster. That monster will lose 1 Body Point on each of his turns, until he is dead or can destroy ants with a fire spell.

Ivy Sap



The sap from this rare ivy plant will restore 4 lost Body Points. Hero cannot exceed his starting points.

Recall



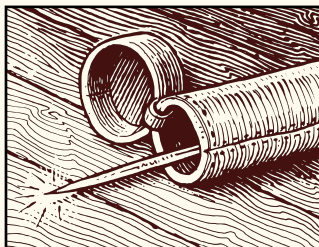
This spell enables spellcaster to recall one spell that was already cast during the Quest.

Treasure Hoard!



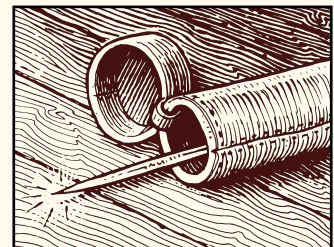
Under a loose stone in the floor, you find a small chest. Inside are 300 gold coins! Record the money on your Character Sheet. Do not return this card to the deck.

Anti-poison Quill



Restores any of the owner's Body Points lost by poisoning if used immediately.
May only be used once.

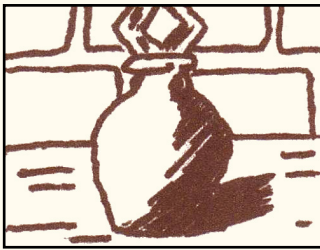
Anti-poison Quill



Restores any of the owner's Body Points lost by poisoning if used immediately.
May only be used once.



Potion of Restoration



On a large shelf you find many bottles. All are empty except one. You find a Potion of Restoration. When you drink it, you regain all your Body and Mind Points that you had when you started the Quest. This potion will also cure a Hero who has been turned into a Werewolf. This can only be used once. Do not return this card to the deck.

Rat



A Rat attacks you. Refer to Rat monster card for statistics.

Rat



A Rat attacks you. Refer to Rat monster card for statistics.

X

Skulmar



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	5	6	3	4

Notes: Can perform two actions per turn. Can cast two spells, or make an attack and cast one spell, or make two separate attacks.

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Rat



A Rat attacks you. Refer to Rat monster card for statistics.

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A Rat attacks you. Refer to Rat monster card for statistics.



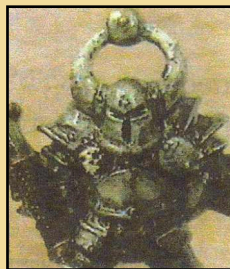
Stone Mummy



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
3	4	6	3	0



Doom Guard

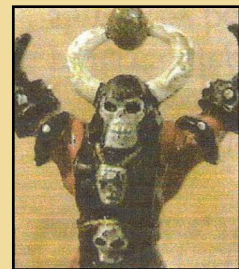


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	4	6	3	3



X

Witch Lord



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	5	6	4	5

Notes: Can perform two actions per turn. Can cast two spells, or make an attack and cast one spell, or make two separate attacks.

X



X

Queen Kessandria



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

Notes: Can perform two actions per turn. Can cast two spells, or make an attack and cast one spell, or make two separate attacks.

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Spirit Rider



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



Bellthor

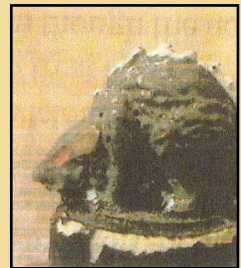


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	4	6	3	3

Notes: Breathes a poisonous gas after each attack. Roll 6 attack dice, that Hero defends. For each hit Hero loses a Mind Point. If Mind Points reach zero, Hero is knocked out.



Rat



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
12	1	0	1	1