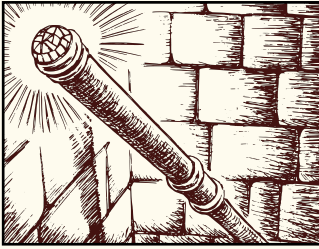




Ancient Staff



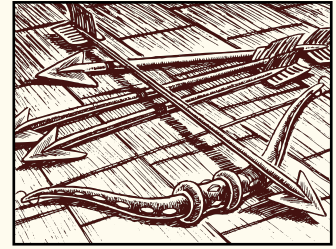
This magical staff enables the Elf to reflect any monster's spell back at the spellcaster. The spellcaster and all other monsters in the same room suffer the full effects of the spell, while the Elf and his companions are immune to the effects. The staff works only 5 times, then it becomes useless.

Bone Wand



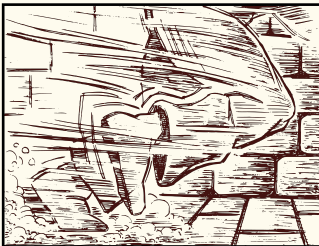
This artifact enables any Hero to control all skeletons in one room for one turn. He can move them and make them attack during this turn. The Hero can make the skeletons attack each other or any other monster in the room. The Bone Wand works only once per Quest.

Elven Bow of Vindication



Only an Elf may use this bow. An arrow fired from this bow hits and instantly kills any one monster within the Elf's line of sight, unless the monster rolls a black shield on 1 combat die. There are only 4 arrows with this bow; the bow is useless once all of these arrows have been fired.

Elven Boots



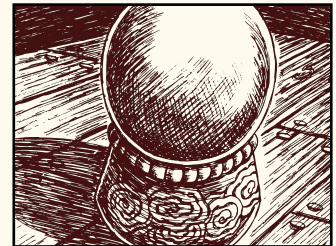
These boots grant the Elf an extra red die for movement. The Elf can roll 3 dice for movement either before or after taking an action. The boots wear out if the Elf rolls identical numbers on any 3 dice.

Elven Bracers



These metallic wrist bands have magical powers. When placed on the Elf's wrists, these glowing artifacts greatly enhance the Elf's physical and mental abilities. The bracers add 2 extra Body Points and 1 extra Mind Point to the Elf's total. They can be worn only by the Elf.

Sky Orb



The Hero who possesses this orb may use it to absorb a total of 4 Mind Points of damage. Each time the Hero would normally suffer the loss of 1 Mind Point, he instead hands Zargon one of the blue Sky Orb tokens and suffers no Mind Point damage. When all 4 tokens have been handed to Zargon, the Sky Orb is useless.

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.

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.*



Wolfsbane Potion



This may be used by any Hero suffering under the Werewolf's Curse.

This potion cures the Hero of this curse. This may be used only once. Do not return this card to the deck.

Werewolf's Curse



This spell may be cast on any Hero. The Hero rolls a red die. A roll of 6 means the spell has no effect. Any other result means the Hero is now afflicted with the Werewolf's Curse.

See the "Turning Heroes into Werewolves" section of the *Instruction Booklet* for more information

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

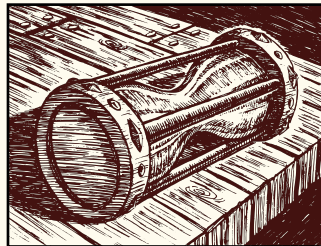
5 or 6 = 3 Giant Wolves

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.

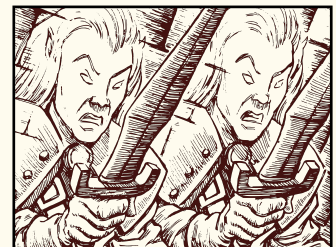
Flashback



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.





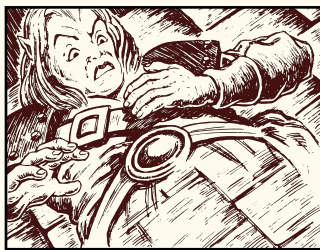
Ogre



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
4	6	4	10	2



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.



Giant Wolf



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



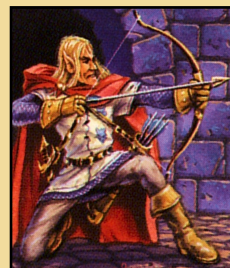
Elven Warrior



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.

