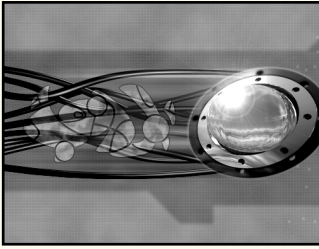




Dowsing Lens



This seemingly-opaque lens allows its wearer to see the tell-tale marks of any trap. Once per Quest, a triggered trap is instantly revealed as though searched for, and you may continue your turn; OR once per Quest, you may search for traps and secret doors at the same time, even if monsters are present.

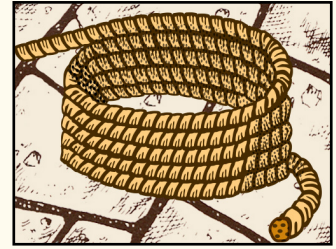
Cloak of Sanctuary



This scarlet cloak is enchanted with powerful wards against harm. Use this cloak at any time to roll double the number of combat dice while defending until the beginning of your next turn.

One use only.

Coil of Rope



Ten feet of strong rope enable you to cross pits safely.

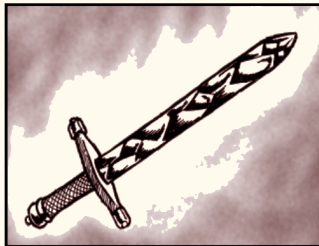
When rolling to jump a pit or other square, you succeed by rolling anything but a white shield.

Dwarven Rune of Seeking



A masterful work of Dwarven craftsmanship, invoking this rune will reveal all traps within sight, including those that cannot be found by searching normally. This item can be used even if monsters are visible.

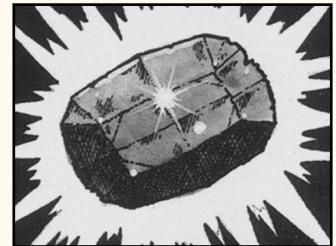
Eidolon Sword



This ancient broadsword was used in ages past to slay many foul demons of Chaos. It can be swung with the strength of 3 combat dice, or 4 combat dice when fighting Undead monsters, or 5 combat dice when used against demonic monsters (such as Chaos Furies).

May not be used by the Wizard.

Gem of Negation



This black gem is hungry for the powers of magic and will drink eagerly from its surroundings. Use this gem to force one figure within sight to discard one Chaos Spell at random, after which this item must be discarded.

Iceflow Oar



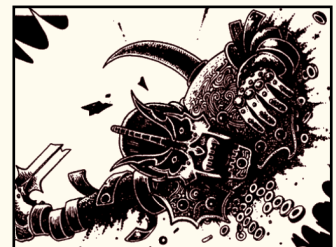
This mystical fisherman's oar can be used by any Hero with spells, rolling 3 combat dice when attacking with it. Its length allows the Hero to attack diagonally. The oar can also be used to attack any monster within sight, rolling 1 combat die to do so. If a skull is rolled, the targeted monster cannot move during its next turn.

Magewright Staff



This wooden staff is reinforced with both metal and magic. It can be used *only* by the Wizard, who can roll two combat dice when attacking with it. In addition, at the beginning of each Quest, the Wizard may take one spell card from an unchosen spell group, which he may cast as normal, but only while he has this Staff.

Mask of Victory



This colorful mask was worn by the Paladins long ago to frighten their enemies into disarray. Monsters with between 1 and 3 Mind Points roll one fewer combat die when attacking, to a minimum of one die, as long as they can "see" you.



Mirror Ring



The gem set in this ring has been polished to a mirror sheen. Once per Quest, use this ring to ignore all damage from one Chaos Spell or one ranged attack made by a "Chaos" figure.

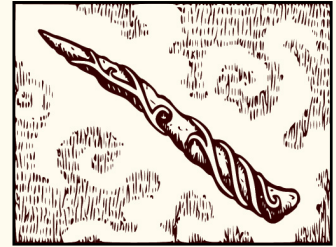
Morning Glory



A mystical glow surrounds the blade of the broadsword. When using it, roll three combat dice to attack. While your Body Points are within 1 point of their starting level, you may also whip magical shockwaves at any monster you can "see", rolling four combat dice to do so.

May not be used by the Wizard.

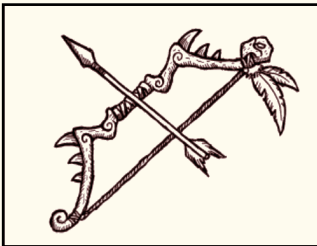
Pitons



A set of spiked to be hammered into a sheer rock face, making it easier to escape from pits. Use during your turn to immediately move 1 space out of a pit trap, long pit trap or pit of darkness. OR use when disarming a trap; you roll 2 dice instead of one and keep either result.

One use only.

Shortbow



This long-range weapon gives you the attack strength of 2 combat dice. You may fire at any monster that you can "see". However, you cannot fire at a monster that is adjacent to you. You have an unlimited supply of arrows.

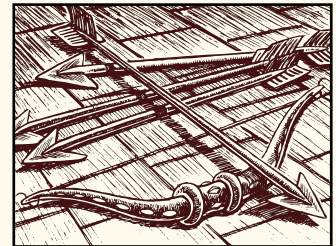
May not be used by the Wizard.

Sigil of the Paladins



The emblem of the order of the Paladins is imbued with protective energies. While holding this sigil, roll one extra combat die or red die, as appropriate, to resist Chaos spells.

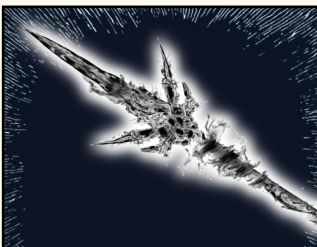
Sunrise Bow



This weathered two-handed longbow never misses when fired by trained hands. You can fire it at any monster you can "see", dealing 2 Body Points of damage (you do not roll combat dice). Monsters defend against attacks from this weapon normally.

May not be used by the Wizard.

Thunder Ray



Static electricity crackles along the edges of this magical javelin. A Hero can attack with this weapon by throwing it at any monster within sight, rolling two combat dice to attack. Monsters cannot defend against this weapon. When thrown, the Thunder Ray may be retrieved on a future turn as part of any search action.

May not be used by the Wizard.

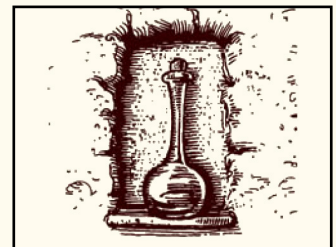
Winged Helm



This mythical piece of headgear may be worn in place of a normal helmet, allowing its wearer to roll one extra combat die in defense. While wearing this helm, you can jump across one square each turn without having to roll for success, and ignore the first Body Point of damage from spear traps, pit traps and falling block traps.

May not be used by the Wizard.

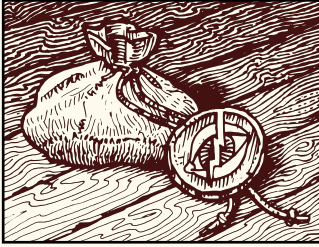
Venom Antidote



This bubbling brew tastes foul, but will restore up to 2 Body Points lost from poison damage.



Dust of Disappearance



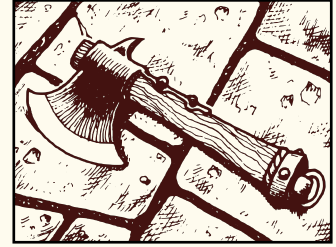
If tossed on any Hero, this dust allows that Hero to move past any monster encountered on his next turn. May only be used once.

Fire Ring



Protects the wearer from any 2 Chaos fire spells. Ring disappears after wearer has been protected from the second fire spell.

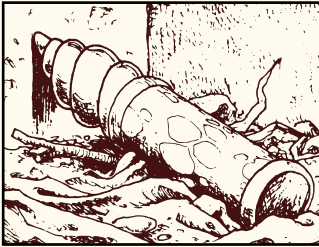
Hand Axe



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.

Holy Water



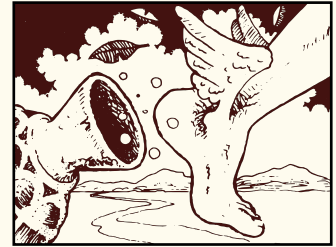
You may use the Holy Water instead of attacking. It will kill any undead creature: Skeleton, Zombie, Mummy. Discard after use.

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.

Potion of Speed



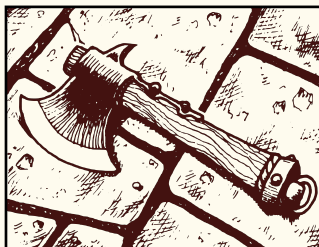
You may drink this potion at any time. It will allow you to roll twice as many dice as usual the next time you move. The card is then discarded.

Air Walk



This potion enables any Hero to walk on a cushion of air for one turn. He does not spring traps during this turn. The Hero can walk over pit traps as long as he can reach an unoccupied space on the other side. This may be used only once. Do not return this card to the deck.

Throwing Axe



The Throwing Axe allows you to roll two combat dice in attack. You may also throw the Throwing Axe but if you do so you lose it.

May not be used by Wizard.

Spell Scroll



Arrows of the Night

This spell may be cast on any Monster in your line of sight. These magical bolts will inflict 2 combat dice of damage, which the Monster may defend against by rolling 1 combat die for each of their Mind Points.

Scroll crumbles to dust once used.



Spell Scroll



Summon Verag

This spell attempts to summon Verag, the guardian of Fellmarg's tomb, to aid the Heroes. Roll one red die and add the number of Quests you have completed.

If the total is 10 or higher, place a Gargoyle figure at the entrance of the Quest and treat it as the summoner's Mercenary. Verag has 4 Body Points and defends using white shields.

Scroll crumbles to dust once used.

Spell Scroll



Healing Wave

This spell soothes the aches and pains of all Heroes in the vicinity. The caster and each other Hero he can "see" each heal up to 1 lost Body Point.

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



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



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

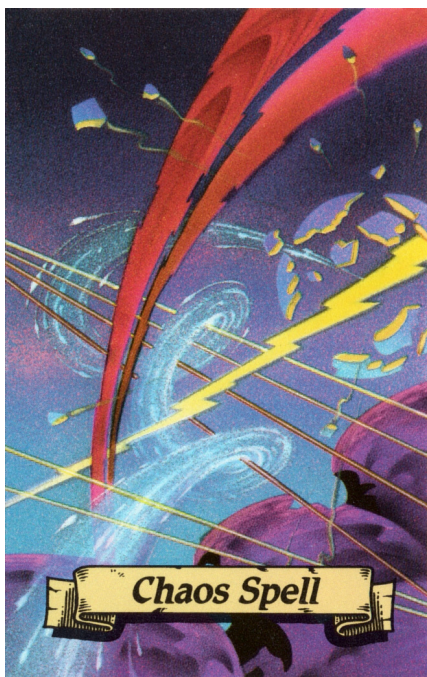
This spell may be cast on a monster, blasting it with flames. It will inflict 1 Body Point of damage, unless the monster can immediately roll a 5 or 6 using one red die. May be used by any Hero. Scroll crumbles to dust after it is used.

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



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.

Balefire



This spell can be cast on any one Hero. It will inflict 3 Body Points of damage. The Hero immediately rolls four red dice. For each 5 or 6 rolled, the damage is reduced by 1 point.

Until the beginning of the spellcaster's next turn, that Hero heals half as many Body Points as usual from potions or spells, rounded up.

Break Mind



The Chaos Sorcerer and one Hero within sight both roll combat dice equal to their Mind Points. Whoever rolls more skulls inflicts Mind point damage equal to the difference in rolls.

Drain Body



This spell leeches the life out of one Hero within sight. Roll two combat dice to attack that Hero. There is no defense possible. For each Body Point lost by the victim, the spellcaster regains one lost Body Point.

Drain Magic



This spell will wipe magical knowledge from the mind of one figure within line of sight. The target figure must discard one random spell. Discard after use.

Instill Rage

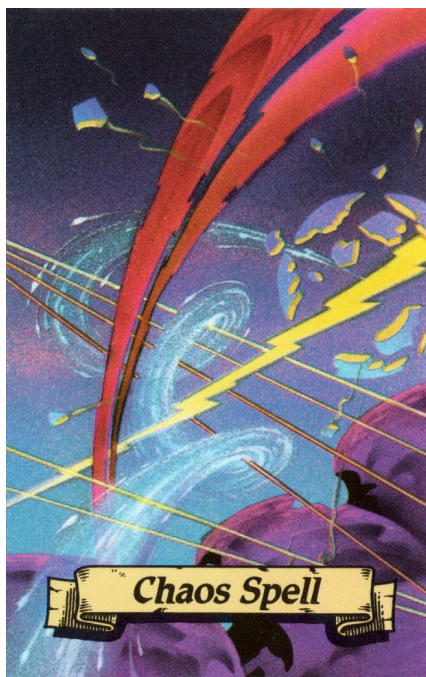
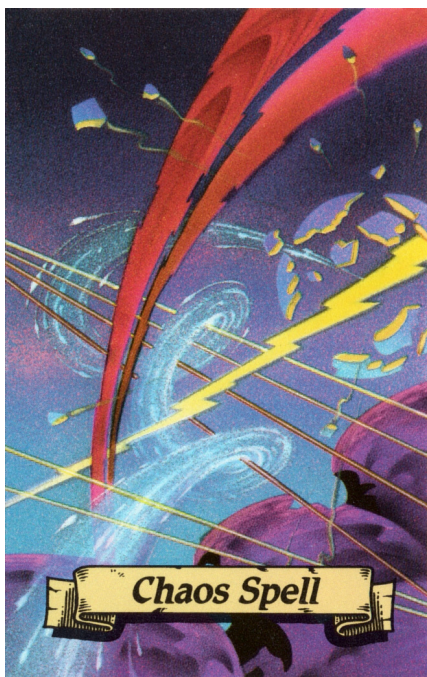


This spell fills the heart of one monster within sight with rage, enabling it to attack twice per turn for as long as it can see any Heroes.

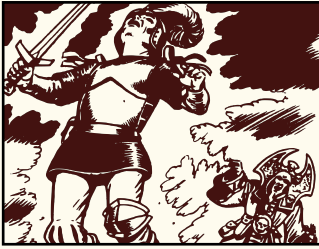
Chill



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.

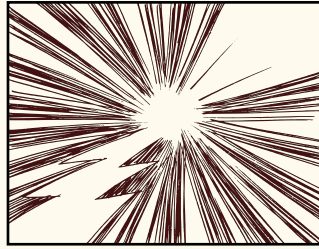


Deathbolt



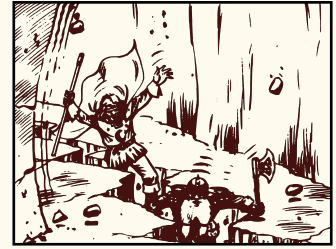
The Sorcerer may hurl his spell at one target in sight. That figure then automatically loses one Body Point. Discard after use.

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.

Earthquake



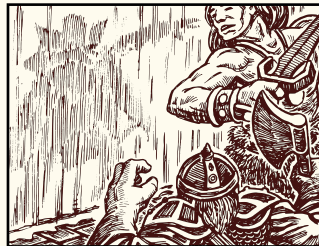
The Sorcerer may split the ground asunder in a straight line of six squares. Lay the Earthquake tile on the board to determine who is affected. All those caught will suffer one Body Point of damage as if they had fallen into a pit trap. Discard after use.

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.*

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.

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.

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.

Sharpen Blades

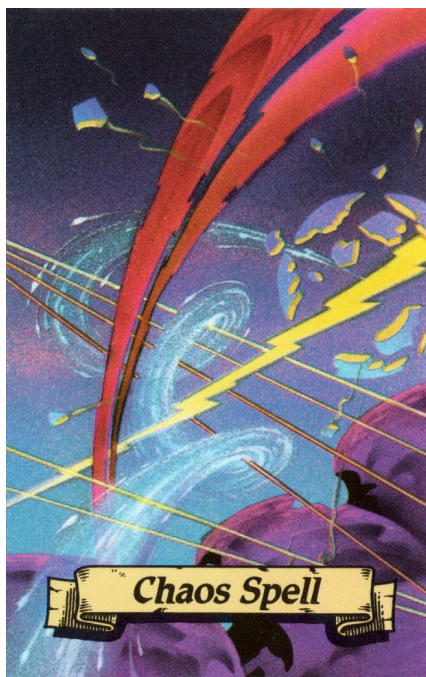
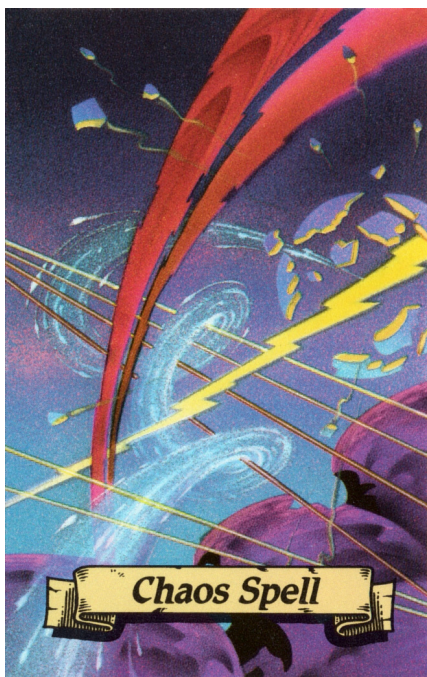


This spell allows all Orcs in the same room as the Sorcerer to roll an extra die in attack for that turn only. May only be cast in a room. Discard after use.

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.



Skulls of Doom



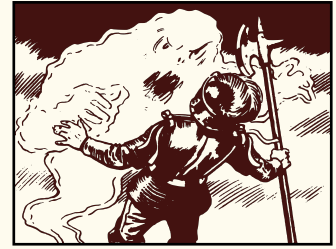
This spell allows a Sorcerer to hurl a magical skull at any opponent in his line of sight. The skull explodes like a fireball and attacks the target with two combat dice which he may defend against normally. Discard after use.

Soothe



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

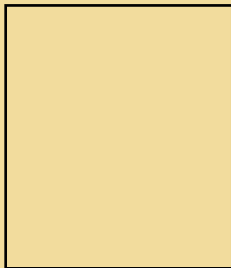
Spirit of Vengeance



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.



Valkyrie



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

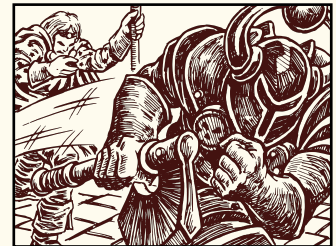


Wall of Flame



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.

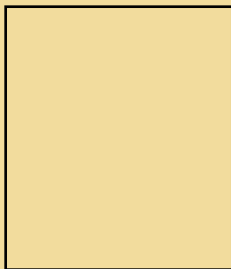
Skate



This spell enables the spellcaster to move quickly through icy caverns and corridors. The spellcaster may skate for up to 12 squares and may pass through Heroes and monsters during movement. The spell lasts only one turn.



Chaos Marauder



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
9	4	3	2	2



Orc Boss

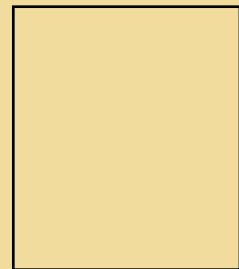


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	4	3	3	3

Notes: Orc Bosses are also armed with throwing axes, with which they can attack at range with two combat dice.



Paladin



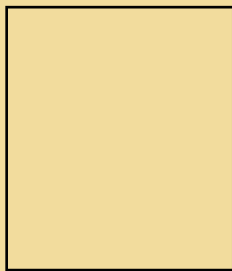
MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
2d6	1	2	2	4







Skeleton Knight



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	4	2	2	0



Chaos Fury

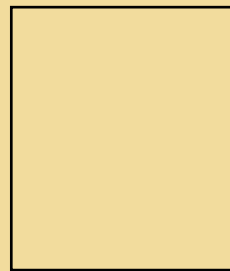


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
9	5	3	3	5

Notes: May choose to deal Mind damage when attacking, but only rolls 3 combat dice instead of 5 when attacking this way.



Wight

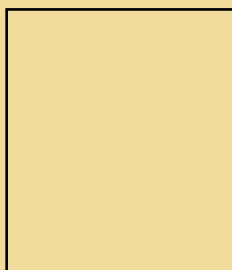


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	3	5	2	0

Notes: Undead; Attacks from this monster deal both Body and Mind damage simultaneously.



Chaos Sorcerer



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

Notes: Chaos Sorcerers can also attack at range with dark magic, rolling two combat dice to do so.



Exalted Sorcerer

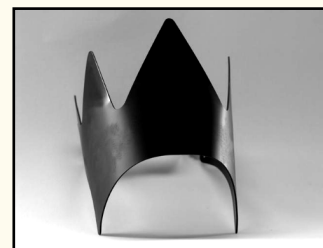


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	3	5	4	6

Notes: May attack at range with dark magic, rolling 3 combat dice to do so.



Iron Crown



While wearing this crown, you may cast the Chaos Spell Command any number of times. Monsters do not roll to break the spell in between turns. However, on each of Zargon's turns, this crown casts Command on you. If you fail to resist the spell, or if you remove the crown, all monsters under your control are immediately freed.



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

