

### ***Magic Crossbow Quarrel***



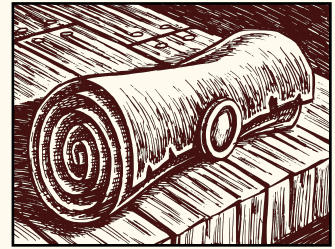
When fired at a monster this magic quarrel automatically inflicts one Body Point of damage.

### ***Rabbit Boots***



To jump over 1 *discovered trap per turn*, roll anything but a black shield on 1 combat die.

### ***Spell Scroll***



#### ***Treasure Hoard***

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.*

### ***Bracers***



Cost: 200 Gold Coins

The Bracers allows you to roll one extra die in defense.

May only be used by the Wizard.

### ***Broadsword***

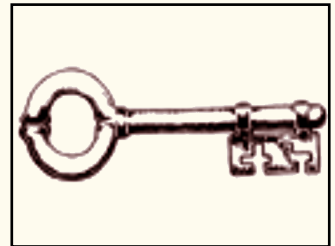


250 Gold Coins

This wide blade gives you the attack strength of 3 combat dice.

May not be used by the Wizard.

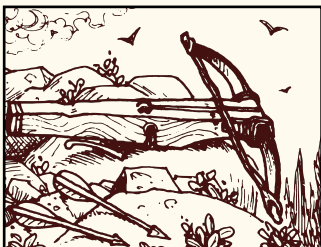
### ***Cage Key***



This key is quite heavy, but seems to be designed for a very simple lock.

If only the Dwarf were here, then there would be no need for keys!

### ***Crossbow***



Cost: 350 Gold Coins

This long-range weapon gives you the attack strength of 3 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.

### ***Medal of Heroism***

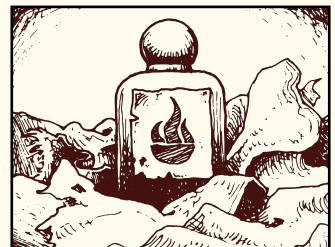


An Imperial Medal, awarded by the Emperor and the Captain of the Imperial Guard for displaying honor and courage.

The bearer of this medal is a true Hero by all accounts.

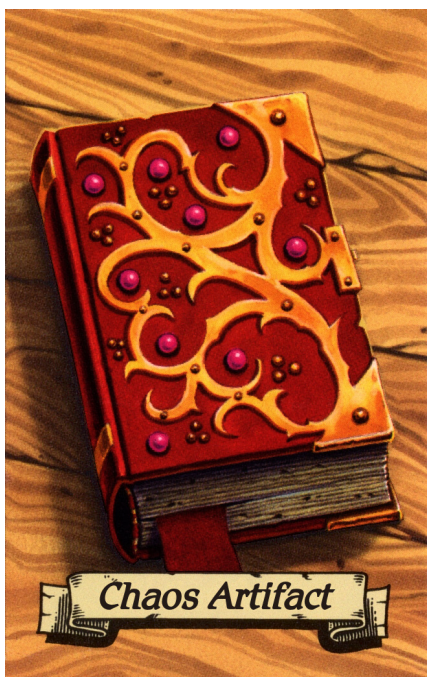
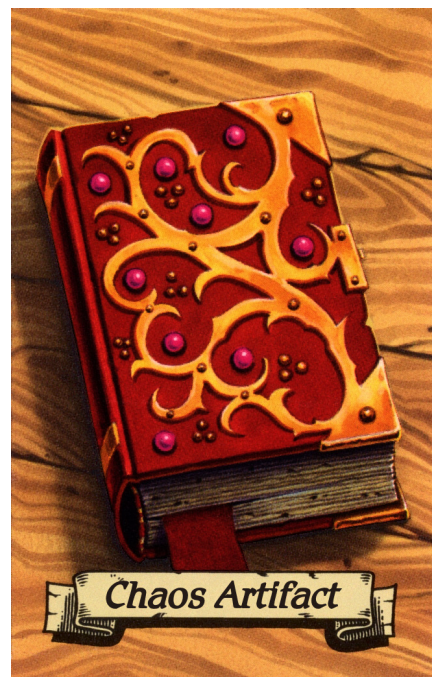
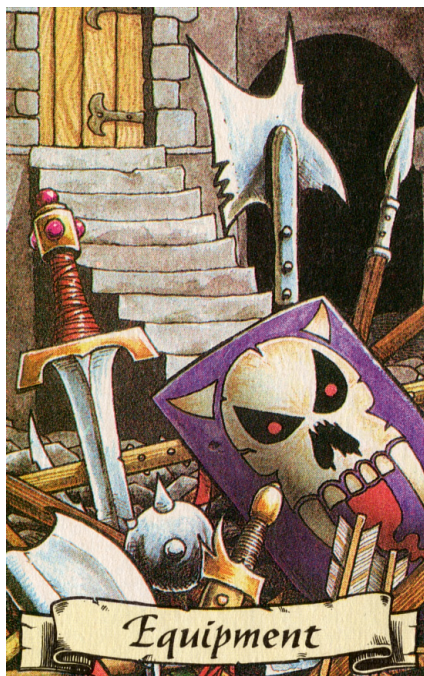
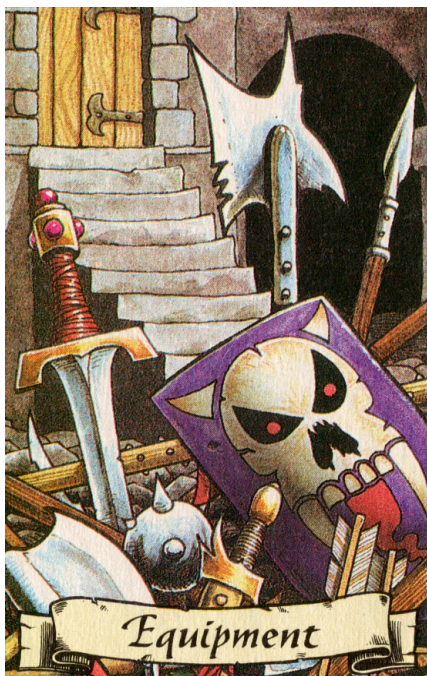
May only be used by those holding the title of "Imperial Emissary".

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



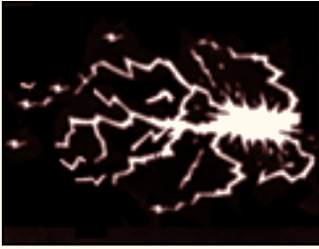
You can drink this healing potion at any time, restoring a maximum of 2 Body Points. You cannot, however, exceed your starting number of Body Points. This may only be used once.





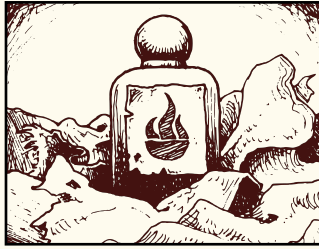


### ***Bolt***



This spell may be cast in a horizontal, vertical, or diagonal direction. The bolt will travel in a straight line until it strikes a wall or closed door. It will inflict 1 Body Point of damage to all Monsters and Heroes in its path.

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



You can drink this healing potion at any time, restoring a maximum of 4 Body Points. You cannot, however, exceed your starting number of Body Points. This may only be used once.

### ***Small Brass Key***



This key is well made, but is showing signs of wear.

### ***Necromatic Spell Book***



There appear to be pages missing. The spells written of herein are of little use without the missing pages.

### ***Fleet Foot***



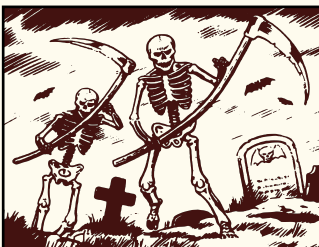
This spell increases the movement rate of any one unit by +5 square the next time it moves, and by +1 square permanently for the duration of the Quest.

### ***Luck***



The recipient of this spell may re-roll, once, any number of dice from a hand that was just rolled. This may be done once at any time during the duration of the Quest.

### ***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.

### ***Death Bolt***



The sorcerer may hurl this spell at one target in sight. That figure then automatically loses one Body Point.

Discard after use

### ***Necromatic Spell Book***



This item grants the Necromancer access to the following Spells:

Funeral Pyre  
Phantom Form  
Wall of Bone  
Demon  
Greater Raise the Dead  
May only be used by the Necromancer.





### ***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.

### ***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.

### ***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.

### ***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.

### ***Demon***



This spell conjures a Demon who will do one of the following: allow you to take only the next two cards from the top of the Treasure deck, ignoring the results of hazards, Wandering Monsters, or other negative cards, OR use 4 combat dice to attack any Monster within your line of sight.

### ***Funeral Pyre***



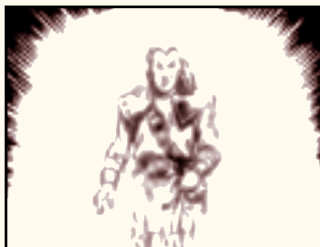
This spell summons forth an unholy flame, and may be cast on any Monster within the Necromancer's line of sight. It will inflict 2 Body Points of damage unless the Monster can roll a 5 or 6 on one red die. Undead automatically suffer 2 Body Points of damage with no saving roll.

### ***Greater Raise the Dead***



Casting this spell upon a slain ally will revive them, and may be cast at any time before the end of a Quest. They will revive with up to 4 Body Points, and 4 Mind Points restored if any were lost. Normal rules for lost items or equipment following a unit's death still apply.

### ***Phantom Form***



This spell allows recipient of the Necromancer's choosing to become a Phantom. The individual may move freely through other Heroes, friendly units, Monsters, and even solid rock!

The Phantom may not attack, or search, buy may cast spells. The Phantom cannot attack or be harmed unless by an enemy's spell.

Lasts for 2 turns

### ***Wall of Bone***



You summon forth a magical wall of bone and rotten flesh which erupts from the ground. The wall covers 2 squares. This wall has one Body Point, and rolls 6 Defend dice.

Keep this card on hand until the wall is destroyed, then discard it.





### ***RoundHouse***



Any Hero with a two-handed sword or axe may strike all adjacent enemies with a single attack. Roll the weapon's normal combat dice and apply the results to all enemies in adjacent squares.

### ***Parry & Riposte***



You are able to completely parry an attack without taking any damage, and immediately follow up with a return attack. The opponent defends against your attack with a one less combat die.

### ***Mighty Blow***



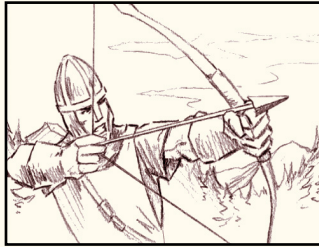
You summon up a hidden reserve of strength and will for a concentrated attack! After rolling your combat dice multiply by 2 the final die roll results, and apply that result against your opponent.

### ***Dodge & Trip***



You successfully sidestep a single opponent's attack and take no damage. Furthermore, as he rushes by you trip him, causing him to fall heavily to the ground. That opponent loses his next turn.

### ***Careful Aim***



You take careful aim to hit your opponent with a well-placed shot with an arrow, throwing knife, or any other type of missile weapon.

After rolling your combat dice multiply by 2 the final die roll results and apply that result against your opponent.

### ***Heroic Charge***



Your opponent quavers at your mighty war cry as you charge him! You attack with 2 extra combat dice and your opponent defends with one less.

### ***Slip***



Your path is blocked by one or more opponents. You may successfully slip through them unharmed as long as there is at least one empty square behind them.

### ***Heroic Sacrifice***



You take the blow intended for another member in your party! You must be adjacent to the left or right of your comrade to perform this feat.

### ***Disarm & Capture***



You need a prisoner for information! If you roll enough combat dice to kill an opponent, that opponent is disarmed and captured instead.





### ***Footwork***



Your swift movement makes you difficult to strike.

You may roll two extra defense dice until the end of the turn.

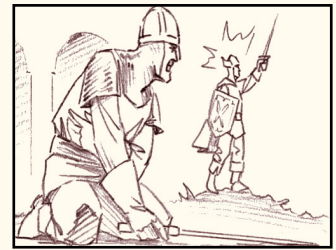
### ***Rallying Cry***



Your rallying cries inspires your comrades to victory!

From now until the end of the turn each Hero may roll one extra attack and defense dice.

### ***Charisma***



Drawing inspiration from you, one henchman instantly recovers from one wound that would otherwise have killed him.

Play this card to ignore one wound that would otherwise kill a henchman under your control.

### ***Feint***



A sudden, unexpected move puts you at an advantage!

You may reroll one set of dice, either attack, defense or movement.

### ***Luck***



Fortune smiles upon you!

You may use this card to automatically cancel the effect of one combat card played by the Evil Wizard player.

### ***Berserker Fury***



Launching into a berserker fury you hurl yourself into the fray!

From now until the end of turn you may trade any number of defense dice to roll any equal number of attack dice.

These dice may be distributed amongst any creatures adjacent to you as you see fit.

### ***Keen Hearing***



Listening cautiously at the door, you are able to discern precisely how many monsters are in the next room. The Evil Wizard player must tell you how many and what type of monsters that occupy the next room you enter. You may only use this ability when you are adjacent to a closed door.

### ***Hidden Reserves***



Drawing on hidden reserves of endurance, you shrug off wounds that might kill lesser men.

Play this card to immediately heal two body points of damage.

### ***Alertness***



Your perception is second-to-none.

You may use this card to automatically ignore one Trap, Ambush, Wandering Monster card, or Event.





## Adventurer Hero



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

**Starting Weapon:** Longsword

**Starting Armor:** None

At the start of each Quest the Adventurer may have a total of 6 Combat Cards, drawn at random

## Summon Orc Shaman



You summon the Orc Shaman from your tribe, he will remain for 5 turns after the spell is cast before disappearing.

He knows the following spells: Orc Berserker, Spirit of Vengeance, and Shields of Protection.

## Summon Orcs



This ability summons a group of Orcs from your tribe. They will remain for the duration of the Quest, or until slain.

Roll one red die:  
Roll a 1, 2 or 3 = 2 Orcs  
Roll a 4 or 5 = 3 Orcs  
Roll a 6 = 4 Orcs

## Adventurer



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	3	2	4	3

**Starting Weapon:** Longsword

**Starting Armor:** None

At the start of each Quest the Adventurer may have a total of 6 Combat Cards, drawn at random

## Archer Hero



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

**Starting Weapon:** Longbow

**Starting Armor:** None

May choose 2 spells from any one of the spell groups. Also has access to the Elf Spells: Luck, Fleet Foot, and Bolt. May not wear Platemail or use a Shield.

## Archer



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

**Starting Weapon:** Longbow

**Starting Armor:** None

Knows the following Elf Spells: Luck, Fleet Foot, and Bolt. May not wear Platemail or use a Shield.

## Half-Orc Hero



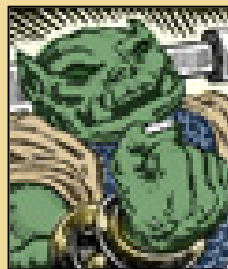
MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
2 Dice	3	2	6	3

**Starting Weapon:** Broadsword

**Starting Armor:** None

Has the following Combat Abilities: Summon Orcs, Summon Orc Shaman. May use normal Artifacts, Spell Scrolls, as well as Chaos Artifacts.

## Half-Orc



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

**Starting Weapon:** Broadsword

**Starting Armor:** None

Has the following Combat Abilities: Summon Orcs, Summon Orc Shaman. May only use Chaos Magic Spell Scrolls, and no other spells.

## Necromancer Hero



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

**Starting Weapon:** Dagger **Starting Armor:** None

May take 6 Necromatic Spells, and choose 3 spells from the Fire or Darkness group. May use normal Artifacts, Spell Scrolls, as well as Chaos Artifacts. Same armor and weapon restrictions as the Wizard.







## Orc Warchief



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

**Notes:** The Warchief of the Ironmaw Clan.

The Ironmaw Clan, and their allies, have a tentative alliance with the Empire, following the former Black Orc occupation.



## Orc Clansman



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

**Notes:** One of the Half-Orc's unarmed Clansman. As an ally, this Monster will not attack Heroes, Companions, or other friendly units. May not search for traps, treasure or secret doors.



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	2	3	4	5

**Starting Weapon:** Dagger **Starting Armor:** None  
The Necromancer may only cast Necromantic Spells, and may use no other spells, even from Spell Scrolls, unless they are Chaos Magic Spell Scrolls. Same armor and weapon restrictions as the Wizard.



## Black Orc

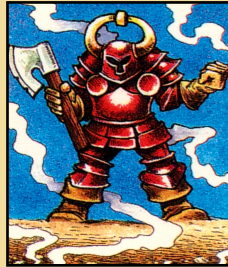


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	5/5	3	4	2

**Notes:** A Black Orc may attack twice, once with each weapon they wield. Two attacks can be made against one opponent, or one attack can be made against each of two opponents.



## Covenant Warrior



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

**Notes:** These battle-hardened warriors are members of the newly-formed "Covenant of Chaos". They are powerful opponents, but their power may be derived from an as yet unknown source.



## Orc Clansman



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	3	2	1	2

**Notes:** One of the Half-Orc's armed Clansman. As an ally, this Monster will not attack Heroes, Companions, or other friendly units. May not search for traps, treasure or secret doors.



## Ice Gremlin



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	2	3	3	3

**Special Ability:** Steal items



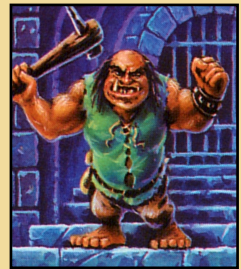
## Giant Wolf



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



## Ogre



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







### ***Arrows of the Night***



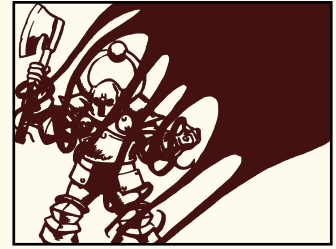
You may fire these magical bolts at any target within your line of sight. You may then attack the target with two attack dice and he must defend with as many dice as he has Mind Points. Discard after use.

### ***Cloak of Shadows***



You may summon up a patch of darkness and place a Cloak of Shadows tile on the gameboard. Any figures in the shadows may not attack, be attacked or cast spells while they are there. This piece may not be moved and lasts until the end of the Quest. Keep this card by the side of the gameboard for reference.

### ***Chains of Darkness***



You may cast this spell on one figure. That figure may not move or fight until the beginning of your next turn, although they may defend or cast spells. Discard after use.