

HEROQUEST

*The Chronicles
of Sir Ragnar*

CARDS



Volume II
Dealing with Death

Call Undead



This spell summons undead warriors that will fight by your side. Roll three dice. For each skull rolled you summon one skeleton however every black shield rolled summons a skeleton to serve the Evil Wizard.

Place your skeletons anywhere within sight before the Evil Wizard places his. Discard after use.

Death's Touch



This spell may be cast on any one monster or player you are adjacent to. It will inflict three points of Body damage. The victim may roll two combat dice in defence. For each shield rolled they may reduce the damage by one. This spell is then discarded.

Decay



This spell may be cast at any one monster or player. It will inflict two points of Body damage. The victim may roll two dice. For each shield rolled he may reduce the damage by one. If the victim survives the attack without defending both points of damage he should be replaced with a Mummy. The spell is then discarded.

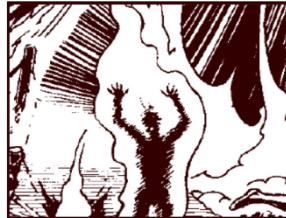
Drain Life



When cast each player and monster in the room must roll a number of combat dice equal to their Mind points. You may absorb one Body point from every player or monster that fails to roll at least one shield.

This spell has no effect on the Undead. The spell is then discarded.

Hellfire



The fire created by this spell fills the room or corridor in which you are standing. Every player and monster must roll one combat die. If they fail to roll a black shield they will lose two Body points. If the spellcaster rolls a black shield they will also be consumed by the fire and lose two Body Points. Discard after use.

Resurrect



You may use this spell to attempt to resurrect a hero that has fallen during this quest. Roll one combat die. If you roll a white shield the hero is resurrected with 1 Body point however if you roll a black shield the resurrected Hero falls under the Evil Wizard's control.

Summon Wraith



This spell summons a Wraith that attacks anyone on the board.

It will attack only once with 5 combat dice. Be warned, if 2 or more black shields are rolled the attack will instead be against a player chosen by the Evil Wizard.

The spell is then discarded.

Ward Undead



Once cast, no Undead creature will remain in squares adjacent to you.

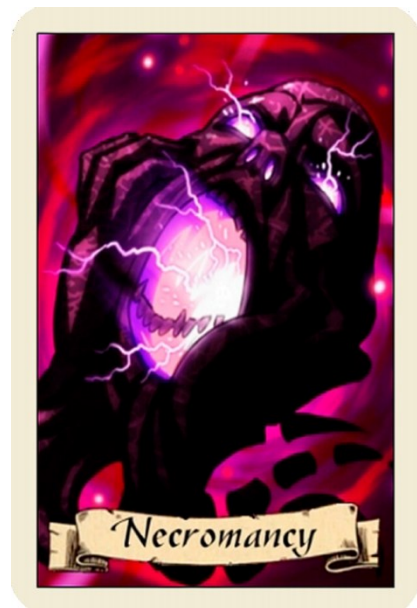
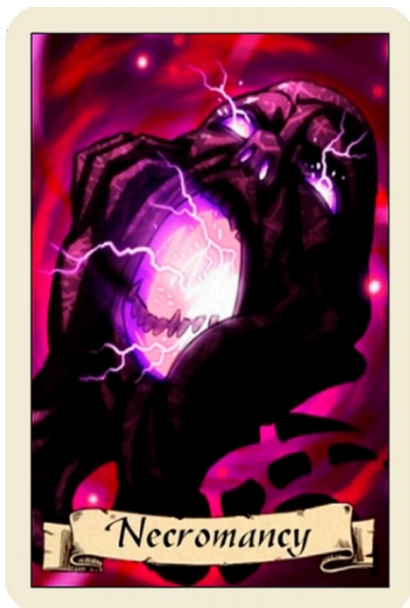
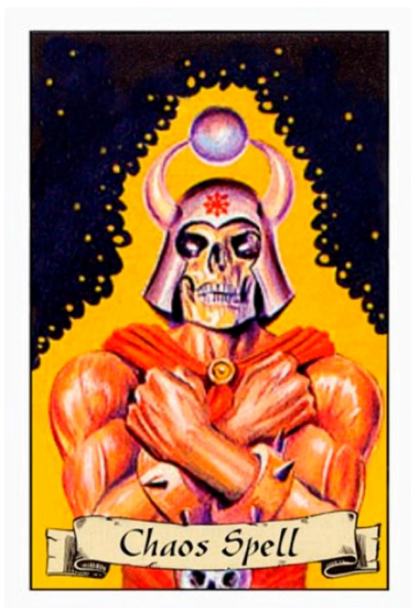
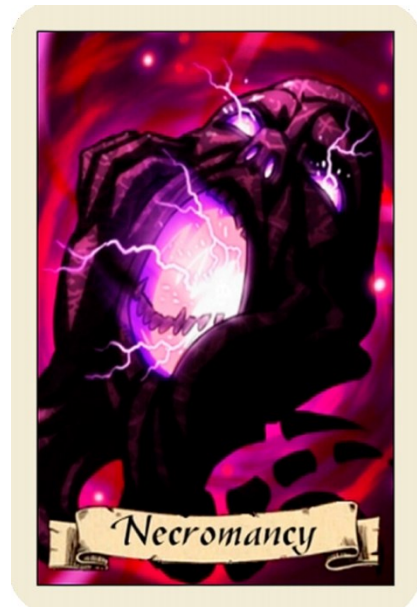
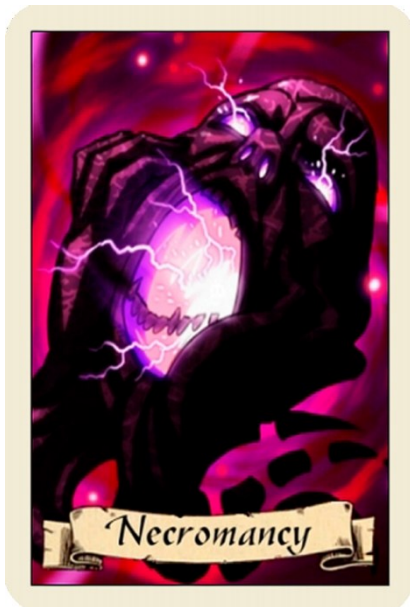
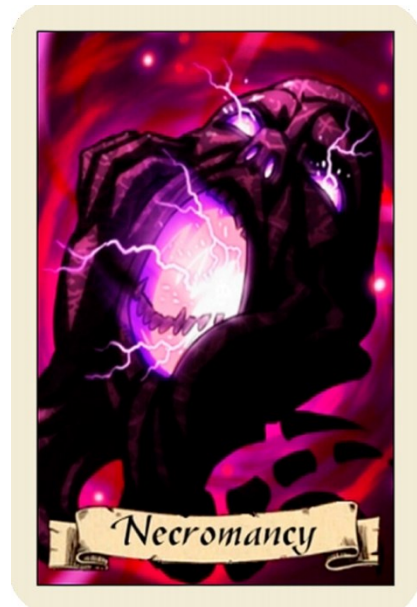
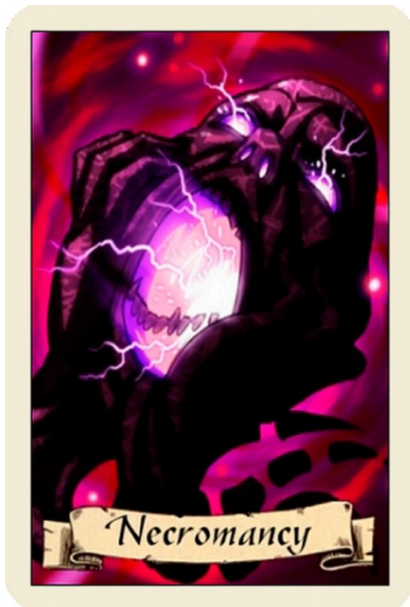
Undead creatures will choose to move at least one square away rather than attack. The spell is not broken until you choose to end it's effect or you take damage. You will not be able to attack or defend while this spell is active. Discard after use.

Summon Doomguard



This spell summons the Doomguard, Morcar's elite regiment of Chaos Warriors. They appear immediately anywhere within sight of the spellcaster. Roll a combat die to see how many are summoned:

Skull = 2 Chaos Warriors
White Shield = 3 Chaos Warriors
Black shield = 1 Chaos Warrior



Tome of Necromancy



The holder of this book may choose 3 random Necromancy Spells in addition to their normal spells at the beginning of each quest.

They may also consult the book in any room during a quest.

May only be used by Wizard

Goki's Armour



Goki's Armour allows you to roll four combat dice in defence.

ARMOUR

Hinderoth Bow



This powerful Longbow allows you to roll four combat dice in attack. You may not use the Hinderoth Bow against an opponent who is adjacent to you.

May not be used by Wizard
WEAPON

Az-a-Karazdum



The mythical Dwarven Battle Axe, Az-a-Karazdum, allows you to roll three combat dice in attack. You may attack TWICE during your turn. You may not use a shield when using this Battle axe.

May not be used by Wizard
WEAPON

Headband of Volition



This magical headband increases the mental strength of any Hero who is wearing it. The Hero may now carry and consult the Tome of Necromancy.

Elixir of Life



This potent elixir will fully restore the drinker's Body and Mind points. It can also resurrect a dead Hero if the player carrying it is standing adjacent to the square where the Hero died. Discard after use.

Sir Ragnar's Elixir



This potent elixir may only be drunk by Sir Ragnar. It will fully restore his Body and Mind points and may also possess other powers. Discard after use.

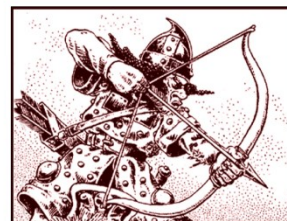
Halberd



The Halberd allows you to roll four combat dice in attack. The Halberd may be used to attack diagonally. You may not use a shield when using the Halberd.

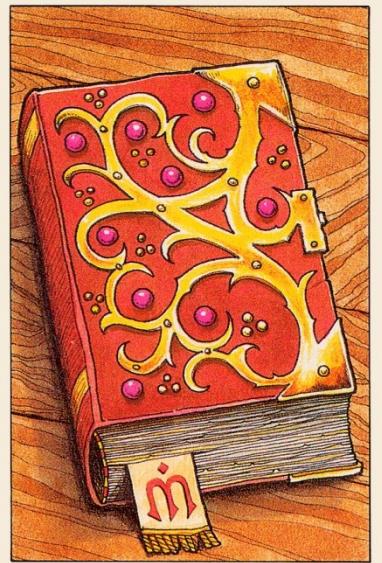
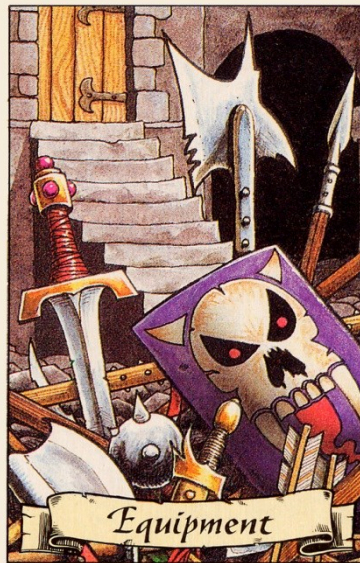
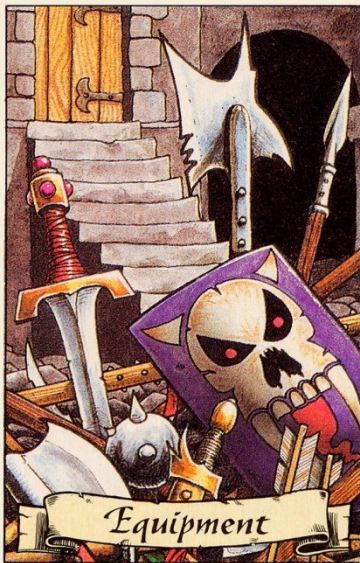
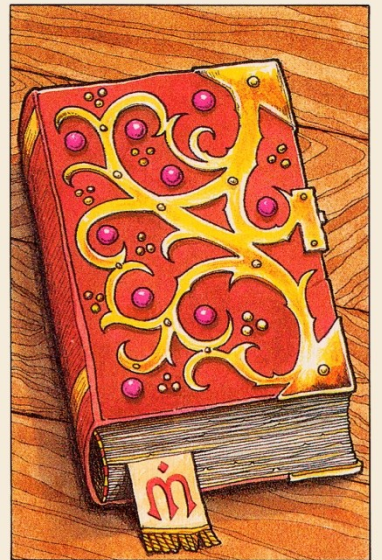
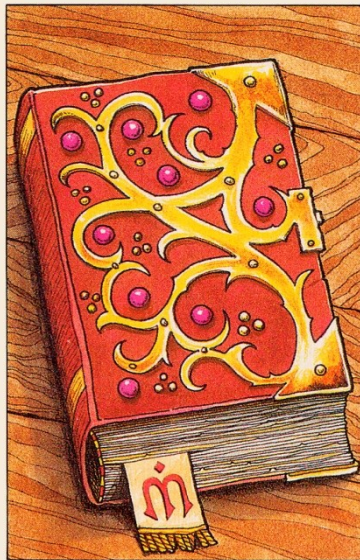
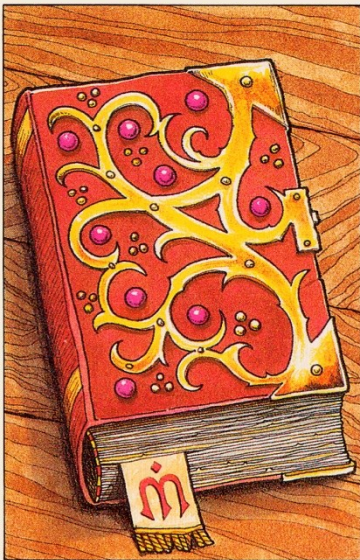
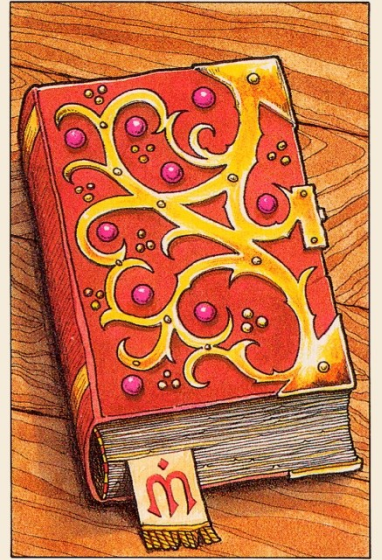
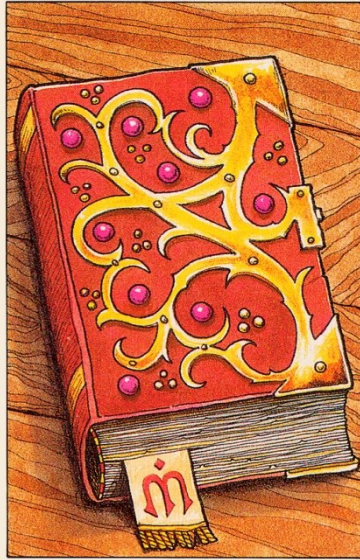
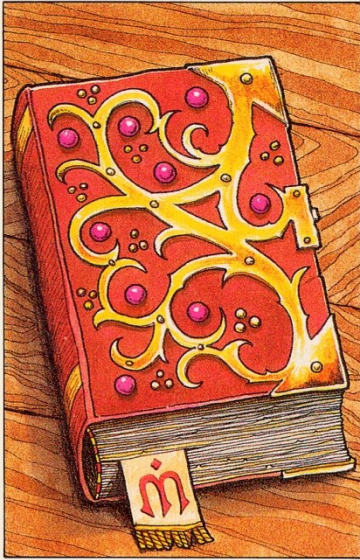
Cost 500 gold coins
May not be used by Wizard
WEAPON

Shortbow



The Shortbow allows you to roll two combat dice in attack. You may not use the Shortbow against an opponent who is adjacent to you.

Cost 250 gold coins.
May not be used by Wizard
WEAPON





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