

# HEROQUEST

*The Chronicles  
of Sir Ragnar*

## CARDS



Volume II

## Dealing with Death

### Call Undead



This spell summons undead warriors to fight by your side. Roll three red dice. For each 1, 2 or 3 rolled you summon one skeleton however every 6 rolled summons a skeleton to serve the Evil Wizard. Place your skeletons anywhere within sight before the Evil Wizard places his.

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### 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.

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### 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 combat 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 by a Mummy. This spell is then discarded.

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### Drain Life



When cast each hero and monster in the room must roll a number of red dice equal to their mind points. You may absorb one body point from every monster that fails to roll a 6 and every hero that fails to roll a 5 or 6. This spell has no effect on the Undead.

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### Hellfire



The fire created by this spell fills the room or corridor in which you are standing. Every hero and monster must roll one red die. If they fail to roll a 6 they will be dealt 2 Body Points of damage. If the spellcaster rolls a 6 they will also be consumed by the fire and lose 2 Body Points.

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### Resurrect



You may use this spell to attempt to resurrect a hero that has fallen during this quest. Roll one red die. If you roll a 4 or 5 the hero is resurrected with 1 Body Point however if you roll a 6 the resurrected hero falls under the evil wizard's control.

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### 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 Hero chosen by the Evil Wizard.

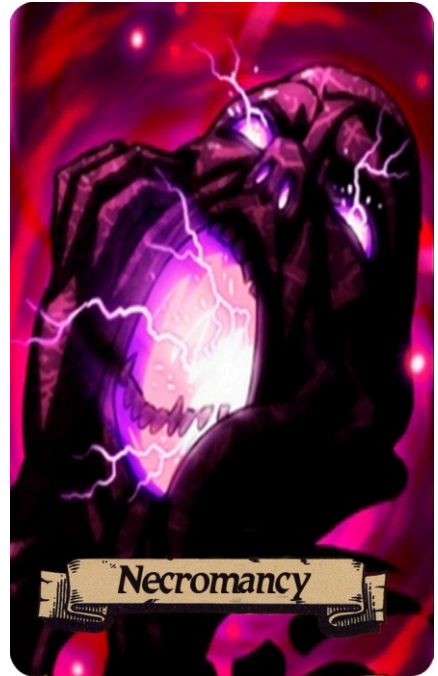
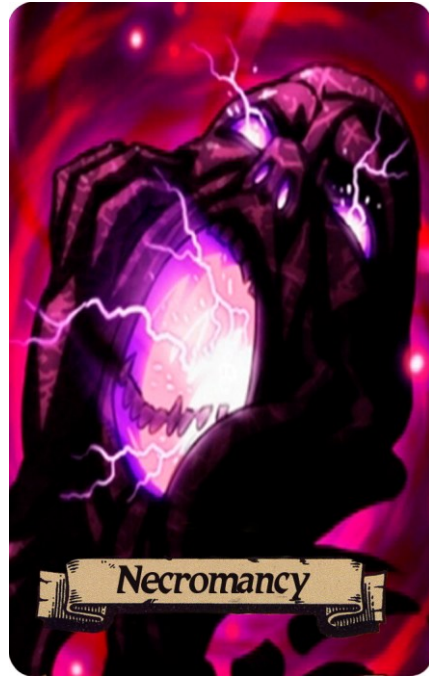
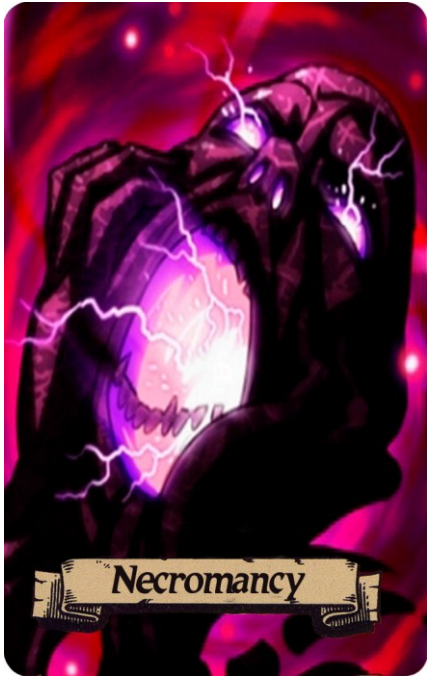
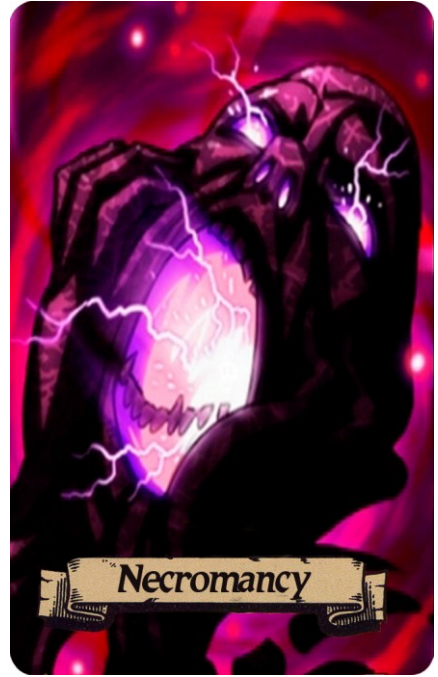
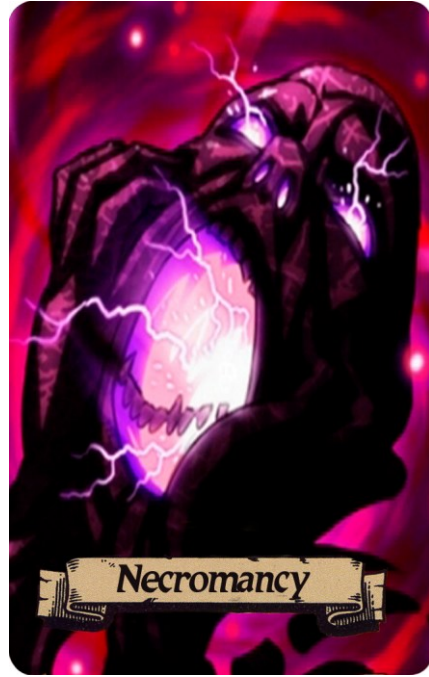
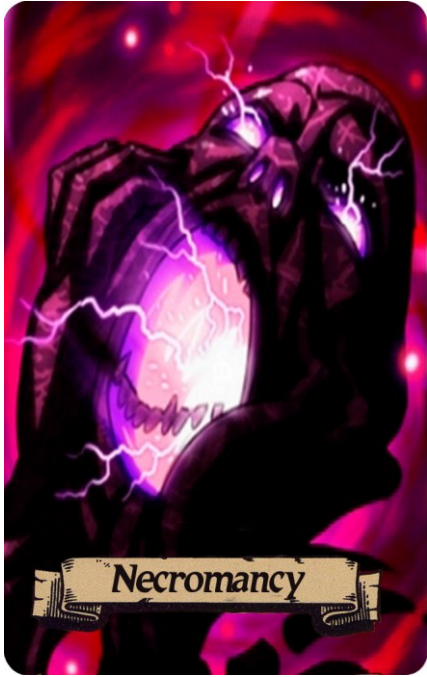
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### Ward Undead



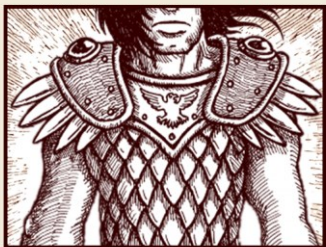
Once cast, no Undead creature will remain in squares adjacent to you. Undead creatures will choose to move at least one square away rather than attack. The spell is not broken until you choose to end it's effect or you take damage. You will not be able to attack or defend while the spell is active.

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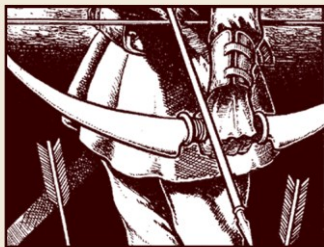
### ***Goki's Armour***



This armour allows you to roll 2 extra defend dice. It may be combined with a helmet and shield.

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### ***Hinderoth Bow***



When using this powerful Longbow you roll four combat dice to attack. You may not attack an opponent who is adjacent to you. *May not be used by Wizard.*

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### ***Az-a-Karazdum***



When using this mythical Dwarven Battle Axe you roll three combat dice in attack. You may also attack *twice* during your turn. You may not use a shield when using this weapon. *May not be used by Wizard.*

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### ***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.

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### ***Summon Doomguard***



This spell summons the Doomguard, Zargon's elite regiment of Chaos Warriors. They appear immediately anywhere within sight of the spell caster.

Roll one red die:

Roll a 1, 2 or 3 = 2 Chaos Warriors

Roll a 4 or 5 = 3 Chaos Warriors

Roll a 6 = 1 Chaos Warrior

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### ***Spell Scroll***



#### ***Summon Zombie***

This spell can take a Zombie from anywhere on the board and place it within sight of the spellcaster. *May be used by any player. Scroll crumbles to dust after it is used.*

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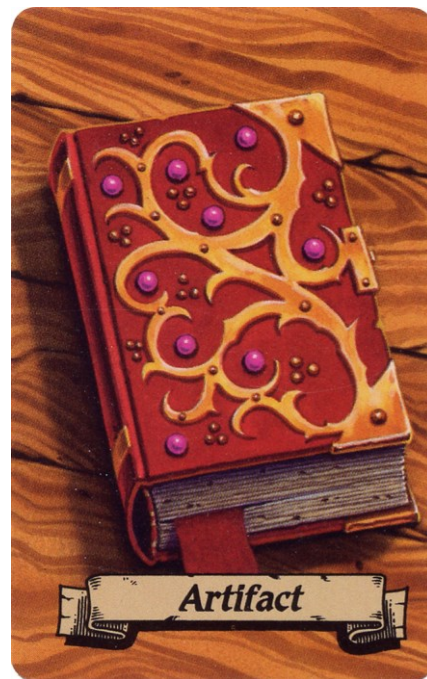
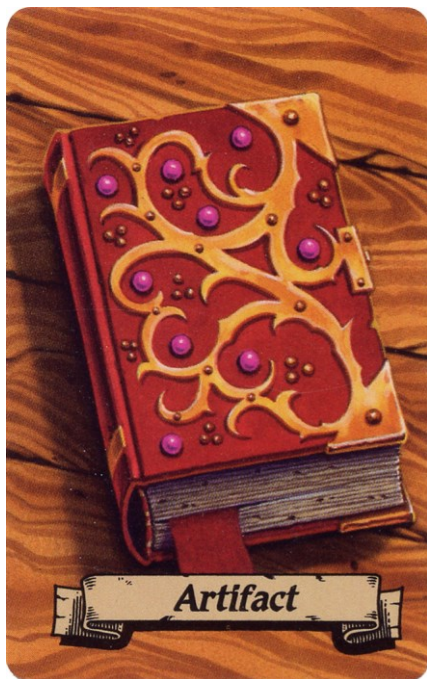
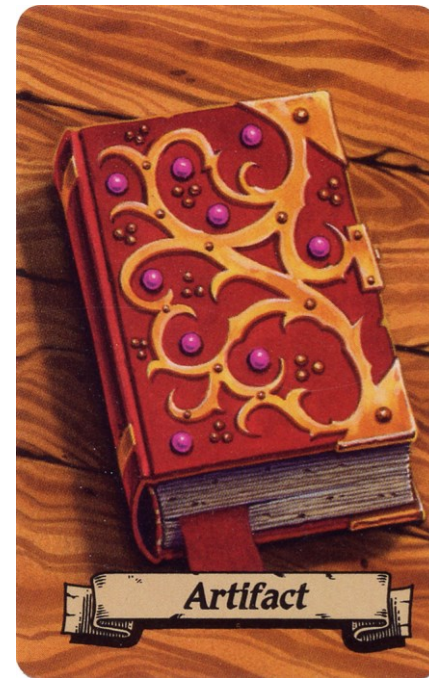
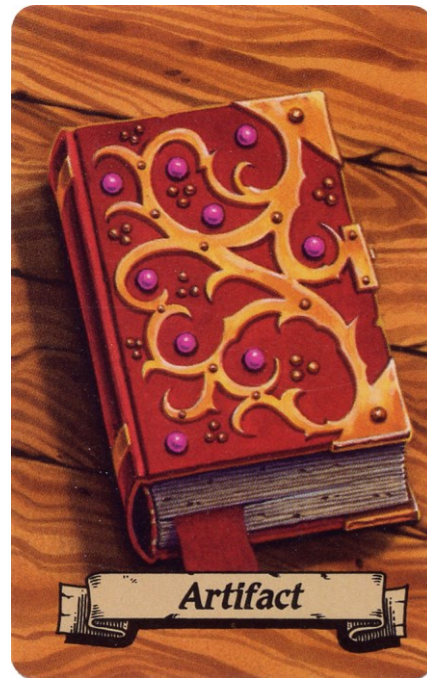
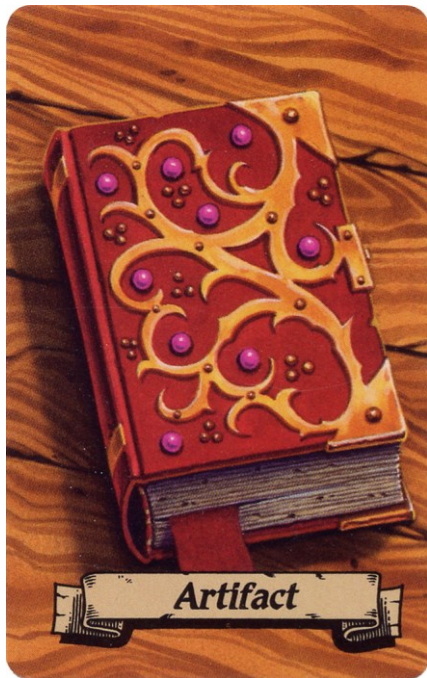
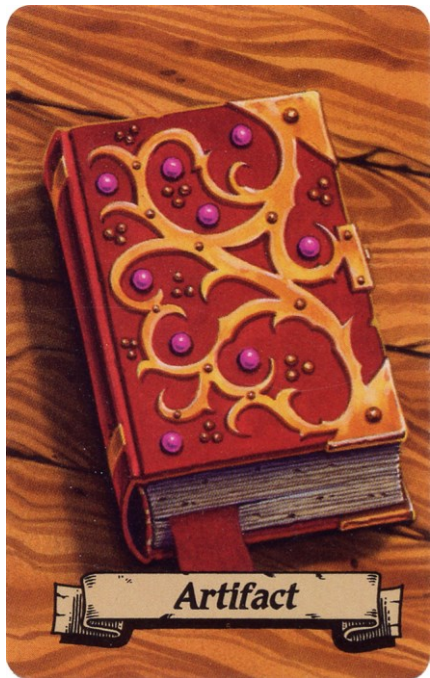
### ***Tome of Necromancy***



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*

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