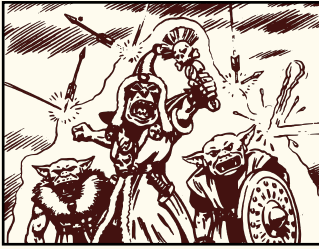




### ***Shield of Protection***



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.

### ***Summon Orcs***



The Sorcerer may immediately take two Orc figures from anywhere within his line of sight. The Orcs may move and attack immediately unless they have already done so during this turn. Discard after use.

### ***Summon Goblins***



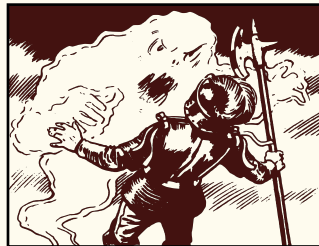
The Sorcerer may immediately take four Goblin figures from anywhere on or off the gameboard and place them anywhere within his line of sight. The Goblins may move and attack immediately unless they have already done so during this turn. Discard after use.

### ***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.

### ***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.

### ***Orc Berserker***



The Sorcerer may choose one Orc within his line of sight to be filled with immense strength and vigor. That Orc may then move twice and attack twice during that turn only. Discard after use.

### ***Spell Scroll***



#### ***Ball of Flame***

This scroll may be used by any player. It will inflict two points of Body damage on the target. The victim may roll two defense dice. For each shield he rolls he may reduce the damage by one. Discard after use.

### ***Spell Scroll***



#### ***Courage***

This scroll may be used by any player. The target may then throw two extra dice each time he attacks, until the spell is broken. The spell is broken when there are no more monsters visible to that player. Discard after use.

### ***Spell Scroll***



#### ***Fire of Wrath***

This scroll may be used by any player. It may be cast on a target anywhere on the board. The wrathful fire will seek out your enemy and inflict one Body point of damage, unless your opponent can roll a shield on one combat die. Discard after use.







### ***Spell Scroll***



#### ***Water of Healing***

This scroll may be used by any player. It will restore up to four of the target's lost Body points. Discard after use.

### ***Spell Scroll***



#### ***Vell of Mist***

This scroll may be used by any player. The target may then move unseen through spaces that are occupied by other players or monsters the next time he moves. Discard after use.

### ***Spell Scroll***



#### ***Sleep***

This scroll may be used by any player. The victim may defend with one die per Mind point. If he rolls a shield he is unaffected. Once asleep he may do nothing on his turn and cannot defend. He wakes if he rolls a six at the start of his turn, or if he survives an attack. Discard after use.

### ***Spell Scroll***



#### ***Rock Skin***

This scroll may be used by any player. The target may then throw two extra combat dice in defense, until the spell is broken. The spell is broken when that player is wounded. The spell is then discarded. Discard after use.

### ***Spell Scroll***



#### ***Pass Through Rock***

This scroll may be used by any player. The target may then move through walls when he next moves. The player may move through as many walls as his movement will allow. Discard after use.

### ***Spell Scroll***



#### ***Heal Body***

This scroll may be used by any player. It will restore up to four of the target's lost Body points. Discard after use.

### ***Spell Scroll***



#### ***Genie***

This scroll may be used by any player. It conjures up a Genie who will do one of the following: open any door on the board (the room's contents should be put out) OR attack anyone on the board. He will attack only once with five combat dice. Discard after use.

### ***Spell Scroll***



#### ***Swift Wind***

This scroll may be used by any player. The target may then roll twice as many dice as normal the next time he moves. Discard after use.

### ***Spell Scroll***



#### ***Tempest***

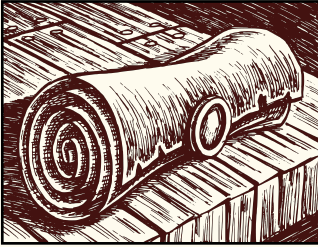
This scroll may be used by any player. A small Tempest is created which envelops one monster or player of your choice. That monster or player will then miss his next turn. Discard after use.







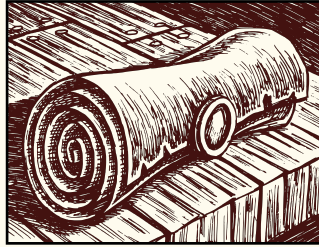
### ***Spell Scroll***



#### ***Regeneration***

This scroll may be used by any player. All Heroes within line of sight of whoever uses the scroll (including the caster) is healed for one lost Body point. Discard after use.

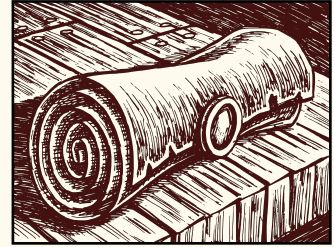
### ***Spell Scroll***



#### ***Treasure Without Doom***

This scroll may be used by any player. The player may then draw cards from the treasure deck, discarding and ignoring all hazard cards, until you pick a card which does not harm him/her. Discard after use.

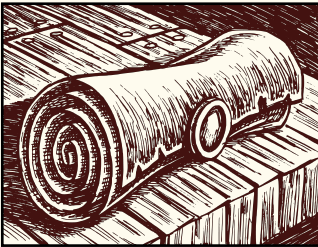
### ***Spell Scroll***



#### ***Chill***

This scroll may be used by any player. 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. Discard after use.

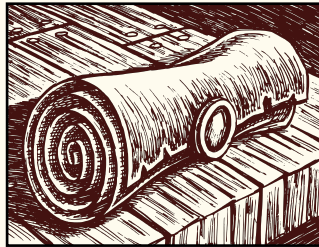
### ***Spell Scroll***



#### ***Warmth***

This scroll may be used by any player. This spell bestows a healing warmth on the spellcaster or any one Hero the spellcaster chooses. The warmth restores up to 3 lost Body points. Discard after use.

### ***Spell Scroll***



#### ***Skate***

This scroll may be used by any player. This spell enables the spellcaster to move quickly through icy caverns and corridors. The spellcaster adds 6 to his red dice movement roll and may pass through Heroes and monsters during movement. The spell lasts only one turn. Discard after use.

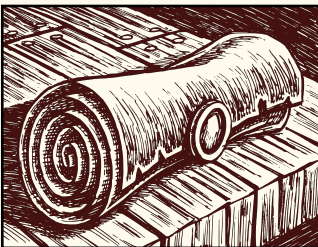
### ***Spell Scroll***



#### ***Psychic Recovery***

This scroll may be used by any player. This spell restores all lost Mind points to the spellcaster or any one Hero the spellcaster chooses. Discard after use.

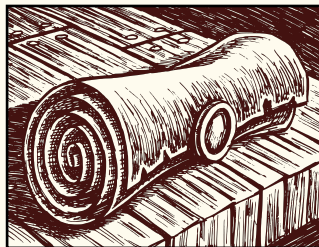
### ***Spell Scroll***



#### ***Ice Bridge***

This scroll may be used by any player. This spell creates a permanent bridge of Magic Ice tiles that enables Heroes to cross over any pit, trap, chasm, crevasse or icy square. Discard after use.

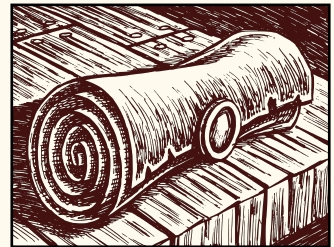
### ***Spell Scroll***



#### ***Ice Storm***

This scroll may be used by any player. 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.* Discard after use.

### ***Ruined Scroll***



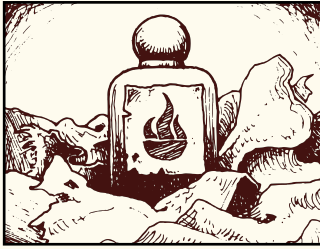
This scroll has been ruined by the passing of time. It is stained, torn, smudged, and so old that it crumbles to dust when you pick it up.

Shuffle this card back into the Scroll deck.



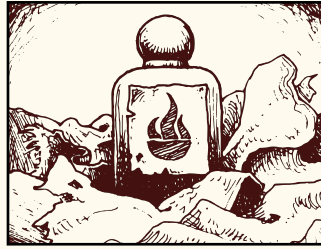


### ***Potion of Healing***



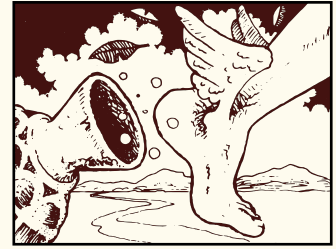
Enveloped in a bundle of rags you find a small bottle of liquid. You recognize it as a healing potion. You may drink the potion at any time. It will restore up to four lost Body points. It is then discarded.

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



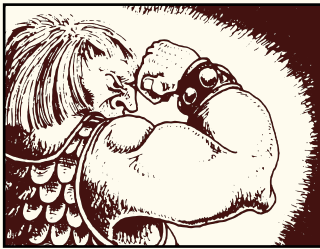
Enveloped in a bundle of rags you find a small bottle of liquid. You recognize it as a healing potion. You may drink the potion at any time. It will restore up to four lost Body points. It is then discarded.

### ***Potion of Speed***



Standing on a shelf you see a dusty bottle. As you wipe it clean, you realize it is a potion of speed. You may drink the potion at any time. It will allow you to roll twice as many dice as usual the next time you move.

### ***Potion of Strength***



You find a small purple bottle. It is a Potion of Strength. You may drink the potion at any time. It will enable you to roll two extra combat dice in attack in your next attack. The card is then discarded.

### ***Potion of Resilience***



Amidst a collection of old bottles and earthen jugs you find a small clear vial, a Potion of Resilience. It may be taken at any time. You may then roll two extra combat dice in defense when you next defend.

### ***Heroic Brew***



A leather bag hanging on the wall contains a potion. It is a Heroic Brew. The potion may be taken just before you are about to attack. Any Hero who drinks the potion will be able to make two attacks instead of one, for one turn only. Discard after use.

### ***Potion of Restoration***



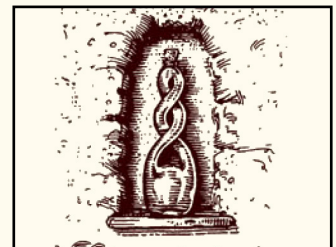
Drink this brown frothy liquid to restore 1 lost Body point and 1 lost Mind point. It's refreshing after a tough battle!

### ***Potion of Superior Restoration***



This refreshing concoction restores any Hero's Body and Mind points to the level they were at when the Hero started the quest. This potion may also be used to cure a Hero who has been turned into a Werewolf.

### ***Potion of Antidote***

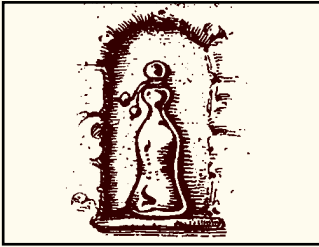


This bubbling brew tastes foul, but heals up to 2 Body points of damage caused by poison only.



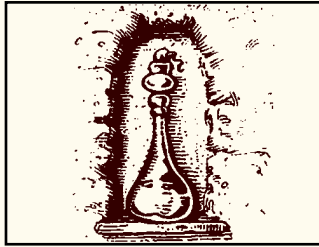


### ***Potion of Battle Rage***



Only the Barbarian can drink this purple-red concoction. It grants him 2 attacks per turn as long as there are monsters in his line of sight. As soon as there are no monsters in the Barbarian's line of sight, this potion's effect wears off.

### ***Potion of Icy Strength***



This bubbling, orange mixture grants the Barbarian superhuman strength for one turn. After he drinks this potion, his next attack causes twice as many Body points of damage as are rolled on the combat dice. No other Hero can use this potion.

### ***Potion of Frost Skin***



Only the Barbarian is affected by this slushy drink. It enables the Barbarian to roll 2 extra combat dice when defending against attacks. As soon as there are no monsters in the Barbarian's line of sight, this potion wears off.

### ***Potion of Recall***



Any Elf who drinks this greenish mixture regains a spell which was cast earlier during the current quest. Choose wisely which spell to recall!

### ***Potion of Vision***



Drinking the contents of this clear bottle enables an Elf to see all secret doors and regular traps within his line of sight. This effect lasts until the Elf suffers at least 1 Body point of damage.

### ***Potion of Speed***



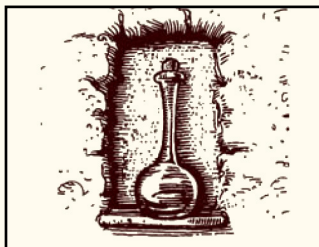
When an Elf drinks this syrupy brew, he can move up to 12 squares per turn instead of rolling 2 red dice. The Elf also gets 2 attacks per turn. These effects end as soon as the Elf suffers at least 1 Body point of damage.

### ***Potion of Battle***



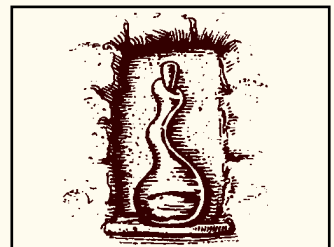
If you have a really "weak" roll of the combat dice in attack, you may drink this blood-red potion. It allows you to re-roll your attack dice once.

### ***Potion of Dexterity***



This sparkling liquid adds 5 movement squares to your next die roll or guarantees 1 successful pit jump. You may only use this potion once per turn should you have more.

### ***Potion of Rejuvenation***



Any Hero who drinks this bright yellow liquid regains up to 6 lost Body points. Roll 1 red die to see how many Body points the Hero gets back. This potion cannot give the Hero more than his starting number of Body points.





### *Elixir of Life*



This bright red potion glows with magical energy. Any Hero who drinks it regenerates one Body point each turn for the next 5 turns. It cannot raise a Hero's Body points above his starting number.

### *Potion of Skill*



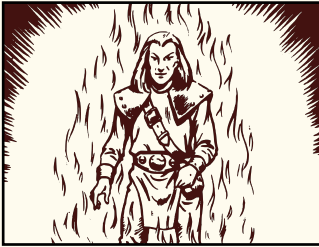
This clear bubbling potion may only be drank by the Dwarf. It grants him the skill to disarm any trap without having to roll a die. This effect lasts as long as the Dwarf takes no damage.

### *Potion of Wizardry*



This dark fluid grants the Wizard the power to cast any one spell twice. This potion must be consumed before the Wizard chooses a spell to cast, which then may be cast twice during the same turn. The spell and this potion is then discarded.

### *Potion of Fire Resistance*



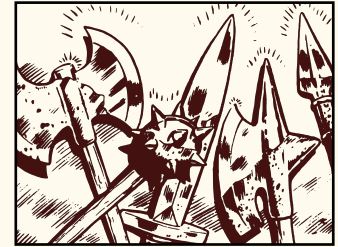
You discover a red glass bottle in a shallow pit. If you drink the potion you will be completely unharmed by the next magical fire attack to hit you, be it a spell or a Fireburst trap. Discard after a fire attack has been resisted.

### *Potion of Magic Resistance*



You find a small bottle hidden beneath a rusty shield. You can drink the potion when a spell is cast on you and you may then ignore the effects of that spell. Discard after use.

### *Potion of Alchemy*



In the corner of the room you stumble across a worn pot containing a dull paste. If you spread this paste over one item of equipment, it turns to gold and is worth 100 gold coins. That equipment card is then lost. Discard after use, along with the equipment card.

### *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.

### *Potion of Magic Aptitude*



You discover a vial of silvery liquid under a loose flagstone. If you are the Elf or the Wizard, you may drink it at the beginning of your turn and then cast two spells in that turn rather than one. Discard after use.

### *Potion of Charm*



Behind an old tile you find a gilded bottle filled with a gold liquid. Drink all of this potion between quests when you want to hire Men-at-Arms and you will then be able to hire up to three Men-at-Arms for 25 gold coins less than normal for each. Discard after use.





### *Potion of Warmth*



This tiny jug is warm to the touch. Drinking the potion immediately after suffering from cold damage from any source restores 2 lost Body points. Drinking it at any other time restores only 1 lost Body point. Do not return this card to the potions deck.

### *Potion of Warmth*



This tiny jug is warm to the touch. Drinking the potion immediately after suffering from cold damage from any source restores 2 lost Body points. Drinking it at any other time restores only 1 lost Body point. Do not return this card to the potions deck.

### *Potion of Magic Resistance*



The potion in this small, blue bottle negates the effect of any damage causing spell cast on you. Drink it when the spell is cast and you may ignore the effect of the spell. This works only for the Hero drinking the potion. It may only be used once. Do not return this card to the potions deck.

### *Potion of Magic Resistance*



The potion in this small, blue bottle negates the effect of any damage causing spell cast on you. Drink it when the spell is cast and you may ignore the effect of the spell. This works only for the Hero drinking the potion. It may only be used once. Do not return this card to the potions deck.

### *Poison*



You uncover a rusty brown flask filled with a liquid. You taste it and it turns out to be poison! Roll one combat die; a Skull means you lose 1 Body point. You are unharmed on any other roll. Return this card to the bottom of the potions deck.

### *Poison*



You uncover a rusty brown flask filled with a liquid. You taste it and it turns out to be poison! Roll one combat die; a Skull means you lose 1 Body point. You are unharmed on any other roll. Return this card to the bottom of the potions deck.

### *Poison*



You discover a brown flask filled with liquid. Your throat constricts as you taste it, and you realize you've swallowed poison! Roll one combat die; a Skull means you lose 1 Mind point. You are unharmed on any other roll. Return this card to the bottom of the potions deck.

### *Poison*



You discover a brown flask filled with liquid. Your throat constricts as you taste it, and you realize you've swallowed poison! Roll one combat die; a Skull means you lose 1 Mind point. You are unharmed on any other roll. Return this card to the bottom of the potions deck.

### *Potion of 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 square on the other side. This may be used only once. Do not return this card to the potions deck.









## Goblin Archer



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	2(1)	1	1	1

**Notes:** This enemy uses ranged attacks. When attacking adjacent targets, a number of dice equal to the number in brackets should be used.



## Orc Crossbowman



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

**Notes:** This enemy uses ranged attacks. When attacking adjacent targets, a number of dice equal to the number in brackets should be used.



## Giant Spider



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	2	2	1	1

**Notes:** If the Giant Spider inflicts damage, it may roll one attack die. If a black shield is rolled, the spider's bite will inflict 1 point of poison damage.



## Giant Bat

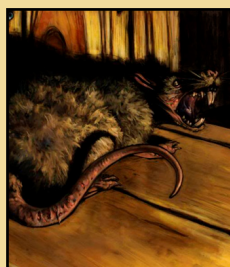


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	2	2	1	1

**Notes:** This enemy can fly. When moving, it may fly over any occupied square, but it may not end its movement on an occupied square.



## Giant Rats



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	1	2	1	1



## Cave Troll



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	4	4	3	2

**Notes:** Trolls may choose to regenerate 1 Body Point of damage instead of attacking. Damage done by fire is permanent and cannot be regenerated.



## Orc Shaman Grawshak



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



## Ulag



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	3	4	1	1



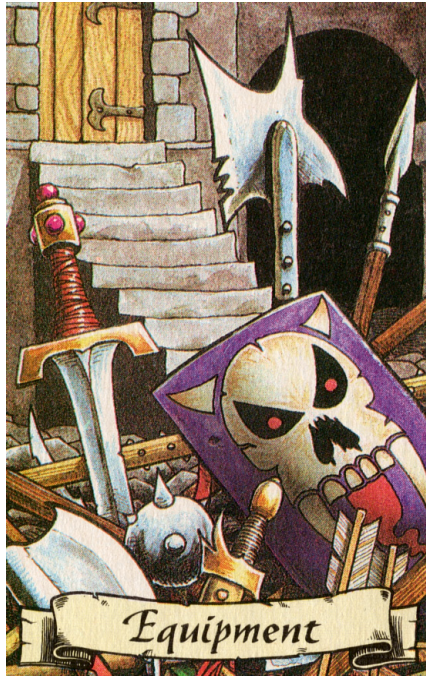
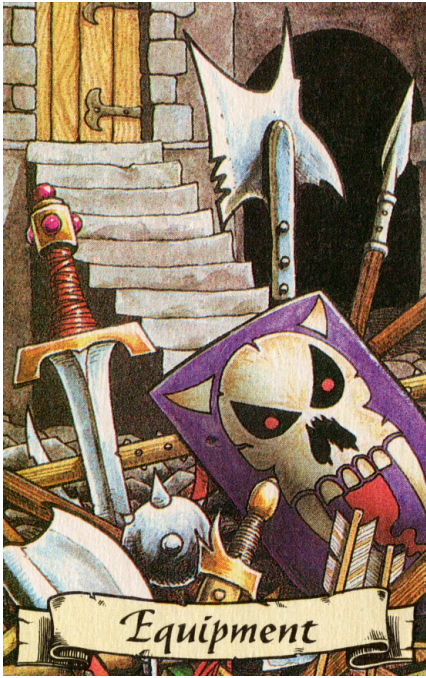
## Summon Greenskins



This spell can take Orcs and Goblins from anywhere on or off the board and place them within sight of the spellcaster. Roll a combat die to find out which models are summoned:

Skull: 3 Goblins  
White shield = 1 Orc  
Black shield = 2 Orcs





### ***Halberd***



The Halberd allows you to roll 3 combat dice in attack. The Halberd may be used to attack diagonally. You may not use a shield with this weapon.

May not be used by a Wizard.

### ***Torch***



The Torch will illuminate any corridor or room that the Hero holding it is standing in as well as any square he can see. The light from his torch is not obstructed by Heroes or monsters. The Torch allows you to roll two adjacent targets.