



Tzeentch Staff



Contains the soul of a Greater Daemon. Can't be destroyed by conventional means, take it to Mentor.

Could probably be used by a magician to cast spells.

Can also be used as a staff if it's used two-handed and counts as a magical attack.

Amulet of Protection



This ancient amulet protects the wearer from extreme elements.

Provides immunity to Fire and Ice based attacks.

Spell Scroll



Blinding Sleat

All Characters in the same room as the caster when the spell is cast are unable to make ranged attacks or cast spells until the beginning of the caster's next turn.

Spell Scroll



Wall of Ice

The caster creates a magical Wall of Ice that covers two squares, has 1 Body Point and rolls six dice in defense, depending on white shields.

Spell Scroll



Ice Bridge

This spell creates a permanent bridge of Magic Ice tiles that enables Heroes to cross over any pit, trap, chasm, crevasse, or icy squares.

Scroll crumbles to dust once used.

Spell Scroll



Finger of Death

Can be cast on a directly adjacent target. Roll a combat die and a standard die. On the roll of a skull the target loses 1d3 Body Points, on a white shield the target loses 1 Body Point on a 1-3 and 2 Body Points on a 4-6 and on a black shield the target loses 1d6 Body Points. The target is killed automatically if a black shield and a 1 are rolled. No effect on Undead. One use only.

Monster



As you are busy searching, you are suddenly interrupted.
Roll a combat die:

Skull = Wandering Monster
White Shield = Monster Patrol
Black Shield = Sneak Attack

Monster



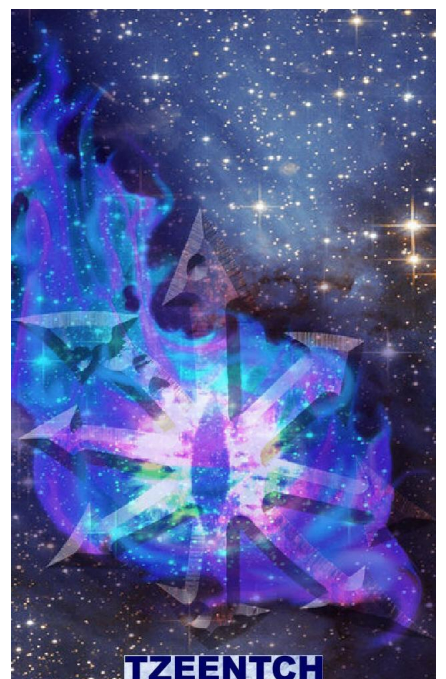
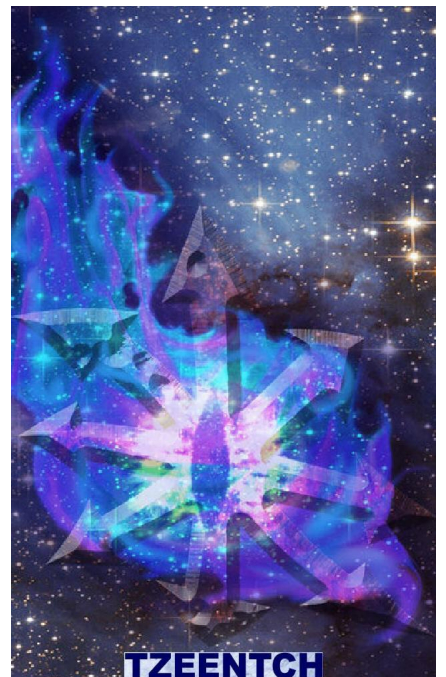
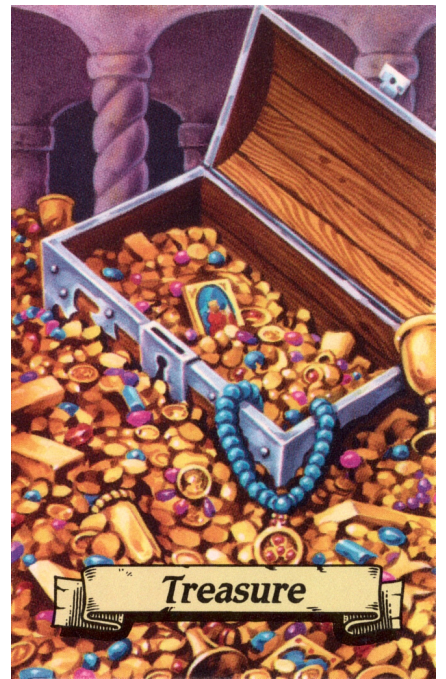
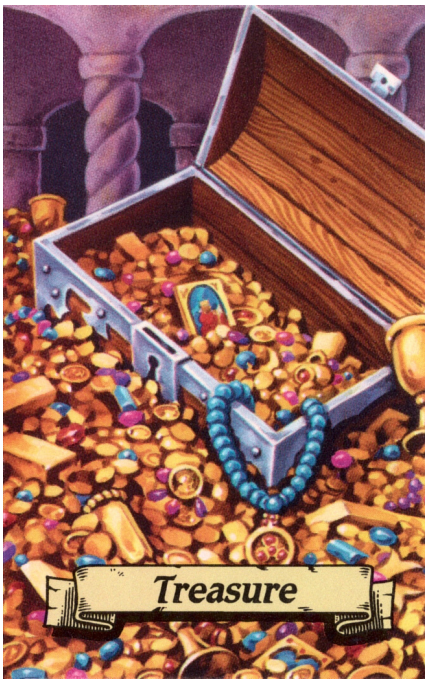
As you are busy searching, you are suddenly interrupted.
Roll a combat die:

Skull = Wandering Monster
White Shield = Monster Patrol
Black Shield = Sneak Attack

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.



Monster



As you are busy searching, you are suddenly interrupted.

Roll a combat die:

Skull = Wandering Monster
White Shield = Monster Patrol
Black Shield = Sneak Attack

Monster



As you are busy searching, you are suddenly interrupted.

Roll a combat die:

Skull = Wandering Monster
White Shield = Monster Patrol
Black Shield = Sneak Attack

Monster



As you are busy searching, you are suddenly interrupted.

Roll a combat die:

Skull = Wandering Monster
White Shield = Monster Patrol
Black Shield = Sneak Attack

Tzeentch's Firestorm



Targets in a 3x3 area, at least one of which must be in sight of the caster when the spell is cast are attacked with one skull that cannot be defended. For every three Body Points of damage caused, one Pink Horror is placed on a square adjacent to any square in the area of effect. Draw their spells immediately and they can take a turn this round.

Blue Fire of Tzeentch



All enemies in the same room or corridor as the caster are attacked with d3 minus one (roll for each target) combat dice.

Monster



As you are busy searching, you are suddenly interrupted.

Roll a combat die:

Skull = Wandering Monster
White Shield = Monster Patrol
Black Shield = Sneak Attack

Bolt of Change



A target in sight must roll equal to or less than their number of defense dice or they are killed.

Boon of Tzeentch



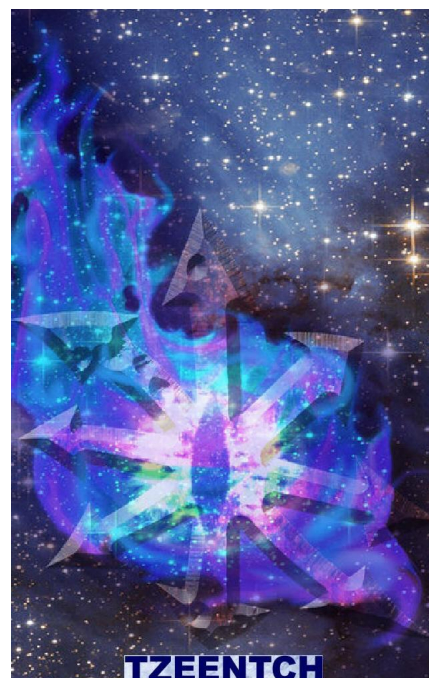
The caster draws another d3 Tzeentch Spell cards.

Gift of Chaos



The caster rolls a combat dice:

Skull = gain one attack dice.
White Shield = gain one defense dice.
Black Shield = turned into a Tzeentch Spawn.
Lasts until the caster is killed.



Glean Magic



The caster steals a random spell from an enemy magician in sight. If the caster attempts to cast the spell but the spell is stopped then the spell is returned to the original owner. Only one stolen spell can be held at a time, if a second spell is stolen then the first is returned to the original owner.

Incandescent Assassin



A target in sight rolls 1d6 and adds their number of melee attack dice and the caster rolls 1d6 and adds three. The target is attacked with one skull for each number that the caster scored higher than the target's score and the target defends with three dice less than normal.

Pink Fire of Tzeentch



All enemies in the same room or corridor and within six squares of caster are attacked with one combat dice that can't be defended.

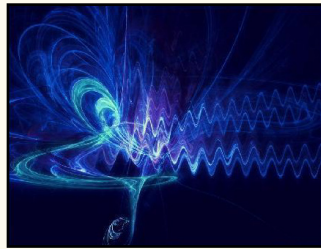
Balls of Fire



The Bright Wizard conjures a ball of fire to attack a foe.

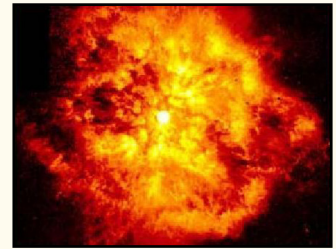
A target in sight is attacked with three skull fire based attack.

Touch of Tzeentch



An adjacent target is attacked with d6 combat dice. The target can roll defense dice but only from magical armor.

Shield of Fire



Attacks hit the caster on black shields instead of skulls until the end of Zargon's next turn. If the caster is attacked in melee with a magical weapon during this time, roll standard dice separately instead of rolling combat dice. Sixes count as skulls, if a one is rolled the weapon's magical power is exhausted for the remainder of the Quest.

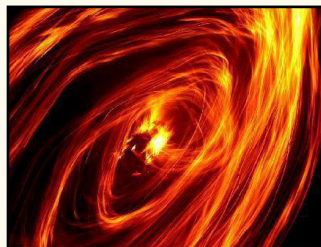
Blast



The Bright Wizard creates a concentrated burst of intense flame to attack a foe.

A target in sight is attacked with a 1d6 combat dice fire based attack.

Conflagration of Doom



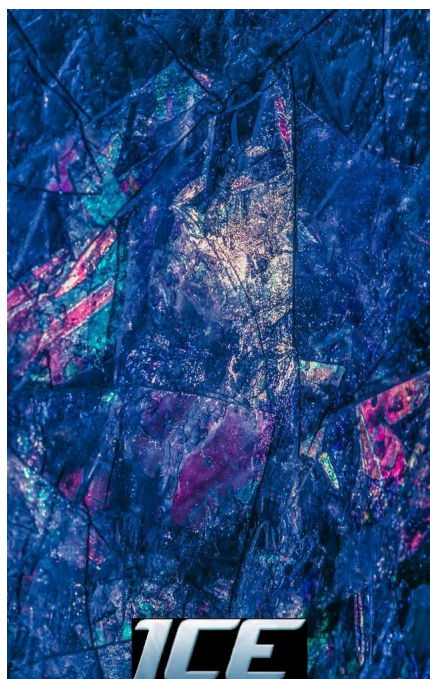
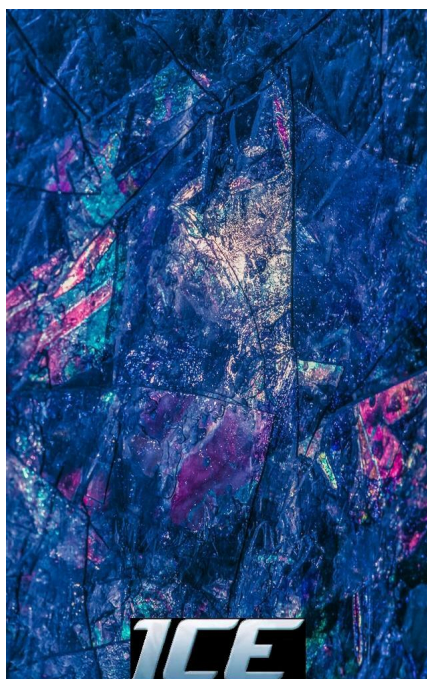
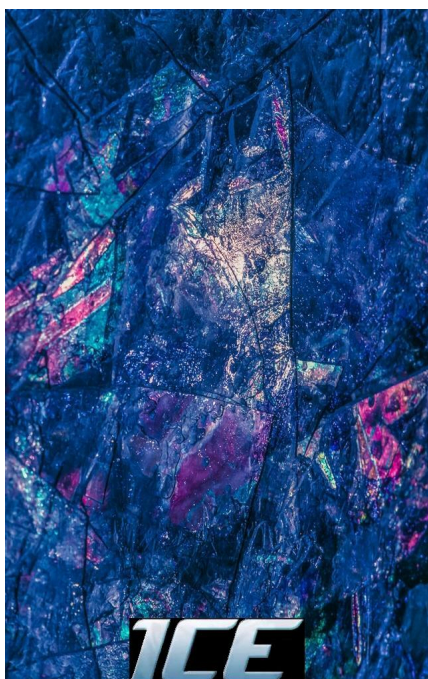
The caster places a 1x1 fire tile on any square in sight or in the same room or corridor. At end of each Hero player phase, roll 1d6. On 1-4, fire grows, add another marker on top of first. On 5-6, every target within a radius equal to number of markers (workout the radius by counting around walls as you would if you were moving a Hero) is destroyed. Anyone within the area of effect at the start of their turn must roll equal to or under their current Mind Points or they move as far as possible directly away from the conflagration and can do nothing else during that turn. Counter magics etc. only remove one marker but it's totally dispelled if there are no markers left. This spell can't be ended by the caster.

Crimson Bands



The Bright Wizard conjures a cage of fire to entrap their foes.

All enemies in the same room or corridor as the caster when the spell is cast are unable to perform any action except using magics during Zargon's next turn.



Flamestorm



Targets in a 3x3 area, at least one of which must be in sight of the caster when the spell is cast, are hit with a one skull fire based attack and are moved outside the area of effect by the owning player to any square that is one of the shortest routes out. If they can't get out they're attacked again at the start of their next turn until they've left the area of effect. The storm blocks movement and line of sight.

Piercing Bolts of Burning



The Bright Wizard creates two highly concentrated arrows of flame to pierce an opponent's defense.

A target in sight is attacked with a two combat dice fire based attack that can't be defended.

Sanguine Swords



The Bright Wizard conjures six swords that float around them until they are ready to be released on a target.

At the end of Zargon's next turn and at the end of the next Hero phase, the swords can attack a target in sight using six combat dice and counting black shields as well as skulls as hits.

Scarlet Scimitar



The Bright Wizard conjures a sword of pure fire that floats around them before attacking.

When the spell is cast, at the end of the Hero phase and at the end of Zargon's next turn, a directly adjacent target is attacked with a 1d3 skull fire based attack.

The Burning Head



A target in sight is attacked with a one skull fire based attack. If the target is wounded by the attack then all non-Undead allies of the target (and the target if it survives) in the same room or corridor as the target when the spell is cast must roll equal to or under their current Mind Point on 1d6 or they move as far as possible directly away from the caster at the start of Zargon's next turn and can do nothing else during that turn.

Wings of Fire



The Bright Wizard creates wings of pure fire to quickly fly to a new location.

The caster can move up to 3d6 squares and can move through enemies. Targets that are vulnerable to fire are attacked with a one combat dice fire based attack each time they're moved through.

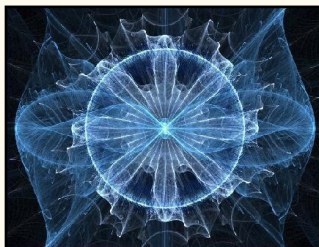
Bridge of Ice



The Frost Wizard freezes the air and creates an ice bridge to connect two areas.

The caster and any allies in the same room or corridor can be teleported to any empty and explored squares in a single room or corridor within 3d6 squares from the caster.

Chill Blast



The Frost Wizard creates a deadly chill in surrounding areas to freeze their foes.

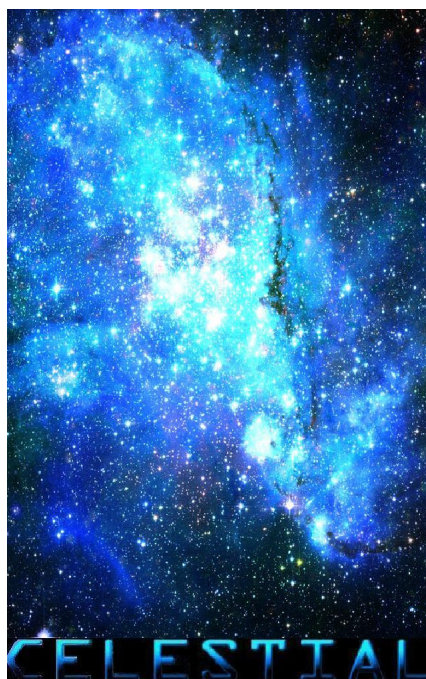
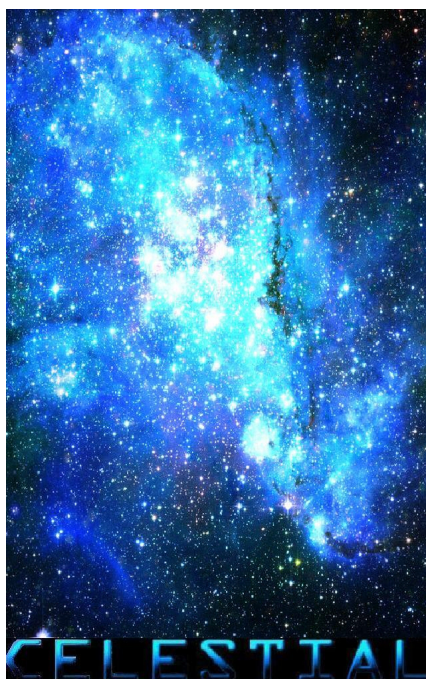
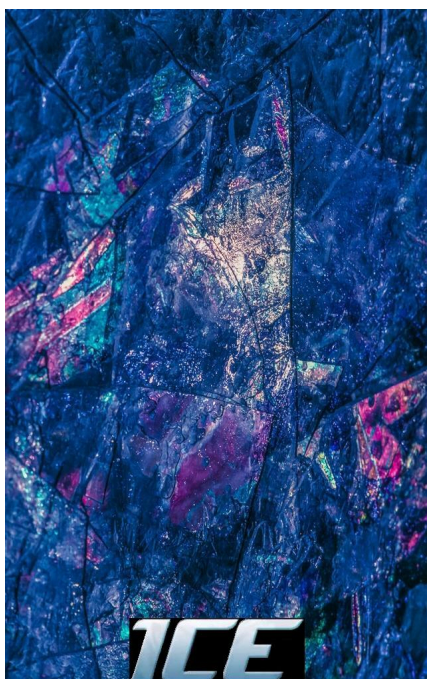
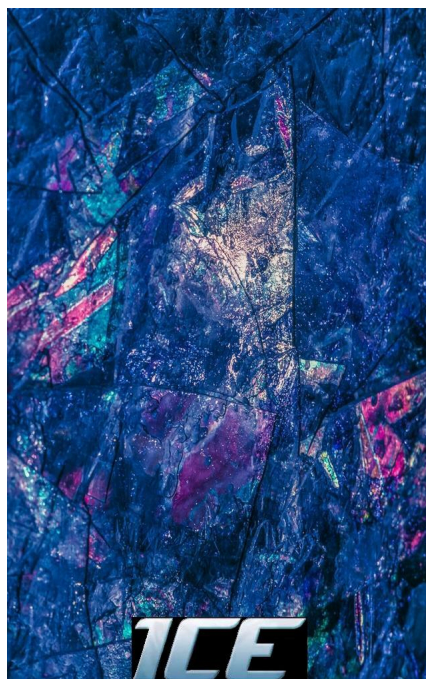
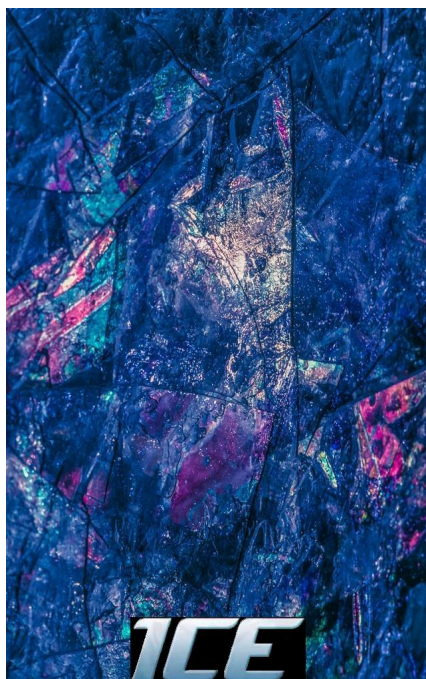
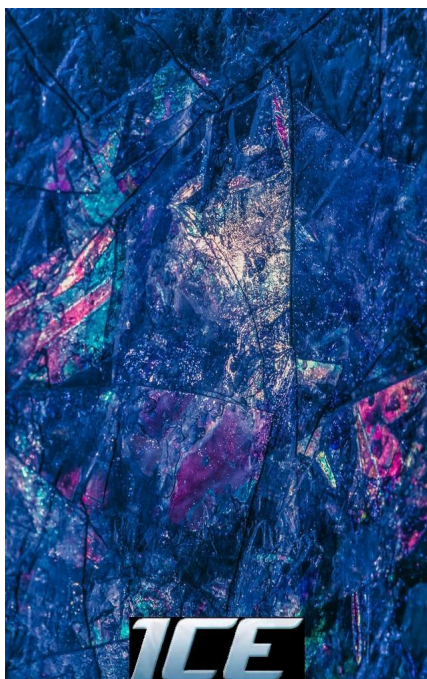
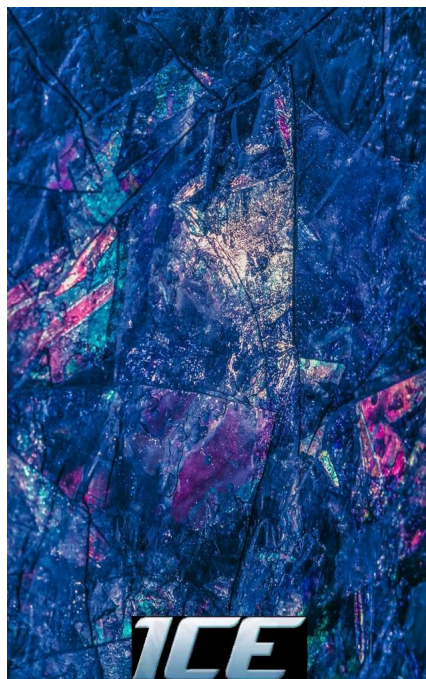
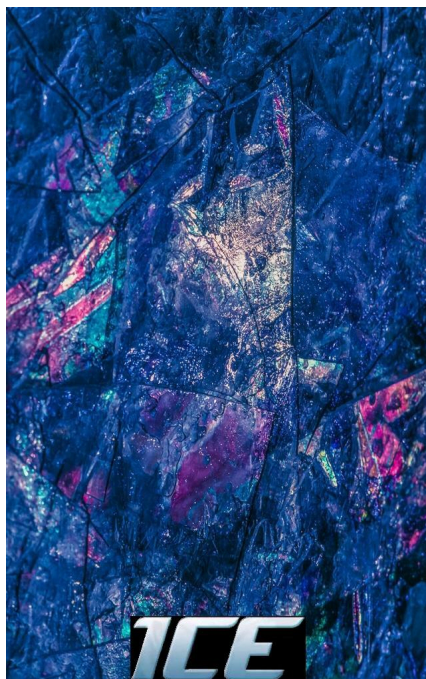
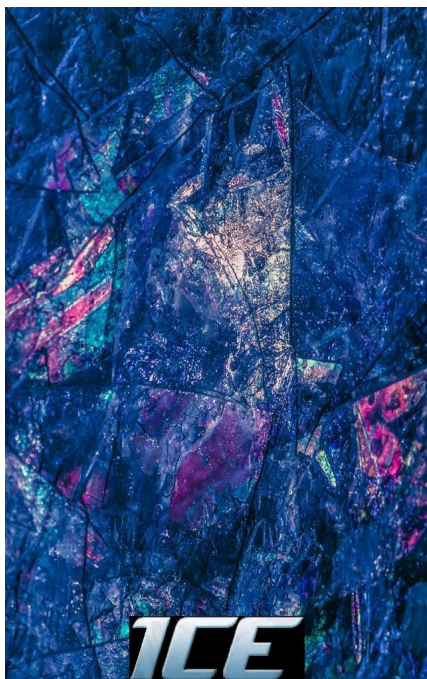
All enemies in the same room or corridor as the caster are attacked with 1d3 (roll for each target) ice based combat dice that can't be defended.

Crystal Cloak



The Frost Wizard conjures a magical cloak.

Until the end of Zargon's next turn the caster rolls 1d6 for each lost Body Points and ignores the damage on the roll of a three or higher. If the cloaks save a Body Point from a magic weapon, the weapon's magical power is exhausted for the remainder of the Quest and the spell is ended.



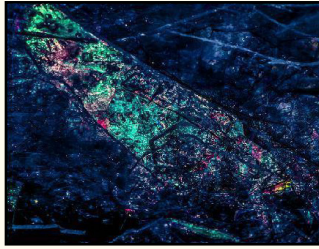
Death Frost



The Frost Wizard attacks a nearby foe with a deadly blast of super cold air.

Can only be cast on a directly adjacent target. Roll 2d6, the difference is the number of ice based skulls the target is attacked with, if both dice are the same then add them together.

Freeze Water



The Frost Wizard freezes the surrounding moisture or that of a water source.

Each square moved by non-ice based characters in the same room or corridor as the caster when the spell is cast requires two movement points until the start of the caster's next turn. Can also be used to freeze a water source in sight, allowing it to be moved over counting each square moved as two squares.

Hawks of Miska



The Frost Wizard conjures birds of pure ice to harass and exert an aura of fear on their foes.

All enemies in the same room or corridor as the caster when the spell is cast must roll equal to or under their current Mind Point on 1d6 or they are forced to move as far as possible directly away from the caster at the start of Zargon's next turn and can do nothing else during that turn. No effect on Undead.

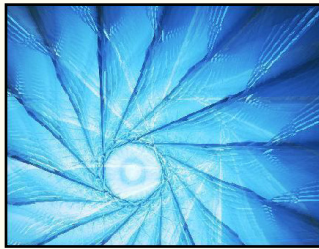
Ice Shards



The Frost Wizard freezes the air around them to create razor sharp shards of ice to attack their foes.

All enemies in the same room or corridor as the caster are attacked with one ice based skull.

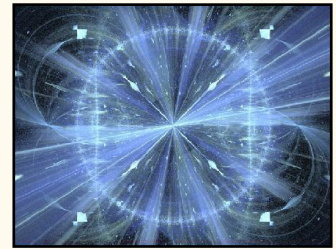
Shield of Cold



The Frost Wizard creates an icy shield to protect themselves and their allies.

The caster and all allies in the same room or corridor as the caster when the spell is cast roll one combat dice each time a skull is scored against them by a physical ranged attack and ignore the hit on the roll of either shield on one combat dice until the end of Zargon's next turn.

Snow Blizzard



The Frost Wizard creates a blizzard of snow and ice.

All non-ice based characters in the same room or corridor as the caster when the spell is cast are unable to perform any action except using magic until the start of the caster's next turn.

Crystal Chariot



A target in sight must roll under equal to or under their starting number of Body Points on 1d6 or it is moved 2d6 squares in a straight line (including diagonally) in a direction chosen by the caster until it reaches a solid object or character. The target tests again at the start of each of their turns and is moved again in the same way. The target is unable to perform any action, including defending while under the influence of the spell.

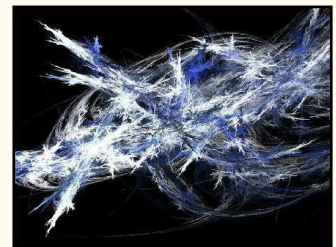
Azure Blades



The Celestial Wizard conjures three magical blades that swirl around them, attacking anyone within striking distance.

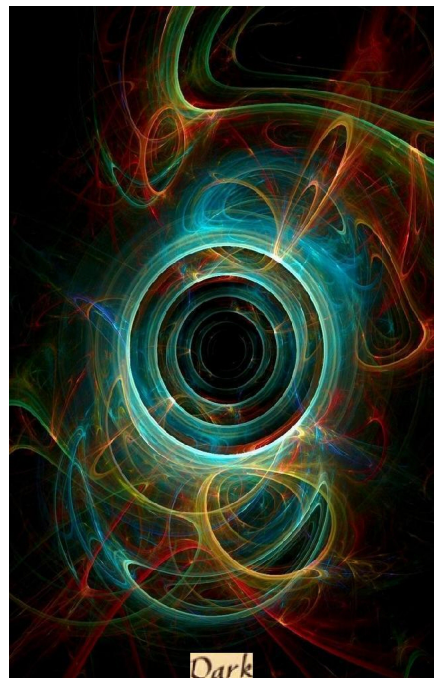
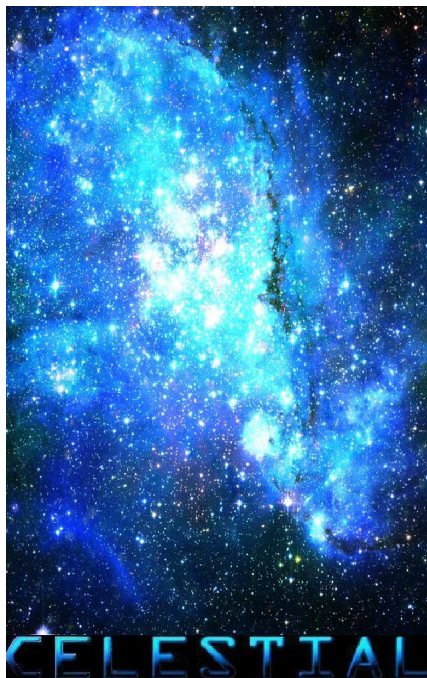
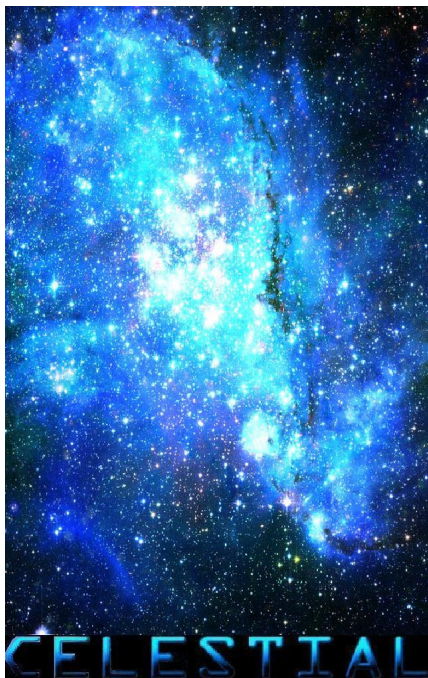
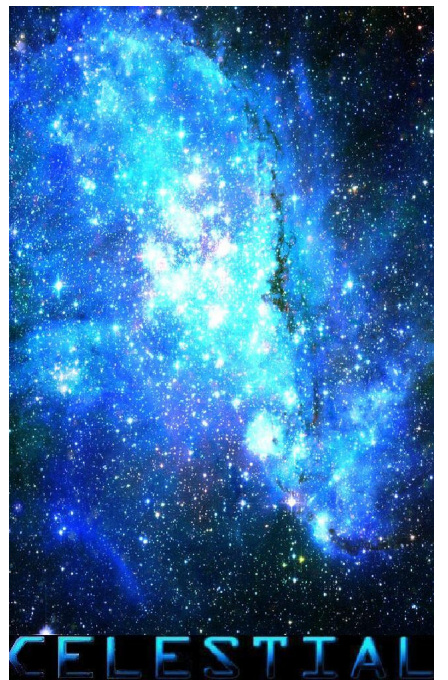
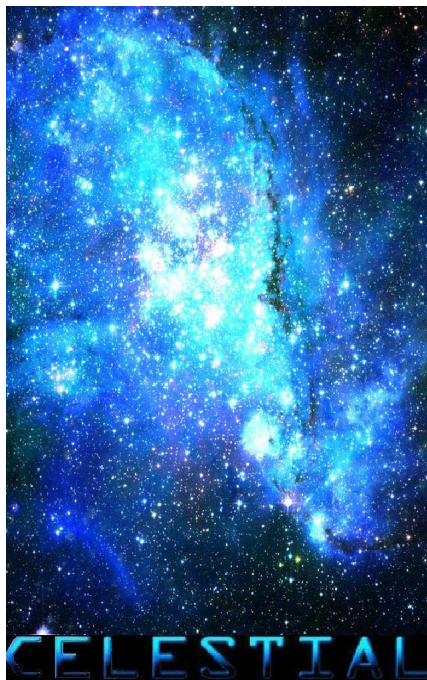
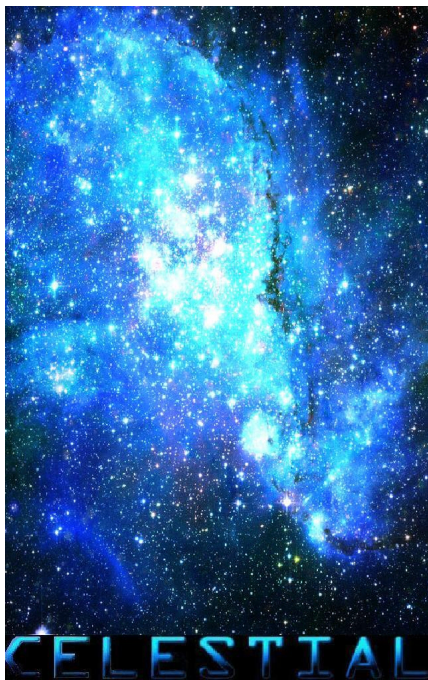
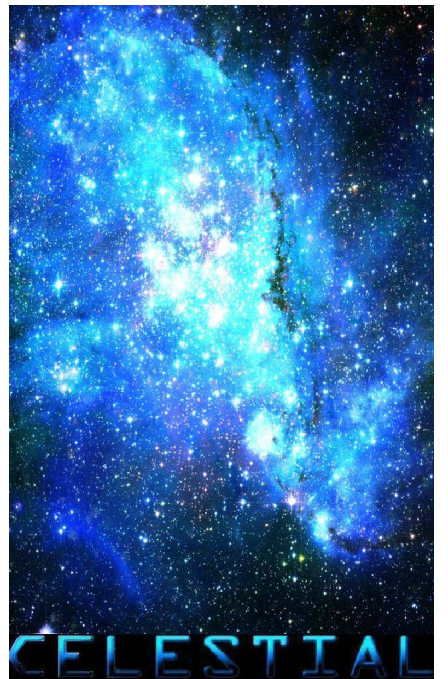
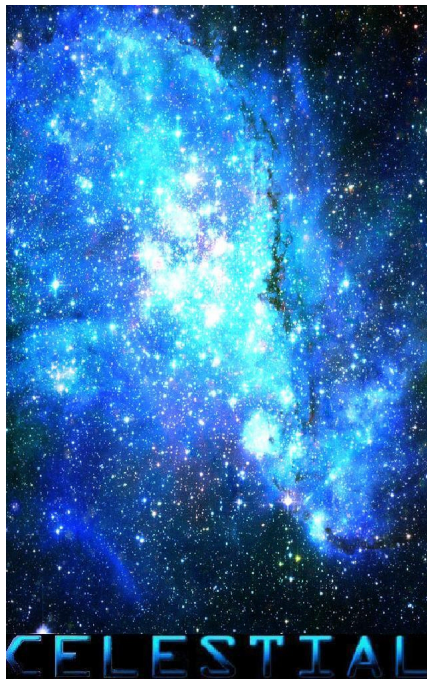
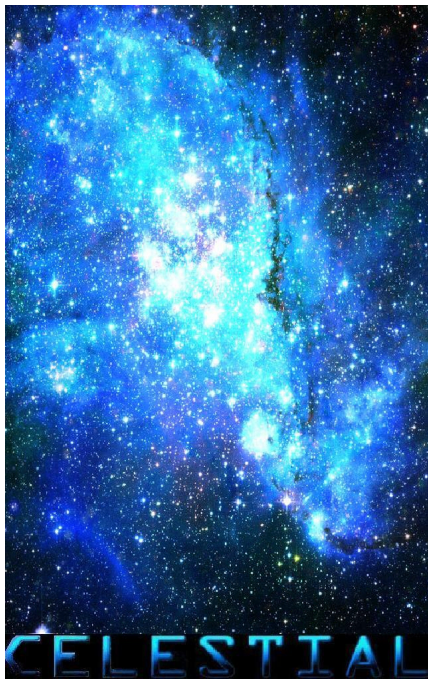
When the spell is cast, at the end of the Hero phase and at the end of Zargon's next turn, all adjacent characters are attacked with one skull.

Wind of Cold



The Frost Wizard creates an icy blast of wind and sends it flying towards to attack their foes.

Characters along a 6d6 square straight line path (including diagonally) from the caster in a direction chosen by the caster are attacked separately with 1d6 ice based combat dice that can't be defended.



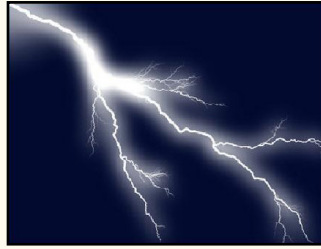
Portent



The Celestial Wizard sees into their own future, allowing them the chance to alter events.

The caster and Zargon both roll 1d6, the difference is the number of single dice rerolls caster is allowed between now and the end of the caster's next turn. Each dice can only be rerolled once.

Lightning



The Celestial Wizard focuses their magical energy to create a bolt of lightning.

A target in sight is attacked with a one skull lightning based attack that causes 1d3 Body Points of damage if they fail to defend. If the target is a Wall of Stone, it automatically loses 1d3 Body Points minus the number of black shields rolled, rolling one combat dice for each Body Point of potential damage.

Fortune



The Celestial Wizard peers into the near future.

The caster and any allies in the same room or corridor as the caster when the spell is cast are able to reroll any dice during their next turn. Each dice can only be rerolled once.

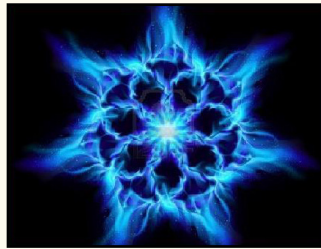
Swiftwing



The Celestial Wizard creates wings of pure magical energy, allowing them to move rapidly.

The caster can move up to 5d6 squares and can move through enemies.

The Cerulean Shield



The caster is immune to attacks that can only cause 1 Body Point of damage (attacks that score one skull are included regardless of how many dice were rolled) and ignores damage from attacks that could cause more damage if the caster rolls higher than the maximum potential damage on 1d6 until the end of Zargon's next turn. If the caster is attacked by a spell that can cause damage during this time, the caster ignores the effects on the roll of either shield on one combat dice and either way the spell is ended. The spell is also ended if it fails to prevent an attack.

The Sapphire Arch



Use the lightning bolt template for the arch. At least one square that in cover must be in sight when the spell is cast, not all of it has to be on the board and it can intersect walls and other solid objects but not characters. Anyone that moves to one of the squares covered by the arch is transported to another plane of existence and can reemerge at the start of any of their future turns that the arch is in play. Walls within the area of effect are breached and doors are destroyed. The caster can end the spell at the start of any of their future turns. The arch can be entered by monsters as well as Heroes. Anyone who hasn't reemerged when caster dies or the quest is over is lost forever.

Arnizipal's Black Horror



Covers a 3x3 area adjacent to the caster and moves 4d6 squares in a straight line (including diagonally) when the spell is cast in a direction chosen by the caster and 4d6 squares in the same direction at the end of each of Zargon's turns until it reaches a wall. Everyone on a square that was covered by the horror at any time during its movement must roll below their starting Body Points on a standard dice or they are killed. Anyone in the same room or corridor as an ally when they're killed by the horror must roll equal to or under their current Mind Points on 1d6 or they move as far away as possible directly away from the horror during their next turn and can do nothing else that turn. The horror blocks movement and line of sight.

The Storm of Shemtek

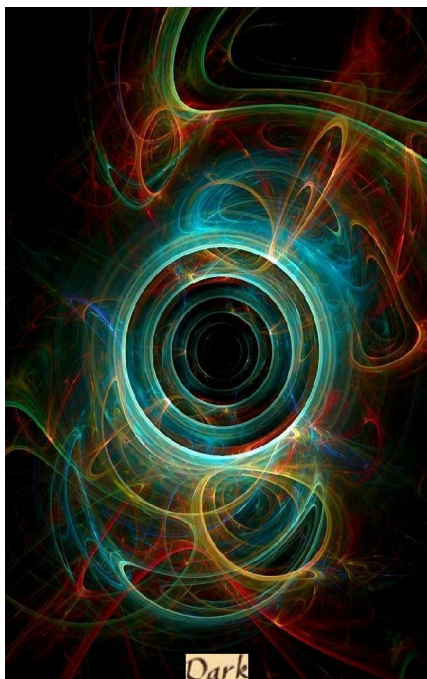


Targets in sight are attacked with a total of 2d6 one skull lightning based attacks that each causes 1d3 Body Points of damage if they're not defended. If the target is a Wall of Stone, for every attack it automatically loses 1d3 Body Points minus the number of black shields rolled, rolling one combat dice for each Body Point of potential damage. Attacks can be split between any targets in the same room or corridor as the caster and however the caster chooses but must be chosen before the attacks begin and each attack is defended separately. The caster loses consciousness immediately after the spell is cast and is unable to perform any action including defending until rolling either shield on one combat dice at the start of each of their future turns.

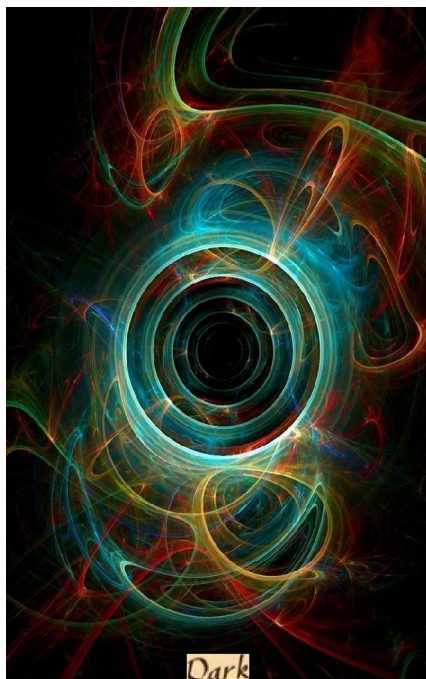
Wind Blast



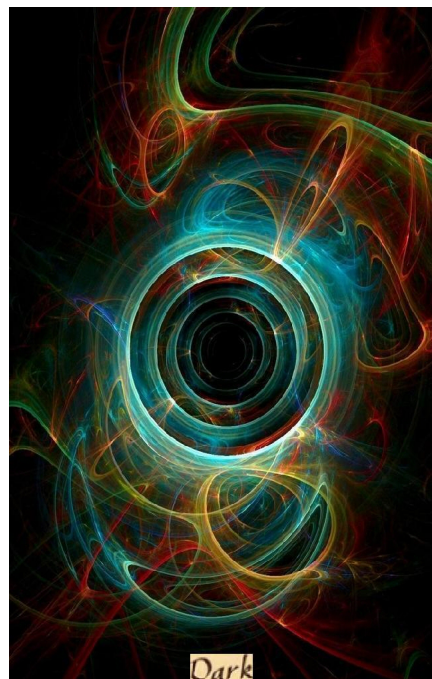
The Celestial Wizard manipulates the surrounding air to create an intense funnel of extremely powerful wind. Place a piece of string on the board in a straight line (including diagonally) in any direction so that it covers up to 4d6 squares from the caster until it reaches a solid object. Everything on those squares at the start of their turn must roll equal to or under their starting number of Body Points or they're unable to perform any action other than to defend. The squares covered by the wind barrier can't be entered or crossed. The caster can end the spell at the start of any of their future turns.



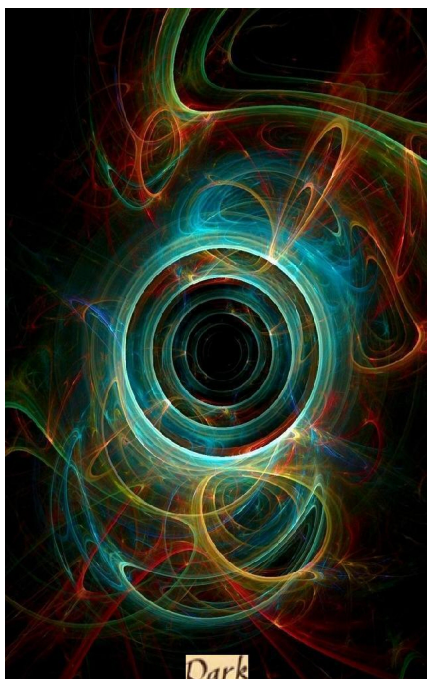
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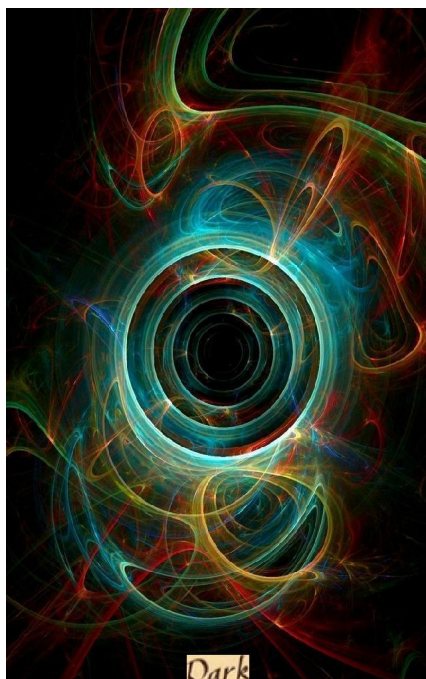
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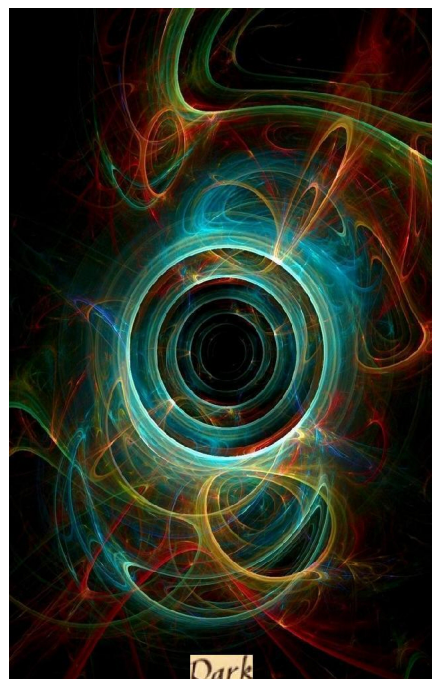
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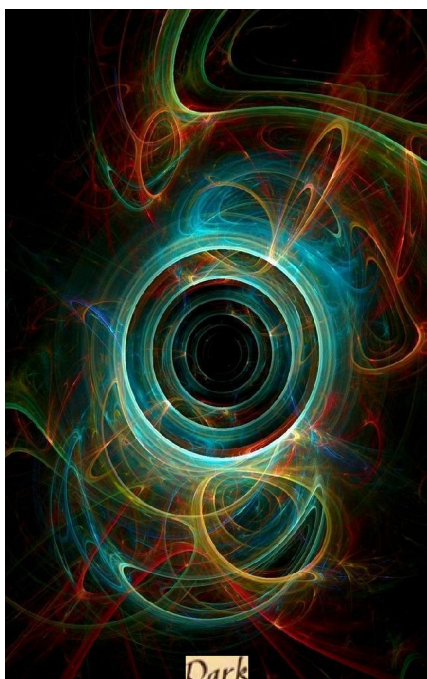
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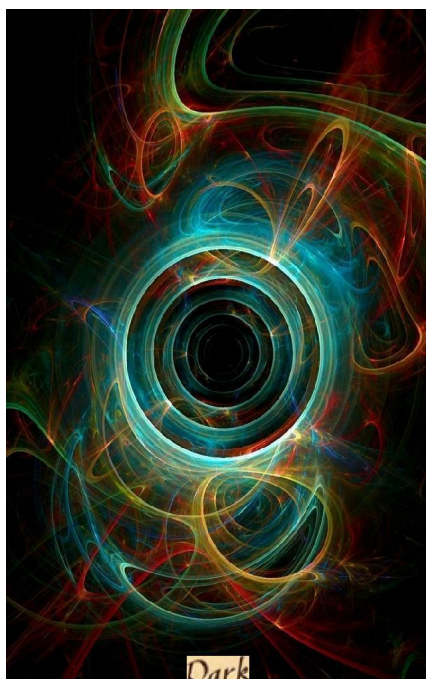
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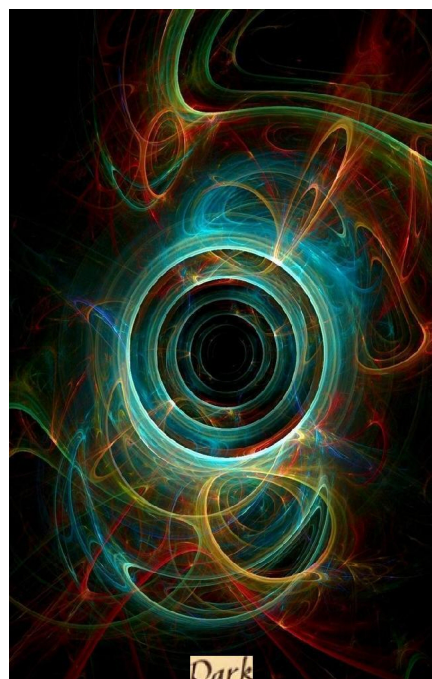
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Blade Wind



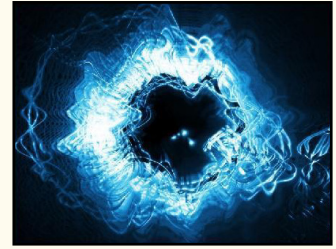
All enemies in the same room or corridor as the caster are attacked with 1d6 combat dice minus their number of melee attack dice.

Dark Hand of Destruction



The caster makes a standard melee attack that counts as magical against a directly adjacent target and causes 1d3 Body Points of damage if the attack is successful. The target can roll defense dice but only from magical armor.

Death Spasm



A target in sight must roll equal to or less than their number of defense dice on 1d6 or they are killed and attack every character in range with a melee attack as they die.

Doom Bolt



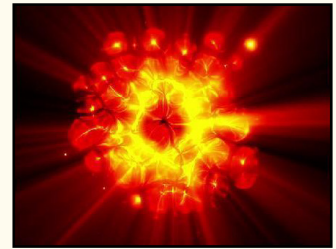
A target in sight is attacked with 1d3 skulls. Walls of Stone are attacked with 1d6 skulls.

Malediction of Nagash



Until the end of Zargon's next turn, all enemies in the same room or corridor as the caster when the spell is cast are unable to move or make physical ranged attacks and lose 2 Mind Points and attack with two dice less in melee. Affected targets lose 1 Body Point on a roll of a skull on one combat dice at the end of their next turn.

Power of Chaos



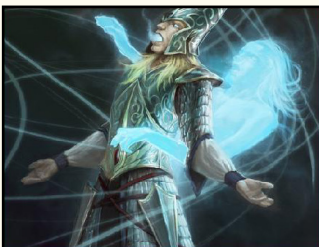
The caster rolls a standard dice:

1 = the caster is killed.

2-5 = the caster draws another 3 magic cards that can only be used by the caster.

6 = the caster draws another 6 magic cards that can only be used by the caster.

Soul Drain



Targets in a 3c3 area, at least one of which must be in sight of the caster when the spell is cast, are attacked with one skull that can only be defended with magical armor. For every two Body Points of damage caused, the caster gains 1 Body Point which can take them above their starting number of Body Points.

The Transformation of Kadon



The caster transforms themselves into a Hydra until the end of their next turn. Use the standard Hydra rules and stats except the caster keeps their magic level and current BP. The caster is unable to cast spells or use any magic cards other than dispels while in Hydra form.

Witch Flight



The caster can move up to 18 squares and can move through enemies.



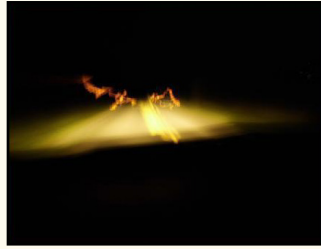
Abulla's Snare



The Light Wizard uses magical to ensnare their foes.

All enemies within 3d6 squares miss their next turn and are placed directly adjacent or as close as possible to the caster at the end of Zargon's next turn. Successful dispels only free one target of Zargon's choice that is then immediately placed directly adjacent or as close as possible to the caster.

Creavasse



Anybody within six squares (that don't all have to be on the board) of a straight line (including diagonally) from the caster must roll equal to or under their current Mind Points on 1d6 or they are killed. Targets with 0 Mind Points, doors, furniture that is completely inside the area of effect and Ice Walls are automatically destroyed and Walls of Stone/Flame/Ice and furniture that is at least half covered by the area of effect is destroyed on the roll of a skull on one combat dice and walls within the area of effect are breached.

Deathly Shards



The Light Wizard conjures shards of pure magical energy to attack their foes.

All enemies in the same room or corridor as the caster are attacked with 1d3 (roll for each target) combat dice.

Mace of Years



The Light Wizard curses nearby foes, rapidly aging them.

All adjacent enemies must roll equal to or under their current Mind Points on 1d6 or they miss their next turn. No effect on Undead or on targets that are wearing magical armor or that are under the influence of a spell that can protect them from Body Point damage.

Net of Amyntok



The Light Wizard conjures a magical net to entrap their foes.

All enemies in the same room or corridor as the caster when the spell is cast are unable to move, shoot or throw during Zargon's next turn.

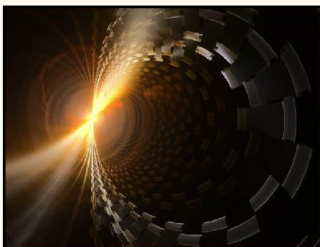
Shimmering Cloak



The Light Wizard creates a magical cloak to protect themselves from harm.

The caster can't be harmed by physical ranged attacks and melee attacks hit on black shields instead of skulls until the end of Zargon's next turn.

The Claw of Apek



The Light Wizard creates a claw of magical energy to attack a nearby foe.

If the caster rolls equal to or over the number of squares away a target in sight is from the caster on 1d6, the target is attacked with 1d6 combat dice.

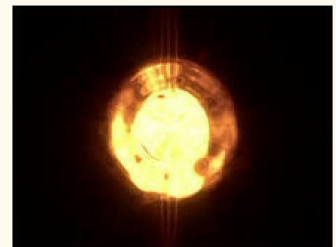
The Dwellers Below



The Light Wizard contacts spirits of the long dead to drag their foes into the earth.

All enemies in the same room or corridor as the caster must roll equal to or less than their starting number of Body Points on 1d6 or they are destroyed. Mounted targets can reroll once if they fail.

The Hands of Karkora



The Light Wizard entraps their foes with magic.

All enemies in the same room or corridor as the caster when the spell is cast must roll equal to or under their movement value on 3d6 or they are unable to move, attack with no more than one dice less than their target's number of attack dice but with a minimum of one when making a melee attack and hit with physical ranged attacks on black shields instead of skulls until the end of Zargon's next turn.





Yeti



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

Special Ability: Hug attack



Polar Warbear



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

Special Ability: Two attacks



The Light of Battle



The Light Wizard uses a nearby foe as a projectile, forcing them to move with great force.

A target in sight and within three squares is immediately moved 2d6 squares by the caster in a straight line (including diagonally) until it reaches a solid object. The target is destroyed on the roll of a 1 and misses their next turn on the roll of 2-5 on 1d6. Anyone the target moved through takes 1 Body Point of damage unless they roll a black shield on one combat dice.



Blue Horror



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
12	2	2	1	1



Chaos Acolyte

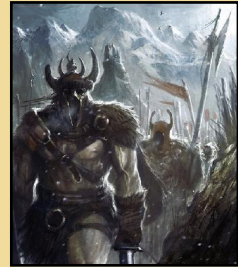


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	1	2	1	4

Notes: Can use attacking action to cast the spells of other Chaos Magicians (not Daemons) in the same room or corridor.



Chaos Barbarian



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



Chaos Berserker



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

Notes: Can attack twice per turn and can attack before and after moving.



Chaos Fire Warrior

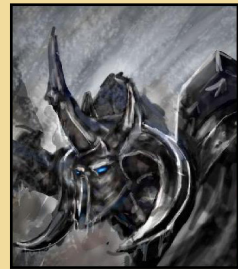


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3	4	4	3

Notes: Fire based attacks. Immune to Fire. Vulnerable to Ice. Explodes on death, hitting all adjacent Characters with a one skull fire based attack. Defends with +1 dice if no movement.



Chaos Ice Warrior



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

Notes: Ice based attacks. Immune to Ice. Vulnerable to Fire. On a skull or white shield +1 to defense dice to wounded target and on a skull they also miss their next turn. Defends with +1 dice if no movement.







Chaos Priest



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	1	2	2	5

Notes: One of each Chaos Sorcerer spell token and three random Chaos Spells. Heals 1 Body Point of self and all Chaos monsters in the same room or corridor at the start of each of Zargon's turns.



Chaos Skeleton



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	2	3	2	0

Notes: Undead. Defends on black shields against crushing weapons, white shields and skulls against piercing weapons and either shield against other weapons.



Chaos Witch



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	1	2	4	6

Notes: One of each Chaos Sorcerer spell tokens and nine random Chaos Spells.



Flamer



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
12	3(2)	2	2	1

Notes: Fire based ranged attack with three dice or two dice on every target in a straight line (including diagonally). Ranged attack can be used against adjacent targets. No melee attack. Immune to Fire.



Hydra

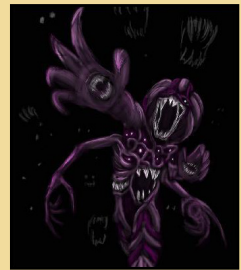


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3★	8	6	1

Notes: Takes up 2x2 squares. One melee attack per remaining Body Point or one fire based attack against every target in a straight line from any square the Hydra occupies, attacking with one combat dice per remaining Body Point.



Pink Horror



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

Notes: Pink Horrors share their spells, when one dies, choose a spell to discard. When a Pink Horror dies, it's replaced with two Blue Horrors, place them on the same and/or adjacent squares.



Stone Chaos Warrior



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

Notes: Immune to Fire, Ice and Lightning based attacks.



Tzeentch Cultis



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

Notes: Magic Resistance. Melee attacks are classed as magical. Able to cast Chaos Spells if three or more Cultists are in the same room or corridor.



Tzeentch Mage Lord



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
12	4	6	6	8

Notes: Two Tzeentch, two Dark, two Light, two Celestial and two Bright Spells. Magic Resistance. Melee attacks are classed as magical.







Tzeentch Marauder



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

Notes: Magic Resistance. Melee attacks are classed as magical.



Tzeentch Sorcerer Lord



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	4	5	9	8

Notes: Can attacks diagonally. Chaos Armor. Fifteen random Chaos Spells. Magic Resistance. Melee attacks are classed as magical.



Tzeentch Spawn

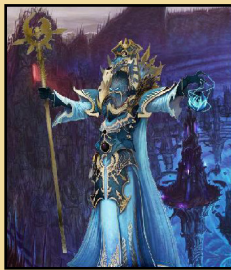


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
3d6	1d6	1d6	1d6	1

Notes: Skull = attack the closest enemy, black shield = attack the closest target. Movement is determined randomly each turn. Immune to psychology. Magic Resistance. Melee attacks are classed as magical.



Tzeentch Warlock



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

Notes: Two Tzeentch and two Dark Spells. Magic Resistance. Melee attacks are classed as magical. Can fly.



Tzeentch Warrior

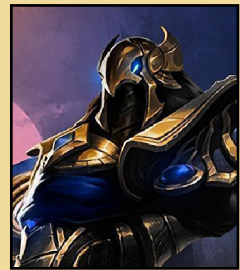


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3	5	3	3

Notes: Chaos Armor. Magic Resistance. Melee attacks are classed as magical. Defends with +1 dice if no movement.



Tzeentch Wizard

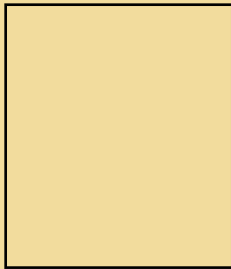


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	2	4	5	5

Notes: Chaos Armor. Four Tzeentch Spells. Magic Resistance. Melee attacks are classed as magical.



Chaos Thug



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

Notes: Wields a bow and are able to attack non-adjacent targets with 2 combat dice.



Chaos Centaur

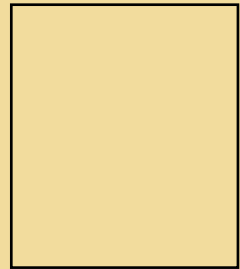


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
12	2(2)	3	5	5

Notes: Wields a bow and are able to attack non-adjacent targets with 2 combat dice.

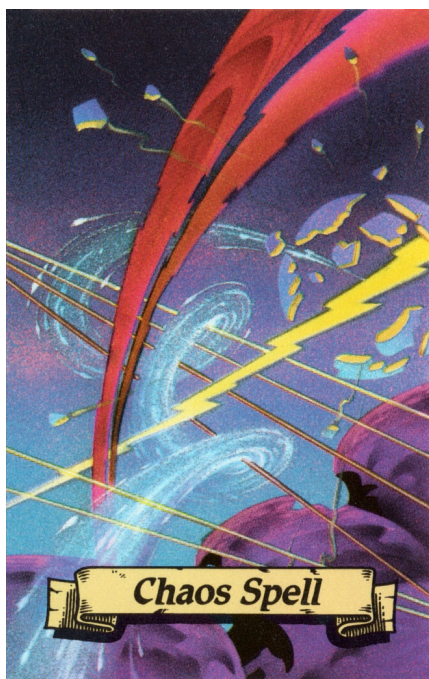
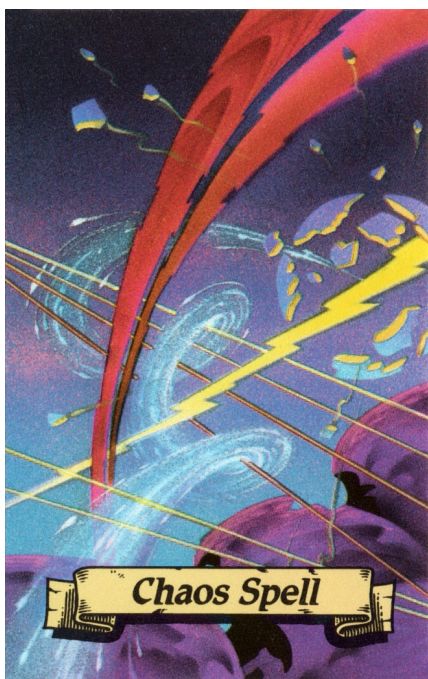


Spectral Chaos Warrior



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS







Dark Warrior Crossbowman



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	2	3	1	2

Notes: Wields a crossbow.



Dark Warrior Scout



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
9	2	3	1	2



Dark Warrior Swordsman



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
4	4	5	1	2



Dark Warrior Halberdier

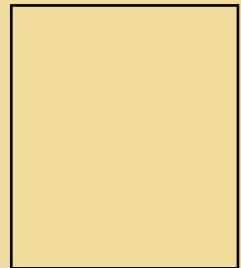


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3	3	1	2

Notes: Can make diagonal attacks



Unknown Monster



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS



Werewolf's Curse



This spell may be cast on any Hero. The Hero rolls a red die. A roll of 6 means the spell has no effect. Any other result means the Hero is now afflicted with the Werewolf's Curse.

See the "Turning Heroes into Werewolves" section of the *Instruction Booklet* for more information

Summon Wolves



This spell conjures up a number of Giant Wolves to attack the spellcaster's enemies. (Place the Giant Wolves adjacent to the spellcaster.)

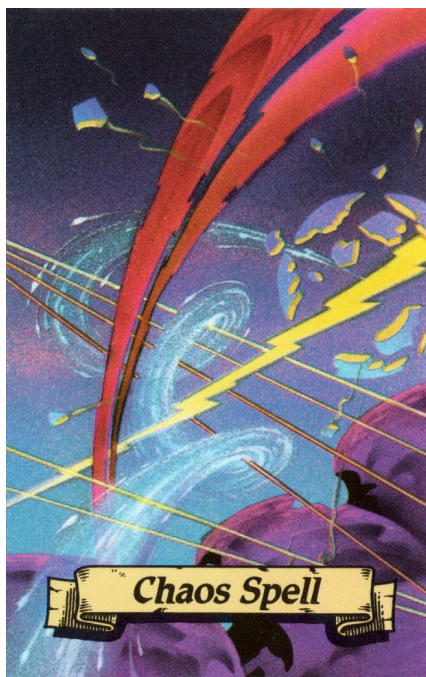
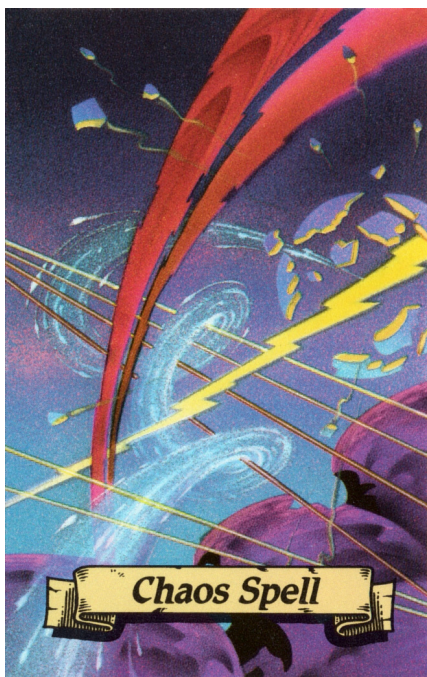
To see how many Giant Wolves appear, roll 1 red die and check the result:

- 1 or 2 = 1 Giant Wolf
- 3 or 4 = 2 Giant Wolves
- 5 or 6 = 3 Giant Wolves

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.



Reanimation



This spell enables the spellcaster to reanimate all defeated Skeletons, Zombies or Mummies in the same room as the spellcaster. These monsters rise up from the floor, with all lost Body Points restored, and attack the Heroes again.

Mirror Magic



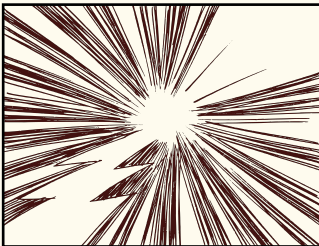
This spell may be cast by a Chaos spellcaster *during a Hero's turn*. This enables the spellcaster to reflect any Hero's spell back to him. Mirror Magic is cast immediately after the Hero casts a spell at the Chaos spellcaster. The Hero then suffers the effect of the spell that was intended for the spellcaster.

Mind Blast



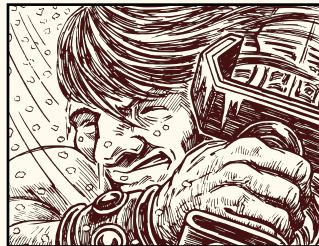
This spell paralyzes one Hero within the spellcaster's line of sight. This Hero cannot move or attack. The Hero defends with 1 combat die. To break free of the spell, the Hero, on his turn, rolls 1 red die for every Mind Point he currently has. If a 6 is rolled on any die, the spell is broken and the Hero can move and attack normally again on future turns.

Dispell



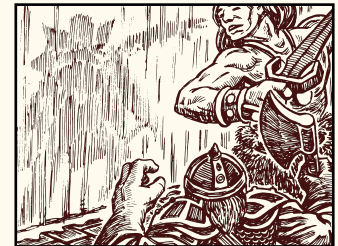
This special spell may be cast by a Chaos spellcaster *during a Hero's turn*. It is used to try and cancel a spell cast by a Hero. The Dispell is cast *immediately* after the Hero casts a spell. First the Chaos spellcaster rolls 1 red die and adds the result to his Mind Points. Then the Hero does the same. If the Chaos spellcaster's total is higher, the Hero's spell has been canceled.

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



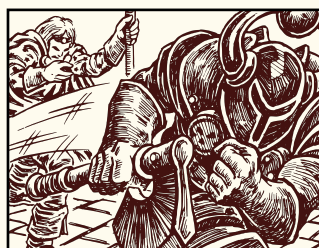
This spell creates up to 4 squares of solid ice. (Use the single-square Magic Ice tiles.) These squares block movement, but not line of sight. The squares need not be adjacent, but they must all be within the line of sight of the spellcaster. Each ice square lasts until the spellcaster dies, cancels 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 Freeze



This spell ravages the mind of any Hero. The Hero rolls 1 combat die for every Mind Point he possessed before the attack. If 1 or more white shields are rolled, the Hero has 1 Mind Point left. If no white shields are rolled, the Hero has been reduced to zero Mind Points and goes into "shock." (See the *Mind Points* section of the *Instruction Booklet*.)

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.

Soothe



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



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.