





### ***Spell Scroll***



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

This spell may be cast on a monster, enveloping it in a ball of fire. It will inflict 2 Body Points of damage. The monster then rolls two red dice. For each 5 or 6 rolled, the damage is reduced by 1 point. May be used by any Hero. Scroll crumbles to dust after it is used.

### ***Spell Scroll***



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

This spell may be cast on a monster, blasting it with flames. It will inflict 1 Body Point of damage, unless the monster can immediately roll a 5 or 6 using one red die. May be used by any Hero. Scroll crumbles to dust after it is used.

### ***Spell Scroll***



#### ***Tempest***

This spell may be cast on a monster, surrounding it with a small whirlwind. That monster will then miss its next turn. May be used by any Hero. Scroll crumbles to dust after it is used.

### ***Spell Scroll***



#### ***Sleep***

This spell puts a monster into a deep sleep so it cannot move, attack, or defend itself. The spell can be broken at once or on a future turn by a monster rolling one red die for each of its Mind Points. If a 6 is rolled, the spell is broken. *May not be used against Mummies, Zombies or Skeletons.* May be used by any Hero. Scroll crumbles to dust after it is used.

### ***Spell Scroll***



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

This spell may be cast on a Hero, including yourself. Its magical power will immediately restore up to 4 lost Body Points, but does not give a Hero more than his starting number. May be used by any Hero. Scroll crumbles to dust after it is used.

### ***Spell Scroll***



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

This spell may be cast on a Hero, including yourself. That Hero may roll one extra combat die when defending. The spell is broken when the Hero suffers 1 Body Point of damage. May be used by any Hero. Scroll crumbles to dust after it is used.

### ***Spell Scroll***



#### ***Genie***

This spell conjures up a Genie who will do one of the following: open any door on the gameboard (revealing what lies beyond), OR use five combat dice to attack a monster within your line of sight. May be used by any Hero. Scroll crumbles to dust after it is used.

### ***Spell Scroll***



#### ***Courage***

This spell may be cast on a Hero, including yourself. The next time that Hero attacks, he may roll two extra combat dice. The spell is broken the moment the Hero can no longer "see" a monster. May be used by any Hero. Scroll crumbles to dust after it is used.

### ***Spell Scroll***



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

This spell may be cast on a Hero, including yourself. That Hero may then move through walls on his next move. He may move through as many walls as his dice roll allows. Caution! There are shaded areas on each Quest map which indicate solid rock. If a Hero ends his move in one of these areas, he is trapped forever! May be used by any Hero. Scroll crumbles to dust after it is used.







### Spell Scroll



#### Chill

This spell causes 1 Body Point of damage to any monster adjacent to the spellcaster (though not diagonally adjacent). The victim cannot defend against the attack. *Scroll crumbles to dust once used.*

### Spell Scroll



#### Warmth

This spell bestows a healing warmth on the spellcaster or any one Hero the spellcaster chooses. The warmth restore up to 3 lost Body Points. *Scroll crumbles to dust once used.*

### 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 square. *Scroll crumbles to dust once used.*

### Spell Scroll



#### 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. *Scroll crumbles to dust once used.*

### Spell Scroll



#### Physic Recovery

This spell restores all lost Mind Points to the spellcaster or any one Hero the spellcaster chooses. *Scroll crumbles to dust once used.*

### Spell Scroll



#### Skate

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 monsters and Heroes during movement. The spell lasts only one turn. *Scroll crumbles to dust once used.*

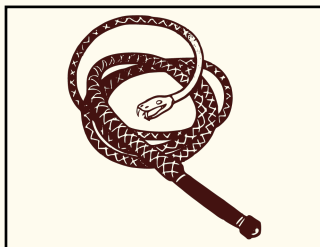
### Spell Scroll



#### Treasure Without Doom

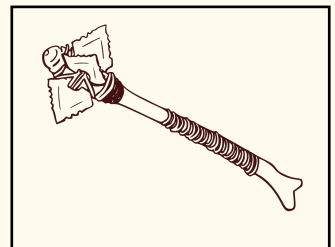
This spell scroll enables a Hero to pick cards from the treasure deck, ignoring all Wandering Monster and Hazard cards, until he picks a card showing gold, a potion, gems, or jewels. Or it can be used to open one chest without harm, disarming any trap on the chest. *Scroll crumbles to dust after it is used.*

### Snake Whip



The whip has the strength of 2 combat dice. A Hero equipped with the whip has the ability to attack diagonally or any adjacent target up to 2 squares away. The whip may also "grapple" certain objects, allowing a Hero to swing across large pits and chasms.

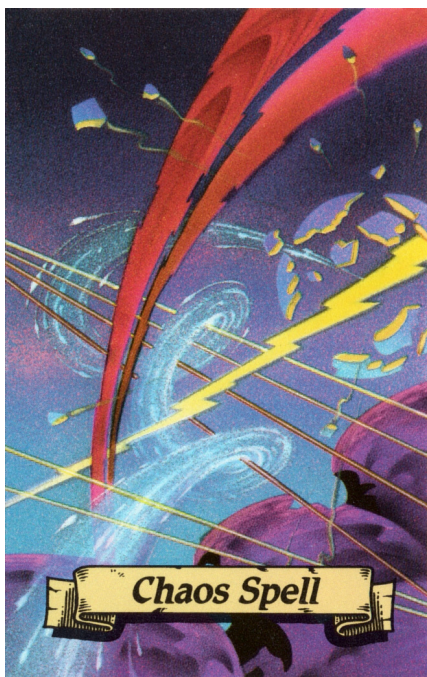
### Flanged Mace



The Flanged Mace allows for a unique attack. A Hero wielding the Flanged Mace will strike up to three adjacent targets in a single swing. The first target will be attacked with the strength of 3 combat dice. The second (target to the left or right) will be attacked with the strength of 2 combat dice and any target behind the Hero will be attacked with the strength of 1 combat die. Each target may roll Defense dice.

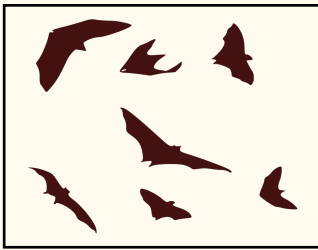
The Flanged Mace is heavy and may not be used by the Elf or Wizard.







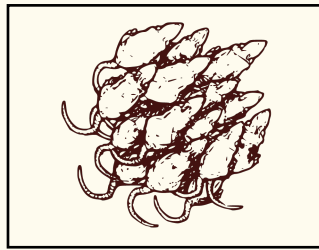
### Summon Bats



This spell conjures up a number of Giant Bats to surround and protect the spell-caster. Roll 1d6:

Roll a 1 or 2 = 2 Giant Bats  
Roll a 3 or 4 = 3 Giant Bats  
Roll a 5 = 4 Giant Bats  
Roll a 6 = 5 Giant Bats

### Summon Rats



This spell conjures up a number of Giant Rats to surround and protect the spell-caster. Roll 1d6:

Roll a 1 or 2 = 2 Giant Rats  
Roll a 3 or 4 = 3 Giant Rats  
Roll a 5 or 6 = 4 Giant Rats

### Summon Zombies



This spell conjures up a group of Zombies to surround and protect the spell-caster. Roll 1d6:

Roll a 1 or 2 = 2 Zombies  
Roll a 3 or 4 = 3 Zombies  
Roll a 5 or 6 = 3 Zombies



### The Scout



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

**Cost:** 50 gold coins

**Special Ability:** Dwarf-like ability to remove traps



### The Halberdier



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

**Cost:** 75 gold coins

**Special Ability:** Can make diagonal attacks



### 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.



### The Crossbowman



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

**Cost:** 75 gold coins

**Special Ability:** Wields a crossbow



### The Swordsman

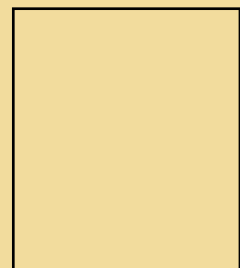


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	4	5	2	2

**Cost:** 100 gold coins



### Snake



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

**Notes:** Rolling 2 black shields during an attack, its victim becomes poisoned. At the beginning of each of a poisoned Hero's turn, they will lose 1 Body Point.



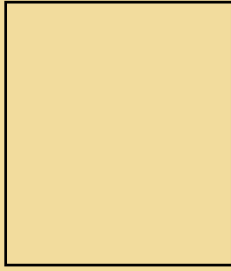








## Giant Spider



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



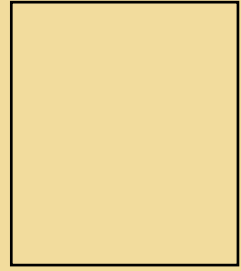
## Giant Rat



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



## Giant Bat



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

**Notes:** If a Giant Bat rolls a black shield during an attack it will "bite" its victim causing 1 Mind Point of damage for each black shield rolled.

