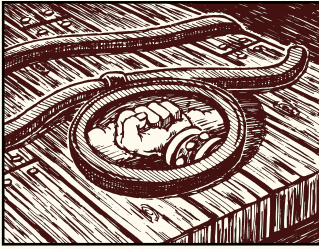


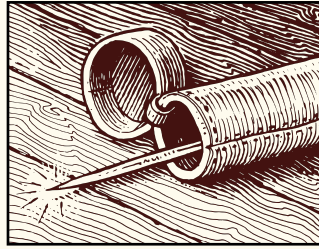


Amulet of the North



This ancient magical item was made for Barbarian kings centuries ago. It may be worn only by a Barbarian. While worn, it adds 2 Body Points and 1 Mind Point to the Barbarian's totals.

Anti-poison Quill



Restore any of the owner's Body Points lost by poisoning if used immediately. May only be used once.

Armband of Ice



This powerful item grants its wearer immunity to Mind Freeze and Chill spells, plus immunity to damage from ice vaults and icy rivers for as long as it is worn. It also reduces the damage from an Ice Storm spell by 1 point, for the armband wearer only.

Arm Band of Healing



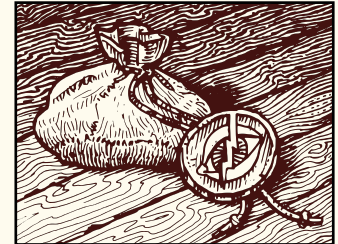
Restores 2 lost Body Points *once per Quest*. If the wearer's Body Points are reduced to zero, use immediately to restore 2 Body Points.

Bone Wand



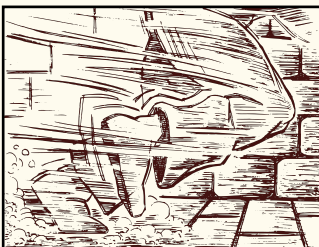
This artifact enables any Hero to control all skeletons in one room for one turn. He can move them and make them attack during this turn. The Hero can make the skeletons attack each other or any other monster in the room. The Bone Wand works only once per Quest.

Dust of Disappearance



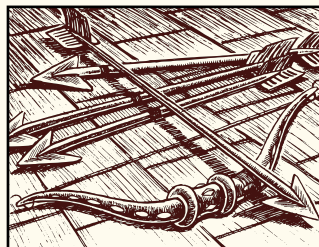
If tossed on any Hero, this dust allows that Hero to move past any monster encountered on his next turn. May only be used once.

Elven Boots



These boots grant the Elf an extra red die for movement. The Elf can roll 3 dice for movement either before or after taking an action. The boots wear out if the Elf rolls identical numbers on any 3 dice.

Elven Bow of Vindication



Only an Elf may use this bow. An arrow fired from this bow hits and instantly kills any one monster within the Elf's line of sight, unless the monster rolls a black shield on 1 combat die. There are only 4 arrows with this bow; the bow is useless once all of these arrows have been fired.

Elven Bracers



These metallic wrist bands have magical powers. When placed on the Elf's wrists, these glowing artifacts greatly enhance the Elf's physical and mental abilities. The bracers add 2 extra Body Points and 1 extra Mind Point to the Elf's total. They can be worn only by the Elf.

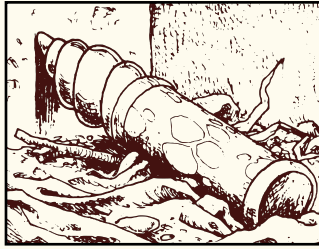


Fire Ring



Protects the wearer from any 2 Chaos fire spells. Ring disappears after wearer has been protected from the second fire spell.

Holy Water



You may use the Holy Water instead of attacking. It will kill any undead creature: Skeleton, Zombie, Mummy. Discard after use.

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.

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.

Ring of Warmth



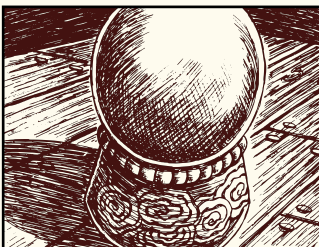
This artifact grants its wearer immunity to the Chill spell, as well as to the effects of ice vaults and icy rivers.

Rabbit Boots



To jump over 1 *discovered trap per turn*, roll anything but a black shield on 1 combat die.

Sky Orb



The Hero who possesses this orb may use it to absorb a total of 4 Mind Points of damage. Each time the Hero would normally suffer the loss of 1 Mind Point, he instead hands Zargon one of the blue Sky Orb tokens and suffers no Mind Point damage. When all 4 tokens have been handed to Zargon, the Sky Orb is useless.

Snowshoes of Speed



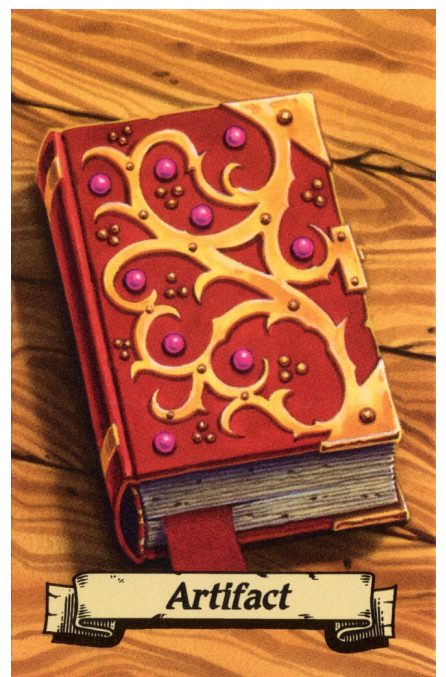
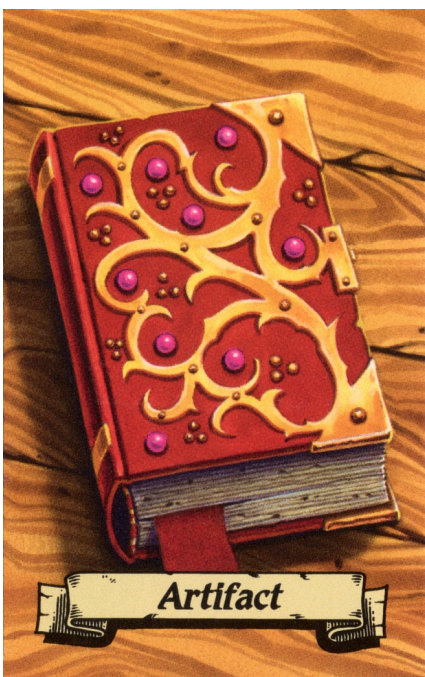
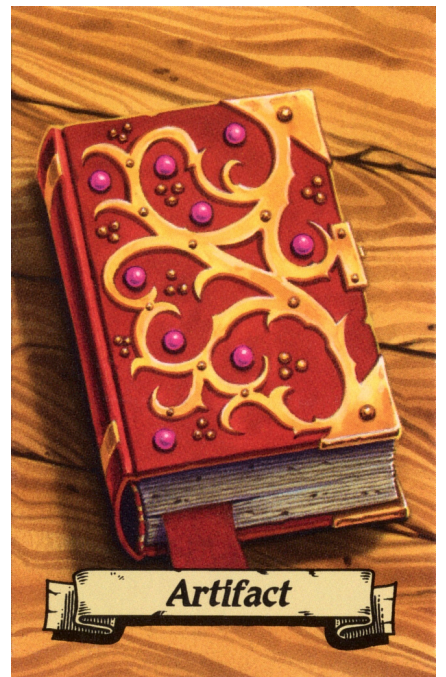
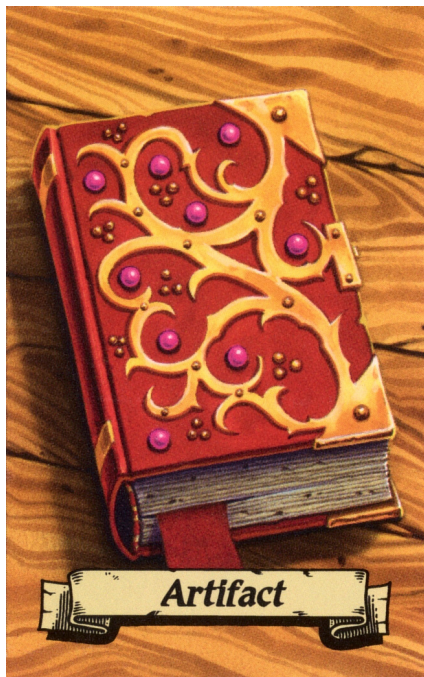
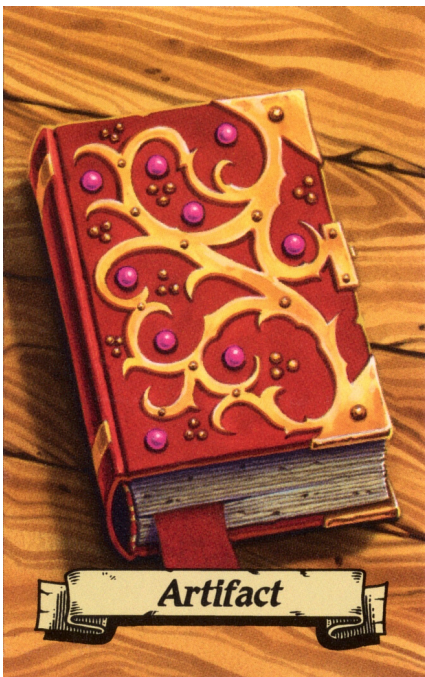
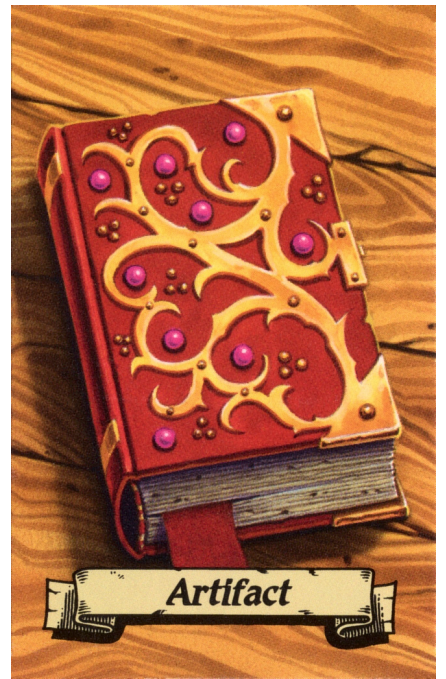
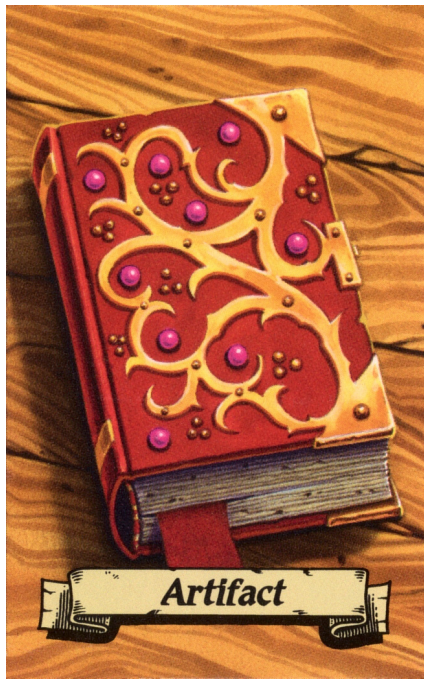
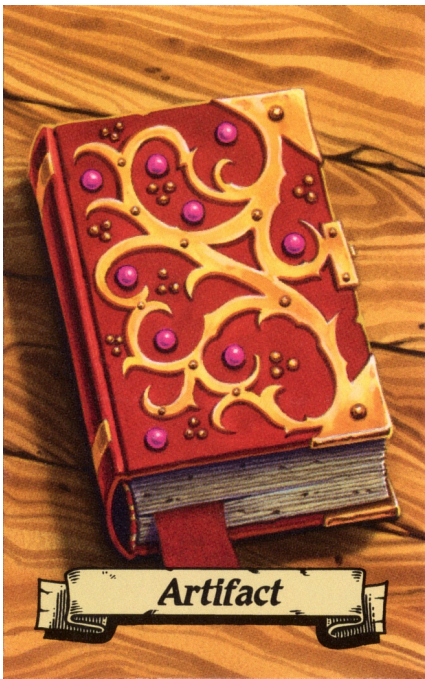
These magical snowshoes add 2 squares to a Hero's movement, and they also negate the effects of slippery ice for as long as they are worn. These can be used only on Quests in cold, icy regions.

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



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



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



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



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



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



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



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



Heal Body

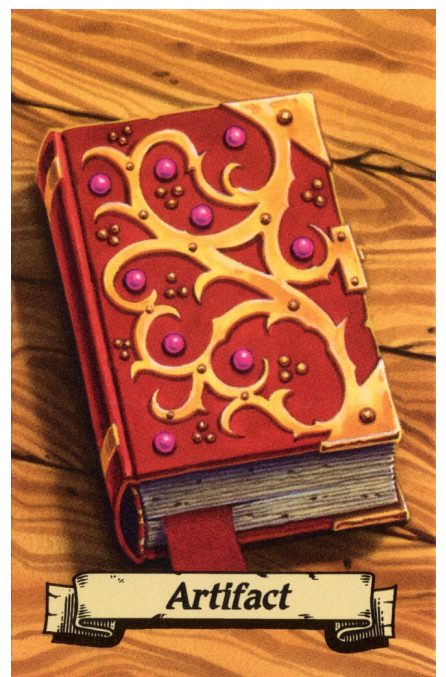
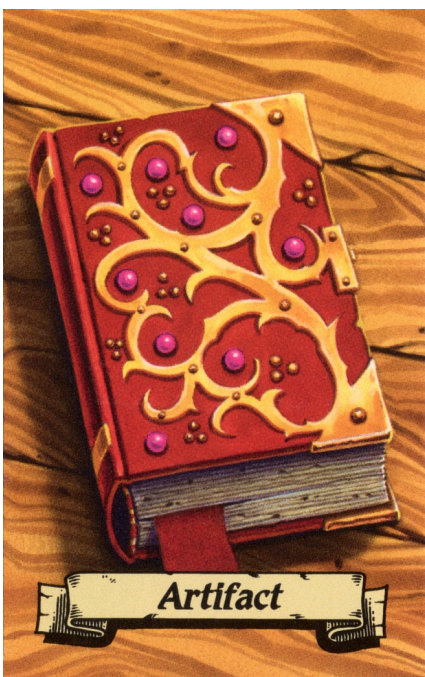
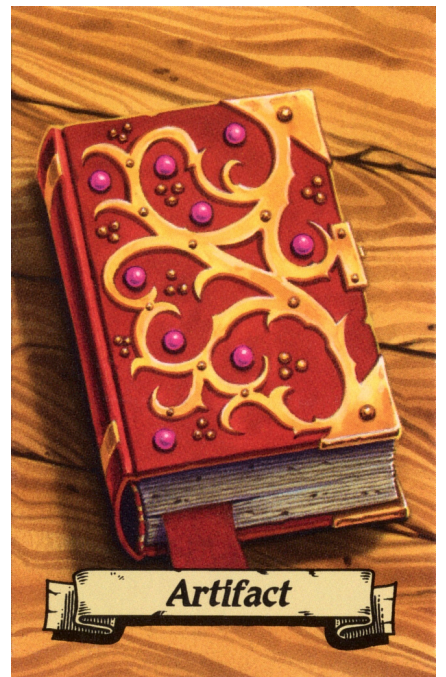
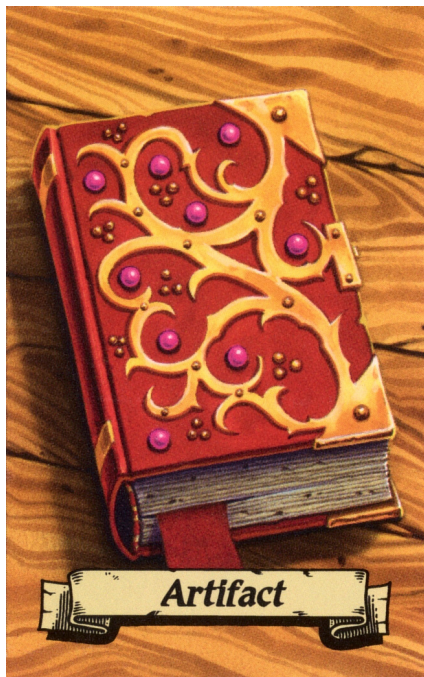
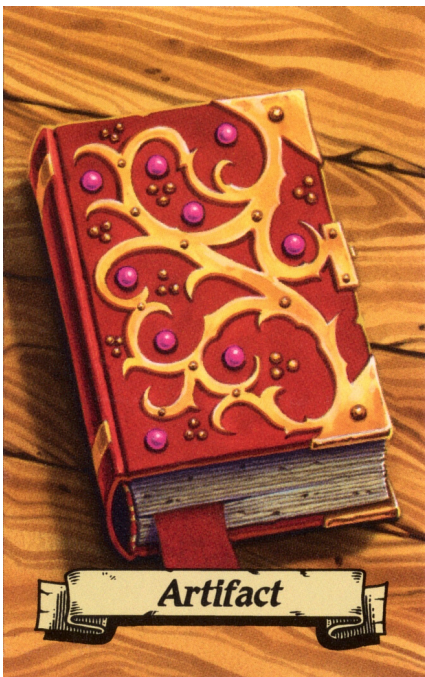
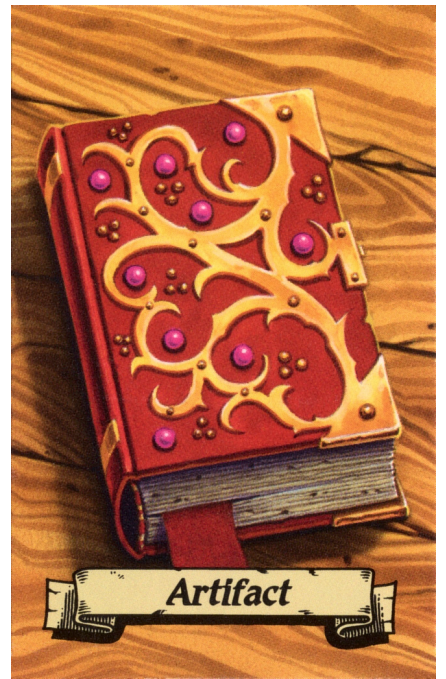
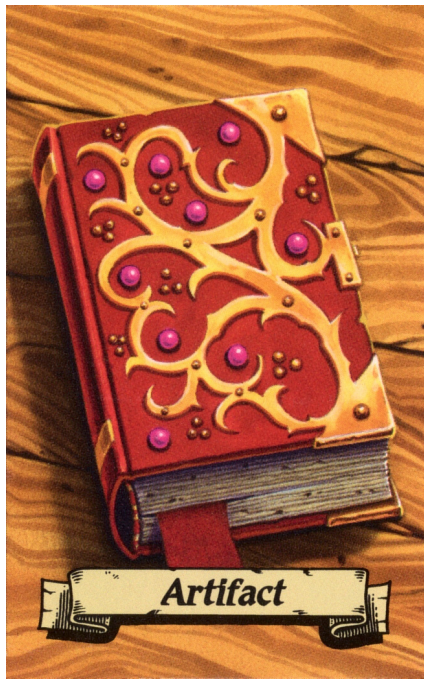
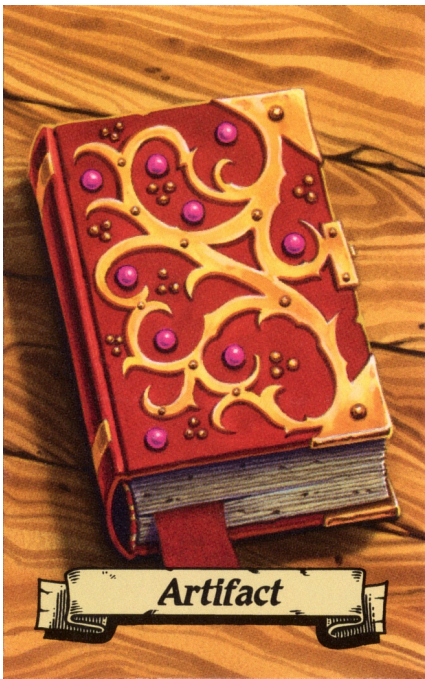
This spell may be cast on a Hero, including yourself. Its magical power will immediately restore up to 4 lost Body Points, but does not give a Hero more than his starting number. May be used by any Hero. Scroll crumbles to dust after it is used.

Spell Scroll



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



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



Lost Forever

When the Heroes open this scroll to see what they have discovered, the scroll crumbles into dust and is lost forever.

Spell Scroll



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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



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



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



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



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.*

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



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.*

Flaming Spear



This spell when cast will create a flaming spear that the spellcaster can throw at a Hero that is in his line of sight. Spellcaster rolls 6 Attack dice. The Hero then defends himself.

Hurricane

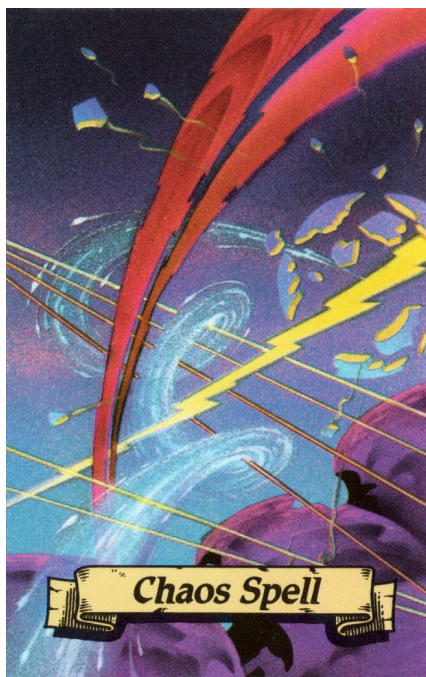
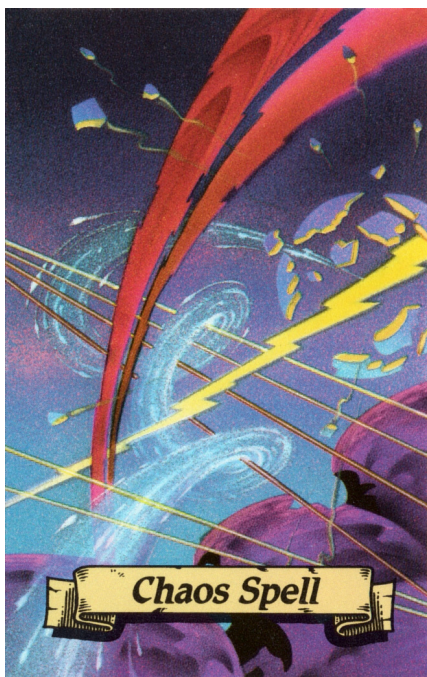


This spell when cast, will affect all the Heroes. It creates a strong wind that causes them to lose 2 Attack dice and 1 Defense dice. Spell lasts until spellcaster is dead.

Shroud of Night



This spell when cast will cause a room to become completely dark. All Heroes' Attack and Defense dice are reduced to 1. Heroes cannot search this room. This spell will last for the whole Quest. Only a light spell will allow Hero to counter this spell.



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

Reanimation



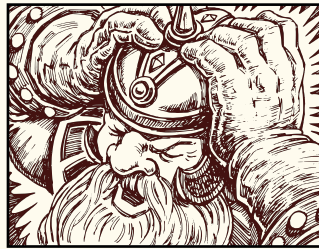
This spell enables the spellcaster to reanimate all defeated Skeletons, Zombies or Mummies in the same room as the spellcaster. These monsters rise up from the floor, with all lost Body Points restored, and attack the Heroes again.

Soothe



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

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*.)

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.

2 Wandering Monsters



As you are searching, 2 monsters stalk you and attack! Zargon places the wandering monsters (listed in the Quest Book) on any 2 squares next to you. The monsters attack immediately! Return this card to the bottom of the deck.

Cursed Coin



You find a Gold Coin in the floor and put it in your pocket. You don't know why, but suddenly you feel a little ill. This coin has an ancient curse on it and you lose 1 Mind Point. The next time you drink a healing potion that restores your Mind Points, you feel better, but your coin has mysteriously disappeared! Return this card to the bottom of the deck.

Goblin Thief



As you are searching, a little Goblin runs out from a small hole in the wall and steals an item from you. He then runs back into the hole. The hole is far too small for you to go into. Hero may select which item he loses. A potion, a throwing weapon, a piece of armor or if Hero has nothing else, his good weapon. Return this card to the bottom of the deck.



Landslide



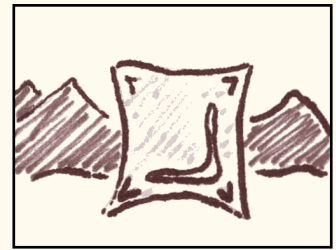
This spell can cause the ceiling of one space to fall. If a monster is under this space, then follow rules for springing a falling rock trap. Spell may be cast on a wall, opening up the way if a room is on the other side. Spell may be cast on floor. Zargon decides if it makes a pit.

Turn to Stone



This spell will turn any object or Monster with 2 or less Body Points into stone. This spell will not work against any Monster that knows magic.

Salt of the Earth



When a Hero eats this magical salt he regains up to 3 lost Body Points. A Hero cannot exceed his starting body statistics.

Magic Torch



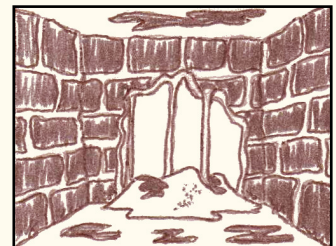
This spell will create a magical light that enables Heroes to see inside a magically darken room.

Quicksand



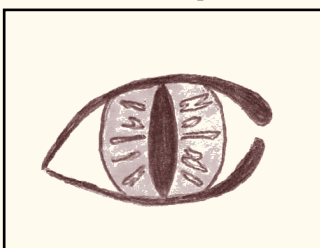
This spell when cast will trap a monster in its place. Monster can still attack and defend if Hero gets next to it. Monster is trapped for the length of the Quest.

Sand Stone



This spell when cast will cause a wall or one stone square on the game board to turn into sand. Heroes can now pass through.

Cat's Eye



This spell when cast give the spellcaster the ability to see inside a magically darken room.

Spark of Life



When this spell is cast upon a Hero, that Hero regains up to 3 lost Body Points. A Hero cannot exceed his starting body statistics.

Heat Metal



This spell causes any metal object to become so hot that it softens, making it useless. If cast upon a monster's weapon, then monster's attack dice is reduced to one. If cast upon armor, Zargon decides if monster removes armor or suffers loss of Body Points. This spell does not work on iron doors. There is too much mass.



Blinding Light



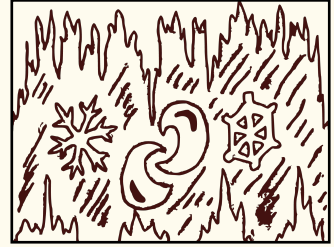
This spell creates a small blinding light that will blind one monster of your choice. That monster will then miss its next turn.

Boil



This spell will cause liquids to boil and evaporate. When cast upon a monster, that monster will lose two attack dice and one defense dice. This spell will not work against Undead.

Freeze



This spell will freeze any liquid or harden quicksand and lava. When cast upon a monster, that monster will lose two attack dice and one defense dice. This spell will not work against the Undead.

Living Water



When a Hero drinks this water he regains up to 3 lost Body Points. A Hero cannot exceed his starting body statistics.

Geyser



This spell can be cast on any Hero. That Hero will then be protected from any fire spell. This spell lasts until there are no more monsters in sight.

Broth



This magical liquid will restore a Hero's Mind Points back to normal.

Twist Wood



This spell causes any wooden weapon, such as a staff, bow, or crossbow, to become warped into uselessness.

Timestop

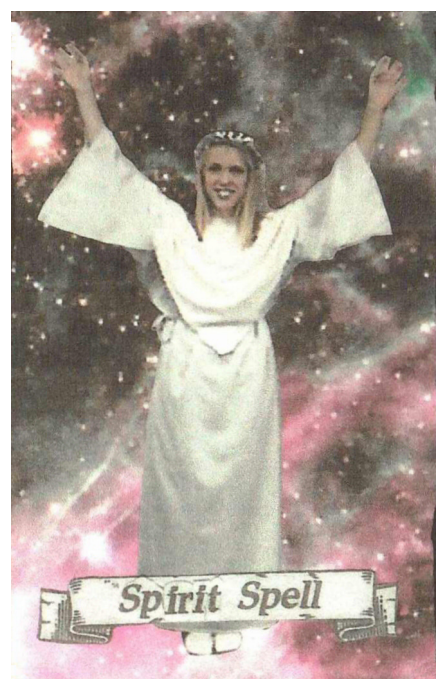
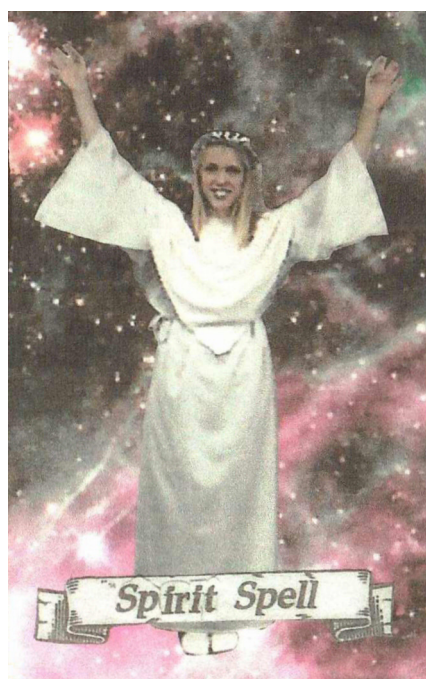
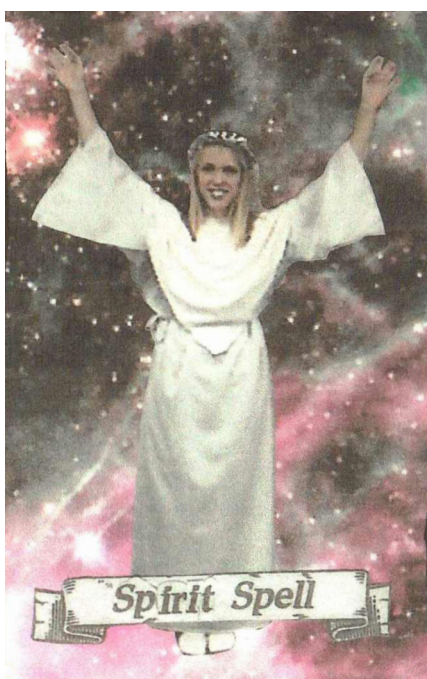
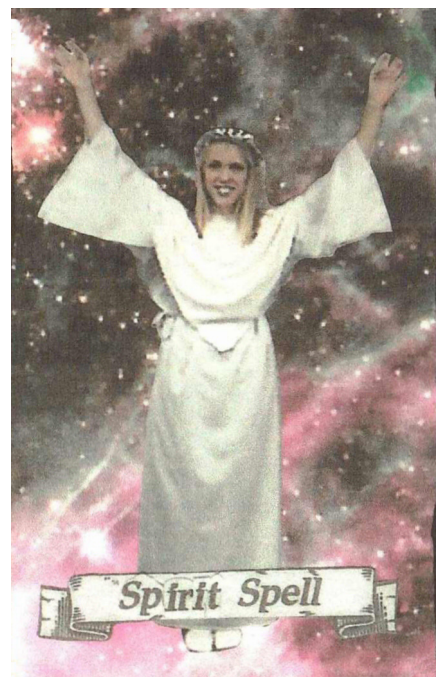


This spell may be cast on the spellcaster or any one Hero the spellcaster chooses. It temporarily stops time for everyone else on the gameboard, enabling the Hero to take another turn immediately after his current turn.

Slow



This spell reduces any one monster's movement to 1 square per turn. The monster also rolls 1 less combat die when it attacks or defends. The monster's movement and combat dice cannot be less than 1. These effects last until the monster is killed or is out of your line of sight.



Hypnotic Blaze



When this spell is cast, an illusion of a huge, animated flame appears. Every figure in the room or corridor (except for the spellcaster) must roll 1 red die. A figure that rolls equal to or less than its Mind Points is unaffected by the illusion. Rolling a number greater than its Mind Points means that the figure is paralyzed for 3 turns – unable to move, attack, or defend.

Flashback



By casting this spell, the spellcaster or any one Hero the spellcaster chooses can replay his entire turn. All results of the Hero's first turn are canceled.

You can cast this after any Hero's turn. *Casting this spell does not count as your action for the turn.*

Double Image



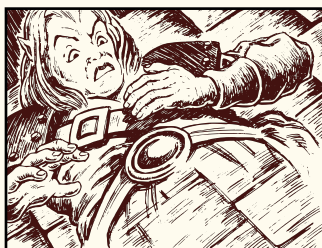
This spell may be cast on the spellcaster or on any one Hero the spellcaster chooses. It causes a life-like image of the Hero to appear. If an attack against the Hero is successful, he rolls 1 red die. On a 1, 2, or 3, the image was attacked and the Hero suffers no damage. The spell is broken the moment the Hero can no longer see a monster.

Hope Spell



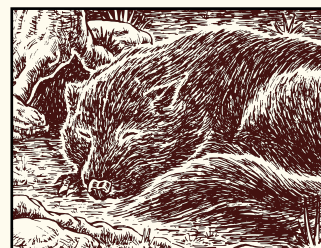
When this spell is cast upon an unconscious Hero, that Hero regains all his Mind Points and awakens.

Disappear



This spell may be cast on the spellcaster or on any one Hero he chooses. The Hero moves unseen as long as he rolls an 8 or lower on his red movement dice. If a 9, 10, 11, or 12 is rolled, the spell ends. The Hero can only move and open doors. He cannot attack, search, disarm, cast spells, spring traps, or be affected by attacks or spell, unless he chooses to cancel the spell.

Deep Sleep



This spell may be cast on any monster within your line of sight, as long as the monster has from 1 to 3 Mind Points. The monster falls asleep immediately. It stays asleep until Zargon's next turn. The monster cannot defend against a Hero's attack while it is asleep.

Mind Burst



This spell when cast will give the Hero who it is cast upon 6 extra Mind Points for 2 turns. Hero's Mind Points then return to normal.

Recall

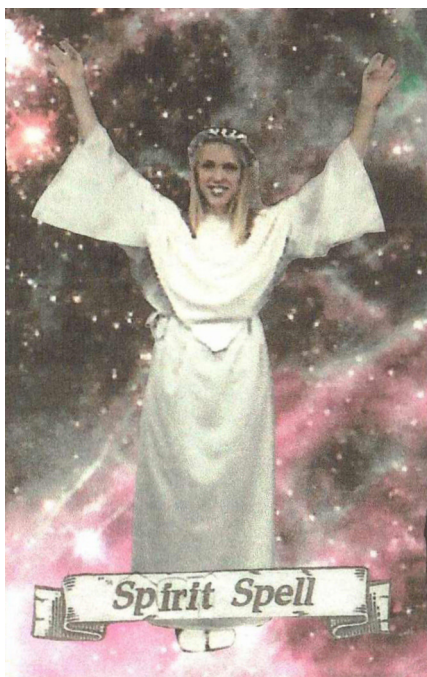
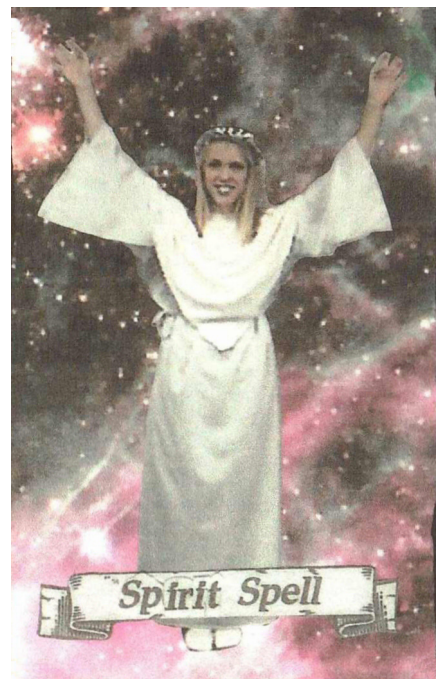
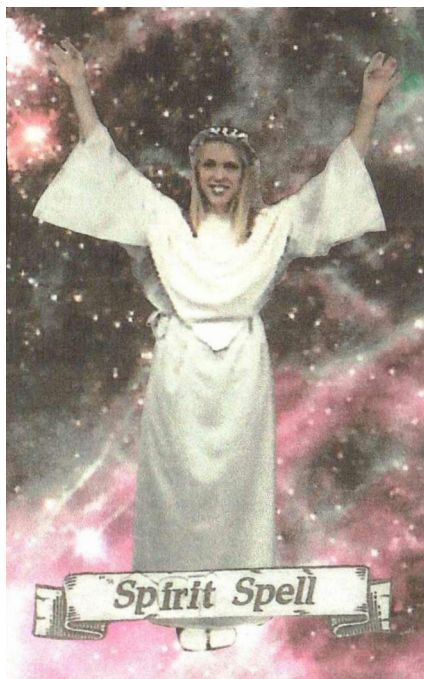
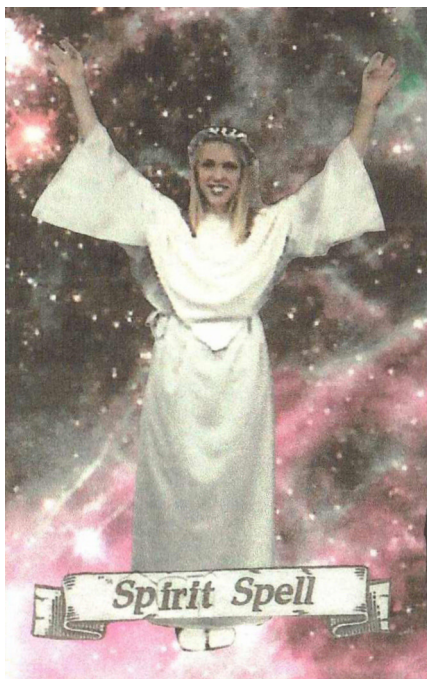


This spell enables spellcaster to recall one spell that was already cast during the Quest.

See Through Wall



This spell enables the spellcaster to see through the wall. If there is a room on the other side, then Zargon will set up the room.



Mind Drain



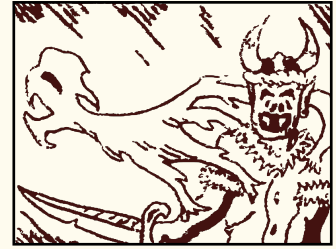
This spell will drain three Mind Points from a monster of your choice. That monster then rolls three dice. For each black shield rolled monster saves a point. If monster's Mind Points are reduced to zero, then that monster becomes unconscious. This spell will not work against the Undead.

Deflect



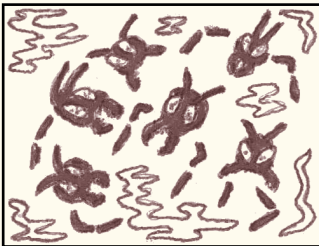
This spell will protect only the spellcaster from one spell being cast upon him.

Drain Body



This spell will drain one Body Point from monster of your choice. Adding Body Point to any Hero, including yourself. Hero cannot exceed starting number of Body Points. This spell will not work against the Undead.

Summon Fire Ants



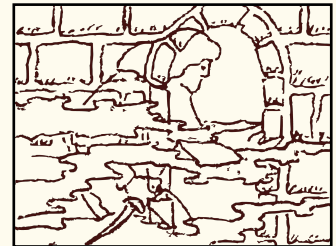
This spell will summon fire ants to attack 1 monster. That monster will lose 1 Body Point on each of his turns, until he is dead or can destroy ants with a fire spell.

Ivy Sap



The sap from this rare ivy plant will restore 4 lost Body Points. Hero cannot exceed his starting points.

Invisible



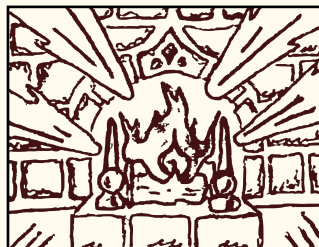
This spell may be cast on any Hero, including yourself. He will be invisible for two turns. Monsters cannot attack or defend against an invisible Hero. This spell does not work against Ogres, Bellthors, Giant Wolves and Werewolves.

Healing Root



When a Hero eats this magical root he regains up to 3 lost Body Points. A Hero cannot exceed his starting body statistics.

Fireplace

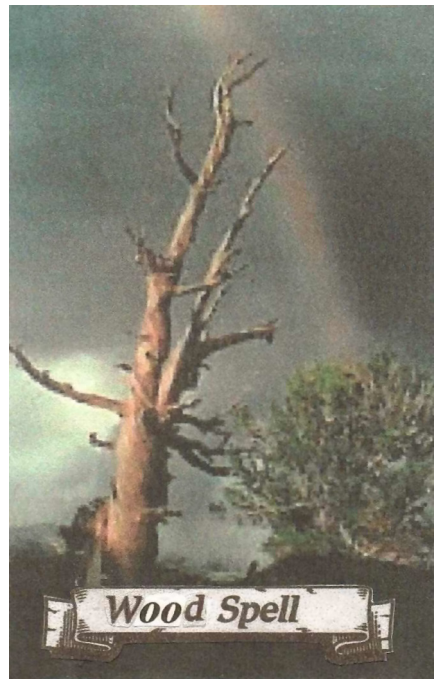


This spell can only be cast in a room that has a fireplace. When cast the fireplace erupts in flames. Anybody standing within the three spaces directly in front of the fireplace will suffer one Body Point of damage. All persons will then roll one red die. A 5 or 6 saves that person from spell's effect.

Warp



This spell causes any one wooden object or weapon to warp, making it useless. An unarmed monster has only one attack dice (unless otherwise stated). A locked wooden door will become passable.

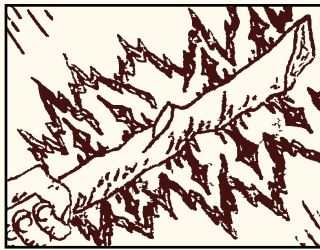


Wood Blast



This spell causes any one wooden object or weapon of your choice to explode. Anyone holding or standing next to an exploding wood will suffer one Body Point of damage. Items that are inside an exploding object will remain safe.

Staff Log



If spellcaster has a wooden staff, then this spell causes the staff to grow three spaces long and big enough around that the Heroes can walk on top of it.

Rot



This spell will cause one wooden object or weapon of your choice to become rotten and fall into dust.



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



Ice Gremlin



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

Special Ability: Steal items



Frozen Horror



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	5	4	6	4

Special Ability: Spellcaster



Ogre



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
4	6	4	10	2



Giant Wolf



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
9	6	3	5	1







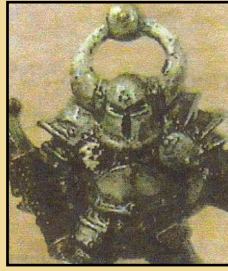
Stone Mummy



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
3	4	6	3	0



Doom Guard



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	4	6	3	3



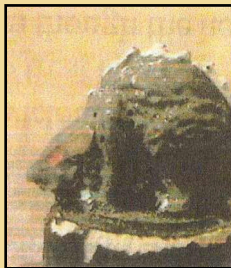
Spirit Rider



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



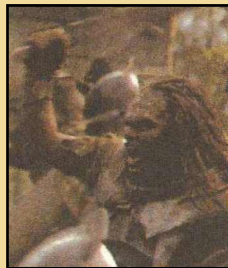
Rat



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
12	1	0	1	1



Uruk-hai



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



Iron Skeleton



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	5	5	5	0



Hobgoblin



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



Mountain Orc



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



Big Gargoyle



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	4	5	8	4







Ghoul



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	2	3	2	0



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



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



Othalus



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
4	5	6	10	1



Ghost Warrior



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
12	2	-	-	0

Notes: Cannot be killed.



Werewolf



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	4	3	4	5



Hydra



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	6	6	7	4

Notes: Makes two attacks on each turn.

Uses both black and white shields to defend.







Kalra-nji



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	6	6	7	5

Notes: Can make 2 attacks each turn.
Uses both black and white shields to defend.



X

Alura



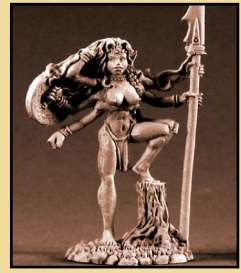
MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
24	2	6	7	7

Notes: Alura uses both black and white shields to defend.

X

X

Alyscia



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
12	5	6	7	7

X

X

Arha



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
12	5	6	7	7

X

X

Batna



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
12	5	6	7	7

X

X

Diann



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
12	5	6	7	8

X

X

Neferu



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	3	5	6	8

X

X

Nyia



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
12	5	6	7	7

X

X

Sirithis



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
12	5	6	7	7

X

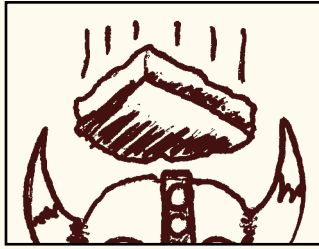


Dust Trap



As you are searching, you find a small contained. When you open it, dust explodes into your face. It was a trap! You breathe in the dust and lose 1 Mind Point. Return this card to the bottom of the deck.

Falling Debris



LOOK OUT! As you are searching, a piece of the ceiling comes loose and hits you on the head. You lose 1 Body Point. Return this card to the bottom of the deck.

Failed Search



You search, but find nothing of any value. Return this card to the bottom of the deck.

Failed Search



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Failed Search



You search, but find nothing of any value. Return this card to the bottom of the deck.

Poison Throwing Dagger



Hanging on the wall is a Poisoned Throwing Dagger. You take it. This card can only be used once. Do not return it to the deck.

Magical Throwing Star



You find a wooden case. Inside is a Magical Throwing Star. It will never miss. It will inflict 2 Body Point of damage on any monster you throw it at. Except Zargon. It can only be used once. Do not return this card to the deck.

Sapphire



Behind a loose stone in the wall you find a large Sapphire worth 100 gold coins. Record this money on your sheet. Do not return this card to the deck.



Acid Slug



As you are searching, an acid slug drops from the ceiling onto your head. You lose one Body Point if you don't have a helmet. If you do have a helmet then you are saved. Return this card to the bottom of the deck.

Potion of Renewal



On a small table in the corner of the room, you discover a bottle of brown, frothy liquid. When you drink it, you regain 1 Body Point and 1 Mind Point. This may only be used once. Do not return this card to the deck.

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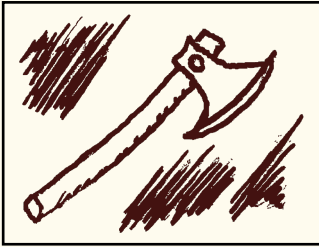
Potion of Restoration



On a large shelf you find many bottles. All are empty except one. You find a Potion of Restoration. When you drink it, you regain all your Body and Mind Point that you had when you started the Quest. This potion will also cure a Hero who has been turned into a Werewolf. This can only be used once. Do not return this card to the deck.

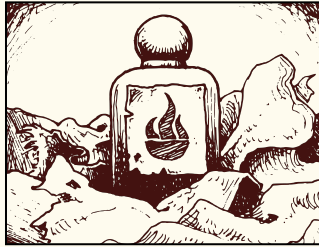


Throwing Axe



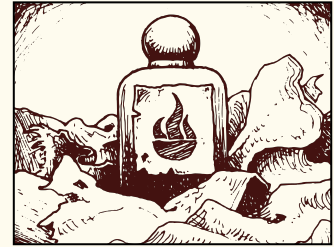
Hanging on the wall you find a good Throwing Axe. You take it. This card can only be used once. Do not return it to the deck.

Potion of Healing



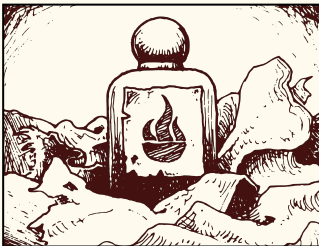
In a bundle of rags, you find a small bottle of bluish liquid. You can drink this healing potion at any time, restoring the number of Body Points equal to a roll of one red die. You cannot, however, exceed your starting number of Body Points. This may only be used once. Do *not* return this card to the deck.

Potion of Healing



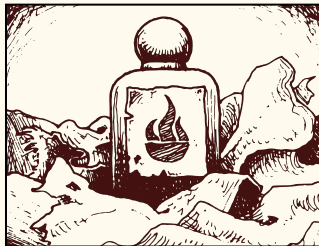
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Wandering Monster



As you are searching, a monster stalks you and attacks! Zargon places the wandering monster (listed in the Quest Book) on any square next to you. The monster attacks immediately! Return this card to the bottom of the deck.

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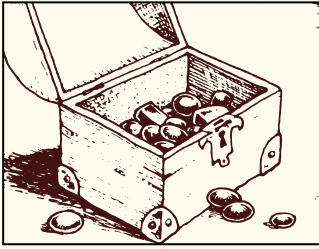
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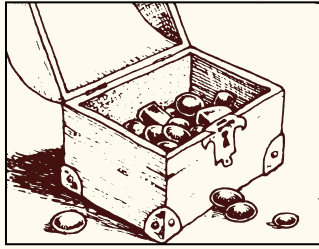


Jewels!



You find a small wooden box. It is simple-looking and very old. Within you discover that it is lined with velvet and contains very small jewels worth 50 gold coins. Record the money on your sheet. Do *not* return this card to the deck.

Jewels!



You find a small wooden box. It is simple-looking and very old. Within you discover that it is lined with velvet and contains very small jewels worth 50 gold coins. Record the money on your sheet. Do *not* return this card to the deck.

Hazard!



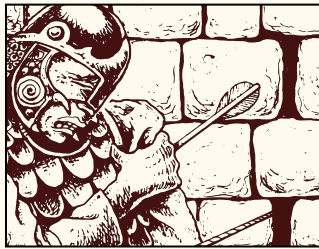
Suddenly, the stone beneath your feet gives way. You fall into a shallow hole, losing 1 Body Point and ending your turn. You may climb out and move normally on your next turn. Return this cast to the bottom of the deck.

Hazard!



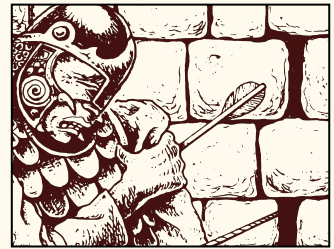
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Hazard!



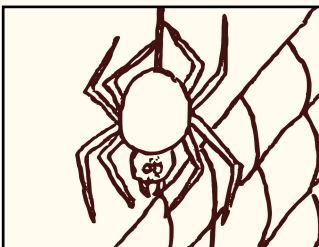
While you are searching, a hidden arrow shoots from the wall striking you. You lose 1 Body Point and your turn is over. Return this card to the bottom of the deck.

Hazard!



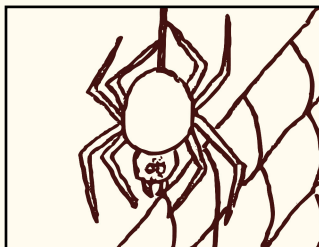
While you are searching, a hidden arrow shoots from the wall striking you. You lose 1 Body Point and your turn is over. Return this card to the bottom of the deck.

Spider



A Spider bites you and you lose 1 Attack die and 1 Defense die until you drink a healing potion. If your attack is a 0 you are too sick for any further fighting and searching.

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A Spider bites you and you lose 1 Attack die and 1 Defense die until you drink a healing potion. If your attack is a 0 you are too sick for any further fighting and searching.

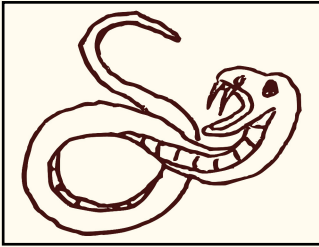
Snake



A Snake bites you and you must drink a healing potion now or be healed by the Wizard or Elf, else you will die.

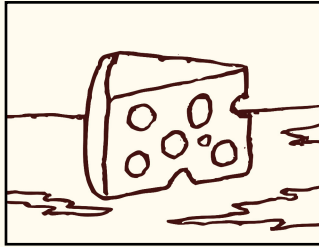


Snake



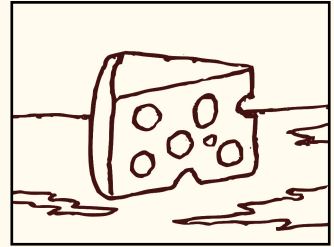
A Snake bites you and you must drink a healing potion now or be healed by the Wizard or Elf, else you will die.

Food



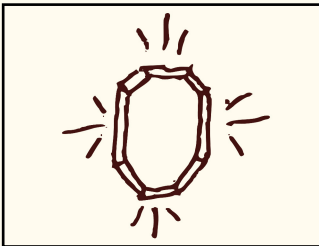
You find some food. When eaten, it will restore 1 Body Point of damage.

Food



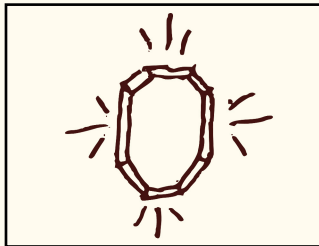
You find some food. When eaten, it will restore 1 Body Point of damage.

Ruby



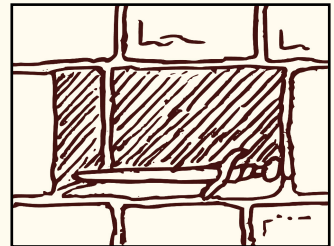
Under a loose stone in the floor you find a large ruby worth 100 gold pieces.

Ruby



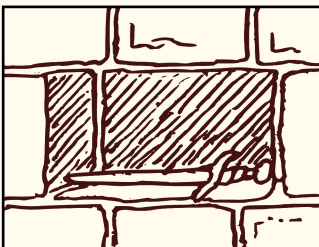
Under a loose stone in the floor you find a large ruby worth 100 gold pieces.

Dagger



You find a magical never miss throwing Dagger. It will inflict 1 Body Point of damage.

Dagger



You find a magical never miss throwing Dagger. It will inflict 1 Body Point of damage.

Gold!



You find a loose stone and tear it from the wall. Behind it you discover a small leather pouch wrapped in an old rag. Peering inside, you find 25 gold coins. Record the money on your sheet. Do *not* return this card to the deck.

Gold!



You find a loose stone and tear it from the wall. Behind it you discover a small leather pouch wrapped in an old rag. Peering inside, you find 25 gold coins. Record the money on your sheet. Do *not* return this card to the deck.

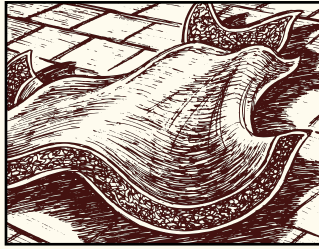


Air Walk



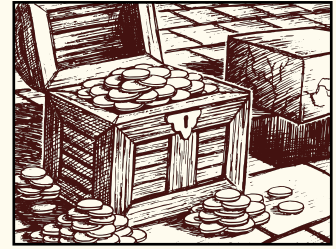
This potion enables any Hero to walk on a cushion of air for one turn. He does not spring traps during this turn. The Hero can walk over pit traps as long as he can reach an unoccupied space on the other side. This may be used only once. Do not return this card to the deck.

Elven Cloak of Passage



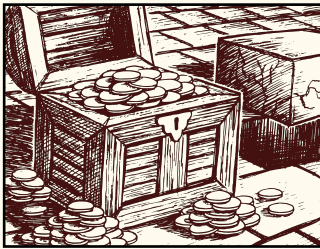
This cloak enables the Elf to pass through walls without harm. Caution! There are shaded areas on each Quest Map that indicate solid rock. If the Elf ends his move in one of these areas, he is trapped forever! This cloak works only three times. Discard after the third use.

Treasure Hoard!



Under a loose stone in the floor, you find a small chest. Inside are 300 gold coins! Record the money on your Character Sheet. Do not return this card to the deck.

Treasure Hoard!



Under a loose stone in the floor, you find a small chest. Inside are 300 gold coins! Record the money on your Character Sheet. Do not return this card to the deck.

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.

Poison!



You discover a brown flask filled with liquid. Your throat constricts as you taste it, and you realize you've swallowed poison! Roll 1 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 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 1 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 deck.

Potion of Magic Resistance

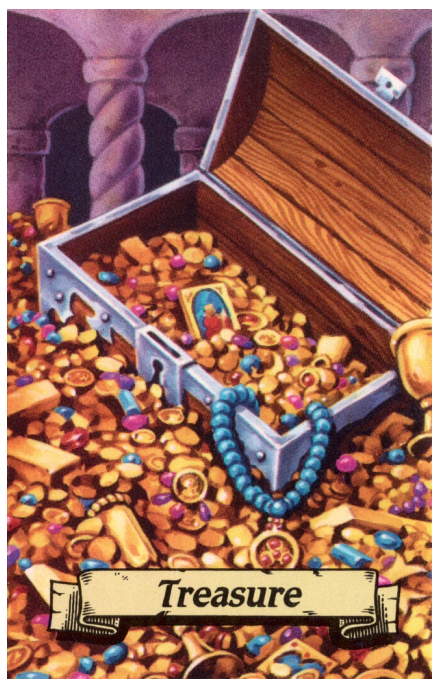
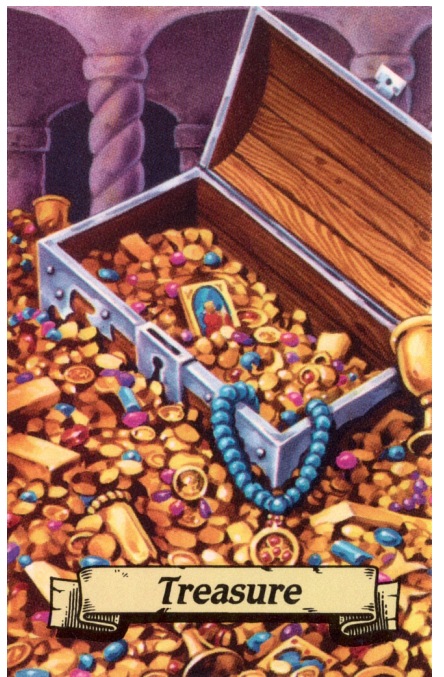
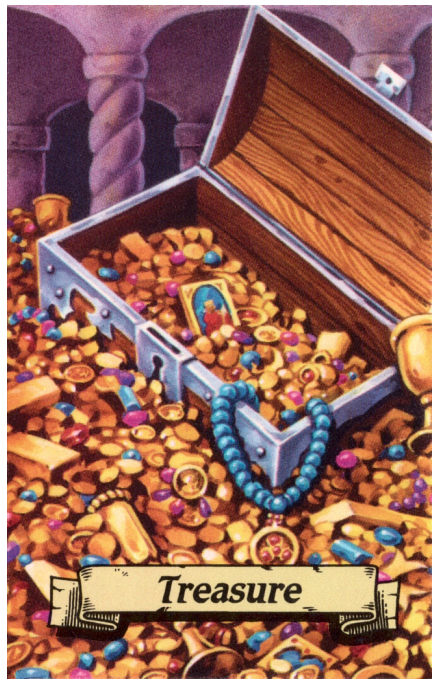


The potion in this small, blue bottle negates the effects of any damage-causing spell cast on you. Drink it when the spell is cast and you may ignore the effects of the spell. This works only for the Hero drinking the potion. This potion may be used only once.

Potion of Magic Resistance



The potion in this small, blue bottle negates the effects of any damage-causing spell cast on you. Drink it when the spell is cast and you may ignore the effects of the spell. This works only for the Hero drinking the potion. This potion may be used only once.



Potion of Warmth



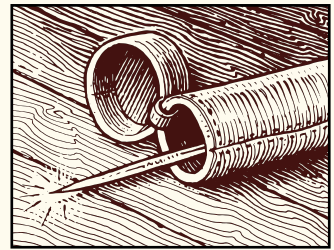
This miniature jug is warm to the touch. Drinking the potion immediately after suffering damage from Ice Storm or Chill spells, or from ice vaults or icy rivers, restores 2 lost Body Points. Drinking it at any other time restores only 1 lost Body Point. This potion may be used only once.

Potion of Warmth



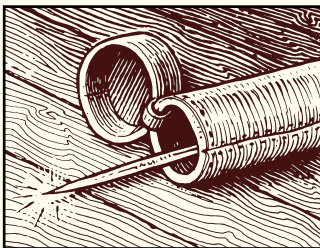
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Anti-poison Quill



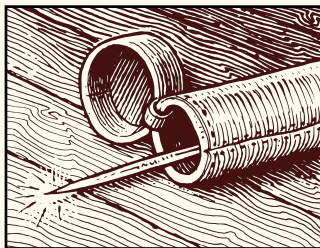
Restore any of the owner's Body Points lost by poisoning if used immediately. May only be used once.

Anti-poison Quill



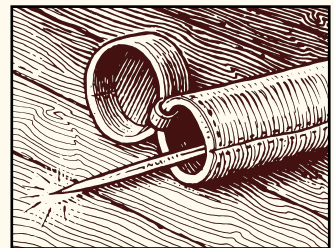
Restore any of the owner's Body Points lost by poisoning if used immediately. May only be used once.

Anti-poison Quill



Restore any of the owner's Body Points lost by poisoning if used immediately. May only be used once.

Anti-poison Quill



Restore any of the owner's Body Points lost by poisoning if used immediately. May only be used once.

Potion of Restoration



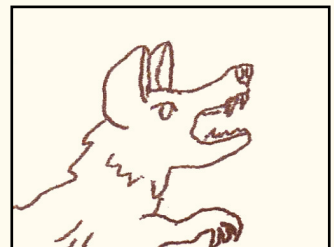
On a large shelf you find many bottles. All are empty except one. You find a Potion of Restoration. When you drink it, you regain all your Body and Mind Point that you had when you started the Quest. This potion will also cure a Hero who has been turned into a Werewolf. This can only be used once. Do not return this card to the deck.

Rat



A Rat attacks you. Refer to Rat monster card for statistics.

Rat



A Rat attacks you. Refer to Rat monster card for statistics.



Rat



A Rat attacks you. Refer to Rat monster card for statistics.

Rat



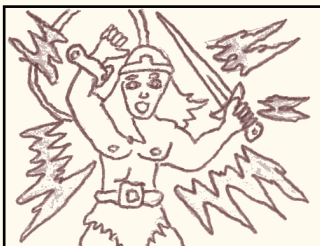
A Rat attacks you. Refer to Rat monster card for statistics.

Rat



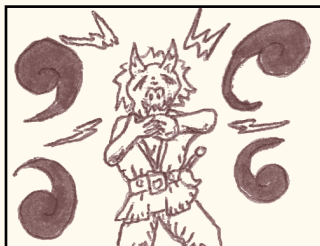
A Rat attacks you. Refer to Rat monster card for statistics.

Dispel



This spell when cast will stop or break a chaos spell that is being cast on you or a fellow Hero.

Remove Air



This spell when cast will choke a monster. That monster's Attack and Defense are reduced to 1 die. Monster rolls 1 red die for each of his Mind Points. A 5 or 6 frees him from the spell. Monster loses 1 Body Point for each of his turns that he is under the spell.

Rat



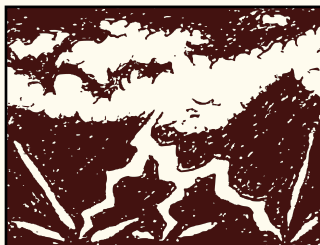
A Rat attacks you. Refer to Rat monster card for statistics.

Breath of Life



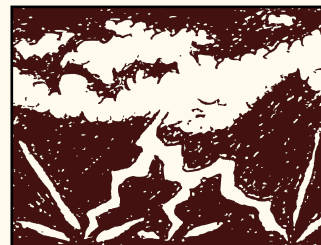
When this spell is cast upon a Hero, that Hero regains up to 3 lost Body Points. A Hero cannot exceed his starting body statistics.

Lightning Strike



This spell conjures up a powerful lightning strike over monster. Monster suffers two Body Points of damage. Monster then rolls two red dice. For each 5 or 6 rolled, the damage is reduced by 1 point.

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This spell conjures up a powerful lightning strike over monster. Monster suffers two Body Points of damage. Monster then rolls two red dice. For each 5 or 6 rolled, the damage is reduced by 1 point.