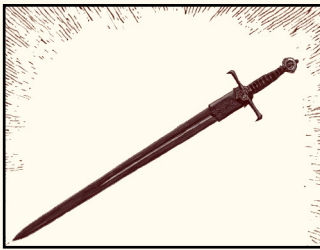






### Chaos Black Blade



The blade of this sword is jet black and it carries the dark curses of the Chaos Gods. Only given to their servants.

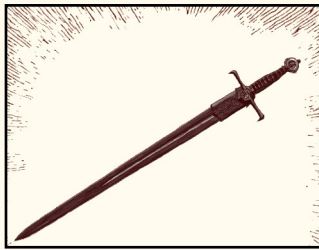
This sword gives you the attack strength of 5 combat dice.

Due to the blade's length, you may attack diagonally with this weapon.

If you successfully attack an enemy, roll 1 red die. On a 6, Chaos starts to corrupt your soul – lose 1 Mind Point.

*May not be used by the Wizard.*

### Chaos Black Blade



The blade of this sword is jet black and it carries the dark curses of the Chaos Gods. Only given to their servants.

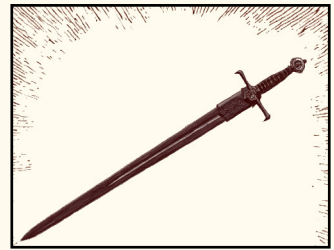
This sword gives you the attack strength of 6 combat dice.

Due to the blade's length, you may attack diagonally with this weapon.

If you successfully attack an enemy, roll 1 red die. On a 6, Chaos starts to corrupt your soul – lose 1 Mind Point.

*May not be used by the Wizard.*

### Chaos Black Blade



The blade of this sword is jet black and it carries the dark curses of the Chaos Gods. Only given to their servants.

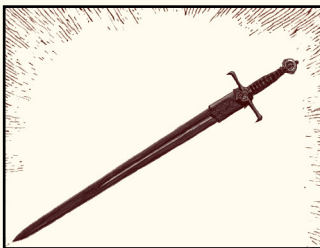
This sword gives you the attack strength of 6 black combat dice.

Due to the blade's length, you may attack diagonally with this weapon.

If you successfully attack an enemy, roll 1 red die. On a 6, Chaos starts to corrupt your soul – lose 1 Mind Point.

*May not be used by the Wizard.*

### Chaos Black Blade



The blade of this sword is jet black and it carries the dark curses of the Chaos Gods. Only given to their servants.

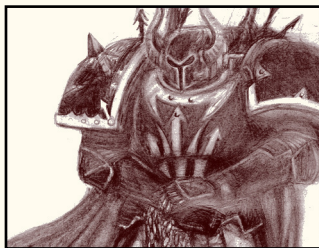
This sword gives you the attack strength of 5 black combat dice.

Due to the blade's length, you may attack diagonally with this weapon.

If you successfully attack an enemy, roll 1 red die. On a 6, Chaos starts to corrupt your soul – lose 1 Mind Point.

*May not be used by the Wizard.*

### Chaos Plate Armor



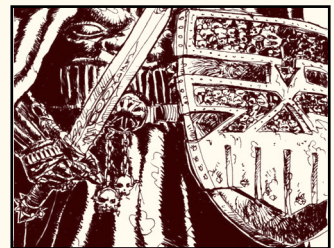
This oppressive black armor will allow you to roll 4 combat dice in defense. While wearing this armor, only 1 black shield is required to defend against all skulls rolled against you.

If damage is prevented this way, roll 1 red die. On a 6, Chaos starts to corrupt your soul – lose 1 Mind Point.

*May only be combined with a Chaos Helmet and/or a Chaos Shield.*

*May not be worn by the Wizard.*

### Chaos Shield



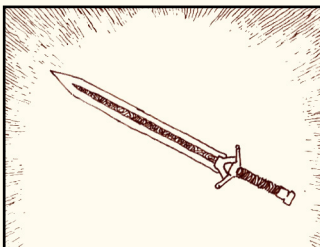
This heavy black shield allows you to roll 1 *extra* combat dice in defense. While using this shield, only 1 black shield is required to defend against all skulls rolled against you.

If damage is prevented this way, roll 1 red die. On a 6, Chaos starts to corrupt your soul – lose 1 Mind Point.

*May only be combined with other Chaos armors.*

*May not be used by the Wizard.*

### Bane of Chaos



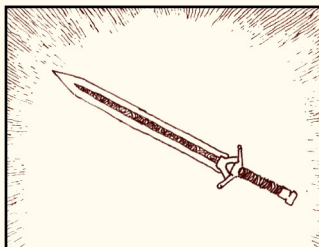
This ancient blade is inscribed with holy runes, giving it the power to defeat evil.

This sword gives you the attack strength of 4 *black* combat dice.

Any monster with Chaos Armor (defends all skulls with one black shield) defends normally against this sword.

*May not be used by the Wizard.*

### Bane of Chaos



This ancient blade is inscribed with holy runes, giving it the power to defeat evil.

This sword gives you the attack strength of 4 combat dice.

Any monster with Chaos Armor (defends all skulls with one black shield) defends normally against this sword.

*May not be used by the Wizard.*

### Potion of Cold Immunity



When you drink this blue potion, it temporarily grants you immunity to the effects of icy rivers, ice vaults and spells or traps that cause damage due to cold.

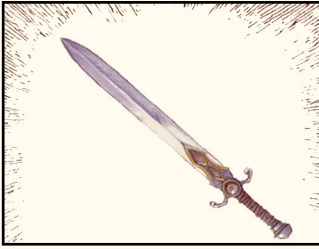
This effect lasts until the end of the Quest.







### Demon Slayer



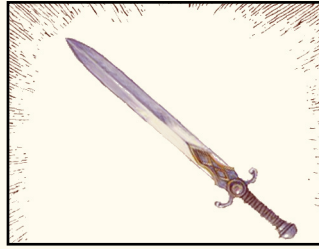
The steel of this ancient blade was mixed with the blood of a defeated Bloodthirster Demon, granting it great power when fighting Demons.

This sword gives you the attack strength of 4 *black* combat dice.

When attacking a Demon or Gargoyle with this sword, any white shield rolled counts as skulls.

*May not be used by the Wizard.*

### Demon Slayer



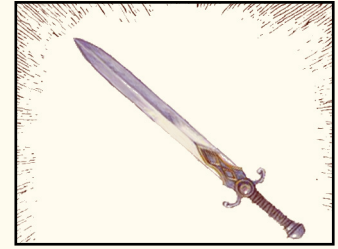
The steel of this ancient blade was mixed with the blood of a defeated Bloodthirster Demon, granting it great power when fighting Demons.

This sword gives you the attack strength of 4 combat dice.

When attacking a Demon or Gargoyle with this sword, any white shield rolled counts as skulls.

*May not be used by the Wizard.*

### Demon Slayer



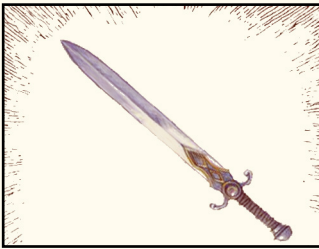
The steel of this ancient blade was mixed with the blood of a defeated Bloodthirster Demon, granting it great power when fighting Demons.

This sword gives you the attack strength of 4 combat dice.

When attacking a Demon or Gargoyle with this sword, any undefended skulls count as 2 skulls each.

*May not be used by the Wizard.*

### Demon Slayer



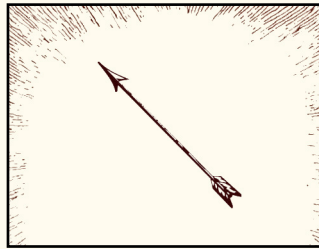
The steel of this ancient blade was mixed with the blood of a defeated Bloodthirster Demon, granting it great power when fighting Demons.

This sword gives you the attack strength of 4 *black* combat dice.

When attacking a Demon or Gargoyle with this sword, any undefended skulls count as 2 skulls each.

*May not be used by the Wizard.*

### Fire Arrows



These arrows, made from the finest wooden shafts, are enchanted with fire magic by a master pyromancer.

When using these arrows with a bow, you roll your bow's regular combat dice in attack.

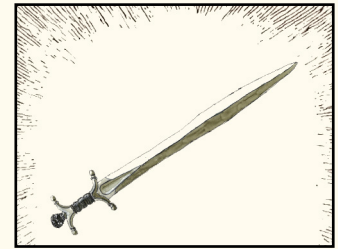
If at least 1 skull is rolled in attack, the target bursts into flames, inflicting an *additional* 2 damage. The creature rolls 2 red dice, for each 5 or 6 rolled the damage is reduced by 1.

All other attack damage is defended normally.

(10 Arrows)

*May not be combined with the Crossbow.*

### Freezing Blade



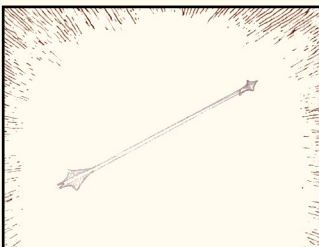
This magical sword glows with a faint blue light.

This sword gives you the attack strength of 4 combat dice.

If you successfully damage a monster with this weapon and there is a black shield in your attack roll, the magic in the blade freezes the monsters, causing it to miss its next turn.

*May not be used by the Wizard.*

### Ice Arrows



These arrows, made with the finest steel shafts, are enchanted with ice magic.

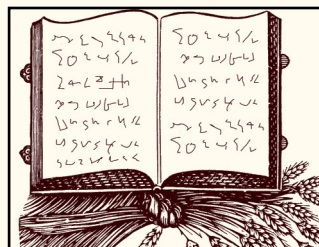
When using these arrows with a bow, you roll your bow's regular combat dice in attack.

If at least 1 skull is rolled in attack, the target suddenly freezes; it misses its next turn and is unable to move, attack or defend until it thaws.

(10 Arrows)

*May not be combined with the Crossbow.*

### Spellbook

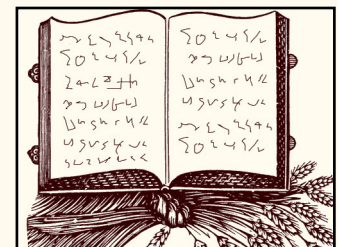


#### Ice Mage's Spellbook

This ragged old tome contains ancient and powerful Ice Spells. Reading this book allows the Wizard to learn the Ice Spells. If the Wizard chooses this Spellbook, he must take any 9 Ice Spells. This does not allow the Wizard to have more than 9 spells at a time.

*May only be used by the Wizard.*

### Spellbook



#### Ice Mage's Spellbook

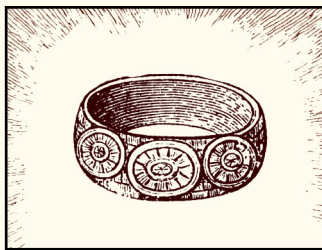
This ragged old tome contains ancient and powerful Ice Spells. Reading this book allows a magic used to learn the Ice Spells. If the Wizard or Elf chooses this Spellbook, he may take any 3 Ice Spells as one of their spell groups.







### Ring of Magic



This exceedingly rare magic ring is made from Mithrim, allowing it to be bound with magic.

This ring allows a spellcaster to carry one additional group of 3 spells with them.

The 3 spells cannot come from different spell groups.

*You must have 6 or more Mind Points to use this ring.*

### Ring of Invisibility

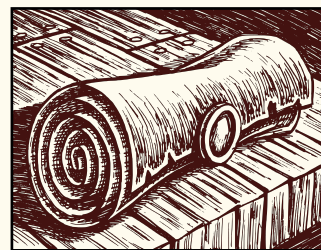


This ring is made of a silver metal and it shimmers and almost seems to vanish before your eyes.

While wearing this ring you may – as an action – choose to become invisible.

While invisible you may move and open doors, but cannot take any other action. You may not be attacked or *targeted* by spells while invisible.

### Spell Scroll



#### Breath of Ice

This scroll is written with a pale blue ink and feels slightly cooler than its surroundings.

When this scroll is read, a chilly vapor condenses out of the air, healing the caster or any one adjacent figure to its maximum Body Points.

*Scroll crumbles to dust once used.*

### Spell Scroll



#### Crystal Cloak

This scroll is written on an ancient parchment and feels cool to touch.

When this scroll is read, a swirl of ice and snow envelop the caster, allowing them to roll 1 *extra* combat die in defense until their next turn.

*Scroll crumbles to dust once used.*

### Spell Scroll



#### Cure Chaos

This scroll was created by a long dead archmage looking to forever defeat the powers of Chaos. This spell may be cast on any one creature corrupted by Chaos (*not* a Greenskin, Undead, etc). The target rolls 1 combat die. On any result other than a black shield the spell is successful. The restored person's spirit returns! Zargon removes the monster from the board.

*Scroll crumbles to dust once used.*

### Spell Scroll



#### Ice Shards

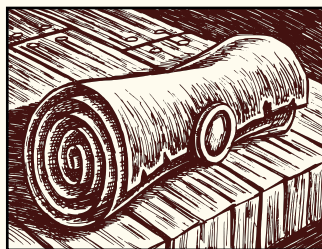
This scroll is written with a pale icy looking ink.

When this scroll is read, shards of razor sharp ice fly from the caster's hands attacking any one monster the caster can "*see*".

The shards cause 4 combat dice of damage. It may be defended against normally.

*Scroll crumbles to dust once used.*

### Spell Scroll



#### Cold Wind

This scroll seems to rattle in your hands, as though containing some great energy.

When this scroll is read, a powerful winter's wind blows out from the caster. This wind travels in a straight line until it hits a closed door or wall.

Any creature in the path of this wind are attacked with 3 combat dice. They may not defend.

*Scroll crumbles to dust once used.*

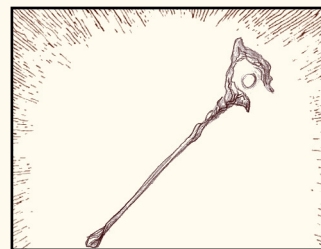
### Winter's Armor



This durable armor is very warm. While wearing it, you are immune to the effects of icy rivers, ice vaults and spells or traps that cause damage due to cold. You also roll 1 *extra* combat die in defense.

*May not be worn by the Wizard.*

### Enchanted Staff



#### Firestorm

This staff is enchanted with the Spell – *Firestorm*. Instead of attacking with the staff you may cast the spell *Firestorm* once per turn.

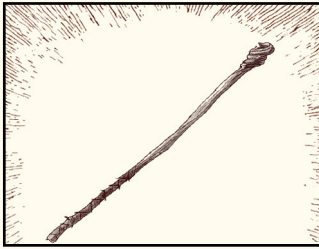
It may be used as a regular staff, giving you the attack strength of 1 combat die. You may attack diagonally with this staff.







### ***Enchanted Staff***

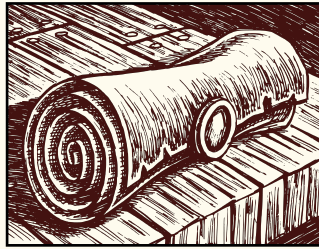


#### ***Lightning Bolt***

This staff is enchanted with the Spell – *Lightning Bolt*. Instead of attacking with the staff you may cast the spell *Lightning Bolt* once per turn.

It may be used as a regular staff, giving you the attack strength of 1 combat die. You may attack diagonally with this staff.

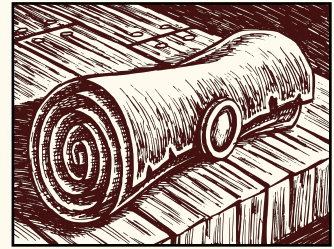
### ***Spell Scroll***



#### ***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.

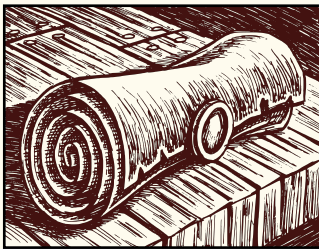
### ***Spell Scroll***



#### ***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.

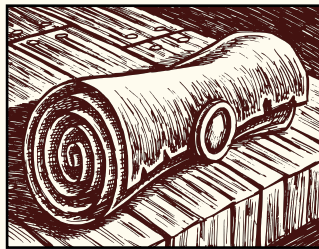
### ***Spell Scroll***



#### ***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***



#### ***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



#### 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



#### 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



#### 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.*

### Death Frost



This spell may be cast on any one Hero the caster can "see".

This spell freezes the Hero causing it to turn into ice. It causes 6 Attack dice of damage.

The Hero rolls 1 red die for each of his Mind Points. For each 5 or 6 rolled, the damage is reduced by 1.

### 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.*

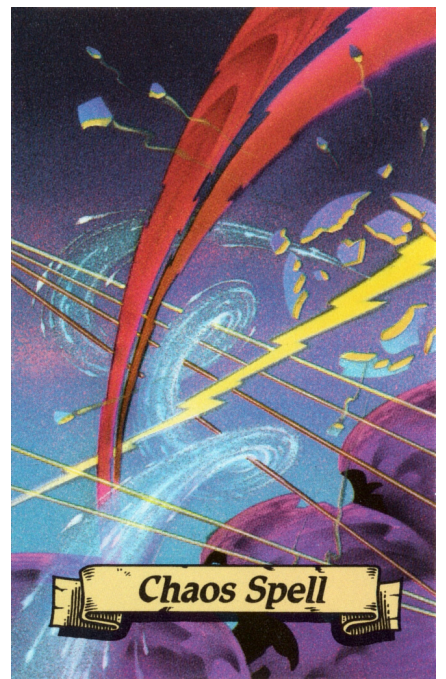
### Spell Scroll



#### 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.*







### ***Frozen Wind***



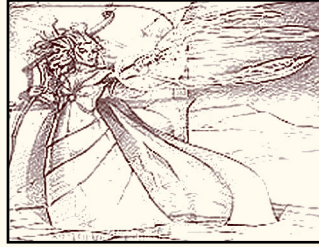
The caster summons up a freezing tempest that suddenly overcomes the Hero, freezing him solid.

A frozen Hero may not move, defend or perform any action on his turn.

The spell may be broken at once or on a future turn by rolling 1 red die for each of the Hero's Mind Points.

On a 6 the spell is broken.

### ***Ice Shards***



Razor sharp shards of ice fly from the casters hand at any on visible Hero.

These shards cause 4 combat dice of damage and may be defended against normally.

### ***Wall of Frost***



A wall of magical, impenetrable ice forms directly adjacent to the caster. This wall is 1 square thick and up to 12 squares long.

If there are any figures in the path of the wall, they are pushed to a side of the caster's choosing.

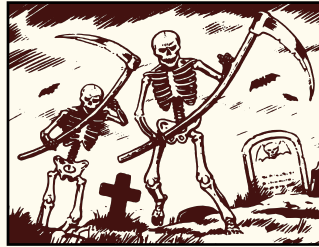
This wall lasts until the end of the Quest or until attacked by a *Fire* Spell.

### ***Summon Mummy***



This spell summons a mummy which will appear in any square adjacent to the Sorcerer. It may move and attack at once. Discard after use.

### ***Call Skeleton***



This spell summons two skeletons which appear immediately anywhere within sight of the Sorcerer. They may move and attack at once. Discard after use.

### ***Fear***



The target of this spell is filled with unreasonable terror, and may not attack or cast spells on his next turn, although he may move and defend.

Discard after use.

### ***Death Bolt***



The Sorcerer may hurl his spell at one target in sight. That figure then automatically loses one Body Point.

Discard after use.

### ***Skulls of Doom***



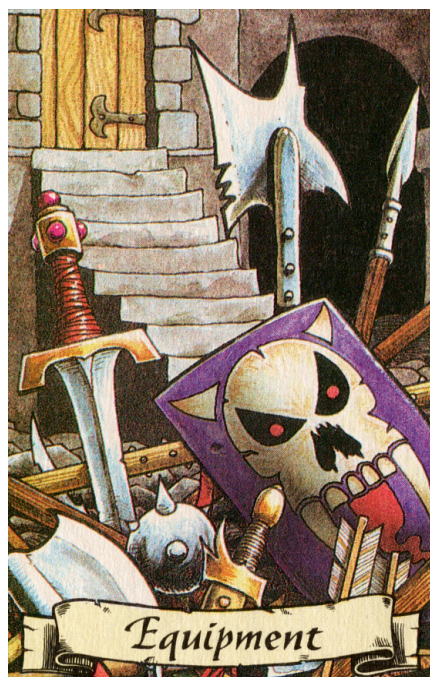
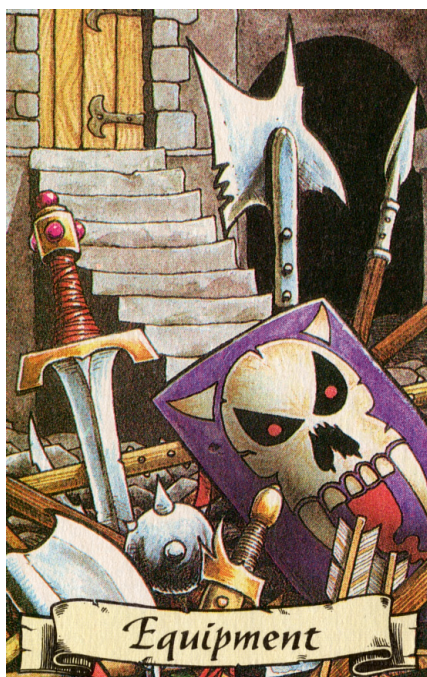
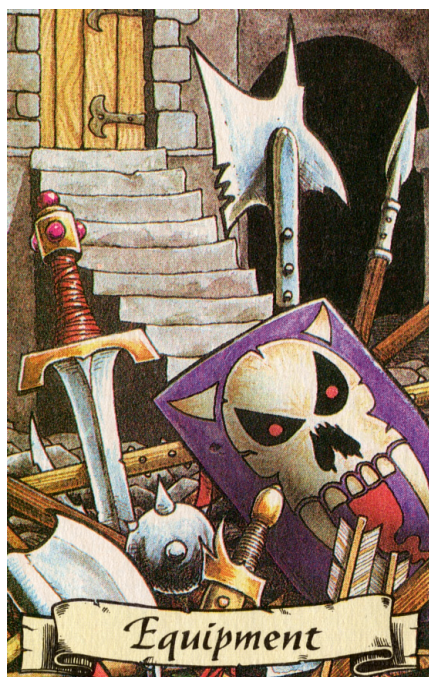
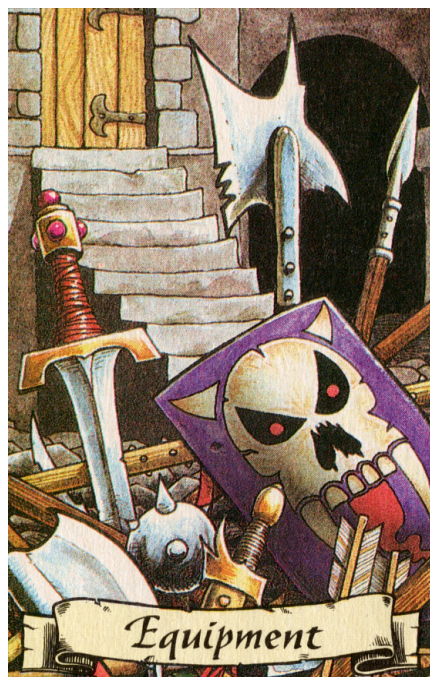
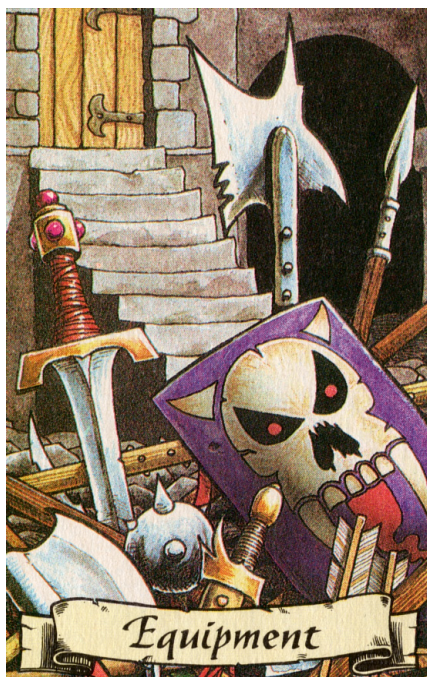
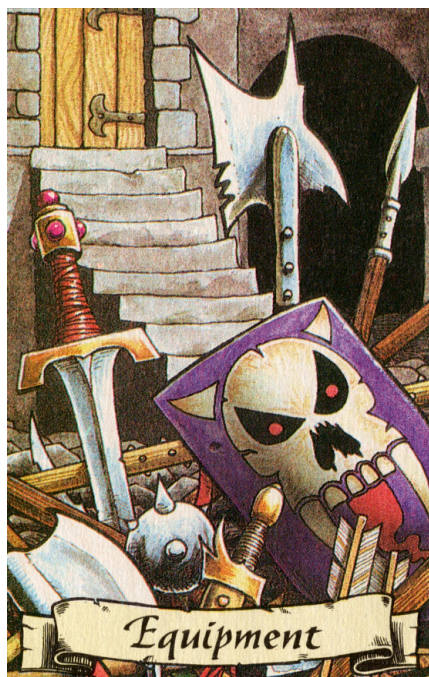
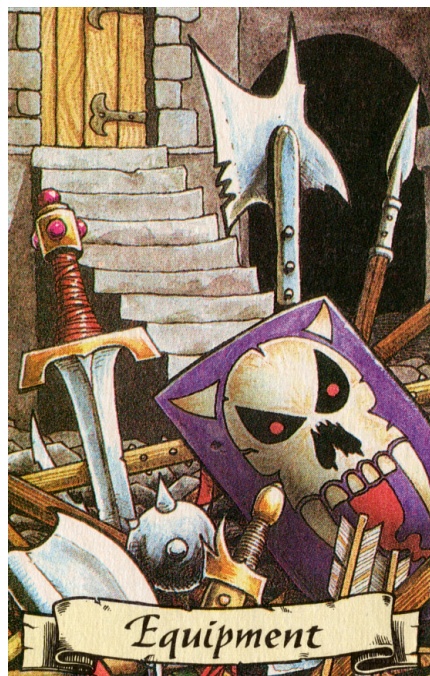
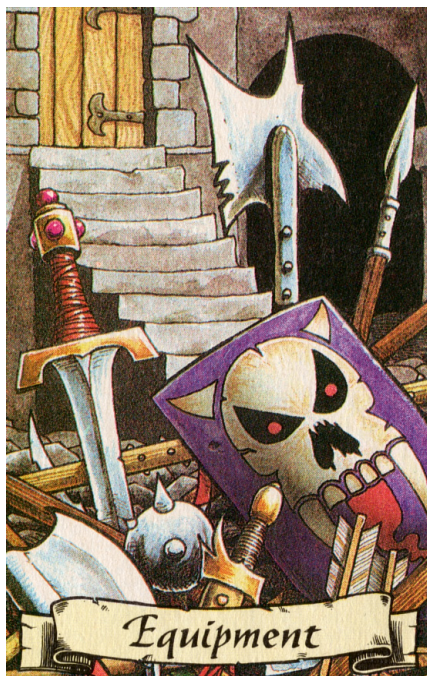
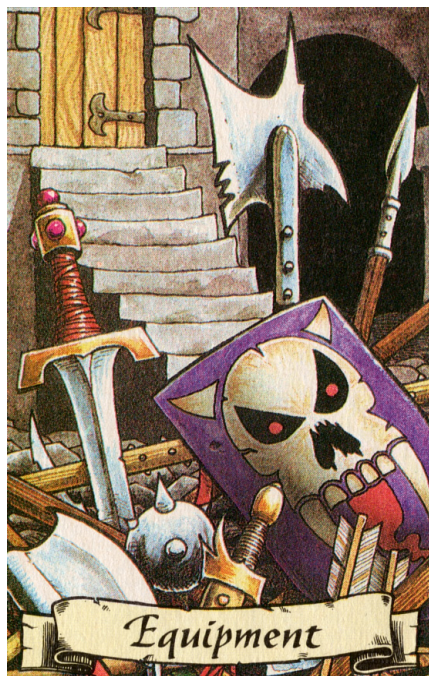
This spell allows a Sorcerer to hurl a magical skull at any opponent in his line of sight. The skull explodes like a fireball and attacks the target with two combat dice which he may defend against normally. Discard after use.

### ***Raise the Dead***



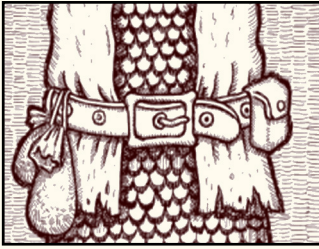
Cast this spell on another player's turn after a monster has been killed. The monster is then replaced with a skeleton which can move and attack immediately. Discard after use.







### Item Belt

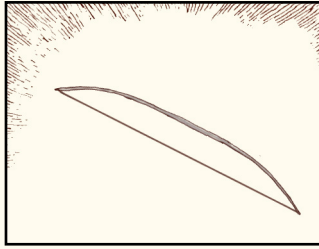


*This belt has spots for a variety of items, keeping them ready for use on a moments notice.*

You may use two items on one turn (scroll, potions, etc.; are items).

Cost: 175 gold coins

### Long Bow



A powerful bow, capable of penetrating the strongest armor.

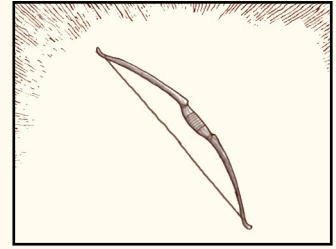
This bow gives you the attack strength of 4 *white* combat dice.

You may attack any creature you can "see". However, you may not fire at a target directly adjacent to you.

Cost: 475 gold coins

*May not be used by the Wizard.*

### Short Bow



This small bow is used for hunting small animals, or Goblins.

This bow gives you the attack strength of 2 *white* combat dice.

You may attack any creature you can "see". However, you may not fire at a target directly adjacent to you.

Cost: 250 gold coins

*May not be used by the Wizard.*

### Winter's Armor



This durable armor is very warm. While wearing it, you are immune to the effects of icy rivers, ice vaults and Spells that cause damage due to cold.

You also roll 1 *extra* combat die in defense.

Cost: 600 gold coins

*May not be worn by the Wizard.*

### Potion



#### Chaos' Bane

When you drink this foul red potion you instantly double over in pain as your body contorts unnaturally.

You lose any *Chaos Gifts* attached to you. However, you must skip 1 turn for each gift removed by this potion.

### Potion



#### Chaos' Blessing

When you drink this mysterious purple potion roll 1 Red Die. The following effect occurs:

- 1 = Gain 1 Chaos Gift
- 2 = Restore all Mind Points
- 3 = Restore all Body Points
- 4 = Lose 2 Body Points
- 5 = Become corrupted by Chaos
- 6 = Lose all Chaos Gifts

### Potion



#### Cold Tolerance

When you drink this ice blue potion, it temporarily grants you immunity to the effects of icy rivers, ice vaults and spells or traps that cause damage due to cold.

This effect lasts until the start of your next turn.

Cost: 150 gold coins

### Potion



#### Cold Recovery

When you drink this slushy green potion, it will instantly restore up to 2 Body Points lost to the effects of icy rivers, ice vaults and spells or traps that cause damage due to cold.

It may also be used to unfreeze a Hero who is frozen as a result of a spell, trap or weapon.

Cost: 400 gold coins

### Potion



#### Cold Immunity

When you drink this ice blue potion, it temporarily grants you immunity to the effects of icy rivers, ice vaults and spells or traps that cause damage due to cold.

This effect lasts until the end of the Quest.

Cost: 550 gold coins







### Cave-in!



While you are searching, the wall suddenly collapses revealing a hidden room beyond.

Zargon, place an open door on any wall of your choice in the current room. Place the contents of this new room on the board.

If there is not an adjoining room, place this door into a solid rock space, but the room beyond will be empty.

### Frozen!



While searching behind a sinister wall tapestry, you trigger a trap! A swirling cloud of magical snow and sleet pour from the wall enveloping and freezing you!

A frozen Hero may not move, defend or perform any action on his turn.

The spell may be broken at once or on a future turn by rolling 1 red die for each of the Hero's Mind Points.

On a 6 the spell is broken.

### Gem of Winter



You find a stunning gemstone hidden carefully behind a false wall panel.

Upon careful inspection you recognize this as a Gem of Winter. These legendary stones are naturally faceted, a cool blue in color and worth a small fortune. This stone is worth 1000 gold coins.



### The Scout



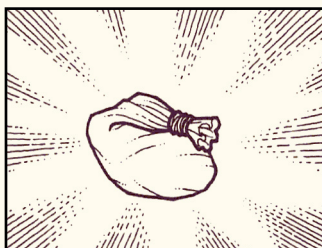
MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
9	2	3	2	2

**Cost:** 50 gold coins

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



### Provisions!



You find some foodstuffs tucked into a small alcove hidden in the floor.

You may eat these provisions at any time to reverse the effects of malnutrition for the remainder of the current quest (return to normal attack and Body Point values).

or

You may eat these provisions at any time to restore 1 lost Body Point.

### Trap!



While searching, a gust of magically frozen mist suddenly streams from a crack in the wall, enveloping you.

This mist instantly seeps through your armor to your skin, where it freezes, causing 2 Body Points of damage. This damage may not be defended.

The mist has no effect if you are wearing *Winter's Armor*.



### 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



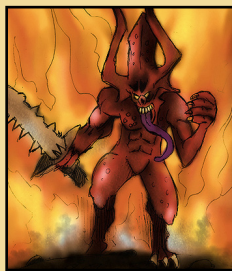








## Bloodletter Demon



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
9	6	4	4	3

**Notes:** May Move, Attack, Move  
Resistant to Magic  
Roll 1 combat die, on a skull the spell  
fails



## Flamer



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

**Notes:** May jump over Heroes, Monsters and pits  
May attack any Hero it can "see"  
Any time a Hero is dealt undefended  
damage, they draw a Chaos Gift



## Forsaken



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	4/4	5	4	1

**Notes:** Two Attacks  
Defends all damage with 1 black shield



## Ghost



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

**Notes:** May pass through spaces occupied by Heroes or  
monsters



## Giant Bat

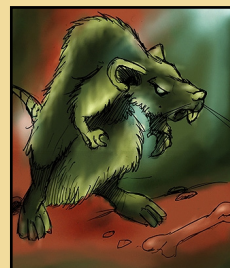


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	1	2	1	1

**Notes:** May fly over Heroes, monsters and pits



## Giant Rat



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
11	1	1	1	1

**Notes:** Up to 3 Giant Rats may occupy the same space



## Chaos Marauder



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



## Northern Chaos Warrior

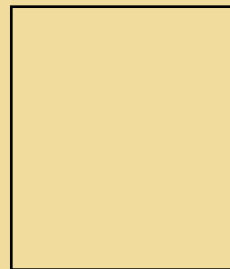


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	5	6	4	4

**Notes:** Defends all skulls with one black shield



## Chaos Beast



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	4/4/4	4	10	2









### ***Vicious Beak***

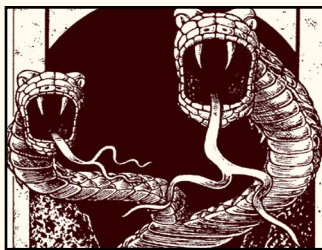


*The creature grows a huge beak which it may use while attacking.*

A creature inflicted with this gift rolls 2 additional combat dice when attacking.

The mutation squeezes a Hero's brain. The Hero's maximum Mind Points are reduced by 2.

### ***Clone***

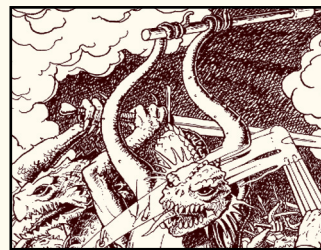


*The creature begins to grow, splitting in half down the middle.*

A creature inflicted with this gift may place a monster on the board that is duplicate of it (without this gift), each turn.

A Hero must roll 1 red die at the start of each of their turns. On a 6, the Hero splits. Zargon controls the identical copy.

### ***Elastic Limbs***



*The creature's limbs grow elastic and able to stretch and reach over the heads of friends and enemies.*

A creature inflicted with this gift may attack targets both adjacent and 1 square away.

A Hero's maximum Body Points are reduced by 1.

### ***Flight***



*The creature grows hideous and misshapen wings out of its back.*

A creature inflicted with this gift, may fly through spaces occupied by monsters or Heroes.

The wings make it easier for a Hero to be wounded. A Hero rolls 1 less combat die when defending.

### ***Speared Tail***



*The creature grows a sharp rubbery tail tipped with poison.*

A creature inflicted with this gift may make a second attack against a *different* enemy. This has the attack strength of 3 combat dice.

The defending creature rolls 1 less combat die in defense.

A Hero must roll 1 red die before making the second attack. On a 5 or 6 he attacks a Hero adjacent to him.

### ***Spitting Acid***



*The creature starts to spit corrosive acid, which burns into its victim.*

A creature inflicted with this gift may choose to spit acid at a creature he can see *that is within 5 spaces*, instead of attacking. This has the attack strength of 1 combat die.

If an undefended skull is scored on a Hero, the acid rots away 1 metal piece of armor or weapon, instead of inflicting damage. If the Hero is not carrying a metal item, it inflicts 1 Body Point of damage.

### ***Writhing Tentacles***



*The creature grows multiple large tentacles tipped with a vicious claw.*

A creature inflicted with this gift may make a second attack against a different enemy. This has the attack strength of 1 combat die.

A Hero must roll 1 red die before making the second attack. On a 5 or 6 he attacks the Hero nearest to him.

### ***Blindness***



*The creature's eyes suddenly burn and water uncontrollably, making it difficult for the creature to see.*

A creature inflicted with this gift rolls 2 fewer combat dice when attacking and defending.

### ***Fire Breathing***



*The creature starts to breathe white hot fire from its mouth.*

A creature inflicted with this gift may choose to breathe fire at a creature he can see *that is within 5 spaces*, instead of attacking. This has the attack strength of 3 combat dice.

A Hero must roll 1 red die *after* using this attack. On a 5 or 6, the Hero explodes in flames, attacking all monster and Heroes (including the inflicted) within 2 spaces with 3 combat dice.







### ***Horns***

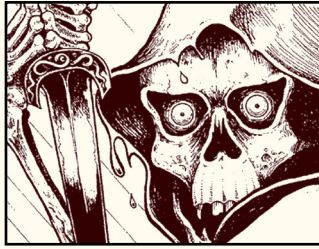


*The creature grows long, curved horns which it may use while attacking.*

A creature inflicted with this gift rolls 1 additional combat die when attacking.

The horns emerge from the top of a Hero's head, knocking his helmet off! A Hero must discard any Helmet he is wearing.

### ***Hypnotic Gaze***

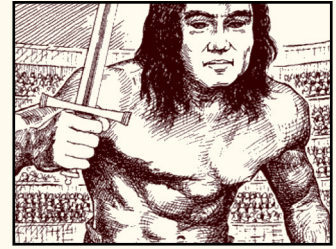


*The creature's gaze is hypnotic causing its foes to lose all sense of purpose.*

A creature inflicted with this gift may cast the Chaos Spell *Command* as their action once per turn.

A Hero must roll 1 red die at the start of their turn. On a 5 or 6 he falls under Zargon's control this turn.

### ***Incredible Toughness***



*The creature is suddenly empowered with incredible toughness.*

A creature inflicted with this gift gains 1 additional Body Point to their maximum number.

A Hero must roll 1 red die before making an attack. On a 5 or 6 he moves to and attacks the Hero nearest to him.

### ***Iron Hard Skin***



*The creature's skin becomes dark, heavy and hard as iron.*

A creature inflicted with this gift rolls 2 additional combat dice in defense and moves 4 fewer spaces per turn.

A Hero rolls 1 less red die for movement.

### ***Long Spines***

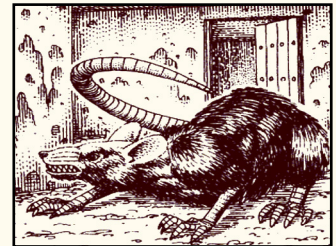


*Suddenly large poisoned spines protrude from the creature's body.*

A creature inflicted with this gift rolls 3 additional combat dice when attacking.

The sudden surge of spines rips through a Hero's armor, shredding it! The Hero must discard any *body* armor he is wearing.

### ***Whip Tail***



*The creature grows a large and muscular whip-like tail.*

A creature inflicted with this gift may make a second attack against a *different* enemy. This has the attack strength of 2 combat dice.

A Hero must roll 1 red die before making the second attack. On a 5 or 6 he attacks a Hero adjacent to him.

### ***Mighty Legs***



*The creature's feet and legs bulge with powerful muscles.*

A creature inflicted with this gift may move double their regular movement each turn.

A Hero must discard any equipment that is worn on the feet. (*Rabbit Boots, for example*)

### ***Regeneration***



*The creature gains an unholy ability to regenerate damage suffered in combat.*

A creature inflicted with this gift rolls 1 red die for each undefended skull rolled against it. On a 5 or 6 that Body Point of damage is regenerated.

A Hero loses 1 Mind Point for every Body Point regenerated.

### ***Scaly Skin***



*The creature's skin changes into thick green scales.*

A creature inflicted with this gift rolls 1 additional combat die in defense.

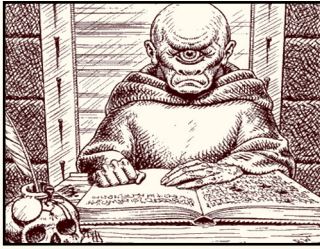
When a Hero defends he must roll 1 red die before defending. On a 5 or 6, small spines jab into the Hero, causing 1 Body Point of damage.







### Enhanced Mind



*The creature suddenly feels whole worlds open up inside its mind! It now knows magic!*

A creature inflicted with this gift may choose 3 Chaos Spells to cast as an action on its turns.

A Hero inflicted with this gift may choose 3 unused Chaos Spells per Quest. This does not count against a Hero's maximum number of spells.

Before each Quest, this Hero must roll 1 red die. On a 5 or 6, that Hero becomes corrupted by Chaos and runs off into the wastes. *Follow the rules for corruption in resolving this.*

### Ghostly Movement



*The creature darkens and fades, suddenly gaining the ability to move through walls.*

A creature inflicted with this gift may move through walls.

A Hero loses 1 Body Point for every wall they pass through.

*Creatures may not end their turns in a rocky space or they are lost forever.*

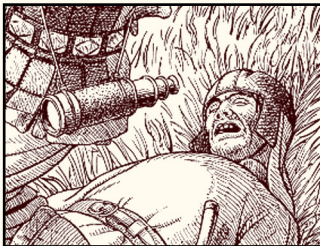
### Huge Fangs



*The creature grows massive fangs with which it can bite and tear at its enemies.*

A creature inflicted with this gift may make a second attack against the same target. This attack has the strength of 1 combat die.

### Intolerable Nausea



*The creature writhes in pain as its abdomen begins to wrench, causing it to gag and vomit uncontrollably.*

A creature inflicted with this gift misses its next turn and moves half its normal movement thereafter.

### Lose Gifts



*The winds of Chaos change, the creature suddenly loses all gifts attached to it.*

Remove all gift cards from the creature. All effects of those cards cease.

### Rotting Flesh



*The creature's flesh suddenly rots and hangs in tatters from its bones.*

A creature inflicted with this gift loses 2 Body Points off their maximum number. *This effect may kill certain monsters.*

Any creature attacking the inflicted creature, rolls 1 less combat die in attack, due to the overpowering smell of the rotting flesh.

*Has no effect on Undead creatures.*

### Snow Blizzard



A raging blizzard suddenly appears, enveloping the room with the caster.

The blinding ice and wind brings everyone in the room, except the caster, to their knees.

Any affected Heroes or monsters may not move, defend or perform any action until the start of the casters next turn.

*May not be used in corridors.*

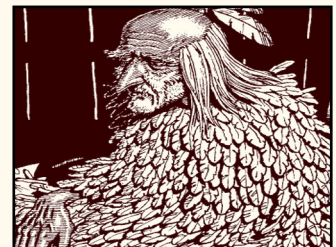
### Breath of Ice



The caster breathes on himself or any one adjacent figure.

A chill vapor emerges, healing and restoring the Hero to their maximum Body Points.

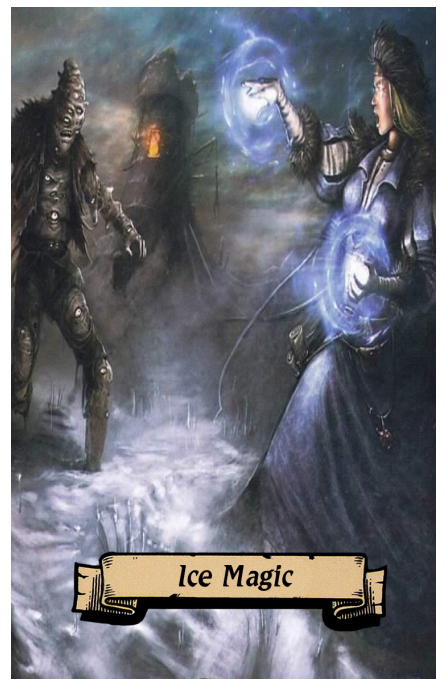
### Tar and Feathers



*The creature suddenly erupts in sticky feathers, restricting its ability to move.*

A creature inflicted with this gift rolls 1 less combat die when attacking and defending.







### Frozen Teleport



You may cast this spell on number of Heroes or monsters that you can "see" (including yourself).

You may move those figures to any previously explored area of the Quest Map.

Figures may be arranged any way you choose, but must be placed on safe ground.

### Crystal Cloak



You may cast this spell yourself or any adjacent Hero.

A swirl of ice and snow enfolds the Hero in a cloud of shimmering light.

The Hero may roll 1 *extra* combat die in defense until its next turn.

### Death Frost



You may cast this spell on any Monster you can "see".

The spell freezes the target causing it to turn into solid ice. It causes 6 attack dice of damage. The target rolls 1 red die for each of its Mind Points.

For each 5 or 6 rolled, the damage is reduced by 1.

### Frozen Wind



The caster summons up a freezing tempest that suddenly overcomes any monster he can "see", freezing it.

A frozen monster may not move, defend or perform any action on its turn.

The spell may be broken at once or on a future turn by rolling 1 red die for each of the monster's Mind Points. On a 6 the spell is broken.

### Freeze Water



You may cast this spell to freeze over an entire body of water within your line of sight.

Any frozen water may be crossed as though it were normal ground by a Hero or monster.

This effect lasts until the end of the Quest.

*A Fire Spell may be used to melt the ice.*

### Ice Prison



You may cast this spell on any one Hero or monster you can "see".

The target of the spell is instantly frozen within a block of magical ice. *It will last for 6 turns.*

This spell may be broken at once, by rolling 1 red die for each of its Mind Points. On a 6 the spell fails to take effect.

While frozen, no action may be performed and it may not be harmed.

*A Fire Spell may be used to melt the ice.*

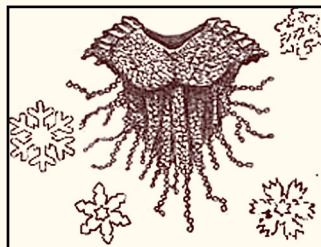
### Ice Shards



Razor sharp shards of ice fly from the casters hand at any one visible monster.

These shards cause 4 combat dice of damage and may be defended against normally.

### Shield of Cold



Shimmering crystal coalesce around the caster and all adjacent Heroes, protecting them from any *Fire* based magic.

This protection lasts until the start of the caster's next turn.

### Wall of Frost



A wall of magical, impenetrable ice forms directly adjacent to the caster. This wall is 1 square thick and up to 12 squares long.

If there are any figures in the path of the wall, they are pushed to a side of the caster's choosing.

This wall lasts until the end of the Quest or until attacked by a *Fire* Spell.







### ***Potion of Charm***



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

### ***Potion of Magic Resistance***



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

### ***Cold Wind***



A cold wind blows out from the caster's fingertips. This wind travels in a straight line until it hits a closed door or wall.

All creatures in the path of this cost wind are attacked with 3 combat dice. They may not defend.

### ***Potion of Magic Resistance***



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

### ***Elixir of Life***



This small bottle of pearly liquid will bring a dead Hero back to life, restoring all of his Body and Mind Points. This potion can only be used once.

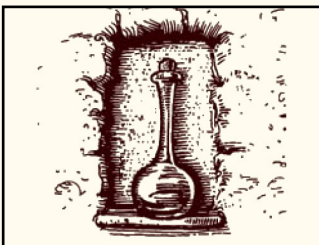
### ***Vampiric Siphon***



This spell may be cast on any one monster you can see, transferring some of its lifeforce to you. Roll 1 combat die. On a skull, 1 Body Point is drained. A white shield, 2 Body Points. A black shield, 3 Body Points.

You cannot drain more than the monster's current Body Points or gain more than your maximum number.

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



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

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



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

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



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







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



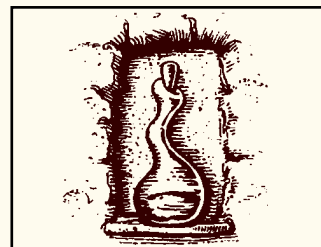
Any Hero who drinks this bright yellow liquid regains up to 6 lost Body Points. Roll 1 red die to see how many Body Points the Hero gets back. This potion cannot give the Hero more than his starting number of Body Points.

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



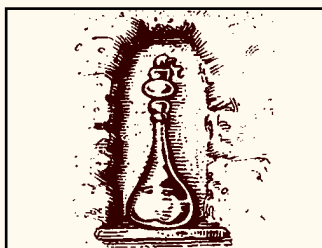
If you have a really "weak" roll of the attack dice, you may drink this blood-red potion. It allows you 1 *re-roll* of your attack dice.

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



This sparkling liquid adds 5 movement squares to your next die roll *or* guarantees 1 successful pit jump. If you purchase more than one of these potions, you may use only 1 potion per turn.

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



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

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



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

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



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

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



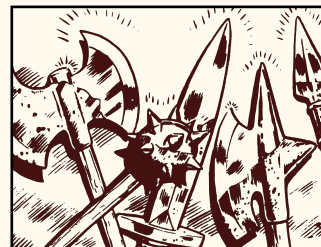
When an Elf drinks this syrupy brew, he can move up to 12 squares per turn instead of rolling the red dice. The Elf also gets 2 attacks per turn. These effects end as soon as the Elf suffers at least 1 Body Point of damage.

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



Drinking the contents of this clear bottle enables an Elf to see all secret doors and regular traps (coded in gold on Quest map) within his line of sight. This effect lasts until the Elf suffers at least 1 Body Point of damage.

### ***Potion of Alchemy***



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







### ***Potion of Magical Aptitude***



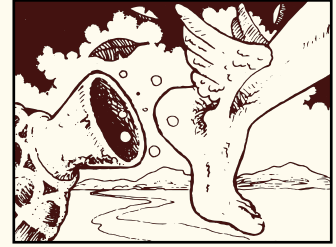
You discover a vial of silvery liquid under a loose flagstone. If you are the Elf or the Wizard, you may drink it at the beginning of your turn and then cast two spells in that turn rather than one. Discard after use.

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



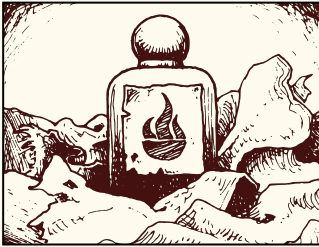
This potion may be taken at any time. You may then roll two extra combat dice in defense when you next defend. The card is then discarded.

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



You may drink this potion at any time. It will allow you to roll twice as many dice as usual the next time you move. The card is then discarded.

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



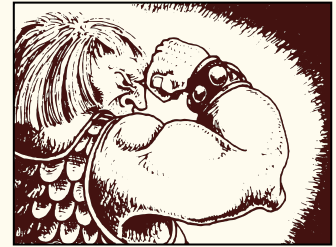
In a bundle of rags, you find a small bottle of bluish liquid. You can drink this healing potion at any time, restoring the number of Body Points equal to a roll of one red die. You cannot, however, exceed your starting number of Body Points. This may only be used once. Do *not* return this card to the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

### ***Potion of Defense***



Amidst a collection of old bottles, you find a small vial containing a clear liquid. You can drink this potion at any time, giving you two extra combat dice the next time you defend. This may only be used once. Do *not* return this card to the deck.

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



You find a small purple flask. You can drink this strange smelling liquid at any time, enabling you to roll two extra combat dice the next time you attack. This may only be used once. Do *not* return this card to the deck.