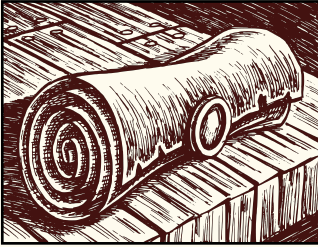


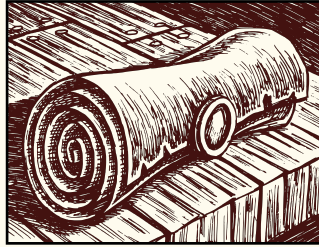
Spell Scroll



Ball of Flame

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

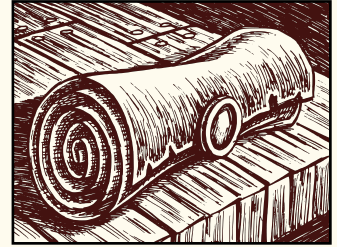
Spell Scroll



Fire of Wrath

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

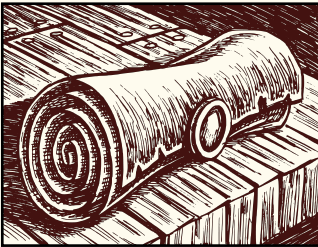
Spell Scroll



Tempest

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

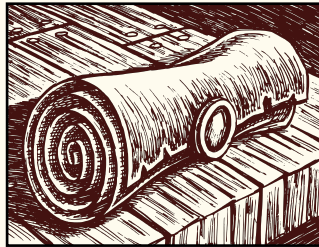
Spell Scroll



Sleep

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

Spell Scroll



Heal Body

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

Spell Scroll



Rock Skin

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

Spell Scroll



Genie

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

Spell Scroll



Courage

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

Spell Scroll



Pass Through Rock

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



Spell Scroll



Chill

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

Spell Scroll



Warmth

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

Spell Scroll



Ice Bridge

This spell creates a permanent bridge of Magic Ice tiles that enables Heroes to cross over any pit, trap, chasm, crevasse, or icy square. *Scroll crumbles to dust once used.*

Spell Scroll



Ice Storm

This spell creates a blizzard of ice that affects an area 2 squares wide by 2 squares long. Each monster and Hero in that area is attacked separately by the spellcaster with 3 combat dice. There is no chance to defend. Cannot be used in corridors. *Scroll crumbles to dust once used.*

Spell Scroll



Physic Recovery

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

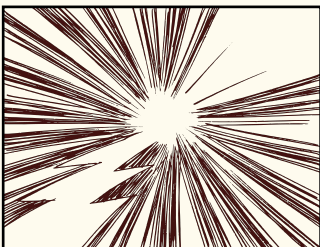
Spell Scroll



Skate

This spell enables the spellcaster to move quickly through icy caverns and corridors. The spellcaster adds 6 to his red dice movement roll and may pass through monsters and Heroes during movement. The spell lasts only one turn. *Scroll crumbles to dust once used.*

Dispell



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

Spell Scroll



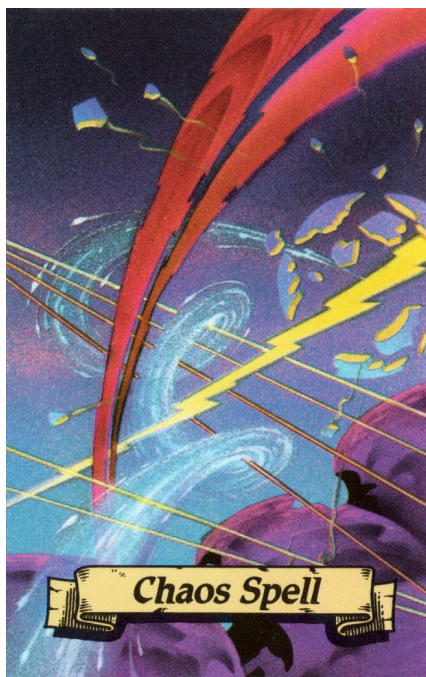
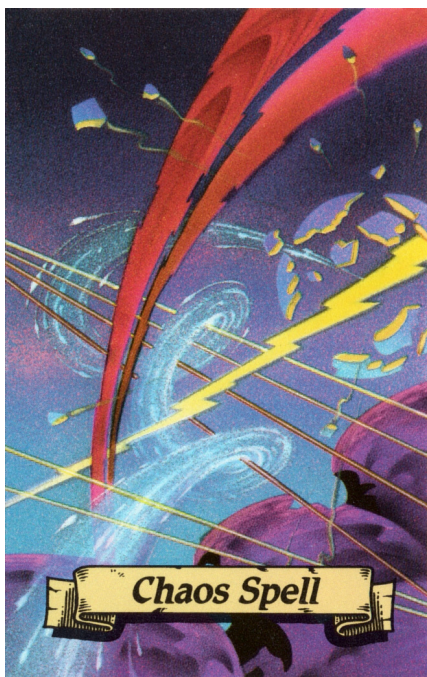
Treasure Without Doom

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.*

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.



Werewolf's Curse



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

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

Summon Wolves



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

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

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

Restore Chaos



This spell may be cast only on monsters. It restores up to 6 lost Body Points to either the spellcaster or any monster within the spellcaster's line of sight.

Reanimation



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

Mirror Magic



This spell may be cast by a Chaos spellcaster *during a Hero's turn*. This enables the spellcaster to reflect any Hero's spell back to him. Mirror Magic is cast immediately after the

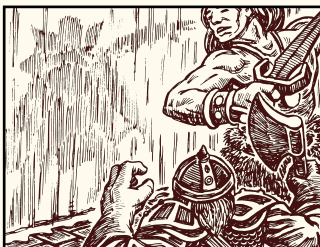
Hero casts a spell at the Chaos spellcaster. The Hero then suffers the effect of the spell that was intended for the spellcaster.

Mind Blast



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

Ice Wall



This spell creates up to 4 squares of solid ice. (Use the single-square Magic Ice tiles.) These squares block movement, but not line of sight. The squares need not be adjacent, but they must all be within the line of sight of the spellcaster. Each ice square lasts until the spellcaster dies, cancels the spell, or can no longer see the square, or until a cumulative total of 5 skulls are rolled in attacks on the ice square.

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.*

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.

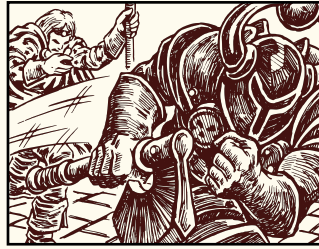


Soothe



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

Skate



This spell enables the spellcaster to move quickly through icy caverns and corridors. The spellcaster may skate for up to 12 squares and may pass through Heroes and monsters during movement. The spell lasts only one turn.

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*.)

Arrows of the Night



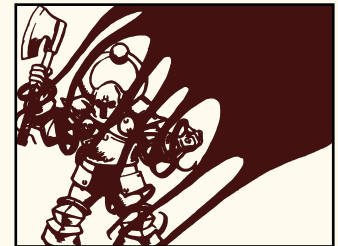
You may fire these magical bolts at any target within your line of sight. You may then attack the target with two attack dice and he must defend with as many dice as he has Mind Points. Discard after use.

Cloak of Shadows



You may summon up a patch of darkness and place a Cloak of Shadows tile on the gameboard. Any figures in the shadows may not attack, be attacked or cast spells while they are there. This piece may not be moved and lasts until the end of the Quest. Keep this card by the side of the gameboard for reference.

Chains of Darkness



You may cast this spell on one figure. That figure may not move or fight until the beginning of your next turn, although they may defend or cast spells. Discard after use.

Future Sight



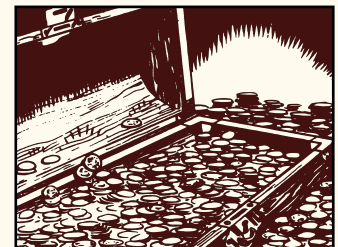
Play this card at the end of your turn. You may reroll any attack, defense or movement die rolls once until the end of your next turn. Discard after use.

Clairvoyance



You may ask the Evil Wizard player to play out the contents of one room anywhere on the board at once. If that room is empty you may not try again. Discard after use.

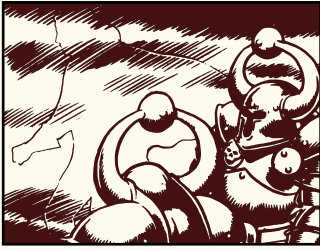
Treasure Horde



When you are searching a room for treasure, you may draw three treasure cards at once. You must take all three cards whatever they are. Discard after use.



Invisibility



You may become invisible and move around unseen until the beginning of your next turn. While you are invisible, you cannot attack anyone, but neither will you be attacked or be affected by spells. Discard after use.

Wall of Stone



You may create a magical wall of stone which covers two squares. This wall has one Body Point and rolls six defense dice. Keep this card to hand until the wall is destroyed, then discard it.

Dispell



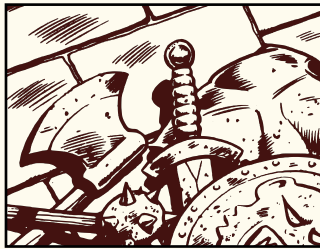
You may pick one spell-using figure and force him to discard one of his unused spell cards at random. That spell is then lost for the duration of the Quest. Discard after use.

Dispell



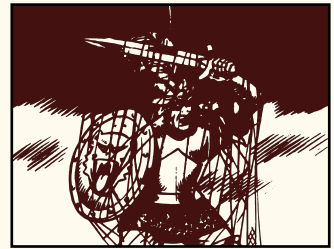
The Sorcerer may pick one spell-using character and force him to discard one of his spell cards at random. That spell is then lost for the duration of the Quest. Discard after use.

Rust



This spell causes one item of equipment of the Evil Wizard player's choice to rust and become useless. That equipment card should be discarded. Discard after use.

Strands of Binding



The Sorcerer may fire magical threads from his fingers which will entangle one target. The target may not move or attack until he destroys the Strands of Binding which have one Body Point and four defense dice. The target may defend against other attacks. Discard after use.

Madness



Cast this spell on one figure to affect it with a frightening madness. The Evil Wizard player may then move that figure on his next turn, although the affected figure may not attack or cast spells. Discard after use.

Wall of Flame



The Sorcerer creates a magical wall of flame which covers two squares. The wall has one Body Point and rolls six defense dice. Keep this card to hand until the wall is destroyed and then discard it.

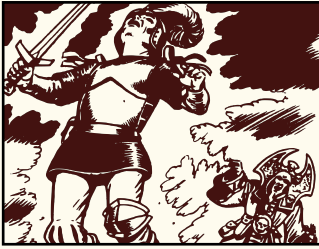
Escape



The Sorcerer may use this spell to move instantly to any unoccupied square on the gameboard. 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



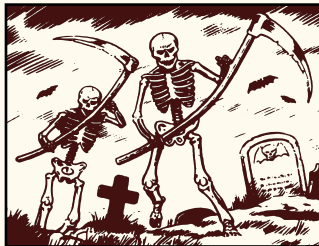
Cast this spell on another player's turn after a monster has been killed. The monster is then replaced with a skeleton which can move and attack immediately. Discard after use.

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



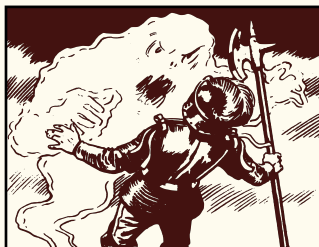
The target of this spell is filled with unreasonable terror, and may not attack or cast spells on his next turn, although he may move and defend. Discard after use.

Sharpen Blades



This spell allows all Orcs in the same room as the Sorcerer to roll an extra die in attack for that turn only. May only be cast in a room. Discard after use.

Spirit of Vengeance



This spell allows the Sorcerer to send an invisible spirit to attack any one figure on the board. The spirit attacks the figure once with four attack dice which may be defended against in the normal way and then vanishes. The spirit itself cannot be harmed. Discard after use.

Orc Berserker



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



Shield of Protection



This spell allows the Sorcerer and all Orcs in the same room to roll an extra die in defense until the beginning of the Sorcerer's next turn. May only be cast in a room. Discard after use.

Summon Orcs



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

Summon Goblins



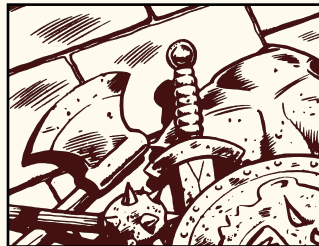
The Sorcerer may immediately take four Goblin figures from anywhere on or off the gameboard and place them anywhere within his line of sight. The Goblins may move and attack immediately unless they have already done so during this turn. Discard after use.

Dispell



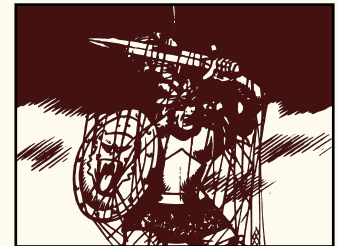
The Sorcerer may pick one spell-using character and force him to discard one of his spell cards at random. That spell is then lost for the duration of the Quest. Discard after use.

Rust



This spell causes one item of equipment of the Evil Wizard player's choice to rust and become useless. That equipment card should be discarded. Discard after use.

Strands of Binding



The Sorcerer may fire magical threads from his fingers which will entangle one target. The target may not move or attack until he destroys the Strands of Binding which have one Body Point and four defense dice. The target may defend against other attacks. Discard after use.

Madness



Cast this spell on one figure to affect it with a frightening madness. The Evil Wizard player may then move that figure on his next turn, although the affected figure may not attack or cast spells. Discard after use.

Wall of Flame



The Sorcerer creates a magical wall of flame which covers two squares. The wall has one Body Point and rolls six defense dice. Keep this card to hand until the wall is destroyed and then discard it.

Escape



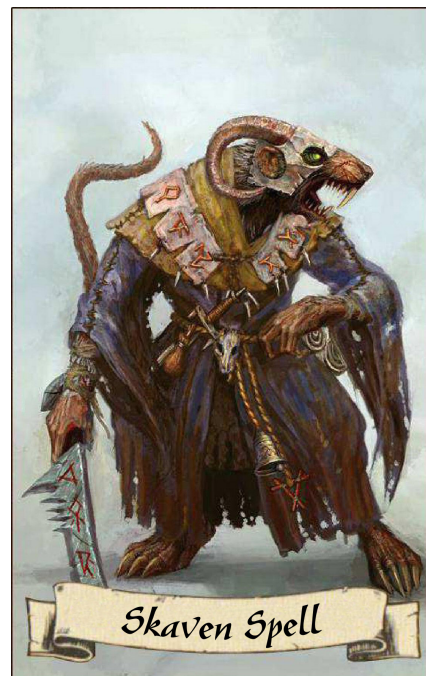
The Sorcerer may use this spell to move instantly to any unoccupied square on the gameboard. Discard after use.



Skaven Spell



Skaven Spell



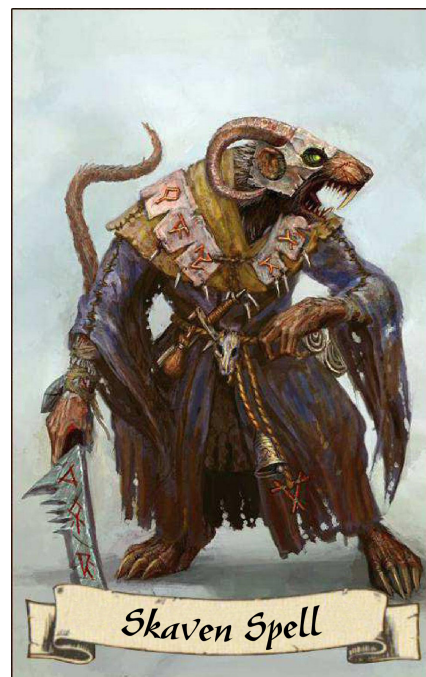
Skaven Spell



Skaven Spell



Skaven Spell



Skaven Spell



Choke



The Warlock may cast this spell on any Hero in his line of sight. The Hero has great trouble breathing and may only attack with combat die, until the Warlock is no longer in the Hero's room or passage.

Discard after use.

Poison Globe



The Warlock may cast this spell in any room or passage he is in. The globe is shattered, releasing a poisonous gas. All Heroes must roll 2 combat dice. They lose 1 Body Point for each skull. Does not affect Skaven.

Discard after use.

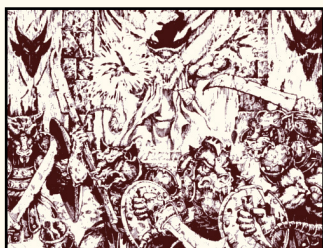
Sharpen Blades



This spell allows all Skaven in the same room or passage as the Warlock to roll an extra die in attack for that turn only.

Discard after use.

Shield of Protection



This spell allows the Warlock and all Skaven in the same room or passage to roll an extra die in defense until the beginning of the Warlock's next turn.

Discard after use.

Spirit of Vengeance



This spell allows the Warlock to send an invisible spirit to attack any Hero in his line of sight. The Spirit attacks the Hero once with 4 combat dice, which may be defended against in the normal way, and then vanishes.

Discard after use.

Summon Skaven



The Warlock may immediately take two Skaven figures from anywhere on or off the gameboard and place them anywhere within his line of sight.

The Skaven may move and attack immediately unless they have already done so during this turn.

Discard after use.



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 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 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







Elven Warrior



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



Elven Archer



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	4(1)	2	3	2

Notes: Elven Archers roll 4 combat dice when attacking non-adjacent targets in their line of sight. They roll only 1 combat die attacking adjacent targets.



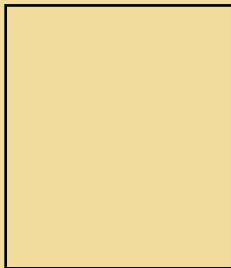
Giant Wolf



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



Death Reaper

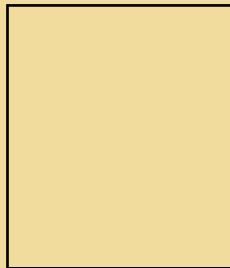


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	3	3	1	0

Notes: When a Death Reaper appears, the air goes cold around it. Any Hero that loses a Body Point from their attack risks being frozen. The Hero then rolls one combat die. If he rolls a black shield, he is frozen. A white shield must be rolled on a future turn to thaw.



Spirit

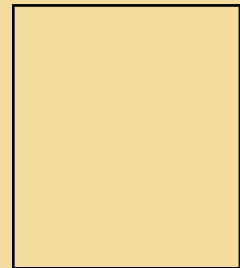


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	3	0	0	0

Notes: Any skull rolled against a Spirit causes it to disappear in a foul puff of smoke. Spirits can travel through walls, furniture, and other monsters, but cannot end their turn on the same square object. Spells have no effect on a Spirit.



Orc with Shortbow

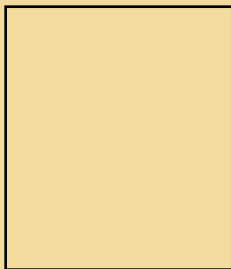


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	4(2)	2	1	2

Notes: These Orcs are armed with shortbows and may attack non-adjacent targets with two combat dice.



Skeleton with Shortbow



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	2(2)	2	1	0

Notes: These Skeletons are armed with shortbows and may attack non-adjacent targets with two combat dice.



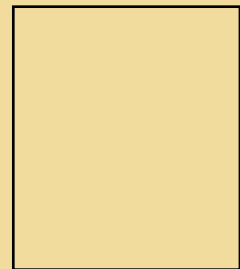
Elite Chaos Warrior



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



Skaven White Seer



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3	3	4	1

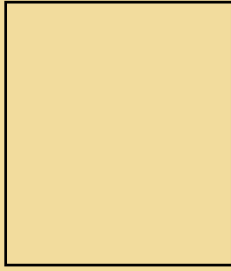
Notes: The White Seer is an albino Skaven Sorcerer with wild and unpredictable powers derived from eating refined warpstone. At the beginning of Zargon's turn, the White Seer may take one spell at random from any Hero in line of sight. The Seer may use that spell immediately or save it for later.







Skaven Grey Seer



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



Skaven



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

Notes: Skaven are armed with slings. Slings allow them to roll one combat die against non-adjacent targets. Skaven roll two combat dice against adjacent targets



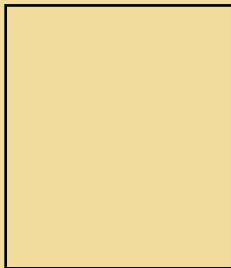
Rat Ogre



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



Troll



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3	4	4	1

Notes: A Troll can regenerate one lost Body Point per turn that it still lives.



Dark Warrior Crossbowman



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

Notes: Wields a crossbow.



Dark Warrior Halberdier



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

Notes: Can attack diagonally.



The Swordsman



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

Cost: 100 gold coins



Dark Warrior Scout



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



Dark Warrior Swordsman



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



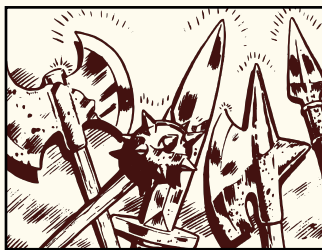


Poison



You uncover a rusty brown flask filled with a liquid. You taste it and it turns out to be poison! You must roll one combat die: if you roll a skull you lose a Body Point, otherwise you are unharmed. Discard after use.

Potion of Alchemy



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

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.

Magical Trap



As you are searching the room, you set off a Fireburst trap. Place a Fireburst token in the center of the room and refer to the Magic Reference Chart to check the effects of the trap. Discard after use.

Potion of Charm



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

Potion of Magic Resistance



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

Potion of 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.

Magical Trap



As you are searching the room, you set off a Fireburst trap. Place a Fireburst token in the center of the room and refer to the Magic Reference Chart to check the effects of the trap. Discard after use.