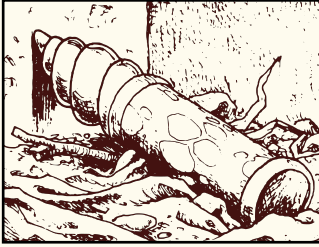


### ***Vial of Sacred Water***



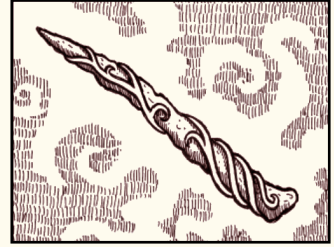
You may use the Holy Water instead of attacking. It will kill any undead creature: Skeleton, Zombie, Mummy. Discard after use.

### ***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.

### ***Horn of the Unicorn***



This dagger gives you the attack strength of 2 combat die. Gain 1 Body Point for every point of damage inflicted by this dagger. A Hero cannot exceed their maximum Body Points in this way.

### ***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.

### ***Skull Helm***



This helmet gives you 1 extra combat die in defense. The wearer cannot be targeted by Necromancer spells and will not be attacked by any undead monsters.

### ***Ring of Force***



Can only be used once per Quest. Attack any adjacent monster with 10 combat dice. That Hero can only attack with 1 combat die for the remainder of the Quest, regardless of what weapon is used.

### ***Skull Orb***



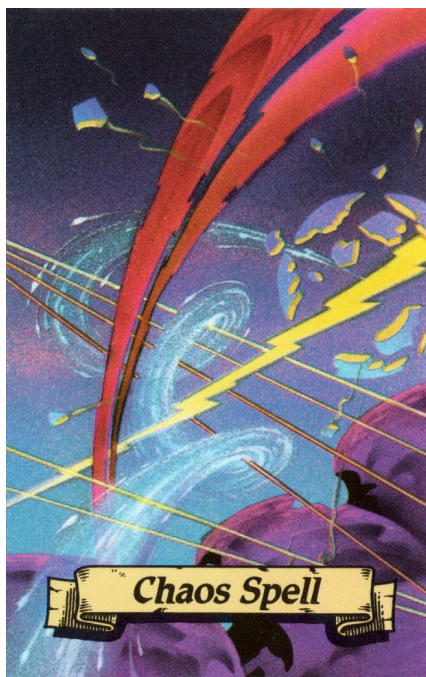
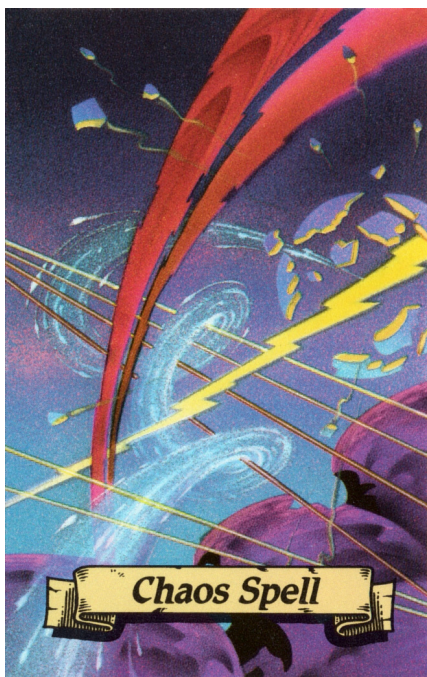
When a monster is killed, the owner may store its soul in the orb. He may release it as his action at any time. The soul will attack target creature, then disappear. The soul will remain trapped between Quests if not released. Cannot trap a dying soul if the orb is not empty.

### ***Staff of Salokin***



Both the user and target chaos spellcaster roll a red die and add that number to their total Mind Points. If the user's number is higher, then the target chaos spellcaster cannot cast any chaos spells on their next turn. This counts as the Hero's action.





### ***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.

### ***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.

### ***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.

### ***Spirit of Vengeance***



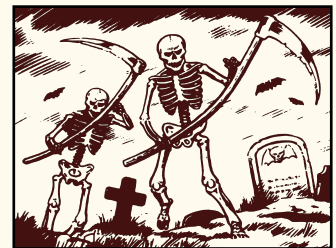
This spell allows the Sorcerer to send an invisible spirit to attack any one figure on the board. The spirit attacks the figure once with four attack dice which may be defended against in the normal way and then vanishes. The spirit itself cannot be harmed. Discard after use.

### ***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.

### ***Mirror Image***



Spellcaster can place a duplicate on the board of any monster he can "see" (including himself). Both monsters can attack as normal. Whenever either the original or the duplicate is targeted or attacked, roll 1 red die.

1-4 = It is the mirror image and there is no effect

5-6 = The action takes effect as normal.

Once either of the figures is destroyed, the duplicate is destroyed with it.

### ***Regenerate***



This spell may be cast on any one Hero, including yourself. Until the Hero can no longer see a creature, he regenerates 1 Body Point at the beginning of each of his turns. You cannot gain more than your starting Body Points with this spell.

### ***Summon Demon***



This spell conjures up a Demon. The strength of the Demon is determined by how many turns the Wizard skips beyond the original action phase in order to cast the spell.

Skip 0 additional turns: Level 1

Skip 1 additional turn: Level 2

Skip 2 additional turns: Level 3

See monster chart for stats.

### ***Soul Exchange***



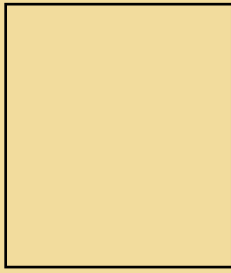
You and any monster you can "see" exchange current Body Points and Mind Point totals. This does not affect your maximum starting Body Points or Mind Points. You can however, temporarily exceed your starting Body Points or Mind Points with this spell.







### Black Orc

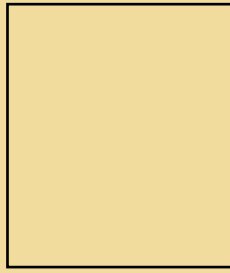


| MOVEMENT<br>SQUARES | ATTACK<br>DICE | DEFEND<br>DICE | BODY<br>POINTS | MIND<br>POINTS |
|---------------------|----------------|----------------|----------------|----------------|
| 8                   | 3/3            | 2              | 1              | 2              |

**Special Abilities:** Two Attacks



### Black Orc Necromancer



| MOVEMENT<br>SQUARES | ATTACK<br>DICE | DEFEND<br>DICE | BODY<br>POINTS | MIND<br>POINTS |
|---------------------|----------------|----------------|----------------|----------------|
| 7                   | 3              | 3              | 4              | 4              |

**Spells:** Summon Undead, Reanimation, Ball of Flame



### Night Goblin

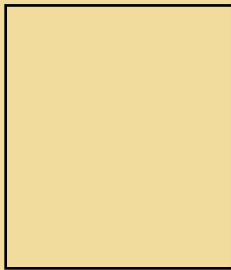


| MOVEMENT<br>SQUARES | ATTACK<br>DICE | DEFEND<br>DICE | BODY<br>POINTS | MIND<br>POINTS |
|---------------------|----------------|----------------|----------------|----------------|
| 9                   | 2              | 1              | 2              | 2              |

**Special Abilities:** Auto Damage



### Night Goblin Shaman



| MOVEMENT<br>SQUARES | ATTACK<br>DICE | DEFEND<br>DICE | BODY<br>POINTS | MIND<br>POINTS |
|---------------------|----------------|----------------|----------------|----------------|
| 9                   | 1              | 2              | 2              | 4              |

**Spells:** Summon Goblins, Orc Berserker,  
Spirit of Vengeance



### Night Goblin Fanatic

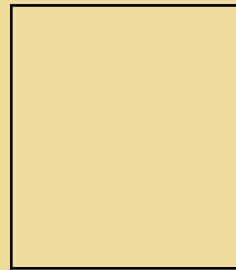


| MOVEMENT<br>SQUARES | ATTACK<br>DICE | DEFEND<br>DICE | BODY<br>POINTS | MIND<br>POINTS |
|---------------------|----------------|----------------|----------------|----------------|
| 2d6                 | 5              | 1              | 1              | 1              |

**Special Abilities:** Random Movement,  
Sweeping Attack (8)



### Orc Skeleton

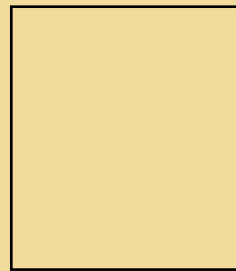


| MOVEMENT<br>SQUARES | ATTACK<br>DICE | DEFEND<br>DICE | BODY<br>POINTS | MIND<br>POINTS |
|---------------------|----------------|----------------|----------------|----------------|
| 5                   | 4              | 2              | 2              | 0              |

**Special Abilities:** Hit and Run



### Cave Troll



| MOVEMENT<br>SQUARES | ATTACK<br>DICE | DEFEND<br>DICE | BODY<br>POINTS | MIND<br>POINTS |
|---------------------|----------------|----------------|----------------|----------------|
| 2                   | 6              | 8              | 3              | 1              |

**Special Abilities:** Sweeping Attack (3)

