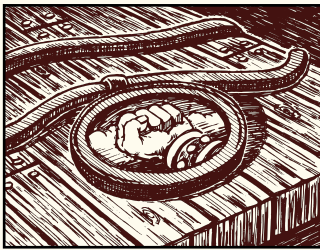


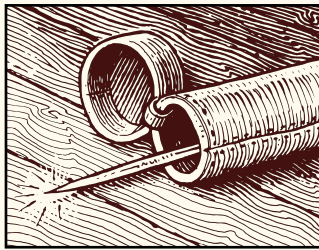


Amulet of the North



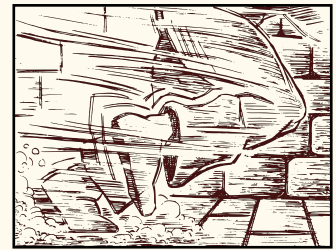
This ancient magical item was made for Barbarian kings centuries ago. It may be worn only by a Barbarian. While worn, it adds 2 Body Points and 1 Mind Point to the Barbarian's totals.

Anti-poison Quill



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

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 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.

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.

Fire Ring



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

Ancient Wizard Lore



There appear to be pages missing. The spells written of herein are of little use without the missing pages.

Ancient Wizard Lore



This item grants its owner access to the following spells:

Protection – Enchanted Armor
Detection – Unfailing Sight
Darkness – Dark Connection

The Wizard or Elf may still only choose a maximum of 3 spells from each of the spell groups.

May only be used by the Elf or Wizard.

Coronet



The Coronet of Middle Mountain Abbey.

Grants its wearer +1 to total Mind Points, and +1 to total Movement while worn. May not be worn with a Helmet.

The Monks of Middle Mountain Abbey will pay 800 gold for its return.



Dwarven "Iron Beard" Brew



This rare ale was made by a Dwarven Brewmaster decades ago; and though old, it has not lost any of its potency or appeal! You may take some of this drink with you, allowing you to drink once per Quest. Drinking the brew will add 2 extra Body Points to the Dwarf's total. There is enough for 6 uses.

May only be used by the Dwarf.

Elf Tome of Magic

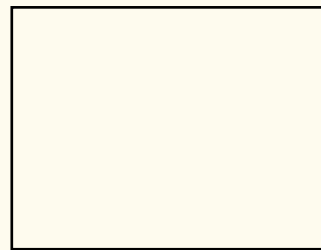


This relic from the old Elf Kingdom contains knowledge of the Elven Mages of old.

Grants the Elf access to the Elf Spells: Luck, Fleet Foot, and Bolt.

May only be used by the Elf.

Elven Chainmail



?

Magic Crossbow Quarrel



When fired at a monster this magic quarrel automatically inflicts one Body Point of damage.

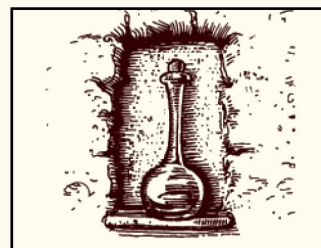
Potion of Airwalk



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.

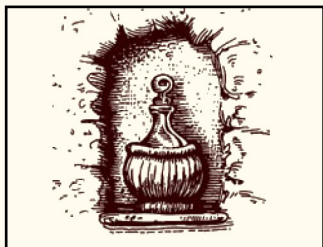
This may be used only once.

Potion of Anti-Venom



This potion will restore up to 2 Body Points lost to poison damage.

Potion of Battle

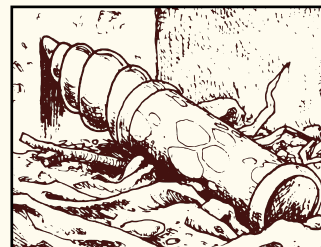


If you have a really "weak" roll of the attack dice, you may drink this blood-red potion. It allows you 1 *re-roll* of your attack dice.

Reflection of the Imperium



Vial of Holy Water



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



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



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



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



Firestorm

This spell creates a roomful of fire that inflicts 3 Body Points of damage to all Heroes and Monsters in the same room with the spellcaster. The spellcaster is unaffected. All victims immediately roll two red dice. For each 5 or 6 rolled, the damage is reduced by 1 point. Cannot be used in corridors.

Spell Scroll



Twist Wood

This spell causes any wooden weapon or similar object to become warped into uselessness.

Spell Scroll



Unbind Chest

This spell scroll will remove any magical bindings which have been put in place to keep a treasure chest shut.

Will not open a mechanically locked chest.

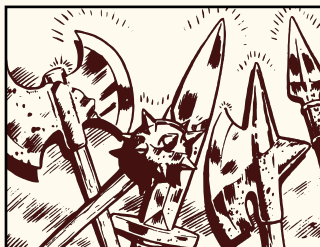
May be used only once.

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.

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 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 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.

Wolfsbane Potion



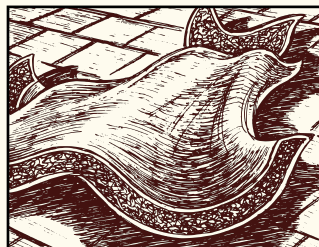
This may be used by any Hero suffering under the Werewolf's Curse. This potion cures the Hero of this curse. This may be used only once. Do not return this card to the deck.

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.

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.

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.



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 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.

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 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.

Cursed



You comb the room and find a misshapen skull of a man-like creature. As soon as you touch it you realize it is too late. You are affected with a disfiguring curse causing your skin to become thick and leathery. Your maximum Body Points are reduced by 1, but your defense increased by 1 die for the remainder of this Quest only.

Gold and Gem!

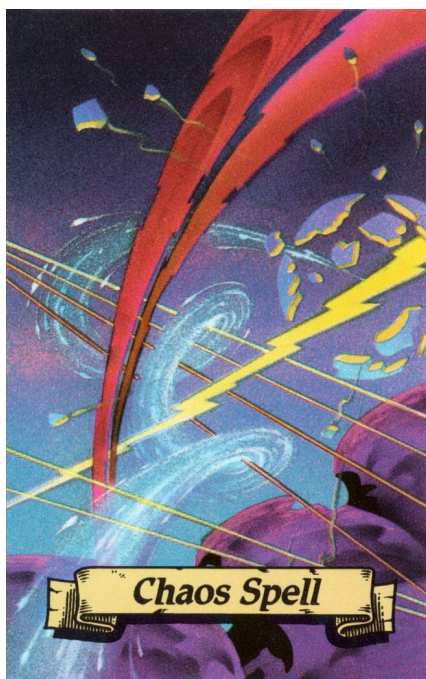


A chance discovery in the dirt beneath your feet reveals an old worn pouch containing 25 gold coins and also a small gem worth 100 gold coins.

Gold!



Spying a gold coin in a corner of the room you investigate to find a small pouch of 44 gold coins, stuffed into a crack in the wall.



Junk



Sifting through the debris in the room has turned up nothing of interest.

Lucky Find!



Searching along the floor amidst the grime and dirt you discover a medium-sized leather pouch. Inside the pouch you're amazed to find two rubys, worth 90 gold coins each, a small ring worth 50 gold coins, and a large piece of folded up parchment. Upon unfolding it you see it's a Treasure Without Doom Spell Scroll!

Oops!



During your search you inadvertently disrupt some old stone in the wall which were holding up a weakened portion of the ceiling above. As it comes crashing down the sound echoes far off into the distance. You are unharmed, but surely it has been heard by others! On Zargon's next two turns he may place two Wandering Monsters adjacent any Hero.

Teleport Trap!



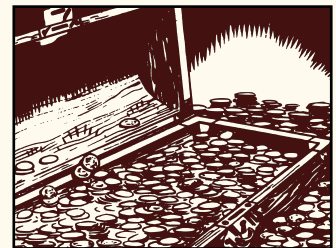
While searching you find an old sliver of metal embedded in the stone floor. As you pick it up, it disappears from your hand and you suddenly feel a jolt. You've been teleported! The Hero is teleported 8 squares ahead of the direction he is currently facing. This ends the Hero's turn. If the Hero will end up within solid rock or off the game board place him on the closest available square to his destination, and subtract 2 Body Points.

Treasure Hoard!



You've made a remarkable find! Pulling away loose stoned from a section of the wall, which seems to have been slowly crumbling away, reveals a small chest containing 250 gold coins, as well as a superbly made Staff. This Staff could easily sell for 80 gold coins.

Treasure Hoard!



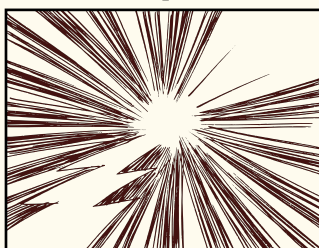
Here amidst old torn pieces of cloth and layers of dust you find a long flat wooden box, the wood has long since dried and begun to split. Prying open the old lock you're amazed to find 200 gold coins inside!

Chill



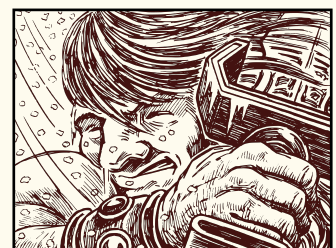
This spell causes 1 Body Point of damage to any one Hero or monster adjacent to the spellcaster (though not diagonally adjacent). The victim cannot defend against the attack.

Dispell

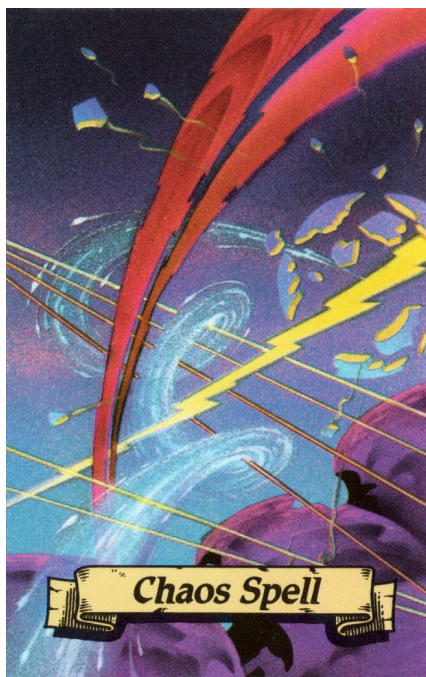
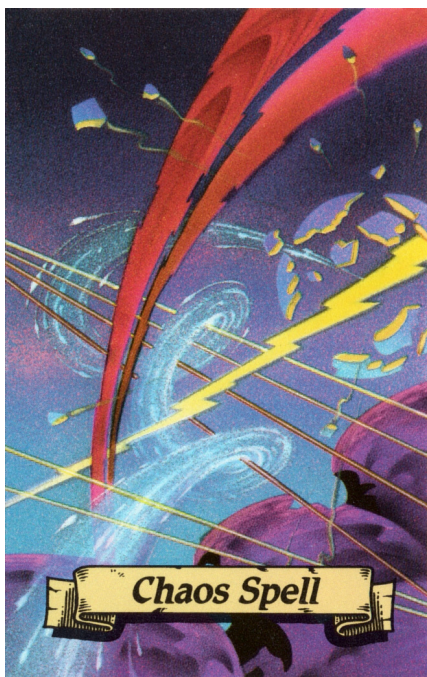


This special spell may be cast by a Chaos spellcaster *during a Hero's turn*. It is used to try and cancel a spell cast by a Hero. The Dispell is cast *immediately* after the Hero casts a spell. First the Chaos spellcaster rolls 1 red die and adds the result to his Mind Points. Then the Hero does the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

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.*



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.

Soothe



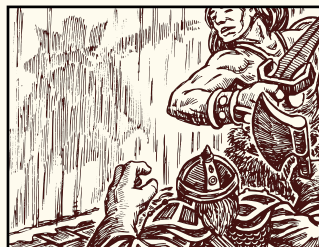
The healing coolness of this spell restores up to 3 lost Body Points to the spellcaster or any one monster.

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*.)

Wall of Ice



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.

Slow



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



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.

Thieving Wind



This spell must be targeted at one figure. The figure loses one equipment card chosen at random which is returned to the equipment card pile.

Discard after use.

Future Sight



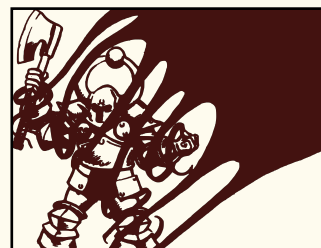
Play this card at the end of your turn. You may reroll any attack, defense or movement die rolls once until the end of your next turn. Discard after use.

Dark Connection



This spell may be cast on any two targets who are within the line of sight of the Wizard. Once cast the targets Body Points are linked. Damage inflicted upon one unit will be divided between the two. In the case of inflicting 1 Body Point of damage the initial target is affected only.

Chains of Darkness



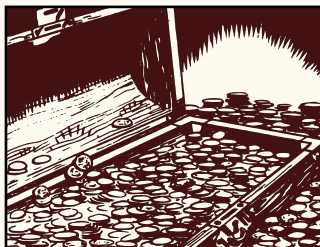
You may cast this spell on one figure. That figure may not move or fight until the beginning of your next turn, although they may defend or cast spells. Discard after use.

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.

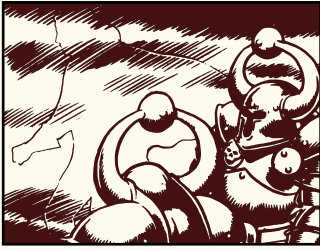
Unfailing Sight



The Wizard immediately knows of all undetected traps and secret doors within a 6-square radius from his current position. Secret doors are placed on the board (if no Hero can see the area with a secret door the contents of the room/corridor will be unknown). Traps, and other hazards will be indicated.



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



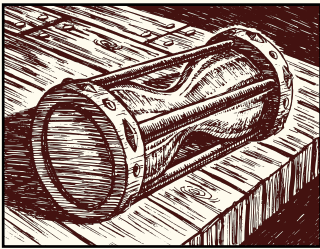
You may create a magical wall of stone which covers two squares. This wall has one Body Point and rolls six defense dice. Keep this card to hand until the wall is destroyed, then discard it.

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.

Timestop



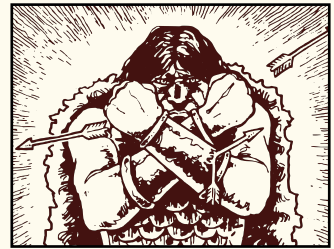
This spell may be cast on the spellcaster or any one Hero the spellcaster chooses. It temporarily stops time for everyone else on the gameboard, enabling the Hero to take another turn immediately after his current turn.

Twist Wood



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

Enchanted Armor



When cast the target may defend with an additional defend die for the remainder of the Quest.

This spell may be cast on any Hero, Henchman, Man-at-Arms, or other player-controlled unit. The spell is broken once the spellcaster receives 1 Body Point of damage.

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



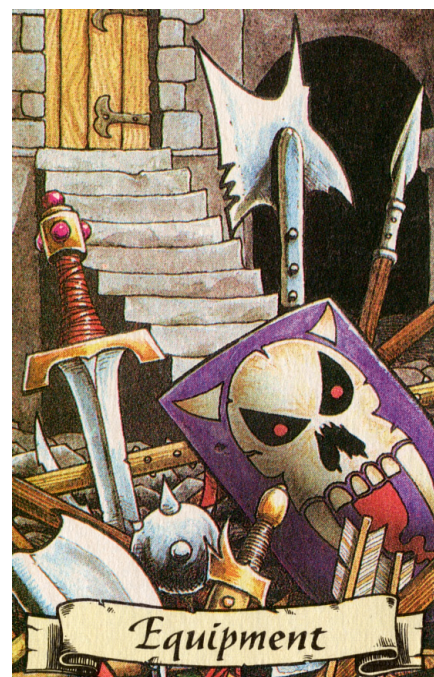
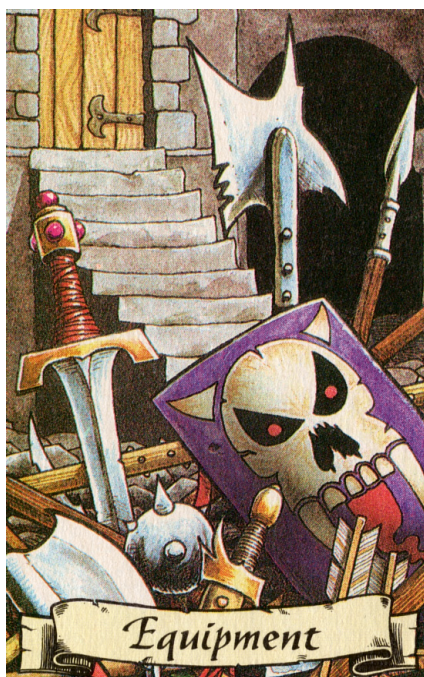
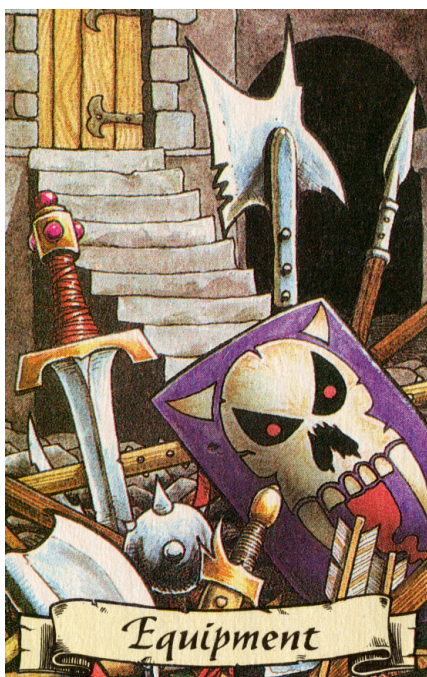
When this spell is cast, an illusion of a huge, animated flame appears. Every figure in the room or corridor (except for the spellcaster) must roll 1 red die. A figure that rolls equal to or less than its Mind Points is unaffected by the illusion. Rolling a number greater than its Mind Points means that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

Flashback

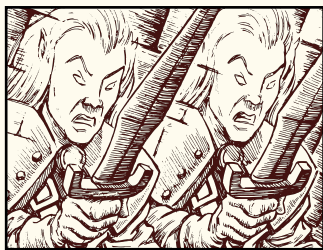


By casting this spell, the spellcaster or any one Hero the spellcaster chooses can replay his entire turn. All results of the Hero's first turn are canceled.

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

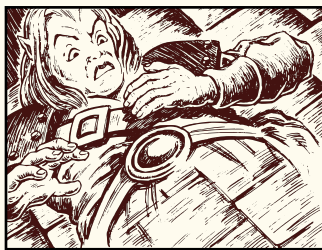


Double Image



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.

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



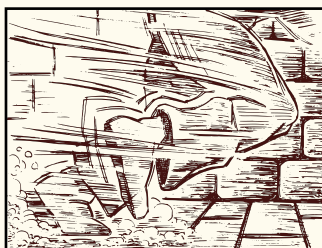
This spell may be cast on any monster within your line of sight, as long as the monster has from 1 to 3 Mind Points. The monster falls asleep immediately. It stays asleep until Zargon's next turn. The monster cannot defend against a Hero's attack while it is asleep.

Bolt



This spell may be cast in a horizontal, vertical, or diagonal direction. The bolt will travel in a straight line until it strikes a wall or closed door. It will inflict 1 Body Point of damage to all Monsters and Heroes in its path.

Fleet Foot



This spell increases the movement rate of any one unit by +5 square the next time it moves, and by +1 square permanently for the duration of the Quest.

Luck



The recipient of this spell may re-roll, once, any number of dice from a hand that was just rolled. This may be done once at any time during the duration of the Quest.

Ancient Parchment



These ancient parchment papers seem to be a diagram of the area. Various gears and mechanisms are indicated, as well as traps and what appears to be some sort of gem stone!

Empty Vial



Given to the Elf to collect the essence of the deathly mist which hangs thick in the air in the deep recesses of the Catacombs of Loren Forest.

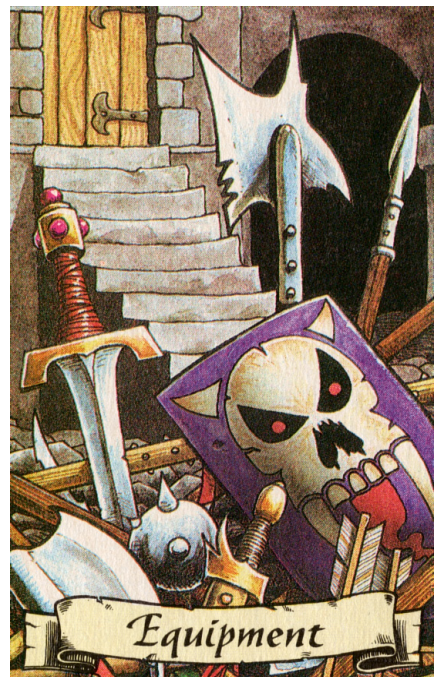
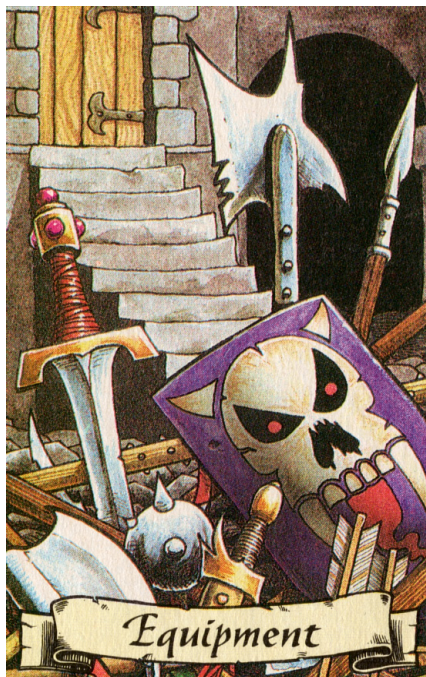
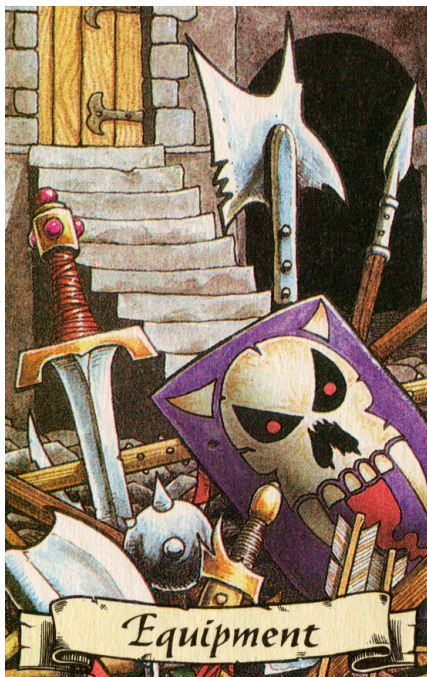
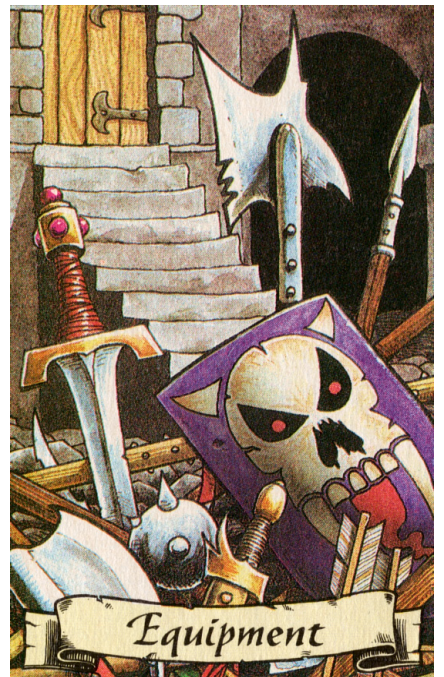
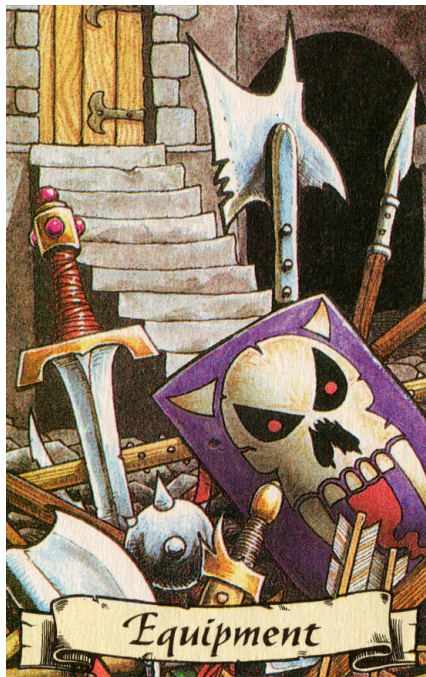
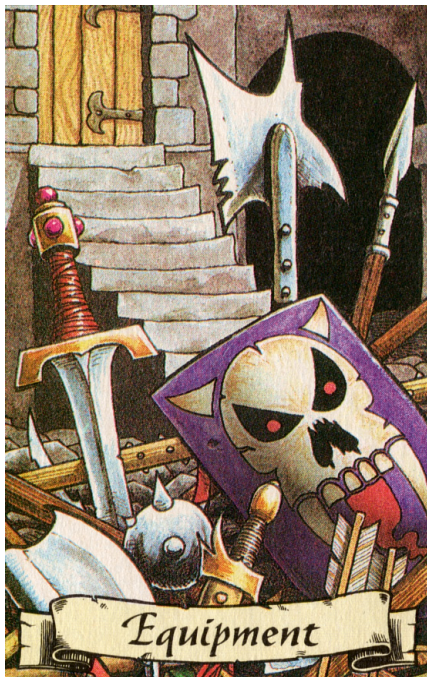
Imperial Short Sword



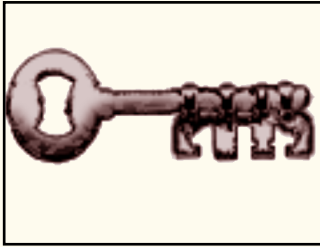
Cost: 550 Gold Coins

This short blade gives you the attack strength of 2 combat dice, and is resistant to the effects of a Rust spell, once.

May not be used by the Wizard.

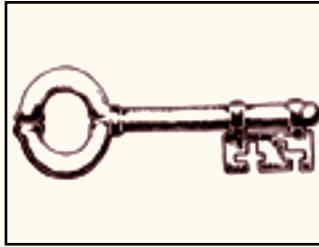


Iron Key



This key may be used to unlock the doors within the Ruins.

Monastery Master Key



The Master Key to all entrance doors of the Nuln Monastery.

Obsidian Sword



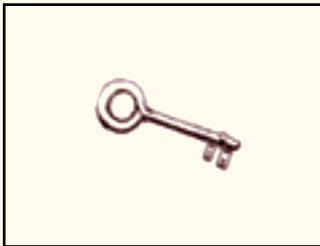
450 Gold Coins

This finely crafted obsidian short sword is remarkable, likely the work of a master craftsman. It will easily fetch a hefty price with the right buyer!

Gives an attack strength of 2 combat dice.

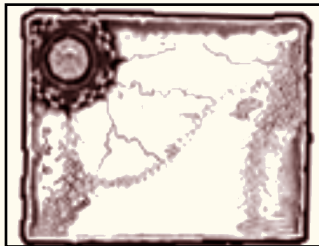
May not be used by the Wizard.

Small Brass Key



This key unlocks the chains and padlocks in the Skaven prisoner hold.

South West Border Lands



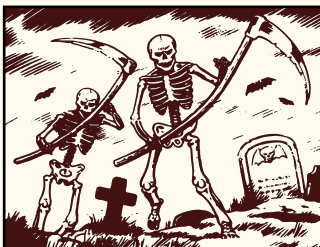
A sketched map of the South West border lands.

Torture Records



These parchment papers were not penned by any Skaven. The writing seems to describe recent prisoner torture, in great detail.

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.

Death Bolt



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

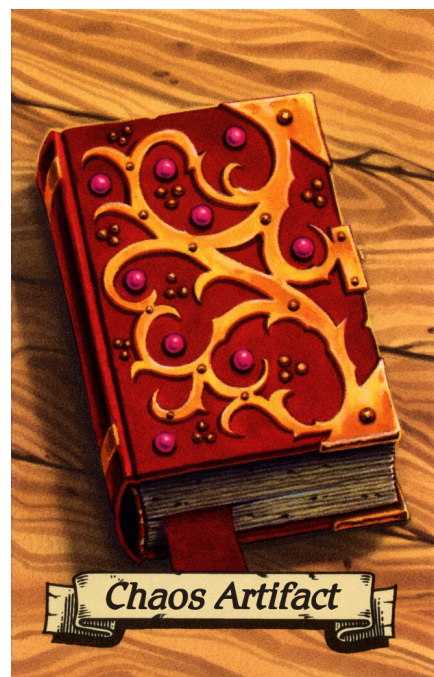
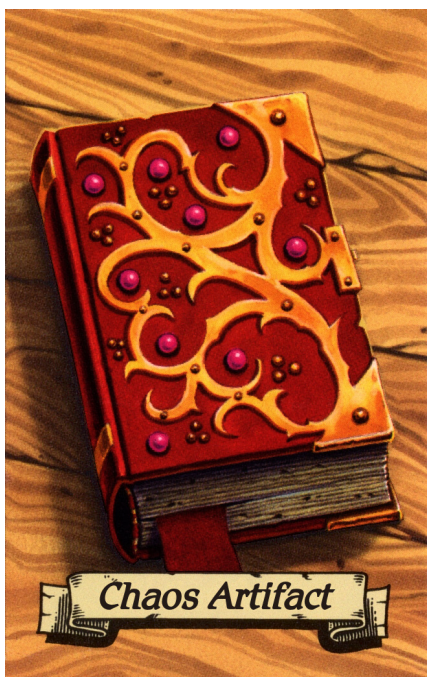
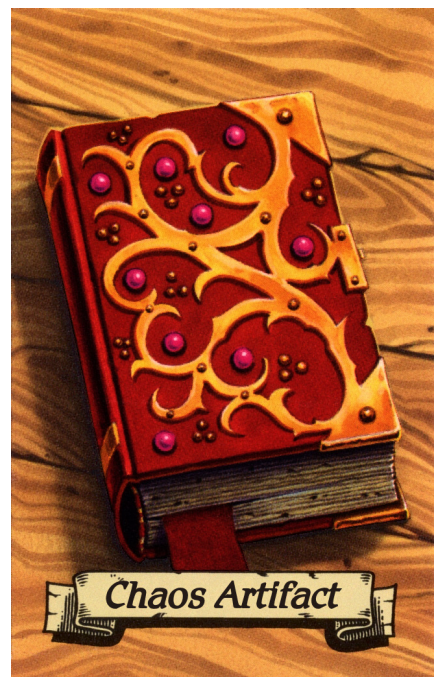
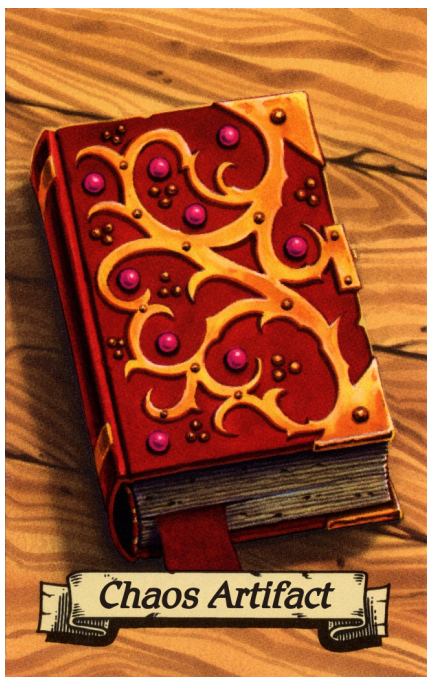
Discard after use

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.



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.

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.

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.

Master Tome of Chaos Magic's



The ominous forces and inner workings of the Tome are undecipherable to those who have not been converted to the ways of Chaos. You may teleport to any unblocked square within a 10-square radius instead of moving on your turn, but may only ever defend with black shields.

May only be used by the Wizard.

Tome of Greater Chaos Magic I



The Chaos Spells in this Tome are undecipherable to those who have not been converted to the ways of Chaos.

The bearer of this Tome may only defend with black shields, gains 2 additional Body Points and Mind Points, and +2 to movement, only while it remains in their possession.

Tome of Greater Chaos Magic II



The Chaos Spells in this Tome are undecipherable to those who have not been converted to the ways of Chaos. The bearer of this Tome may cast any 3 spells already knows to him twice per Quest, but only while it remains in their possession.

May only be used by the Wizard of Elf.

Tome of Lesser Chaos Magic I



The Chaos Spells in this Tome are undecipherable to those who have not been converted to the ways of Chaos. The bearer of this Tome can naturally "see" all traps and secret doors in their line of sight, but only while it remains in their possession.

Tome of Lesser Chaos Magic II



The Chaos Spells in this Tome are undecipherable to those who have not been converted to the ways of Chaos.

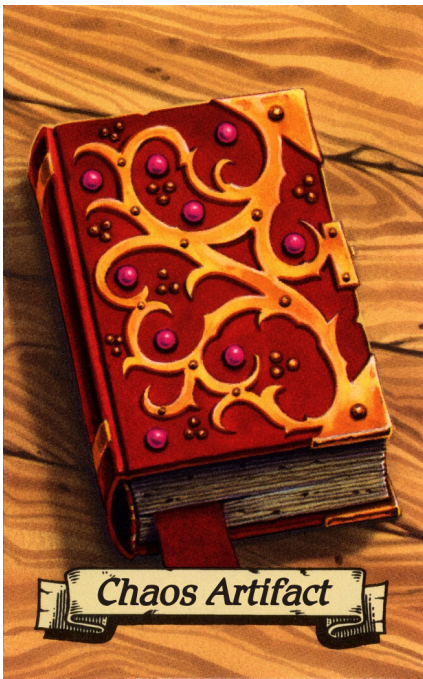
The bearer of this Tome suffers a -1 penalty to movement and gains the ability to cast Command twice per Quest on any normal Monster, but only while it remains in their possession.

Tome of Lesser Chaos Magic III

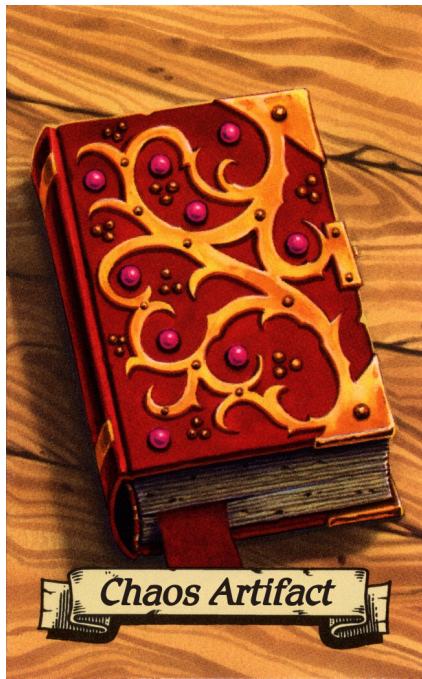


The Chaos Spells in this Tome are undecipherable to those who have not been converted to the ways of Chaos.

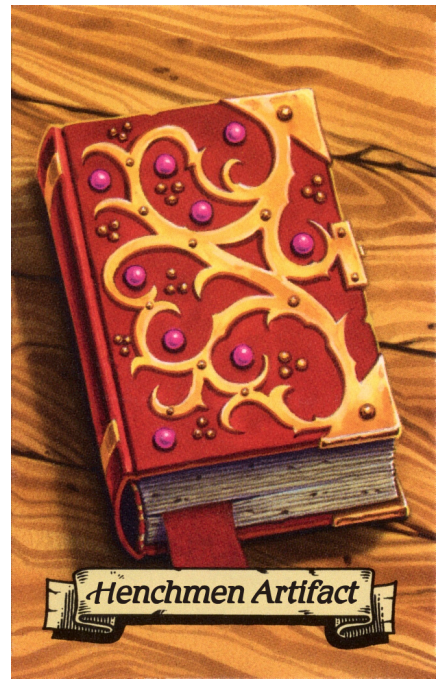
The bearer of this Tome gains 1 additional Body Point and Mind Point, but only while it remains in their possession.



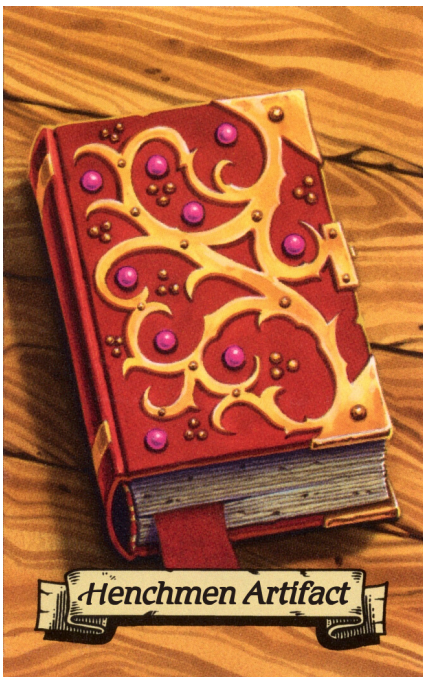
Chaos Artifact



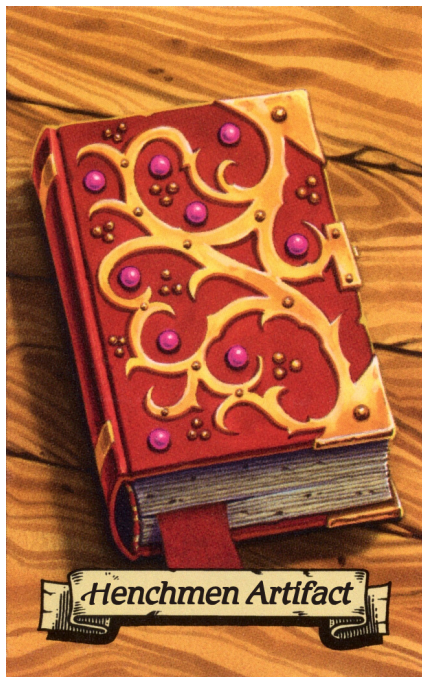
Chaos Artifact



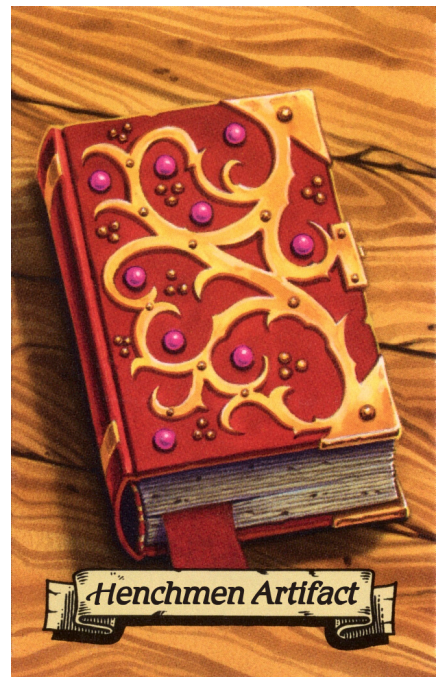
Henchmen Artifact



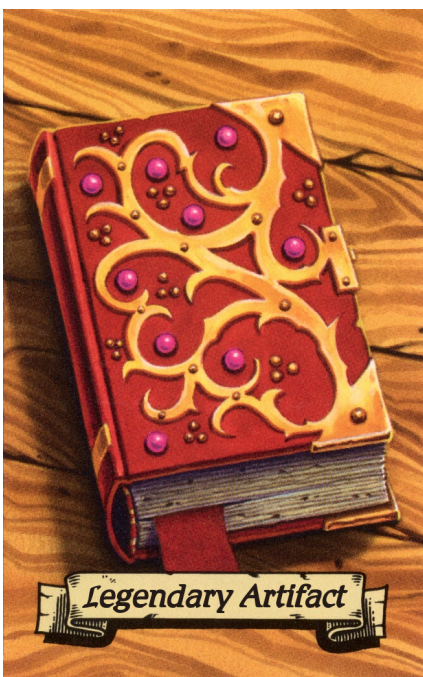
Henchmen Artifact



Henchmen Artifact



Henchmen Artifact



Legendary Artifact

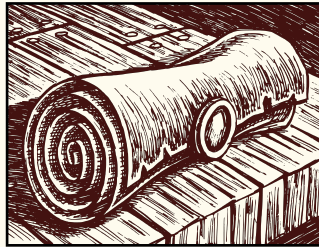


Banner of Heroism



This artifact may be carried by a Henchman or Man-at-Arms. While carried all Heroes in the same room/corridor receive an additional +1 to their total movement per turn, while allied Henchmen, and Men-at-Arms receive an additional +2 to their total movement per turn. A Hero may carry this item, but may not use it.

Spell Scroll

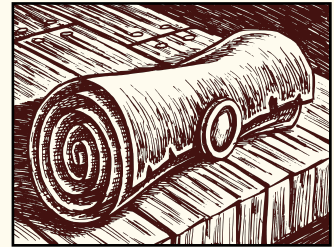


Soothe

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

May only be used by the Necromancer or Half-Orc.

Spell Scroll

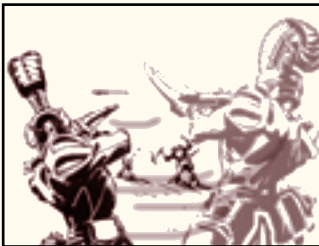


Ball of Flame

This spell can be cast on any target. It will inflict 2 Body Points of damage. The target immediately rolls two red dice. For each 5 or 6 rolled, the damage is reduced by 1 point.

May only be used by the Necromancer or Half-Orc.

Empire's Manual of Swift Strategies



This card allows the Henchman or man-at-Arms who carries it to make two attacks on one turn. The attacks may be made to the same opponent, or to two different opponents. It may only be used once per Quest.

A Hero may carry this item, but may not use it.

Manual of Traps & Triggers



This artifact may be carried by a Henchman or man-at-Arms. While being carried a Hero, or Scout, in the same room/corridor, may re-roll any failed attempt to disarm a trap. A Hero may carry this item, but may not use it.

This item may only be used once per Quest.

Master-forged Halberd



The wielder may attack with 4 combat dice, and may also attack diagonally.

This artifact may be carried by a Henchman or Man-at-Arms. A Hero may carry this item, but may not use it.

Keen Hearing



Listening cautiously at the door, you are able to discern precisely how many monsters are in the next room. The Evil Wizard player must tell you how many and what type of monsters that occupy the next room you enter. You may only use this ability when you are adjacent to a closed door.

Hidden Reserves



Drawing on hidden reserves of endurance, you shrug off wounds that might kill lesser men.

Play this card to immediately heal two body points of damage.

Longsword of Galamar



This sword contains the spirit of the once mighty Prince Galamar. If the wielder has not attacked during his turn he may use the sword to cast one elemental spell once per Quest, chooses before the Quest begins. The sword also allows the wielder to automatically know of any secret doors within 2 squares. Provides 5 Attack dice.

May attack diagonally.



RoundHouse



Any Hero with a two-handed sword or axe may strike all adjacent enemies with a single attack. Roll the weapon's normal combat dice and apply the results to all enemies in adjacent squares.

Parry & Riposte



You are able to completely parry an attack without taking any damage, and immediately follow up with a return attack. The opponent defends against your attack with a one less combat die.

Mighty Blow



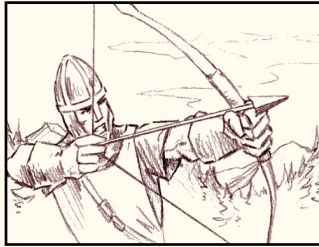
You summon up a hidden reserve of strength and will for a concentrated attack! After rolling your combat dice multiply by 2 the final die roll results, and apply that result against your opponent.

Dodge & Trip



You successfully sidestep a single opponent's attack and take no damage. Furthermore, as he rushes by you trip him, causing him to fall heavily to the ground. That opponent loses his next turn.

Careful Aim



You take careful aim to hit your opponent with a well-placed shot with an arrow, throwing knife, or any other type of missile weapon.

After rolling your combat dice multiply by 2 the final die roll results and apply that result against your opponent.

Heroic Charge



Your opponent quavers at your mighty war cry as you charge him! You attack with 2 extra combat dice and your opponent defends with one less.

Slip



Your path is blocked by one or more opponents. You may successfully slip through them unharmed as long as there is at least one empty square behind them.

Heroic Sacrifice



You take the blow intended for another member in your party! You must be adjacent to the left or right of your comrade to perform this feat.

Disarm & Capture



You need a prisoner for information! If you roll enough combat dice to kill an opponent, that opponent is disarmed and captured instead.



Footwork



Your swift movement makes you difficult to strike.

You may roll two extra defense dice until the end of the turn.

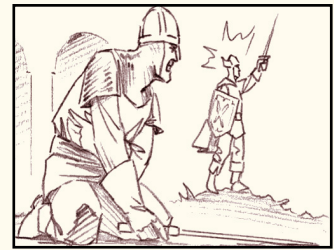
Rallying Cry



Your rallying cries inspires your comrades to victory!

From now until the end of the turn each Hero may roll one extra attack and defense dice.

Charisma



Drawing inspiration from you, one henchman instantly recovers from one wound that would otherwise have killed him.

Play this card to ignore one wound that would otherwise kill a henchman under your control.

Feint



A sudden, unexpected move puts you at an advantage!

You may reroll one set of dice, either attack, defense or movement.

Luck



Fortune smiles upon you!

You may use this card to automatically cancel the effect of one combat card played by the Evil Wizard player.

Berserker Fury



Launching into a berserker fury you hurl yourself into the fray!

From now until the end of turn you may trade any number of defense dice to roll any equal number of attack dice.

These dice may be distributed amongst any creatures adjacent to you as you see fit.

Summon Orc Shaman



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	2	3	2	4

You summon the Orc Shaman from your tribe, he will remain for 5 turns after the spell is cast before disappearing.

He knows the following spells: Orc Berserker, Spirit of Vengeance, and Shields of Protection.

Summon Orcs



This ability summons a group of Orcs from your tribe. They will remain for the duration of the Quest, or until slain.

Roll one red die:
Roll a 1, 2 or 3 = 2 Orcs
Roll a 4 or 5 = 3 Orcs
Roll a 6 = 4 Orcs

Alertness



Your perception is second-to-none.

You may use this card to automatically ignore one Trap, Ambush, Wandering Monster card, or Event.

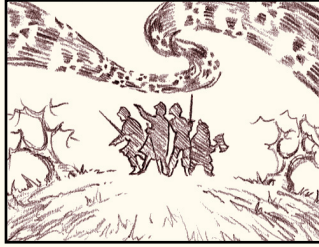


Death Grip



Any Monster that is adjacent to a Hero after being killed will fall on that Hero and cling to him or her. That Hero loses his or her next turn as a result.

Dark Omen



The powers of Chaos conspire to disrupt your opponents!

You may use this card to automatically cancel the effect of one combat card played by one Hero.

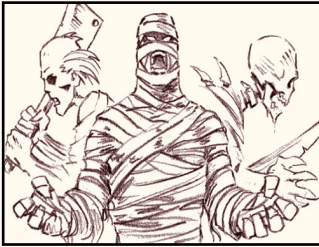
Wounded Frenzy



A Hero's attack has merely angered a Monster by wounding it!

Any one Monster under a Hero's attack suffers no damage and may immediately counterattack during the Hero's current turn, with two extra combat dice. The Hero may defend normally.

Dark Glory



Evil power emulates from the undead under your control!

From now until the end of the turn, all undead defend with skulls instead of black shields.

Orc Resilience



This Orc is remarkably resilient. At any time this card may be played, allowing the Orc to ignore all physical damage he receives until the beginning of his next turn.

Goblin Frenzy



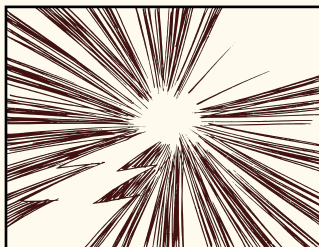
Easily excited, the Goblins in the area (within 10 squares) are spurred on by one of their comrade's cries to battle. Each Goblin gains 2 extra movement, 1 additional attack die, and may attack two different opponents on their turn – provided the opponents are *both* adjacent to the Goblin.

Command



This spell puts any one Hero under Zargon's control. The spell can be broken immediately or on a future turn by the Hero rolling one red die for each of his Mind Points. If a 6 is rolled, the spell is broken, Zargon, or his turn, can move the Hero as a monster and attack other Heroes.

Dispell



This special spell may be cast by the Chaos spellcaster during a Hero's turn. It is used to try to 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.

Heal Body



This spell may be cast on any one Monster, including yourself. Its magical power will restore up to 4 lost Body Points, but will not give the Monster more than its starting number.



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.

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 effects of the spell that was intended for the spellcaster.

Psychic Recovery



This spell restore all lost Mind Points to the spellcaster or any one Monster the spellcaster chooses.

Adventurer



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	3	4	4	3

Weapon: Longsword
Armor: Shield, Chainmail

At the start of each Quest the Adventurer may have a total of 6 Combat Cards, drawn at random.

Stone Wall



You may create a magical wall of stone which covers 2 squares. This wall has one Body Point and rolls six Defense dice.

Keep this cast on hand until the wall is destroyed, then discard it.

Warmth



This spell bestows a healing warmth on the spellcaster or any one Monster the spellcaster chooses. The warmth restores up to 3 lost Body Points.

Archer

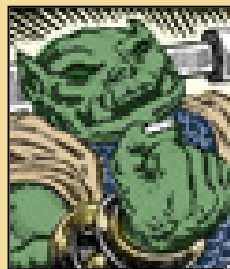


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
9	3	5	4	4

Weapon: Longbow
Armor: Elven Chainmail, Helmet

Knows the following Elf Spells: Luck, Fleet Foot, and Bolt. May not wear Platemail or use a Shield.

Half-Orc



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

Weapon: Broadsword
Armor: Chainmail, Shield, Helmet

Has the following Combat Abilities: Summon Orcs, Summon Orc Shaman. May only use Chaos Magic Spell Scrolls, and no other spells.

Necromancer



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	2	3	4	5

Weapon: Staff **Armor:** Bracers

The Necromancer may only cast Necromatic Spells, and may use no other spells, even from Spell Scrolls, unless they are Chaos Magic Spell Scrolls. Same armor and weapon restrictions as the Wizard.





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

Can carry 1 Potion at a time, which he may use himself.

Quests Completed: ☐ ☐ ☐ ☐



The Swordsman



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

Cost: 100 gold coins

Can carry 1 Potion at a time, which he may use himself.

Quests Completed: ☐ ☐ ☐ ☐



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

Can carry 1 Potion at a time, which he may use himself.

Quests Completed: ☐ ☐ ☐ ☐



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

Can carry 1 Potion at a time, which he may use himself.

Quests Completed: ☐ ☐ ☐ ☐



Master Crossbowman



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

Special Ability: Wields a crossbow. May search for secret doors, and treasure*.

*When he finds gold, 10 gold coins, or 10% (whichever is more) goes to the Empire. Can carry 1 Potion at a time, which he may use himself.

Master Halberdier



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

Special Ability: Can make diagonal attacks. May search for secret doors, and treasure*.

*When he finds gold, 10 gold coins, or 10% (whichever is more) goes to the Empire. Can carry 1 Potion at a time, which he may use himself.



Ogre



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



Master Scout



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

Special Ability: May search for traps, secret doors, and treasure*. Has Dwarf-like ability to disarm traps.

*When he finds gold, 10 gold coins, or 10% (whichever is more) goes to the Empire. Can carry 1 Potion at a time, which he may use himself.

Master Swordsman



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	4	5	3	3

Special Ability: May search for secret doors, and treasure*.

*When he finds gold, 10 gold coins, or 10% (whichever is more) goes to the Empire. Can carry 1 Potion at a time, which he may use himself.





Polar Warbear



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

Special Ability: Two attacks



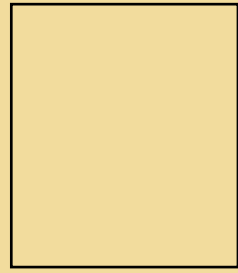
Giant Wolf



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



Death Knight/Death Mist



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7/4	4/1	4/0	3/1	3/0



Black Orc



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

Notes: A Black Orc may attack twice, once with each weapon they wield. Two attacks can be made against one opponent, or one attack can be made against each of two opponents.



Orc Necromancer



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
9	3	2	2	4

Notes: Orc Necromancers know the following Chaos Spells: Summon Undead, Reanimation, and Ball of Flame



Black Orc Necromancer

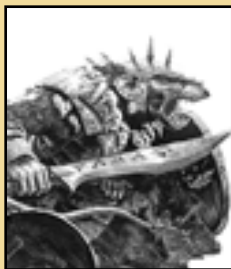


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	3	3	4	4

Notes: Black Orc Necromancers may only attack once per turn. They all know the Chaos Spell Summon Undead, but they may know additional spells as well.



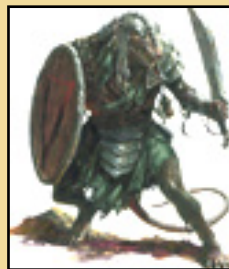
Skaven



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



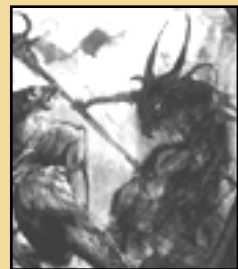
Skaven Warrior



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
9	2	3	4	4



Skaven Defiler



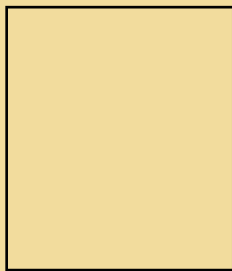
MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
9	3	5	3	6







Unrelenting Skeleton



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



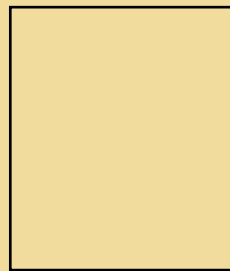
King Mimic



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS



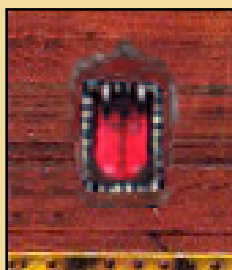
Mimic Bookshelf



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS



Mimic Chest

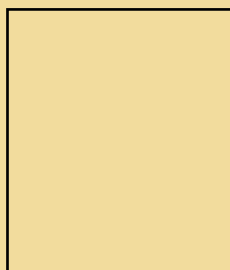


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
4	3	7	5	0

Notes: Knows the Chaos Spell Thieving Wind x2. Does not count as an Undead Monster.



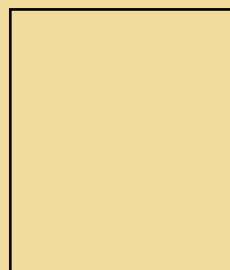
Portal Mimic



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS



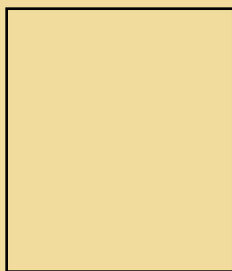
Weapon Mimic



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS



Trap Door Mimic



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS



Clockwork Armor



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	5	6	4	0

Notes: These ancient suits of clockwork armor were once powerful. Now with age they are more susceptible to damage. For each Body Point lost they suffer a -2 penalty to movement, and -1 Attack die. Does not count as Undead.



Sorcerer of the Ruins



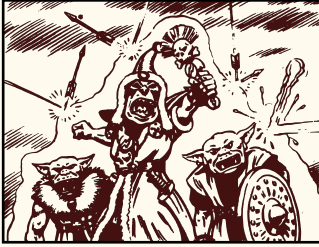
MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
*	3	6	7	10

Notes: *The Sorcerer moves by teleporting to any position within 6 squares.

Spells: Summon Undead, Summon Orcs, Summon Wolves, Wall of Stone, Wall of Flame, Wall of Ice, Dispell, Mirror Magic, and Restore Chaos.

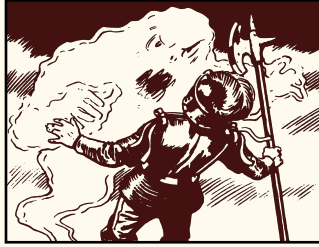


Shield of Protection



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.

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.