



Bone Wand



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

Rabbit Boots



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

Fire Ring



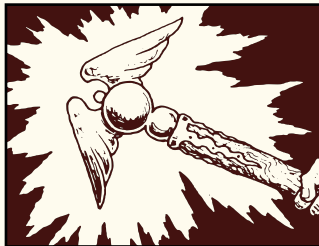
Protects the wearer from any 2 Chaos fire spells. Ring disappears after wearer has been protected from the second fire spell.

Magical Throwing Dagger



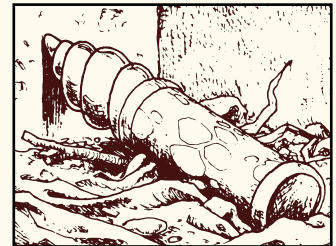
Always inflicts 1 Body Point of damage when thrown at a monster a Hero can "see." Monster cannot defend. Dagger is lost once it is thrown.

Wand of Recall



The Wand of Recall allows you to cast two spells instead of one during your turn.

Vial of Sacred Water



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

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.

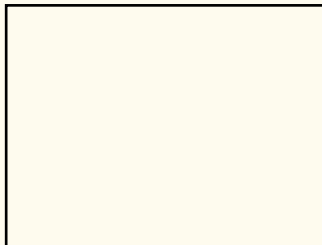
Tome of Lesser Chaos Magic III



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.



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 known to him twice per Quest, but only while it remains in their possession.

May only be used by the Wizard of Elf.

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 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



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.*

Spell Scroll



Wall of Stone

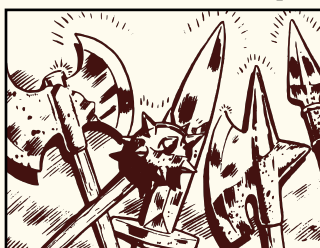
You may create a magical wall of stone which covers two squares. This wall has one Body Point and rolls six defense dice. Keep this card to hand until the wall is destroyed, then discard it.

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.

Wolfsbane Potion



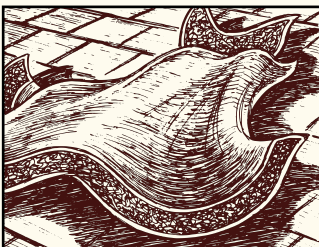
This may be used by any Hero suffering under the Werewolf's Curse. This potion cures the Hero of this curse. This may be used only once. Do not return this card to the deck.

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

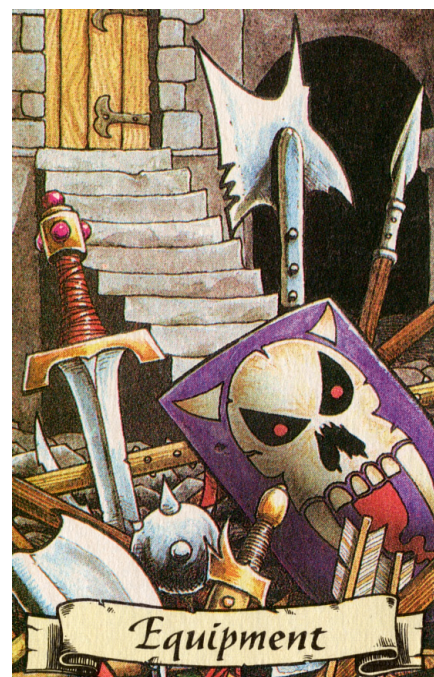
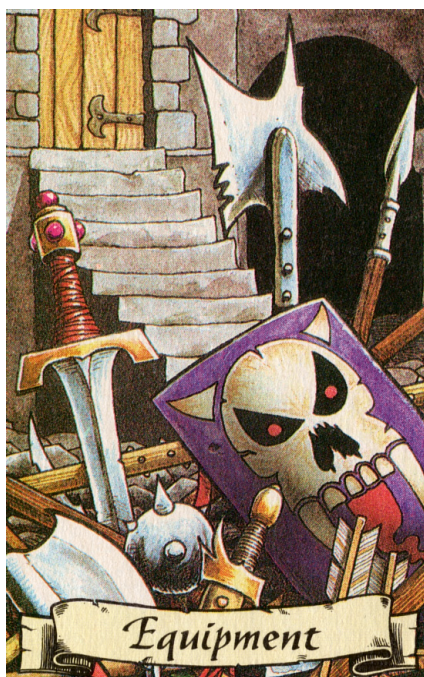
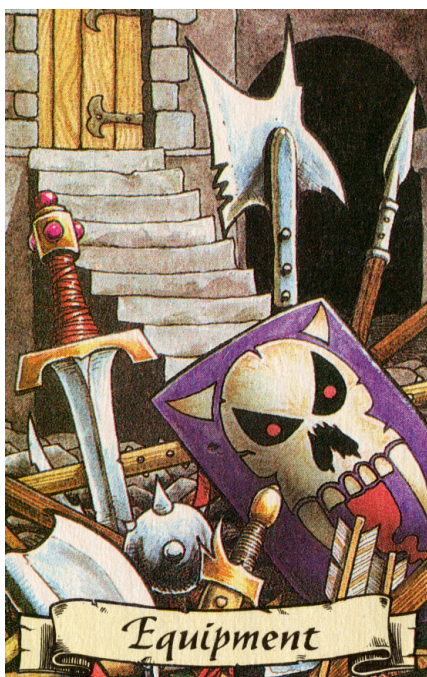


This potion enables any Hero to walk on a cushion of air for one turn. He does not spring traps during this turn. The Hero can walk over pit traps as long as he can reach an unoccupied space on the other side. This may be used only once. Do not return this card to the deck.

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.

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.

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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.

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.

Bracers



Cost: 200 Gold Coins

The Bracers allows you to roll one extra die in defense.

May only be used by the Wizard.

Cloak of Protection



Cost: 350 Gold Coins

The cloak allows you to roll one extra die in defense.

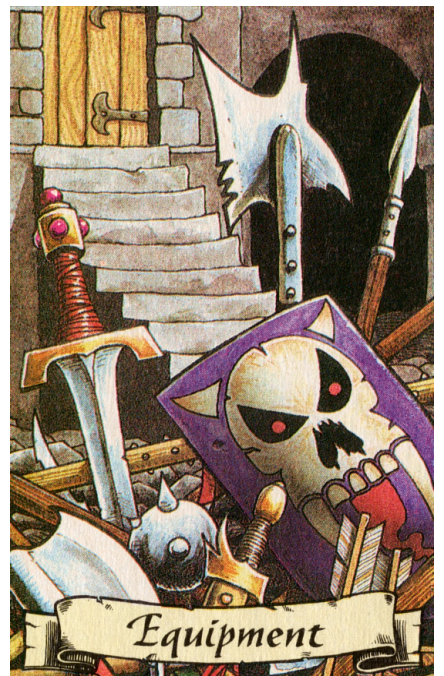
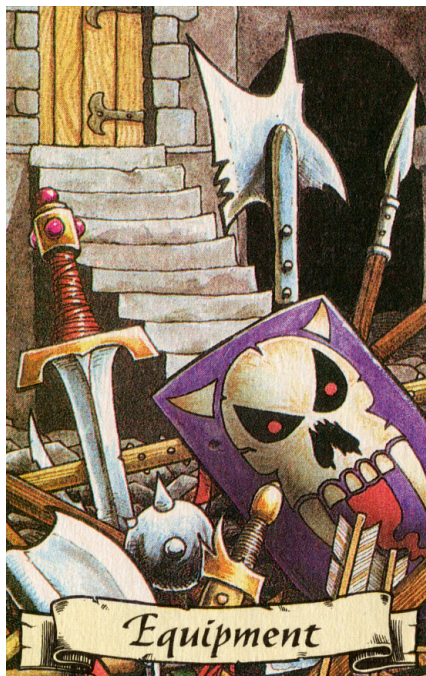
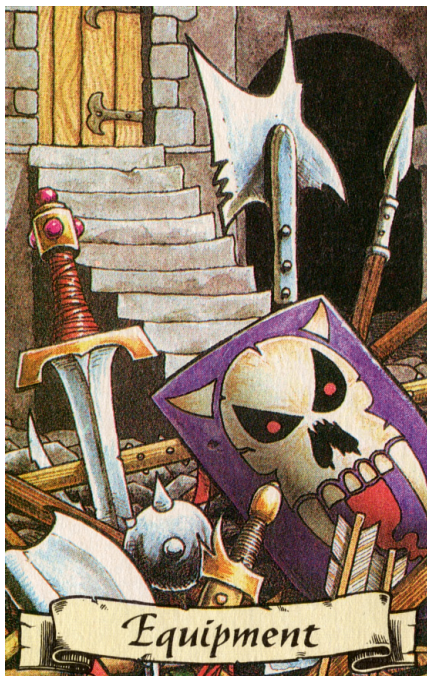
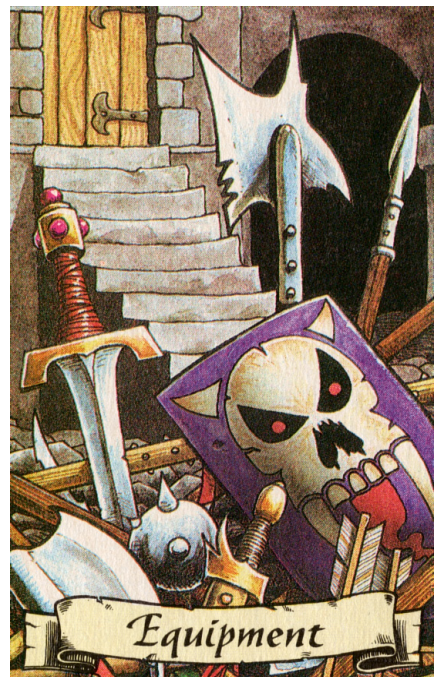
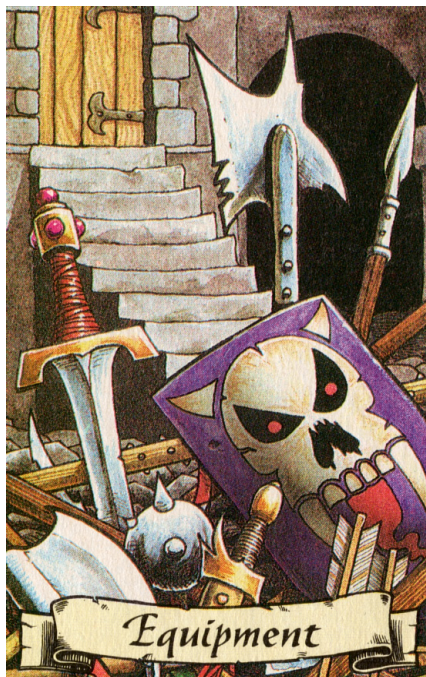
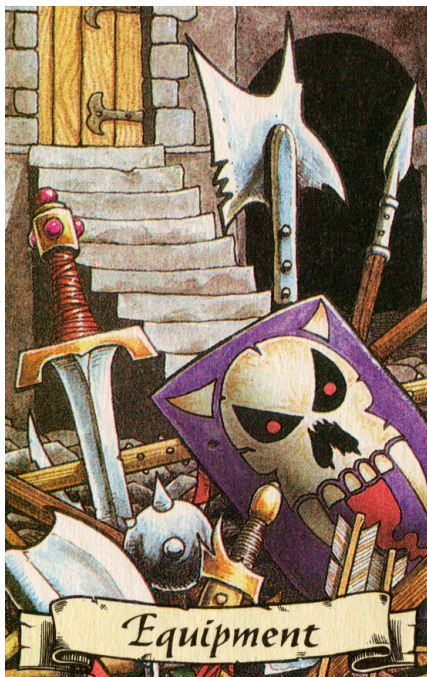
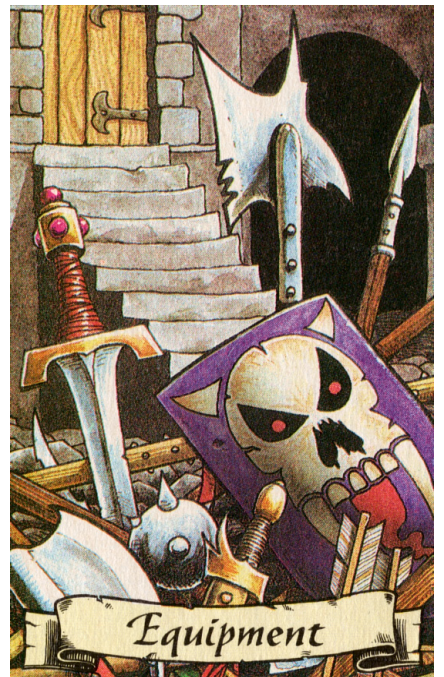
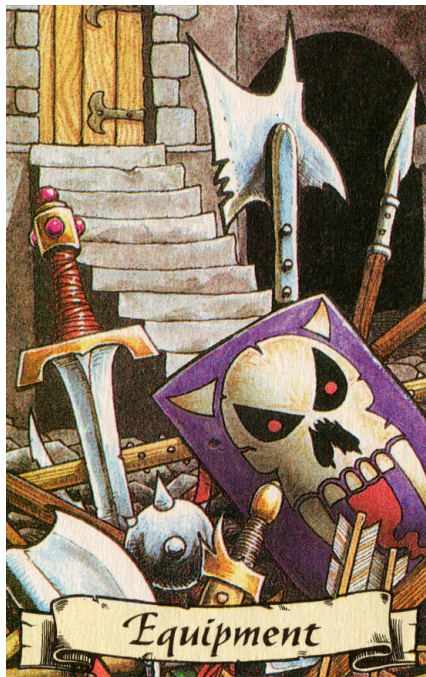
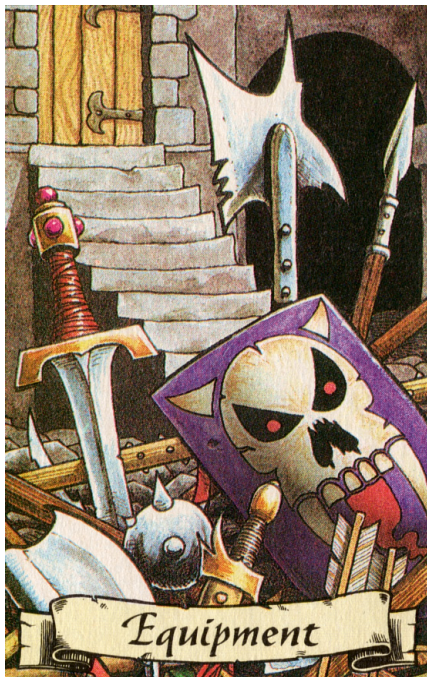
May only be used by the Wizard.

Greater Potion of Restoration

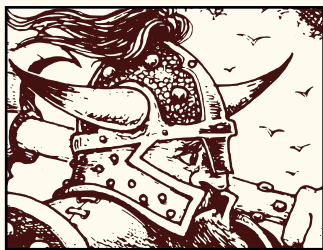


Cost 800 Gold Coins

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.



Helmet

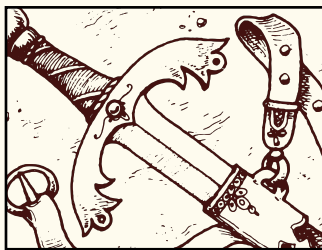


Cost: 125 Gold Coins

This protective headpiece gives you 1 *extra* combat die in defense.

May not be worn by the Wizard.

Longsword

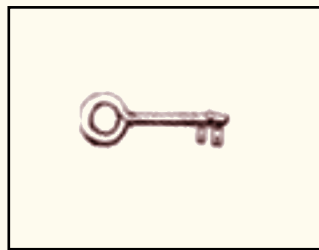


Cost: 350 Gold Coins

This long blade gives you the attack strength of 3 combat dice. Because of its length, the longsword enables you to attack diagonally.

May not be used by the Wizard.

Old Key



An old key, long since hidden to protect the valuable areas of Border Khume Castle.

Outpost Ruins Map



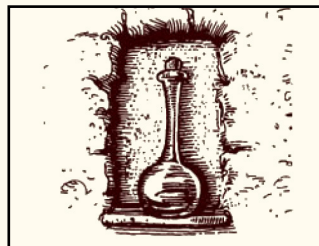
Potion of Battle Rage



Cost: 400 Gold Coins

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.

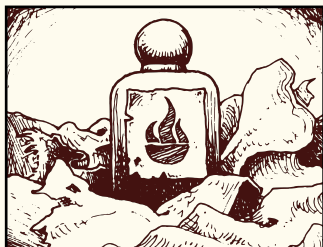
Potion of Dexterity



Cost: 100 Gold Coins

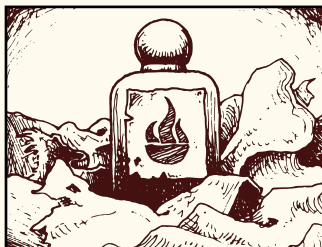
This sparkling liquid adds 5 movement squares to your next die roll OR guarantees 1 successful pit jump. If you purchase more than one of these potions, you may use only 1 potion per turn.

Potion of Healing



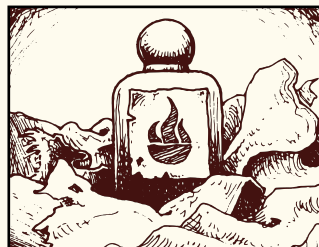
You can drink this healing potion at any time, restoring the number of Body Points equal to a roll of one red die. You cannot, however, exceed your starting number of Body Points. This may only be used once.

Potion of Healing

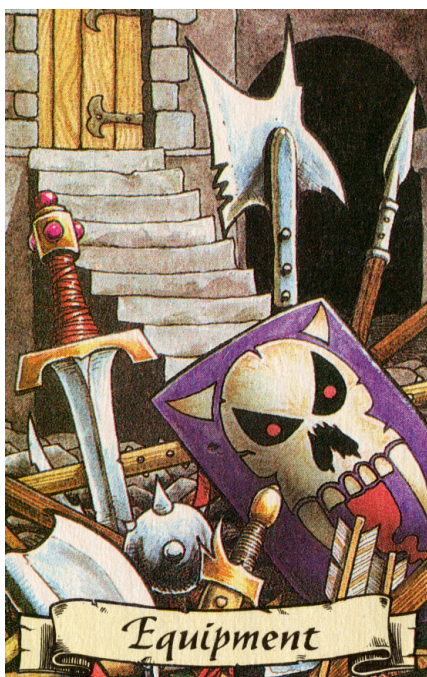
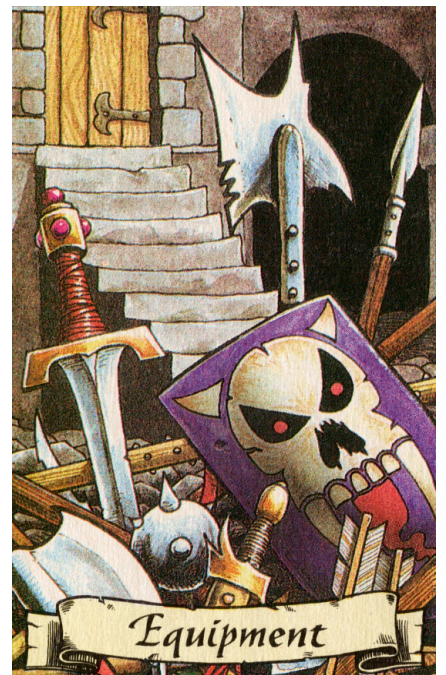
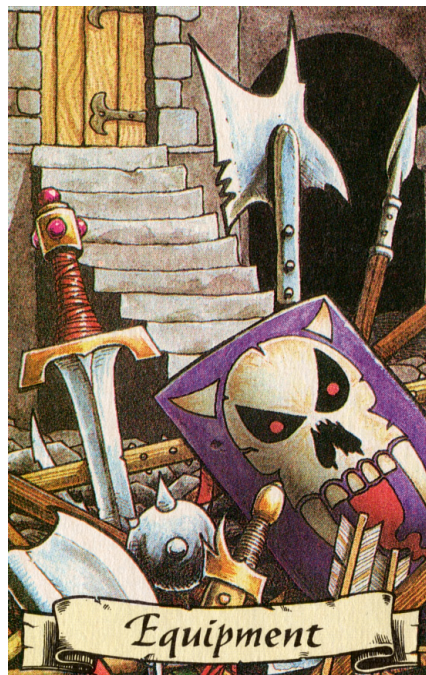
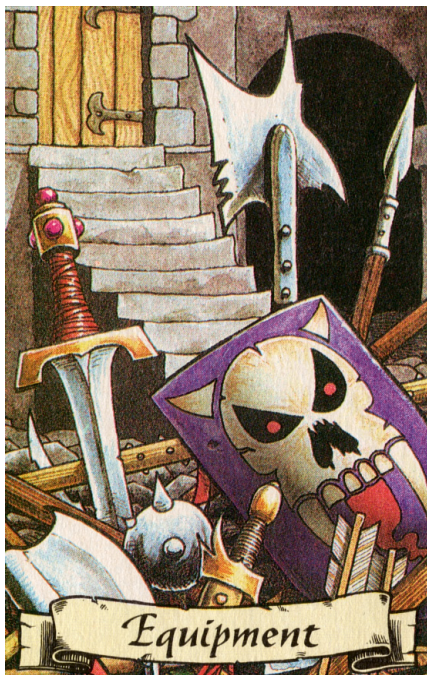
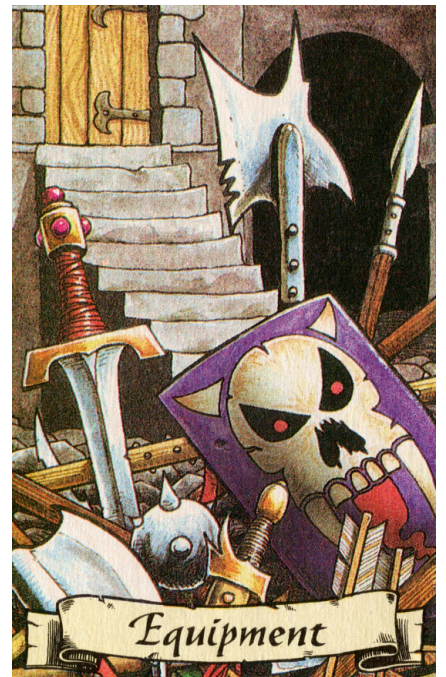
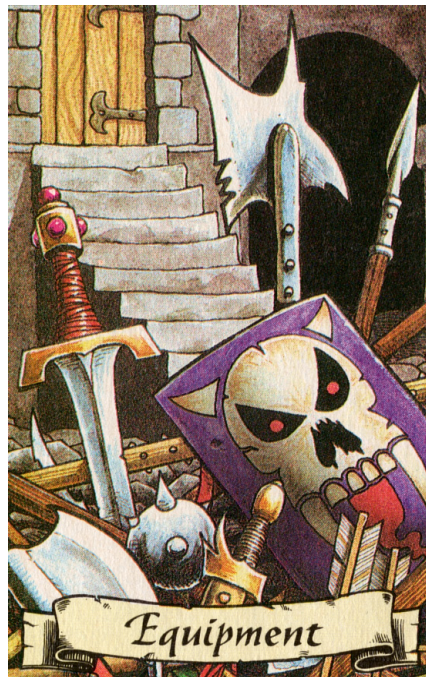
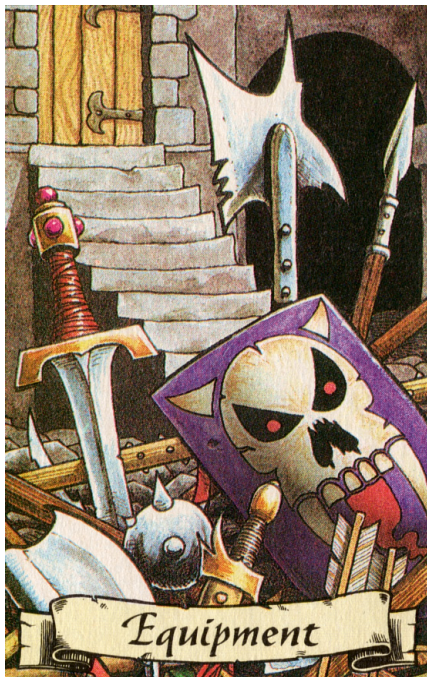


You can drink this healing potion at any time, restoring a maximum of 2 Body Points. You cannot, however, exceed your starting number of Body Points. This may only be used once.

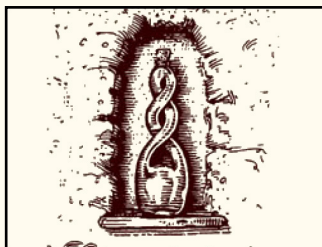
Potion of Healing



You can drink this healing potion at any time, restoring a maximum of 4 Body Points. You cannot, however, exceed your starting number of Body Points. This may only be used once.



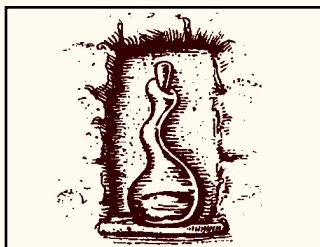
Potion of Recall



Cost: 400 Gold Coins

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 Rejuvenation



Cost: 500 Gold Coins

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 Restoration



Cost: 500 Gold Coins

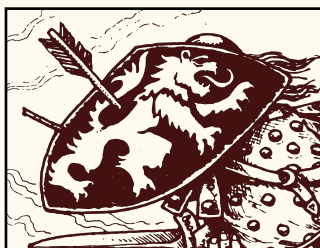
Drink this brown, frothy liquid to restore 1 lost Body Point *and* 1 lost Mind Point. It's refreshing after a tough battle.

Monastery Master Key



A very old and rusty key.

Shield



Cost: 150 Gold Coins

This hand-held armor gives you 1 extra combat die in defense. May not be used with the Battle Axe or the Staff. May not be used by the Wizard.

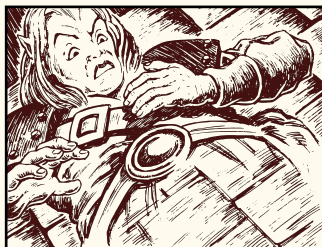
World Edge Mountains Area Map



A map of the World Edge Mountains and surrounding Foothills.

This map seems to indicate the names of a dozen Orc Tribes, and several Goblin clans.

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.

World Edge Mountains Area Map



A map of the World Edge Mountains and surrounding Foothills.

This map seems to indicate the locations of a place near the Summit which is of great importance to the Black Orcs.

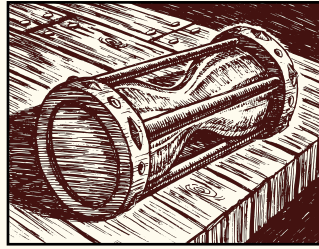


Twist Wood



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

Timestop



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

Slow



This spell reduces any one monster's movement to 1 square per turn. The monster also rolls 1 less combat die when it attacks or defends. The monster's movement and combat dice cannot be less than 1. These effects lasts 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.

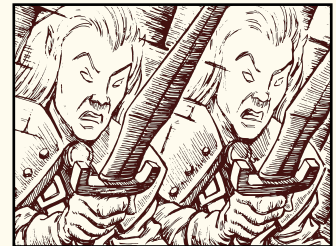
Flashback



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.

Soothe



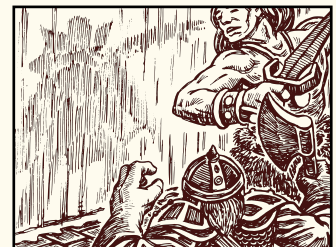
The healing coolness of this spell restores up to 3 lost Body Points to the spellcaster or any one monster.

Mind Freeze

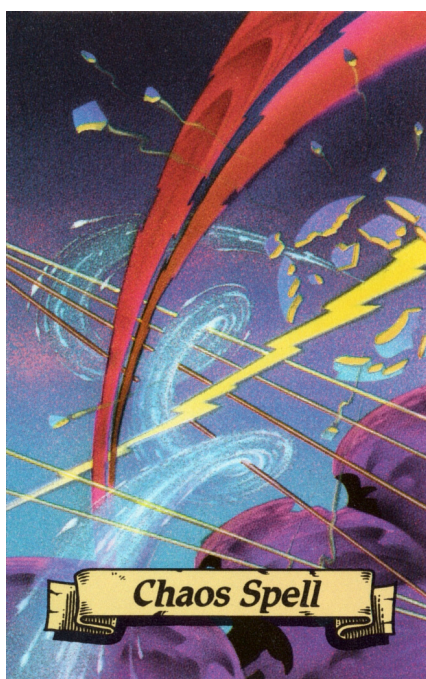
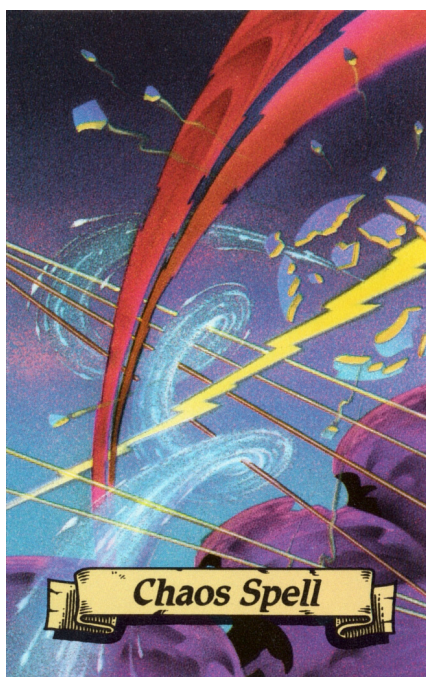


This spell ravages the mind of any Hero. The Hero rolls 1 combat die for every Mind Point he possessed before the attack. If 1 or more white shields are rolled, the Hero has 1 Mind Point left. If no white shields are rolled, the Hero has been reduced to zero Mind Points and goes into "shock." (See the *Mind Points* section of the *Instruction Booklet*.)

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.



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



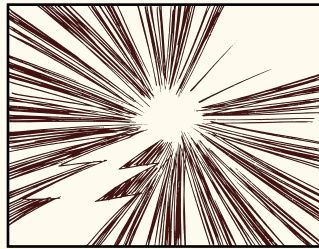
This spell may be cast by a Chaos spellcaster *during a Hero's turn*. This enables the spellcaster to reflect any Hero's spell back to him. Mirror Magic is cast immediately after the Hero casts a spell at the Chaos spellcaster. The Hero then suffers the effect of the spell that was intended for the spellcaster.

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.

Dispell



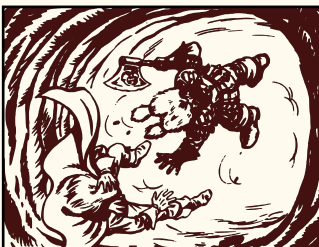
This special spell may be cast by a Chaos spellcaster *during a Hero's turn*. It is used to try and cancel a spell cast by a Hero. The Dispell is cast *immediately* after the Hero casts a spell. First the Chaos spellcaster rolls 1 red die and adds the result to his Mind Points. Then the Hero does the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

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.

Hurricane



The Sorcerer must cast this spell at one target who is in a straight line in front of him. That figure is then forced back in a straight line of squares until he hits a wall, another figure, falls down a pit trap or triggers another trap. 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.

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.



Chaos Spell



Imperial Seer



Imperial Seer



Imperial Seer



Imperial Seer



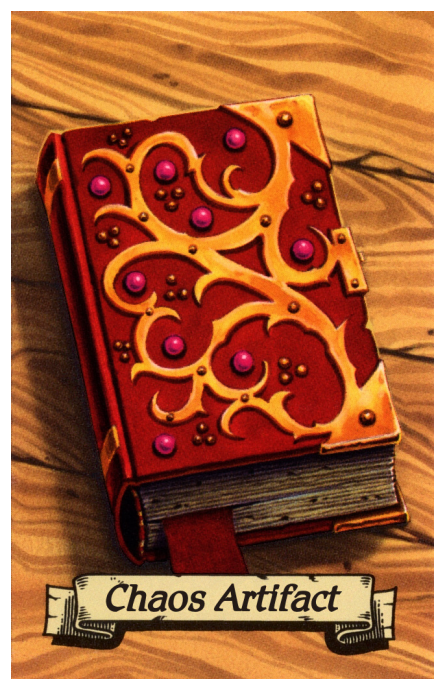
Imperial Seer



Imperial Seer



Chaos Artifact



Chaos Artifact

Heal Body



This spell may be cast on any one 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.

Swift Wind



This spell may be cast on any one Hero, including yourself. Its powerful burst of energy enables that Hero to roll twice as many red dice as normal the next time he moves.

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.

Wall of Flame



The Seer 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.

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.

Psychic Recovery



This spell restores all lost Mind Points to the spellcaster or any one Hero the spellcaster chooses.

Spell Scroll



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.

Spell Scroll



Summon Undead

This spell conjures up a group of undead to surround and protect the spellcaster. Roll one red die:

- 1 or 2 = 4 Skeletons
- 3 or 4 = 3 Skeletons, 2 Zombies
- 5 or 6 = 2 Zombies, 2 Mummies

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.



Arrows of the Night



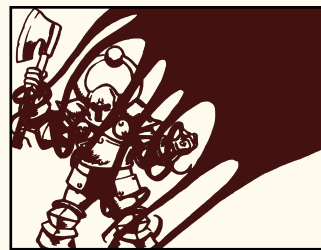
You may fire these magical bolts at any target within your line of sight. You may then attack the target with two attack dice and he must defend with as many dice as he has Mind Points. Discard after use.

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



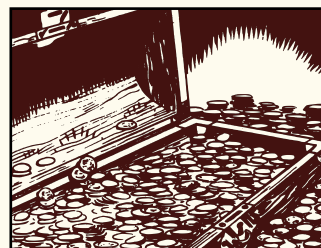
Play this card at the end of your turn. You may reroll any attack, defense or movement die rolls once until the end of your next turn. Discard after use.

Clairvoyance



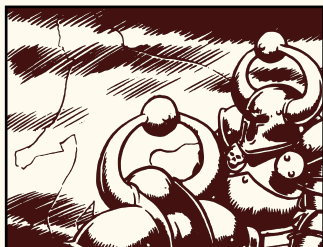
You may ask the Evil Wizard player to play out the contents of one room anywhere on the board at once. If that room is empty you may not try again. Discard after use.

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

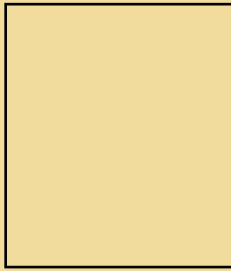


You may pick one spell-using figure and force him to discard one of his unused spell cards at random. That spell is then lost for the duration of the Quest. Discard after use.





Black Orc

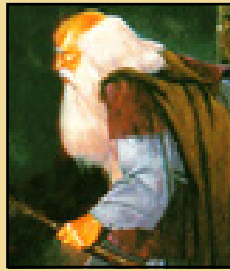


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	6/6	3	4	2

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.



Imperial Seer Lord Castanea



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

Notes: He may search for secret doors and traps. Has the same ability to disarm traps as the Heroes, but may not use a Tool Kit. Cannot carry equipment, new weapons, or treasure, but may carry a single potion.

Imperial Knight Sir Orrick

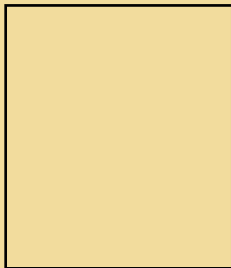


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
2 Dice	4	5	6	3

Notes: He may search for secret doors and traps. Has the same ability to disarm traps as the Heroes, but may not use a Tool Kit. Cannot carry equipment, new weapons, or treasure, but may carry a single potion.



Black Orc Necromancer

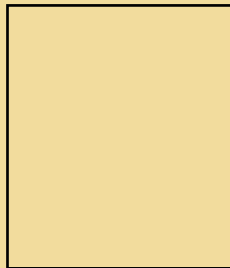


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	3	3	4	4

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.



Orc Necromancer

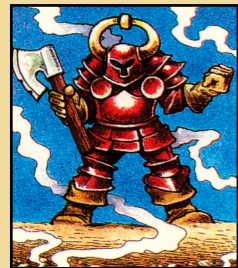


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
9	3	2	2	4

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



Death Knight / Death Mist



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

Notes: These units are Undead. Can defend any skulls rolled against them by rolling a black shield on any defend die. Once defeated the armor crumbles revealing a Death Mist (secondary stats).



Ice Gremlin



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

Special Ability: Steal items



Ogre



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



Giant Wolf



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







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.



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.



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.



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.

