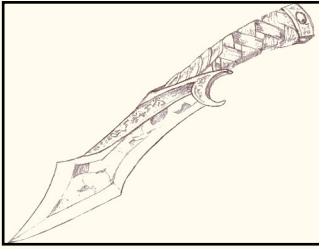




Enchanted Dagger

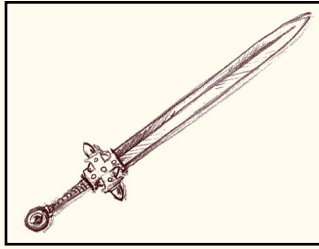


This Elven dagger is etched with magic runes, enchanting its power.

Using this dagger gives you the attack strength of 1 combat die. However, any black shields rolled count as a skull.

May also be thrown at a monster you can see. It is lost if thrown.

Enchanted Broadsword

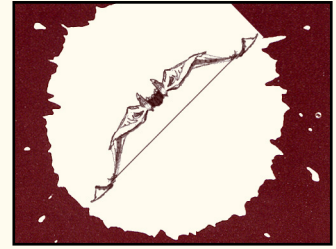


The blade of this broadsword is etched with magical runes. It gives you the attack strength of 3 combat dice.

When attacking with this sword any black shield rolled counts as skulls.

May not be used by the Wizard.

Lorne's Bow

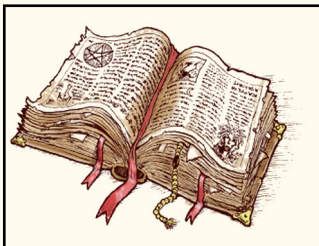


This ancient and enchanted Longbow vibrates with power. This bow gives you the attack strength of 4 combat dice.

When attacking, any black shields rolled count as skulls. You may not attack a target directly adjacent to you.

May not be used by the Wizard.

Spellbook

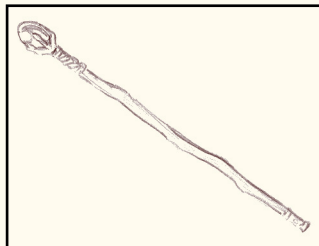


High Elf Spellbook

This book, worn and yellowed with age, contains powerful High Elven magic. Reading this book allows a magic used to learn the High Elf spell group. The Wizard may select 3 High

Elf spells to use as one of his spell groups. The Elf may choose 6 spells to use. This does not allow the Wizard to have more than his maximum number of spells.

Enchanted Staff



Ball of Flame

This staff is enchanted with the Fire Spell – Ball of Flame. Instead of attacking with the staff you may cast the spell Ball of Flame once per turn at any monster you can see.

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

Spell Scroll



Restore Discipline

This spell may be cast on any figure under the influence of the *Command* spell.

The target rolls 1 red die for each of its Mind Points. If a 5 or 6 is rolled, the spell is broken.

Scroll crumbles to dust once used.

Spell Scroll



Treasure Without Doom

This spell scroll enables a Hero to pick cards from the treasure deck, ignoring all Wandering Monster and Hazard cards, until he picks a card showing gold, a potion, gems, or jewels. Or it can be used to open one chest without harm, disarming any trap on the chest. *Scroll crumbles to dust after it is used.*

Spell Scroll



Pass Through Rock

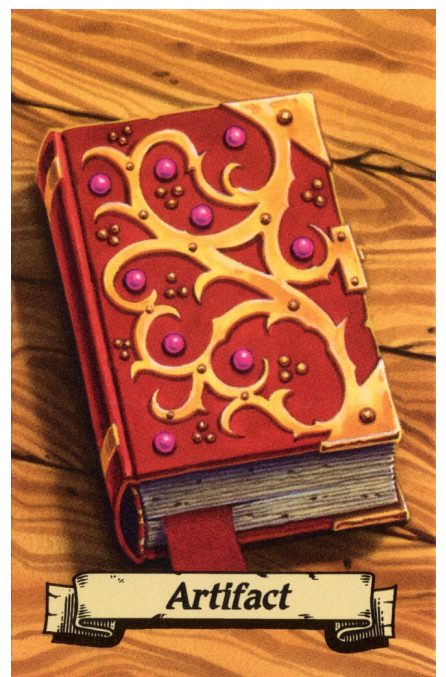
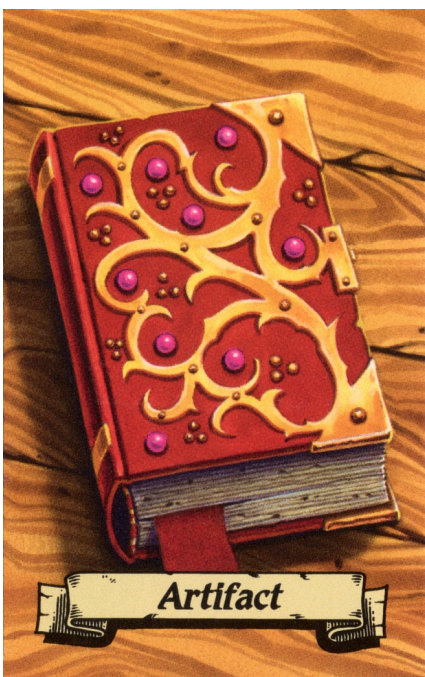
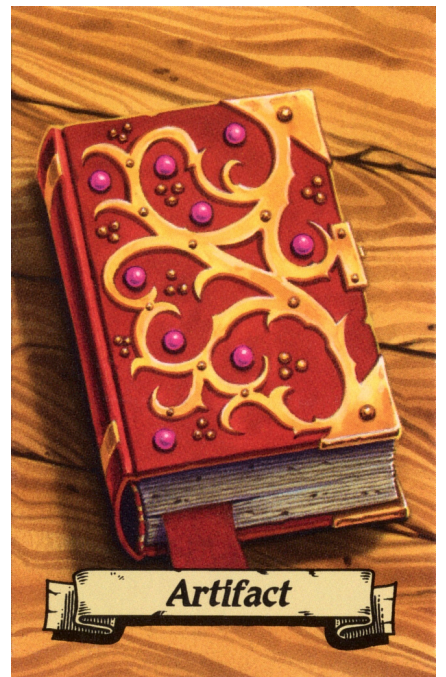
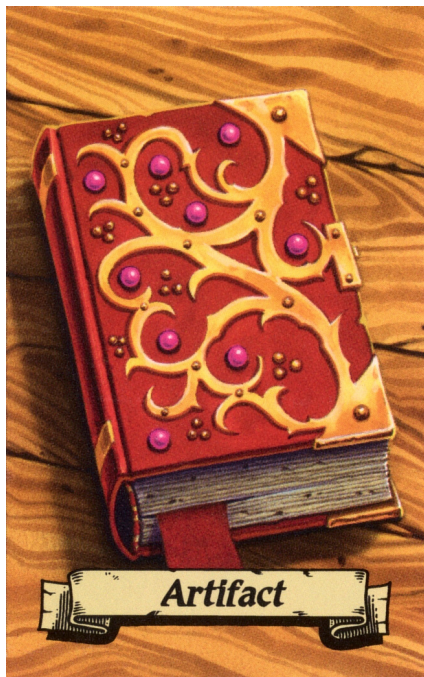
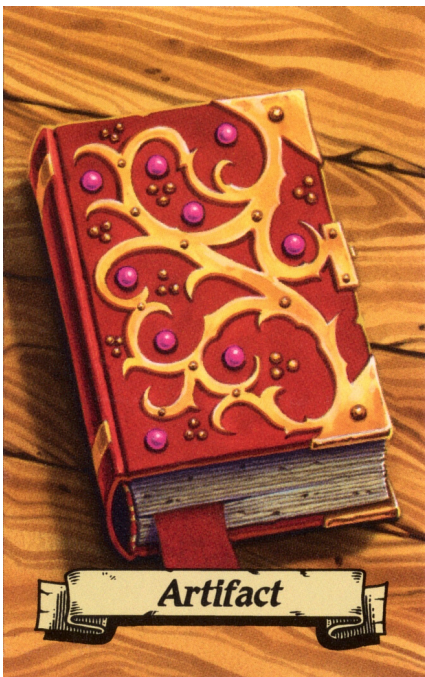
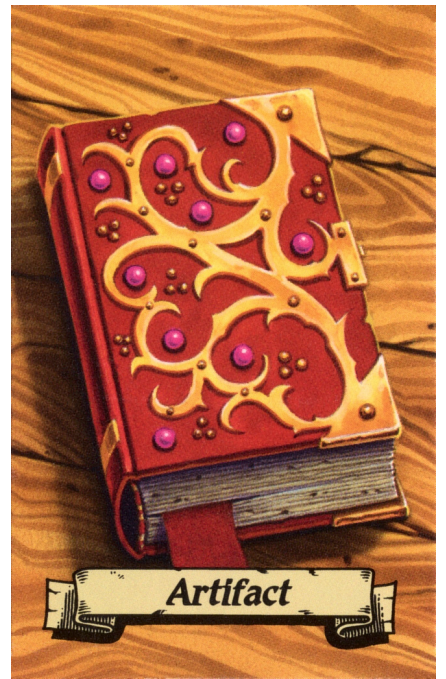
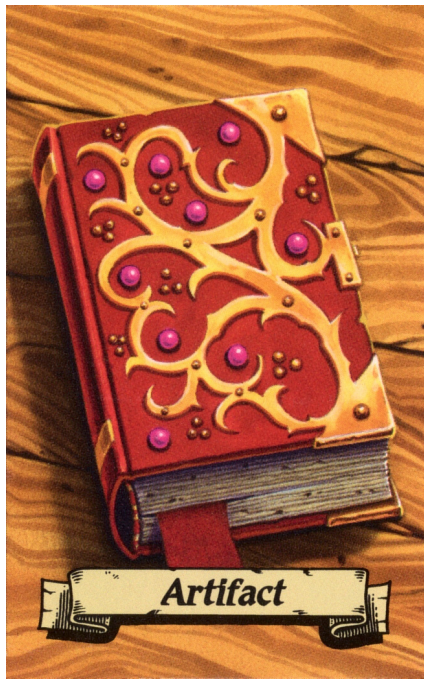
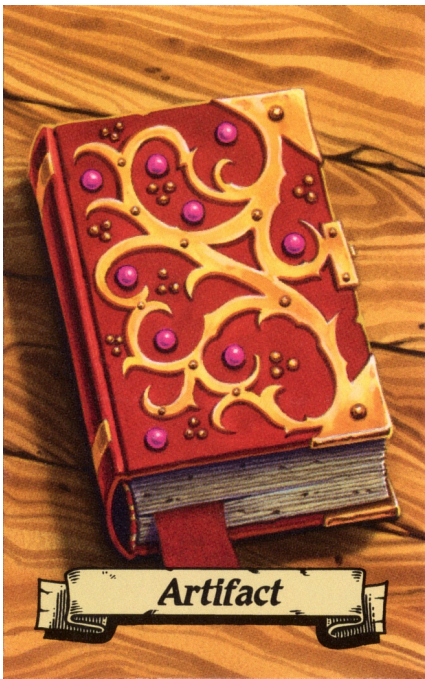
This spell may be cast on a Hero, including yourself. That Hero may then move through walls on his next move. He may move through as many walls as his dice roll allows. Caution! There are shaded areas on each Quest map which indicate solid rock. If a Hero ends his move in one of these areas, he is trapped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

Spell Scroll



Courage

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



Spell Scroll



Ball of Flame

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

Spell Scroll



Fire of Wrath

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

Spell Scroll



Tempest

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

Spell Scroll



Sleep

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

Spell Scroll



Heal Body

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

Spell Scroll



Rock Skin

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

Spell Scroll



Genie

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

Spell Scroll



Chill

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

Spell Scroll



Warmth

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



Spell Scroll



Ice Bridge

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

Spell Scroll



Ice Storm

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

Spell Scroll



Physic Recovery

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

Curse of the Arrow



A dark purple haze forms around any one target the spellcaster can see. When being attacked by a ranged weapon (crossbow, thrown dagger, etc.) any non-skull results may be re-rolled.

Drain Magic



May be cast on any magic used the spellcaster can see. The target discards one spell card at random.

or

The target must roll 1 combat die when casting a spell. On a skull, the spell is discarded and has no effect.

The spellcaster chooses at the time the spell is cast.

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.*

Flames of the Pheonix



Pure white flames emerge from the air itself and envelop the target. With every passing second the flames grow hotter and more intense, ultimately reducing the target to a pile of ash. Immediately roll 1 combat die in attack. At the start of each of your subsequent turns, roll 1 additional combat die (2 on second turn, 3 on third, etc.). There is no defense. On each turn, roll 1 red die for each of the targets Mind Points. On a 6 the spell is broken.

Flames of the Pheonix



Pure white flames emerge from the air itself and envelop every monster in the same room as the spellcaster. With every passing second the flames grow hotter and more intense, ultimately reducing the monster to a pile of ash. Immediately roll 1 combat die in attack. At the start of each of your subsequent turns, roll 1 additional combat die (2 on second turn, 3 on third, etc.). There is no defense. On each turn, roll 1 red die for each of the targets Mind Points. On a 6 the spell is broken.

Fury of Aenarion



The mage summons and hurls a searing bolt of bright white energy at any one target he can see. This bolt has the attack strength of 6 combat dice.



Shield of Saphery



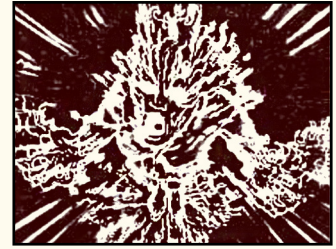
A shroud of glittering magical energy descends upon any number of targets the spellcaster can see. Those chosen roll 5 extra combat dice in defense. This effect lasts until the start of the spellcasters next turn.

Soothing Rays



All friendly figures in the same room as the spellcaster immediately recover all lost Body and Mind Points.

Soul Quench



This spell engulfs any one target the spellcaster can see in a burst of white light, banishing the spirit of the target. This spell inflicts 4 Body Points of damage. The target immediately rolls 4 red dice, for each 5 or 6 rolled, the damage is reduced by 1 point.



High Elf Archer



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

Notes: Defends with white shields.



Walk Between Worlds



The spellcaster or any one Hero he can see, may move through other creatures, walls, traps or any obstacle on the board the next time he moves.

While moving, he can also see hidden traps and secret doors. Zargon should place these on the board.

If he ends his movement in a solid rock space, he is lost forever.

Vaul's Unmaking



This spell may be cast on any one target the spellcaster can see. The caster chooses an Artifact or magic item in that player's possession. This item loses all magical properties and becomes a "regular" item. Remove the Artifact Card and add the corresponding equipment to your character sheet.

Other items (rings, scrolls or other non-weapon/armor items) become useless and must be discarded. This has no effect on potions.



High Elf Spearman

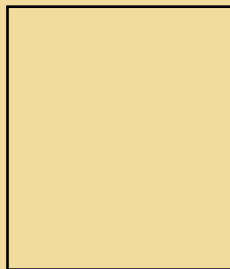


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	3	4	2	3

Notes: Can make diagonal attacks. Defends with white shields.



Dark Elf Dreadspear

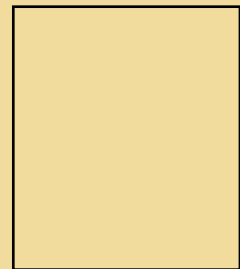


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	4	4	3	3

Notes: May attack diagonally.



Salarin



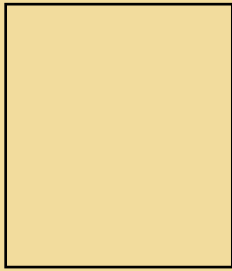
MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	4	5	4	5







Doomguard Warrior

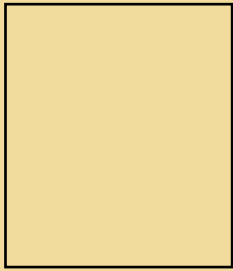


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	4	5	3	3

Notes: Defends all skulls with 1 black shield.



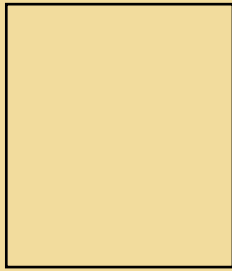
Chaos Archer



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS



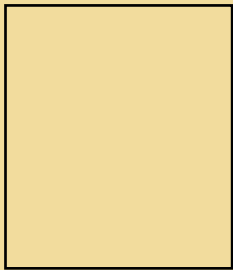
Chaos Sorcerer



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



Captain Teclis

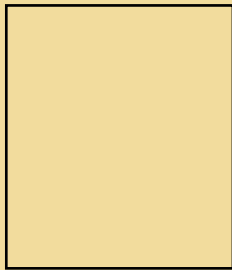


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
2d6	3	4	3	3

Notes: Defends with white shields.



Wizard Lastern



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
2d6	2	3	2	6

Notes: Defends with white shields.

