



Arrows of the Night



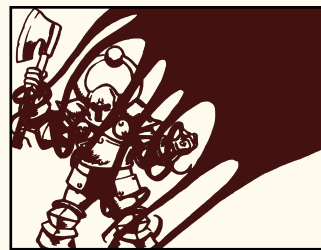
You may fire these magical bolts at any target within your line of sight. You may then attack the target with two attack dice and he must defend with as many dice as he has Mind Points. Discard after use.

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



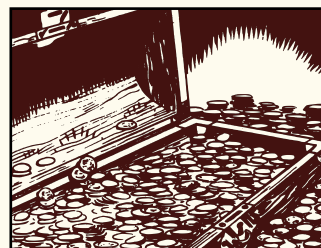
Play this card at the end of your turn. You may reroll any attack, defense or movement die rolls once until the end of your next turn. Discard after use.

Clairvoyance



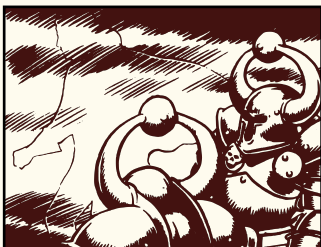
You may ask the Evil Wizard player to play out the contents of one room anywhere on the board at once. If that room is empty you may not try again. Discard after use.

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.



Shield of Protection



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

Summon Orcs



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

Summon Goblins



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

Sharpen Blades



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

Spirit of Vengeance



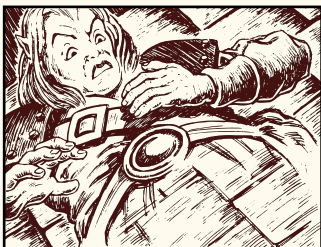
This spell allows the Sorcerer to send an invisible spirit to attack any one figure on the board. The spirit attacks the figure once with four attack dice which may be defended against in the normal way and then vanishes. The spirit itself cannot be harmed. Discard after use.

Orc Berserker



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

Disappear



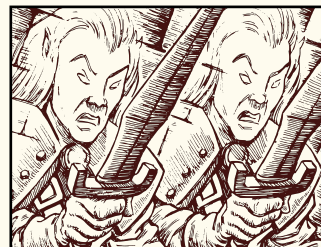
This spell may be cast on the spellcaster or on any one Hero he chooses. The Hero moves unseen as long as he rolls an 8 or lower on his red movement dice. If a 9, 10, 11, or 12 is rolled, the spell ends. The Hero can only move and open doors. He cannot attack, search, disarm, cast spells, spring traps, 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.

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.

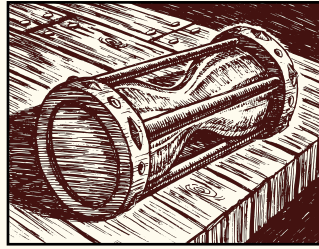


Twist Wood



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.

Death Bolt



The Sorcerer may hurl his spell at one target in sight. That figure then automatically loses one Body Point. Discard after use.

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.*

Hypnotic Blaze



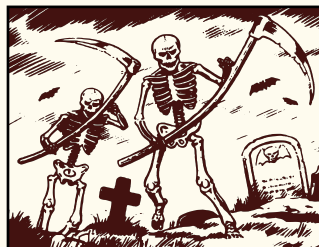
When this spell is cast, an illusion of a huge, animated flame appears. Every figure in the room or corridor (except for the spellcaster) must roll 1 red die. A figure that rolls equal to or less than its Mind Points is unaffected by the illusion. Rolling a number greater than its Mind Points means that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

Raise the Dead



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

Summon Skeleton



This spell summons two skeletons which appear immediately anywhere within sight of the Sorcerer. They may move and attack at once. Discard after use.

Fear



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



Dwarven Runes



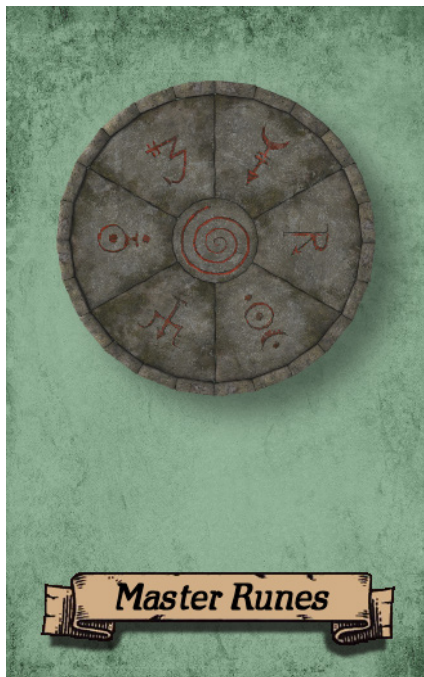
Dwarven Runes



Dwarven Runes



Master Runes



Master Runes



Master Runes



Tribal Magic



Tribal Magic



Tribal Magic

Rune of Might



+1 combat dice on all attacks. Lasts until going a turn without attacking.

Using this spell does not take your action, but you may only use 1 rune per turn.

Rune of Fury



Attack twice in current round.

Using this spell does not take your action, but you may only use 1 rune per turn.

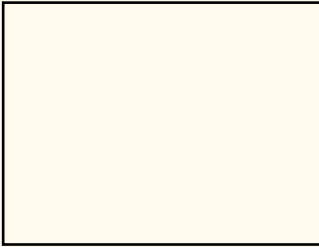
Rune of Iron



+1 defense. Lasts until no monsters in sight.

Using this spell does not take your action, but you may only use 1 rune per turn.

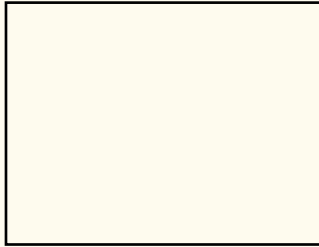
Master Rune of Smiting



Double combat dice on a single attack.

Using this spell does not take your turn, but only 1 rune used per turn.

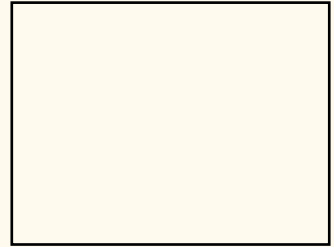
Master Rune of Flight



Use non-ranged weapon for a ranged attack.

Using this spell does not take your turn, but only 1 rune used per turn.

Master Rune of Swiftness



Attack a wandering monster before it can strike.

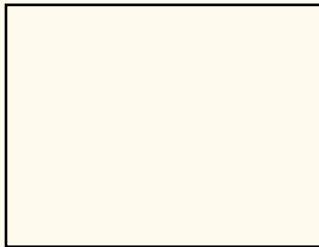
Using this spell does not take your turn, but only 1 rune used per turn.

Hunting Spear



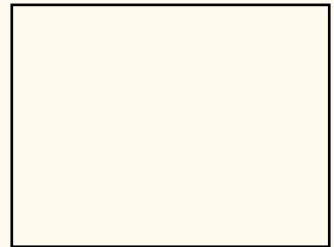
2 wounds to anyone in line of sight. Can be defended normally. If the target dies and there is another monster behind them, 1 wound is done to the second monster, which can also be defended normally.

The Vengeful Hood

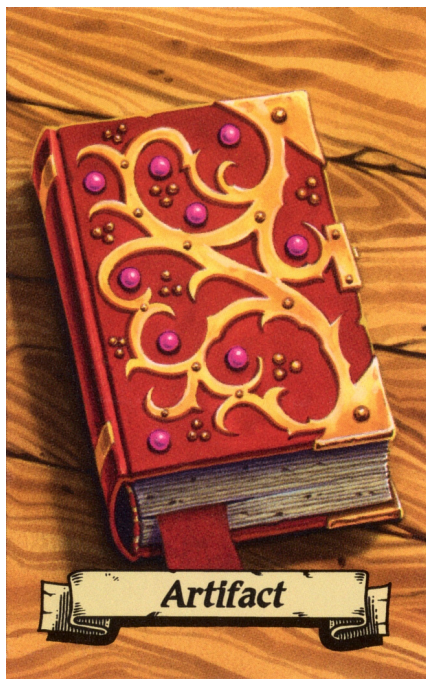


+1 defense. On the next strike against the caster, any wounds saved are rebounded against the attacker. The attacker must then save as normal. The spell dissipates after 1 attack.

The Savage Beast



You receive +1 attack die, and all non-undead opponents get -1 defense against your attacks. Lasts until no monsters are in sight.





Halberdier



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

Special Ability: Diagonal attack

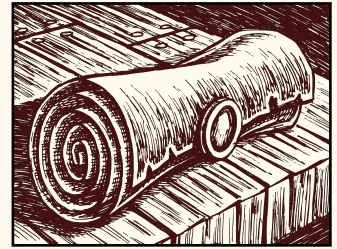


Magical Throwing Dagger



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.

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.*



Swordsman



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	4	2	1	2



Scout



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



Crossbowman



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

Special Ability: Ranged



Chaos Champion



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



Wolf



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
12	4	2	3	1



Mummy



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

Special Ability: Disease







Gargoyle



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

Special Ability: Flight



Goblin Spearman

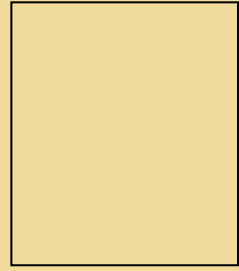


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	2	1	1	1

Special Ability: Diagonal



Goblin Archer



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	2(1)	1	1	1

Special Ability: Ranged



Goblin Fanatic



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
2d6	d6	1	1	1

Special Ability: Fanatic



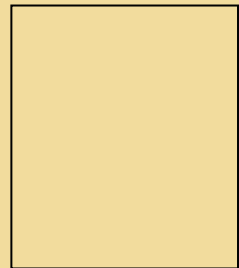
Night Goblin



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	2	1	1	1



Night Goblin Archer



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	2(1)	1	1	1

Special Ability: Ranged



Orc Archer



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

Special Ability: Ranged



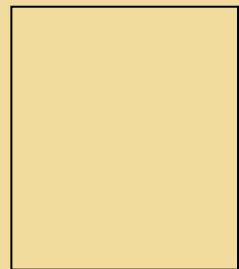
Orc Big'Un



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



Skeleton Archer



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

Special Ability: Ranged







Squig Hound



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	4	1	1	1



Troll



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

Special Ability: Diagonal, Regeneration



Ogre



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

Special Ability: Diagonal



Wight



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3	3	2	0

Special Ability: Deathblow



Giant Spider

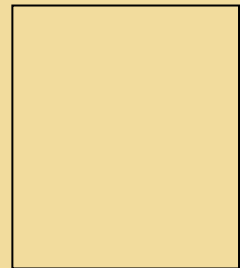


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	1	1	1	0

Special Ability: Poison



Wyvern



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	5/3	4	6	2

Special Ability: Diagonal, Flight, Poison (2nd attack only)

