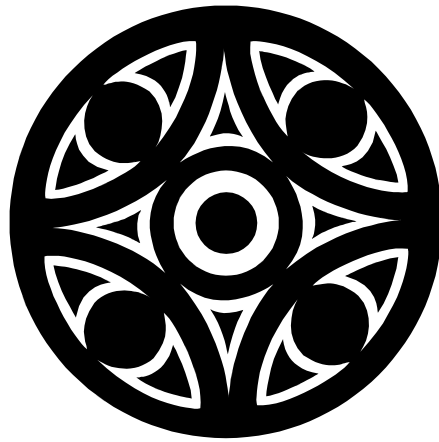


# HEROQUEST

## *The Evil Wizard Reference Guide Book*

# The Evil Wizard Reference Guide Book

By Peter Karsten



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## A Word from Morcar



*Greetings my fair Apprentice, so you wish to learn the secrets of the dark arts of magic and mystery do you? Very well, but you must be prepared for the trials that are to follow if you wish to become all-powerful in the eyes of Chaos, especially mine.*

*To put it simply my fair Apprentice, you will be trained to be my successor; in this I have prepared for you this tome of knowledge that will help you in your fight against Mentor and his so-called champions of justice-ha, ha. The old fool, he is no match for me, and if you learn and train well, Mentor will be no match for you.*

*I have spent many centuries battling the forces of Good, sometimes I win and sometimes... In any case you must prove worthy in my eyes if you are to be truly the next Evil Wizard. Thus this tome will be your guide. Knowledge is the best attack and defence against those who undermine me and you, in the plans for chaotic dominance of the world.*

*Learn well and plan hard my fair Apprentice, I will be watching with great interest and anticipation. You are the chosen; do not fail me, your rewards will be great, but failure will lead to disgrace and dishonour, the choice is yours.*

*Morcar*



# Gaming Aids





*After each quest, it is considered that all pitiful heroes visit a nearby town or village to retire and lick their wounds for the night, before embarking on the next quest level/adventure. Read and follow the steps below so the heroes know what to do.*

## Order of Play after Each Quest Adventure

- 1 Roll for Random Events.
- 2 Drink potions, renew spells and/or visit physician/healer.
- 3 Divide any Quest Treasures and/or rewards between heroes.
- 4 Withdraw gold from your Guild's Treasury.
- 5 Receive 5% interest on your savings from your Guild's Treasury.
- 6 Lend gold and/or equipment.
- 7 Spend gold to purchase equipment.
- 8 Deposit gold into your Guild's Treasury.
- 9 Go to jail as decreed by Random Events.
- 10 Set out on the next Quest/Level Adventure.



Roll 2D12 or a 1D24 and refer to the Random Events Table below. If a Random Event is rolled, its effects are resolved at once before the next quest begins, and before purchasing any equipment.

## Random Events Table

### Roll Random Event

- 2-4 *Non Event*: No events have occurred while the heroes were killing monsters this turn.
- 5 *Lost Gold*: While departing from their last quest, each hero loses some gold<sup>1</sup> in their haste to leave. Roll 1D6 x 10 and deduct the total from their possession.
- 6 *Illness*: A hero is struck by illness, and must visit a physician/healer who will cure it. Refer to the Random Hero's Table (RHT) and the Random Payment Table (RPT) to see who will pay the required amount.
- 7 *Injury*: A nagging injury from a previous quest adventure is causing a hero pain. Roll a 1D6 against your body points, which are lost before the beginning of the next quest<sup>2</sup>, refer to RHT.
- 8 *Trouble with the Law*: If any hero<sup>3</sup> is carrying Monbeast Vials, the local Sheriff imposes a fine for each vial that a hero possesses, refer to RPT.
- 9 *Gratitude*: The locals have collected 50 gold coins in thanks for all the monsters that the heroes have killed so far.
- 10 *Tax*: Pay the King's Tax Collector 10% of all the gold carried by each hero<sup>4</sup> (round up).
- 11 *Living Expenses*: Each hero must pay gold, refer to RPT for the cost living, if a hero is penniless, pay double before the next Random Event.
- 12 *Donation*: Each hero contributes gold towards his or her Guild; refer to RPT, if a hero is penniless, pay double before the next Random Event.
- 13 *Interest Payment*: The Guild's Treasury pays their hero 10% interest on their savings.
- 14 *Damaged Weapons*: Pay the local Blacksmith 20 gold coins for every weapon, and armour you own for repair, refer to RHT.
- 15 *Gratitude*: The local Sheriff pays the heroes 100 gold coins in thanks for killing all the monsters so far.
- 16 *Gambling Debt*: A hero<sup>5</sup> owes the local gaming house some gold; refer to RHT and the RPT to see who owes what.
- 17 *Family Support*: All heroes have to send gold to their families, refer to the RPT.
- 18 *Monarch's Birthday*: Each hero contributes gold towards a gift for the Royal Highness's birthday.

- 19 *Quest Hero*: If any hero completes 3 or more Quest Adventures, receive 200 gold coins.
- 20 *Notoriety*: From now on a hero must pay an extra 10 gold coins towards any payments, refer to RHT.
- 21 *Gratitude*: The local Sheriff pays the heroes 150 gold coins in thanks for killing all the monsters so far.
- 22 *Death in the Family*: A relative dies and leaves a hero some inheritance; refer to RHT and the RPT to see who gets what.
- 23 *Be Prepared*: Your last quest cost the monsters dearly; the Evil Wizard may add 1 body of damage to any traps in the next quest adventure.
- 24 *Be Prepared*: Your last quest cost the monsters dearly; the Evil Wizard may add 1 Wandering Monster in the next quest adventure.

## Random Hero Table

Roll	Random Event
1	<i>Evil Wizard's Choice</i>
2	<i>Amazon</i>
3	<i>Avatar</i>
4	<i>Barbarian</i>
5	<i>Cleric</i>
6	<i>Dwarf</i>
7	<i>Elf</i>
8	<i>Elven Archer</i>
9	<i>Mage</i>
10	<i>Paladin</i>
11	<i>Ranger</i>
12	<i>Wizard</i>

*Roll a 1D12 for the above table.*

# Random Payments Table

Roll	Payment
1	100 gold coins
2	90 gold coins
3	80 gold coins
4	70 gold coins
5	60 gold coins
6	50 gold coins
7	40 gold coins
8	30 gold coins
9	20 gold coins
10	10 gold coins
11	200 gold coins
12	95 gold coins
13	85 gold coins
14	75 gold coins
15	65 gold coins
16	55 gold coins
17	45 gold coins
18	35 gold coins
19	25 gold coins
20	15 gold coins

*Roll a 1D20 for the above table.*

<sup>1</sup> Only if a hero is carrying any.

<sup>2</sup> Even if a healing potion is taken

<sup>3</sup> If penniless the Sheriff confiscates all vials

<sup>4</sup> If a hero has no gold, must go to jail for 1 quest adventure.

<sup>5</sup> If penniless, must go to jail for 1 quest adventure.



*Feeling a little bit sick or just under the weather, may be that poisoned arrow got you after all? After a day of blood thirsty work in the dungeons of death fighting my minions, how about visiting the local doc to help cure your ailments? Just give him a try I'm sure he'll be more than happy to take your gold.*

## Visiting the Physician/Healer

### Doctor's Fee

Quests	Price		
	Level 1	Level 2	Level 3
1 - 3	10 Gold coins	20 Gold coins	40 Gold coins
4 - 6	20 Gold coins	40 Gold coins	80 Gold coins
7 - 9	30 Gold coins	60 Gold coins	120 Gold coins
10 - 12+	40 Gold coins	80 Gold coins	160 Gold coins

### Healing Mind & Body Points

Points	Price		
	Level 1	Level 2	Level 3
1	3 Gold coins	6 Gold coins	12 Gold coins
2	6 Gold coins	12 Gold coins	24 Gold coins
3	9 Gold coins	18 Gold coins	36 Gold coins
4+	12 Gold coins	24 Gold coins	48 Gold coins

**Please Note:** Treat healing the Mind and Body points separately. Also with the levels as indicated this denotes a three quest adventure completion; i.e. level one: 1-3 quests, level two: 4-6 quests and level three: 9-12 quests.



*It's not enough that I have to put up with the heroes trying to defeat me and my minions; but to have them purchase weapons to help them do so is a laugh in itself. I guess they need all the help they can get...poor fools.*

## Equipment Table

Weapon	Price	Attack	Defence
Two-Handed Sword <sup>1.17</sup>	450 Gold coins	4 (+) <sup>18</sup> Combat dice	—
Long Sword <sup>17</sup>	350 Gold coins	3 Combat dice	—
Broad Sword <sup>17</sup>	250 Gold coins	3 (+) <sup>19</sup> Combat dice	—
Short Sword <sup>17</sup>	150 Gold coins	2 Combat dice	—
War Hammer <sup>1.17</sup>	400 Gold coins	4 (+) <sup>20</sup> Combat dice	—
Hammer <sup>17</sup>	350 Gold coins	3 (+) <sup>28</sup> Combat dice	—
Mace <sup>17</sup>	250 Gold coins	3 Combat dice	—
Morning Star <sup>2.17</sup>	200 Gold coins	2 Combat dice	—
Club <sup>3.17</sup>	150 Gold coins	2 Combat dice	—
Battle Axe <sup>1.17</sup>	400 Gold coins	4 (+) <sup>21</sup> Combat dice	—
Hand Axe <sup>3.17</sup>	150 Gold coins	2 Combat dice	—
Double Crossbow <sup>1.4.17</sup>	450 Gold coins	4 (+) <sup>22</sup> Combat dice	—
Crossbow <sup>1.4.17</sup>	350 Gold coins	3 Combat dice	—
Pistol Crossbow <sup>2.5.6.17</sup>	100 Gold coins	1 Combat die	—
Composite Bow <sup>1.4.17</sup>	350 Gold coins	3 (+) <sup>23</sup> Combat Dice	—
Long Bow <sup>1.4.17</sup>	250 Gold coins	3 Combat dice	—
Short Bow <sup>1.4.17</sup>	150 Gold coins	2 Combat dice	—
Halberd <sup>1.2.17</sup>	350 Gold coins	3 Combat dice	—
Spear <sup>2.3.17</sup>	150 Gold coins	2 Combat dice	—
Dagger <sup>3.7</sup>	25 Gold coins	1 Combat die	—
Avatar's Staff <sup>1.2</sup>	250 Gold coins	3 Combat dice	—
Staff <sup>1.2</sup>	100 Gold coins	2 (+) Combat dice	—
Armour	Price	Attack	Defence
Plate Armour <sup>17</sup>	850 Gold coins	—	4 (+) <sup>24</sup> Combat dice
Chain Mail <sup>17</sup>	450 Gold coins	—	3 Combat dice
Ring Mail <sup>17</sup>	350 Gold coins	—	2 Combat dice
Studded Leather <sup>8.17</sup>	250 Gold coins	—	+1 (+) <sup>25</sup> Combat die
Leather <sup>8.17</sup>	200 Gold coins	—	+1 Combat die

Armour	Price	Attack	Defence
Large Shield <sup>9, 17</sup>	200 Gold coins	-	+3 Combat dice
Medium Shield <sup>10, 17</sup>	150 Gold coins	-	+2 Combat dice
Small Shield <sup>8, 17</sup>	100 Gold coins	-	+1 (+1) <sup>26</sup> Combat die
Paladin's Helmet <sup>10, 16, 17</sup>	200 Gold coins	-	+2 Combat dice
Helmet <sup>8, 11, 17</sup>	120 Gold coins	-	+1 Combat die
Gauntlets <sup>8, 11, 17</sup>	100 Gold coins	-	+1 Combat die
Cloak of Protection <sup>8, 12</sup>	350 Gold coins	-	+1 (+1) <sup>27</sup> Combat die
Avatar's Bracers <sup>8, 13</sup>	200 Gold coins	-	+1 Combat die
Mage's Bracers <sup>8, 14</sup>	200 Gold coins	-	+1 Combat die
Wizard's Bracers <sup>8, 15</sup>	200 Gold coins	-	+1 Combat die
Miscellaneous	Price	Attack	Defence
Lock Pick Kit	250 Gold coins	-	-
Tool Kit	250 Gold coins	-	-

<sup>1</sup> You may not use a shield when using this weapon.

<sup>2</sup> This weapon can be used to attack diagonally.

<sup>3</sup> You may throw this weapon, but if you do so, you lose it.

<sup>4</sup> You may not use this weapon when you are adjacent to another opponent.

<sup>5</sup> You may use a shield, but only if you are holding 1 pistol crossbow with the other hand.

<sup>6</sup> You may purchase up to 2 pistol crossbows, so if you wish, hold 1 in each hand, when attacking.

<sup>7</sup> You may purchase up to 4 daggers, so if you wish, hold 2 in each hand for throwing, when attacking.

<sup>8</sup> Allows you to roll 1 extra combat die in defence.

<sup>9</sup> Allows you to roll 3 extra combat dice in defence.

<sup>10</sup> Allows you to roll 2 extra combat dice in defence.

<sup>11</sup> Can not be worn by the Avatar, Cleric, Mage or Wizard.

<sup>12</sup> Can only be worn by the Avatar, Cleric, Mage or Wizard.

<sup>13</sup> Can only be worn by the Avatar.

<sup>14</sup> Can only be worn by the Mage.

<sup>15</sup> Can only be worn by the Wizard.

<sup>16</sup> Can only be worn by the Paladin.

<sup>17</sup> Can not be used by the Avatar, Cleric, Mage or Wizard.

<sup>18</sup> Add 1 extra combat die in attack if you are the Barbarian.

<sup>19</sup> Add 1 extra combat die in attack if you are the Amazon.

<sup>20</sup> Add 1 extra combat die in attack if you are the Paladin.

<sup>21</sup> Add 1 extra combat die in attack if you are the Dwarf.

<sup>22</sup> Add 1 extra combat die in attack if you are the Ranger.

<sup>23</sup> Add 1 extra combat die in attack if you are the Elven Archer.

<sup>24</sup> Add 1 extra combat die in defence if you are the Paladin.

<sup>25</sup> Add 1 extra combat die in defence if you are the Elven Archer or the Ranger.

<sup>26</sup> Add 1 extra combat die in defence if you are the Dwarf.

<sup>27</sup> Add 1 extra combat die in defence if you are the Avatar.

<sup>28</sup> Add 1 extra combat die in attack if you are the Cleric.

## Two-Handed Sword



*The Two-Handed Sword allows you to roll four combat dice in attack.*

*Cost 450 gold coins.*

*May not be used by Wizard.*

WEAPON

## Long Sword



*The Long Sword allows you to roll three combat dice in attack.*

*Cost 350 gold coins.*

*May not be used by Wizard.*

WEAPON

## Broad Sword



*The Broad Sword allows you to roll three combat dice in attack.*

*Cost 250 gold coins.*

*May not be used by Wizard.*

WEAPON

## Short Sword



*The Short Sword allows you to roll two combat dice in attack. The Short Sword may be used to attack diagonally.*

*Cost 150 gold coins.*

*May not be used by Wizard.*

WEAPON

## War Hammer



*The War Hammer allows you to roll four combat dice in attack. You may not use a shield when using the War Hammer.*

*Cost 400 gold coins.*

*May not be used by Wizard.*

WEAPON

## Hammer



*The Hammer allows you to roll three combat dice in attack.*

*Cost 350 gold coins.*

*May not be used by Wizard.*

WEAPON

## Mace



*The Mace allows you to roll three combat dice in attack.*

*Cost 250 gold coins.*

*May not be used by Wizard.*

WEAPON

## Morning Star



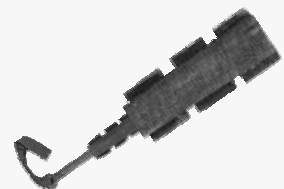
*The Morning Star allows you to roll two combat dice in attack. The Morning Star can be used to attack diagonally.*

*Cost 200 gold coins.*

*May not be used by Wizard.*

WEAPON

## Club



*The Club allows you to roll two combat dice in attack. You may also throw the Club but if you do so you lose it.*

*Cost 150 gold coins.*

*May not be used by Wizard.*

WEAPON



## Battle Axe



*The Battle Axe allows you to roll four combat dice in attack. You may not use a shield when using the Battle Axe.*

*Cost 400 gold coins.*

*May not be used by Wizard.*

WEAPON

## Hand Axe



*The Hand Axe allows you to roll two combat dice in attack. You may also throw the Hand Axe but if you do so you lose it.*

*Cost 150 gold coins.*

*May not be used by Wizard.*

WEAPON

## Double Crossbow



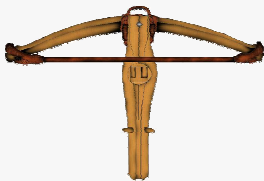
*The Double Crossbow allows you to roll four combat dice in attack. You may not use the Double Crossbow against an opponent who is adjacent to you.*

*Cost 450 gold coins.*

*May not be used by Wizard.*

WEAPON

## Crossbow



*The Crossbow allows you to roll three combat dice in attack. You may not use the Crossbow against an opponent who is adjacent to you.*

*Cost 350 gold coins.*

*May not be used by Wizard.*

WEAPON

## Crossbow Pistol

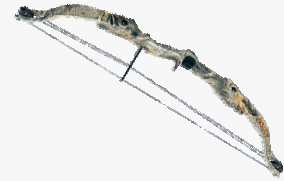


*The Crossbow Pistol allows you to roll one combat die in attack. The Crossbow Pistol can be used to attack diagonally.*

*Cost 100 gold coins.*

WEAPON

## Composite Bow



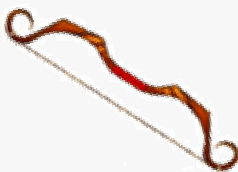
*The Composite Bow allows you to roll three combat dice in attack. You may not use the Composite Bow against an opponent who is adjacent to you.*

*Cost 350 gold coins.*

*May not be used by Wizard.*

WEAPON

## Long Bow



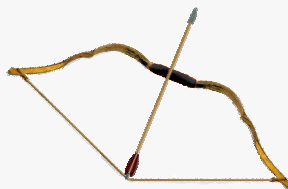
*The Long Bow allows you to roll three combat dice in attack. You may not use the Long Bow against an opponent who is adjacent to you.*

*Cost 250 gold coins.*

*May not be used by Wizard.*

WEAPON

## Short Bow



*The Short Bow allows you to roll two combat dice in attack. You may not use the Short Bow against an opponent who is adjacent to you.*

*Cost 150 gold coins.*

*May not be used by Wizard.*

WEAPON

## Halberd



*The Halberd allows you to roll three combat dice in attack. It can be used to attack diagonally. You may not use a shield when using the Halberd.*

*Cost 350 gold coins.*

*May not be used by Wizard.*

WEAPON

## Spear



*The Spear allows you to roll two combat dice in attack. The Spear maybe used to attack diagonally. You may also throw the Spear but if you do so you lose it.*

*Cost 150 gold coins.*

*May not be used by Wizard.*

WEAPON

## Dagger

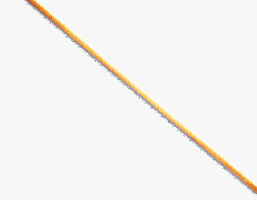


*The Dagger allows you to roll one combat die in attack. You may also throw the Dagger but if you do so you lose it.*

*Cost 25 gold coins.*

WEAPON

## Avatar's Staff



*The Avatar's Staff allows you to roll three combat dice in attack. The Avatar's Staff maybe used to attack diagonally.*

*Cost 250 gold coins.*

WEAPON

## Staff



*The Staff allows you to roll two combat dice in attack. The Staff maybe used to attack diagonally.*

*Cost 100 gold coins.*

WEAPON

## Plate Armour



*Plate Armour allows you to roll four combat dice in defence. BUT you may only roll one die for movement whilst wearing Plate Armour.*

*Cost 850 gold coins.*

*May not be used by Wizard.*

ARMOUR

## Chain Mail



*Chain Mail Armour allows you to roll three combat dice in defence.*

*Cost 450 gold coins.*

*May not be used by Wizard.*

ARMOUR

## Ring Mail Armour



*Ring Mail Armour allows you to roll two combat dice in defence.*

*Cost 350 gold coins.*

*May not be used by Wizard.*

ARMOUR

## Studded Leather



*Studded Leather Armour allows you to roll one extra combat die in defence.*

*Cost 250 gold coins.*

*May not be used by Wizard.*

ARMOUR

## Leather Armour



*Leather Armour allows you to roll one extra combat die in defence.*

*Cost 200 gold coins.*

*May not be used by Wizard.*

ARMOUR

## Large Shield



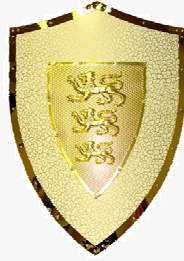
*The Large Shield gives you three extra combat dice in defence.*

*Cost 300 gold coins.*

*May not be used by Wizard.*

ARMOUR

## Medium Shield



*The Medium Shield gives you two extra combat dice in defence.*

*Cost 200 gold coins.*

*May not be used by Wizard.*

ARMOUR

## Small Shield



*The Small Shield gives you one extra combat die in defence.*

*Cost 100 gold coins.*

*May not be used by Wizard.*

ARMOUR

## Paladin's Helmet



*The Paladin's Helmet allows you two extra combat dice in defence.*

*Cost 200 gold coins.*

*May not be used by Wizard.*

ARMOUR

## Helmet



*The Helmet allows you one extra combat die in defence.*

*Cost 120 gold coins.*

*May not be used by Wizard.*

ARMOUR

## Gauntlets



*The Gauntlets gives you one extra combat die in defence.*

*Cost 250 gold coins.*

*May not be used by Wizard.*

ARMOUR

## Cloak of Protection



*The Cloak allows you one extra combat die in defence.*

*Cost 350 gold coins.*

*May only be used by Wizard.*

ARMOUR

## Avatar's Bracers



*The Avatar's Bracers allows you to roll one extra combat die in defence.*

*Cost 200 gold coins.*

*May only be used by Avatar.*

ARMOUR

## Mage's Bracers



*The Mage's Bracers allows you to roll one extra combat die in defence.*

*Cost 200 gold coins.*

*May only be used by Mage.*

ARMOUR

## Wizard's Bracers



The Wizard's Bracers allows you to roll one extra combat die in defence.

Cost 200 gold coins.

May only be used by Wizard.

ARMOUR

## Lock Pick Kit



The Lock Pick Kit enables you to attempt to unlock any non-magical item. Roll one combat die. On the roll of a white shield the item is unlocked. If you try to pick the same lock twice without success, the item's lock is jammed and can not be opened again.

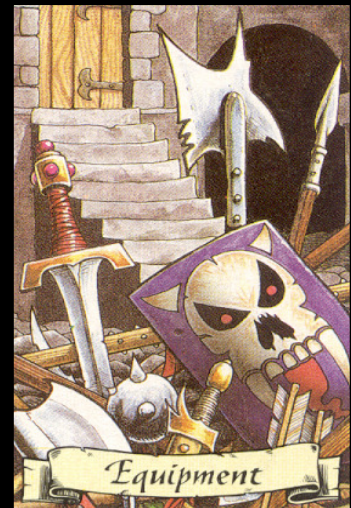
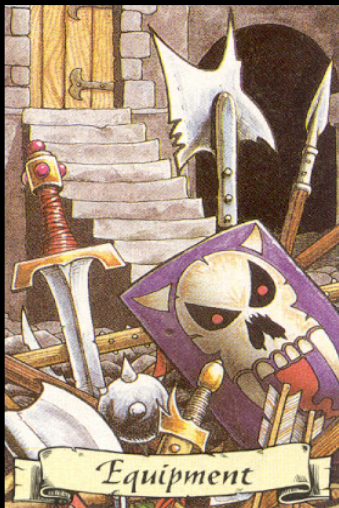
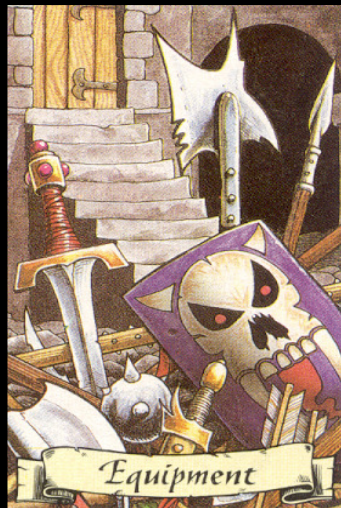
Cost 250 gold coins.

## Tool Kit



The Tool Kit enables you to remove any trap that you find. Roll one combat die. On the roll of a white shield the item is unlocked. If you try to pick the same lock twice without success, the item's lock is jammed and can not be opened again.

Cost 250 gold coins.







*These are desperate times my young Apprentice, but if you are to be fair to these so-called heroes, one must guide them in their quest for glory. So these various Quest Treasures, of Armour, Weapons and Artifacts should help appease their ever-growing lust for greed, blood and gold. To help you understand these valuable Quest Treasures, I have included here their descriptions and their special abilities for you to study. It is important to know them so you my deserving Apprentice, can choose which of them the heroes may encounter as a goal and or as a reward.*

## Quest Treasures

*Anti-poison Quill* The Quill restores any of the owner's Body points lost by poisoning if used immediately. May *only* be used *once per Quest*.

*Arm Band of Healing* The Arm Band restores two lost Body points *once per Quest*. If the wearer's Body points are reduced to zero, use immediately to restore two Body points.

*Borin's Armour* Borin's Armour allows you to roll four combat dice in defence.

*Dust of Disappearance* If the Dust is tossed on any Hero, it will allow that Hero to move past any monsters encountered on his next turn. May *only* be used *once per Quest*.

*Elixir of Life* This small bottle of pearly liquid will bring a dead Hero back to life, restoring all of his Body and Mind points. This potion can *only* be used once.

*Emerald Bracelets* Gives you the power that allows you to roll two combat dice in attack. You may attack twice if you are fighting Goblins.

*Falcon Shield* The Shield gives you two extra combat dice in defence.

*Fire Ring* Protects the wearer from any two Chaos 'Fire' spells. The Ring disappears after the wearer has been protected from the second 'Fire' spell.

*Jewel of Korinne* Allows you to increase your Body points by two as long as you have the Jewel in your possession.

*Kira Coronet* The Kira Coronet allows you to cast three spells instead of one during your turn.

*Magic Bracers* These Enchanted Magic Bracers allows you to roll two extra combat die in defence.

*Magical Throwing Dagger* The Magical Throwing Dagger always inflicts one Body point of damage when thrown at a monster a Hero can 'see'. The monster can not defend this attack. Once the Dagger is thrown in combat it returns to the owner. The Dagger can be used *once per Quest*.

*Orcs Bane* The sword, Orcs Bane allows you to roll two combat dice in attack. You may attack twice if you are fighting Orcs.

*Rabbit Boots* Allows you to jump over one discovered trap per turn, roll anything but a black shield on one combat die.

*Ring of Return* When invoked, this magical ring will return all Heroes that the ring wearer can 'see' to the starting point of the quest. It can only be used once per Quest.

*Silver Bird Shield* The Shield gives you three extra combat dice in defence.

*Spell Ring* The Ring enables the Wizard or Elf to cast one spell two times (not simultaneously). At the beginning of a Quest, the wearer of this ring must declare which of his spells he is storing in the Ring.

*Spirit Blade* Spirit Blade allows you to roll three combat dice in attack or four dice in attack against undead creatures: Skeletons, Zombies and Mummies.

*Talisman of Lore* The Talisman allows you to increase your Mind points by two as long as you have the Talisman in your possession.

*Wand of Magic* The Magical Wand allows the Elf or Wizard to cast two separate and different spells on his turn instead of one single spell.

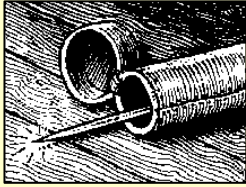
*Wand of Recall* The Wand of Recall allows you to cast two spells instead of one during your turn.

*Wizard's Cloak* This magical cloak made of shimmery fabric is covered with mystical runes. It can be worn *only* by the Wizard, giving him one extra combat die in defence.

*Wizard's Staff* This long ancient Staff glows with a soft blue light. It can be used *only* by the Wizard, giving him the attack strength of two combat dice and the ability to strike diagonally.

*Xerox Ring* This ring allows you to attack diagonally and move diagonally.

### Anti-Poison Quill



The Quill restores any of the owner's Body points lost by poisoning if used immediately. May only be used once per Quest.

ARTIFACT

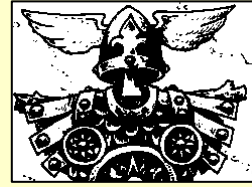
### Armband of Healing



The Arm Band restores two lost Body points once per Quest. If the wearer's Body points are reduced to zero, use immediately to restore two Body points.

ARMOUR

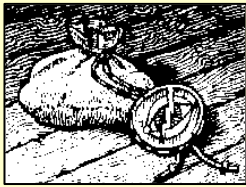
### Borin's Armour



Borin's Armour allows you to roll four combat dice in defence.

ARMOUR

### Dust of Disappearance



If the Dust is tossed on any Hero, it will allow that Hero to move past any monsters encountered on his next turn. May only be used once per Quest.

ARTIFACT

### Elixir of Life



This small bottle of pearly liquid will bring a dead Hero back to life, restoring all of his Body and Mind points. This potion can only be used once.

ARTIFACT

### Fire Ring



Protects the wearer from any two Chaos 'Fire' spells. The Ring disappears after the wearer has been protected from the second 'Fire' spell.

ARTIFACT

### Magical Dagger



The Magical Throwing Dagger always inflicts one Body point of damage when thrown at a monster a Hero can 'see'. The monster can not defend this attack. Once the Dagger is thrown in combat it returns to the owner. The Dagger can be used *once per Quest*.

WEAPON

### Orcs Bane



The sword, Orcs Bane allows you to roll two combat dice in attack. You may attack twice if you are fighting Orcs.

WEAPON

### Rabbit Boots



Allows you to jump over one discovered trap per turn, roll anything but a black shield on one combat die.

ARTIFACT



### Ring of Return



When invoked, this magical ring will return all Heroes that the ring wearer can 'see' to the starting point of the quest. It can only be used once per Quest.

ARTIFACT

### Spell Ring



The Ring enables the Wizard or Elf to cast one spell two times (not simultaneously). At the beginning of a Quest, the wearer of this ring must declare which of his spells he is storing in the Ring.

ARTIFACT

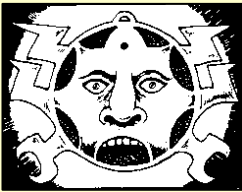
### Spirit Blade



Spirit Blade allows you to roll three combat dice in attack or four dice in attack against undead creatures: Skeletons, Zombies and Mummies.

WEAPON

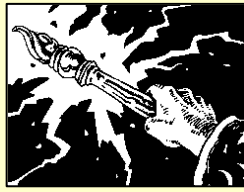
### Talisman of Lore



The Talisman allows you to increase your Mind points by two as long as you have the Talisman in your possession.

ARTIFACT

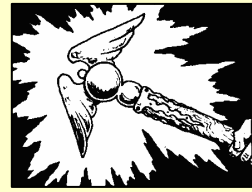
### Wand of Magic



The Magical Wand allows the Elf or Wizard to cast two separate and different spells on his turn instead of one single spell.

ARTIFACT

### Wand of Recall



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

ARTIFACT

### Wizard's Cloak



This magical cloak made of shimmery fabric is covered with mystical runes. It can be worn only by the Wizard, giving him one extra combat die in defence.

ARMOUR

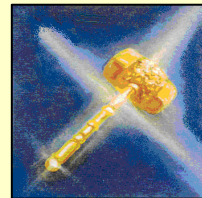
### Wizard's Staff



This long ancient Staff glows with a soft blue light. It can be used only by the Wizard, giving him the attack strength of two combat dice and the ability to strike diagonally.

WEAPON

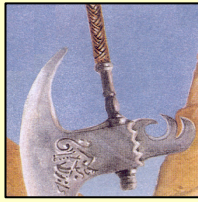
### Cleron's Hammer



Attack 5 combat dice  
Cleric & Paladin use only

WEAPON

### Dwarlord's Battle Axe

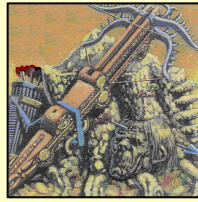


Attack 5 combat dice

Dwarf use only

WEAPON

### Elfic's Crossbow

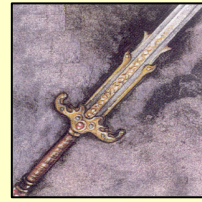


Attack 5 combat dice

Elven Archer & Ranger use only

WEAPON

### Krysalis Blade



Attack +2 combat dice  
Defend +1 combat die

Amazon, Barbarian & Elf use only

WEAPON

### Lederin's Leather



Defend +2 combat dice

Elf, Elven Archer & Ranger use only

ARMOUR

### Sorceron's Staff



Attack +1 combat die  
Defend +1 combat die

Avatar, Mage & Wizard use only

WEAPON

### Emerald Bracelets



Gives you the power that allows you to roll two combat dice in attack. You may attack twice if you are fighting Goblins.

WEAPON

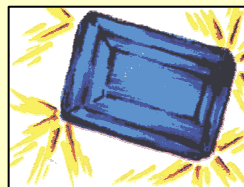
### Falcon Shield



The Shield gives you two extra combat dice in defence.

ARMOUR

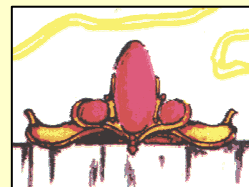
### Jewel of Korrine



Allows you to increase your Body points by two as long as you have the Jewel in your possession.

ARTIFACT

### Kira Coronet



The Kira Coronet allows you to cast three spells instead of one during your turn.

ARTIFACT

### Xerox Ring



This ring allows you to attack diagonally and move diagonally.

ARTIFACT

### Silver Bird Shield



The Silver Bird Shield gives you three extra combat dice in defence.

ARMOUR

### Magic Bracers



These Enchanted Magic Bracers allows you to roll two extra combat die in defence.

ARMOUR





*Here are three special Quest Treasures that may be useful to the heroes (and to yourself perhaps) if you wish to let the heroes use them my bold Apprentice. But be aware these Quest Treasures are not to be taken and or given lightly, as they are very precious and dangerous; so prepare well, think twice, act once.*

## Special Quest Treasures

### The Krysalis Blade

The Krysalis Blade has the following attributes:

1. Gain 2 extra mind points.
2. Gain 2 extra body points.
3. Gain 2 extra combat dice in attack.
4. Gain 2 extra combat dice in defence.
5. Attack twice if fighting Fimir.
6. Attack twice if fighting Dwarves.
7. Immune against all 'Fire' Spells.
8. Immune against any damage from normal pit traps.
9. Can move diagonally.

The Krysalis Blade is a two-handed weapon.

The Amazon and Barbarian can only use the Krysalis Blade.

The spells from the Krysalis Orb and Medallion do not affect the holder of the Krysalis Blade.

The Krysalis Orb and Medallion can only destroy the Krysalis Blade when they touch each other; to do this, the heroes who have these artifacts must be in adjacent or diagonal squares to achieve it.

## The Krysalis Orb

The Krysalis Orb has within its power 3 sets of spells that can be unleashed against the forces of evil:

1. The 'Twilight' Spells. (Cleric Spells)
2. The 'Light' Spells. (Elf Spells)
3. The 'Dark' Spells.

The 'Dark' Spells can only be used once per 2 quest levels.

If the Cleric and or the Elf are playing in a quest adventure, choose other spells from the Elemental Spells lists to make 2 different sets. (Be inventive)

The Avatar, Mage and Wizard can only use the Krysalis Orb.

The spells from the Krysalis Medallion do not affect the holder of the Krysalis Orb.

The Krysalis Blade and Medallion can only destroy the Krysalis Orb when they touch each other; to do this, the heroes who have these artifacts must be in adjacent or diagonal squares to achieve it.

## The Krysalis Medallion

The Krysalis Medallion has within its power 2 sets of spells that can be unleashed against the forces of evil:

1. The 'Grey' Spells. (Paladin Spells)
2. The 'Klear' Spells.

If the Paladin is playing in a quest adventure, choose other spells from the Elemental Spells lists to make 1 different set. (Be inventive)

The Cleric, Elf and Paladin can only use the Krysalis Medallion.

The spells from the Krysalis Orb do not affect the holder of the Krysalis Medallion.

The Krysalis Blade and Orb can only destroy the Krysalis Medallion when they touch each other; to do this, the heroes who have these artifacts must be in adjacent or diagonal squares to achieve it.

You may have noticed that the Krysalis Blade is also listed as a Quest Treasure; please note that that Amazon and Barbarian can use the Krysalis Blade as stated on the Quest Treasure Card. If the two Krysalis Blades are used in the same quest adventure, they are of different properties, but both serve the same function against the Krysalis Orb and Medallion, even against each other

## Krysalis Blade



Amazon, Barbarian & Elf use only

**WEAPON**

## Krysalis Blade

- 1 Have 5 extra Mind points.
- 2 Have 5 extra Body points.
- 3 Have 5 extra combat dice in attack.
- 4 have 5 extra combat dice in defence.
- 5 Attack twice if you are fighting Fimirs.
- 6 Attack twice if you are fighting Dwarves.
- 7 Defence against 'Fire' magic.
- 8 Immune against Pit traps.
- 9 Can move diagonally.

**WEAPON**

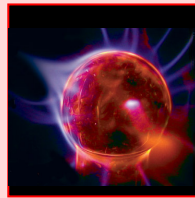
## Krysalis Medallion



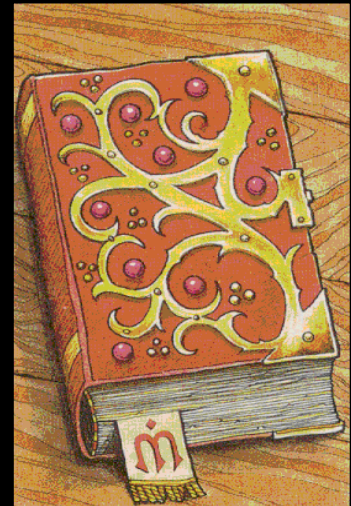
**ARTIFACT**



## Krysalis Orb



**ARTIFACT**





There are five sets of spells associated with the 'Krysalis Quest Treasures': 'Twilight', 'Light', 'Dark', 'Grey' and 'Klear'. The 'Twilight' spells can also be used by the Cleric, the 'Light' spells can be used by the Elf, and the 'Grey' spells can be used by the Paladin as separate sets for these heroes to use. The 'Dark' and 'Klear' spells can only be used if the 'Krysalis Orb and Medallion are used in a quest adventure.

## Krysalis Spells

### Dark Spells

- Black Mist* The Enchanter can use this spell to summon up a Black mist Spirit who will attack any one monster or hero and drain all of his/her mind point.
- Death* The Enchanter can use this spell to eliminate any one monster or hero.
- Todgeist* The Enchanter can use this spell to summon up the Dark Genie who will attack any one monster or hero. (Throw 10 combat dice for attack)

### Grey Spells

- Ablegen* When cast, the spellcaster forces another spellcaster to discard all of their unused spells.
- Frieven* When cast, the spellcaster freezes everyone and/or everything in a room or passageway; for one turn only. (This spell can be used once per 3 turns)
- Verbiden* When cast, it allows all of your mind and body points to be combined for your attack or defence. (Deduct 1 mind and body point after use)

### Klear Spells

- Esrever* The spellcaster can use this spell to reverse the 'Stein' Spell from the 'Light' Spell of the Krysalis Orb.
- Golem* The spellcaster can summon up the Krysalis Golem who will fight for you for 2 turns only, then disappear. (Use Mummy figure) Move: 6, Attack: 5, Defend: 5, Mind: 5, Body: 5
- Invisavision* The spellcaster can use this spell to see anyone or anything that is invisible including the 'Invisibility' Spell from the 'Light' Spell of the Krysalis Orb.

## Light Spells

- Invisibility* The Enchanter can use this spell to make him or herself invisible, as well as a monster or hero.
- Shieldforce* The Enchanter can use this spell to surround him/herself with a force field that can not be penetrated by any spell or physical attack, and can also be cast on a monster or hero.
- Stein* The Enchanter can use this spell to turn anyone monster or hero into stone.

## Twilight Spells

- All Binding* The Enchanter can use all the remaining or selected spells at once.
- Rejuvenation* The Enchanter can use this spell to replenish both his/her mind and body points by one, as well as a monster's and hero's mind and body points.
- Zwein* The Enchanter can use the same spell twice.

All spells naturally can only be used once per Quest; except the Grey Spell 'Frieven'.



## Black Mist

The Enchanter can use this spell to summon up a Black Mist Spirit who will attack any one monster or hero and drain all of their Mind points.



## Death

The Enchanter can use this spell to eliminate any one monster or hero.



## Todgeist

The Enchanter can use this spell to summon up the Dark Genie who can attack any monster or hero. And then disappear. (Throw 10 combat dice for attack)



## Ablegen

When cast, the spellcaster forces another spellcaster to discard all of their unused spells.



## Frieven

When cast, the spellcaster freezes everyone and or everything in a room or passageway for one turn only. (This spell can be used once per three turns)



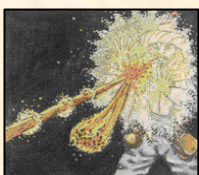
## Verbiden

When cast, it allows all of your mind and body points to be combined for your attack or defence. (Deduct one mind and one body point after use)



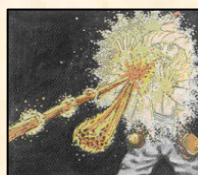
## Esrever

The spellcaster can use this spell to reverse the 'Stein' spell from the 'Light' spell of the 'Krysalis Orb'.



## Esrever

The spellcaster can use this spell to reverse a spell just cast back to its owner



## Golem

The spellcaster can summon up the 'Krysalis Golem' who will fight for you for two turns only. (Use Mummy figure)

Move: 6 Squares  
Attack: 5 Dice  
Defend: 5 Dice  
Mind: 5 Points  
Body: 5 Points



### Invisavision

The spellcaster can use this spell to see anyone or anything that is invisible including the 'Invisibility' spell from the 'Light' spell of the 'Krysalis Orb'.



### Invisavision

The spellcaster can use this spell to see anyone or anything that is invisible: for two turns only.



### Invisibility

The Enchanter can use this spell to make him/herself invisible, as well as a monster or hero.



### Shieldforce

The Enchanter can use this spell to surround him/herself with a forcefield that cannot be penetrated by any spell or physical attack; and can also be cast on a monster or hero.



### Stein

The Enchanter can use this spell to turn anyone monster or hero into stone.



### All Binding

The Enchanter can use all the remaining or selected spells at once. (Deduct two mind points after use)



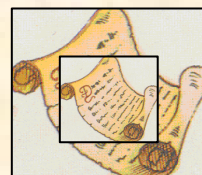
### Rejuvenation

The Enchanter can use this spell to replenish both his/her mind and body points by one, as well as a monster's and a hero's mind and body points.



### Zwein

The Enchanter can use the same spell twice.





*To help you my fair Apprentice to understand the effects of potions and vials I have given you this list. Study it well and remember: it is important to know so you can help the poor heroes achieve their goal. Be merciful—to a point. But don't abuse your generosity, understand?*

## The Alchemist's Shop

### Potion

### Description

*Alchemy* Pore the contents of this potion onto an item of equipment; it will then turn to gold worth 100 gold coins. That equipment card is then lost, discarded.

*Attus-Dulbane* This potion gives the hero 1 extra combat die in attack and defence.

*Battle Rage* This potion allows the drinker to make 2 attacks each round. The effect lasts until there are no enemies within line-of sight.

*Battle Skill* This potion allows one re-roll of 1 combat die, when engaged in combat.

*Berserker's-Brew* The hero can attack twice by rolling 4 extra combat dice in attack; however the brew greatly exhausts the hero who loses 2 body points to reflect this.

*Chaos Resistance* After the hero drinks this potion, he/she is immune to the effects of the next Chaos Spell cast on him/her.

*Charm* Drink this entire 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.

*Command* When this potion is thrown at any monster, it will cause that monster to betray its allies and come over to your side for 2 turns. Does not affect the Elite Guard.

*Decimation* When this potion is thrown at a Chaos Warrior or a Gargoyle, it will kill that monster completely.

*Defence* This potion allows the hero to roll 2 extra dice in defence.

*Dexterity* This potion allows the drinker to jump 1 pit trap successfully without recourse to a die roll, or to add 5 to their movement points for 1 turn.

*Disguise* Once per quest adventure, the hero can take the appearance of any monster. They will not be attacked by any monster or spell. The disguise disappears once the hero attacks any monster, casts a spell, searches for treasure and traps and disarms traps.

## Potion

## Description

*Dragon's Wing* This potion if drunk, will teleport the hero back to any explored room. The hero is allowed to place him/herself on any tile in that room; however, if the hero is placed on a trap tile, he/she must suffer the damage caused. Monsters must not be in the target room; using this potion counts as an action.

*Elixir Capsule* Heals all lost mind and body points of the hero to their starting numbers.

*Elixir of Life* The liquid within this bottle will bring a dead hero back to life, restoring all of his mind and body points.

*Fire Resistance* If you drink this potion you will be completely unharmed by the next magical 'Fire' attack to hit you, be it spell or a 'Fireburst' trap. Potion wears off after a 'Fire' attack has been resisted.

*Flash Powder* When thrown to the ground, two chemicals react violently to produce a blinding flash! Blinds all opponents for one turn. They cannot move, attack or cast spells. May only be used as a means to escape—not with an attack.

*Giants* This potion gives the hero 3 extra combat dice in attack and defence for one turn.

*Greek Fire* Greek Fire can be thrown at a target up to 4 squares away; and does 5 combat dice worth of damage. The square stays alight for 3 turns before it goes out.

*Healing* You may drink the Healing potion at any time. It will restore up to four lost body points.

*Heroic Brew* The potion may be taken just before you are about to attack. Any player who drinks the potion will be able to make two attacks instead of one, for one turn only.

*Holy Water* The water in this potion has been blessed; it can be thrown at any Undead monster in your line-of-sight and will do 1D4 body points of damage. There is no defence die roll. The Elite Guard are immune to Holy Water.

*Immunity* When this potion is drunk, no hero or monster may hurt you physically or spell wise for 2 turns.

*Invisibility* Turns the hero invisible for 1D6 turns, the hero cannot be attacked or targeted by magic, if the hero makes an attack or casts a spell, he/she becomes visible again.

*Magic Resistance* The hero can drink this potion when a spell is cast on you; the hero ignores the effects of that spell for 1 turn.

*Magical Aptitude* If a spellcaster drinks this potion at the beginning of his/her turn, that spellcaster will then be able to cast 2 spells in that turn instead of 1.

*Major Restoration* This potion restores 3 Mind and 3 Body points.

*Mana* Any spellcaster may cast one extra spell of his/her choice.

*Mana-Fold* A hero's body points are doubled for one turn.

*Mind* You may drink the Mind potion at any time. It will restore up to four lost mind points.

*Minor Restoration* When this potion is drunk it restores 1 body and 1 mind point.

## Potion

## Description

*Paladin's Lyte* This potion will permit a hero to roll with 5 combat dice the next time the hero attacks a monster.

*Poisoned Blade* This potion is used to coat a sword, axe or arrow. The first monster hit by these weapons loses 1 extra body point in damage due to the poison. This potion allows the drinker to recover 1 cast spell.

*Rejuvenation* This potion heals 106 worth of body points up to their starting number.

*Recall* This potion allows the drinker to recover 1 cast spell

*Resilience Vial* The vial of Resilience may be taken at any time. You may then roll two extra combat dice in defence when you next defend.

*Revealing* For one turn, any hero can mentally "see" the contents of any adjacent room. If not a spellcaster, the hero loses 1 mind point due to the mental strain of the vision.

*Speed* When this potion is drunk, the hero no longer rolls dice for movement. Movement is always 12. This effect lasts until the hero takes 1 or more points in damage.

*Strength* This potion ensures that all damage dealt this turn is doubled; damage is before defence dice are rolled.

*Venom Antidote* This potion will heal up to 2 body points of poison damage.

*Vision* The hero automatically searches for secret doors and traps without needing to spend an action doing so. This effect lasts until the hero takes 1 or more points in damage.



*It's not enough that the heroes have to purchase weapons to defeat me; now they can buy potions and vials too. No matter, I will make sure my minions will do whatever it takes so that these heroes use up these potions and vials before they can really put them to good use.*

## Potions and Vials Table

Potions/Vials	Price		
	Level One	Level Two	Level Three
Monbeast Vial	???	???	???
Dexterity	45 Gold coins	90 Gold coins	175 Gold coins
Mana-Fold	50 Gold coins	100 Gold coins	200 Gold coins
Attus-Dulbane	50 Gold coins	100 Gold coins	200 Gold coins
Battle Skill	50 Gold coins	100 Gold coins	200 Gold coins
Charm	50 Gold coins	100 Gold coins	200 Gold coins
Dragon's Wing	50 Gold coins	100 Gold coins	200 Gold coins
Magical Aptitude Vial	50 Gold coins	100 Gold coins	200 Gold coins
Poisoned Blade	50 Gold coins	100 Gold coins	200 Gold coins
Resilience	50 Gold coins	100 Gold coins	200 Gold coins
Flash Powder	65 Gold coins	125 Gold coins	250 Gold coins
Heroic Brew	65 Gold coins	125 Gold coins	250 Gold coins
Holy Water Vial	65 Gold coins	125 Gold coins	250 Gold coins
Minor Restoration	65 Gold coins	125 Gold coins	250 Gold coins
Venom Antidote	65 Gold coins	125 Gold coins	250 Gold coins
Strength	70 Gold coins	140 Gold coins	275 Gold coins
Mana	75 Gold coins	150 Gold coins	300 Gold coins
Alchemy	75 Gold coins	150 Gold coins	300 Gold coins
Command	75 Gold coins	150 Gold coins	300 Gold coins
Defence	75 Gold coins	150 Gold coins	300 Gold coins
Giants	75 Gold coins	150 Gold coins	300 Gold coins
Immunity	75 Gold coins	150 Gold coins	300 Gold coins
Revealing	75 Gold coins	125 Gold coins	250 Gold coins
Speed	75 Gold coins	125 Gold coins	250 Gold coins
Magic (fire) Resistance	90 Gold coins	175 Gold coins	350 Gold coins
Magic Resistance	90 Gold coins	175 Gold coins	350 Gold coins

Potions/Vials	Price		
	<i>Level One</i>	<i>Level Two</i>	<i>Level Three</i>
Battle Rage	100 Gold coins	200 Gold coins	400 Gold coins
Berserker's Brew	100 Gold coins	200 Gold coins	400 Gold coins
Chaos Resistance	100 Gold coins	200 Gold coins	400 Gold coins
Disguise	100 Gold coins	200 Gold coins	400 Gold coins
Greek Fire	100 Gold coins	200 Gold coins	400 Gold coins
Invisibility	100 Gold coins	200 Gold coins	400 Gold coins
Recall	100 Gold coins	200 Gold coins	400 Gold coins
Major Restoration	125 Gold coins	250 Gold coins	500 Gold coins
Paladin's Lyte	125 Gold coins	250 Gold coins	500 Gold coins
Rejuvenation	125 Gold coins	250 Gold coins	500 Gold coins
Vision	125 Gold coins	250 Gold coins	500 Gold coins
Healing Potion <sup>1</sup>	250 Gold coins	500 Gold coins	1000 Gold coins
Mind Potion <sup>2</sup>	250 Gold coins	500 Gold coins	1000 Gold coins
Decimation	500 Gold coins	1000 Gold coins	2000 Gold coins
Elixir Capsule <sup>3</sup>	500 Gold coins	1000 Gold coins	2000 Gold coins
Elixir of Life	500 Gold coins	1000 Gold coins	2000 Gold coins

<sup>1</sup> Heals up to 4 body points.

<sup>2</sup> Heals up to 4 mind points.

<sup>3</sup> Heals all mind and body points that the hero lost, to their starting numbers.

Level One: For 1-3 Quests.

Level Two: For 6-8 Quests.

Level Three: For 7-9 Quests.

???: The Evil Wizard can set any price for the purchase of Monbeast Vials within reason, players may ask to purchase them, but the Evil Wizard has the right to refuse-his word is final.





### Alchemy

Pure the contents of this potion onto an item of equipment; it will then turn to gold worth 100 gold coins. That equipment card is then lost, discarded.

POTION

### Attus-Dulbane

This potion gives the hero 1 extra combat die in attack and defence.

POTION

### Battle Rage

This potion allows the drinker to make 2 attacks each round. The effect lasts until there are no enemies within line-of sight.

POTION

### Battle Skill

This potion allows one re-roll of 1 combat die, when engaged in combat.

POTION

### Berserker's Brew

The hero can attack twice by rolling 4 extra combat dice in attack; however the brew greatly exhausts the hero who loses 2 body points to reflect this.

POTION

### Chaos Resistance

After the hero drinks this potion, he/she is immune to the effects of the next Chaos Spell cast on him/her.

POTION

### Charm

Drink this entire 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.

POTION

### Command

When this potion is thrown at any monster, it will cause that monster to betray its allies and come over to your side for 2 turns. Does not affect the Elite Guard.

POTION

### Decimation

When this potion is thrown at a Chaos Warrior or a Gargoyle, it will kill that monster completely.

POTION

### Defence

This potion allows the hero to roll 2 extra dice in defence.

POTION

### Dexterity

This potion allows the drinker to jump 1 pit trap successfully without recourse to a die roll, or to add 5 to their movement points for 1 turn.

POTION

### Disguise

Once per quest adventure, the hero can take the appearance of any monster. They will not be attacked by any monster or spell. The disguise disappears once the hero attacks any monster, casts a spell, searches for treasure and traps and disarms traps.

POTION

### Dragon's Wing

This potion if drunk, will teleport the hero back to any explored room. The hero is allowed to place him/herself on any tile in that room; however, if the hero is placed on a trap tile, he/she must suffer the damage caused. Monsters must not be in the target room; using this potion counts as an action.

POTION

### Elixir Capsule

Heals all lost mind and body points of the hero to their starting numbers.

POTION

### Elixir of Life

The liquid within this bottle will bring a dead hero back to life, restoring all of his mind and body points.

POTION

### Fire Resistance

If you drink this potion you will be completely unharmed by the next magical 'Fire' attack to hit you, be it spell or a 'Fireburst' trap. Potion wears off after a 'Fire' attack has been resisted.

POTION

### Flash Powder

When thrown to the ground, two chemicals react violently to produce a blinding flash! Blinds all opponents for one turn. They cannot move, attack or cast spells. May only be used as a means to escape—not with an attack.

POTION

### Giants

This potion gives the hero 3 extra combat dice in attack and defence for one turn.

POTION

### Greek Fire

Greek Fire can be thrown at a target up to 4 squares away; and does 5 combat dice worth of damage. The square stays alight for 3 turns before it goes out.

POTION

### Healing

You may drink the Healing potion at any time. It will restore up to four lost body points.

POTION

### Heroic Brew

The potion may be taken just before you are about to attack. Any player who drinks the potion will be able to make two attacks instead of one, for one turn only.

POTION

### Holy Water

The water in this potion has been blessed; it can be thrown at any Undead monster in your line-of-sight and will do 104 body points of damage. There is no defence die roll. The Elite Guard are immune to Holy Water.

POTION

### Immunity

When this potion is drunk, no hero or monster may hurt you physically or spell wise for 2 turns.

POTION

### Invisibility

Turns the hero invisible for 106 turns, the hero cannot be attacked or targeted by magic, if the hero makes an attack or casts a spell, he/she becomes visible again.

POTION

### Magic Resistance

The hero can drink this potion when a spell is cast on you; the hero ignores the effects of that spell for 1 turn.

POTION

### Magical Aptitude

If a spellcaster drinks this potion at the beginning of his/her turn, that spellcaster will then be able to cast 2 spells in that turn instead of 1.

POTION

### Major Restoration

This potion restores 3 Mind and 3 Body points.

POTION

### Mana

Any spellcaster may cast one extra spell of his/her choice.

POTION

### Mana-Fold

A hero's body points are doubled for one turn.

POTION

### Mind

You may drink the Mind potion at any time. It will restore up to four lost mind points.

POTION

### Minor Restoration

When this potion is drunk it restores 1 body and 1 mind point.

POTION

### Paladin's Lyte

This potion will permit a hero to roll with 5 combat dice the next time the hero attacks a monster.

POTION

### Poisoned Blade

This potion is used to coat a sword, axe or arrow. The first monster hit by these weapons loses 1 extra body point in damage due to the poison.

POTION

### Recall

This potion allows the drinker to recover 1 cast spell.

POTION

### Rejuvenation

This potion heals 106 worth of body points up to their starting number.

POTION

### Resilience Vial

The vial of Resilience may be taken at any time. You may then roll two extra combat dice in defence when you next defend.

POTION

## Revealing

For one turn, any hero can mentally "see" the contents of any adjacent room. If not a spellcaster, the hero loses 1 mind point due to the mental strain of the vision.

POTION

## Speed

When this potion is drunk, the hero no longer rolls dice for movement. Movement is always 12. This effect lasts until the hero takes 1 or more points in damage.

POTION

## Strength

This potion ensures that all damage dealt this turn is doubled; damage is before defence dice are rolled.

POTION

## Venom Antidote

This potion will cure any poison but will not restore any lost mind and body points already lost.

POTION



*Potion*

## Vision

The hero automatically searches for secret doors and traps without needing to spend an action doing so. This effect lasts until the hero takes 1 or more points in damage.

POTION



*Potion*



*Potion*



*Potion*



*If you thought avoiding monsters and pit or spear traps was bad: how about finding out that the door you are about to open is a trap as well? But hey, don't worry, it isn't that bad, or is it?*

*The effects of the door trap only happen to the first hero who tries to open it, unless otherwise stated.*

## Door Traps

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Roll	Door Trap
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1	Death Doors.
2-3	Doorknobs of Doom.
4	Wood Golem.
5-6	Lightning Bolt.
7-8	Magic Missile.
9-10	Magical Lock.
11	Swinging Blade.
12-13	Door Swings.
14	Pit of Darkness.
15	Screaming Door.
16-17	Chaotic Gas.
18	Chaos Void.
19	Elemental Door.
20	Magic.

Roll a 1D20 to find out which Door Trap has been found.

## Door Trap Descriptions

**Chaos Void** – The door instantly transports the hero who has discovered the void of chaos; the hero disappears and stays in the void for 2 turns. The hero is unharmed in the void but he/she is removed from game play during this time. When he/she reappears the Evil Wizard can place him/her anywhere he chooses within 3 squares on the other side of the door from his/her previous position.

**Chaotic Gas** – A cloud of reddish gas is expelled from the door; the hero who set this off will be at the centre of this cloud. Anyone in the adjacent squares, including diagonals will be affected also. Heroes caught in the affected area must roll a 1D12 if this number is equal to or less than their current mind points the gas has no effect. Those in adjacent squares must add 1 from the die roll; those on diagonal squares add 2 from their die roll.

Roll	Chaotic Gas	
1-7	<i>Mild Poison</i>	The hero loses 1 body point.
8	<i>Nausea</i>	The hero suffers bouts of vomiting and dizziness; the hero loses 1 mind point and 1 combat die in attack and defence for 2 turns.
9	<i>Madness</i>	The hero loses control of his/her mind for 2 turns; the Evil Wizard takes control of the hero and uses him/her as he sees fit.
10	<i>Strong Poison</i>	The hero loses 2 body points.
11	<i>Mind Madness</i>	The hero loses 2 mind points.
12	<i>Deadly Poison</i>	The hero must take a healing potion immediately or he/she dies.

If the gas affects anyone roll a 1D12 on the following table above.

**Death Doors** – These doors are magically see-through doorways that emit different translucent colours. Some doors represent life, while others represent death. The hero must walk through the doorway first to see if he/she lives or dies. Roll a 1D6, 1 death; the hero dies, 2-6 life; the hero lives.

**Doorknobs of Doom** – The door attacks by firing solid iron doorknobs at the heroes up to 4 squares away, including diagonals. The door is rendered useless when a hero uses a tool kit to disarm it.

Squares	Damage
0	4 body points.
1	3 body points.
2-3	2 body points.
4	1 body point.

**Door Swings** – When the door is opened it immediately flies right back into the face of the hero who opened it, causing 1 body point of damage. The door will continue to hit any hero who goes through it causing 1 body point of damage until the Cleric renders it useless by closing the door then opening it again.

**Elemental Door** – An Elemental is a magical creature that has made its home within the actual door, it will not let any hero through unless it is dispelled or given payment. If a hero has no spells the Elemental will accept 1 piece of any hero's equipment or if no equipment 50 gold coins. If the Elemental is attacked all mind, spells, money and equipment are doubled. To dispel the Door Elemental the spell caster surrenders any 2 spells of his/her choice. See Elemental Door Table.

**Lightning Bolt** – The door discharges powerful bolts of lightning into the hero who set off this trap. Roll 5 combat dice for damage, 10 if the hero is wearing any metal armour.

**Magical Lock** – This door is magically sealed and cannot be opened by normal means; only the Cleric can open this door or a Dwarf with a tool kit on a roll of a 1 using a 1D6.

**Magic** – This door has been enchanted by magic. The hero who set off this trap and those adjacent to him/her including diagonally are affected. See Magic Spell Table.

**Pit of Darkness** – The hero who sets off this trap falls down a dark foreboding pit and loses 1 body point in the process. This pit is occupied by several hellish creatures, which the hero must fight off before climbing out next turn. See Pit of Darkness Table.

**Screaming Door** – The door utters a piercing shriek when it is opened. The Evil Wizard should immediately place a wandering monster or monsters anywhere within the hero's line-of-sight, as far away as possible, which will then rush and attack the heroes. If there are monsters inside the room when the door is opened they will attack too. Do not place wandering monster inside the room they must be placed outside in the passageway.

**Swinging Blade** – A blade sweeps down on the hero who activated this trap, causing 3 body points of damage. The blade keeps on swinging back and forth across the doorway until the Dwarf disarms it.



**Wood Golem** – The door turns into a wood Golem and attacks the hero who awakened him. It will not move but it will protect the entrance to the room or passageway. It will not let any hero go through until it is killed. The Wood Golem is immune to all 'Fire Spells' and any throwing, missile weapons. It has 4 combat dice in attack and 5 in defence, and has 2 mind points and 8 body points.

Roll	Door Elemental	
1-2	<b>Air</b>	Only the Air Mage can dispel this Elemental automatically, otherwise use 2 'Earth Spells'.
3-4	<b>Earth</b>	Only the Earth Mage can dispel this Elemental automatically, otherwise use 2 'Air Spells'.
5-6	<b>Fire</b>	Only the Fire Mage can dispel this Elemental automatically, otherwise use 2 'Water Spells'.
7-8	<b>Mind</b>	Only the Avatar can dispel this Elemental automatically, by using up 2 of his/her mind points.
9-10	<b>Water</b>	Only the Water Mage can dispel this Elemental automatically, otherwise use 2 'Fire Spells'.

Roll a 1D10 on the above table to find out what kind of 'Door Elemental' it is.

Roll	Magic Spell	
1	<b>Fire Ball</b>	Lose 2 body points.
2	<b>Mind Drain</b>	Lose 2 mind points.
3	<b>Warp Spell</b>	The next spell you cast against a monster or hero will turn back on itself and affect the caster. If it is a good spell minus the effects, if it is an evil spell double the effects.
4	<b>Body Lock</b>	The hero cannot move, attack, defend, cast or receive spells for 3 turns.
5	<b>Door Genie</b>	A Genie will appear and attack the hero with 7 combat dice, and then it will disappear.
6	<b>Mind Bolt</b>	Lose 1 mind point.
7-10	<b>Fire Bolt</b>	Lose 1 body point.

Roll a 1D10 to see which spell has been set off.

Roll	Pit Creatures	
1-2	<b>Giant Spiders</b>	Each giant spider has 1 combat die in attack and defence, plus they have 2 body points and 1 mind point. Minus 1 mind and 1 body point per giant spider attack.
3-4	<b>Black Scorpions</b>	Each black scorpion has 1 combat die in attack and defence, plus they have 2 body points and 1 mind point. Minus 1 mind and 1 body point per black scorpion attack.
5-6	<b>Venomous Snakes</b>	Each venomous snake has 1 combat die in attack and defence, plus they have 2 body points and 1 mind point. Minus 1 mind and 1 body point per venomous snake attack.
7-8	<b>Vampire Bats</b>	Each vampire bat has 1 combat die in attack and defence, plus they have 2 body points and 2 mind points. Minus 1 mind point per vampire bat attack.
9-10	<b>Giant Rats</b>	Each giant rat has 2 combat dice in attack and defence, plus they have 2 body points and 2 mind points. Minus 1 body point per giant rat attack.
11	<b>Feral Cats</b>	Each feral cat has 2 combat dice in attack and defence, plus they have 2 body points and 2 mind points. Minus 2 body points per feral cat attack.
12	<b>Wolves</b>	Each wolf has 3 combat dice in attack and defence, plus they have 2 body points and 3 mind points. Minus 2 body points per wolf attack.

Roll a 1D12 on the table above to see which creature occupies the pit, then roll a 1D6 to see how many there are in it.



*Talking about traps, herewith are some common traps that you my scheming Apprentice may use to your hearts content; but don't over do it. My personal favourite is the Falling Block; I just love the sound of crushed bone.*

## Traps

Type	Description
Spear	Any hero who triggers a spear trap will lose 1 body point if he rolls a skull on a combat die. The spear trap will only affect the first hero to enter the square; subsequent heroes who move through this square will be unaffected.
Pit	The pit remains on the board as an obstacle; any hero who stumbles into a pit trap will automatically lose 1 body point. Characters in a pit may attack and defend, but roll 1 less die than normal. They may not search whilst in the pit. The hero may move normally next turn.
Falling Block	When a hero moves through a square containing a falling block symbol, a block will fall. It will land into the adjacent square marked with the arrow on the quest map' blocking the way. Any hero or monster in the square into which the block falls must roll 3 combat dice. The victim must lose 1 body point for each skull rolled, and then move to an adjacent unoccupied square. If the victim cannot move to an adjacent square, he/she is eliminated.
Swinging Blade	The trap is tripped when a hero lands on a space marked with a black blade symbol. The blade swings down attacking any hero in any one of the three spaces marked with a white or black blade symbol. These heroes will be attacked with 2 combat dice, which they may defend against normally. Any hero with a tool kit may attempt to disarm a swinging blade trap when found by searching. To do this they must roll any shield, using only 1 combat die. If they roll a skull, they will set off the trap. The Dwarf may disarm a swinging blade trap automatically once it has been discovered.

- Pit of Darkness** Follow the same instructions as the pit trap but with these exceptions. If a hero crossing a pit of darkness space rolls a skull he/she will fall down 30 ft onto a hard floor. If the hero is wearing any armour extra damage may result; those wearing leather lose 1 body point, those wearing chain mail or Lederin's leather lose 2 body points, those wearing plate armour lose 3 body points, those wearing Borin's armour lose 4 body points. The hero can climb out of the pit next turn. These pits cannot be disarmed or removed, but the heroes can jump over them.
- Spring Blade** A trip wire causes a blade to swing across a corridor from the side of the wall when a hero steps on the spring blade symbol. It will do 2 body points of damage unless the hero can immediately roll a white shield on 1 combat die. The Dwarf may disarm the spring blade trap automatically once it has been discovered or use a tool kit.
- Pit of Spikes** This is a pit filled with sharp spikes on its floor. This is the same as a pit trap but with these exceptions. When a hero falls in he/she takes a 1D6 points of damage, with he/she is wearing any chain mail, plate or Borin's armour deduct 2 body points of damage. The hero can climb out of the pit next turn. These pits cannot be disarmed or removed, but the heroes can jump over them.



*Another surprise you could give the heroes my cunning Apprentice are mystery potions and scrolls when they are searching for treasure. Never let it be said that I don't show my gratitude by not giving gifts to those who are worthy...of death.*

## Mystery Potions and Scrolls

### Potion Table

Roll	Potion	Description
1	<i>Stone</i>	The hero turns into a stone statue <sup>1</sup> for 2 turns and can do nothing else.
2	<i>Silence</i>	Become speechless for 2 turns, the hero cannot ask the Evil Wizard or fellow heroes any questions.
3	<i>Weakness</i>	Minus 1 combat die in your next defence.
4	<i>Ankar</i>	Lose 1 body point.
5	<i>Minca-Or</i>	Lose 1 mind point.
6/7	<i>The Unknown</i>	This flask is empty; you look pretty stupid drinking nothing.
8	<i>Min-Dor</i>	Gain 1 mind point.
9	<i>Hercules</i>	Gain 1 body point.
10	<i>Defiance</i>	Add 1 combat die in your next defence.
11	<i>Keltan</i>	For the next 2 turns, if a monster or hero attacks you, you may defend twice.
12	<i>Deflection</i>	The hero does not lose any mind and body points when walking into traps for the next 2 turns.

**Please Note:** Roll a D12 to find out what they are and what Potions do; when a hero drinks a Potion.

Potions must be drunk first and take effect immediately and Potions cannot be drunk in-between quests. Potions that are found but not drunk can be saved for later use to be identified by the Evil Wizard in-between quests for 50 Gold coins. If it is a 'cursed' Potion there is no penalty.

<sup>1</sup> While the hero is a stone statue he is not affected by any spells and/or attacks of any kind.

## Scroll Table

Roll	Scroll	Description
1	<i>Morcar</i>	The Evil Wizard controls the hero for 2 turns.
2	<i>The 'Undead'</i>	Become Undead <sup>1</sup> , the Evil Wizard controls the hero for 2 turns.
3	<i>Verlic</i>	Minus 1 combat die in your next attack.
4	<i>Deep Sleep</i>	The hero falls into a deep sleep for 2 turns, if attacked, minus 1 combat die in defence.
5	<i>Misfortune</i>	Give all your gold if any, to the nearest monster.
6	<i>Luck</i>	Give all your gold if any, to the nearest hero <sup>2</sup> .
7	<i>The 'Unknown'</i>	This scroll has been here for so long that it crumbles to dust as you unfurl it.
8	<i>Solomann</i>	Reuse 1 discarded spell of your choice.
9	<i>Vision</i>	You may look at the top treasure card from the deck at any time, but only once.
10	<i>Attila</i>	Add 1 combat die in your next attack.
11	<i>Alchemy</i>	You may turn any object into 50 coins worth of gold, but only once.
12	<i>The Golem</i>	Give the Klear Spell of the Golem to the hero.

**Please Note:** Roll a D12 to find out which Scroll has been found.

Scrolls can be read first to find out what they are; they can not be used in-between quests. The Scrolls can be saved for later use, if the Scroll is a 'cursed' Scroll it takes effect immediately.

The 'Luck' Scroll is a cursed Scroll.

**Special Note:** If the Evil Wizard wishes Scrolls that are found but not read, can be saved for later use to be identified by the Evil Wizard in-between quests for 50 Gold coins. If it is a 'cursed' Scroll there is no penalty.

<sup>1</sup> The Evil Wizard chooses which Undead monster a hero becomes.

<sup>2</sup> If there is more than 1 hero to give the gold too, the Evil Wizard chooses who gets to be rich.

### Min-Dor



Gain 1 mind point.

POTION

### Hercules



Gain 1 body point.

POTION

### Defiance



Add 1 combat die in your next defence.

POTION

### Keltan



For the next 2 turns, if a monster or hero attacks you, you may defend twice.

POTION

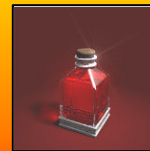
### Deflection



The hero does not lose any mind and body points when walking into traps for the next 2 turns.

POTION

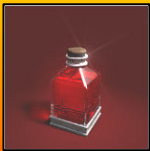
### Mystery Potion



This is a Mystery Potion; if you wish to know what this potion is ask the Evil Wizard by paying 50 gold coins in-between quests.

POTION

### Mystery Potion

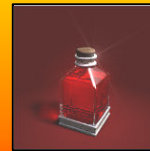


This is a Mystery Potion; if you wish to know what this potion is ask the Evil Wizard by paying 50 gold coins in-between quests.

POTION



### Mystery Potion



This is a Mystery Potion; if you wish to know what this potion is ask the Evil Wizard by paying 50 gold coins in-between quests.

POTION



### Alchemy



You may turn any object into 50 coins worth of gold, but only once.

SCROLL

### Attila



Add 1 combat die in your next attack.

SCROLL

### Golem



Summon a Golem; the Evil Wizard must give the 'Klear' spell of the Golem to the hero.

SCROLL

### Solomann



Reuse 1 discarded spell of your choice.

SCROLL

### Vision



You may look at the top treasure card from the deck at any time, but only once.

SCROLL

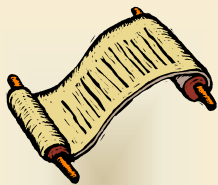
### Mystery Scroll



This is a Mystery Scroll; if you wish to know what this scroll is ask the Evil Wizard by paying 50 gold coins in-between quests.

SCROLL

### Mystery Scroll



This is a Mystery Scroll; if you wish to know what this scroll is ask the Evil Wizard by paying 50 gold coins in-between quests.

SCROLL



*Scroll*

### Mystery Scroll



This is a Mystery Scroll; if you wish to know what this scroll is ask the Evil Wizard by paying 50 gold coins in-between quests.

SCROLL



*Here's another favourite of mine. I can't wait to see a suffer from this form of punishment...ha-ha.*

## **Magical Darkness**

*When a hero opens a door or steps through a secret door in a room that contains the Magical Darkness: he/she will be immediately sucked into that room.*

*Any hero wishing to pass the Magical Darkness room must roll a white shield on 1 combat die, to walk safely across or be sucked in as well.*

*Magical Darkness is a force that is very strong and its effects last for 1 quest level: taking potions and/or using spells will not restore/cancel its power.*

*To exit the room where the Magical Darkness resides the hero must roll a white shield to escape, or roll again on the table to see what else he/she has to give up until next turn.*

*Table 1 is for the heroes Amazon, Barbarian, Dwarf, Elven Archer and the Ranger.*

*Table 2 is for the heroes Cleric, Elf, Mage, Paladin, Wizard and the Avatar.*

*Use a 1D12 on both tables to determine the outcome of what is lost from the heroes.*

## **Magical Darkness Tokens**



## Table 1

Roll	Effect
1	Lose 2 mind points.
2	Lose 1 mind point and 1 equipment <sup>1</sup> . ( <i>weapon</i> )
3	Lose 3 body points.
4	Lose 2 body points.
5	Lose 1 body point and 1 equipment <sup>2</sup> . ( <i>weapon</i> )
6	Lose 3 attack dice.
7	Lose 2 attack dice.
8	Lose 1 attack die and 1 equipment <sup>3</sup> . ( <i>weapon</i> )
9	Lose 3 defence dice.
10	Lose 2 defence dice.
11	Lose 1 defence die and 1 equipment <sup>4</sup> . ( <i>weapon</i> )
12	Lose 2 equipment <sup>5</sup> . ( <i>weapons</i> )

## Table 2

Roll	Effect
1	Lose 3 spells <sup>6</sup> .
2	Lose 2 spells.
3	Lose 1 spell and 1 equipment <sup>1</sup> . ( <i>weapon</i> )
4	Lose 3 body points.
5	Lose 2 body points.
6	Lose 1 body point and 1 equipment <sup>2</sup> . ( <i>weapon</i> )
7	Lose 3 attack dice.
8	Lose 2 defence dice.
9	Lose 1 defence die and 1 equipment <sup>3</sup> . ( <i>weapon</i> )
10	Lose 3 mind points.
11	Lose 2 mind points.
12	Lose 1 mind point and 1 equipment <sup>4</sup> . ( <i>weapon</i> )

<sup>1</sup> If the hero has no equipment lose 100 gold coins.

<sup>2</sup> As above but lose 200 gold coins.

<sup>3</sup> As above but lose 300 gold coins.

<sup>4</sup> As above but lose 400 gold coins.

<sup>5</sup> As above but lose 500 gold coins.

<sup>6</sup> Evil Wizard's choice.



*There can never be too much of a bad thing when you're up against the forces of good my dutiful Apprentice.*

## **The Skulls of Archelon**

*The Skulls of Archelon are the creation of Lord Archelon who is a powerful being from the 7<sup>th</sup> dimension. Where impossibility is a reality; the skulls cannot be destroyed since they are from the 7<sup>th</sup> dimension they stay hovering in the room and/or passageway when discovered, they do not move.*

*These Skulls of Archelon appear as a normal sized skull. The skulls glow a soft phosphorescent white with the eye sockets glowing a brilliant green. These skulls have chaotic effects, which will affect all of a room in which they are placed, irrespective of room size and up to 3 squares away in all directions in any passageway they are located in.*

*It is possible for the heroes to be affected by a skull before they can see it, if it is around the corner from them. However, the skull's influence does not pass through walls, doors or open doorways.*

*The monsters in the quest are immune by the magical affects of the skulls, but are also protected by their affects if they stay in the zone of influence.*

*Special Note: If there are 2 Skulls of Archelon in the same passageway their affects may overlap, the heroes in those squares are subject to both of their adverse affects.*

*There can only be 1 skull in a room.*

*When the heroes enter a zone of influence of a skull roll a 1'D12 and see the table as to which skull and its power of evil.*

Roll	Skulls of Archelon
1	Anti-Magic.
2	Archelon Power.
3	Archelon Strength.
4	Daemonette Power.
5	Fleeing.
6	Magical Drain.
7	Mist of Archelon.
8	Pit of Archelon.
9	Slowness.
10	Spell Lapse.
11	Undead Attack.
12	Weakness.

## The Skulls of Archelon Descriptions

*Anti-Magic* - All magical items including spells in possession by the heroes is nullified so long as they are within the zone. They are temporarily drained of their properties, but will regain them as soon as they leave the skull's influence.

*Archelon Power* - all monsters within the zone, have 1 extra combat die in attack and defence; plus ant Undead are immune to Clerical 'Turning'.

*Archelon Strength* - All monsters within the zone, receive 2 extra mind and body points; plus they are immune to all spells.

*Daemonette Power* - The hero's head turns into that of a daemon; he/she is now considered a monster, but this also affects the other heroes indirectly. The daemon hero must make a will power test; he/she must roll combat dice equal to his/her mind points. The daemon hero must roll 2 white shields, if not, that hero's mind is filled with daemonic thoughts and will attack the nearest hero.

*Fleeing* - The hero immediately runs away from the room or passageway in any direction of the Evil Wizard's choice. He/She is suddenly filled with fear; any monster in the way of the hero will let him/her pass. If the hero falls into a trap, bad luck. Also, the hero loses 1 mind point roll 3D6 for movement.

*Magical Drain* - The first hero to enter the zone has 1 of his/her magical items or spells permanently drained of magic for the current quest level. If he/she has more than 1 magical item or spell the Evil Wizard should choose which has been affected. Don't tell the hero this until he/she comes to use it. If the first hero isn't carrying any magical items or spells, then the second hero is affected instead, and so on.

*Mist of Archelon* - A thick cloud of mist suddenly fills the skull's zone of influence making it hard to see through. The heroes can only move 1 square per turn until they are out of the zone. Any monsters in the zone or outside can attack the heroes as normal. The heroes have 1 less combat die when defending; they also cannot attack while in the mist, because they can't see anything.

*Pit of Archelon* - The zone becomes a giant pit, but instead of climbing out next turn, the heroes must kill all the creatures in the pit. See Door Traps, 'Pit of Darkness' for details.

*Slowness* - Movement is halved through the zone.

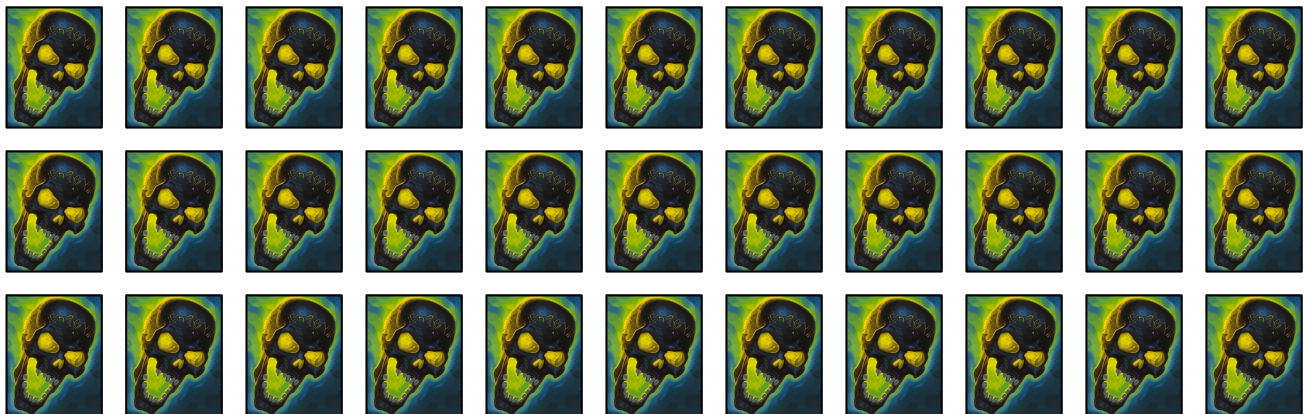
*Spell Lapse* - Any spell caster trying to cast any spell in the zone must roll a white shield first on 1 combat die to be able to cast it.

*Undead Attack* - Undead monsters appear anywhere in the zone and attack the nearest hero. While in the zone the monsters are immune to all spells and the Cleric's 'Turning' ability. Once they step out of the zone their immunity ends, until they enter it again. Roll a 1D6 on the table below to see which Undead occupy the zone; then roll a 1D6 to see how many attack the heroes.

Roll	Monster
1	Mummy
2	Ghoul
3-4	Zombie
5-6	Skeleton

*Weakness* - All the heroes who enter the zone lose 1 body point.

## The Skulls of Archelon Tokens





*Now here is another favourite of mine my astute Apprentice: herewith is a table to decide which character or monster fights a hero who foolishly stumbles into a magically sealed room, good luck with the roll, and remember you decide how powerful these creatures are when facing the heroes in single battle.*

## Special Character Table

Roll	Character/Monster
1	Roll Again or choose your own Special Character
2	Captain Skulmar
3	Bellthor the Gargoyle
4	Kessandria the witch Queen
5	Petrokk the Chaos Sorcerer
6	Balur the Fire Mage
7	Nexael the Chaos Sorcerer
8	Xenloth the Chaos Mage
9	Festral the Chaos Sorcerer
10	The Witchlord

Roll a 1D10 for the above table.

Monster	Movement	Attack	Defend	Mind	Body	Special Ability
<i>'Balur the Fire Mage</i>	8	2 <sup>1</sup>	5	7	4	<ul style="list-style-type: none"> <li>- Each Fire spell except 'Courage' can be cast twice and has double body point damage.</li> <li>- Poison Breath. Roll 6 combat dice minus 1 mind point for every skull rolled.</li> </ul>
<i>'Bellhor the Gargoyle</i>	6	6 <sup>1</sup>	6	4	4	
<i>Captain Skulnar</i>	8	5	6	5	4	
<i>'Festral the Chaos Sorcerer</i>	6	4 <sup>1</sup>	5	7	3	<ul style="list-style-type: none"> <li>- Can cast the 'Mind Blast', 'Mind Lock' and 'Dominate' Chaos spells; Festral has 5 of each Chaos spell at his command.</li> </ul>
<i>'Kessandria the Witch Queen</i>	6	4 <sup>1</sup>	6 <sup>2</sup>	6	4	<ul style="list-style-type: none"> <li>- Can cast the Air 'Genie' spell once per turn.</li> <li>- Immune to all magic except all Fire spells.</li> </ul>
<i>'Nexrael the Chaos Sorcerer</i>	8	3 <sup>1</sup>	4	5	5	<ul style="list-style-type: none"> <li>- Can cast the 'Mind Blast' Chaos spell once per turn; Nexrael has 4 Mind Blast spells at his command.</li> <li>- Hypnotic Stare. Roll 2 combat dice minus 1 mind point for every skull rolled.</li> <li>- Immunity.</li> </ul>
<i>'Petrokk the Chaos Sorcerer</i>	6	3 <sup>1</sup>	4	3	4	
<i>The Witch Lord</i>	10	5	6 <sup>1</sup>	5	4	<ul style="list-style-type: none"> <li>- Immunity.</li> <li>The Witchlord is immune to all spells.</li> </ul>
<i>Xenloth the Chaos Mage</i>	6	2 <sup>1</sup>	4	6	4	<ul style="list-style-type: none"> <li>- Has 5 Mind Blast spells.</li> </ul>





*I suppose I have to be fair my shrewd Apprentice and let the heroes have some chance at winning, perhaps these will help. Gemm Stones are special jewelled magical artifacts that have individual characteristics, which only spell casters can use to aid them against evil.*

*The table below indicates how much power the artifact extracts from the user by deducting his/her mind points every time it is used.*

## Gemm Stones

Gemm Stone	Description
<i>Amethyst</i>	Heals up to 2 body points.
<i>Aquamarine</i>	Heals up to 2 mind points.
<i>Chrysolite</i>	Brings back to life a monster or hero who has just died, to full mind and body points.
<i>Diamond</i>	May move diagonally.
<i>Emerald</i>	May move up to than extra 4 squares per turn.
<i>Garnet</i>	May move a monster or hero up to 6 squares in any direction, but not diagonally.
<i>Lapis Lazuli</i>	Teleport up to any number of squares away from your present position. <i>(roll 3D6 for movement)</i>
<i>Onyx</i>	Negate 1 spell just cast during anyone's turn, including yours.
<i>Rose Quartz</i>	Reverse 1 spell just cast back to the original caster during anyone's turn, even yours.
<i>Ruby</i>	May control a Goblin for 2 turns.
<i>Sapphire</i>	May control a Hobgoblin for 1 turn.
<i>Star Sapphire</i>	Put to sleep an Elite Guard for 1 turn.
<i>Topaz</i>	Create a tempest, which envelops a monster or hero; thus missing their next 2 turns.
<i>Tourmaline</i>	Increase your possession of gold by 1020 worth of coins.
<i>Xeem</i>	Cancels out the effects of any Gemm Stone cast during the last turn.
<i>Zircon</i>	Protection against monbeast attacks for the first 2 rounds.

# Status

# Mage

# Race

	Sorcerer	Wizard	Magician	Konjuror	Peeyr	Earth	Air	Fire	Water	Mind	Syndor	Wizard	Cleric	Elf	Paladin	Avatar
Am	1	1	1	1	2	0	1	1	0	1	1	1	0	0	0	0
Aq	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Ch	3	4	4	4	5	4	4	4	4	4	4	3	2	4	2	2
Di	0	0	0	1	2	0	1	1	1	1	0	1	1	1	1	0
Em	0	0	0	1	1	1	1	1	0	1	1	1	1	1	1	0
Ga	0	1	1	2	3	2	2	0	2	0	2	1	2	2	3	0
Ll	0	1	1	2	2	2	0	2	2	2	0	1	2	2	2	0
On	0	1	2	2	3	2	2	2	2	0	3	1	1	2	3	0
Rq	1	1	2	2	3	2	0	2	2	2	3	2	2	3	3	0
Ru	0	0	1	1	1	1	1	0	1	1	0	1	1	1	1	0
Sa	1	1	1	2	2	1	1	1	0	1	2	1	1	2	2	0
Ss	0	1	2	2	3	3	0	3	3	3	3	2	2	3	3	0
To	0	0	1	1	2	1	0	1	1	1	0	1	1	2	3	0
Tm	0	0	0	0	1	0	1	0	0	0	1	0	1	1	1	0
Xc	1	1	2	2	3	2	2	2	2	2	2	2	3	3	4	0
Zi	0	0	1	2	2	0	2	0	2	0	2	1	2	2	2	0

### Amethyst



Heals up to 2 Body points.

GEMM STONE

### Aquamarine



Heals up to 2 Mind points.

GEMM STONE

### Chrysolite



Brings back to life a monster or hero who has just died, to full mind and body points.

GEMM STONE

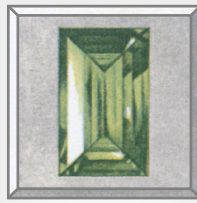
### Diamond



May move diagonally.

GEMM STONE

### Emerald



May move up to than extra 4 squares per turn.

GEMM STONE

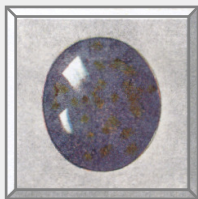
### Garnet



May move a monster or hero up to 6 squares in any direction, but not diagonally.

GEMM STONE

### Lapis Lazuli



Teleport up to any number of squares away from your present position. *(roll 3D6 for movement)*

GEMM STONE

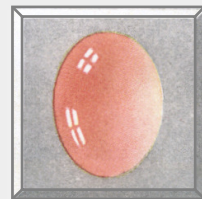
### Onyx



Negate 1 spell just cast during anyone's turn, including yours.

GEMM STONE

### Rose Quartz



Reverse 1 spell just cast back to the original caster during anyone's turn, even yours.

GEMM STONE

### Ruby



May control a Goblin for 2 turns.

GEMM STONE

### Sapphire



May control a Hobgoblin for 1 turn.

GEMM STONE

### Star Sapphire



Put to sleep an Elite Guard for 1 turn.

GEMM STONE

### Topaz



Create a tempest, which envelops a monster or hero; thus missing their next 2 turns.

GEMM STONE

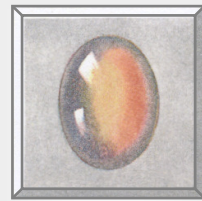
### Tourmaline



Increase your possession of gold by 1020 worth of coins.

GEMM STONE

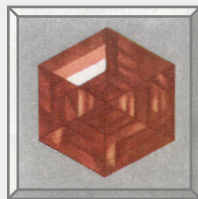
### Xecm



Cancels out the effects of any Gemm Stone cast during the last turn.

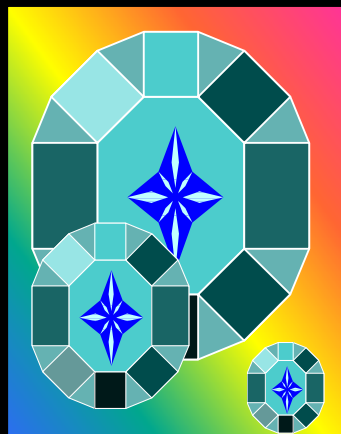
GEMM STONE

### Zircon

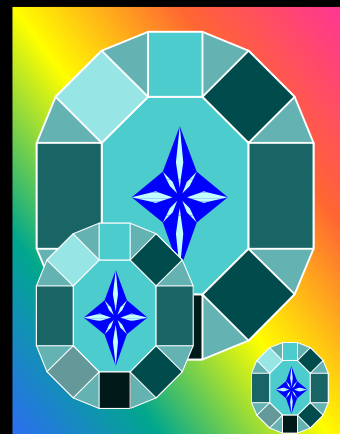


Protection against Monbeast attacks for the first 2 rounds.

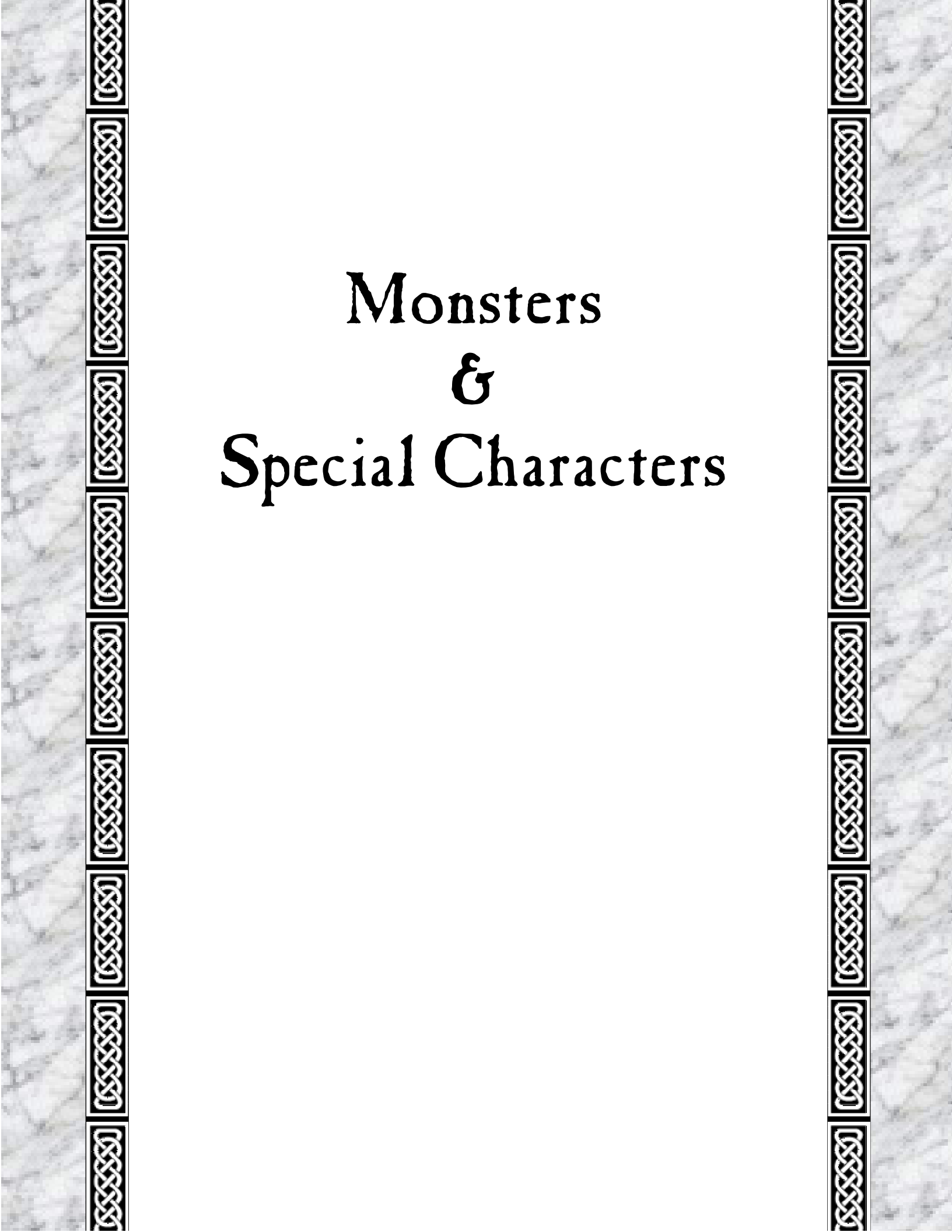
GEMM STONE



*Gemm Stone*



*Gemm Stone*



**Monsters  
&  
Special Characters**



*Herewith from my personal library is some information about the various monsters and special characters that you can and may use in your heroquest quest adventures my fair Apprentice. There is a lot to choose from, and I think you will be pleased, such variety, as in life-or is that death?*

## **Chaos Mind Mage Background**

*Mind points are a measure of a character's wisdom and a measure of a character's magical aptitude. They show how well they can use magic and, more importantly, how well they can resist it.*

*Chaos Sorcerers and Mind Mages may only cast one spell a turn. A spell can be cast at any character to which the Chaos Sorcerer has a clear line of sight. A Chaos Sorcerer and or a Mind Mage who casts a spell may also move but may not engage in hand to hand combat in that turn. If a Chaos Sorcerer and or a Mind Mage casts a spell and is killed, that spell stops working at once.*

*If a character has the Talisman of Lore, he receives an extra two Mind points. These Mind points count towards that character's Mind control total, as long as that character has the Talisman.*

*You maybe familiar with the Elemental Spells, but there are certain guilds that practice just one area of magic that their mentality can handle. That is to say Mages: there are different types of Mages: Earth, Air, Fire, Water and even a Byndor Mage plus a Mind Mage at that.*

*An Elemental (Earth, Air, Fire and Water) Mage practices just one of the Elements and knows all the spells there is to know. When using these Mages in quests choose 6 first level Elemental spells, or you may choose 6 other spells from the other levels if you want a harder quest adventure. You can have a mix from different levels with a minimum of 2 spells from any level.*

*A Byndor Mage knows the magical arts of two Elements. When using this Mage in quests choose 3 first level Elemental spells from 2 Elements, or you may choose 3 other spells from the other levels if you want a harder quest adventure.*

*While a Mind Mage concentrates on the spells associated with the mind; and herewith are the descriptions of the various Mind spells that could be handy if you decide to use a Chaos Mind Mage.*

## Mind Spells

### **Dominate**

This spell allows a Chaos Sorcerer and or the Mind Mage to take control of a hero for a turn. The Chaos Sorcerer or the Mind Mage must attack his target by rolling a number of combat dice equal to his Mind points while the defender does the same to defend himself. The Chaos Sorcerer or the Mind Mage must score at least two skulls in his Mind Attack. If he is successful, the Chaos Sorcerer or the Mind Mage places a Dominate token on the character's board and may move that character immediately. He may move, cast spells and fight with the character as normal and may attack the other players with him. A character is only Dominated for the duration of the Chaos Sorcerer's or the Mind Mage's turn. If the attack is unsuccessful, nothing happens.

### **Mind Blast**

This spell allows a Chaos Sorcerer or the Mind Mage to inflict Mind point damage on another character without having to be next to him or physically attacking him. A Chaos Sorcerer or the Mind Mage with this spell receives the number of Mind Blast tokens specified in the Quest. Each time he attacks, he must discard one of the tokens. He may only use as many Mind Blasts as he has tokens.

To attack with a Mind Blast, both characters roll a number of combat dice equal to their Mind point score and add up the number of skulls they have. The one with most skulls, be it attacker or defender, then inflicts Mind point damage on his opponent equal to the number of skulls he has in excess of his opponent's score. If both scores are equal, neither character inflicts any damage. If a character or a monster loses all his Mind points as a result of a Mind Blast, he is knocked unconscious and remains out of play for the rest of that Quest. Mind points are recovered between Quests in the same way as Body points.

### **Mind Bolt**

The Chaos Sorcerer and or the Mind Mage casts a bolt of pure dark energy upon any one hero. Mind Bolt causes the hero to lose consciousness; the hero rolls as many combat dice as he has Mind points. For every skull rolled the hero loses that many turns. While unconscious the hero can not move, attack or defend, but he can be attacked with possible fatal results.

### **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 one or more white shields are rolled, the hero has Mind point left. If no white shields are rolled, the hero has been reduced to zero Mind points and goes into "shock"  
(see Mind Points below)

### **Mind Fright**

The Chaos Sorcerer and or the Mind Mage can cast this spell on any one hero to become so fearful that his attacks are reduced to 1 combat die. The spell can be broken by the hero on a future turn by rolling 1 red die for each of his Mind points. If a 6 is rolled, the spell is broken.

## **Mind Lock**

This spell allows a servant of Chaos to freeze a hero's mind and prevent him from taking any action. The Chaos Sorcerer or the Mind Mage makes a Mind Attack against his target by rolling a number of combat dice equal to his Mind points. His target defends with as many combat dice as he has Mind points. The defender is frozen for one turn for each skull scored by the attacker. If no skulls are scored against the target, the spell has no effect. A Mind Locked character places one Mind Lock token on his character board for each turn he is affected, removing one on each of his turns. Having removed a token, a frozen character may attempt to break the Chaos Sorcerer's or the Mind Mage's hold by rolling one combat die for each Mind point. If he manages to roll three skulls or more, he may remove all remaining Mind Lock tokens on his character board. A frozen character may not move, attack or perform any other action, but he may defend against other attacks using only 1 defence die.

## **Mind Madness**

The Chaos Sorcerer and or the Mind Mage casts a psychic beam to any hero and may immediately move that hero their normal movement distance, (squares) or the total number rolled on a 2D6. The hero misses his next turn while they recover their senses from the psychic beam.

## **Mind Sleep**

The Chaos Sorcerer and or the Mind Mage can cast this spell on any one hero who falls asleep immediately; and stays asleep until the hero can roll a 6 on 1 red die or until the Chaos Sorcerer and or the Mind Mage are no longer present (in a room or passage) or killed, in which case the spell is broken. The hero can not defend against a monster's attack while asleep and thus may die.

## **Mind Points**

When a hero reaches zero Mind points, he is not dead but in "shock". (A hero can not go below zero Mind points) He rolls only 1 red die to move, attacks with only 1 combat die, and defends with only 2 combat dice. (Armour, weapons and most quest treasures and artefacts do not increase the attack or defend dice when a hero is in shock) The hero's attack and defend dice can be temporarily increased by some spells.

The extra Mind points gained from certain artefacts (such as the Talisman of Lore), can be lost in battle. For example, a Barbarian with the Talisman of Lore (for a total of 3 Mind points) goes into shock after he accumulates 3 Mind points of damage.

In this and other quests, it is important to keep track of heroes' current Mind points. Perhaps somewhere on a character sheet to record Mind point damage.



## Elven Background

The Elven race are a mystery to me; there are many different types of Elves--Desert Elves, Forest Elves, Mountain Elves, Sea Elves, there could be more but as yet my information is limited, but the Four I like are the Chaos Elves, Dark Elves, Blood Elf Mages and Dark Elf Druids.

There are four types of Elves that practice the chaotic arts of dark magic, the Chaos Elf, Dark Elf, Blood Elf Mage and to a lesser extent the Dark Elf Druid. These four groups would be suitable to employ against the forces of Mentor and his like.

The Chaos Elf can only cast level 1 Chaos spells; if he is to be used choose 6 first level Chaos spells. But you are allowed to choose level 2 spells as well if the heroquest adventure you wish to create is harder for the heroes to participate in. You can even mix levels 1 and 2 together, if this is the case three spells from each level is advised; or you may go for any combination totalling no more than 6 spells.

The Dark Elf however is different; he uses his own spells, regardless of the level of difficulty. But again my crafty Apprentice you can add level 3 Chaos spells if things become predictable. Therefore you can choose four level 3 Chaos spells and 4 Dark Elf spells to make a different deck of spells that total eight. Remember, you may go for any combination totalling no more than 8 spells if you wish just to make things interesting. The choice is yours.

The Blood Elf Mages are a group of spellcasters dedicated to Elemental Fire magic and are recognized by their red coloured garments. The Blood Elves can cast levels 1, 2 and 3 in Elemental Fire magic. You my calculating Apprentice must choose 8 spells from any level in any combination you wish; the only limitation, there must be at least 1 spell minimum representing any one Elemental Fire level.

The Dark Elf Druid is a priest with powerful religious overtones and very dangerous. If a Dark Elf Druid is present in a group; that group receives a plus 1 in defence and attack until the Druid is killed.

## Dark Elf Spells

### Chillwind

When this spell is cast the Dark Elf unleashes a freezing wind against his enemy. Chillwind is a magic missile with a range of up to 10 squares (including diagonally) and causes variable Body point damage depending on how close the victim is.

1-2 squares: Lose 5 Body points

3-4 squares: Lose 4 Body points

5-6 squares: Lose 3 Body points

7-8 squares: Lose 2 Body points

9-10 squares: Lose 1 Body point

### Flashback

By casting this spell, the Dark Elf or any hero or monster the Dark Elf chooses can replay his entire turn. All results of the Dark Elf, hero or monster's first turn are cancelled. You can cast this after the Dark Elf, any hero or monster'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 Dark Elf) must roll 1 red die. A figure that rolls equal to or less than it's Mind points is unaffected by the illusion. Rolling a number greater than its Mind points means that the figure is paralysed for 3 turns – unable to move, attack, or defend.

### Mind Bolt

The Dark Elf casts a bolt of pure dark energy upon any one hero. Mind Bolt causes the hero to lose consciousness; the hero rolls as many combat dice as he has Mind points. For every skull rolled the hero loses that many turns. While unconscious the hero can not move, attack or defend, but can be attacked with possible fatal results.

### Mirror Magic

When cast by the Dark Elf during a Hero's turn. This will enable the Dark Elf to reflect any hero's spell back to him. Mirror Magic is cast immediately after the hero casts a spell at the Dark Elf. The hero then suffers the effect of the spell that was intended for the Dark Elf.

### Slow

This spell reduces 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 one. These effects last until the hero is killed or is out of sight of the Dark Elf.

## **Soothe**

This spell may be cast on any one hero or monster (including the Dark Elf) and can restore up to 3 lost Body points.

## **Summon Wolves**

This spell when cast, conjures up a number of Giant Wolves to help attack the Dark Elf's enemies. (Place the Giant Wolves adjacent to the Dark Elf) To see how many Giant Wolves materialize, roll 1D6 and check the results below: This spell is then discarded.

1 or 2 = 1 Giant Wolf

3 - 5 = 2 Giant Wolves

6 = 3 Giant Wolves

## **Timestop**

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

## **Wall of Giant Vines**

This spell creates a living wall of thick Giant Vines 12 feet high which are up to 4 squares. These squares block movement, and need not be adjacent, but they must all be within the line of sight of the Dark Elf at all times. Each Giant Vine square lasts until the Dark Elf dies, cancels the spell, or can no longer see the square, or until a cumulative total of 6 skulls are rolled in attacking the Giant Vines.

# **Dark Elf Druid Spells**

## **Arrows of the Night**

You may fire these magical bolts at any hero or monster, and then attack the victim with four combat dice and he must defend with as many dice as he has Mind points.

## **Chains of Darkness**

You may cast this spell on any hero or monster. The victim may not move or attack until the beginning of the Dark Elf Druid's next turn. Although the victim may defend or cast spells.

## **Clairvoyance**

You may ask the Evil Wizard player to remove the contents of one room (Evil Wizard's choice) anywhere on the board at once; as long as it does not enable the heroes to finish the quest.

## **Cloak of Shadows**

You may summon up a patch of darkness and place a Cloak of Shadows tile on the gameboard. Anyone 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.

## **Dispell**

You may pick one spellcaster and force him to discard one of his unused spell cards at random. That spell is then lost for the duration of the quest.

## **Future Sight**

Play this card at the end of your turn. You may re-roll any attack, defence or movement die rolls once until the end of your next turn.

## **Invisibility**

You may become invisible and move around unseen until the beginning of your next turn. While you are invisible, you can not attack anyone, but neither will you be attacked or be affected by spells.

## **Treasure Horde**

Cast this spell when a hero searches a room for treasure. When he picks a treasure card, ask the hero to tell you what it is and if you do not like the treasure card, force the hero to discard it. The hero does not pick another treasure card to replace the one that was discarded. This spell can be cast out of turn.

## **Twist Wood**

This spell when cast causes any magical and non-magical shields and weapons made of wood, such as a staff, bow and arrows, to become deformed and turned into twisted warped useless pieces of weaponry.

## **Wall of Stone.**

You may create a magical wall of stone which covers two squares. This wall has 5 Body points and rolls six combat dice in defence. Keep this card at hand until the wall is destroyed, then discard it.

## **Fimir Background**

*Fimirs live in a hive-like community (like Bees or ants) and there are four classes of Fimir: Shearls, Fimm, Dirach, and Meargh. While they all had the basic Fimir characteristics (1 eye, scaly skin, and tail), each where physically different from the others.*

*The Shearls where the menial workers. (like bee drones).*

*The Fimm are the warriors, the basic Fimm are tan in complexion; and there are two subsets of the Fimm. The first is the Fianna: these are the elite warriors, and they have a dark green complexion; and the second type of Fimm are the Nobles, these have a spear-point on the end of their tails instead of a spike ball. The Nobles lead the different factions of the Fimir colony, and are often wearing different coloured garments to represent these factions.*

*The Dirach are the wizards of the Fimirs, they are smooth-tailed, and have four horns on their heads. They have a yellow to yellow-orange complexion. Each of the Noble factions has at least one Dirach with them.*

*The Meargh, or Witch Queen, is the only female Fimir; she leads the colony and she is the only Fimir with hair, and she has a smooth tail and her skin has a dark tan complexion.*

*The Fimir Shaman is another Fimir spellcaster, but is different to the Fimir wizard in that the Shaman provides a more spiritual calling to the Fimir colony-almost a religious aspect; and as such he has his own agenda and magical powers.*

## **Fimir Shaman Spells**

### **Black Rain**

A corrosive black rain cloud forms around the Fimir Shaman. Any hero in the same room or corridor must roll a 1D6. If anything besides a 5 or a 6 is rolled one of the hero's magical or non-magical weapons or armour (Fimir Shaman's choice) is destroyed by the black rain. If a magical weapon or armour is chosen its magical abilities are frozen for two turns.

### **Marsh Gas**

A smelly white misty fog begins to form around the Fimir Shaman; on the Shaman's next turn, it erupts into a brilliance of flames. Any heroes or monsters in the same room or corridor suffer two body points of damage. Fimirs are not affected by this spell when cast.

### **Marsh Lights**

When this spell is cast the Fimir Shaman conjures up bright blinding twinkling lights that dance around the heads of the heroes in the same room or corridor disorienting them. Each hero affected must roll a 1D6. If a Hero rolls anything besides a 5 or a 6, he is confused by the bright twinkling lights and misses his next turn. This spell may be cast once every three turns.

## Mystic Vapour

A dark, thick fog-like mist forms from the Fimir Shaman's outstretched hand, filling the room or corridor reducing visibility for every hero and non-Fimir creature in it. No hero or creature besides a Fimir can fire missiles or cast any long-range spells all attacks are limited to adjacent squares. The spell when cast lasts for a duration of ten turns, even if the Fimir Shaman is killed. Movement in the effected area is limited to one square until the hero or the non-Fimir creature clears the effected area.

## Slime

This spell when cast, produces a sticky greenish slime that engulfs a hero's entire body, causing him to be paralysed where he stands until he rolls a 6. While stuck he may not attack, defend or move.

## Summon Fimirs

This spell when cast, conjures up a number of Fimirs at the shaman's command to help attack his enemies. (Place the Fimirs adjacent to the shaman) To see how many Fimirs materialize, roll 1D6 and check the results below:

1 or 2 = 1 Fimir,  
3 - 5 = 2 Fimirs,  
6 = 3 Fimirs.

## Swamp

When cast on a hero, the ground beneath his feet becomes wet and boggy, and he begins to sink. He must immediately roll two combat dice. If he rolls a white shield, he jumps away and avoids the spell. Otherwise he sinks in over his head and loses two body points before he can dig his way out. The hero can not attack but can still defend. This spell is then discarded.

## Giant Cobra

The Fimir Shaman conjures a giant cobra that bursts up from the ground to attack a hero. The giant cobra attacks with 6 combat dice if the hero loses two Body points in the snake's attack, he has been bitten. Once the hero has been bitten, he will lose one Body point per turn from the poison until an anti-venom potion is taken. The cobra will disappear once it has succeeded in biting the hero. This spell is then discarded.

## Ogre Background

*Let's turn our attention to another of my interesting creatures-the Ogre. For they are an ancient race and very undisciplined, and their random nature make them an excellent tools to use against my enemies if they are handled correctly. But the Ogres are dangerous as allies and unreliable as servants of Chaos. So choose well my young Apprentice, for food is the key to their greed and loyalty.*

*Ogres see the world as one long series of meals: enemies mean lunch or breakfast, depending on the time of day. More often than not, Ogre duels are vast eating competitions - although violent brawls make a good substitute.*

*As enemies, Ogres are ruthless foes who show no mercy once their appetite has been whetted. Anyone brave enough to do battle with the Ogres must be sure of their own fighting prowess. Otherwise they might not just end up dead...they'll end up as someone's dinner!*

*Ogres are not evil as such: just permanently hungry and frighteningly violent. Often they just wander about alone. At other times, they group together in clans led by an Ogre Lord - whoever is the meanest, nastiest and hungriest at that particular time. It is possible for both the Empire and the forces of Chaos to hire Ogres as mercenaries, so long as they are guaranteed a good time - a brawl and plenty to eat (usually as a result of the fighting). But their habits make them unpredictable and horribly dangerous even as allies, so the only way to win them over is to fill their bellies with food, ale, and a lot of promises on feasting on their enemies when victory and glory is due.*

*You already know of the Ogre Warrior, Champion, Chieftain and Lord, but here's a new addition: the Ogre Shaman, every Ogre Clan has one. Their mystic ability to cast spells and to help protect their clan is almost legendary do not underestimate their power or you may certainly end up as dinner.*

## **Ogre Shaman Spells**

### **Destroy Magic**

This spell when cast removes from an enchanted item its magical properties, disintegrating the item to powder as the enchanted item is separated from its magical power. It destroys any Quest Treasure, Artefact, Scroll, Potion, Magical Weapons and Armour carried by a hero.

### **Destroy Weapon**

This spell may be cast at any one hero or monster. When cast it causes any non-magical weapon or armour (Ogre Shaman's choice) to disintegrate. The player must discard any weapon or armour card he has.

### **Flame of Power**

This spell may be cast at any one hero or monster. It will invoke a flame of power that will seek out its victim and inflict two body points of damage. The victim may roll two dice. For each shield rolled he may reduce the damage by one.

## Plague

This spell may be cast at any one hero or monster. When cast by the Ogre Shaman it will produce a mystic heavy black vapour that heads towards his enemy. The victim becomes engulfed in the vapour and contracts a disease making him lose three body points. The victim may roll three dice. For each shield he rolls he may reduce the damage by one.

## Purge

When cast the Ogre Shaman may pick one spell from a spellcaster and force him to discard one of his spell cards at random. That spell is then lost in the ether void for the duration of the Quest.

## Summon Ogre Warriors

This spell when cast, conjures up a number of Ogre Warriors at the shaman's command to help attack his enemies. (Place the Ogre Warriors adjacent to the shaman) To see how many Ogre Warriors materialize, roll 1D6 and check the results below:

1 or 2 = 1 Ogre Warrior

3 - 5 = 2 Ogre Warriors

6 = 3 Ogre Warriors

## The Wizards of Morcar

*Here's a blast from the past my learned Apprentice; I present to you my Lieutenants of death, chaos and all things evil. They were once the best I had to offer against Mentor and his heroes. Now I have resurrected them for your pleasure and to plan your future conquest of the 'Kings of the Realm' and the Kingdom as a whole. They were defeated once but this time—this time!*

*Let me present again for your consideration:*

## Zanrath, High Mage of Sarako

*Is an ancient bearded man wearing a pointed hat and carrying a staff topped with a crescent moon. He lives in a magical tower high in the Tarak Mountains, where he is guarded by his elite army of dreaded Chaos Warriors. Zanrath can cast 'High Mage' spells.*

## High Mage Spells

### Dispell

The Sorcerer may pick one spell using character and force him to discard one of his spell cards at random. That spell is then lost for the duration of the quest.



## **Escape**

The Sorcerer may use this spell to move instantly to any unoccupied square on the gameboard.

## **Madness**

Cast this spell on one figure to affect it with a frightening madness. The Evil Wizard player may then move that figure on his next turn, although the affected figure may not attack or cast spells.

## **Rust**

This spell causes one item of equipment of the Evil Wizard player's choice to rust and become useless. That equipment card should be discarded.

## **Strands of Binding**

The Sorcerer may fire magical threads from his fingers which will entangle one target. The target may not move or attack until he destroys the Strands of Binding which have 1 Body point and roll four combat dice in defence. The target may defend against other attacks.

## **Wall of Flame**

The Sorcerer creates a magical wall of flame which covers two squares. The wall has 1 Body point and rolls six combat dice in defence. Keep this card to hand until the wall is destroyed.

## **Fanrax the Malicious**

*Is an evil-looking man adorned with skull symbols and carrying a wickedly sharp dagger stained with blood of his victims. He dwells in an ancient crypt that lies in the vast nameless graveyard swamp beyond the Shuddering Forests. Fanrax can cast 'Necromancer' spells*

## **Necromancer Spells**

### **Call Skeleton**

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

### **Death Bolt**

The Sorcerer may hurl his spell at one target in sight. That figure then automatically loses 1 Body point.

### **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.

## **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.

## **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.

## **Summon Mummy**

This spell summons a mummy which will appear in any square adjacent to the Sorcerer. It may move and attack at once.

## **Borosh, the Storm Master**

*He is a ragged and bearded man with an oaken staff. He lives high atop the loftiest peak in the dark mountains, known as the eyrie of Borosh and commands great elemental forces with which he can easily overcome unwary intruders. Borosh can cast Storm Master spells.*

## **Storm Master Spells**

### **Blinding Sleet**

The Sorcerer may fill a room with blinding sleet. No one in that room may move, make ranged attacks or cast spells until the beginning of the Evil Wizard's next turn. Figures may only attack or defend if they are adjacent to another figure.

### **Earthquake**

The Sorcerer may split the ground asunder in a straight line of six squares. Lay the Earthquake card piece on the board to determine who is affected. All those caught will suffer 1 Body point of damage as if they had fallen into a pit trap.

### **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.

## **Lightning Bolt**

The Sorcerer may fire a lightning bolt in a straight line of six squares. Use the lightning bolt card piece to determine who is hit. Anyone hit is attacked with three combat dice which they may defend against in the normal way. Resolve each attack separately.

## **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.

## **Wall of Ice**

The Sorcerer creates a magical wall of Ice which covers two squares. The wall has 1 Body point and rolls six combat dice in defence. Keep this card to hand until the wall is destroyed.

## **Grawshak, Orc Shaman of the Northern Tribes**

*This Orc is decorated in skins, feathers and skulls and carries a massive totem wand. He lives near the Northern Wastes where the Lair of Grawshak abides a dark cave—a foreboding place guarded by Grawshak's fiercely loyal Elite Bodyguard. Grawshak can cast 'Orc Shaman' spells.*

## **Orc Shaman Spells**

### **Orc Berserker**

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

### **Sharpen Blades**

This spell allows 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.

### **Shield of Protection**

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

### **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.

## **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.

## **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.

## **Special Characters and Monsters**

*Here is a selection of some of my favourite monsters and characters that may interest you my fair Apprentice. That could come in handy when designing your next quest adventure.*

### **Balur the Fire Mage**

*Balur the Fire Mage resides at Black Fire Crag; he is cunning and very dangerous, and above all very experienced in dealing with those who get in his way. Balur is immune to all Fire spells and has mastered Fire magic. Balur also has the special ability of being able to run through any wall once during the game. When he does this the Evil Wizard can place him in any room either discovered or not by the heroes. Balur the Fire Mage can cast the following 'Fire' spells: 'Ball of Flame', 'Fire of Wrath', 'Courage'. Each 'Fire' spell except 'Courage' can be cast twice before being discarded and has double body point damage*

### **Ball of Flame**

This spell may be cast on a hero or monster; it will inflict 4 Body points of damage. The victim may roll 4 dice. For each white shield for a hero or black shield for a monster rolls this will reduce the damage by 1. Balur can cast this spell twice before it is discarded.

### **Courage**

This spell may be cast on Balur himself or any monster. Who will then be able to throw 2 extra combat dice each time Balur or the monster attacks. The spell is broken when there are no more heroes visible by Balur or the monster.

### **Fire of Wrath**

This spell may be cast on any hero or monster anywhere on the board; it will seek out your enemy and inflict 2 Body points of damage, unless your opponent can roll a white shield for a hero or a black shield for a monster on 2 combat dice. Balur can cast this spell twice before it is discarded.

## **Bellthor the Gargoyle Guardian**

*The Guardian Bellthor has a poisonous breath and can breathe on any one character, in a room once a turn after he has attacked. Bellthor rolls 6 combat dice, for each skull he rolls the defender must lose one Mind point. If all Mind Points are gone the character is not killed but is knocked unconscious and is removed from the board. If Bellthor is killed he will explode, filling the room with poisonous gas which will knock everyone in the room unconscious.*

## **Captain Skulmar of the Dead Host**

*Captain Skulmar is one of the Witch Lord's best soldiers and has led the Forgotten Legion a many campaign against the forces of Mentor and the Kings of the Realm. He is ruthless and brutal in battle and commands respect when faced against his blade.*

## **Delzarron (Chaos Sorcerer)**

*Delzarron lives in the dungeons below the old city of the Emperor. Delzarron and his new ally Hingsgrim who once was a famed soldier now succumbed to Morcar's charms, both plan to create as much trouble as possible for the Emperor in their underground fortress. Delzarron can cast the Chaos spell 'Summon Undead' and can cast it once per turn. This Spell will summon one Undead creature, (Zombie, Skeleton, Mummy) which may be placed anywhere in the room and attack a move immediately.*

### **Summon Undead**

Delzarron can summon one Undead creature, (Zombie, Skeleton, Mummy) which may be placed anywhere in the room and attack and move immediately. Delzarron the Chaos Sorcerer Can cast the 'Summon Undead' Chaos spell once per turn:

## **Festral (Chaos Sorcerer)**

*Festral the Chaos Sorcerer is one of the Witch Lord's obedient servants of evil, and is the master of the dark arts of magic. He is especially good at casting Mind spells and has three Mind Lock, Mind Blast and Dominate spells each at his command and he has also in his possession the Ring of Power which contains 1 Chaos spell from each level (EW's choice) except level 4.*

### **Dominate**

The Festral and the defender both roll dice equal to their Mind points. If Festral scores two skulls or more, he may use the defender's combat piece for the duration of his turn. Festral can use this spell 5 times before it is discarded.

## **Mind Blast**

The Chaos Sorcerer and the defender both roll dice equal to their Mind points.

The player who scores the most skulls inflicts Mind point damage equal to the number of skulls he has in excess of his opponent's score.

## **Mind Lock**

The Chaos Sorcerer and the defender both roll dice equal to their Mind points.

The defender will be frozen for one turn for each skull scored by the Chaos Sorcerer.

## **High Alchemist**

*The High Alchemist lives on the Western border of the Elven lands and is an agent of Morcar who spies on the elves to keep watch over them. The elves have become troublesome and Morcar is planning to attack them when the time is right. The High Alchemist likes to live alone and his laboratory is very well concealed from intruders. The High Alchemist has the following Chaos spells at his command: Mind Blast, Restore Chaos, Summon Wolves, and Werewolf's Cure:*

### **Mind Blast**

The Chaos Sorcerer and the defender both roll dice equal to their Mind points.

The player who scores the most skulls inflicts Mind point damage equal to the number of skulls he has in excess of his opponent's score.

### **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 High Alchemist's line of sight.

### **Summon Wolves**

This spell when cast, conjures up a number of Giant Wolves to help attack the spellcaster's enemies. (Place the Giant Wolves adjacent to the spellcaster) To see how many Giant Wolves materialize, roll 1D6 and check the results below: This spell is then discarded.

1 or 2 = 1 Giant Wolf

3 - 5 = 2 Giant Wolves

6 = 3 Giant Wolves

### **Werewolf's Curse**

This spell may be cast on any hero; the hero rolls a 1D6. A roll of 6 means the spell has no effect. Any other result means the hero is now afflicted with the Werewolf's Curse. (See Special Chaos Spells below for more information)

## **Kelvinos (Barbarian Hero)**

*Kelvinos was once a Barbarian of great power and fame. Centuries ago, he drove the Frozen Horror from Ice Mountain, ending its reign of terror there. Sadly Kelvinos did not return from that final battle; and his body was never found. Now the truth has been revealed. Kelvinos has become the Undead servant of Chaos doing Morcar's bidding. The once famous warrior is now a slave.*

## **Kessandria (Witch Queen)**

*Kessandria the Witch Queen is evil as she is beautiful, she along with Captain Skulmar are helping the Witch Lord do his bidding in the conquest of the Kingdom. Kessandria hopes one day to rule a kingdom of her own-and she'll do it to if the Witch Lord has his way with Kessandria by his side. The Witch Queen is immune to all magic except Fire; she can also cast the Air 'Swift Wind' Spell once per quest. If Kessandria is attacked and running low on body and mind points she will attempt to escape by reaching the stairway. If she succeeds, remove her miniature from the board.*

### **Swift Wind**

This spell may be cast on any one hero or monster, including the spellcaster. Its powerful burst of energy enables that hero, monster or spellcaster to roll twice as many movement dice as normal the next time he/she moves.

## **Krag Chaos Warrior (Frozen Horror Lieutenant)**

*Krag commands the outpost near the Xanon Pass on the slopes of Cyberian Range, and is one of the bases occupied by the Frozen Horror's minions. Krag is an experienced Chaos Warrior and has led many a raid for the Frozen Horror on nearby villages. He is one tough soldier and it will take more than luck to defeat him.*

## **Nexrael (Apprentice Chaos Sorcerer)**

*Nexrael is an Apprentice Chaos Sorcerer under the guidance of Festral; he is young and eager to prove himself to his mentor and to the Witch Lord himself. Already he has mastered some Mind spells and has four Mind Blast spells at his command.*

### **Mind Blast**

Nexrael and the defender both roll dice equal to their Mind points.

The player who scores the most skulls inflicts Mind point damage equal to the number of skulls he has in excess of his opponent's score.

## **Petrokk (Chaos Sorcerer)**

*Petrokk the Chaos Sorcerer can make an additional attack once per turn. This attack may be made against any character in line of sight in the same room or passage. Petrokk rolls two combat dice; for each skull he rolls, the victim of the attack must lose one Mind point. If a character reaches less than one Mind point, he dies.*

## **Sinestra (Archmage)**

*Sinestra is the evil sister of Queen Terrellia of the Elven Kingdom. She is vain and proud of her beauty, and her vanity has led her to evil deeds and in the service of Morcar. Sinestra's main plan is for her sister to abdicate the throne and turn all power to her. Once done Sinestra and Morcar can plan an invasion of the Empire with chaotic results. The Sinestra the Archmage has the following Chaos spells at her command: Dispel Magic, Firestorm, Reanimation, Restore Chaos, Summon Wolves, Werewolf's Curse, Mind Blast and Mirror Magic.*

### **Dispel Magic**

Cancels out a spell just cast by a spell caster or a hero. This special spell may be cast during a hero or spell caster's turn, to negate a spell just cast.

### **Firestorm**

This spell creates a room full of burning fire that inflicts 3 body points of damage on all heroes and monsters with the Chaos Sorcerer. Every victim in the room rolls a 2D6 and for each 5 or 6 rolled the damage is reduced by 1 Body point.

### **Reanimation**

This spell enables Sinestra to reanimate all defeated skeletons, zombies, or mummies in the same room as herself. These monsters rise up from the floor, with all lost Body points restored, and attack the heroes again.

### **Restore Chaos**

This spell may be cast only on monsters. It restores up to 6 lost Body points to either the spellcaster or any monster within Sinestra's line of sight.

### **Summon Wolves**

This spell when cast, conjures up a number of Giant Wolves to help attack Sinestra's enemies. (Place the Giant Wolves adjacent to the spellcaster) To see how many Giant Wolves materialize, roll 1D6 and check the results below: This spell is then discarded.

1 or 2 = 1 Giant Wolf

3 - 5 = 2 Giant Wolves

6 = 3 Giant Wolves



## Werewolf's Curse

This spell may be cast on any hero; the hero rolls a 1D6. a roll of 6 means the spell has no effect. Any other result means the hero is now afflicted with the Werewolf's Curse. (See Special Chaos Spells below for more information)

## Mind Blast

Sinestra and the defender both roll dice equal to their Mind points.

The player who scores the most skulls inflicts Mind point damage equal to the number of skulls he/she has in excess of his/her opponent's score.

## 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 chaos spellcaster.

## The Witch Lord

*Barak Tor was once the home of the Witch Lord; but he now lives at the city of Kalos given to him by Mentor himself to rule over. The Witch Lord is known as the King of the dead, and is a powerful servant of Morcar. In ages past he was destroyed by the Spirit Blade and thus it is the Spirit Blade—the only weapon that can harm him. The Witch Lord is also immune and not affected by any spell<sup>1</sup>. The Witch Lord is also able to use the Chaos spell 'Summon Undead'.*

<sup>1</sup> If the Witch Lord is used in a quest adventure (three level quest) then he is immune to all spells, but if the Witch Lord is used in a longer quest adventure (more than three levels) then he can be additionally harmed by Fire magic.

## Summon Undead

This spell conjures up a group of Undead to protect and surround the Chaos Sorcerer. Roll a 1D6,

1 = four Skeletons

2-3 = three Skeletons & two Zombies

4-5 = three Zombies & two Ghouls

6 = three Ghouls & two mummies

## Tograk (Commander)

*Tograk is the commander of the Ogre Forces of the Dirgrusht Clan. A well powerful clan and one to be feared. Tograk is meaner than mean, and loves to boast about his battles, his drinking and especially his eating. Tograk seems to win every eating and drinking contest there is—or is allowed to. Don't be fooled, behind his bragging he is one of the best Ogre warriors around—and not just his belly.*

## **Tormuk the Necromancer**

*Tormuk is one of Sinestra's servants and lives in a castle south of the Elven lands. He has been a thorn in the side of Queen Terrellia for many years: now with the promise of fame and fortune Tormuk fights and assists Sinestra whenever he can to help her win the Elven Throne from her sister the Queen. Tormuk has the following Chaos spells at his command: Mirror Magic, Mind Blast, Reanimation, Summon Wolves, Werewolf's Curse and Summon Undead.*

### **Mind Blast**

The Chaos Sorcerer and the defender both roll dice equal to their Mind points.

The player who scores the most skulls inflicts Mind point damage equal to the number of skulls he has in excess of his opponent's score.

### **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 chaos spellcaster.

### **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.

### **Summon Undead**

This spell conjures up a group of Undead to protect and surround the Chaos Sorcerer. Roll a 1D6,

1 = four Skeletons

2-3 = three Skeletons & two Zombies

4-5 = three Zombies & two Ghouls

6 = three Ghouls & two mummies

### **Summon Wolves**

This spell when cast, conjures up a number of Giant Wolves to help attack the spellcaster's enemies. (Place the Giant Wolves adjacent to the spellcaster) To see how many Giant Wolves materialize, roll 1D6 and check the results below: This spell is then discarded.

1 or 2 = 1 Giant Wolf

3 - 5 = 2 Giant Wolves

6 = 3 Giant Wolves

## Werewolf's Curse

This spell may be cast on any hero; the hero rolls a 1D6. a roll of 6 means the spell has no effect. Any other result means the hero is now afflicted with the Werewolf's Curse. (See Special Chaos Spells below for more information)

## Vilor Chaos Warlock

*Vilor the Chaos Warlock resides in Ice Mountain and is a devout servant of the Frozen Horror. He has been helping the Frozen Horror in his campaign to terrorise the nearby lands and villages, making it suitable for the Frozen Horror and ultimately for Morcar to conquer it for their evil deeds against the Empire. Vilor has the following Chaos spells at his command: Chill, Ice Storm, Lightning Bolt, Sleep, Tempest and Reanimation.*

### Chill

This spell causes 1 Body point of damage to any one hero or monster adjacent to Vilor (though not diagonally adjacent). The victim can not defend against the attack.

### 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 Vilor with 3 combat dice. There is no chance to defend. Can not be used in corridors.

### Lightning Bolt

This spell may be cast in any direction; the bolt will travel in a straight line until it strikes a wall or closed door. It will inflict 2 body points of damage on any hero or monster that is in its path.

### Sleep

This spell puts any one hero or monster into a deep sleep; the victim is unable to move, attack or defend. The hero can break the spell on a future turn by rolling a 1D6 for each current mind point he/she has, if a 6 is rolled the spell is broken.

### Tempest

This spell creates a small whirlwind that envelops one hero or monster of Vilor's choice; the victim misses their next turn.

### 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.

## **Xenloth (Chaos Mage)**

*Xenloth is a Chaos Mage and than assistant to Festral, he also tutors Nexrael the Apprentice Chaos Sorcerer. Xenloth is well underway to succeed Festral in many ways: and has the Mind spells to prove it. Xenloth has five Mind Lock and Mind Blast spells at his command.*

### **Mind Blast**

Xenloth and the defender both roll dice equal to their Mind points.

The player who scores the most skulls inflicts Mind point damage equal to the number of skulls he has in excess of his opponent's score.

### **Mind Lock**

Xenloth and the defender both roll dice equal to their Mind points.

The defender will be frozen for one turn for each skull scored by Xenloth.

## **Special Chaos Spells**

### **Werewolf's Curse**

**Werewolf's Cure:** This spell may be cast on any hero. The hero rolls a red die. A roll of 6 means the spell has no effect. Any other result means the hero is now afflicted with the Werewolf's Curse. At the start of every turn, the hero must roll 2 red dice to see if he transforms into a Wolf. A roll of 2 through 9 means the hero remains in hero form and under the control of the player; the hero may move and act normally. A roll of 10 through 12 means the hero transforms into a Wolf and Morcar controls him as a monster for 1 turn (on Morcar's next turn). When a hero transforms into a Wolf, replace his figure with a Wolf tile or figure, all of his possessions are left in the square in which he transformed. Place a Weapon Pack tile in the square to represent the hero's former possessions. The Weapon Pack tile stays on this space until the hero returns to pick up his possessions. (Monsters can not take the Weapons Pack). This Wolf is a true monster, with no hero abilities and all the abilities of monsters (moves on Morcar's turn, attacks as Giant Wolf, unaffected by traps or pits, can not open doors). At the end of Morcar's turn, the Wolf transforms back into the hero and returns to the player's control. The hero figure replaces the Wolf figure or tile. The hero must roll for this transformation each turn until he is cured by drinking a Wolfsbane Potion (or the potion of restoration from the Alchemist's Shop).

## Other Types of Monsters

### Bugbears

These 8-foot-tall brutish creatures maybe big, but they are sluggish and slow in battle. They are also not every bright in the brains department. Even so, they are a little harder to deal with in conflict so don't underestimate defensive stamina.

### Chaos Warriors

These are men who have become monsters – slaves to evil. They are always heavily armoured and often bear weapons enchanted with Chaos magic. These dread warriors strike fear into all but the bravest (or most foolish) of opponents.

### Death Knights

These long-dead knights walk the land, still hungry for battle. They were once mighty warriors, now cursed to serve the Evil Wizard. They fear nothing like their skeleton allies and are the strongest of the Undead so far.

### Dragons

The most feared monsters of the land. These ancient creatures are intelligent and wise. As well as the ability to fly, they can double their spells powers and effects when they cast a spell. Approach with caution.

### Elite Guard 'Knight'

Not much is known about these fearless creatures. Who were created by Nemezzeena to battle the forces of good in her ongoing quest for domination. But what is known is they are one tough warrior that commands respect if faced in battle.

### Fimirs

These one-eyed, lizardlike creatures are stronger even than Orcs; they are sometimes found leading small bands of Orcs, Goblins and Hobgoblins in raiding parties to disrupt supply lines in times of war. They are dangerous enough even when encountered singly.

### Fire Elementals

These living towers of flame are always vicious. They can crackle like a fire and roar like an inferno. Fire Elementals make excellent guardians for Quest Treasures and Artifacts, if hidden in containers, like chests, waiting for their victims.

### Gargoyles

These foul creatures are also produced by Chaos magic. In essence they are stone statues of great monsters, brought to life through arcane rituals. Their stone 'skin' makes them very hard to wound in combat.

## **Ghouls**

Ghouls like their Zombie cousins, of no relation, have been magically enhanced to strengthen their ability to attack their enemies. They make excellent sentries as a first line of defence against invading and or intrusive foes.

## **Giants**

These 10-foot-tall big heavy brutes pack quite a punch, but they favour another kind of attack by throwing boulders or stone blocks at their opponents. Mountains and rocky hill country are their favourite haunting grounds.

## **Goblins**

These green-skinned creatures are small and cruel; but despite their small size and lack of brute strength they are dangerous foes. Orcs have enslaved many Goblin tribes, and the two are often found together.

## **Gargoyles**

If Gargoyles are bad enough then their stronger brothers the Gorgoyles are even worse. With heighten strength and mental abilities they make excellent warriors and have been known to command garrisons and out posts.

## **Hobgoblins**

These creatures are cousins to the Goblins. They are a bit tougher than their smaller brothers who reside in forests mostly, as the Hobgoblins are found in hilly regions as well as mountain terrain.

## **Manscorpions**

Manscorpions are completely evil, second only to the Evil Wizard himself, and that's saying something. They hate everyone and everything; their stinger contains a poison that's incurable, (well that's the rumour) so battle them at your peril.

## **Minotaurs**

These half men-half bull beasts stalk and terrorize the dark, if travellers dare to risk moving during the night. They roam deep dark dungeons, caves and long forgotten ruins; and make excellent guards where treasure is to be found.

## **Mummies**

Embalmed and preserved by secret and magical arts; mummies are controlled by a more powerful version of the magic that animates the Skeletons, Zombies and Ghouls. They are very hard to overcome in single-handed combat.

## **Ogre Champions**

Every Ogre Clan has an Ogre Champion to protect their Chieftain and or Lord in battles. Anyone brave enough to do battle with a Champion must be sure of their fighting prowess, otherwise they might not just end up dead, but as dinner as well.

## **Ogre Chieftains**

Ogres are undisciplined, foul and uncontrollable by nature so to keep them in line a Chieftain is appointed to oversee the Clan and hire them out as mercenaries if necessary, with a reward of plenty of food and a brawling good time.

## **Ogre Lord**

All the Ogre Clans are lead by the Ogre Lord, the meanest, nastiest and the hungriest Ogre of them all. When the Ogres go on a feeding frenzy, he's right there on top of the food chain. The Ogre Lord is unpredictable and horribly dangerous when confronted in battle.

## **Ogre Warriors**

Ogre Warriors see the world as one long series of meals. Enemies mean food; Ogres are ruthless foes who show no mercy once their appetite has been whetted. Ogres are not evil as such, just permanently hungry and frighteningly violent.

## **Orcs**

Orcs are related to the Goblins and Hobgoblins, but are larger in size and much more powerful. They form the rank and file of the Evil Wizard's armies and delight in cruelty and slaughter. They are savage and vicious warriors and should never be underestimated.

## **Skeletons**

The animated remains of long dead warriors; Skeletons form the bulk of the armies of the Undead. They are slow but relentless, controlled by Chaos magic. They know no fear and attack with zealed frenzy.

## **Trolls**

Trolls are wart-covered creatures that like to hide under bridges, in caves, in deep forests and mountains. They can heal very quickly when damaged in an attack and they can re-grow a severed limb, so are tough to combat in battle, be prepared.

## **Zombies**

Like Skeletons, Zombies are magically animated corpses; Unlike Skeletons, some still bear traces of decaying flesh and muscle. Their movements are slow and awkward and they carry the stench of the grave wherever they go.

# Monster Tables

## Levels

*In the 'Level' column you may notice various numbers; these numbers refer to quest adventure levels within the Heroquest game; i.e. level 1 equals one quest, level 2 equals a two-level quest adventure and level 3 equals a three-level quest in a Heroquest adventure. Are you confused? I hope not. I would hate to explain again.*

## Teleportation

*With this skill the creature or monster can teleport to any room or passageway on the board—even if the heroes haven't discovered/searched the whole game board. Warning: this ability can only be used once per quest adventure (every 3 quests) or twice per single quest adventure. You my cunning Apprentice must choose which beforehand.*

## Variable (General)

*You may also notice the word 'variable' my fair Apprentice; this means you can set the appropriate number within the category for that monster (making it weaker or stronger) participating in the quest you wish to create.*

## Variable (Von Darken Mercenary)

*When determining the 'Body points for Attack and Defence combat dice of Von Darken Mercenaries when planning a quest adventure; count how many are in a room or passageway. Example: 3 Von Darken that start in a room means therefore they have 3 'Body points each, and 3 Attack and Defence combat dice each.*

## Variable (Ogre)

*It is up to you my cunning Apprentice to set the Ogre 'Body points.*

## Casts Level 1 'Chaos' spells only

*Any creature or monster with this ability can cast Level 1 'Chaos' spells only; choose 6 'Chaos' spells for them to use.*

## Casts Levels 1 and 2 'Chaos' spells only

*Any creature or monster with this ability can cast Levels 1 and 2 'Chaos' spells only; choose 6 'Chaos' spells from level 1 or level 2, or 3 spells from both levels for them to use. (Or in any other combination you wish to use totalling not more 6 spells) But remember the group of spells must contain a minimum of one spell from each level chosen.*



### **Casts Levels 1 to 3 'Chaos' spells only**

*Any creature or monster with this ability can cast Levels 1 through to 3 'Chaos' spells only; choose 6 'Chaos' spells from level 1, level 2 or level 3 or 2 spells from all three levels for them to use. (Or in any other combination you wish to use totalling not more than 6 spells) 'But remember the group of spells must contain a minimum of one spell from each level chosen.*

### **Casts Levels 1 to 4 'Chaos' spells only**

*Any creature or monster with this ability can cast Levels 1 through to 4 'Chaos' spells only; choose 6 'Chaos' spells from level 1, level 2, level 3 or level 4 or 3 spells from level 1 and 1 spell each from levels 2 to 4 for them to use. (Or in any other combination you wish to use totalling not more than 6 spells) 'But remember the group of spells must contain a minimum of one spell from each level chosen.*

### **Immune to all Elemental spells**

*Any creature or monster with this ability has definite advantages and thus is not affected by any Elemental spells. (Only physical attacks).*

### **Casts Level 1 'Elemental' spells only**

*Any creature or monster with this ability can cast Level 1 'Elemental' Earth, Air, Fire and Water spells only; choose 6 'Elemental' spells from the first level element you wish to use. (Or in any other combination you wish to use totalling not more than 6 spells)*

### **Casts Levels 1 and 2 'Elemental' spells only**

*Any creature or monster with this ability can cast Levels 1 and 2 'Elemental' Earth, Air, Fire and Water spells only; choose 6 'Elemental' spells from the first or the second level elements or 3 spells from both levels you wish to use. (Or in any other combination you wish to use totalling not more than 6 spells) but remember the group of spells must contain a minimum of one spell from each level chosen.*

### **Casts Levels 1 to 3 'Elemental' spells only**

*Any creature or monster with this ability can cast Levels 1 through to 3 'Elemental' Earth, Air, Fire and Water spells only; choose 6 'Elemental' spells from the first, second or third level elements or 2 spells from all three levels you wish to use. (Or in any other combination you wish to use totalling not more than 6 spells) 'But remember the group of spells must contain a minimum of one spell from each level chosen.*

### **Immune to all Elemental 'Earth' spells**

*Any creature or monster with this ability especially the Rock Golem being an earth creature is immune to all Elemental 'Earth' spells. But naturally, not immune to the other Elemental spells—Air, Fire and Water.*

### **Casts Level 1 Elemental 'Fire' spells, and is immune to all Elemental 'Fire' spells**

*The Fire Elemental can cast any Level 1 Elemental 'Fire' Spells chosen by you my cunning Apprentice, but remember to choose only 6 spells; and the Fire Elemental is immune to all 'Fire' Elemental Spells.*

### **Casts Level 1 'Fire' Spells only; but may cast other 'Fire' levels, Evil Wizard's choice**

*The Blood Elf Mage can only cast 'Fire' spells; choose 6 'Fire' Elemental spells for the Blood Mage to use. Or if you want a tougher game or level, you can choose 6 spells from other 'Fire' levels or a combination to make it interesting; but remember the group of spells must contain a minimum of one spell from each level chosen. If levels 3 and or 4 are also chosen, then the Blood Elf Mage starts on heroquest level 4.*

### **Immune to all Elemental 'Air' Spells, and can cast variable Elemental 'Air' Spells.**

*The Air Dragon is immune to all 'Air' Elemental spells, but not immune to the other type of Elemental spells—'Earth', 'Fire' and 'Water'. The Air Dragon can cast 'Air' Elemental spells only; choose 8 spells from any level, but must contain a minimum of one spell from each level chosen.*

### **Immune to all Elemental 'Earth' Spells, and can cast variable Elemental 'Earth' Spells**

*The Earth Dragon is immune to all 'Earth' Elemental spells, but not immune to the other type of Elemental spells—'Air', 'Fire' and 'Water'. The Earth Dragon can cast 'Earth' Elemental spells only; choose 8 spells from any level, but must contain a minimum of one spell from each level chosen.*

### **Immune to all Elemental 'Fire' Spells, and can cast variable Elemental 'Fire' Spells**

*The Fire Dragon is immune to all 'Fire' Elemental spells, but not immune to the other type of Elemental spells—'Air', 'Earth' and 'Water'. The Fire Dragon can cast 'Fire' Elemental spells only; choose 8 spells from any level, but must contain a minimum of one spell from each level chosen.*

**Immune to all Elemental 'Water' Spells, and can cast variable Elemental 'Water' Spells**

*The Water Dragon is immune to all 'Water' Elemental spells, but not immune to the other type of Elemental spells- 'Air', 'Earth' and 'Fire'. The Water Dragon can cast 'Water' Elemental spells only; choose 8 spells from any level, but must contain a minimum of one spell from each level chosen.*

**Casts Level 1 Elemental 'Air' Spells, and is immune to all Elemental 'Air' Spells; but may cast other 'Air' levels, Evil Wizard's choice**

*The Air Elemental is immune to all 'Air' Elemental spells, but not immune to the other type of Elemental spells- 'Earth', 'Fire' and 'Water'. The Air Elemental can cast level 1 'Air' Elemental spells only; choose 6 spells from this level. But the Air Elemental can cast 'Air' Elemental spells from the other levels if you my young Apprentice want a tougher heroquest game, but must contain a minimum of one spell from each level chosen.*

**Casts Level 1 Elemental 'Earth' Spells, and is immune to all Elemental 'Earth' Spells; but may cast other 'Earth' levels, Evil Wizard's choice**

*The Earth Elemental is immune to all 'Earth' Elemental spells, but not immune to the other type of Elemental spells- 'Air', 'Fire' and 'Water'. The Earth Elemental can cast level 1 'Earth' Elemental spells only; choose 6 spells from this level. But the Earth Elemental can cast 'Earth' Elemental spells from the other levels if you my young Apprentice want a tougher heroquest game, but must contain a minimum of one spell from each level chosen.*

**Casts Level 1 Elemental 'Fire' Spells, and is immune to all Elemental 'Fire' Spells; but may cast other 'Fire' levels, Evil Wizard's choice**

*The Fire Elemental is immune to all 'Fire' Elemental spells, but not immune to the other type of Elemental spells- 'Air', 'Earth' and 'Water'. The Fire Elemental can cast level 1 'Fire' Elemental spells only; choose 6 spells from this level. But the Fire Elemental can cast 'Fire' Elemental spells from the other levels if you my young Apprentice want a tougher heroquest game, but must contain a minimum of one spell from each level chosen.*

**Casts Level 1 Elemental 'Water' Spells, and is immune to all Elemental 'Water' Spells; but may cast other 'Water' levels, Evil Wizard's choice**

*The 'Water Elemental is immune to all 'Water' Elemental spells, but not immune to the other type of Elemental spells- 'Air', 'Earth' and 'Fire'. The 'Water Elemental can cast level 1 'Water' Elemental spells only; choose 6 spells from this level. But the 'Water Elemental can cast 'Water' Elemental spells from the other levels if you my young Apprentice want a tougher heroquest game, but must contain a minimum of one spell from each level chosen.*

**Casts various levels of 'Air' spells; Evil Wizard's choice**

*The Chaos Air Mage can cast 'Air' Elemental spells only; the 'Evil Wizard can choose 6 to 8 spells from any level, but must contain at least one spell from each level chosen. The Air Mage is not immune to the other type of Elemental spells- 'Fire', 'Earth' and 'Water'. If levels 3 and or 4 are also chosen, then the Chaos Air Mage starts on heroquest level 4.*

**Casts various levels of 'Earth' spells; Evil Wizard's choice**

*The Chaos Earth Mage can cast 'Earth' Elemental spells only; the 'Evil Wizard can choose 6 to 8 spells from any level, but must contain at least one spell from each level chosen. The Earth Mage is not immune to the other type of Elemental spells- 'Fire', 'Air' and 'Water'. If levels 3 and or 4 are also chosen, then the Chaos Earth Mage starts on heroquest level 4.*

**Casts various levels of 'Fire' spells; Evil Wizard's choice**

*The Chaos Fire Mage can cast 'Fire' Elemental spells only; the 'Evil Wizard can choose 6 to 8 spells from any level, but must contain at least one spell from each level chosen. The Fire Mage is not immune to the other type of Elemental spells- 'Earth', 'Air' and 'Water'. If levels 3 and or 4 are also chosen, then the Chaos Fire Mage starts on heroquest level 4.*

**Casts various levels of 'Water' spells; Evil Wizard's choice**

*The Chaos Water Mage can cast 'Water' Elemental spells only; the 'Evil Wizard can choose 6 to 8 spells from any level, but must contain at least one spell from each level chosen. The Water Mage is not immune to the other type of Elemental spells- 'Fire', 'Air' and 'Earth'. If levels 3 and or 4 are also chosen, then the Chaos Water Mage starts on heroquest level 4.*

**Casts various levels from only two Elemental spells; Evil Wizard's choice**

*The 'Byndor Mage can cast a combination of two Elemental spells only; the 'Evil Wizard can choose 6 to 8 spells from any level from two elements, but must contain at least one*

spell from each level chosen. The 'Byndor Mage is not immune to the remaining types of Elemental spells that his not using. If levels 3 and or 4 are also chosen, then the 'Byndor Mage starts on heroquest level 4.

### **Casts Dark Elf Druid Spells**

*Only the 'Dark Elf 'Druid can cast these spells.*

### **Casts Dark Elf Spells and Levels 1 & 2 'Chaos' Spells only**

*The 'Dark Elf Queen can cast 'Dark Elf and or levels 1 and 2 'Chaos spells. The 'Evil Wizard can choose 6 to 8 spells in any combination, but must contain a minimum of one spell from each 'Chaos' level chosen.*

### **Casts Fimir Shaman Spells**

*Only the 'Fimir Shaman can cast these spells.*

### **Casts High Magic Spells**

*Only a High Mage can cast these spells.*

### **Casts Necromancer Spells**

*Only the 'Necromancer can cast these spells.*

### **Casts Ogre Shaman Spells**

*Only the 'Ogre Shaman can cast these spells.*

### **Casts only 'Mind' spells.**

*Only the 'Mind Mage can cast these spells; but remember other spellcasters can also cast various 'Mind spells too.*

### **Casts Orc Shaman Spells**

*Only the 'Orc Shaman can cast these spells.*

### **Casts Storm Master Spells**

*Only the 'Storm Master can cast these spells.*

### **Immune to all 'Mind' spells and weapons accept ranged weapons**

*The Giant is not affected by the Chaos 'Mind' Spells and weaponry accept 'ranged' weapons-which is understandable since you would not be able to get close enough to use non-ranged weapons. (and even if you did they would be an annoyance). The Giant is affected by other spells so there is hope yet on defeating him*

### **Monbeast Vials (variable): Minimum of one vial containing 5 Monbeasts**

*The Von Darken Mercenaries carry at least one Monbeast vial at strength 5 at all times: (even if they don't use it) but they can carry more if the Evil Wizard chooses, including more Monbeasts in a vial if necessary.*

### **Not affected by any poisons**

*The Manscorpion is one tough creature, and is not affected by any poison it drinks and is immune to its own poisonous tail.*

### **Regains 1 Body Point after moving**

*The Troll has the ability to regain/heal a lost Body point after it has moved away from being attacked or by defending itself.*

# Monster Tables

## Special Equipment & Abilities

## Monster Mind Body Attack Defence Movement Level

Monster	Mind	Body	Attack	Defence	Movement	Level	Special Equipment & Abilities
Goblin	1	1	2	1	10 squares	1+	-
Chaos Goblin	2	2	2	2	9 squares	1+	-
Dark Goblin	2	3	2	3	8 squares	1+	-
Goblin (Leader)	3	2	3	3	10 squares	1+	-
Goblin (King)	4	3	3	4	9 squares	2+	-
Hobgoblin	2	1	2	2	9 squares	1+	-
Chaos Hobgoblin	2	2	2	3	8 squares	1+	-
Dark Hobgoblin	3	3	3	3	8 squares	1+	-
Hobgoblin (Leader)	3	3	3	4	9 squares	2+	-
Hobgoblin (King)	4	3	3	4	8 squares	2+	-
Orc	2	1	3	2	8 squares	1+	-
Chaos Orc	2	2	3	3	8 squares	1+	-
Dark Orc	3	3	3	4	6 squares	2+	-
Orc (Leader)	3	3	3	3	7 squares	1+	-
Orc (King)	4	3	4	4	6 squares	2+	-
Fimir	3	1	3	3	6 squares	1+	-
Chaos Fimir	3	2	3	4	6 squares	2+	-
Dark Fimir	4	3	4	5	6 squares	3+	-
Fimir (Leader)	4	3	4	5	7 squares	3+	-
Fimir (King)	5	4	4	5	6 squares	3+	-
Chaos Warrior	3	1	3	4	6 squares	2+	-
Chaos Knight	4	2	4	5	8 squares	3+	-
Dark Knight	5	3	5	6	8 squares	4+	-
Warrior (Leader)	5	3	5	5	9 squares	3+	-
Knight (King)	6	4	5	5	8 squares	3+	-
Von Darken Mercenary	4	Variable	Variable	Variable	6 squares	1+	-
Minotaur	3	1	4	4	8 squares	1+	-
Chaos Minotaur	3	2	4	5	8 squares	3+	-
Dark Minotaur	4	3	5	6	6 squares	5+	-
Minotaur (Leader)	4	4	5	5	9 squares	3+	-
Minotaur (King)	5	5	5	6	8 squares	4+	-
Bugbear	1	2	2	4	6 squares	1+	-
Elite Guard "Knight"	2	8	5	5	8 squares	3+	Monbeast Vials (variable): Minimum of one vial containing 5 Monbeasts.
Ogre Warrior	1	Variable	5	5	6 squares	3+	-
Ogre Champion	1	Variable	5	5	6 squares	3+	-
Ogre Chieftain	2	Variable	6	6	4 squares	4+	-
Ogre Lord	5	Variable	6	6	4 squares	4+	-
Troll	3	3	3	5	6 squares	3+	Regains 1 Body Point after moving.
Fire Elemental	5	5	5	7	8 squares	4+	Casts Level 1 Elemental 'Fire' Spells, and is immune to all Elemental 'Fire' Spells.
Chaos Elf	4	6	3	3	8 squares	1+	Casts Level 1 'Chaos' Spells only.
Dark Elf	5	5	3	4	8 squares	2+	Casts Levels 1 and 2 'Chaos' Spells only.
Blood Elf Mage	7	3	2	3	7 squares	2+	Casts Level 1 'Fire' Spells and Levels 1 & 2 'Chaos' Spells only.
Dark Elf Druid	8	2	2	3	7 squares	2+	Casts Dark Elf Druid Spells.
Dark Elf Queen	7	3	3	3	7 squares	1+	Casts Dark Elf Spells and Levels 1 & 2 'Chaos' Spells only.
Giant	1	9	6	8	8 squares	5+	Immune to all 'Mind' Spells and weapons accept ranged weapons.
Manscorpion	4	6	7	6	8 squares	5+	Not affected by any Poisons.
Golem (rock)	1	9	7	9	4 squares	6+	Immune to all Elemental 'Earth' Spells.

# Monster Tables

Monster Mind Body Attack Defence Movement Level Special Equipment & Abilities

## Undead Type Creatures

Skeleton	0	1	2	2	6 squares	1+	-
Chaos Skeleton	0	1	2	3	8 squares	1+	-
Battle Skele	1	2	3	4	10 squares	2+	-
Death Knight	2	3	4	5	8 squares	3+	Casts Level 1 'Chaos' Spells only.
Zombie	0	1	2	3	4 squares	1+	-
Chaos Zombie	1	2	3	4	6 squares	2+	-
Dark Zombie	2	3	4	5	8 squares	3+	Casts Level 1 'Chaos' Spells only.
Ghoul	0	1	3	3	4 squares	1+	-
Chaos Ghoul	1	1	3	4	6 squares	2+	-
Dark Ghoul	2	2	4	5	8 squares	3+	-
Mummy	0	1	3	4	4 squares	2+	-
Chaos Mummy	1	2	4	5	6 squares	3+	-
Dark Mummy	2	3	5	6	8 squares	4+	Casts Level 1 'Chaos' Spells only.
Wraith	3	9	5	5	6 squares	3+	Casts Level 1 'Chaos' Spells only.
Chaos Wraith	4	8	5	6	8 squares	4+	Casts Levels 1 and 2 'Chaos' Spells only.
Dark Wraith	5	7	6	7	10 squares	5+	Casts Levels 1 to 3 'Chaos' Spells only.
Ghost	0	10	1	2	12 squares	1+	Immune to all Elemental Spells.
Phantom	2	8	6	6	10 squares	4+	Casts Level 1 'Chaos' Spells only.
Grim Reaper	3	7	7	7	8 squares	5+	Casts Levels 1 and 2 'Chaos' Spells only.
Spectre	5	5	8	8	6 squares	6+	Casts Levels 1 to 3 'Chaos' Spells only.

## Gargoyle Type creatures

Gargoyle	4	1	4	4	6 Squares	2+	-
Gorgyle	5	2	4	5	8 Squares	3+	-
Chaos Gargoyle (Homunculus)	4	4	5	5	7 Squares	3+	-
Chaos Gorgyle	5	2	5	6	7 squares	4+	-
Dark Gargoyle (Horned Devil)	6	6	5	6	8 Squares	4+	Casts Level 1 'Chaos' Spells only.
Dark Gorgyle	6	3	6	6	6 squares	4+	Casts Level 1 'Chaos' Spells only.
Pit Fiend (Greater Devil)	8	8	6	6	9 Squares	4+	Casts Level s1 and 2 'Chaos' Spells only.
Balor (Succubus)	10	10	6	7	10 Squares	5+	Casts Levels 1 and 2 'Chaos' Spells only.
Orcus (Prince of the Undead)	12	12	7	7	12 Squares	5+	Casts Levels 1 to 3 'Chaos' Spells only.

## Dragons

Air Dragon	12	12	12	12	12 squares	7+	Immune to all Elemental 'Air' Spells, and can cast variable Elemental 'Air' Spells.
Earth Dragon	12	12	12	12	12 squares	7+	Immune to all Elemental 'Earth' Spells, and can cast variable Elemental 'Earth' Spells.
Fire Dragon	12	12	12	12	12 squares	7+	Immune to all Elemental 'Fire' Spells, and can cast variable Elemental 'Fire' Spells.
Water Dragon	12	12	12	12	12 squares	7+	Immune to all Elemental 'Water' Spells, and can cast variable Elemental 'Water' Spells.



# Monster Tables

## Monster Mind Body Attack Defence Movement Level Special Equipment & Abilities

### Wizard Type Spellcasters

Orc Shaman	8	4	3	4	8 squares	2+	Casts Orc Shaman Spells.
Necromancer	7	5	4	4	6 squares	2+	Casts Necromancer Spells.
Fimir Shaman	7	5	4	5	6 squares	3+	Casts Fimir Shaman Spells.
Storm Master	6	6	5	5	8 squares	3+	Casts Storm Master Spells.
Ogre Shaman	6	6	5	6	4 squares	4+	Casts Ogre Shaman Spells.
Black Wizard	6	4	2	2	8 squares	1+	Casts Level 1 'Chaos' Spells only.
Chaos Wizard	7	3	2	3	8 squares	1+	Casts Levels 1 and 2 'Chaos' Spells only.
Dark Wizard	8	2	3	4	6 squares	2+	Casts Levels 1 and 2 'Chaos' Spells only.
Black Avatar	9	1	2	2	8 squares	1+	Casts Level 1 Elemental Spells only.
Chaos Avatar	10	2	2	3	6 squares	1+	Casts Levels 1 and 2 Elemental Spells only.
Dark Avatar	11	1	3	4	6 squares	2+	Casts Levels 1 to 3 Elemental Spells only.
Black Mage	6	4	2	2	8 squares	1+	Casts Level 1 Elemental Spells only.
Chaos Mage	7	3	2	3	8 squares	1+	Casts Levels 1 and 2 Elemental Spells only.
Dark Mage	8	2	3	4	6 squares	2+	Casts Levels 1 to 3 Elemental Spells only.
High Mage	8	5	5	5	5 squares	3+	Casts High Magic Spells.
Wraith Lord	8	4	4	4	Teleportation	2+	Casts Levels 1 and 2 'Chaos' Spells only.
Chaos Lord	9	3	5	5	Teleportation	3+	Casts Levels 1 to 3 'Chaos' Spells only.
Dark Lord	10	2	6	6	Teleportation	4+	Casts Levels 1 to 4 'Chaos' Spells only.

### Elemental Type Spellcasters

Air Elemental	5	5	5	7	8 squares	4+	Casts Level 1 Elemental 'Air' Spells, and is immune to all Elemental 'Air' Spells; but may cast other 'Air' levels, Evil Wizard's choice.
Earth Elemental	5	5	5	7	8 squares	4+	Casts Level 1 Elemental 'Earth' Spells, and is immune to all Elemental 'Earth' Spells; but may cast other 'Earth' levels, Evil Wizard's choice.
Fire Elemental	5	5	5	7	8 squares	4+	Casts Level 1 Elemental 'Fire' Spells, and is immune to all Elemental 'Fire' Spells; but may cast other 'Fire' levels, Evil Wizard's choice.
Water Elemental	5	5	5	7	8 squares	4+	Casts Level 1 Elemental 'Water' Spells, and is immune to all Elemental 'Water' Spells; but may cast other 'Water' levels, Evil Wizard's choice.

### Chaos Mind Mages

Air Mage	7	3	2	2	8 squares	1+	Casts various levels of 'Air' spells; Evil Wizard's choice.
Earth Mage	7	3	2	2	8 squares	1+	Casts various levels of 'Earth' spells; Evil Wizard's choice.
Fire Mage	7	3	2	2	8 squares	1+	Casts various levels of 'Fire' spells; Evil Wizard's choice.
Water Mage	7	3	2	2	8 squares	1+	Casts various levels of 'Water' spells; Evil Wizard's choice.
Byndor Mage	7	3	2	2	8 squares	1+	Casts various levels from only two Elemental spells; Evil Wizard's choice.
Mind Mage	7	3	2	2	8 squares	1+	Casts only 'Mind' spells.

## Monbeasts

*Monbeasts are the creation of Nemezzeena they are invisible dragon-like creatures that know no fear. Because of their unique killing ability and the way they are used; they have been banned throughout the land. But it is rumoured that the 'Kings of the Realm' do keep a couple of vials under their pillows just in case. Fear is good-yes?*

### Monbeast

Movement	Infinite.
Attack	1 combat die.
Defend	0 combat dice.
Mind	1.
Body	0.

*Monbeasts. are contained in vials in various quantities. the maximum is 20.*

*Monbeasts have a short life span when their vial that contains them is broken. (A throw of a combat die will determine if they live)*

*Any monsters and heroes can use Monbeasts.*

*Monbeasts can only attack, and can attack each other, but will cancel each other out; they can also attack in any direction.*

*When a combat die is thrown for Monbeast attack, if no skull appears that Monbeast is dead.*

*Heroes and monsters can defend in any direction.*

*When defending and if successful, the Monbeast will attack again until defeated by the throw of a shield on a combat die.*

*When Monbeasts have successfully defeated their enemy they will disappear.*

*No Monbeasts can be saved for later use.*

*The hero or monster must be at least 1 square away from or 1 square clear to throw a Monbeast vial for attacking.*

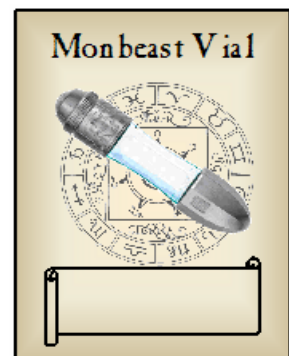
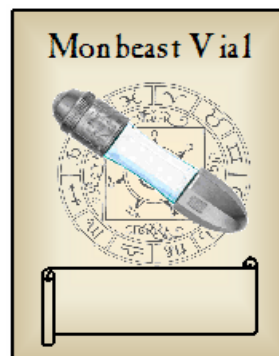
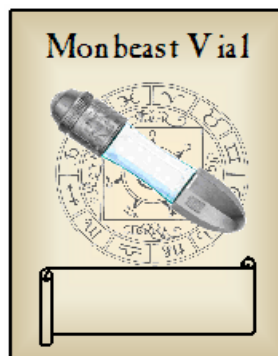
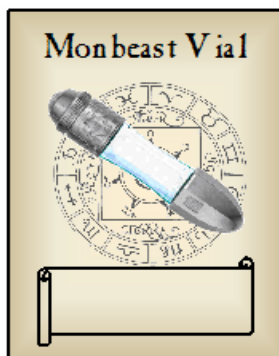
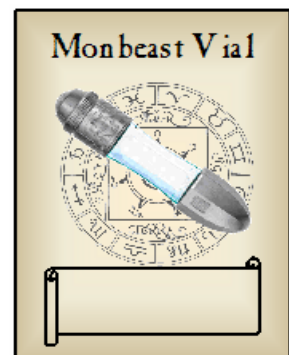
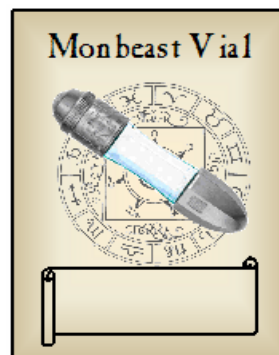
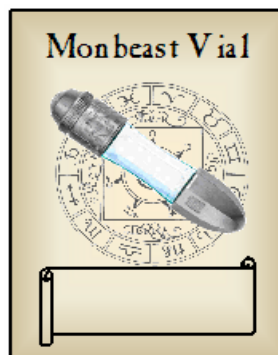
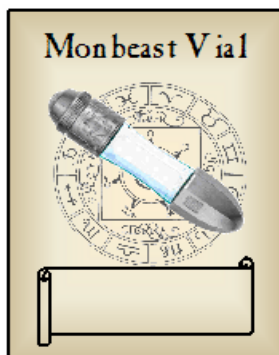
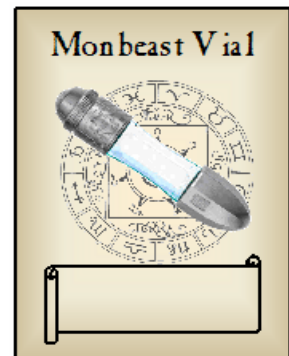
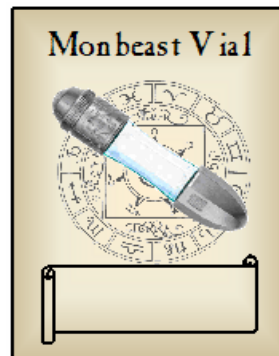
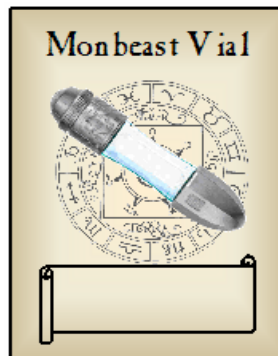
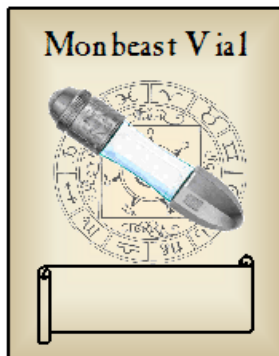
To attack your enemy, declare that you are using a Monbeast vial and state their number. (written on the vial) you may use up to 3 vials per hand.

For the first attack the full number of Monbeasts are used against your enemy. Then if your enemy survives, roll again and in subsequent turns until there are no more Monbeasts.

You must roll a skull on the combat die for the Monbeasts to continue their attack: a black or white shield will kill them.

To defend against Monbeast attack, use a combat die for every Monbeast that attacks you. e.g. 5 Monbeasts, 5 combat dice.

You must roll a black or white shield on a combat die for defence: a skull will cause you to lose 1 body point.



### Air Mage



*Move 8 Squares  
Attack 2 'Dice or Cast Spells  
'Defend 2 'Dice  
'Body 3 'Points  
'Mind 7 'Points  
Spells 'Elemental Air'*

### Byndor Mage



*Move 8 Squares  
Attack 2 'Dice or Cast Spells  
'Defend 2 'Dice  
'Body 3 'Points  
'Mind 7 'Points  
Spells '2 'Elements'*

### Earth Mage



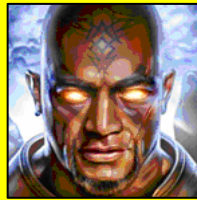
*Move 8 Squares  
Attack 2 'Dice or Cast Spells  
'Defend 2 'Dice  
'Body 3 'Points  
'Mind 7 'Points  
Spells 'Elemental Earth'*

### Fire Mage



*Move 8 Squares  
Attack 2 'Dice or Cast Spells  
'Defend 2 'Dice  
'Body 3 'Points  
'Mind 7 'Points  
Spells 'Elemental Fire'*

### Mind Mage



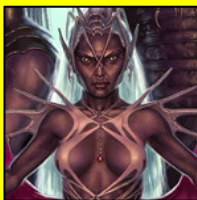
*Move 8 Squares  
Attack 2 'Dice or Cast Spells  
'Defend 2 'Dice  
'Body 3 'Points  
'Mind 7 'Points  
Spells 'Mind'*

### Water Mage



*Move 8 Squares  
Attack 2 'Dice or Cast Spells  
'Defend 2 'Dice  
'Body 3 'Points  
'Mind 7 'Points  
Spells 'Elemental Water'*

### Blood Elf Mage



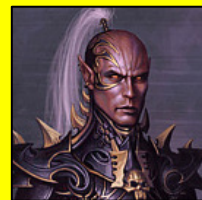
*Move 7 Squares  
Attack 2 'Dice or Cast Spells  
'Defend 3 'Dice  
'Body 3  
'Mind 7 'Points  
Spells 'Fire'*

### Blood Elf Mage



*Move 7 Squares  
Attack 2 'Dice or Cast Spells  
'Defend 3 'Dice  
'Body 3  
'Mind 7 'Points  
Spells 'Fire'*

### Blood Elf Mage



*Move 7 Squares  
Attack 2 'Dice or Cast Spells  
'Defend 3 'Dice  
'Body 3  
'Mind 7 'Points  
Spells 'Fire'*

### Blood Elf Mage



*Move 7 Squares  
Attack 2 'Dice or Cast Spells'  
Defend 3 'Dice'  
Body 3  
Mind 7 Points  
Spells 'Fire'*

### Chaos Elf



*Move 8 Squares  
Attack 3 'Dice or Cast Spells'  
Defend 3 'Dice'  
Body 6  
Mind 4 Points  
Spells 'Chaos'*

### Chaos Elf



*Move 8 Squares  
Attack 3 'Dice or Cast Spells'  
Defend 3 'Dice'  
Body 6  
Mind 4 Points  
Spells 'Chaos'*

### Chaos Elf



*Move 8 Squares  
Attack 3 'Dice or Cast Spells'  
Defend 3 'Dice'  
Body 6  
Mind 4 Points  
Spells 'Chaos'*

### Chaos Elf



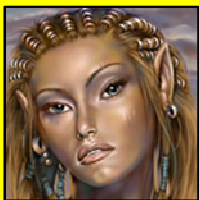
*Move 8 Squares  
Attack 3 'Dice or Cast Spells'  
Defend 3 'Dice'  
Body 6  
Mind 4 Points  
Spells 'Chaos'*

### Dark Elf Druid



*Move 7 Squares  
Attack 2 'Dice or Cast Spells'  
Defend 3 'Dice'  
Body 2 Points  
Mind 8 Points  
Spells 'Dark Elf Druid'*

### Dark Elf Druid



*Move 7 Squares  
Attack 2 'Dice or Cast Spells'  
Defend 3 'Dice'  
Body 2 Points  
Mind 8 Points  
Spells 'Dark Elf Druid'*

### Dark Elf Druid



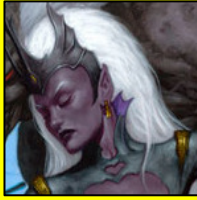
*Move 7 Squares  
Attack 2 'Dice or Cast Spells'  
Defend 3 'Dice'  
Body 2 Points  
Mind 8 Points  
Spells 'Dark Elf Druid'*

### Dark Elf Druid



*Move 7 Squares  
Attack 2 'Dice or Cast Spells'  
Defend 3 'Dice'  
Body 2 Points  
Mind 8 Points  
Spells 'Dark Elf Druid'*

### Dark Elf



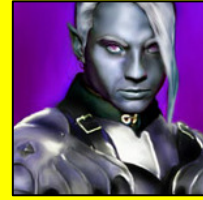
*Move 8 Squares  
Attack 3 'Dice or Cast Spells  
'Defend 4 'Dice  
'Body 5  
Mind 5 'Points  
Spells 'Dark Elf*

### Dark Elf



*Move 8 Squares  
Attack 3 'Dice or Cast Spells  
'Defend 4 'Dice  
'Body 5  
Mind 5 'Points  
Spells 'Dark Elf*

### Dark Elf



*Move 8 Squares  
Attack 3 'Dice or Cast Spells  
'Defend 4 'Dice  
'Body 5  
Mind 5 'Points  
Spells 'Dark Elf*

### Dark Elf



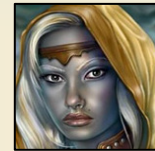
*Move 8 Squares  
Attack 3 'Dice or Cast Spells  
'Defend 4 'Dice  
'Body 5  
Mind 5 'Points  
Spells 'Dark Elf*

### Dark Elf Queen



*Move 7 Squares  
Attack 2 'Dice or Cast Spells  
'Defend 3 'Dice  
'Body 3 'Points  
Mind 7 'Points  
Spells 'Dark Elf & Chaos'*

### Dark Elf Queen



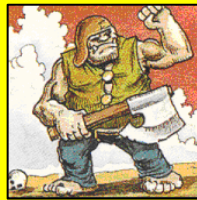
*The 'Dark Elf Queen can cast any  
'Dark Elf' and levels 1 and 2  
'Chaos' spells.  
  
Choose a combination totalling  
9 spells from the 'Dark Elf'  
and 'Chaos' levels indicated to  
give the 'Dark Elf Queen  
her magical abilities.*

### Fimir Shaman



*Move 6 Squares  
Attack 3 'Dice or Cast Spells  
'Defend 4 'Dice  
'Body 1 'Variable  
Mind 6 'Points  
Spells 'Fimir Shaman'*

### Ogre Champion



*Move 6 Squares  
Attack 5 'Dice  
'Defend 5 'Dice  
'Body Variable  
Mind 1 'Point*

### Ogre Chieftain



*Move 4 Squares  
Attack 6 'Dice  
'Defend 6 'Dice  
'Body Variable  
Mind 2 'Points*

## Ogre Lord



*Move 4 Squares  
Attack 6 Dice  
Defend 6 Dice  
Body Variable  
Mind 5 Points*

## Ogre Shaman



*Move 6 Squares  
Attack 5 Dice or Cast Spells  
Defend 5 Dice  
Body Variable  
Mind 7 Points  
Spells 'Ogre Shaman'*

## Ogre Warrior



*Move 6 Squares  
Attack 5 Dice  
Defend 5 Dice  
Body Variable  
Mind 1 Point*

## Borosh Storm Master



*Move 7 Squares  
Attack 6 Dice or Cast Spells  
Defend 5 Dice  
Body 5 Points  
Mind 7 Points  
Spells 'Storm Master'*

## Fanax the Malicious



*Move 6 Squares  
Attack 4 Dice or Cast Spells  
Defend 6 Dice  
Body 5 Points  
Mind 7 Points  
Spells 'Necromancer'*

## Grawshak Orc Shaman



*Move 7 Squares  
Attack 5 Dice or Cast Spells  
Defend 5 Dice  
Body 5 Points  
Mind 7 Points  
Spells 'Orc Shaman'*

## Zanrath the High Mage



*Move 5 Squares  
Attack 5 Dice or Cast Spells  
Defend 5 Dice  
Body 4 Points  
Mind 8 Points  
Spells 'High Mage'*

## Orc Shaman



*Move 8 Squares  
Attack 3 Dice or Cast Spells  
Defend 4 Dice  
Body 4 Points  
Mind 8 Points  
Spells 'Orc Shaman'*

## Balur the Fire Mage



*Move 8 Squares  
Attack 2 Dice or Cast Spells  
Defend 5 Dice  
Body 4 Points  
Mind 7 Points  
Spells 'Fire'*

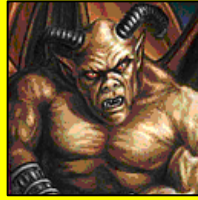
## Balur the Fire Mage



*Balur is immune to all Fire spells and has mastered Fire magic.*

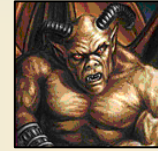
*Balur also has the special ability of being able to run through any wall once during the game. When he does this the Evil Wizard can place him in any room either discovered or not by the heroes.*

## Bellthor the Gargoyle



*Move 6 Squares  
Attack 4 Dice + Special Attack  
Defend 6 Dice  
Body 4 Points  
Mind 4 Points*

## Bellthor the Gargoyle



*Bellthor has the following special ability: Poison Breath.*

*After Bellthor has made his attack he can attack again: roll six combat dice and minus 1 mind point for every skull rolled. If a hero loses all mind points he is knocked unconscious and removed from the board until the next quest level.*

## Captain Skulmar



*Move 8 Squares  
Attack 5 Dice  
Defend 6 Dice  
Body 4 Points  
Mind 5 Points*

## Commander Tograk



*Move 4 Squares  
Attack 6 Dice  
Defend 6 Dice  
Body Variable  
Mind 2 Points*

## Delzarron



*Move 6 Squares  
Attack 3 Dice or Cast Spells  
Defend 4 Dice  
Body 3 Points  
Mind 7 Points  
Spells Chaos*

## Delzarron



*Delzarron the Chaos Sorcerer may also cast the following Chaos spell once per turn:*

*'Summon Undead'*

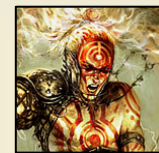
*This spell will summon one Undead creature. (Zombie, Skeleton, Mummy) which may be placed anywhere in the room and attack and move immediately.*

## Festral Chaos Sorcerer



*Move 6 Squares  
Attack 4 Dice or Cast Spells  
Defend 5 Dice  
Body 3 Points  
Mind 7 Points  
Spells Chaos*

## Festral Chaos Sorcerer



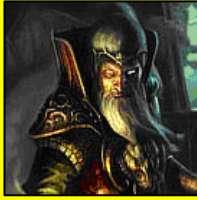
*Festral can cast the following Chaos spells:*

*'Mind Blast', 'Mind Lock', 'Dominate'*

*Festral has five of each 'Mind Blast', 'Mind Lock, and 'Dominate' spells at his command which he can cast instead of making a physical attack.*



## High Alchemist



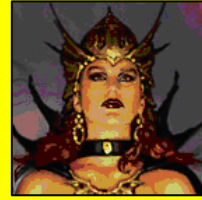
*Move 8 Squares  
Attack 3 'Dice or Cast Spells'  
Defend 3 'Dice'  
Body 4 Points  
Mind 6 Points  
Spells 'Chaos'*

## Kelvinos the Barbarian



*Move 5 Squares  
Attack 4 'Dice'  
Defend 4 'Dice'  
Body 4 Points  
Mind 0 Points*

## Kessandria



*Move 6 Squares  
Attack 4 'Dice + Special Attack'  
Defend 6 'Dice + Special Defence'  
Body 4 Points  
Mind 6 Points  
Spells 'Air'*

## Kessandria



*Kessandria has the following special ability:*

*After Kessandria has made her attack she can attack again by casting the 'Genie' Air spell once per turn.*

*She is also immune to all magic except 'Fire' spells.*

## Krag Chaos Warrior



*Move 7 Squares  
Attack 5 'Dice'  
Defend 5 'Dice'  
Body 7 Points  
Mind 3 Points*

## Nexrael Chaos Sorcerer



*Move 8 Squares  
Attack 3 'Dice or Cast Spells'  
Defend 4 'Dice'  
Body 5 Points  
Mind 5 Points  
Spells 'Mind'*

## Nexrael Chaos Sorcerer



*Nexrael can cast the following Chaos spell:*

*'Mind Blast'*

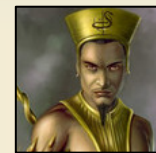
*Nexrael has four 'Mind Blast' spells at his command which he can cast instead of making a physical attack.*

## Petrokk Chaos Sorcerer



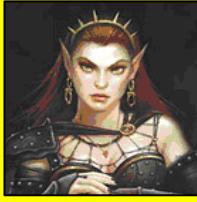
*Move 6 Squares  
Attack 3 'Dice or Cast Spells'  
Defend 4 'Dice'  
Body 5 Points  
Mind 5 Points  
Spells 'Chaos'*

## Petrokk Chaos Sorcerer



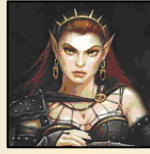
*Petrokk has the following special ability:  
'Hypnotic Stare'  
After Petrokk has made his attack he can attack again: roll two combat dice and minus 1 mind point for every skull rolled.*

## Sinestra Archmage



Move 8 Squares  
Attack 4 Dice or Cast Spells  
Defend 4 Dice  
Body 4 Points  
Mind 8 Points  
Spells Chaos

## Sinestra Archmage



Sinestra the Archmage can cast the following Chaos spells:

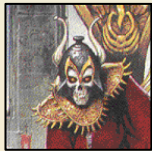
'Dispel Magic', 'Firestorm',  
'Reanimation', 'Restore Chaos',  
'Summon Wolves',  
'Werewolf's Curse',  
'Mind Blast', 'Mirror Magic'

## The Witch Lord



Move 10 Squares  
Attack 5 Dice or Cast Spells  
Defend 6 Dice  
Body 4 Points  
Mind 5 Points  
Spells Chaos

## The Witch Lord



The Witch Lord can cast the following Chaos spell:

'Summon Undead'

The Witch Lord can only be killed by the 'Spirit Blade' and he is immune to all spells except 'Fire' in which if he loses all his body points he disappears in a puff of purple smoke to fight another day.

## Tormuk Necromancer



Move 8 Squares  
Attack 4 Dice or Cast Spells  
Defend 4 Dice  
Body 6 Points  
Mind 6 Points  
Spells Chaos

## Tormuk Necromancer



Tormuk the Necromancer has the following Chaos spells at his command:

'Dispel Magic', 'Firestorm',  
'Mind Blast', 'Mirror Magic',  
'Reanimation', 'Restore Chaos',  
'Summon Wolves',  
'Werewolf's Curse'

## Vilor Chaos Warlock



Move 8 Squares  
Attack 4 Dice or Cast Spells  
Defend 3 Dice  
Body 5 Points  
Mind 5 Points  
Spells Chaos

## Vilor Chaos Warlock



Vilor the Chaos Warlock has the following Chaos spells at his command:

'Chill', 'Ice Storm',  
'Lightning Bolt',  
'Sleep', 'Tempest',  
'Reanimation'

## Xenloth Chaos Mage



Move 6 Squares  
Attack 2 Dice or Cast Spells  
Defend 4 Dice  
Body 6 Points  
Mind 4 Points  
Spells Mind

### Xenloth Chaos Mage



*Xenloth the Chaos Mage  
has five Mind Lock and  
Mind Blast spells  
at his command.*

### Bugbear



*Move 6 Squares  
Attack 2 Dice  
Defend 4 Dice  
Body 2 Points  
Mind 1 Point*

### Giant



*Move 8 Squares  
Attack 6 Dice  
Defend 8 Dice  
Body 9 Points  
Mind 1 Point*

### High Mage



*Move 5 Squares  
Attack 5 Dice or Cast Spells  
Defend 5 Dice  
Body 5 Points  
Mind 8 Points  
Spells High Magic*

### Manscorpion



*Move 8 Squares  
Attack 7 Dice  
Defend 6 Dice  
Body 6 Points  
Mind 4 Points*

### Necromancer



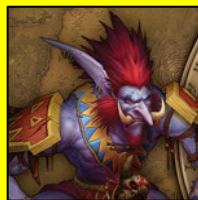
*Move 6 Squares  
Attack 4 Dice or Cast Spells  
Defend 4 Dice  
Body 5 Points  
Mind 7 Points  
Spells Necromancer*

### Storm Master



*Move 8 Squares  
Attack 5 Dice or Cast Spells  
Defend 5 Dice  
Body 6 Points  
Mind 6 Points  
Spells Storm Master*

### Troll



*Move 6 Squares  
Attack 3 Dice  
Defend 5 Dice  
Body 3 Points  
Mind 3 Points*

### Air Dragon



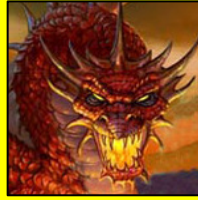
*Move 12 Squares  
Attack 12 Dice or Cast Spells  
Defend 12 Dice  
Body 12 Points  
Mind 12 Points  
Spells Air*

### Earth Dragon



*Move 12 Squares  
Attack 12 'Dice or Cast Spells  
'Defend 12 'Dice  
'Body 12 'Points  
'Mind 12 'Points  
Spells 'Earth'*

### Fire Dragon



*Move 12 Squares  
Attack 12 'Dice or Cast Spells  
'Defend 12 'Dice  
'Body 12 'Points  
'Mind 12 'Points  
Spells 'Fire'*

### Water Dragon



*Move 12 Squares  
Attack 12 'Dice or Cast Spells  
'Defend 12 'Dice  
'Body 12 'Points  
'Mind 12 'Points  
Spells 'Water'*

### Air Elemental



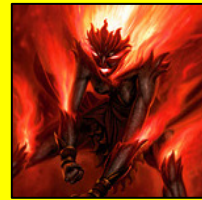
*Move 8 Squares  
Attack 5 'Dice or Cast Spells  
'Defend 6 'Dice  
'Body 7 'Points  
'Mind 5 'Points  
Spells 'Elemental Air'*

### Earth Elemental



*Move 8 Squares  
Attack 5 'Dice or Cast Spells  
'Defend 6 'Dice  
'Body 7 'Points  
'Mind 5 'Points  
Spells 'Elemental Earth'*

### Fire Elemental



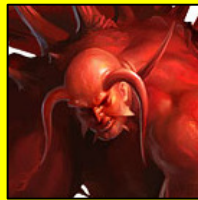
*Move 8 Squares  
Attack 5 'Dice or Cast Spells  
'Defend 6 'Dice  
'Body 7 'Points  
'Mind 5 'Points  
Spells 'Elemental Fire'*

### Water Elemental



*Move 8 Squares  
Attack 5 'Dice or Cast Spells  
'Defend 6 'Dice  
'Body 7 'Points  
'Mind 5 'Points  
Spells 'Elemental Water'*

### Balor



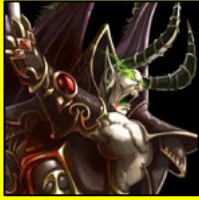
*Move 10 Squares  
Attack 6 'Dice or Cast Spells  
'Defend 7 'Dice  
'Body 10 'Points  
'Mind 12 'Points  
Spells 'Chaos'*

### Chaos Gargoyle



*Move 7 Squares  
Attack 5 'Dice  
'Defend 5 'Dice  
'Body 4 'Points  
'Mind 4 'Points*

### Chaos Gorgoyle



*Move 7 Squares  
Attack 5 'Dice  
'Defend 6 'Dice  
'Body 2 Points  
Mind 5 Points*

### Dark Gorgoyle



*Move 8 Squares  
Attack 5 'Dice or Cast Spells  
'Defend 6 'Dice  
'Body 6 Points  
Mind 6 Points  
Spells 'Chaos'*

### Dark Gorgoyle



*Move 6 Squares  
Attack 6 'Dice or Cast Spells  
'Defend 6 'Dice  
'Body 3 Points  
Mind 6 Points  
Spells 'Chaos'*

### Gorgoyle



*Move 6 Squares  
Attack 4 'Dice  
'Defend 4 'Dice  
'Body 1 Point  
Mind 4 Points*

### Gorgoyle



*Move 8 Squares  
Attack 4 'Dice  
'Defend 5 'Dice  
'Body 2 Points  
Mind 5 Points*

### Orcus



*Move 12 Squares  
Attack 7 'Dice or Cast Spells  
'Defend 7 'Dice  
'Body 12 Points  
Mind 12 Points  
Spells 'Chaos'*

### Pit Fiend



*Move 9 Squares  
Attack 6 'Dice or Cast Spells  
'Defend 6 'Dice  
'Body 8 Points  
Mind 8 Points  
Spells 'Chaos'*

### Chaos Goblin



*Move 9 Squares  
Attack 2 'Dice  
'Defend 2 'Dice  
'Body 2 Points  
Mind 2 Points*

### Dark Goblin



*Move 8 Squares  
Attack 2 'Dice  
'Defend 3 'Dice  
'Body 3 Points  
Mind 2 Points*

### Goblin



*Move 10 Squares  
Attack 2 Dice  
Defend 1 Die  
Body 1 Point  
Mind 1 Point*

### Chaos Hobgoblin



*Move 8 Squares  
Attack 2 Dice  
Defend 3 Dice  
Body 2 Points  
Mind 2 Points*

### Dark Hobgoblin



*Move 8 Squares  
Attack 3 Dice  
Defend 3 Dice  
Body 3 Points  
Mind 2 Points*

### Hobgoblin



*Move 9 Squares  
Attack 2 Dice  
Defend 2 Dice  
Body 1 Point  
Mind 2 Points*

### Chaos Minotaur



*Move 8 Squares  
Attack 4 Dice  
Defend 5 Dice  
Body 2 Points  
Mind 3 Points*

### Dark Minotaur



*Move 6 Squares  
Attack 5 Dice  
Defend 6 Dice  
Body 3 Points  
Mind 4 Points*

### Minotaur



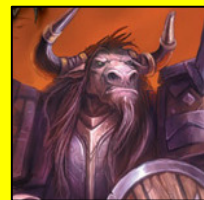
*Move 8 Squares  
Attack 4 Dice  
Defend 4 Dice  
Body 1 Point  
Mind 3 Points*

### Minotaur King



*Move 8 Squares  
Attack 5 Dice  
Defend 6 Dice  
Body 5 Points  
Mind 5 Points*

### Minotaur Leader



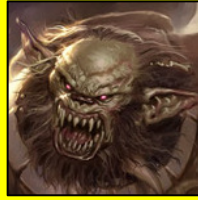
*Move 9 Squares  
Attack 5 Dice  
Defend 5 Dice  
Body 4 Points  
Mind 4 Points*

### Chaos Orc



*Move 8 Squares  
Attack 3 Dice  
Defend 3 Dice  
Body 2 Points  
Mind 2 Points*

### Dark Orc



*Move 6 Squares  
Attack 3 Dice  
Defend 4 Dice  
Body 3 Points  
Mind 3 Points*

### Orc



*Move 8 Squares  
Attack 3 Dice  
Defend 2 Dice  
Body 1 Point  
Mind 2 Points*

### Orc King



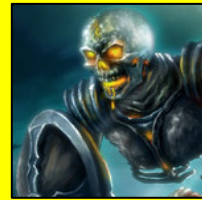
*Move 6 Squares  
Attack 4 Dice  
Defend 4 Dice  
Body 3 Points  
Mind 4 Points*

### Orc Leader



*Move 7 Squares  
Attack 3 Dice  
Defend 3 Dice  
Body 3 Points  
Mind 3 Points*

### Battle Skele



*Move 10 Squares  
Attack 3 Dice  
Defend 4 Dice  
Body 2 Points  
Mind 1 Point*

### Chaos Skeleton



*Move 8 Squares  
Attack 2 Dice  
Defend 3 Dice  
Body 1 Points  
Mind 0 Points*

### Death Knight



*Move 8 Squares  
Attack 4 Dice or Cast Spells  
Defend 5 Dice  
Body 3 Points  
Mind 2 Points  
Spells Chaos*

### Skeleton



*Move 6 Squares  
Attack 2 Dice  
Defend 2 Dice  
Body 1 Point  
Mind 0 Points*

### Chaos Ghoul



*Move 6 Squares  
Attack 3 Dice  
Defend 4 Dice  
Body 1 Point  
Mind 1 Point*

### Dark Ghoul



*Move 8 Squares  
Attack 4 Dice or Cast Spells  
Defend 5 Dice  
Body 2 Points  
Mind 2 Points  
Spells 'Chaos'*

### Ghoul



*Move 4 Squares  
Attack 3 Dice  
Defend 3 Dice  
Body 1 Point  
Mind 0 Points*

### Chaos Mummy



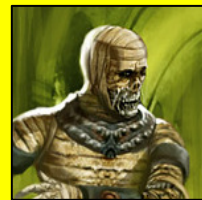
*Move 6 Squares  
Attack 4 Dice  
Defend 5 Dice  
Body 2 Points  
Mind 1 Point*

### Dark Mummy



*Move 8 Squares  
Attack 5 Dice or Cast Spells  
Defend 6 Dice  
Body 3 Points  
Mind 2 Points  
Spells 'Chaos'*

### Mummy



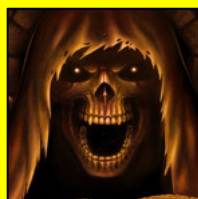
*Move 4 Squares  
Attack 3 Dice  
Defend 4 Dice  
Body 1 Point  
Mind 0 Points*

### Chaos Wraith



*Move 8 Squares  
Attack 5 Dice or Cast Spells  
Defend 6 Dice  
Body 8 Points  
Mind 4 Points  
Spells 'Chaos'*

### Dark Wraith



*Move 10 Squares  
Attack 6 Dice or Cast Spells  
Defend 7 Dice  
Body 7 Points  
Mind 5 Points  
Spells 'Chaos'*

### Wraith



*Move 6 Squares  
Attack 5 Dice or Cast Spells  
Defend 5 Dice  
Body 9 Points  
Mind 3 Points  
Spells 'Chaos'*



### Chaos Zombie



*Move 6 Squares  
Attack 3 Dice  
Defend 4 Dice  
Body 2 Points  
Mind 1 Point*

### Dark Zombie



*Move 8 Squares  
Attack 4 Dice or cast spells  
Defend 5 Dice  
Body 3 Points  
Mind 2 Points  
Spells Chaos*

### Zombie



*Move 4 Squares  
Attack 2 Dice  
Defend 3 Dice  
Body 1 Point  
Mind 0 Points*

### Ghost



*Move 12 Squares  
Attack 1 Die  
Defend 2 Dice  
Body 10 Points  
Mind 0 Points*

### Grim Reaper



*Move 8 Squares  
Attack 7 Dice or Cast Spells  
Defend 7 Dice  
Body 7 Points  
Mind 3 Points  
Spells Chaos*

### Phantom



*Move 10 Squares  
Attack 6 Dice or Cast Spells  
Defend 6 Dice  
Body 8 Points  
Mind 2 Points  
Spells Chaos*

### Spectre



*Move 6 Squares  
Attack 8 Dice or Cast Spells  
Defend 8 Dice  
Body 5 Points  
Mind 5 Points  
Spells Chaos*

### Chaos Knight



*Move 8 Squares  
Attack 4 Dice  
Defend 5 Dice  
Body 2 Points  
Mind 4 Points*

### Dark Knight



*Move 8 Squares  
Attack 5 Dice  
Defend 6 Dice  
Body 3 Points  
Mind 5 Points*

### Elite Guard Knight



*Move 8 Squares  
Attack 5 Dice  
Defend 5 Dice  
Body 8 Points  
Mind 2 Points  
Monbeast Vials Variable*

### Knight King



*Move 8 Squares  
Attack 5 Dice  
Defend 5 Dice  
Body 4 Points  
Mind 6 Points*

### Chaos Warrior



*Move 6 Squares  
Attack 3 Dice  
Defend 4 Dice  
Body 1 Point  
Mind 3 Points*

### Warrior Leader



*Move 9 Squares  
Attack 5 Dice  
Defend 6 Dice  
Body 3 Points  
Mind 5 Points*

### Von Darken Mercenary



*Move 6 Squares  
Attack Variable  
Defend Variable  
Body Variable  
Mind 4 Points*

### Black Avatar



*Move 8 Squares  
Attack 2 Dice or Cast Spells  
Defend 2 Dice  
Body 3 Points  
Mind 9 Points  
Spells Elemental*

### Chaos Avatar



*Move 6 Squares  
Attack 2 Dice or Cast Spells  
Defend 3 Dice  
Body 2 Points  
Mind 10 Points  
Spells Elemental*

### Dark Avatar



*Move 6 Squares  
Attack 3 Dice or Cast Spells  
Defend 4 Dice  
Body 1 Point  
Mind 11 Points  
Spells Elemental*

### Black Mage



*Move 8 Squares  
Attack 2 Dice or Cast Spells  
Defend 2 Dice  
Body 4 Points  
Mind 6 Points  
Spells Elemental*

## Chaos Mage



*Move 8 Squares  
Attack 2 'Dice or Cast Spells'  
Defend 3 'Dice'  
Body 3 Points  
Mind 7 Points  
Spells 'Elemental'*

## Dark Mage



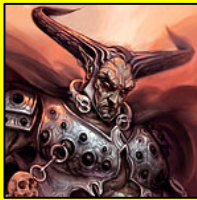
*Move 6 Squares  
Attack 3 'Dice or Cast Spells'  
Defend 4 'Dice'  
Body 2 Points  
Mind 8 Points  
Spells 'Elemental'*

## Black Wizard



*Move 8 Squares  
Attack 2 'Dice or Cast Spells'  
Defend 3 'Dice'  
Body 3 Points  
Mind 7 Points  
Spells 'Chaos'*

## Chaos Wizard



*Move 8 Squares  
Attack 2 'Dice or Cast Spells'  
Defend 3 'Dice'  
Body 3 Points  
Mind 7 Points  
Spells 'Chaos'*

## Dark Wizard



*Move 6 Squares  
Attack 3 'Dice or Cast Spells'  
Defend 4 'Dice'  
Body 2 Points  
Mind 8 Points  
Spells 'Chaos'*

## Chaos Lord



*Move Teleportation  
Attack 5 'Dice or Cast Spells'  
Defend 5 'Dice'  
Body 3 Points  
Mind 9 Points  
Spells 'Chaos'*

## Dark Lord



*Move Teleportation  
Attack 6 'Dice or Cast Spells'  
Defend 6 'Dice'  
Body 2 Points  
Mind 10 Points  
Spells 'Chaos'*

## Wraith Lord



*Move Teleportation  
Attack 4 'Dice or Cast Spells'  
Defend 4 'Dice'  
Body 4 Points  
Mind 8 Points  
Spells 'Chaos'*



### Mind Blast

The Chaos Sorcerer or the Mind Mage and the defender both roll dice equal to their Mind points.

The player who scores the most skulls inflicts Mind point damage equal to the number of skulls he has in excess of his opponent's score.

### Mind Bolt

The Chaos Sorcerer and or the Mind Mage casts a bolt of pure dark energy upon any one hero.

Mind Bolt causes the hero to lose consciousness: the hero rolls as many combat dice as he has Mind points. For every skull rolled the hero loses that many turns.

While unconscious the hero can not move, attack or defend, but he can be attacked with possible fatal results.

### Dominate

The Chaos Sorcerer or the Mind Mage and the defender both roll dice equal to their Mind points.

If the Sorcerer or the Mind Mage scores two skulls or more, they may use the defender's combat figure for the duration of his turn.

### 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 one or more white shields are rolled, the hero has Mind point left.

If no white shields are rolled, the hero has been reduced to zero Mind points and goes into "shock".

### Mind Fright

The Chaos Sorcerer and or the Mind Mage can cast this spell on any one hero to become so fearful that his attacks are reduced to 1 combat die.

The spell can be broken by the hero on a future turn by rolling 1 red die for each of his Mind points. If a 6 is rolled, the spell is broken.

### Mind Lock

The Chaos Sorcerer or the Mind Mage and the defender both roll dice equal to their Mind points.

The defender will be frozen for one turn for each skull scored by the Chaos Sorcerer or the Mind Mage.

### Mind Madness

The Chaos Sorcerer and or the Mind Mage casts a psychic beam to any hero and may immediately move that hero their normal movement distance, (squares) or the total number rolled on a 2'D6.

The hero misses his next turn while they recover their senses from the psychic beam.

### Mind Sleep

The Chaos Sorcerer and or the Mind Mage can cast this spell on any one hero who falls asleep immediately and stays asleep until the hero can roll a 6 on 1 red die or until the Chaos Sorcerer and or the Mind Mage are no longer present (in a room or passage) or killed, in which case the spell is broken.

The hero can not defend against a monster's attack while asleep and thus may die.



Mind Spell

## Chillwind

When this spell is cast the Dark Elf unleashes a freezing wind against his enemies.

Chillwind has a range of up to 10 squares (including diagonally) and causes variable Body point damage on all hero's depending on how close or far they are to the icy wind.

1-2 squares	5 Body points
3-4 squares	4 Body points
5-6 squares	3 Body points
7-8 squares	2 Body points
9-10 squares	1 Body point

## Flashback

By casting this spell, the Dark Elf or any hero or monster the Dark Elf chooses can replay his entire turn.

All results of the Dark Elf, hero or monster's first turn are cancelled. You can cast this after the Dark Elf, any hero or monster'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 Dark Elf) 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 paralysed for 3 turns - unable to move, attack, or defend.

## Mind Bolt

The Dark Elf casts a bolt of pure dark energy upon any one hero. Mind Bolt causes the hero to lose consciousness: the hero rolls as many combat dice as he has Mind points. For every skull rolled the hero loses that many turns.

While unconscious the hero can not move, attack or defend, but can be attacked with possible fatal results.

## Mirror Magic

When cast by the Dark Elf during a Hero's turn, this will enable the Dark Elf to reflect any hero's spell back to him.

Mirror Magic is cast immediately after the hero casts a spell at the Dark Elf.

The hero then suffers the effect of the spell that was intended for the Dark Elf.

## Slow

This spell reduces 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 one. These effects last until the hero is killed or is out of sight of the Dark Elf.

## Soothe

This spell maybe cast on any one hero or monster (including the Dark Elf) and can restore up to 3 lost Body points.

## Summon Wolves

This spell when cast, conjures up a number of Giant Wolves to help attack the Dark Elf's enemies. (Place the Giant Wolves adjacent to the Dark Elf) To see how many Giant Wolves materialize, roll 1D6 and check the results below:

1 or 2	=	1 Giant Wolf
3 - 5	=	2 Giant Wolves
6	=	3 Giant Wolves

## Timestop

This spell may be cast on the Dark Elf, or on any one monster the Dark Elf chooses. It temporarily stops time for everyone else on the game board, enabling the Dark Elf or monster to take another turn immediately after their current turn.

### Wall of Giant Vines

*This spell creates a living wall of thick Giant Vines 12 feet high which are up to 4 squares.*

*These squares block movement, and need not be adjacent, but they must all be within the line of sight of the Dark Elf at all times. Each Giant Vine square lasts until the Dark Elf dies, cancels the spell, or can no longer see the square, or until a cumulative total of 6 skulls are rolled in attacking the Giant Vines.*



### Arrows of the Night

*You may fire these magical bolts at any hero or monster, and then attack the victim with four combat dice and he must defend with as many dice as he has Mind points.*

### Chains of Darkness

*You may cast this spell on any hero or monster. The victim may not move or attack until the beginning of the Dark Elf Druid's next turn. Although the victim may defend or cast spells.*

### Clairvoyance

*You may ask the Evil Wizard player to remove the contents of one room (Evil Wizard's choice) anywhere on the board at once, as long as it does not enable the heroes to finish the quest.*

### Cloak of Shadows

*You may summon up a patch of darkness and place a Cloak of Shadows tile on the game board. Anyone 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 game board for reference.*

### Dispell

*You may pick one spellcaster and force him to discard one of his unused spell cards at random. That spell is then lost for the duration of the quest.*

### Future Sight

*Play this card at the end of your turn. You may re-roll any attack, defence or movement die rolls once until the end of your next turn.*

### Invisibility

*You may become invisible and move around unseen until the beginning of your next turn. While you are invisible, you can not attack anyone, but neither will you be attacked or be affected by spells.*

## Treasure Horde

*Cast this spell when a hero searches a room for treasure.*

*When he picks a treasure card, ask the hero to tell you what it is and if you do not like the treasure card, force the hero to discard it. The hero does not pick another treasure card to replace the one that was discarded. This spell can be cast out of turn.*

## Twist Wood

*This spell when cast causes any magical and non-magical shields and weapons made of wood, such as a staff, bow and arrows, to become deformed and turned into twisted warped useless pieces of weaponry.*

## Wall of Stone

*You may create a magical wall of stone which covers two squares. This wall has 5 Body points and rolls six combat dice in defence. Keep this card at hand until the wall is destroyed, then discard it.*



*Dark Elf Druid Spell*

## Black Rain

*A corrosive black rain cloud forms around the Fimir Shaman.*

*Any hero in the same room or corridor must roll a 1D6. If anything besides a 5 or a 6 is rolled, one of the hero's magical or non-magical weapons or armour (Fimir Shaman's choice) is destroyed by the black rain.*

*If a magical weapon or armour is chosen its magical abilities are frozen for two turns.*

## Marsh Gas

*A smelly white misty fog begins to form around the Fimir Shaman; on the Shaman's next turn, it erupts into a brilliance of flames.*

*Any heroes or monsters in the same room or corridor suffer two body points of damage. Fimirs are not affected by this spell when cast.*

## Marsh Lights

*When this spell is cast the Fimir Shaman conjures up bright blinding twinkling lights that dance around the heads of the heroes in the same room or corridor disorienting them.*

*Each hero affected must roll a 1D6.*

*If a Hero rolls anything besides a 5 or a 6, he is confused by the bright twinkling lights and misses his next turn. This spell may be cast once every three turns.*

## Mystic Vapour

*A dark, thick fog-like mist forms from the Fimir Shaman's outstretched hand, filling the room or corridor reducing visibility for every hero and non-Fimir creature in it. No hero or creature besides a Fimir can fire missiles or cast any long-range spells all attacks are limited to adjacent squares. The spell when cast lasts for a duration of ten turns, even if the Fimir Shaman is killed. Movement in the effected area is limited to one square until the hero or the non-Fimir creature clears the effected area.*

## Slime

*This spell when cast, produces a sticky greenish slime that engulfs a hero's entire body, causing him to be paralyzed where he stands until he rolls a 6 on one red die.*

*While stuck he may not attack, defend or move.*

### Summon Fimirs

This spell when cast, conjures up a number of Fimirs at the shaman's command to help attack his enemies. (Place the Fimirs adjacent to the shaman) To see how many Fimirs materialize, roll 1D6 and check the results below:

- 1 or 2 = 1 Fimir
- 3 - 5 = 2 Fimirs
- 6 = 3 Fimirs

### Swamp

When cast on a hero, the ground beneath his feet becomes wet and boggy, and he begins to sink.

He must immediately roll two combat dice. If he rolls a white shield, he jumps away and avoids the spell. Otherwise he sinks in over his head and loses two body points before he can dig his way out.

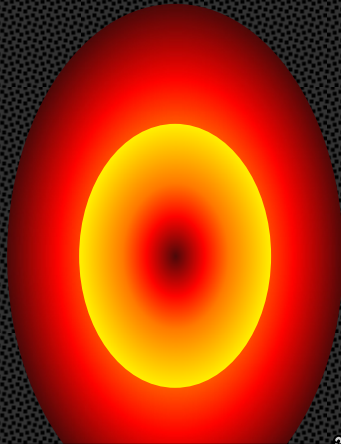
The hero can not attack but can still defend.

### Giant Cobra

The Fimir Shaman conjures a giant cobra that bursts up from the ground to attack a hero.

The giant cobra attacks with 6 combat dice if the hero loses two Body points in the snake's attack, he has been bitten. Once the hero has been bitten, he will lose one Body point per turn from the poison until an anti-venom potion is taken.

The cobra will disappear once it has succeeded in biting the hero.



Fimir Shaman Spell

### Destroy Magic

This spell when cast removes from an enchanted item its magical properties, disintegrating the item to powder as the enchanted item is separated from its magical power.

It destroys any Quest Treasure, Artifact, Scroll, Potion, Magical Weapons and Armour carried by a hero.

### Destroy Weapon

This spell may be cast at any one hero or monster.

When cast it causes any non-magical weapon or armour (Ogre Shaman's choice) to disintegrate.

The player must discard any weapon or armour card he has.

### Flame of Power

This spell may be cast at any one hero or monster.

It will invoke a flame of power that will seek out its victim and inflict two body points of damage. The victim may roll two dice.

For each shield rolled he may reduce the damage by one.

### Plague

This spell may be cast at any one hero or monster.

When cast by the Ogre Shaman it will produce a mystic heavy black vapour that heads towards his enemy. The victim becomes engulfed in the vapour and contracts a disease making him lose three body points.

The victim may roll three dice. For each shield he rolls he may reduce the damage by one.

### Purge

When cast the Ogre Shaman may pick one spell from a spell-caster and force him to discard one of his spell cards at random. That spell is then lost in the ether void for the duration of the Quest.



### Summon Ogre Warriors

This spell when cast, conjures up a number of Ogre Warriors at the shaman's command to help attack his enemies. (Place the Ogre Warriors adjacent to the shaman) To see how many Ogre Warriors materialize, roll 1D6 and check the results below:

- 1 or 2 = 1 Ogre Warrior
- 3 - 5 = 2 Ogre Warriors
- 6 = 3 Ogre Warriors



Ogre Shaman Spell

### Dispell

The Sorcerer may pick one spell using character and force him to discard one of his spell cards at random.

That spell is than lost for the duration of the quest.

### Escape

The Sorcerer may use this spell to move instantly to any unoccupied square on the game board.

### Madness

Cast this spell on one figure to affect it with a frightening madness.

The Evil Wizard player may then move that figure on his next turn, although the affected figure may not attack or cast spells.

### Rust

This spell causes one item of equipment of the Evil Wizard player's choice to rust and become useless.

That equipment card should be discarded.

### Strands of Binding

The Sorcerer may fire magical threads from his fingers which will entangle one target.

The target may not move or attack until he destroys the Strands of Binding which have 1 Body point and roll four combat dice in defence.

The target may defend against other attacks.

### Wall of Flame

The Sorcerer creates a magical wall of flame which covers two squares.

The wall has 1 Body point and rolls six combat dice in defence.

Keep this card to hand until the wall is destroyed.



High Mage Spells

### Call Skeleton

*This spell summons two skeletons which appear immediately anywhere within sight of the Sorcerer.*

*They may move and attack at once.*

### Death Bolt

*The Sorcerer may hurl his spell at one target in sight. That figure then automatically loses 1 Body point.*

### 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.*

### 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.*

### 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.*

### Summon Mummy

*This spell summons a mummy which will appear in any square adjacent to the Sorcerer. It may move and attack at once.*



### Blinding Sleet

*The Sorcerer may fill a room with blinding sleet.*

*No one in that room may move, make ranged attacks or cast spells until the beginning of the Evil Wizard's next turn.*

*Figures may only attack or defend if they are adjacent to another figure.*

### Earthquake

*The Sorcerer may split the ground asunder in a straight line of six squares.*

*Lay the Earthquake card piece on the board to determine who is affected.*

*All those caught will suffer 1 Body point of damage as if they had fallen into a pit trap.*

### 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.*

### Lightning Bolt

*The Sorcerer may fire a lightning bolt in a straight line of six squares.*

*Use the lightning bolt card piece to determine who is hit.*

*Anyone hit is attacked with three combat dice which they may defend against in the normal way. Resolve each attack separately.*

### 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.*

### Wall of Ice

*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.*



### Orc Berserker

*The Sorcerer may choose one Orc within his line of sight to be filled with immense strength and vigour.*

*That Orc may then move twice and attack twice during that turn only.*

### Sharpen Blades

*This spell allows 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.*

### Shield of Protection

*This spell allows the Sorcerer and all Orcs in the same room to roll an extra die in defence until the beginning of the Sorcerer's next turn.*

*May only be cast in a room.*

### 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.*

## Summon Goblins

The Sorcerer may immediately take four Goblin figures from anywhere on or off the game board 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.

## 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.



## Ball of Flame

This spell may be cast on a hero or monster; it will inflict 4 'Body points of damage.

The victim may roll 4 dice.

For each white shield for a hero or black shield for a monster rolls this will reduce the damage by 1.

'Balur can cast this spell twice before it is discarded.



## Courage

This spell may be cast on 'Balur himself or on any monster.

'Who will then be able to throw 2 extra combat dice each time 'Balur or the monster attacks.

The spell is broken when there are no more heroes visible by 'Balur or the monster.



## Fire of Wrath

This spell may be cast on any hero or monster anywhere on the board; it will seek out your enemy and inflict 2 'Body points of damage, unless your opponent can roll a white shield for a hero or a black shield for a monster on 2 combat dice.

'Balur can cast this spell twice before it is discarded.



## Summon Undead

'Delzarron can summon one 'Undead creature. (Zombie, Skeleton, Mummy) which may be placed anywhere in the room and attack and move immediately.

'Delzarron the Chaos Sorcerer Can cast the 'Summon 'Undead' Chaos spell once per turn.



## Dominate

'Festral and the defender both roll dice equal to their Mind points.

If 'Festral scores two skulls or more, he may use the defender's combat piece for the duration of his turn.

'Festral can use this spell 5 times before it is discarded.



## Mind Blast

'Festral and the defender both roll dice equal to their Mind points.

The player who scores the most skulls inflicts Mind point damage equal to the number of skulls he has in excess of his opponent's score.

'Festral can use this spell 5 times before it is discarded.



## Mind Lock

*Festral and the defender both roll dice equal to their Mind points.*

*The defender will be frozen for one turn for each skull scored by Festral.*

*Festral can use this spell 5 times before it is discarded.*



## Mind Blast

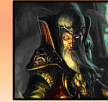
*The High Alchemist and the defender both roll dice equal to their Mind points.*

*The player who scores the most skulls inflicts Mind point damage equal to the number of skulls he has in excess of his opponent's score.*



## Restore Chaos

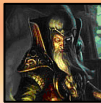
*This spell may be cast only on monsters. It restores up to 6 lost Body points to either the spellcaster or any monster within the High Alchemist's line of sight.*



## Summon Wolves

*This spell when cast, conjures up a number of Giant Wolves to help attack the High Alchemist's enemies. (Place the Giant Wolves adjacent to the High Alchemist) To see how many Giant Wolves materialize, roll 1D6 and check the results below:*

1 or 2 = 1 Giant Wolf  
3 - 5 = 2 Giant Wolves



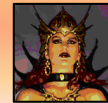
## Werewolf's Curse

*This spell may be cast on any hero: the hero rolls a 1D6. A roll of 6 means the spell has no effect. Any other result means the hero is now afflicted with the Werewolf's Curse.*



## Genie

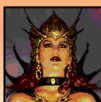
*This spell conjures up a Genie who will do one of the following: Open any door on the board. (the room's contents should be put out) revealing what lies in side; or attack anyone on the board. He will attack only once with five combat dice.*



## Swift Wind

*This spell may be cast on any monster or Kessandria herself. Its powerful burst of energy enables that figure to roll twice as many movement dice as normal the next time he/she moves.*

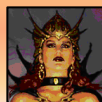
*Kessandria can use this spell once per quest.*



## Tempest

*This spell creates a small whirlwind that envelops one monster or player of Kessandria's choice.*

*That monster or player will then miss his next turn.*

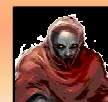


## Mind Blast

*Nexrael and the defender both roll dice equal to their Mind points.*

*The player who scores the most skulls inflicts Mind point damage equal to the number of skulls he has in excess of his opponent's score.*

*Nexrael can use this spell 4 times before it is discarded.*



## Dispel Magic

Cancels out a spell just cast by a spell caster or a hero. This special spell may be cast during a hero or spell caster's turn, to negate a spell just cast.



## Firestorm

This spell creates a room full of burning fire that inflicts 3 body points of damage on all heroes and monsters with the Chaos Sorcerer.

Every victim in the room rolls a 2D6 and for each 5 or 6 rolled the damage is reduced by 1 Body point.



## Mind Blast

Sinestra and the defender both roll dice equal to their Mind points.

The player who scores the most skulls inflicts Mind point damage equal to the number of skulls he/she has in excess of his/her opponent's score.



## Mirror Magic

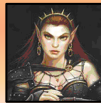
This spell may be cast by Sinestra during a hero's turn. This enables Sinestra to reflect any hero's spell back to him. Mirror Magic is cast immediately after the hero casts a spell at Sinestra. The hero then suffers the effect of the spell that was intended for Sinestra.



## Reanimation

This spell enables the Sinestra to reanimate all defeated skeletons, zombies, or mummies in the same room as herself.

These monsters rise up from the floor, with all lost Body points restored, and attack the heroes again.



## Restore Chaos

This spell may be cast only on monsters. It restores up to 6 lost Body points to either the spellcaster or any monster within Sinestra's line of sight.



## Summon Wolves

This spell when cast, conjures up a number of Giant Wolves to help attack Sinestra's enemies. (Place the Giant Wolves adjacent to Sinestra) To see how many Giant Wolves materialize, roll 1D6 and check the results below:

- 1 or 2 = 1 Giant Wolf
- 3 - 5 = 2 Giant Wolves
- 6 = 3 Giant Wolves



## Werewolf's Curse

This spell may be cast on any hero; the hero rolls a 1D6. A roll of 6 means the spell has no effect. Any other result means the hero is now afflicted with the Werewolf's Curse.



## Mind Blast

Tormuk and the defender both roll dice equal to their Mind points.

The player who scores the most skulls inflicts Mind point damage equal to the number of skulls he has in excess of his opponent's score.



## Mirror Magic

*This spell may be cast by Tormuk during a hero's turn. This enables Tormuk to reflect any hero's spell back to him. Mirror Magic is cast immediately after the hero casts a spell at Tormuk.*

*The hero then suffers the effect of the spell that was intended for Tormuk.*



## Reanimation

*This spell enables Tormuk to reanimate all defeated skeletons, zombies, or mummies in the same room as himself.*

*These monsters rise up from the floor, with all lost 'Body points restored, and attack the heroes again.*



## Summon Undead

*This spell conjures up a group of 'Undead to protect and surround Tormuk. Roll a 1D6.*

1 = 4 Skeletons  
2-3 = 3 Skeletons & 2Zombies  
4-5 = 3 Zombies & 2 Ghouls  
6 = 3 Ghouls & 2 mummies



## Summon Wolves

*This spell when cast, conjures up a number of Giant 'Wolves to help attack Tormuk's enemies. (Place the Giant 'Wolves adjacent to Tormuk) To see how many Giant 'Wolves materialize, roll 1D6 and check the results below:*

1 or 2 = 1 Giant 'Wolf  
3 - 5 = 2 Giant 'Wolves  
6 = 3 Giant 'Wolves



## Werewolf's Curse

*This spell may be cast on any hero: the hero rolls a 1D6. A roll of 6 means the spell has no effect. Any other result means the hero is now afflicted with the 'Werewolf's Curse.*



## Chill

*This spell causes 1 'Body point of damage to any one hero or monster adjacent to 'Vilor (though not diagonally adjacent). The victim can not defend against the attack.*



## 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 'Vilor with 3 combat dice. There is no chance to defend.*

*Can not be used in corridors.*



## Lightning Bolt

*This spell may be cast in any direction: the bolt will travel in a straight line until it strikes a wall or closed door.*

*It will inflict 2 body points of damage on any hero or monster that is in its path.*



## Reanimation

*This spell enables 'Vilor to reanimate all defeated skeletons, zombies, or mummies in the same room as himself.*

*These monsters rise up from the floor, with all lost 'Body points restored, and attack the heroes again.*



## Sleep

*This spell puts any one hero or monster into a deep sleep; the victim is unable to move, attack or defend.*

*The hero can break the spell on a future turn by rolling a 1D6 for each current mind point he/she has. if a 6 is rolled the spell is broken.*



## Tempest

*This spell creates a small whirlwind that envelops one hero or monster of Vilor's choice; the victim misses their next turn.*



## Summon Undead

*This spell conjures up a group of Undead to protect and surround the Witch Lord. Roll a 1D6.*

1 = 4 Skeletons  
2-3 = 3 Skeletons & 2 Zombies  
4-5 = 3 Zombies & 2 Ghouls  
6 = 3 Ghouls & 2 mummies



## Mind Blast

*Xenloth and the defender both roll dice equal to their Mind points.*

*The player who scores the most skulls inflicts Mind point damage equal to the number of skulls he has in excess of his opponent's score.*

*Xenloth can use this spell 5 times before it is discarded.*

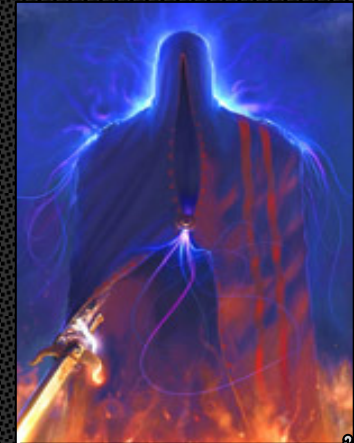


## Mind Lock

*Xenloth and the defender both roll dice equal to their Mind points.*

*The defender will be frozen for one turn for each skull scored by Xenloth.*

*Xenloth can use this spell 5 times before it is discarded.*



*Special Character Spell*





Heroes  
&  
Von Darken  
Mercenaries



*I guess when all is said and done one must address the strengths and weaknesses of your enemy my fair Apprentice. There is a saying 'Know your enemy' and this is one of those times where this is true. Before you is information about the various heroes you will encounter, in this way you will be able to plan your quest adventure to maximize their downfall. Be prepared, for the honour of Chaos is at stake.*

## Statistics

This is self explanatory; this section denotes a hero's stats at the beginning of a quest adventure; but these will obviously change if a campaign of more than one quest/level adventure is being planned for.

## Status

This section denotes a hero's level after completing a three-level quest adventure. So if a campaign is being planned, for every three-level quest adventure that is completed a hero is promoted.

If there is denoted 'Level 1' and 'Level 2', for example: when the Amazon reaches Legend status, she has to complete another three-level quest adventure to gain/access its 'Level 1' Personal Skills; but her status is still Legend if the Amazon does not gain/complete 'Level 1'.

## Personal Skills

This section denotes a hero's Personal Skills that he/she gains/obtains when a Status level has been reached. The hero can use his/her Personal Skills from previous levels including the current one within the quest adventure as described.

## Gold

This section denotes a hero's gold that he/she receives after completing a quest level; for example in a three-level quest adventure the Amazon will receive 5 gold coins for each level, thus 15 gold coins will be gained at the end of a quest adventure.

***Remember:** the gold coins gained at the end of the quest level can be spent as the hero wishes along with any other gold coins found.*

## Character Sheet

This is self explanatory; the Character Sheet maybe photocopied and given to each hero to record their progress within a quest adventure.

## Character Cards

This is self explanatory; give each player a Character Card-or let them choose (this would be wisest) so they can become that character.

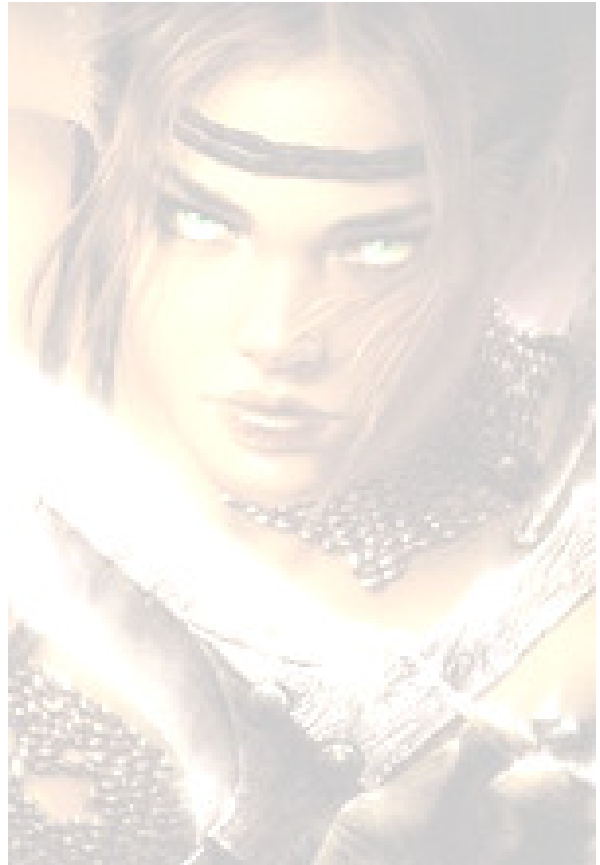
***Remember:*** there are five Character Cards to choose from.

# AMAZON

You are the Amazon. A female warrior, whose race prides itself in truth and justice. You can use either the sword or bow with equal cunning and skill to challenge and defeat your enemies.

## Statistics

<i>Attack</i>	2 combat dice
<i>Defend</i>	2 combat dice
<i>Mind</i>	3
<i>Body</i>	7
<i>Movement</i>	2 standard dice
<i>Spells</i>	-



## Status

*Warrior*

*Champion*

*Veteran*

*Legend*

*Level 1*

*Level 2*

*Cult*

*Level 1*

*Level 2*

## Personal Skills

-

Leap of Fate

Parry

Battle Lust

Battle Cry

Deep Trance

Mind Lore

## Personal Skills

*Leap of Fate*

Once per turn the Amazon may leap over an enemy onto an empty square opposite that enemy; this counts as 1 square of movement.

*Parry*

Once per turn the Amazon can deflect enemy attacks if she is hit; roll a 1D6: 1-4 = no effect, 5-6 = all enemies skulls (*combat dice*) are voided.

*Battle Lust*

Once per quest level you can trade some or all defence combat dice for extra attack combat dice.

*Battle Cry*

Once per quest level the Amazon may roll twice her normal attack combat dice.

*Deep Trance*

Once per quest level you enter into a trance-like state, and regain 2 lost body points; but you cannot do anything else – move, attack, defend, search for traps or treasure, cast spells.

*Mind Lore*

Once per quest level gain an extra 2 mind points; but lose 1 body point in the process.

## Gold

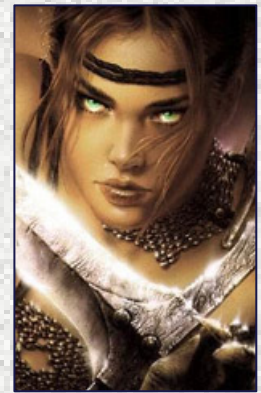
<i>Warrior</i>	5 gold coins
<i>Champion</i>	10 gold coins
<i>Veteran</i>	15 gold coins
<i>Legend</i>	20 gold coins
<i>Cult</i>	25 gold coins

*Receive extra gold after completing a quest level.*

# ❧ Character Sheet ❧



Name:  
 Race/Type: *Amazon*  
 Mind Points: *3*  
 Body Points: *7*  
 Attack: *2 combat dice*  
 Defend: *2 combat dice*  
 Movement: *2 standard dice*



## *Gold*


## *Spells*


## *Equipment*


## *Potions & Scrolls*


## *Treasure*


## *Quests*


## *Status*


## Amazon



*You are the Amazon. A female warrior, whose race prides itself in truth and justice. You can use either the sword or bow with equal cunning and skill to challenge and defeat your enemies.*

*Attack.  
throw 2 Combat dice  
Defend.  
throw 2 Combat dice  
Move.  
throw 2 Standard dice*



*Mind 3 Points  
Body 7 Points*



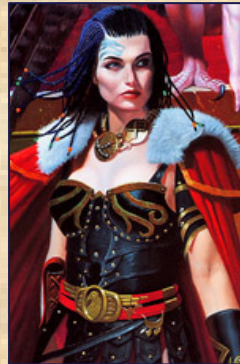
## Amazon



*Attack.  
throw 2 Combat dice  
Defend.  
throw 2 Combat dice  
Move.  
throw 2 Standard dice*



*Mind 3 Points  
Body 7 Points*





*Amazon*

Attack.  
throw 2 Combat dice

Defend.  
throw 2 Combat dice

Move.  
throw 2 Standard dice

**HERO QUEST**

Mind 3 Points  
Body 7 Points




*Amazon*

Attack.  
throw 2 Combat dice

Defend.  
throw 2 Combat dice

Move.  
throw 2 Standard dice

**HERO QUEST**

Mind 3 Points  
Body 7 Points




*Amazon*

Attack.  
throw 2 Combat dice

Defend.  
throw 2 Combat dice

Move.  
throw 2 Standard dice

**HERO QUEST**

Mind 3 Points  
Body 7 Points





# AVATAR

You are the Avatar. Having relinquished your role as a Sorcerer and its abilities, you have studied different spells on a higher plane, which makes you the number 1 enemy of all Chaos and evil.

## Statistics

<i>Attack</i>	1 combat die
<i>Defend</i>	1 combat die
<i>Mind</i>	10
<i>Body</i>	2
<i>Movement</i>	3 standard dice
<i>Spells</i>	Yes



## Status

### *Avatar*

*Level 1*

*Level 2*

*Level 3*

*Level 4*

*Level 5*

*Level 6*

## Personal Skills

Celestial Spells

Elemental Spells - Level 1

Elemental Spells - Level 2

Elemental Spells - Level 3

Elemental Spells - Level 4

Celestial Elemental

## Personal Skills

### *Celestial Spells*

The Avatar has 23 spells at his/her command which he/she can use. The Avatar can choose up to 10 spells of his/her choice at this level.

### *Elemental Spells - Level 1*

The Avatar can choose up to 10 spells of his/her choice from level 1; two minimum coming from each element.

### *Elemental Spells - Level 2*

The Avatar can choose up to 10 spells of his/her choice from level 2; two minimum coming from each element.

### *Elemental Spells - Level 3*

The Avatar can choose up to 10 spells of his/her choice from level 3; two minimum coming from each element.

## *Elemental Spells - Level 4*

The Avatar can choose up to 10 spells of his/her choice from level 4; two minimum coming from each element.

### *Celestial Elemental*

The Avatar has at his/her command the most powerful element of all. The Celestial Elemental. An elemental energy of pure blue light forms beside you, giving you a Celestial Elemental of great power for 2 turns.

### **Stats**

<i>Attack</i>	10
<i>Defend</i>	10
<i>Mind</i>	10
<i>Body</i>	10
<i>Movement</i>	3 standard dice

## **Gold**

*Avatar*                    30 gold coins

*Receive extra gold after completing a quest level.*

## **Notes**

When a Sorcerer (*via Mage or Wizard progression through other levels*) becomes an Avatar, you, as well as the Evil Wizard and/or any Chaos spell caster will be able to cast 2 spells in a turn instead of 1. This is the only exception to the rule of just casting one. The Avatar is very powerful, so to even the magical odds, any Chaos spell caster can cast two spells at once as well until the Avatar is killed in a quest adventure or quest level.

**Remember** when a spell caster goes up a level, he/she can still choose and access the previous levels of spells to add to their spell casting abilities.

# ❧ Character Sheet ❧



Name:  
 Race/Type: *Avatar*  
 Mind Points: *10*  
 Body Points: *2*  
 Attack: *1 combat die*  
 Defend: *1 combat die*  
 Movement: *3 standard dice*



## *Gold*


## *Spells*


## *Equipment*


## *Potions & Scrolls*


## *Treasure*


## *Quests*


## *Status*


## Avatar



You are the Avatar. Having relinquished your role as a Sorcerer and its abilities, you have studied different spells on a higher plane, which makes you the number 1 enemy of all Chaos and evil.

Attack.  
throw 1 Combat dice  
Defend.  
throw 1 Combat dice  
Move.  
throw 3 Standard dice



Mind 10 Points  
Body 2 Points



## Avatar




Attack.  
throw 1 Combat dice  
Defend.  
throw 1 Combat dice  
Move.  
throw 3 Standard dice



Mind 10 Points  
Body 2 Points





*Avatar*

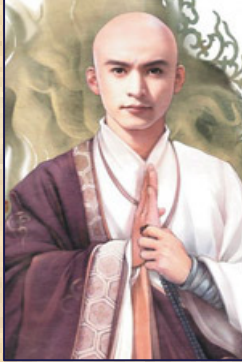
Attack.  
throw 1 Combat dice

Defend.  
throw 1 Combat dice

Move.  
throw 3 Standard dice

**HERO QUEST**

Mind 10 Points  
Body 2 Points




*Avatar*

Attack.  
throw 1 Combat dice

Defend.  
throw 1 Combat dice

Move.  
throw 3 Standard dice

**HERO QUEST**

Mind 10 Points  
Body 2 Points




*Avatar*

Attack.  
throw 1 Combat dice

Defend.  
throw 1 Combat dice

Move.  
throw 3 Standard dice

**HERO QUEST**

Mind 10 Points  
Body 2 Points



# BARBARIAN

You are the Barbarian. The bravest and greatest of all mighty warriors that ever walked the land but beware of magic for your sword is no defence against it; as you fight for peace and liberty.

## Statistics

<i>Attack</i>	3 combat dice
<i>Defend</i>	2 combat dice
<i>Mind</i>	2
<i>Body</i>	8
<i>Movement</i>	2 standard dice
<i>Spells</i>	-

## Status

*Warrior*

*Champion*

*Veteran*

*Legend*

*Level 1*

*Level 2*

*Cult*

*Level 1*

*Level 2*

## Personal Skills

-

Speed

Blade of Hope

Retreat

First Strike

Will Power

Battle Rage



## Personal Skills

*Speed*

Once per turn the Barbarian can increase his movement; roll 1D6, 1-4 no effect, 5-6 double your movement roll.

*Blade of Hope*

Once per turn gain 1 extra combat die in attack, but lose 1 combat die in defence.

*Retreat*

Once per quest level move back up to 6 squares to a different position at the end of your movement turn if desired.

*First Strike*

Once per quest level make 1 immediate attack on a single monster when it is placed beside you.

### *Will Power*

Once per quest level ignore up to 2 body points of damage if you roll a white shield.

### *Battle Rage*

Once per quest level you can make 2 attacks instead of 1, against any monster.

## **Gold**

*Warrior*

5 gold coins

*Champion*

10 gold coins

*Veteran*

15 gold coins

*Legend*

20 gold coins

*Cult*

25 gold coins

*Receive extra gold after completing a quest level.*

# ❧ Character Sheet ❧



Name:  
 Race/Type: *Barbarian*  
 Mind Points: 2  
 Body Points: 8  
 Attack: 3 *combat dice*  
 Defend: 2 *combat dice*  
 Movement: 2 *standard dice*



*Gold*


*Spells*


*Equipment*


*Potions & Scrolls*


*Treasure*


*Quests*


*Status*




## Barbarian



You are the Barbarian. The bravest and greatest of all mighty warriors that ever walked the land but beware of magic for your sword is no defence against it: as you fight for peace and liberty.

Attack.  
throw 3 Combat dice  
Defend.  
throw 2 Combat dice  
Move.  
throw 2 Standard dice



Mind 2 Points  
Body 8 Points



## Barbarian



Attack.  
throw 3 Combat dice  
Defend.  
throw 2 Combat dice  
Move.  
throw 2 Standard dice



Mind 2 Points  
Body 8 Points



*Barbarian*

*Attack.*  
throw 3 Combat dice

*Defend.*  
throw 2 Combat dice

*Move.*  
throw 2 Standard dice

*Mind 2 Points*  
*Body 8 Points*





*Barbarian*

*Attack.*  
throw 3 Combat dice

*Defend.*  
throw 2 Combat dice

*Move.*  
throw 2 Standard dice

*Mind 2 Points*  
*Body 8 Points*





*Barbarian*

*Attack.*  
throw 3 Combat dice

*Defend.*  
throw 2 Combat dice

*Move.*  
throw 2 Standard dice

*Mind 2 Points*  
*Body 8 Points*





# CLERIC

You are the Cleric. You are a good warrior and healer. Plus you have spells that can aid you in battle as well as turning any Undead monster.

## Statistics

<i>Attack</i>	2 combat dice
<i>Defend</i>	2 combat dice
<i>Mind</i>	5
<i>Body</i>	5
<i>Movement</i>	2 standard dice
<i>Spells</i>	Yes

## Status

*Squire*

*Champion*

*Adept*

*Knight*

*Level 1*

*Level 2*

*Warlock*

*Level 1*

*Level 2*

## Personal Skills

-

Sidestepping

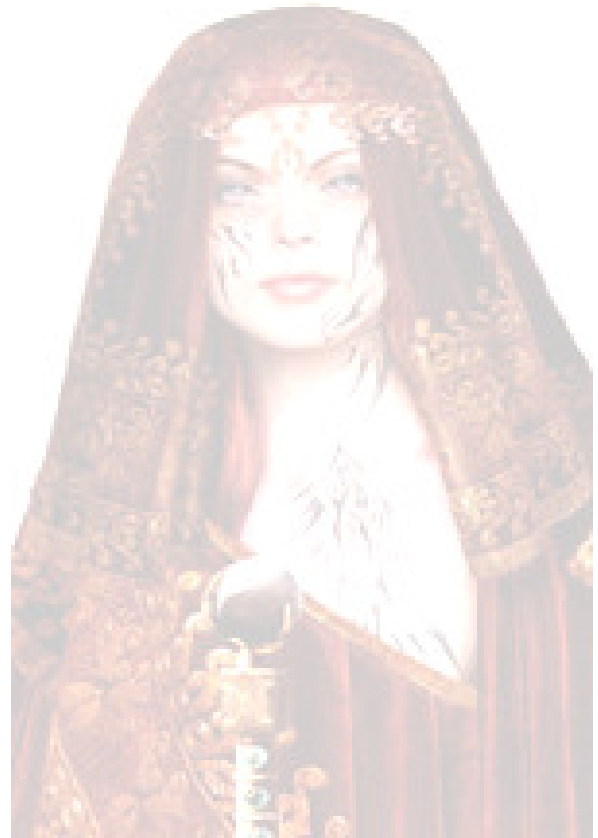
Turning Undead

Reversal Spells

Sacrifice

Twilight Spells

Elemental Barrier Spell



## Personal Skills

*Sidestepping*

Once per turn when a monster moves beside you to attack, you can move adjacent to a square diagonally to avoid being hit.

*Turning 'Undead'*

See 'Turning Undead' below.

*Reversal Spells*

See 'Spells List' below.

*Sacrifice*

Once per quest level if a hero dies or is about to; the Cleric can revive or give up 3 mind and 3 body points to save that hero, in doing so the Cleric can do nothing else that turn except move half his/her dice roll.

### *Twilight Spells*

See 'Spells List' below.

### *Elemental 'Barrier Spell*

See 'Spells List' below.

## Spells List

### Reversal Spells

#### *Open/Close*

This spell can close any doors, including stone and secret doors. When reversed, it can open any magical doors that are closed; roll 1D6, 2-6 no effect, 1 the magical door is opened.

#### *Heal/Hurt*

Once per quest level this spell may be cast on any or all players and will restore 1 to 4 lost body points. The Cleric can give 1 body point to each hero, or 3 to one and 1 to the other, or 2 to two heroes. When reversed it can inflict 1 body or 1 mind point of damage on any hero or monster.

#### *'Weakness/Strength*

Once per quest level this spell minuses 1 combat die in attack or defence on any one hero/monster. When reversed it adds 1 combat die in attack or defence on any one hero/monster.

### Twilight Spells

#### *All 'Binding*

The Cleric can use all the remaining or selected spells at once.

#### *'Rejuvenation*

The Cleric can replenish both his mind or body points by 1 as well as a hero's and monster's.

#### *Zwein*

The Cleric can use the same spell twice.

#### ***Please note:***

*If the Zwein Spell is combined with any other spells the effects are doubled, except the 'All Binding' spell.*

### Elemental Barrier Spell

Once per quest level this spell may be cast on any hero or monster and will protect them against all the 'Earth', 'Air', 'Fire' and 'Water' Elemental spells for 1 turn; or the spell can be used to negate the effects of a spell already cast on a hero or monster for 1 turn. (May be cast out of turn)

## Turning Undead

Once per turn the Cleric can 'turn' any Undead monster that he or she encounters. To do this the Cleric must face and/or have a clear 'line of sight' to do this. If successful any Undead monster must run away or not attack the Cleric for up to 3 turns, or a combination of both.

Skeletons run away 3 times their movement points.

Zombies, Ghouls and Mummy's run away 4 times their movement.

Undead must move the maximum squares away from the Cleric if possible. When the Undead run away, they are retreating out of fear.

### Turning Undead Table

Undead	Turned	Dead
<i>Skeleton</i>	1 - 5	6
<i>Zombie</i>	1 - 4	6
<i>Ghoul</i>	1 - 3	6
<i>Mummy</i>	1 - 2	6

*Roll 1D6 for the above table.*

### Combination of Movement and No Attacking Turns

Monster	Movement	Turns
<i>Skeleton</i>	0 - 3	3
	4 - 6	2
	7 - 12	1
	13 - 18	0
<i>Zombie</i>	0 - 4	3
<i>Ghoul</i>	5 - 8	2
<i>Mummy</i>	9 - 12	1

## Gold

<i>Squire</i>	5 gold coins
<i>Champion</i>	10 gold coins
<i>Adept</i>	15 gold coins
<i>Knight</i>	20 gold coins
<i>Warlock</i>	25 gold coins

*Receive extra gold after completing a quest level.*

## Notes

Give the Cleric player the spell cards at the beginning of the quest adventure; 'Reversal', 'Twilight' spell decks and the Elemental Barrier spell card. When the Cleric player gains in Status to the level the spells can be used he/she may do so

Also it would be wise to photocopy the 'Turning Undead' section and give it to the Cleric player for reference.

**Remember** when the Cleric goes up a level, he/she can still choose and access the previous levels of spells to add to their spell casting abilities.

**Remember** the Cleric can only use the Cleric Spells and no other. (The Evil Wizard may change this rule if he/she wishes)

### All Binding

The Cleric can use all the remaining or selected spells at once.

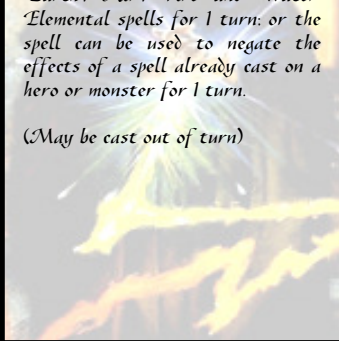
(Deduct two mind points after use)



### Elemental Barrier

Once per quest level this spell may be cast on any hero or monster and will protect them against all the 'Earth', 'Air', 'Fire' and 'Water' Elemental spells for 1 turn; or the spell can be used to negate the effects of a spell already cast on a hero or monster for 1 turn.

(May be cast out of turn)

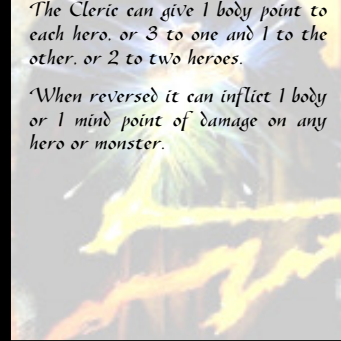


### Heal/Hurt

Once per quest level this spell may be cast on any or all players and will restore 1 to 4 lost body points.

The Cleric can give 1 body point to each hero, or 3 to one and 1 to the other, or 2 to two heroes.

When reversed it can inflict 1 body or 1 mind point of damage on any hero or monster.



### Open/Close

This spell can close any doors, including stone and secret doors.

When reversed, it can open any magical doors that are closed: roll 1-06, 2-6 no effect, 1 the magical door is opened.



### Rejuvenation

The Cleric can use this spell to replenish both his/her mind and body points by one, as well as a monster's and a hero's mind and body points.



### Weakness/Strength

Once per quest level this spell minuses 1 combat die in attack or defence on any one hero/monster.

When reversed it adds 1 combat die in attack or defence on any one hero/monster.



### Zwein

The cleric can use the same spell twice.

If the Zwein Spell is combined with any other spells the effects are doubled, except the 'All Binding' spell.



Cleric Spell



Cleric Spell

# ❧ Character Sheet ❧



Name:  
 Race/Type: *Cleric*  
 Mind Points: 5  
 Body Points: 5  
 Attack: 2 *combat dice*  
 Defend: 2 *combat dice*  
 Movement: 2 *standard dice*



*Gold*


*Spells*


*Equipment*


*Potions & Scrolls*


*Treasure*


*Quests*


*Status*




## ~ Cleric ~



You are the Cleric. You are a good warrior and healer. Plus you have spells that can aid you in battle as well as turning any Undead monster.

Attack.  
throw 2 Combat dice  
Defend.  
throw 2 Combat dice  
Move.  
throw 2 Standard dice



Mind 5 Points  
Body 5 Points



## ~ Cleric ~



Attack.  
throw 2 Combat dice  
Defend.  
throw 2 Combat dice  
Move.  
throw 2 Standard dice



Mind 5 Points  
Body 5 Points



~ Cleric ~



*Attack.*  
throw 2 Combat dice

*Defend.*  
throw 2 Combat dice

*Move.*  
throw 2 Standard dice





Mind 5 Points  
Body 5 Points

~ Cleric ~



*Attack.*  
throw 2 Combat dice

*Defend.*  
throw 2 Combat dice

*Move.*  
throw 2 Standard dice





Mind 5 Points  
Body 5 Points

~ Cleric ~



*Attack.*  
throw 2 Combat dice

*Defend.*  
throw 2 Combat dice

*Move.*  
throw 2 Standard dice





Mind 5 Points  
Body 5 Points

# DWARF

You are the Dwarf. You are a good warrior and fighter able to help your friends in combat and can always disarm traps that you find. You may remove any visible trap in the same room or passage.

## Statistics

<i>Attack</i>	2 combat dice
<i>Defend</i>	2 combat dice
<i>Mind</i>	3
<i>Body</i>	7
<i>Movement</i>	2 standard dice
<i>Spells</i>	-

## Status

*Warrior*

*Champion*

*Veteran*

*Legend*

*Level 1*

*Level 2*

*Cult*

*Level 1*

*Level 2*

## Personal Skills

-

Endurance

Strength of Might

Close Combat

Golden Touch

Enrage

Killing Blow



## Personal Skills

*Endurance*

Ignore any wounds from a monster's attack, the Dwarf loses no body points, but only if he has no healing potions to nullify the attack.

*Strength of Might*

This skill allows you to increase your attack dice; roll 1D6, 1-3 no effect, 4-6 add 1 combat die.

*Close Combat*

Once per turn you may add 1 extra combat die in attack when fighting in passages.

*Golden Touch*

When the dwarf draws a treasure card stating gold or gems he can increase their value; roll 1D6, 1-2 no effect, 3-5 double the amount, 6 triple the amount.

### *Enrage*

Once per quest level the Dwarf can make multiple attacks as long as you have movement to do so; roll 1D6 1-4 two attacks, 5 three attacks 6 four attacks.

### *Killing Blow*

Once per turn the Dwarf can try to kill his enemy if he has rolled at least 1 skull; roll 1D6, 1-5 no effect, 6 the enemy has been killed.

## **Gold**

<i>Warrior</i>	5 gold coins
<i>Champion</i>	10 gold coins
<i>Veteran</i>	15 gold coins
<i>Legend</i>	20 gold coins
<i>Cult</i>	25 gold coins

*Receive extra gold after completing a quest level.*

# ❧ Character Sheet ❧



Name: \_\_\_\_\_  
 Race/Type: *Dwarf*  
 Mind Points: *3*  
 Body Points: *7*  
 Attack: *2 combat dice*  
 Defend: *2 combat dice*  
 Movement: *2 standard dice*



*Gold*


*Spells*


*Equipment*


*Potions & Scrolls*


*Treasure*


*Quests*


*Status*


# ~ Dwarf ~



You are the Dwarf. You are a good warrior and fighter able to help your friends in combat and can always disarm traps that you find. You may remove any visible trap in the same room or passage.

Attack.  
throw 2 Combat dice  
Defend.  
throw 2 Combat dice  
Move.  
throw 2 Standard dice



Mind 3 Points  
Body 7 Points



# ~ Dwarf ~

Attack.  
throw 2 Combat dice  
Defend.  
throw 2 Combat dice  
Move.  
throw 2 Standard dice



Mind 3 Points  
Body 7 Points



 Dwarf

Attack.  
throw 2 Combat dice

Defend.  
throw 2 Combat dice

Move.  
throw 2 Standard dice

 Mind 3 Points  
Body 7 Points



 Dwarf

Attack.  
throw 2 Combat dice

Defend.  
throw 2 Combat dice

Move.  
throw 2 Standard dice

 Mind 3 Points  
Body 7 Points



 Dwarf

Attack.  
throw 2 Combat dice

Defend.  
throw 2 Combat dice

Move.  
throw 2 Standard dice

 Mind 3 Points  
Body 7 Points



# ELF

You are the Elf. A master in the arts of both magic and the sword; you must use both well if you are to triumph over evil. And your bravery in supporting your friends has made you honourable to all.

## Statistics

<i>Attack</i>	2 combat dice
<i>Defend</i>	2 combat dice
<i>Mind</i>	4
<i>Body</i>	6
<i>Movement</i>	2 standard dice
<i>Spells</i>	Yes

## Status

*Squire*

*Champion*

*Adept*

*Knight*

*Level 1*

*Level 2*

*Warlock*

*Level 1*

*Level 2*

## Personal Skills

-

Lightning Reflexes

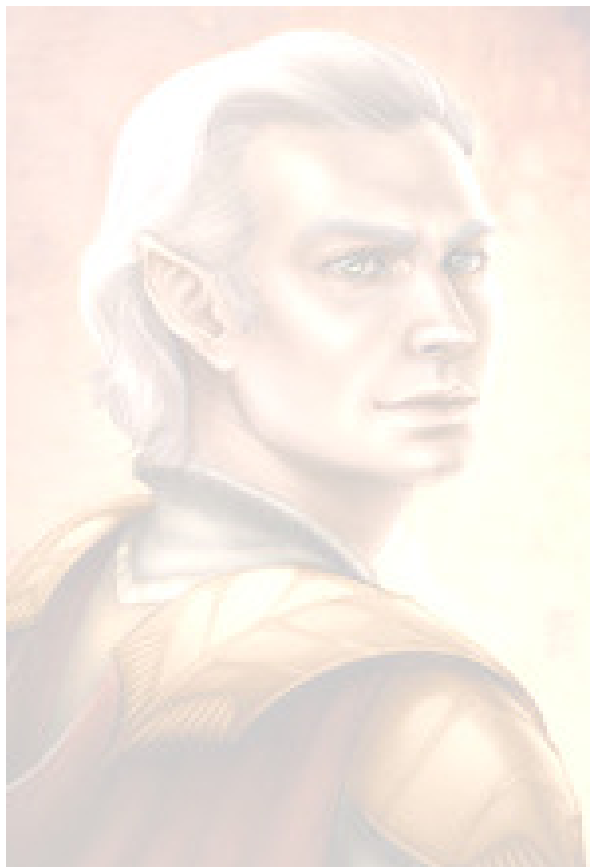
Light Spells

Attacking Sprint

Skill of the Blade

Mind Lock

Spell Shield



## Personal Skills

*Lightning Reflexes*

Once per turn the Elf can reduce 1 body point of damage by a trap if he rolls a white shield.

*Light Spells*

See 'Spells List' below.

*Attacking Sprint*

Once per turn the Elf can move, then attack, and then move again to avoid enemy combat, but he must not wear any Chain Mail Armour.

*Skill of the Blade*

Gain 2 extra combat dice in attack if you are in possession of the Short sword.

*Mind Lock*

Gain 1 mind point to add to your statistics, this skill lasts until you are killed.



### *Spell Shield*

Once per quest level if you are a victim of a spell roll 1 combat die; white shield – expel the spell cast, black shield – delay the effects of the spell for 1 turn.

## Spells List

### Light Spells

- Invisibility*      The Elf can make himself invisible or make another hero or monster invisible. This spell lasts for 3 turns.
- Shieldforce*      The Elf can use this spell to surround himself with a force field that cannot be penetrated by any spell or physical attack. This spell lasts for 1 turn.
- Stein*              The Elf can use this spell to turn anyone hero or monster into stone.

### Gold

- Warrior*            5 gold coins  
*Champion*         10 gold coins  
*Veteran*            15 gold coins  
*Legend*            20 gold coins  
*Cult*                25 gold coins

*Receive extra gold after completing a quest level.*

### Notes

Give the Elf player the spell cards at the beginning of the quest adventure; 'Light' spell deck. When the Elf player gains in Status to the level the spells can be used he/she may do so.

**Remember** for variety the Evil Wizard may grant the Elf player a choice of choosing any three spells (*or even if the Evil Wizard is being generous-six spells*) from any level one elemental spell list; if this is the case give the Elf player the three spells chosen to replace the 'Light' spells ready for use.

### Invisibility

*The 'Elf' can make himself invisible or make another hero or monster invisible.*

*This spell lasts for 3 turns.*



### Shieldforce

*The 'Elf' can use this spell to surround himself with a force field that cannot be penetrated by any spell or physical attack.*

*This spell lasts for 1 turn.*

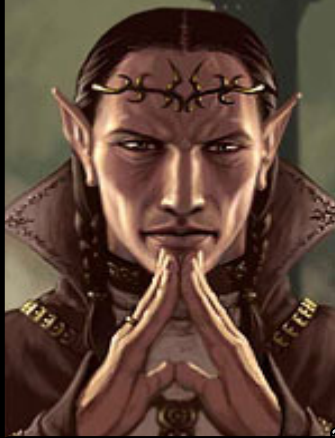


### Stein

*The 'Elf' can use this spell to turn anyone hero or monster into stone.*



*Elf Spell*



*Elf Spell*



*Elf Spell*

# ∞ Character Sheet ∞



Name:  
 Race/Type: *Elf*  
 Mind Points: 4  
 Body Points: 6  
 Attack: 2 *combat dice*  
 Defend: 2 *combat dice*  
 Movement: 2 *standard dice*



*Gold*


*Spells*


*Equipment*


*Potions & Scrolls*


*Treasure*


*Quests*


*Status*


## Elf



You are the Elf. A master in the arts of both magic and the sword: you must use both well if you are to triumph over evil. And your bravery in supporting your friends has made you honourable to all.

Attack.  
throw 2 Combat dice  
Defend.  
throw 2 Combat dice  
Move.  
throw 2 Standard dice



Mind 4 Points  
Body 6 Points



## Elf



Attack.  
throw 2 Combat dice  
Defend.  
throw 2 Combat dice  
Move.  
throw 2 Standard dice



Mind 4 Points  
Body 6 Points






♪ Elf ♪  
 Attack.  
 throw 2 Combat dice  
 Defend.  
 throw 2 Combat dice  
 Move.  
 throw 2 Standard dice  
 Mind 4 Points  
 Body 6 Points





♪ Elf ♪  
 Attack.  
 throw 2 Combat dice  
 Defend.  
 throw 2 Combat dice  
 Move.  
 throw 2 Standard dice  
 Mind 4 Points  
 Body 6 Points





♪ Elf ♪  
 Attack.  
 throw 2 Combat dice  
 Defend.  
 throw 2 Combat dice  
 Move.  
 throw 2 Standard dice  
 Mind 4 Points  
 Body 6 Points



# ELVEN ARCHER

You are the Elven Archer. Your skill with the bow precedes even your enemies, and you have the ability to shoot diagonally when adjacent to your foe, who will think twice—fight or flea?

## Statistics

<i>Attack</i>	2 combat dice
<i>Defend</i>	2 combat dice
<i>Mind</i>	4
<i>Body</i>	6
<i>Movement</i>	2 standard dice
<i>Spells</i>	-

## Status

*Warrior*

*Champion*

*Veteran*

*Legend*

*Level 1*

*Level 2*

*Cult*

*Level 1*

*Level 2*

## Personal Skills

-

Leap

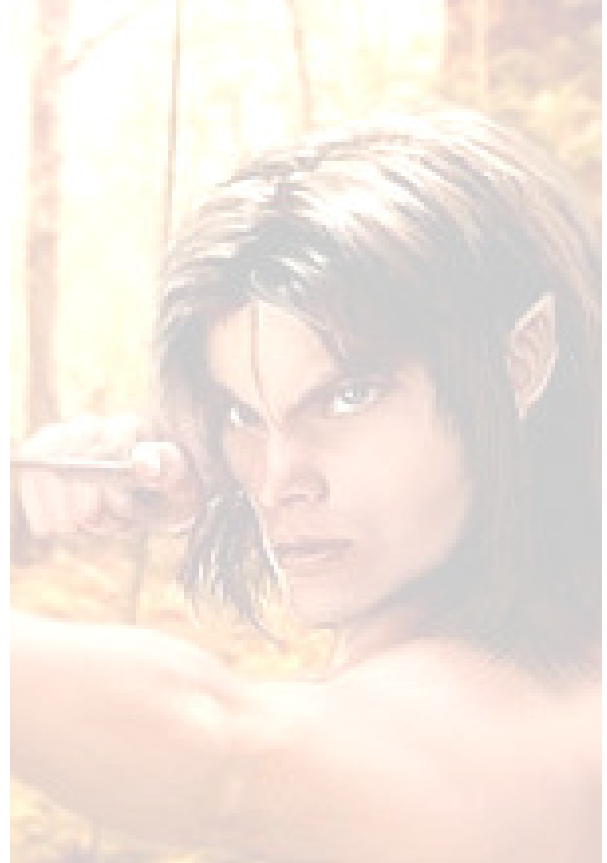
Second Thoughts

Herblore

Arrows Blur

Swift Wind

Accuracy



## Personal Skills

*Leap*

Once per turn the Elven Archer can leap over a square which contains the enemy even diagonally as long as the other opposite square is empty; this leap counts as 1 square movement.

*Second Thoughts*

Once per turn, this skill allows the Elven Archer to reroll all attack dice if he is using a bow or crossbow.

*Herblore*

With the secrets of the forest you are able to heal yourself or others; roll 1D6, 1 no effect, 2 one body point, 4-5 two body points, 6 three body points.

*Arrows Blur*

Once per quest level, with this skill the Elven Archer can multiply his attacks with his bow; roll 1D6, 1-4 three attacks, 5 four attacks, 6 five attacks.

### *Swift Wind*

Once per quest level the Elven Archer can add 3 extra combat dice in attack when using a bow, but not a crossbow.

### *Accuracy*

Once per quest level you have the ability to kill your enemy with one shot from your bow; roll 1D6, 1-4 missed your mark, 5-6 the enemy has been vanquished.

## **Gold**

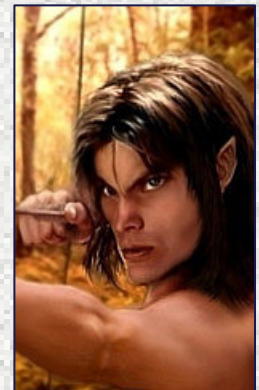
<i>Warrior</i>	5 gold coins
<i>Champion</i>	10 gold coins
<i>Veteran</i>	15 gold coins
<i>Legend</i>	20 gold coins
<i>Cult</i>	25 gold coins

*Receive extra gold after completing a quest level.*

# ❧ Character Sheet ❧



Name:  
 Race/Type: *Elven Archer*  
 Mind Points: 4  
 Body Points: 6  
 Attack: 2 combat dice  
 Defend: 2 combat dice  
 Movement: 2 standard dice



## Gold


## Spells


## Equipment


## Potions & Scrolls


## Treasure


## Quests


## Status




## Elven Archer



You are the Elven Archer. Your skill with the bow precedes even your enemies, and you have the ability to shoot diagonally when adjacent to your foe. Who will think twice—fight or flea?

Attack.  
throw 2 Combat dice  
Defend.  
throw 2 Combat dice  
Move.  
throw 2 Standard dice



Mind 4 Points  
Body 6 Points



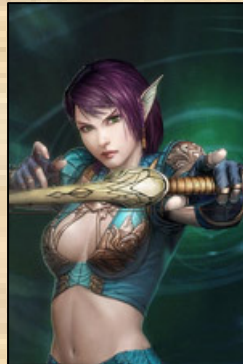
## Elven Archer



Attack.  
throw 2 Combat dice  
Defend.  
throw 2 Combat dice  
Move.  
throw 2 Standard dice



Mind 4 Points  
Body 6 Points



 *Elven Archer*

*Attack.*  
throw 2 Combat dice

*Defend.*  
throw 2 Combat dice

*Move.*  
throw 2 Standard dice

 Mind 4 Points  
Body 6 Points



 *Elven Archer*

*Attack.*  
throw 2 Combat dice

*Defend.*  
throw 2 Combat dice

*Move.*  
throw 2 Standard dice

 Mind 4 Points  
Body 6 Points



 *Elven Archer*

*Attack.*  
throw 2 Combat dice

*Defend.*  
throw 2 Combat dice

*Move.*  
throw 2 Standard dice

 Mind 4 Points  
Body 6 Points



# MAGE

You are the Mage. Having mastered your choice of Elemental spells, the magic they yield sends fear into the eyes of your enemies; and all who oppose you in your fight against Chaos.

## Statistics

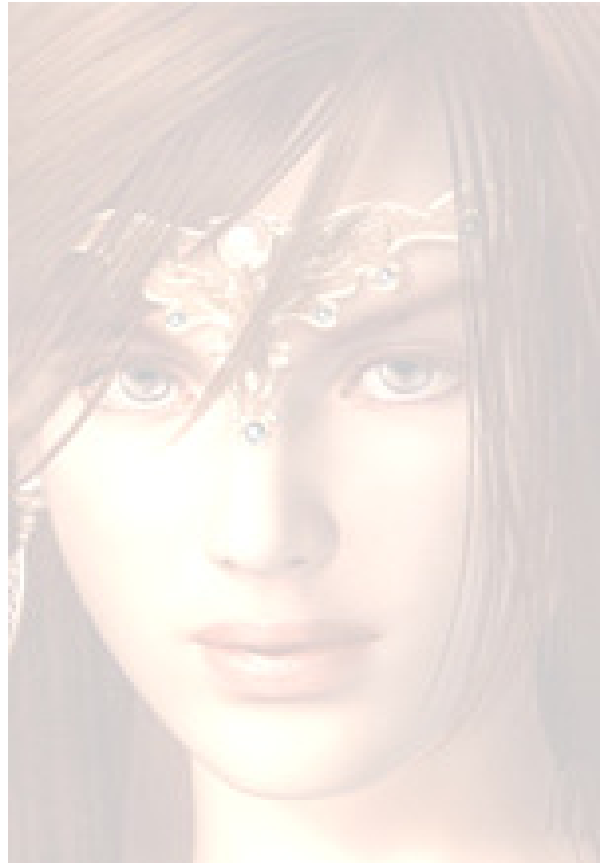
<i>Attack</i>	1 combat die
<i>Defend</i>	2 combat dice
<i>Mind</i>	7
<i>Body</i>	3
<i>Movement</i>	2 standard dice
<i>Spells</i>	Yes

## Status

*Peeyr*  
*Konjuror*  
*Magician*  
*Wizard*  
*Sorcerer*

## Personal Skills

Elemental Spells - Level 1  
Elemental Spells - Level 2  
Elemental Spells - Level 3  
Elemental Spells - Level 4  
Elemental Mastery



## Personal Skills

### *Elemental Spells - Level 1*

The Mage starts with 6 spells of his/her chosen element in which he/she specializes in.

### *Elemental Spells - Level 2*

The Mage gains 6 more spells from their chosen element to add and use with level 1.

### *Elemental Spells - Level 3*

With the addition of his/her spells from levels 1 and 2; the Mage chooses via die roll which 6 spells he/she learns next. Level 3 spells are in alphabetical order, so using 1D12 randomly roll to select your spells; 1 being the first spell in alphabetical order and 12 being the last spell in alphabetical order.

### *Elemental Spells - Level 4*

Now that the Mage has 18 spells at his/her command; in level 4 you are free to choose your next 6 spells for a total of 24 spells that can be renewed after every quest level.

## *Elemental Mastery*

The Mage can cast his/her level 1 spells twice and level 2 via a die; roll 1D6, 1-4 no effect, 5-6 success.

## **Gold**

<i>Peeyr</i>	5 gold coins
<i>Konjuror</i>	10 gold coins
<i>Magician</i>	15 gold coins
<i>Wizard</i>	20 gold coins
<i>Sorcerer</i>	25 gold coins

*Receive extra gold after completing a quest level.*

## **Notes**

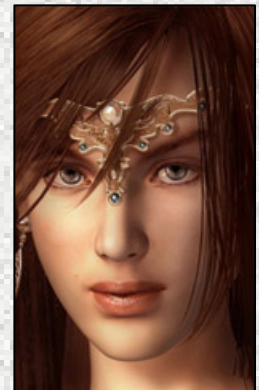
**Remember** when the Mage goes up a level, he/she can still choose and access the previous levels of spells to add to their spell casting abilities. Also the Mage can choose different spells from the previous levels if he/she wishes to add variety to their spell-casting. The Mage does not have to stick to the same spells if he/she does not want to.

**Remember** when the Mage becomes a Sorcerer and after completing three more quest levels he/she may choose to become an Avatar; if not the Mage player stays at the Sorcerer level for the rest of the game.

# ❧ Character Sheet ❧



Name:  
 Race/Type: *Mage*  
 Mind Points: *7*  
 Body Points: *3*  
 Attack: *1 combat die*  
 Defend: *2 combat dice*  
 Movement: *2 standard dice*



## *Gold*


## *Spells*


## *Equipment*


## *Potions & Scrolls*


## *Treasure*


## *Quests*


## *Status*


## ~ Mage ~



You are the Mage. Having mastered your choice of Elemental spells, the magic they yield sends fear into the eyes of your enemies; and all who oppose you in your fight against Chaos.

Attack.

throw 1 Combat dice

Defend.

throw 2 Combat dice

Move.

throw 2 Standard dice



Mind 7 Points

Body 3 Points



## ~ Mage ~



Attack.

throw 1 Combat dice

Defend.

throw 2 Combat dice

Move.

throw 2 Standard dice



Mind 7 Points

Body 3 Points





*~ Mage ~*

*Attack.*  
throw 1 Combat dice

*Defend.*  
throw 2 Combat dice

*Move.*  
throw 2 Standard dice



*Mind 7 Points*  
*Body 3 Points*




*~ Mage ~*

*Attack.*  
throw 1 Combat dice

*Defend.*  
throw 2 Combat dice

*Move.*  
throw 2 Standard dice



*Mind 7 Points*  
*Body 3 Points*




*~ Mage ~*

*Attack.*  
throw 1 Combat dice

*Defend.*  
throw 2 Combat dice

*Move.*  
throw 2 Standard dice



*Mind 7 Points*  
*Body 3 Points*



# PALADIN

You are the Paladin. A proud crusading knight journeying the land to rid it of evil and Chaos; your ability to heal yourself and others makes you a valuable asset to times of combat.

## Statistics

<i>Attack</i>	2 combat dice
<i>Defend</i>	3 combat dice
<i>Mind</i>	5
<i>Body</i>	5
<i>Movement</i>	2 standard dice
<i>Spells</i>	Yes

## Status

*Squire*  
*Champion*  
*Adept*  
*Knight*  
    *Level 1*  
    *Level 2*  
*Warlock*  
    *Level 1*  
    *Level 2*

## Personal Skills

-  
Holy Health  
Fear-More  
Tactical Advantage  
Holy Strength  
Grey Spells  
Chaotic Cleansing



## Personal Skills

### *Holy Health*

Once per quest level the Paladin may heal himself or an adjacent hero up to 2 body points.

### *Fear-More*

Once per turn if being attacked by a skeleton/s, the Paladin incites fear in them during battle, by making the skeleton/s lose 1 combat die in attack.

### *Tactical Advantage*

Once per quest level, if the Paladin is wearing Plate Armour he/she is not penalized with a 1 die movement roll.

### *Holy Strength*

Once per turn the Paladin gains 1 combat die in attack or defence (Paladin's choice) when confronting Ghouls, Mummies, Zombies; but only if he/she has a full complement of mind and body points.



## *Grey Spells*

See 'Spells List' below.

### *Chaotic Cleansing*

Once before a quest level begins, the Paladin and the Evil Wizard roll 1D6 each and add its number to their current mind points; the highest total wins. If the Paladin is successful, the Evil Wizard can cast no Chaos Spells during that quest level. If the Paladin is not successful he/she cannot use any of their Personal Skills.

## Spells List

### Grey Spells

- Ablegen* When this spell is cast, the Paladin forces another spellcaster to discard all of their unused spells.
- Frieven* When cast, this spell freezes everyone and everything in a room or passageway, (except the Paladin of course) for one turn only, and this spell can be used once per 3 turns.
- Verbiden* This spell allows all of the Paladin's mind and body points to be combined for one attack or defence. Deduct 1 mind and 1 body point after use.

### Gold

- |                 |               |
|-----------------|---------------|
| <i>Squire</i>   | 5 gold coins  |
| <i>Champion</i> | 10 gold coins |
| <i>Adept</i>    | 15 gold coins |
| <i>Knight</i>   | 20 gold coins |
| <i>Warlock</i>  | 25 gold coins |

*Receive extra gold after completing a quest level.*

### Notes

Give the Paladin player the spell cards at the beginning of the quest adventure; 'Grey' spell deck. When the Paladin player gains in Status to the level the spells can be used he/she may do so

### Ablegen

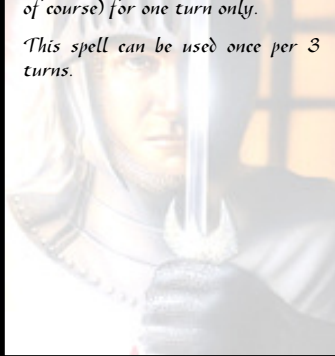
*When this spell is cast, the Paladin forces another spellcaster to discard all of their unused spells.*



### Frieven

*When cast, this spell freezes everyone and everything in a room or passageway, (except the Paladin of course) for one turn only.*

*This spell can be used once per 3 turns.*



### Verbiden

*This spell allows all of the Paladin's mind and body points to be combined for one attack or defence.*

*Deduct 1 mind and 1 body point after use.*



*Paladin Spell*



*Paladin Spell*

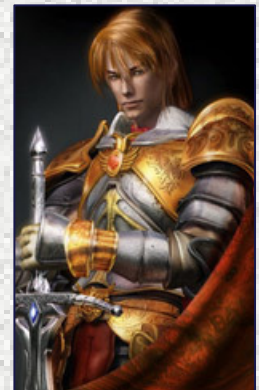


*Paladin Spell*

# ❧ Character Sheet ❧



Name:  
 Race/Type: *Paladin*  
 Mind Points: 5  
 Body Points: 5  
 Attack: 2 *combat dice*  
 Defend: 3 *combat dice*  
 Movement: 2 *standard dice*



## *Gold*


## *Spells*


## *Equipment*


## *Potions & Scrolls*


## *Treasure*


## *Quests*


## *Status*


## Paladin



You are the Paladin. A proud crusading knight journeying the land to rid it of evil and Chaos; your ability to heal yourself and others makes you a valuable asset to times of combat.

Attack.  
throw 2 Combat dice  
Defend.  
throw 3 Combat dice  
Move.  
throw 2 Standard dice



Mind 5 Points  
Body 5 Points



## Paladin



Attack.  
throw 2 Combat dice  
Defend.  
throw 3 Combat dice  
Move.  
throw 2 Standard dice



Mind 5 Points  
Body 5 Points



*Paladin*



*Attack.*  
throw 2 Combat dice

*Defend.*  
throw 3 Combat dice

*Move.*  
throw 2 Standard dice





Mind 5 Points  
Body 5 Points

*Paladin*



*Attack.*  
throw 2 Combat dice

*Defend.*  
throw 3 Combat dice

*Move.*  
throw 2 Standard dice





Mind 5 Points  
Body 5 Points

*Paladin*



*Attack.*  
throw 2 Combat dice

*Defend.*  
throw 3 Combat dice

*Move.*  
throw 2 Standard dice





Mind 5 Points  
Body 5 Points

# RANGER

You are the Ranger. Your dexterity, exceptional skill and accuracy with a bow are legendary; with archery expertise you inflict pain or death within your sights.

## Statistics

<i>Attack</i>	3 combat dice
<i>Defend</i>	1 combat dice
<i>Mind</i>	7
<i>Body</i>	3
<i>Movement</i>	2 standard dice
<i>Spells</i>	-

## Status

*Warrior*

*Champion*

*Veteran*

*Legend*

*Level 1*

*Level 2*

*Cult*

*Level 1*

*Level 2*

## Personal Skills

-

Sure Shot

Arrow of the Flame

Venom's Arrow

Blessed Arrow

Added Advantage

Guided Arrow



## Personal Skills

*Sure Shot*

Once per turn (*attack phase*) the Ranger's skill in accuracy with a bow or crossbow (*exception: Elfric's Crossbow*) are guaranteed; 1 combat die in attack is always a skull, roll the remainder to determine other hits or misses.

*Arrow of the Flame*

Once per turn if the Ranger possesses the Short Bow he/she adds 2 combat dice in attack. The arrow's fiery flame engulfs and consumes the enemies of evil.

*Venom's Arrow*

Once per turn if the Ranger is in possession of the Long Bow he/she gains 1 extra combat die in attack and defence. Such is the poison of death as the arrow yields its mark upon its victims.

### *Blessed Arrow*

Once per turn if the Ranger has command of the Crossbow (*not Double Crossbow*) he/she inflicts 1 mind point of damage for every skull rolled in combat when attacking the Undead. For the Holy cause does the arrow strike down the minions of Hell.

### *Added Advantage*

Once per turn if the Ranger has the Double Crossbow, he/she may sacrifice 1 mind and 1 body point to add 1 combat die in attack.

### *Guided Arrow*

If you are an Elven Ranger and carry Elfric's Crossbow, you are immune to all 1st Level Spells; also your arrows that yield from this magical weapon give extra damage to your enemies. Before the Elven Ranger makes his/her attack roll 1D20 from the 'Empowered Arrow' table below for the monster the Elven Ranger wants to kill, if the number is within range, add the body point damage to the skulls the Elven Ranger rolls next in his/her attack. If you are not an Elf your Race is not immune to all 1st Level Spells and see the Non-Elf Damage column to determine adjusted body damage to monsters.

## Empowered Arrow Table

Roll	Monster	Elf Damage	Non-Elf Damage
1 - 18	Goblin	1 Body Points	0 Body Points
1 - 18	Skeleton	1 Body Points	0 Body Points
1 - 18	Hobgoblin	1 Body Points	0 Body Points
1 - 16	Zombie	1 Body Points	0 Body Points
1 - 16	Orc	1 Body Points	0 Body Points
1 - 16	Ghoul	2 Body Points	1 Body Point
1 - 16	Fimir	2 Body Points	1 Body Point
1 - 16	Mummy	2 Body Points	1 Body Point
1 - 14	Van Darken Mercenary	2 Body Points	1 Body Point
1 - 14	Chaos Warrior	2 Body Points	1 Body Point
1 - 14	Minotaur	3 Body Points	2 Body Points
1 - 14	Gargoyle	3 Body Points	2 Body Points
1 - 14	Gargoyle	3 Body Points	2 Body Points
1 - 12	Elite Guard 'Knight'	3 Body Points	2 Body Points
1 - 12	Ogre Warrior	4 Body Points	3 Body Points
1 - 12	Ogre Champion	4 Body Points	3 Body Points
1 - 12	Ogre Chieftain	4 Body Points	3 Body Points
1 - 12	Ogre Lord	4 Body Points	3 Body Points

*For all other type of monsters not mentioned the Evil Wizard will determine any Body point damage to be given.*

## Gold

<i>Warrior</i>	5 gold coins
<i>Champion</i>	10 gold coins
<i>Veteran</i>	15 gold coins
<i>Legend</i>	20 gold coins
<i>Cult</i>	25 gold coins

*Receive extra gold after completing a quest level.*

## Notes

This is an interesting hero in as such the player may choose to be an Elven Ranger or a Human Ranger, so let the player know he/she has a choice.

Regardless of the choice it would be wise to photocopy the 'Empowered Arrow Table' and give it to the player for reference.

**Remember** the Elven Ranger especially does not cast spells even if it is an Elf. (*Sorry*) But the Evil Wizard may change that if he/she wishes.



# ❧ Character Sheet ❧



Name:  
 Race/Type: *Ranger*  
 Mind Points: 7  
 Body Points: 3  
 Attack: 3 combat dice  
 Defend: 1 combat die  
 Movement: 2 standard dice



*Gold*


*Spells*


*Equipment*


*Potions & Scrolls*


*Treasure*


*Quests*


*Status*


## ~ Ranger ~



You are the Ranger. Your dexterity, exceptional skill and accuracy with a bow are legendary; with archery expertise you inflict pain or death within your sights.

Attack.  
throw 3 Combat dice  
Defend.  
throw 1 Combat dice  
Move.  
throw 2 Standard dice



Mind 7 Points  
Body 3 Points



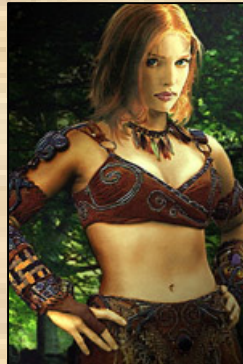
## ~ Ranger ~



Attack.  
throw 3 Combat dice  
Defend.  
throw 1 Combat dice  
Move.  
throw 2 Standard dice



Mind 7 Points  
Body 3 Points





### Ranger

Attack.  
throw 3 Combat dice

Defend.  
throw 1 Combat dice

Move.  
throw 2 Standard dice



Mind 7 Points  
Body 3 Points



### Ranger

Attack.  
throw 3 Combat dice

Defend.  
throw 1 Combat dice

Move.  
throw 2 Standard dice



Mind 7 Points  
Body 3 Points



### Ranger

Attack.  
throw 3 Combat dice

Defend.  
throw 1 Combat dice

Move.  
throw 2 Standard dice



Mind 7 Points  
Body 3 Points



# WIZARD

You are the wizard. You have many spells that can aid you in the fight against Chaos and evil. However, in combat you are weak; so use your spells wisely and avoid if possible any physical conflict.

## Statistics

<i>Attack</i>	1 combat die
<i>Defend</i>	2 combat dice
<i>Mind</i>	6
<i>Body</i>	4
<i>Movement</i>	2 standard dice
<i>Spells</i>	Yes

## Status

*Peeyr*  
*Konjuror*  
*Magician*  
*Wizard*  
*Sorcerer*

## Personal Skills

Elemental Spells - Level 1  
Elemental Spells - Level 2  
Elemental Spells - Level 3  
Elemental Spells - Level 4  
Recast



## Personal Skills

### *Elemental Spells - Level 1*

The Wizard starts with 8 spells, 2 from each element.

### *Elemental Spells - Level 2*

The Wizard gains 8 more spells to add and use with level 1.

### *Elemental Spells - Level 3*

The Wizard gains 8 more spells to add and use with levels 1 and 2.

### *Elemental Spells - Level 4*

The Wizard gains 8 more spells to add and use with levels 1, 2 and 3. Now the Wizard has 32 spells at his/her command.

### *Recast*

From level 1 the Wizard can choose 4 spells, 1 from each element and use it twice.

# Elemental Wizard Spells

## Level 1

<i>Air</i>	Tempest Swift Wind
<i>Earth</i>	Pass Through Rock Rock Skin
<i>Fire</i>	Courage Ball of Flame
<i>Water</i>	Sleep Water of Healing

## Level 2

<i>Air</i>	Genie Disarm
<i>Earth</i>	Heal Body Earthen Shield
<i>Fire</i>	Fire of Wrath Fire Shield
<i>Water</i>	Veil of Mist Frozen Water

## Level 3

<i>Air</i>	The Eye of Horus Air Bolt
<i>Earth</i>	Fools Gold Rock of Ages
<i>Fire</i>	The Hands of Osiris Scales of Fire
<i>Water</i>	Cloak of Ice Hail Ball

## Level 4

<i>Air</i>	A Shroud of Air The Sword of Aeron
<i>Earth</i>	The Cage of Gaia Stone Armour
<i>Fire</i>	Cloak of Osiris Flames of Death
<i>Water</i>	Betrayal Sheet of Ice

## Gold

<i>Peeyr</i>	5 gold coins
<i>Konjuror</i>	10 gold coins
<i>Magician</i>	15 gold coins
<i>Wizard</i>	20 gold coins
<i>Sorcerer</i>	25 gold coins

*Receive extra gold after completing a quest level.*

## Notes

Give the Wizard player the spell cards listed above in the 'Elemental Wizard Spells Table' at the beginning of the quest adventure. As the Wizard goes up a level the spells in the table become available.

**Remember** only the spells in the above table can be used by the Wizard.

**Remember** when the Wizard goes up a level, he/she can still access the previous levels of spells to add to their spell casting abilities.

**Remember** when the Wizard becomes a Sorcerer and after completing three more quest levels he/she may choose to become an Avatar; if not the Wizard player stays at the Sorcerer level for the rest of the game.

# ❧ Character Sheet ❧



Name: \_\_\_\_\_  
 Race/Type: *Wizard*  
 Mind Points: 6  
 Body Points: 4  
 Attack: *1 combat die*  
 Defend: *2 combat dice*  
 Movement: *2 standard dice*



*Gold*


*Spells*


*Equipment*


*Potions & Scrolls*


*Treasure*


*Quests*


*Status*


## Wizard



You are the wizard. You have many spells that can aid you in the fight against Chaos and evil. However, in combat you are weak: so use your spells wisely and avoid if possible any physical conflict.

Attack.  
throw 1 Combat dice  
Defend.  
throw 2 Combat dice  
Move.  
throw 2 Standard dice



Mind 6 Points  
Body 4 Points



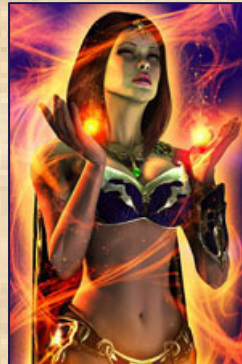
## Wizard



Attack.  
throw 1 Combat dice  
Defend.  
throw 2 Combat dice  
Move.  
throw 2 Standard dice



Mind 6 Points  
Body 4 Points





*Wizard*

Attack.  
throw 1 Combat dice

Defend.  
throw 2 Combat dice

Move.  
throw 2 Standard dice

Mind 6 Points  
Body 4 Points





*Wizard*

Attack.  
throw 1 Combat dice

Defend.  
throw 2 Combat dice

Move.  
throw 2 Standard dice

Mind 6 Points  
Body 4 Points





*Wizard*

Attack.  
throw 1 Combat dice

Defend.  
throw 2 Combat dice

Move.  
throw 2 Standard dice

Mind 6 Points  
Body 4 Points







*Having trouble fighting off evil that lurks in every dark corner wherever you turn? Need someone to cover your back while you go in for the kill? Well the answer to all your prayers is here, well almost. The Von Darken mercenary the most feared fighter of the land is available for hire and if you have the right amount of gold, they'll kill anything and anybody you wish. Just make sure you stay alive until payday, or better yet, just make sure you have the gold with you: who cares if your dead or dying-the Von Darken don't, that's for sure. Now having said all that my bold Apprentice let me make this clear the Von Darken mercenary can be hired out by Chaos or by the heroes themselves, so be prepared and watch your back.*

## Von Darken Mercenaries

*Mercenary rules that you need to know as follows:*

1. Gold must be paid before each quest level.
2. All gold given to mercenaries goes to their Guild.
3. The hero who hires them controls the mercenaries.
4. The mercenaries go after the controlling hero's turn.
5. Mercenaries can move, open doors, attack and defend.
6. Mercenaries cannot disarm traps.
7. Mercenaries do not search for treasure unless the controlling hero is dead.
8. If the controlling hero is dead all gold and treasure found goes to the Mercenary Guild and is therefore lost.
9. If the controlling hero is dead and his/her mercenaries are still alive after the quest level is completed, the remaining heroes bid for their services; highest bidder wins.
10. If more than 1 mercenary is hired, they stay in pairs.
11. Mercenaries do not cast spells.
12. Mercenaries may take healing potions.
13. Mercenaries cannot be bribed.
14. If the controlling hero wishes to no longer keep hiring any mercenaries under his control he/she must pay double the mercenaries fee to render their services.
15. Mercenaries have a +1 attack and +1 defence against any Men-at-Arms soldiers.

## Statistics

<i>Attack</i>	See 'Status' Below
<i>Defend</i>	See 'Status' Below
<i>Mind</i>	4
<i>Body</i>	4
<i>Movement</i>	2 standard dice
<i>Spells</i>	-

## Status

*Soldier*

## Combat Skills

Attack 2 Combat Dice  
Defend 2 Combat Dice

*Sergeant*

Attack 3 Combat Dice  
Defend 2 Combat Dice

*Lieutenant*

Attack 3 Combat Dice  
Defend 3 Combat Dice

*Commander*

Attack 4 Combat Dice  
Defend 3 Combat Dice

*Captain*

Attack 4 Combat Dice  
Defend 4 Combat Dice



## Personal Skills

*Soldier*

None.

*Sergeant*

*Swift* - The mercenary adds 1 movement point to his die roll.

*Lieutenant*

*Agile* - The mercenary can jump over any uncovered pits without recourse to a die roll.

*Commander*

*Fate* - The mercenary may re-roll 1 defensive combat die.

*Captain*

*Tough* - The mercenary gains 1 additional body point.

## Hiring Costs per Quest Level

<i>Soldier</i>	15 Gold coins
<i>Sergeant</i>	20 Gold coins
<i>Lieutenant</i>	30 Gold coins
<i>Commander</i>	40 Gold coins
<i>Captain</i>	50 Gold coins

## Number of Mercenaries Per Heroes In A Quest

<i>Heroes</i>	<i>Mercenaries</i>
1	4
2	3
3	2
4	1

## Notes

At the beginning of any quest level adventure the hero/es may hire a Von Darken mercenary if they wish. If so give the hero/es a Von Darken Character Sheet and it maybe wise to photocopy this entire section for the hero/es to read and use for reference.

## Combat Skills

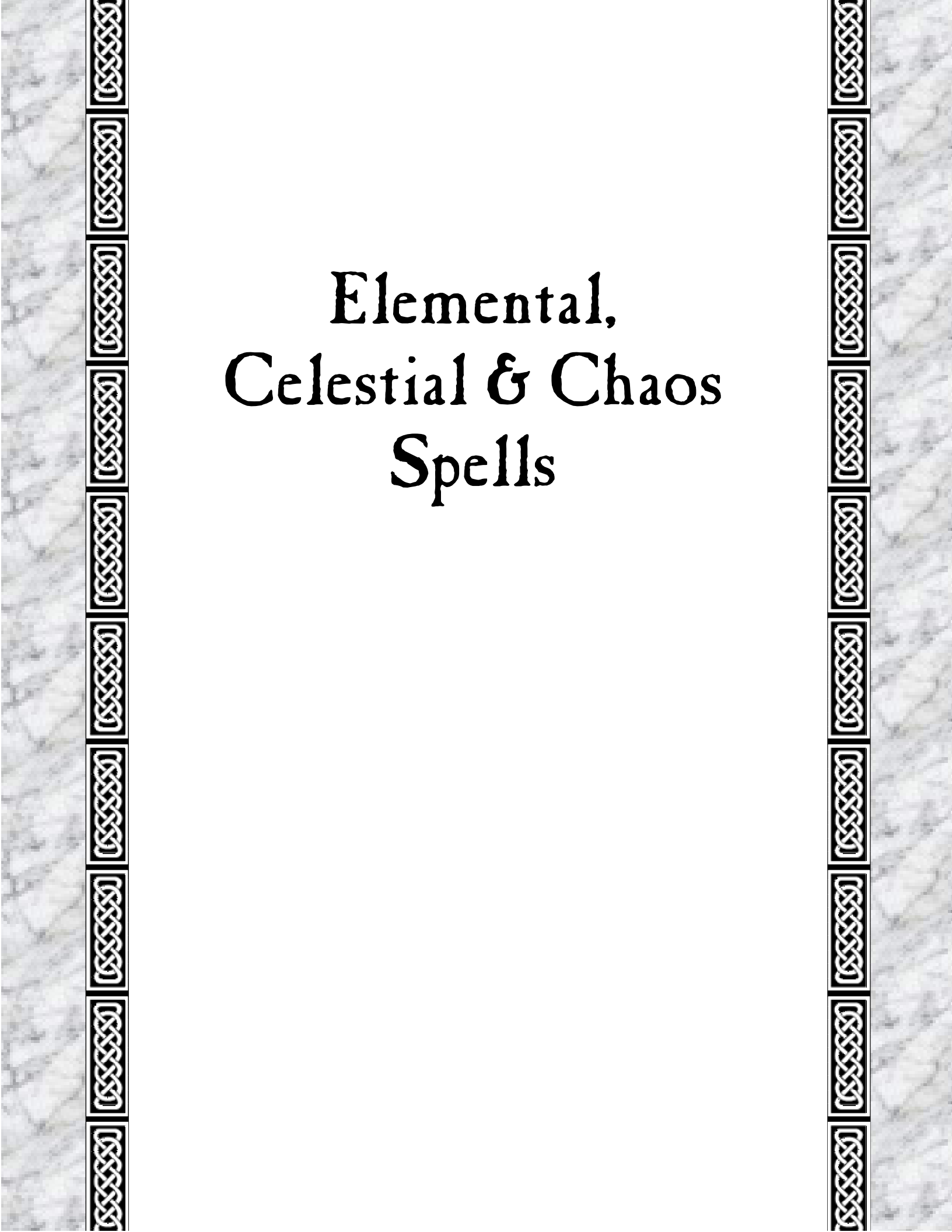
When a Von Darken mercenary goes up a level, their attack and defence dice rolls change, make sure the hero/es know this.

## Hiring Costs per Level

At the end of a quest level the hero/es must pay the Von Darken mercenary his hiring fee. The Evil Wizard must make sure the gold is deducted from the Hero's Character Sheet and put on/recorded on the Von Darken Character Sheet.

**Remember** if a hero hires more than one Von Darken mercenary, there must be a separate character sheet for each.





# Elemental, Celestial & Chaos Spells

# Elemental Air Spells

## Level 1

Air Bolt  
Disarm  
Genie  
Swift Wind  
Tempest  
The Eye of Horus

## Level 2

A Shroud of Air  
Carpet of Air  
Door of the Mists  
The Cloak of Aeron  
The Sword of Aeron  
Time Trap

## Level 3

Air force	Mists of Speed	The Wings of Aeron
Air of Confusion	Net of ether	Tornado
Enfeeblement	Radiance of Aeron	Wall of Mist
Entrapment	The Hands of Horus	Whirlvine

## Level 4

Acid Air	Fresh Air Fountain	The Pit of Horus
Air Elemental	Silence	Wind Force
Breeze Breath	Slave	Winds of Chance
Dispel	The Air of Fleshfall	Winds of Change

## Level 1

**Air Bolt** – You cast an Air Bolt that delivers 1 body point of damage to any monster or hero.

**Disarm** – A mighty gust of wind forces open any trapped chest, disarming it in the process.

**Genie** – This spell conjures up a Genie who will do one of the following: Open any door on the board, (the room's contents should be put out) revealing what lies in side; or attack anyone on the board. He will attack only once with five combat dice.

**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 movement dice as normal the next time he/she moves.

**Tempest** – This spell creates a small whirlwind that envelops any one monster or player of your choice. That monster or player will then miss his next turn.

**The Eye of Horus** – A bright beam of hot air emanates from your hand giving 1 mind point of damage; but only if the enemy is beside you.

## Level 2

**A Shroud of Air** – This spell heals up to 2 body points of damage on any hero who is adjacent to you; no monsters must be in the same room or corridor when this spell is cast.

**Carpet of Air** – This spell creates a flying carpet that can transport up to five heroes to any unexplored room on the board.

**Door of the Mists** – This spell creates a door that lasts 2 turns; which allows any hero to go to an explored area of his/her choice on the board.

**The Cloak of Aeron** – A force of air surrounds a hero giving one extra combat die in defence; which lasts for that hero's attack phase.

**The Sword of Aeron** – This sword of air causes the enemies armour to be destroyed, thus only allowing one less combat die to be rolled in defence.

**Time Trap** – All heroes in a room or corridor with you are immune from any spear traps until your next turn.

## Level 3

**Air Force** – Every hero including yourself regains 1 body point lost from attack.

**Air of Confusion** – Cast this spell on a monster, who loses control of its movement; move this monster twice its movement points away from you; this monster can not attack this turn.

**Enfeblement** – A magical wind sucks the strength from a single monster adjacent to you; that monster cannot attack this turn.

**Entrapment** – All heroes in a room or corridor with you are immune from any pit traps until your next turn.

**Mists of Speed** – All heroes including yourself gain 1 extra movement die on their next turn.



**Net of Ether** – This casts a net that captures any monster in a room or corridor for 1 turn; it cannot move, attack or defend.

**Radiance of Aeron** – You bathe a hero in a glowing mist of bright light; this hero cannot be affected by arrows or spells that make him lose any mind and or body points in his/her next turn.

**The Hands of Horus** – Any monster that is adjacent to you loses 2 body points of damage from your hands that touch it; the monster screams as its flesh falls from its body in agony.

**The Mists of Horus** – One empty square of your choice and its adjacent squares are surround by a wall of mist for the remainder of the quest; any monster or hero who moves or is caught in this wall rolls 1 less defence die when attacked.

**The Wings of Aeron** – Casting this spell on any hero adjacent to you, that hero disappears and then reappears on an unoccupied square of his/her choice within the room.

**Tornado** – This spell may only be cast in a room; and unleashes a mighty wind that pins all monsters to the nearest wall for 2 turns.

**Whirlvine** – A vine made of air rises up from the ground rapping itself around the monster where he stands; he cannot movement, though he can still attack and defend, minus 1 combat die for each stat.

## Level 4

**Acid Air** – Little air droplets form from your hands and attack every monster in the room or corridor; the monsters can defend themselves by rolling 1 combat die, if it is a black shield no harm; a white shield 1 mind point of damage; a skull 1 body point of damage.

**Air Elemental** – The Mage summons an Air Genie and attacks every monster in the room, but not in corridors; it attacks using 2 combat dice, when all the monsters have been dealt with the Genie disappears.

**Breeze Breath** – If a hero has died last turn and you have full mind points; cast this spell and the hero returns to life with 2 mind and body points, lose 2 mind and 2 body point from your stats.

**Dispel** – Negate the effects of one Chaos Spell that was cast in the previous turn; the Mage and the Evil Wizard both roll 1D6 to add to their mind points, which ever is the highest wins: Mage negates the Chaos Spell, Evil Wizard maintains the effects of the Chaos Spell.

**Fresh Air Fountain** – Every monster in a room or corridor suffers one mind point of damage, minus 2 mind points from your Stats.

**Silence** – The air stills like the darkness of night; this spell when cast in a room (not corridors) protects it from all spells that may be cast in this room for one turn. No other spells can be cast.

**Slave** – Cast this spell on a Goblin or Orc; the Mage gains control of this monster until it dies or until you exit the current quest level.

**The Air of Fleshfall** – Every monster in a room or corridor suffers one body point of damage, minus 2 body points from your Stats.

**The Pit of Horus** – A pit trap opens underneath a monster or hero who falls in and suffers 1 body point of damage. The pit trap is permanent and standard pit rules apply to it.

**Wind Force** - Every hero including yourself regains 2 body points lost from attack.

**Winds of Chance** - On a hero's next attack he/she may re-roll any of his/her combat dice.

**Winds of Change** - When cast in a room but not in a corridor; all monsters roll 1 less attack die in their next attack.

### A Shroud of Air

*This spell heals up to 2 body points of damage on any hero who is adjacent to you: no monsters must be in the same room or corridor when this spell is cast.*



### Air Bolt

*You cast an Air Bolt that delivers 1 body point of damage to any monster or hero.*



### Carpet of Air

*This spell creates a flying carpet that can transport up to five heroes to any unexplored room on the board.*



### Cloak of Aeron

*A force of air surrounds a hero giving one extra combat die in defence: which lasts for that hero's attack phase.*



### Disarm

*A mighty gust of wind forces open any trapped chest, disarming it in the process.*



### Door of the Mists

*This spell creates a door that lasts 2 turns: which allows any hero to go to an explored area of his/her choice on the board.*



### Genie

*This spell conjures up a Genie who will do one of the following: Open any door on the board. (the room's contents should be put out) revealing what lies in side; or attack anyone on the board. He will attack only once with five combat dice.*



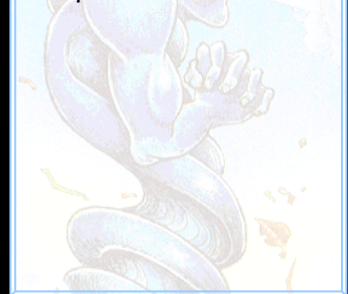
### Swift Wind

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



### Sword of Aeron

*This sword of air causes the enemies armour to be destroyed, thus only allowing one less combat die to be rolled in defence.*



## Tempest

*This spell creates a small whirlwind that envelops any one monster or player of your choice. That monster or player will then miss his next turn.*



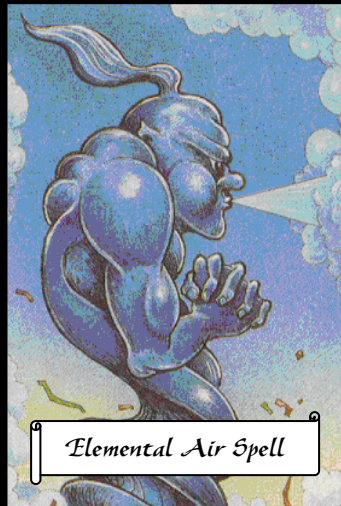
## The Eye of Horus

*A bright beam of hot air emanates from your hand giving 1 mind point of damage, but only if the enemy is beside you.*

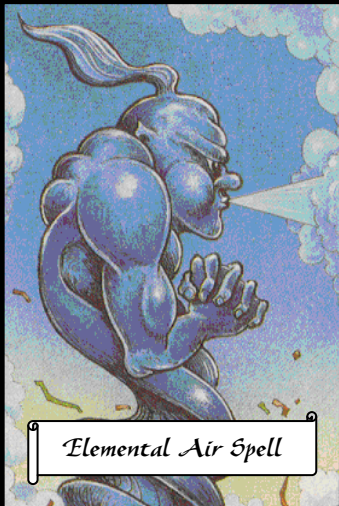


## Time Trap

*All heroes in a room or corridor with you are immune from any spear traps until your next turn.*



*Elemental Air Spell*



*Elemental Air Spell*



*Elemental Air Spell*

# Elemental Earth Spells

## Level 1

Earthen Shield  
Fools Gold  
Heal Body  
Pass Through Rock  
Rock of Ages  
Rock Skin

## Level 2

Gaia's Robe  
Golden Arrow  
Master Builder  
Rocket  
Stone Armour  
The Cage of Gaia

## Level 3

Detection	Metalmorph	The Eyes of Gaia
Green Golem	Metamorphic Beast	The Staff of Gaia
Life Restored	Stone Spike	Thorndrake
Lodestone	Stonewall	Transportation

## Level 4

Aerolite	Gaian Magic	Rebound
Arrowhead	Hypnotic Stare	Stone Flesh
Dust To Dust	Lava Alive	The Curse of Gaia
Earth Elemental	Mouth of Gaia	Trapeze

## Level 1

**Pass Through Rock** – This spell may be cast on any hero, or yourself; that hero may then move through walls when he/she next moves. He/she may move through as many walls as movement will allow.

**Rock Skin** – This spell may be cast on any hero, or yourself; that hero may throw 2 extra combat dice in defence, until the spell is broken. The spell is broken when that hero suffers any body damage.

**Heal Body** – This spell may be cast on any hero, or yourself; it will restore up to 4 lost body points.

**Earthen Shield** – This spell may be cast on any hero who is adjacent to you, as well as yourself; whatever number of shields the hero rolls on his next defence, it is doubled.

**Fools Gold** – Cast this spell when a hero finds some gold to see if it is real; roll 1D6, 1-3 Fools Gold, 4-5 Real Gold 6 Double the Amount.

**Rock of Ages** – A monster or hero who is adjacent to you is turned into a rock statue for 2 turns.

## Level 2

**Stone Armour** – A living stone blanket raps around a hero giving him/her 1 extra combat die in defence.

**Rocket** – This spell conjures up a rock spear; throw it at a monster, this spear inflicts 4 combat dice in attack. The monster may roll for his defence.

**Master Builder** – This spell creates a wall of rock the length of a corridor. The wall stays for the remainder of the quest adventure. Can not be cast in a room.

**The Cage of Gaia** – Choose any monster that you can see and where he stands, a cage appears from the ground growing around him; he cannot move for 3 turns. The monster cannot attack but can still defend.

**Gaia's Robe** – When this spell is cast a glowing robe of energy surrounds and protects you; giving 3 extra combat dice in defence.

**Golden Arrow** – Cast this spell on a hero who is in possession of a bow or crossbow; on this hero's next attack he can fire it on a monster that turns into a golden statue for 3 turns. The monster rolls no defence dice for this action.

## Level 3

**Stone Spike** – You materialize a stone spike to strike at your enemies; roll 5 combat dice in attack, your enemy can roll for defence.

**Detection** – You may cast this spell outside of any room to learn its contents; all monsters and furniture are placed on the board, but the door remains closed.

**The Staff of Gaia** – A magical silver staff appears in your hands; it rolls 4 combat dice in attack and lasts 2 turns.

**Life Restored** – Give 3 body points to a hero adjacent to you; these points can go above his/her starting number.

**Green Golem** – You conjure up a Green Golem who does your bidding; it has 5 combat dice in attack and defence and 1 mind and body point. This creature materializes beside you and lasts for 2 turns.

**Transportation** – A whirlwind of glowing leaves surrounds you and takes you to any unoccupied square in an explored part of the board.

**Metamorphic Beast** – The earth releases a foul beast to help you in your hour of need; it has 1 combat dice in attack and defence, but can make 2 attacks per turn and has 1 mind and 1 body point.

**Thorndrake** – Cast this spell in a room full of monsters; a dense plant growth of vine with thorns covers the entire room. All monsters inside can not move for 2 turns.

**The Eyes of Gaia** – Cast this spell on any monster or hero; who are blinded for 2 turns, they cannot move or attack, but can defend with 1 less combat die.

**Lodestone** – Roll 1 standard die and that is how many lodestones will attack any monster or hero with 1 combat dice each. Sacrifice 3 mind points to add 1 extra combat die to each lodestone.

**Stonewall** – Create a stone wall to block a door or corridor; roll 1D6 to determine how many turns this wall stays.

**Metalmorph** – Any monster carrying a metal weapon turns red hot and attack and defends with 1 less combat die; if the monster can only attack with 1 combat die the weapon is destroyed.

## Level 4

**Aerolite** – A whirlwind of glowing leaves surrounds you and takes you to any unoccupied square in an unexplored part of the board of your choice.

**Dust To Dust** – Any monster carrying a weapon immediately turns to dust. That monster may not attack for 2 turns, but it will defend with 1 less combat die.

**Gaian Magic** – Cast this spell on a non-magical weapon held by a hero to empower it; this weapon gains 2 extra combat dice in attack against monsters immune to spells. This spell lasts 3 turns.

**Arrowhead** – An arrow bolts from your hand attacking 1 monster with 6 combat dice; this monster may defend normally.

**Rebound** – When this spell is cast a green energy field surrounds you; roll a 1D6 every time you lose a body, 1-3 no effect, 4-5 the blow is turned, 6 the blow is rebounded back to your enemy and it loses the body points instead.

**The Curse of Gaia** – This spell puts a curse on a monster or hero; and prevents him/her from attacking for the remainder of the quest level.

**Hypnotic Stare** – You mesmerize a single monster who you can see; both of you roll a 1D6 and add this to your mind points, if yours is the highest the monster falls under your control during this quest level.

**Earth Elemental** – You summon a Earth Elemental who will fight for you for 2 turns; it has 4 combat dice in attack and defence, 3 mind and 3 body points, it can be killed even before the 2 turns is up.

**Stone Flesh** – A magical bolt of glowing green shoots from your hand towards your enemy in attack; roll a 1D6 1-2 no effect 3-4 3 combat dice, 5-6 4 combat dice. The enemy takes this amount of damage, no defence roll.

**Lava Alive** – Cast this spell on a square a monster is standing in, it turns to lava and then hardens; the monster cannot move, it takes 1 body point of damage, every turn it rolls a 1D6 to free itself, 1-2 no effect, 3-4 lose 1 body point, 5-6 freedom.

**The Mouth of Gaia** – When this spell is cast it swallows a monster of your choice for 2 turns; it then reappears and defends with 1 less combat die.

**Trapeze** – Roll a 1D6 and add this number to your current mind points, if the total is 9 or more you locate all traps on the board. The Evil Wizard must put all traps out for all to see, if not you suffer 3 mind points of damage.



### Earthen Shield

*This spell may be cast on any hero who is adjacent to you, as well as yourself; whatever number of shields the hero rolls on his next defence, it is doubled.*



### Fools Gold

*Cast this spell when a hero finds some gold to see if it is real: roll 1D6. 1-3 Fools Gold. 4-5 Real Gold. 6 Double the Amount.*



### Gaia's Robe

*When this spell is cast a glowing robe of energy surrounds and protects you, giving 3 extra combat dice in defence.*



### Golden Arrow

*Cast this spell on a hero who is in possession of a bow or crossbow; on this hero's next attack he can fire it on a monster that turns into a golden statue for 3 turns. The monster rolls no defence dice for this action.*



### Heal Body

*This spell may be cast on any hero, or yourself; it will restore up to 4 lost body points.*



### Master Builder

*This spell creates a wall of rock the length of a corridor. The wall stays for the remainder of the quest adventure.*



### Pass Through Rock

*This spell may be cast on any hero, or yourself; that hero may then move through walls when he/she next moves. He/she may move through as many walls as movement will allow.*



### Rock of Ages

*A monster or hero who is adjacent to you is turned into a rock statue for 2 turns.*



### Rock Skin

*This spell may be cast on any hero, or yourself; that hero may throw 2 extra combat dice in defence, until the spell is broken. The spell is broken when that hero suffers any body damage.*



### Rocket

*This spell conjures up a rock spear: through it at a monster. this spear inflicts 4 combat dice in attack. The monster may roll for his defence.*



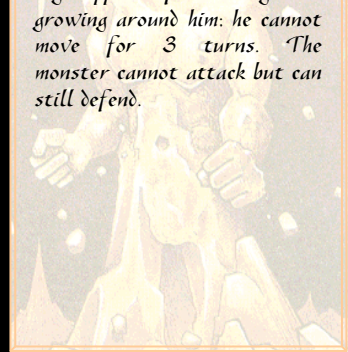
### Stone Armour

*A living stone blanket raps around a hero giving him/her 1 extra combat die in defence.*



### The Cage of Gaia

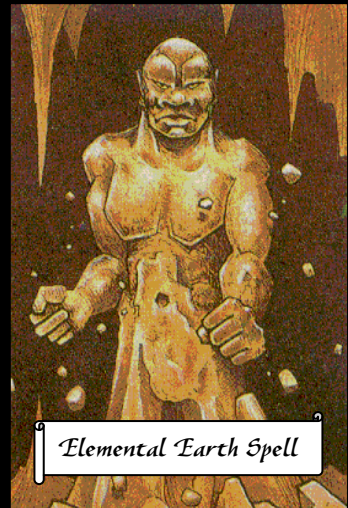
*Choose any monster that you can see and where he stands. a cage appears from the ground growing around him: he cannot move for 3 turns. The monster cannot attack but can still defend.*



*Elemental Earth Spell*



*Elemental Earth Spell*



*Elemental Earth Spell*

# Elemental Fire Spells

## Level 1

Ball of Flame  
Courage  
Fire of Wrath  
Fire Shield  
Scales of Fire  
The Hands of Osiris

## Level 2

Cloak of Osiris  
Flames of Death  
Strength of Osiris  
The Eye of Isis  
The Eye of Osiris  
The Hands of Isis

## Level 3

Burning Fever	Emblazoned Staff	Pyre of Pain
Command of Isis	Fire Feet	Smoke Shield
Command of Osiris	Flaming Sword	The Silver Key
Dancing Flames	Perpetual Light	Vanished

## Level 4

Bravery	Inferno	Slave
Control	Hot Spot	Regeneration
Explosion	Shield of Flames	Phoenix
Fire Elemental	Silence	Staff of Isis

## Level 1

**Courage** – This spell may be cast on any hero. Who will then be able to throw 2 extra combat dice each time he/she attacks. The spell is broken when there are no more monsters visible by the hero.

**Ball of Flame** – This spell may be cast on a hero or monster; it will inflict 2 body points of damage. The victim may roll 2 dice, for each shield he/she rolls this will reduce the damage by 1.

**Fire of Wrath** – This spell may be cast on any hero or monster anywhere on the board; it will seek out your enemy and inflict 1 body point of damage, unless your opponent can roll a shield on 1 combat die.

**Fire Shield** – Cast this spell on yourself to be immune to all 1st level 'Fire Spells' for 2 two turns.

**Scales of Fire** – Cast this spell on a hero or yourself; flaming scales of the mythical Red Dragon attach itself to your body giving 2 extra combat dice in defence for 1 turn.

**The Hands of Osiris** – Put your hands on any hero adjacent to you or yourself; use your healing energy to restore up to 3 lost body points, no monsters must be in the room or corridor when this spell is cast minus 2 mind points from your stats.

## Level 2

**Cloak of Osiris** – You materialize a red cloak that you wear for 1 turn; giving you protection from all Undead attacks and 1 extra combat die in defence with all other monsters.

**Flames of Death** – You cast a fireball at a monster doing 3 body points of damage; the monster does not roll for its defence.

**Strength of Osiris** – Every hero in a room or corridor who is with you including yourself gains 1 extra combat die in attack for 1 turn.

**The Eye of Isis** – A bright flash of energy emanates above your head blinding every monster in the same room or corridor for 1 turn; they each roll 1 less combat die in attack.

**The Hands of Isis** – Putting your hands on any hero who is adjacent to you or yourself; use your healing energy to restore up to 4 lost body points, no monsters must be in the room or corridor when this spell is cast; minus 1 mind point from your stats.

**The Eye of Osiris** – When this spell is cast you are able to see through an unopened door to detect all the monsters within; the Evil Wizard tells you how many and who they are, but doesn't lay them out on the board.

## Level 3

**Burning Fever** – When this spell is cast on a hero, he/she goes into a fevered rage; and gains 2 extra combat dice in attack, but rolls 1 less combat die in defence.

**Command of Isis** – Choose 3 monsters in the same room as you, and for 1 turn they cannot move, attack or defend.

**Command of Osiris** – An undead monster of your choice in the same room as you dies.

**Dancing Flames** – Roll a 1D6 to create little fireballs of dancing flames; delegate 1 fireball to each monster that is in the room with you. These monsters cannot attack.

**Emblazoned Staff** – You materialize a fiery staff; roll a 1D6, which is how many combat dice you can use to attack a monster.

**Fire Feet** – All heroes with you including yourself gain 1 extra movement die on their next turn.

**Flaming Sword** – You conjure up a flaming red sword to use against your enemies; it has 3 combat dice in attack; you may add 1 extra die, but it will cost you 2 mind points.

**Perpetual Light** – The entire quest level is in darkness, only the heroes can see; all the monsters lose half their movement points plus 1 combat die in attack and defence.

**Pyre of Pain** – Give any hero 1 body point that has lost 1 body point in combat or from a trap.

**Smoke Shield** – Cast this spell on an open doorway, a shield of smoke covers the entrance; no one can go through it until you cancel the spell.

**The Silver Key** – Cast this spell when you find a trapped locked treasure chest; this key will open it disarming the trap and opening the chest, even a magical one.

**Vanished** – 1 room of your choice vanishes for 2 turns and then reappears, if the door was opened it is closed, minus 2 mind points from your stats.

## Level 4

**Bravery** – This affects any hero in the same room or corridor with you, including yourself. All are now immune to the Chaos spell 'Fear' until the end of your next.

**Control** – The chosen monster immediately becomes afraid, and tries to run away from you. You may guide the monster's movements for as long as it remains under your spell. The monster may roll a 1D6 for each of its current Mind points. If the monster rolls a 6 it is free from the spell.

**Explosion** – Choose 1 square to attack with a giant fireball this square causes 2 body points of damage plus the surrounding squares cause 1 body point of damage.

**Fire Elemental** – You summon a Fire Elemental who will fight for you for 2 turns; it has 6 combat dice in attack and defence, 3 mind and 3 body points, it can be killed even before the 2 turns is up.

**Hot Spot** – This spell is cast on a square in which a monster is standing; he loses 3 body points if he does not roll a 6 (1D6) for each mind point he has.

**Inferno** – Choose 1 square to attack with a giant fireball this square causes 3 body points of damage plus the surrounding squares cause 2 body points of damage. Monsters do not roll for defence.

**Phoenix** – You may use this spell to raise any fallen hero from the dead. The spell must be cast no later than one turn after the hero dies. The hero once arisen has only one mind and one body point.

**Regeneration** – You may cast this spell on any hero, including yourself. The hero is restored of all lost mind and body points.

**Shield of Flames** – A shield of fire engulfs you for two turns; no monster can come near you and attack. The monster must stay at least 1 square away from you until then. If you approach a monster to attack while the shield is up the victim automatically loses 3 body points.

**Silence** – The air stills like the darkness of night; this spell when cast in a room (not corridors) protects it from all spells that may be cast in this room for one turn. No other spells can be cast.

**Slave** – Cast this spell on a Goblin or Orc; the spellcaster gains control of this monster until it dies or until you, the spellcaster exit the current quest level.

**Staff of Isis** – You are in possession of this staff of fire for 3 turns; you may roll 3 combat dice in attack and may attack diagonally as well. Sacrifice 1 mind point to add 1 extra die in attack.

### Ball of Flame

*This spell may be cast on a hero or monster; it will inflict 2 body points of damage. The victim may roll 2 dice. for each shield he/she rolls this will reduce the damage by 1.*

### Cloak of Osiris

*You materialize a red cloak that you wear for 1 turn; giving you protection from all 'Undead attacks and 1 extra combat die in defence with all other monsters.*

### Courage

*This spell may be cast on any hero. Who will then be able to throw 2 extra combat dice each time he/she attacks. The spell is broken when there are no more monsters visible by the hero.*

### Fire of Wrath

*This spell may be cast on any hero or monster anywhere on the board; it will seek out your enemy and inflict 1 body point of damage, unless your opponent can roll a shield on 1 combat die.*

### Fire Shield

*Cast this spell on yourself to be immune to all 1st level 'Fire Spells' for 2 two turns.*

### Flames of Death

*You cast a fireball at a monster doing 3 body points of damage; the monster does not roll for its defence.*

### Scales of Fire

*Cast this spell on a hero or yourself; flaming scales of the mythical 'Red Dragon attach itself to your body giving 2 extra combat dice in defence for 1 turn.*

### Strength of Osiris

*Every hero in a room or corridor who is with you including yourself gains 1 extra combat die in attack for 1 turn.*

### The Eye of Isis

*A bright flash of energy emanates above your head blinding every monster in the same room or corridor for 1 turn; they each roll 1 less combat die in attack.*

### The Eye of Osiris

*When this spell is cast you are able to see through an unopened door to detect all the monsters within. the Evil Wizard tells you how many and who they are. but doesn't lay them out on the board.*

### The Hands of Isis

*Putting your hands on any hero who is adjacent to you or yourself. use your healing energy to restore up to 4 lost body points. no monsters must be in the room or corridor when this spell is cast. minus 1 mind point from your stats.*

### The Hands of Osiris

*Put your hands on any hero adjacent to you or yourself: use your healing energy to restore up to 3 lost body points. no monsters must be in the room or corridor when this spell is cast minus 2 mind points from your stats.*



*Elemental Fire Spell*



*Elemental Fire Spell*



*Elemental Fire Spell*



# Elemental Water Spells

## Level 1

Cloak of Ice  
Frozen Water  
Hail Ball  
Sleep  
Veil of Mist  
Water of Healing

## Level 2

Aqua Armour  
Betrayal  
Fortitude  
Sheet of Ice  
Teleport  
Winter's Wind

## Level 3

Acid Rain	Icicle Daggers	Snow Man
Bubble Bath	Illusion	Spirit of the Mist
Flash Flood	Pool of Death	Water of Life
Fluidic Acid	Snow Fall	Water Wall

## Level 4

Circle of Power	Healing Vapour	Snowdrop of Power
Crystal Wand	Ice Prison	Thunder's Lightning
Fleeing Flux	Liquid Fusion	Water Elemental
Frost Door	Reflection	Water Shield

## Level 1

**Cloak of Ice** – A cloak of shimmering ice crystals surround a hero or you for 1 turn giving 1 extra combat die in defence.

**Frozen Water** – Freeze a monster in a room for 2 turns; that monster cannot move or attack, but will defend using 1 combat die. If it is attacked the spell is broken.

**Hail Ball** – You conjure up a glowing ball of hail; it does 2 combat dice of attack in damage in any monster or hero in a room or corridor. The victim rolls for no defence against it.

**Sleep** – This spell will put 1 monster to sleep. He may try to defend himself by rolling 1 die per mind point. If he rolls a shield he is unaffected. Once asleep he may not defend if attacked. He will awake if he rolls a 6 at the start of his turn, or if attacked.

**Veil of Mist** – This spell may be cast on any hero or yourself. This hero may then move unseen through spaces that are occupied by other heroes or monsters the next time he/she moves.

**Water of Healing** – This spell may be cast on any hero or yourself. It will restore up to 4 lost body points.

## Level 2

**Aqua Armour** – An armour of magical water surrounds your body giving 1 extra combat die in defence for 1 turn.

**Betrayal** – Cast this spell on a monster in the same room as you, then both of you roll a 106 and add this number to your mind points, if your total is higher gain control of the monster for 2 turns.

**Fortitude** – A bright cloud of dancing dewdrops fills the air and lands on a hero or yourself; they will cure up to 3 lost body points.

**Sheet of Ice** – Cast this spell in a corridor, this passageway's floor becomes covered with ice; that allows all heroes to use 4 movement points to walk on it. This spell lasts 1 quest level.

**Teleport** – When cast transport all heroes in the same room or corridor including yourself to a previously explored part of the board.

**Winter's Wind** – A howling wind consumes an entire room causing 3 combat dice of damage to all monsters and heroes. No one can roll for its defence.

## Level 3

**Acid Rain** – Cast this spell on a 2-by-2 square floor, any monster or hero in those squares suffers 2 combat dice of attack damage. There is no defence roll.

**Bubble Bath** – You turn yourself into a body full of bubbles, no one can attack you for 2 turns.

**Flash Flood** – All monsters in a corridor with you are washed away along its length to the opposite end away from you, and become unconscious and lose their next turn.

**Fluidic Acid** – A dissolving acid-like substance spurts from your hands to a monster adjacent to you; any armour and weapons it has is melted away leaving it defenceless, no defensive die roll. If no weapons or armour it suffers 2 body points of damage.

**Icicle Daggers** – You conjure up a swarm of small sharp icicles and throw them towards a monster that suffers 3 combat dice of attack damage. There is no defence die roll.

**Illusion** – When this spell is cast it conjures up extra images of all the heroes that are with you including yourself, making all the monsters disheartened with fear, and thus roll 2 less combat dice in attack for 1 turn.

**Pool of Death** – Choose a square where a monster is standing, a pool of water materializes underneath and sucks him down making him lose half his body points, and 1 less combat die in attack and defence.

**Snow Fall** – Cast this spell into a room, a heavy snow storm fills it to the brim; all monsters inside are trapped for 2 turns.

**Snow Man** – Choose a monster or hero and turn him/her into an ice statue for 1 turn, in which he/she will lose 1 mind and 1 body point, when returned to normal.

**Spirit of the Mist** – You materialize an invisible mist spirit who will then go to an unexplored room and inform you what is inside. The Evil Wizard must tell you what is in that room, monsters, traps, treasure and furniture.

**Water of Life** – This spell may be cast on any hero or yourself. It will restore up to 3 lost body points.

**Water Wall** – When this spell is cast all heroes including yourself are engulfed by their own wall of water for 1 turn, adding 1 extra defence die.

## Level 4

**Circle of Power** – A ring of floating water surrounds you, protecting you from 1st and 2nd levels of Chaos Spells for 2 turns; but you cannot cast any spells while the ring is present.

**Crystal Wand** – You materialize a crystal wand and point it to a monster, who loses 1 body point and 1 mind point; then turn the wand towards any hero or your self and receive those absorbed points.

**Fleeing Flux** – Two monsters of your choice, not Undead, in a corridor turn and runaway out of fear; they do not return. The Evil Wizard takes them off the board.

**Frost Door** – Cast this spell on an open doorway to close it permanently, this lasts the entire quest level.

**Healing Vapour** – A cooling vapour emanates from your hands to cure an adjacent hero or yourself of up to 5 body points.

**Ice Prison** – Cast this spell on a monster to freeze him for 4 turns; he is immune to all spells and attacks.

**Liquid Fusion** – Cast this spell on a monster whose body heats up like boiling water causing 4 combat dice of attack damage. There is no defence die roll.

**Reflection** – A reflected image of you hovers by your side and absorbs all successful attacks against you normal or magical.

**Snowdrop of Power** – Cast this spell on yourself, giving you 2 extra combat dice in attack and defence for 1 turn.

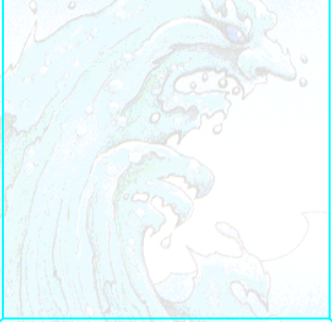
**Thunder's Lightning** – You call up a massive thunderstorm, causing lightning to strike every monster in a room or corridor making them lose 1 body point.

**Water Elemental** – When in a room and not in a corridor, you can summon a Water Elemental who will fight for you for 2 turns; it has 3 combat dice in attack, and will fight every monster it sees then it will disappear.

**Water Shield** – Cast this spell on yourself to be immune to all 2nd level 'Fire Spells' for 1 turn.

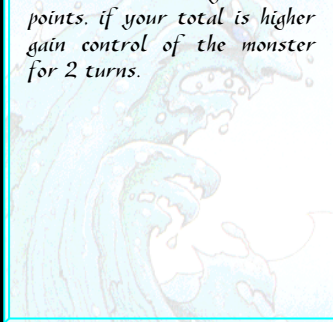
### Aqua Armour

An armour of magical water surrounds your body giving 1 extra combat die in defence for 1 turn.



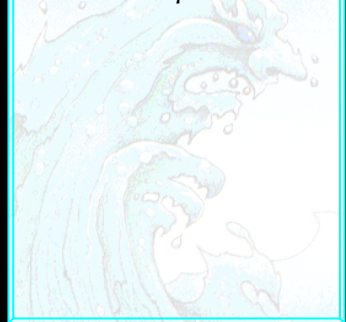
### Betrayal

Cast this spell on a monster in the same room as you, then both of you roll a 1D6 and add this number to your mind points. If your total is higher gain control of the monster for 2 turns.



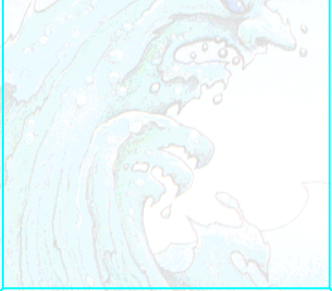
### Cloak of Ice

A cloak of shimmering ice crystals surround a hero or you for 1 turn giving 1 extra combat die in defence.



### Fortitude

A bright cloud of dancing dewdrops fills the air and lands on a hero or yourself: they will cure up to 3 lost body points.



### Frozen Water

Freeze a monster in a room for 2 turns: that monster cannot move or attack, but will defend using 1 combat die. If it is attacked the spell is broken.



### Hail Ball

You conjure up a glowing ball of hail: it does 2 combat dice of attack in damage in any monster or hero in a room or corridor. The victim rolls for no defence against it.



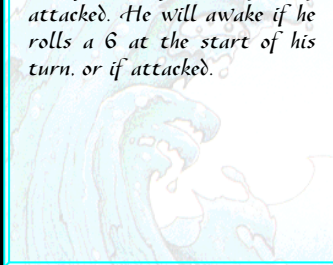
### Sheet of Ice

Cast this spell in a corridor. this passageway's floor becomes covered with ice: that allows all heroes to use 4 movement points to walk on it. This spell lasts 1 quest level.



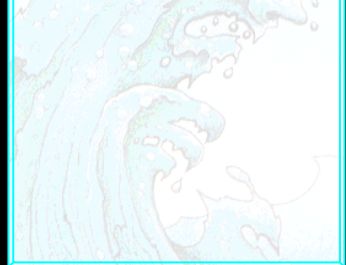
### Sleep

This spell will put 1 monster to sleep. He may try to defend himself by rolling 1 die per mind point. If he rolls a shield he is unaffected. Once asleep he may not defend if attacked. He will awake if he rolls a 6 at the start of his turn, or if attacked.



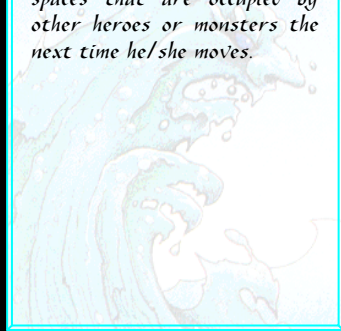
### Teleport

When cast transport all heroes in the same room or corridor including yourself to a previously explored part of the board.



### Veil of Mist

*This spell may be cast on any hero or yourself. This hero may then move unseen through spaces that are occupied by other heroes or monsters the next time he/she moves.*



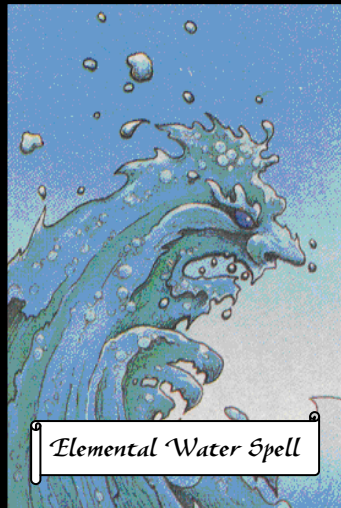
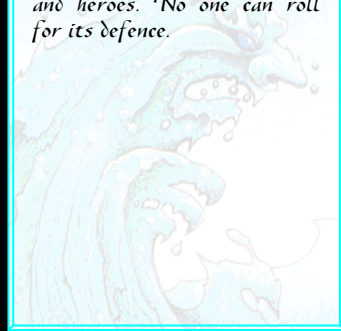
### Water of Healing

*This spell may be cast on any hero or yourself. It will restore up to 4 lost body points.*

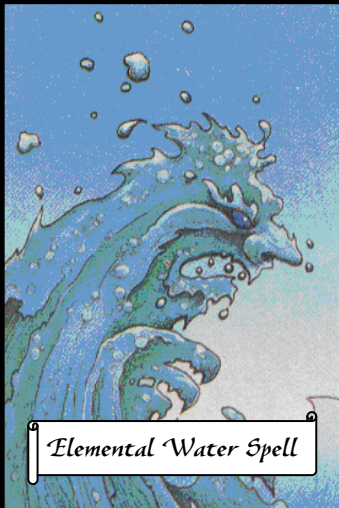


### Winter's Wind

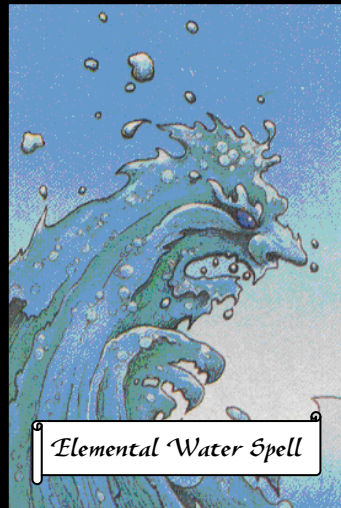
*A howling wind consumes an entire room causing 3 combat dice of damage to all monsters and heroes. No one can roll for its defence.*



*Elemental Water Spell*



*Elemental Water Spell*



*Elemental Water Spell*

# Celestial Spells

## Level 1

Apotheosis  
Archway of Ra  
Astral Star  
Aura of High Magic  
Banishment  
Celestial Shield  
Command  
Dispel Magic  
Drain Magic  
Dweomer  
Fate  
Fiery Fervor  
Good Fortune  
Hand of Glory  
High Flyer  
Ill Luck  
Kerulean Strike  
Mind Lock  
Omens of Ra  
Precognition  
Presage  
Thunderburst  
Thunders of Ra

## Elemental Spells: Level 1

10 spells from level 1; two minimum coming from each element.

## Elemental Spells: Level 2

10 spells from level 2; two minimum coming from each element.

### **Elemental Spells: Level 3**

10 spells from level 3; two minimum coming from each element.

### **Elemental Spells: Level 4**

10 spells from level 4; two minimum coming from each element.

### **Celestial Elemental**

The Celestial Elemental.



## Level 1

**Apotheosis** – You may cast this spell on any hero; using the power of pure magic you restore all of the hero's lost mind and body points.

**Archway of Ra** – An archway made of kerulean azure swirls into existence; this archway can transport up to 5 heroes to any explored part of the quest board of your choice.

**Astral Star** – A small star sapphire glows in the middle of your forehead; cast this spell on your self to gain 1 extra body point for 2 turns.

**Aura of High Magic** – This spell may be cast on yourself or any hero in the same room as you. It endows the hero with a magical barrier of protection against any Chaos Spell for 1 turn.

**Banishment** – A magical force ripples through the air disrupting the forces of Chaos. You roll a number of combat dice equal to your mind points against an Undead monster, within your line of sight. The monster may not roll for its defence.

**Celestial Shield** – This spell gives you 2 extra defence die and lasts for 1 turn.

**Command** – Choose any monster except Undead to come under your control, until the end of the current quest level.

**Dispel Magic** – Cast this spell to negate any spell just cast, or it may be cast out of turn to cancel a spell being cast.

**Drain Magic** – All magic is drawn from a room in which you are in, nullifying all magic present and future, no spells can be cast in the room any more. This spell may be cast out of turn to cancel a spell, but you will not be able to perform an action on your next turn.

**Dweomer** – Cast this on a non-magical weapon to give it 1 extra combat die in attack; this spell lasts until the end of the current quest level, but is still vulnerable to the Chaos Spell 'Rust'.

**Fate** – Cast this spell to cast the next spell which will double its effects.

**Fiery Fervor** – A monster of your choice in the same room as you suffers 6 attack dice of damage from a fiery blast from your hands. The monster cannot roll for defence.

**Good Fortune** – This spell will give good luck to a hero who can re-roll any 1 undesirable dice throw anytime after the casting. The hero must re-roll all his/her dice and must accept the results of this second dice throw.

**Hand of Glory** – An aura of harmonic energy flows from your hands to across all the heroes who are in the same room as you, thus cleansing them of fear. All heroes including you are immune to the effects of the Chaos Spell 'Fear' until the end of your next turn.

**High Flyer** – Rising up on a pillar of white fire you have the ability to fly for 2 turns; moving up to 24 squares in any direction and flying over objects and monsters that normally block movement. You must end your movement if any on a vacant square.

**Ill Luck** – You weave the energies of fate as you draw forth ill portents for your enemies; anytime in the future before the end of the current quest level, you may force an enemy to re-roll all of the dice in an attack or defence roll.

**Kerulean Strike** – A bolt of blue lightning leaps from your finger tips straight at a monster of your choice doing 6 attack dice worth of damage. There is no defensive die roll for the monster.

**Mind Lock** – You do battle with a Chaos Spellcaster; both of you roll a 1D6 and add this number to your mind points. Whoever wins prevents the other from casting their spells for the current turn. Repeat this every turn until one of you die or until the end of quest level.

**Omens of Ra** – With this spell choose any one enemy in the same room as you; roll a 1D6, 1-4 no effect, 5-6 the monster immediately dies losing all its body points.

**Precognition** – Upon reciting this spell, you gain a vision of the future. Anytime before the end of the current quest level you may see the contents of 2 rooms before entering them. The contents include monsters and furniture, but not traps.

**Presage** – This spell creates a blue mist in which you inhale; roll a 1D6 and add this to your mind points, then use this number to attack or defend against a monster.

**Thunderburst** – This spell causes a whirlwind of fear enveloping up to 3 monsters of your choice for 1 turn.

**Thunders of Ra** – A blue energy of lightning and mist expels from your hands delivering bolts of 3 attack dice per every monster in the same room as you. There is no defensive die roll.

### Elemental Spells: Level 1

The Avatar can choose up to 10 spells of his/her choice from level 1; two minimum coming from each element.

### Elemental Spells: Level 2

The Avatar can choose up to 10 spells of his/her choice from level 2; two minimum coming from each element.

### Elemental Spells: Level 3

The Avatar can choose up to 10 spells of his/her choice from level 3; two minimum coming from each element.

### Elemental Spells: Level 4

The Avatar can choose up to 10 spells of his/her choice from level 4; two minimum coming from each element.

### Celestial Elemental

The Avatar has at his/her command the most powerful element of all. The Celestial Elemental. An elemental energy of pure blue light forms beside you, giving you a Celestial Elemental of great power for 2 turns.

## Stats

<i>Attack</i>	10
<i>Defend</i>	10
<i>Mind</i>	10
<i>Body</i>	10
<i>Movement</i>	3 standard dice

### Apotheosis

*You may cast this spell on any hero: using the power of pure magic you restore all of the hero's lost mind and body points.*

### Archway of Ra

*An archway made of kerulean azure swirls into existence: this archway can transport up to 5 heroes to any explored part of the quest board of your choice.*

### Astral Star

*A small star sapphire glows in the middle of your forehead: cast this spell on your self to gain 1 extra body point for 2 turns.*

### Aura of High Magic

*This spell may be cast on yourself or any hero in the same room as you. It endows the hero with a magical barrier of protection against any Chaos Spell for 1 turn.*

### Banishment

*A magical force ripples through the air disrupting the forces of Chaos. You roll a number of combat dice equal to your mind points against an Undead monster. within your line of sight. The monster may not roll for its defence.*

### Celestial Elemental

*An elemental energy of pure blue light forms beside you, giving you an Celestial Elemental of great power for 2 turns. Stats mind 6, body 6, 6 combat dice in attack and 6 combat dice in defence. The elemental can be killed even before the 2 turns is up.*

### Celestial Shield

*This spell gives you 2 extra defence die and lasts for 1 turn.*

### Command

*Choose any monster except Undead to come under your control, until the end of the current quest level.*

### Dispel Magic

*Cast this spell to negate any spell just cast, or it may be cast out of turn to cancel a spell being cast.*

### Drain Magic

*All magic is drawn from a room in which you are in, nullifying all magic present and future, no spells can be cast in the room any more. This spell may be cast out of turn to cancel a spell, but you will not be able to perform an action on your next turn.*

### Dweomer

*Cast this on a non-magical weapon to give it 1 extra combat die in attack, this spell lasts until the end of the current quest level, but is still vulnerable to the Chaos Spell 'Rust'.*

### Fate

*Cast this spell to cast the next spell which will double its effects.*

### Fiery Fervor

*A monster of your choice in the same room as you suffers 6 attack dice of damage from a fiery blast from your hands. The monster cannot roll for defence.*

### Good Fortune

*This spell will give good luck to a hero who can re-roll any one undesirable dice throw anytime after the casting. The hero must re-roll all his/her dice and must accept the results of this second dice throw.*

### Hand of Glory

*An aura of harmonic energy flows from your hands to across all the heroes who are in the same room as you, thus cleansing them of fear. All heroes including you are immune to the effects of the Chaos Spell 'Fear' until the end of your next turn.*

### High Flyer

*Rising up on a pillar of white fire you have the ability to fly for 2 turns, moving up to 24 squares in any direction and flying over objects and monsters that normally block movement. You must end your movement if any on a vacant square.*

### Ill Luck

*You weave the energies of fate as you draw forth ill portents for your enemies, anytime in the future before the end of the current quest level, you may force an enemy to re-roll all of the dice in an attack or defence roll.*

### Kerulean Strike

*A bolt of blue lightning leaps from your finger tips straight at a monster of your choice doing 6 attack dice worth of damage. There is no defensive die roll for the monster.*

### Mind Lock

*You do battle with a Chaos Spellcaster: both of you roll a 1D6 and add this number to your mind points. Whoever wins prevents the other from casting their spells for the current turn. Repeat this every turn until one of you die or until the end of quest level.*

### Omens of Ra

*With this spell choose any one enemy in the same room as you: roll a 1D6. 1-4 no effect. 5-6 the monster immediately dies losing all its body points.*

### Omens of Ra

*With this spell choose any one enemy in the same room as you: roll a 1D6. 1-4 no effect. 5-6 the monster immediately dies losing all its body points.*

### Presage

*This spell creates a blue mist in which you inhale: roll a 1D6 and add this to your mind points. then use this number to attack or defend against a monster.*

### Thunderburst

*This spell causes a whirlwind of fear enveloping up to 3 monsters of your choice for 1 turn.*

### Thunders of Ra

*A blue energy of lightning and mist expels from your hands delivering bolts of 3 attack dice per every monster in the same room as you. There is no defensive die roll.*

Celestial Spell

Celestial Spell

Celestial Spell

# Chaos Spells

## Level 1

Ball of Flame  
Chill  
Escape  
Fear  
Lightning Bolt  
Paralyze  
Rust  
Skate  
Sleep  
Soothe  
Summon Orcs  
Tempest

## Level 2

Bolts of Chaos  
Chaotic Curtain  
Command  
Confusion  
Fatigue  
Firestorm  
Ice Storm  
Pit of Darkness  
Rock Shards  
Summon Undead

### Level 3

Cloak of Chaos  
Cloud of Chaos  
Curse of Chaos  
Cursed Stone  
Dispel Magic  
Invisibility  
Mind Over Matter  
Reanimation  
Summon Chaos Warriors  
Warping We Will Go

### Level 4

Absorb  
Black Magic  
Chaos Armour  
Chaos Elemental  
Expel Fire  
Restore Chaos  
Reversal  
Staff of Drokkmore  
Summon Elite Guard  
Wand of Chaos

### Level 5

Chaotic Mastery



## Level 1

**Ball of Flame** – This spell can be cast on any hero or monster; and will inflict 2 body points of damage. The victim immediately rolls a 2D6 to reduce damage by 1 point for each 5 or 6 rolled.

**Chill** – This spell causes 1 body point of damage to any one hero or monster adjacent to the Chaos Sorcerer (though not diagonally adjacent). The victim cannot defend against the attack.

**Escape** – This spell allows the Chaos Sorcerer to disappear and instantly teleport to any place on the board or if things get too tough from the current quest level to re-emerge in the next.

**Fear** – This spell causes any one hero to become so fearful that his/her attacks are reduced to 1 combat die. The hero can break the spell on a future turn by rolling a 1D6 for each current mind point he/she has, if a 6 is rolled the spell is broken.

**Lightning Bolt** – This spell may be cast in any direction; the bolt will travel in a straight line until it strikes a wall or closed door. It will inflict 2 body points of damage on any hero or monster that is in its path.

**Paralyze** – This spell paralyzes all enemies in the same room or corridor with the Chaos Sorcerer; the victim/s cannot move, attack or defend. The Victim/s can break the spell on a future turn by rolling a 1D6 for each current mind point they have, if a 6 is rolled the spell is broken.

**Rust** – This spell causes any metal weapon or piece of armour to become brittle and useless, that it can never be used again. Artifacts excluded.

**Skate** – This spell enables the Chaos Sorcerer to move quickly through icy caverns and corridors. The Chaos Sorcerer may skate for up to 12 squares and may pass through heroes and monsters during movement. This spell lasts only one turn.

**Sleep** – This spell puts any one hero or monster into a deep sleep; the victim is unable to move, attack or defend. The hero can break the spell on a future turn by rolling a 1D6 for each current mind point he/she has, if a 6 is rolled the spell is broken.

**Soothe** – The healing coolness of this spell restores up to 3 lost body points to the Chaos Sorcerer or any one monster.

**Summon Orcs** – This spell conjures up a group of Orcs that surround and protect the Chaos Sorcerer. Roll a 1D6, 1-3 four Orcs, 4-5 five Orcs, 6 six Orcs.

**Tempest** – This spell creates a small whirlwind that envelops one hero or monster of your choice; the victim misses their next turn.

## Level 2

**Bolts of Chaos** – 3 bolts of magical missiles are dispersed from the Chaos Sorcerer, 1 to each hero in the same room or corridor, doing 1 body point of damage. Roll a 1D6, 1-5 deflect missile 6 hit.

**Chaotic Curtain** – The Chaos Sorcerer conjures up a magical curtain of energy that descends upon every hero who can cast spells this curtain will double the next spells effects on that hero; each hero rolls a 1D6 to dispel it, 1-4 no effect, 5-6 success.

**Command** – This spell puts any hero under the control of the Chaos Sorcerer. The spell can be broken immediately or on a future turn by rolling a 1D6 for each mind point the hero has. If a 6 is rolled the spell is broken.

**Confusion** – This illusionary spell causes all heroes in the same room as the Chaos Sorcerer to attack each other who is the closest to them. The hero can break the spell on a future turn by rolling a 1D6 for each current mind point he/she has, if a 6 is rolled the spell is broken.

**Fatigue** – This spell weakens all the heroes in the same room or corridor with the Chaos Sorcerer; the heroes can only move 5 squares and are reduced by 1 attack and defence die for 2 turns.

**Firestorm** – This spell creates a room full of burning fire that inflicts 3 body points of damage on all heroes and monsters with the Chaos Sorcerer. Every victim in the room rolls a 2D6 and for each 5 or 6 rolled the damage is reduced by 1 body point.

**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 Chaos Sorcerer with 3 combat dice. There is no chance to defend. Cannot be used in corridors.

**Pit of Darkness** – A deep dark pit opens up under a hero to swallow him/her and loses 2 body points and his/her next turn, so as to get out. While in the pit the hero cannot be attacked except with spells

**Rock Shards** – This spell conjures up little razor sharp shards of rock; which are magically hurled at your enemy in a room or corridor. They will inflict 3 body points of damage; there is no defence die roll.

**Summon Undead** – This spell conjures up a group of Undead to protect and surround the Chaos Sorcerer. Roll a 1D6, 1 four Skeletons, 2-3 three Skeletons & two Zombies, 4-5 three Zombies & two Ghouls, 6 three Ghouls & two mummies.

### Level 3

**Cloak of Chaos** – Allows the Chaos Sorcerer to pass through walls and doors and he adds 1 combat die in defence when his movement is finished for 1 turn.

**Cloud of Chaos** – This spell creates a poisonous gas cloud that fills the room all heroes and monsters except Undead suffer 2 body points of damage unless they can roll a 1 on a 1D6, per mind point.

**Curse of Chaos** – The Chaos Sorcerer casts this spell on a hero who becomes cursed for the current quest level, all of his/her original stats are halved round down.

**Cursed Stone** – Cast this spell to turn a hero into stone for 2 turns, this hero cannot attack, defend, move and cast spells.

**Dispel Magic** – Cancels out a spell just cast by a spell caster or a hero. This special spell may be cast during a hero or spell caster's turn, to negate a spell just cast.

**Invisibility** – Allows the Chaos Sorcerer to become invisible for 4 turns; while invisible he cannot attack, but can break the spell if he wishes to cast a spell or attack.

**Mind Over Matter** – Allows the Chaos Sorcerer to sacrifice up to 5 mind points to add to his defence die rolls.

**Reanimation** – This spell enables the Chaos Sorcerer to reanimate all defeated skeletons, zombies, or mummies in the same room as the Chaos Sorcerer. These monsters rise up from the floor, with all lost body points restored, and attack the heroes again.

**Summon Chaos Warriors** – This spell conjures up a group of Chaos Warriors to surround and protect the Chaos Sorcerer. Roll a 1D6, 1 two warriors, 2 three warriors, 3 four warriors, 4 five warriors, 5 six warriors, 6 seven warriors.

**Warping We Will Go** – The Chaos Sorcerer causes 1 hero's perceptions to become completely warped for 4 turns. The victim moves in a random direction each turn, roll a 1D4, 1=N, 2=E, 3=S, 4=W. The hero cannot attack but can defend with only 2 combat dice; the spell is broken when the hero rolls 2 black shields on his/her turn.

## Level 4

**Absorb** – Negate the effect of one spell that was just cast on a hero or yourself; this spell gets deflected and is absorbed into the wall making it harmless.

**Black Magic** – Negate the effects of one spell that was cast in the previous turn.

**Chaos Armour** – The Chaos Sorcerer gains 2 extra defence dice for 3 turns to add to his Stats.

**Chaos Elemental** – A Gargoyle-like creature emerges from the abyss to appear beside the Chaos Sorcerer; it will attack all the heroes immediately. Stats, mind 4, body 3, attack 6, defend 4. The creature can be killed and is immune to all 1st level elemental spells.

**Expel Fire** – This spell when cast cancels the last Fire Spell plus the Chaos Sorcerer will be immune to all 1st level Fire Spells for 1 turn.

**Restore Chaos** – This spell may be cast only on monsters. It restores up to 6 lost body points to either the Chaos Sorcerer or any monster within the Chaos Sorcerer's line of sight.

**Reversal** – The Chaos Sorcerer reverses a spell directed towards him back to the original spellcaster.

**Staff of Drokmore** – With this magical staff you are able to expel 4 giant fireballs; they cause 2 combat dice worth of damage each. The Chaos Sorcerer can allocate how many fireballs can go to a hero/es. Heroes can roll for defence.

**Summon Elite Guard** – This spell conjures up a group of Elite Guard Knights to surround and protect the Chaos Sorcerer. Roll a 1D6, 1 two warriors, 2 three warriors, 3 four warriors, 4 five warriors, 5 six warriors, 6 seven warriors.

**Wand of Chaos** – The damage from this wand's energy blast delivers 6 combat dice in attack to a hero of the Chaos Sorcerer's choice in a room or corridor. There is no defence die roll.

## Level 5

### Chaotic Mastery

### Ball of Flame

*This spell can be cast on any hero or monster, and will inflict 2 body points of damage. The victim immediately rolls a 2·D6 to reduce damage by 1 point for each 5 or 6 rolled.*

### Chill

*This spell can be cast on any hero or monster, and will inflict 2 body points of damage. The victim immediately rolls a 2·D6 to reduce damage by 1 point for each 5 or 6 rolled.*

### Escape

*This spell allows the Chaos Sorcerer to disappear and instantly teleport to any place on the board or if things get too tough from the current quest level to re-emerge in the next.*

### Fear

*This spell causes any one hero to become so fearful that his/her attacks are reduced to 1 combat die. The hero can break the spell on a future turn by rolling a 1·D6 for each current mind point he/she has, if a 6 is rolled the spell is broken.*

### Lightning Bolt

*This spell may be cast in any direction; the bolt will travel in a straight line until it strikes a wall or closed door. It will inflict 2 body points of damage on any hero or monster that is in its path.*

### Paralyze

*This spell paralyzes all enemies in the same room or corridor with the Chaos Sorcerer; the victim/s cannot move, attack or defend. The victim/s can break the spell on a future turn by rolling a 1·D6 for each current mind point they have, if a 6 is rolled the spell is broken.*

### Rust

*This spell causes any metal weapon or piece of armour to become brittle and useless, that it can never be used again. Artifacts excluded.*

### Skate

*This spell enables the Chaos Sorcerer to move quickly through icy caverns and corridors. The Chaos Sorcerer may skate for up to 12 squares and may pass through heroes and monsters during movement. This spell lasts only one turn.*

### Sleep

*This spell puts any one hero or monster into a deep sleep; the victim is unable to move, attack or defend. The hero can break the spell on a future turn by rolling a 1·D6 for each current mind point he/she has, if a 6 is rolled the spell is broken.*

## Soothe

*The healing coolness of this spell restores up to 3 lost body points to the Chaos Sorcerer or any one monster.*

## Summon Orcs

*This spell conjures up a group of Orcs that surround and protect the Chaos Sorcerer. Roll a 1D6.*

*1-3 = four Orcs.  
4-5 = five Orcs.  
6 = six Orcs.*

## Tempest

*This spell creates a small whirlwind that envelops one hero or monster of your choice: the victim misses their next turn.*



*Chaos Spell*



*Chaos Spell*



*Chaos Spell*



# Apprentices

### Ring of Power



Festral's 'Ring of Power' contains 3 Chaos spells. One from each Chaos level (Evil Wizard's choice) except levels 4 and 5.

**ARTEFACT**

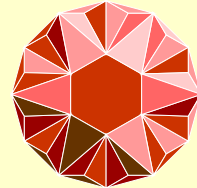
### Staff of Command



The Witch Lord's Staff of Command allows him to cast the Chaos spell 'Summon Undead'. Any spellcaster in possession of this staff can also cast this spell once per quest level.

**ARTEFACT**

### Crystal of Communication



This red crystal was created by Mentor to help him communicate with any hero that carries it. The crystal will glow red whenever mentor wishes to speak.

**ARTEFACT**

### Star of the East



The Star of the East - while in possession of this gem, you can cast 1 extra spell per turn.

**ARTEFACT**

### Star of the North



The Star of the North - while in possession of this gem, you can add 3 combat dice in defence.

**ARTEFACT**

### Star of the South



The Star of the South - while in possession of this gem, you can add 3 combat dice in attack.

**ARTEFACT**

### Star of the West



The Star of the West - while in possession of this gem, you can add 2 extra dice in movement.

**ARTEFACT**

### The Keys of Agrain



The Keys of Agrain, allow their owner to pass safely through any magical rooms without openings and or doors and replace any missing doors if they disappear. Mummies are the only Undead that will not attack anyone in possession of this Key.

**ARTEFACT**

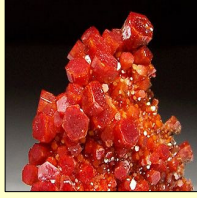
### The Keys of Agrain



The Keys of Agrain, allow their owner to pass safely through any magical rooms without openings and or doors and replace any missing doors if they disappear. Ghouls are the only Undead that will not attack anyone in possession of this Key.

**ARTEFACT**

## The Keys of Agrain



The Keys of Agrain, allow their owner to pass safely through any magical rooms without openings and or doors and replace any missing doors if they disappear. Skeletons are the only Undead that will not attack anyone in possession of this Key.

**ARTEFACT**



## The Keys of Agrain



The Keys of Agrain, allow their owner to pass safely through any magical rooms without openings and or doors and replace any missing doors if they disappear. Zombies are the only Undead that will not attack anyone in possession of this Key.

**ARTEFACT**



## Name

## Experience

## Walk

## Offence

## Defence

## Life

## Mind

## Magic

## Alignment

## Type

## Quest

## Quest Book

Name	Experience	Walk	Offence	Defence	Life	Mind	Magic	Alignment	Type	Quest
Balur (Fire Mage) <sup>1</sup>	70	8	2	5	1(3)	7	Yes	Evil	Chaos Sorcerer	The Fire Mage
Grak	30(40)	8	4	4	1(7)	3	No	Evil	Orc	Legacy of the Orc Warlord
Gulthor	30(40)	6	3	4	1(7)	3	No	Evil	Chaos Warrior	Prince Magnus' Gold
Karlen (Wizard) <sup>2</sup>	40	5	1	2	4	6	Yes	Ally/Evil	Human/Zombie	The Stone Hunter
Melar (Sorcerer) <sup>3</sup>	40	5	2	2	4	6	Yes	Good	Human	Melar's Maze
Ollar (Wizard)	40	5	1	2	4	6	Yes	Neutral	Human	Castle of Mystery
Sir Ragnar (Knight)	110	6	2	2	5	5	No	Ally	Human	The Rescue of Sir Ragnar
Stone Warrior	40	6	3	5	1	3	No	Evil/Neutral	Chaos Warrior	The Stone Hunter
Ulag (War Lord)	40(50)	10	4	5	1(7)	3	No	Evil	Orc	Lair of the Orc Warlord
Verag	30	6	4	4	1(6)	4	No	Evil	Gargoyle	The Trial
Witch Lord (King of the Dead) <sup>4</sup>	50 (80)	1	2	6	1(6)	4	No (Yes)	Evil	Chaos Sorcerer	Barak Tor - Barrow of the Witch Lord
Witch Lord (King of the Dead) <sup>4</sup>	100 (130)	10	5	6	1(6)	4	No (Yes)	Evil	Chaos Sorcerer	Return to Barak Tor

## Possessions

## Special Abilities

1 - Fire Spells

Balur can not be harmed by Fire magic. Balur is able to run through any wall once during the game.

2 - Chaos Spells

None. (May have 1 of each Chaos Spell at his command if the Evil Wizard wishes).

3 - Melar's Key & The Talisman of Lore

Melar's Key can reveal secret doors.

The Talisman allows you to increase your Mind points by two as long as you have the Talisman in your possession.

4 - None

The Witch Lord is not affected by any weapon other than the Spirit Blade; neither is he affected by any Spell.

*Name Experience Walk Offence Defence Life Mind Magic Alignment Type Quest*

*Kellar's Keep*

Dwarven King (Undead)	30(40)	6	3	4	4	1 (9)	1	No	Good/Neutral	Skeleton Chaos Warrior	Hall of Dwarven Kings
Enchanted Warriors <sup>1</sup>	30(70)	6	3	4	4	1(7)	3	No(Yes)	Evil		The Warrior Halls
Gragor ( Evil Magician) <sup>2</sup>	60	6	3	4(6)	4(6)	1(7)	3	Yes	Evil	Chaos Sorcerer	The Great Citadel
Guardian of Grin's Crag <sup>3</sup>	30(60)	6	4	4	4	3(6)	4	No(Yes)	Neutral	Gargoyle	Grin's Crag
Ograk (Orc Captain)	60(70)	8	4	6	6	1(7)	3	No	Evil	Orc	The Eastern Passage
Petrokk (Chaos Sorcerer) <sup>4</sup>	60	6	3	4	4	1(5)	3(5)	Yes	Evil	Chaos	The East Gate

*Special Abilities*

- 1 - Enchanted Armour
  - 2 - Magic Armour of Gragor
  - 3 - None
  - 4 - None
- The Enchanted Suit of Armour is magically charmed and prevents the wearer setting off any traps.  
Add +2 to Defence.  
Although the Guardian can not cast spells, he is, however, immune to all spells.  
Petrokk can make an additional attack once per turn, against anyone in line of sight in the same room or passage; This second attack uses 2 combat dice, for every skull rolled the victim loses one Mind Point.

*Name Experience Walk Offence Defence Life Mind Magic Alignment Type Quest*

*Return of the Witch Lord*

Bellthor (Guardian) <sup>1</sup>	50 (80)	6	4	6	1 (6)	4	No (Yes)	Evil	Gargoyle	The Gate of Bellthor
Death Mist <sup>2</sup>	10 (30)	6	-	-	-(1)	-(1)	No (Yes)	Evil	Chaos	The Silent Passages
Doomguard	50(60)	6	4	6	1 (7)	3	No	Evil	Chaos Warrior	The Last gate
Kessandria (Witch Queen) <sup>3</sup>	80	6	4	6	1 (4)	6	Yes	Evil	Human	The Last Gate
Skulmar (Captain of the Dead Host)	60	8	5	6	1 (5)	5	No	Evil	Chaos Sorcerer	The Forgotten Legion
Spirit Riders <sup>4</sup>	30(40)	8	4	3	1(7)	3	No	Evil	Skeleton	The Cold Halls
Witch Lord <sup>5</sup>	100 (130)	10	5	6	1 (5)	5	No (Yes)	Evil	Chaos Sorcerer	The Court of the Witch Lord

*Special Abilities*

- 1 - None
  - 2 - None
  - 3 - Swift Wind Spell  
(May have the 3 Air Spells at her command if the Evil Wizard wishes).
  - 4 - None
  - 5 - None
- Bellthor has a poisonous breath and can breathe on any one character, in a room once a turn after he has attacked. Bellthor rolls 6 combat dice, for each skull he rolls the defender must lose 1 Mind point. If all Mind Points are gone the character is not killed but is knocked unconscious. If Bellthor is killed he will explode, filling a room not passageway with poisonous gas which will knock everyone in the unconscious for two turns.
- The Death Mist is immune to normal physical attack, but can be destroyed only by the Spirit Blade or by a Tempest Spell. The Death Mist may move through several characters in one move. It will not affect monsters or anyone who is evil. The Death Mist can never leave its assigned area it patrols.
- Kessandria is immune to all magic except Fire; she can also cast a Swift Wind Spell once per Quest.
- The Spirit Riders are hard to kill and so, each time they fail to defend against an attack they must roll one attack die. If a shield of any kind is rolled, the Spirit rider will die, but if a skull is rolled the Spirit rider is unharmed.
- The Witch Lord is not affected by any weapon other than the Spirit Blade; neither is he affected by any Spell. Also the Witch Lord can summon an evil creature once per turn, and is placed adjacent to the Witch Lord and may move/attack as normal this turn.

<i>Name</i>	<i>Experience</i>	<i>Walk</i>	<i>Offence</i>	<i>Defence</i>	<i>Life</i>	<i>Mind</i>	<i>Magic</i>	<i>Alignment</i>	<i>Type</i>	<i>Quest</i>
<i>Against the Ogre Horde</i>										
Festral (Chaos Sorcerer) <sup>1</sup>	70	6	4	5	3	8 (7)	Yes	Evil	Chaos	The Pit of Chaos
Festral's Personal Guard	40	6	5	5	1	3	No	Evil	Chaos Warrior	The Pit Of Chaos
Nexrael (Apprentice Chaos Sorcerer) <sup>2</sup>	60	8	3	4	1(5)	5	Yes	Evil	Chaos	Lair of the Ogre Horde
Ogre Champion	40	6	5	5	Variable	1	No	Neutral	Ogre	Against the Ogre Horde
Ogre Chieftain	50	4	6	6	Variable	2	No	Neutral	Ogre	Fortress of the Ogre Lord
Ogre Lord	60	4	6	6	Variable	5	No	Neutral	Ogre	Fortress of the Ogre Lord
Ogre Warrior	40	6	5	5	Variable	1	No	Neutral	Ogre	Against the Ogre Horde
Tograk (Commander)	100	4	6	6	4	2	No	Neutral	Ogre Chieftain	Lair of the Ogre Horde
Xenloth (Chaos Mage) <sup>3</sup>	60	6	2	4	1 (6)	4	Yes	Evil	Chaos	Fortress of the Ogre Lord
<i>Special Abilities</i>										
1 - Chaos Sorcerer Spells & Festral's Ring of Power	3 x Mind Lock, 3 x Dominate, 3 x Mind Blast.									
2 - Mind Blast Spell	The Ring of Power has 1 of each Chaos Spell. 4 x Mind Blast.									
3 - Mind Lock & Mind Blast Spells	5 x Mind lock and 5 x Mind Blast.									

Name	Experience	Walk	Offence	Defence	Life	Mind	Magic	Alignment	Type	Quest
<i>Wizards of Morcar</i>										
Borush the Storm Master <sup>1</sup> Fanrax	80	7	6	5	5	6(7)	Yes	Evil	Human	Eyrie of the Storm Master
(Malicious Necromancer) <sup>2</sup>	80	6	4	6	5	7	Yes	Evil	Human	Crypt of the Necromancer
Fanrax's Skeletal Elite	20	6	3	3	1	0 (1)	No	Evil	Undead	Crypt of the Necromancer
Grawshak the Orc Shaman <sup>3</sup>	70	7	5	5	5	7	Yes	Evil	Greenskin	Lair of the Shaman
Grawshak's Elite Bodyguard	30	8	4	3	1(2)	2	No	Evil	Greenskin	Lair of the Shaman
Men-at-Arms Crossbowman <sup>4</sup>	20	6	2*	3	1	2	No	Neutral	Human	Wizards of Morcar
Men-at-Arms Halberdier <sup>4</sup>	20	6	3**	3	1	2	No	Neutral	Human	Wizards of Morcar
Men-at-Arms Scout <sup>4</sup>	20	9	2	3	1	2	No	Neutral	Human	Wizards of Morcar
Men-at-Arms Swordsman <sup>4</sup>	40	4	4	5	1	2	No	Neutral	Human	Wizards of Morcar
Zanrath (High Mage of Sarako) <sup>5</sup>	70	5	5	5	5(4)	8	Yes	Evil	Human	The Tower of the High Mage
Zanrath's Elite Force	40(50)	6	5	5	1(7)	3	No	Evil	Chaos Warrior	The Tower of the High Mage

### *Special Abilities*

<i>Possessions</i>										
1 - Storm Master Spells	Borush has all 6 Storm Master Spells.									
2 - Necromancer Spells	Fanrax has all 6 Necromancer Spells.									
3 - Orc Shaman Spells	Grawshak has all 6 Orc Shaman Spells. When defending the Men-at-Arms count the white shields. They can open closed doors and jump over pit traps. Men-at-Arms may not search for treasure, use any equipment or treasure cards, and Scouts may search for and attempt to disarm traps. Any money given to a Men-at-Arms can not be retrieved, even after his death.									
4 - None (Hire Money)	* Offence may be ranged. ** May attack diagonally. (Evil Wizard may grant this ability) To hire Crossbowman and Swordsman – 75 gold coins. To hire Halberdier and Scout – 50 gold coins.									
5 - Mage Spells	Zanrath has all 6 High Mage Spells.									

Name	Experience	Walk	Offence	Defence	Life	Mind	Magic	Alignment	Type	Quest
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*The Dark Company*

Delzarron the Chaos Sorcerer <sup>1</sup>	60	6	3	4	3	7	Yes	Evil	Chaos	Dungeons of the Old City
Doom Guard <sup>2</sup>	40(50)	6	4	5	1(7)	3	No	Evil	Chaos Warrior	Dungeons of the Old City
Hinsgrim	40	6	4	5	5	5	No	Evil	Chaos Warrior	Dungeons of the Old City
Vadim Gorfell <sup>3</sup>	50	4	2	3	1	1	Yes	Evil	Spirit	Tomb of Vadim Gorfell

*Special Abilities*

- 1 - Summon Undead Spell  
Delzarron may also cast a Spell once per turn. This Spell will summon one Undead creature, (Zombie, Skeleton, Mummy) which may be placed anywhere in the room and attack a move immediately.
- 2 - None  
The Doom Guard are Morcar's Elite Regiment, who can defend in a special way. Roll the required number of dice shown as normal, and as long as you roll at least one round black shield, the Doom Guard defends successfully and remains unharmed.
- 3 - None  
Vadim Gorfell can not be defeated in combat. If attacked, roll the defence dice as normal, and then the Evil Wizard must inform the player that Vadim has survived. The only way the zombie spirit can be killed is by a Spell which inflicts 1 Body Point of damage

The Frozen Horror

Frozen Horror <sup>1</sup>	70	8	5	4	4	4	Yes	Evil	Creature	The Frozen Horror
Gothar the Great Elder	10	6	1	2	2	4	No	Good/Ally	Human	The Rescue
Ice Gremlin <sup>2</sup>	20	10	2	3	3	3	No	Evil	Creature	The Frozen Horror
Keivinos (Barbarian Hero)	30	5	4	4	4	0	No	Evil	Undead	The Hall of Kelvinos
Krag Chaos Warrior (Frozen Horror Lieutenant)	40(50)	7	5	5	5	4(7)	No	Evil	Chaos Warrior	Trial by Ice
Mercenary Crossbowman <sup>3</sup>	20	6	3	3	3	2	No	Ally/Evil	Human	The Frozen Horror
Mercenary Halberdier <sup>4</sup>	20	6	3	3	3	2	No	Ally/Evil	Human	The Frozen Horror
Mercenary Scout <sup>5</sup>	20	9	2	3	2	2	No	Ally/Evil	Human	The Frozen Horror
Mercenary Swordsman <sup>6</sup>	40	5	4	5	5	2	No	Ally/Evil	Human	The Frozen Horror
Polar Warbear <sup>7</sup>	30	6	4/4	3	3	6	No	Evil	Creature	The Frozen Horror
Vilor Chaos Warlock <sup>8</sup>	60	8	4	3	3	4(5)	Yes	Evil	Chaos Sorcerer	The Deadly Depths
Yeti <sup>9</sup>	20	8	3	3	3	5	No	Evil	Creature	The Frozen Horror

Special Abilities

The Frozen Horror can cast the following Chaos spells: Chill, Ice Storm, Ice Wall, Mind Freeze, Skate and Soothe. Morcar can choose an additional 6 first level Chaos spells for the Frozen Horror, with the exception of the escape spell. **Ice Wall:** This spell creates up to 4 squares of solid ice. 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 a single ice square. **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 Barbarian Quest Book).

During Morcar's turn, each Ice Gremlin can either attack a hero or Mercenary, or it can steal one item from one hero (Morcar's choice). The item stolen can not be the armour or shield a hero is using, nor the weapon he is wielding. As soon as an Ice Gremlin has stolen an item, it runs away at full speed. The heroes can chase the Ice Gremlin on their turn. If they catch it and destroy it, they regain the stolen item. If no hero can see the Ice Gremlin at the start of Morcar's turn, the Ice Gremlin has escaped with the item. The item should be crossed off the hero's character sheet. Remove the Ice Gremlin figure from the game board.

Cost per Quest: 75gc. The Crossbowman wields a Crossbow-see the Armoury on the cardboard platform in the game system. When adjacent to a foe, the Crossbowman attacks with a Broadsword.

Cost per Quest: 75gc. The Halberdier wields a Halberd that enables him to attack diagonally.

Cost per Quest: 50gc. The Scout has the Dwarf's ability to detect and disarm traps.

Cost per Quest: 100gc. Mercenaries do not collect treasure. Mercenaries can only move, attack and defend (except for Scouts, who can detect and disarm traps). The cost to hire them is for one Quest only. **If a player wants to hire a Mercenary for more than one Quest, he must pay the Mercenary's cost for each Quest.**

The Polar Warbear attacks once with its mighty paw and once with its spiked mace. Two attacks can be made against one opponent or one attack can be made against each of two different opponents.

Vilor the Chaos Warlock has the following Chaos spells at his command: Chill, Ice Storm, Lightning Bolt, Sleep, Tempest and Reanimation.

Whenever the Yeti's attack causes a hero to lose at least one Body point, the Yeti grabs the hero in a powerful hug. This hug inflicts two Body points of damage to the hero at the start of each subsequent Morcar turn. The hero cannot defend against this attack, nor can he take any actions. The Yeti can make no other attacks while hugging. This continues until either the hero dies or the Yeti is killed by the hero's companions.

## Name

## Experience

## Walk

## Offence

## Defence

## Life

## Mind

## Magic

## Alignment

## Type

## Quest

*The Mage of the Mirror*

Elven Archer <sup>1</sup>	30	6	4(1)	2	3(5)	2(5)	No	Good	Ally/Elf	The Mage of the Mirror
Elven Warrior	30	6	4	3	3(5)	2(5)	No	Good	Ally/Elf	The Mage of the Mirror
Giant Wolf	50	9	6	3	5	1(5)	No	Evil	Animal/Creature	The Mage of the Mirror
High Alchemist <sup>2</sup>	60	8	3	3	4	4(6)	Yes	Evil	Chaos Sorcerer	Alchemist's Laboratory
Princess Millandriell	160	6	1	2	4	6	No	Good	Ally/Elf	Hidden Realms
Queen Terrella	260	6	1	2	3	7	No	Good	Ally/Elf	The Mage of the Mirror
Royal Prospector	60	5	1	2	5	5	No	Good	Ally/Elf	The Mage of the Mirror
Sinestra (Archmage) <sup>3</sup>	60	8	4	4	4	9(8)	Yes	Evil	Elf	Hidden Realms
Tormuk the Necromancer <sup>4</sup>	60	8	4	4	6	6	Yes	Evil	Chaos Sorcerer	Tormuk's Guests

*Special Abilities*

## 1 - Bow

Elven Archers attack with 4 combat dice against non-adjacent targets, but with only 1 die against adjacent targets.

The High Alchemist has the following Chaos spells at his command: Mind Blast, Restore Chaos, **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 and **Werewolf's Curse**: This spell may be cast on any hero. The hero rolls a red die. A roll of 6 means the spell has no effect. Any other result means the hero is now afflicted with the Werewolf's Curse. At the start of every turn, the hero must roll 2 red dice to see if he transforms into a Wolf. A roll of 2 through 9 means the hero remains in hero form and under the control of the player; the hero may move and act normally. A roll of 10 through 12 means the hero transforms into a Wolf and Morcar controls him as a monster for 1 turn (on Morcar's next turn). When a hero transforms into a Wolf, replace his figure with a Wolf tile or figure, all of his possessions are left in the square in which he transformed. Place a Weapon Pack tile in the square to represent the hero's former possessions. The Weapon Pack tile stays on this space until the hero returns to pick up his possessions. (Monsters can not take the Weapons Pack). This Wolf is a true monster; with no hero abilities and all the abilities of monsters (moves on Morcar's turn, attacks as Giant Wolf, unaffected by traps or pits, can not open doors). At the end of Morcar's turn, the Wolf transforms back into the hero and returns to the player's control. The hero figure replaces the Wolf figure or tile. The hero must roll for this transformation each turn until he is cured by drinking a Wolfsbane Potion (or the potion of restoration from the Alchemist's Shop).

The Sinestra the Archmage has the following Chaos spells at her command: Dispel Magic, Firestorm, Reanimation, Restore Chaos, Summon Wolves, Werewolf's Curse, **Mind Blast**: This spell paralyses 1 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 effect of the spell that was intended for the spellcaster.

## 3 - Chaos spells

Tormuk the Necromancer has the following Chaos spells at his command: Dispel Magic, Firestorm, Mind Blast, Mirror Magic, Reanimation, Restore Chaos, Summon Wolves and Werewolf's Curse.

## 4 - Chaos spells



# Acknowledgements

## Section One: Gaming Aids

**Morcar** image taken from the following website: [www.irients.tripod.com](http://www.irients.tripod.com)

**Random Events** adapted from original in a magazine, possible White Dwarf and or Advanced Heroquest board game?

**Equipment Table** developed from various sources: D&D, Heroquest and from the Internet; it's been so long I forgot where I originally got the material.

### Weapons Images

**Avatar's Bracers, Mage's Bracers, Wizard's Bracers**, [www.artisanarmours.co.uk](http://www.artisanarmours.co.uk)

**Avatar's Staff** [www.bloodrunner.co.uk](http://www.bloodrunner.co.uk)

**Battle Axe, Hammer, Hand Axe**, Dewayne's Argin's heroquest website: [www.aginsinn.com](http://www.aginsinn.com) which no longer exists.

**Broad Sword, Cloak of Protection, Long Sword, Short Sword, Tool Kit**, American Heroquest version Armoury sheet.

**Chain Mail**, [www.southernwords.co.uk](http://www.southernwords.co.uk)

**Club**, [www.img440.imageshack.us](http://www.img440.imageshack.us)

**Composite Bow**, [www.escaladesports.com](http://www.escaladesports.com)

**Crossbow**, [www.library.thikquest.org](http://www.library.thikquest.org)

**Crossbow Pistol**, [www.1800.hart.com](http://www.1800.hart.com)

**Dagger, Halberd**, [www.realmcollections.com](http://www.realmcollections.com)

**Double Crossbow**, [www.us.still.yimg.com](http://www.us.still.yimg.com)

**Gauntlets, Paladin's Helmet, Plate Armour**, [www.a2armory.com](http://www.a2armory.com)

**Helmet**, [www.swordknivesanddaggers.com](http://www.swordknivesanddaggers.com)

**Large Shield, Medium Shield**, [www.shopusmore.com](http://www.shopusmore.com)

**Leather Armour, Studded Leather**, [www.esford.com](http://www.esford.com)

**Lock Pick Kit, Long Bow, War Hammer** by Michael Kelly

**Mace**, [www.weaponsemporium.com](http://www.weaponsemporium.com)

**Morning Star**, [www.weaponsemporium.com](http://www.weaponsemporium.com)

**Ring Mail Armour**, [www.arador.com](http://www.arador.com)

**Short Bow**, [www.centenaryarchers.gil.com.au](http://www.centenaryarchers.gil.com.au)

**Small Shield**, [www.by-thesword.com](http://www.by-thesword.com)

**Spear**, [www.medieval.stormthecastle.com](http://www.medieval.stormthecastle.com)

**Staff**, [www.goblinworkshop.com](http://www.goblinworkshop.com)

**Two-Handed Sword** by Ron Shirtz

### **Quest Treasures**

Quest Treasures and Artifacts from American/UK Heroquest, Kellar's Keep and Return of the Witch Lord, including their images; except Xerox Ring, Emerald Bracelets, Falcon Shield, Jewel of Korinne, Kira Cornet, which are my creations. Silver Bird Shield-shield image from [www.shopusmore.com](http://www.shopusmore.com), also my creation, and Magic Bracers- bracers image from [www.artisanarmours.co.uk](http://www.artisanarmours.co.uk) also my creation.

Lederin's Leather- Leather image from [www.drakonis.org](http://www.drakonis.org) also my creation, Dwarlord's battle axe, Krysalis blade, Elfric's crossbow, Cleron's hammer and Sorceron's staff - images from reference cards from TSR, but I don't know which done in 1992-93?

### **Special Quest Treasures**

The Krysalis Blade image is probably from Dewayne Agin's heroquest website: [www.aginsinn.com](http://www.aginsinn.com) which no longer exists, the Krysalis Orb image is from [www.psychicminds.net](http://www.psychicminds.net) the Golden Krysalis Medallion image is from [www.elfwood.com](http://www.elfwood.com)

### **Krysalis Spells**

Updated Krysalis Spells I created for a heroquest adventure about 1993-94. The pictures are from the Talisman board game. The Krysalis card back I did myself.

### **The Alchemist's Shop**

Potions and their descriptions came from Heroquest and their expansions plus perhaps White Dwarf magazine and also the internet, maybe even Dewayne's Argin's heroquest website: [www.aginsinn.com](http://www.aginsinn.com) which no longer exists.

**Potion Card Back**, image from [www.star-wands.co.uk](http://www.star-wands.co.uk)

## Mystery Potions and Scrolls

Potion images from [www.pixelgod.net](http://www.pixelgod.net)

**Potion Card Back**, image from [www.star-wands.co.uk](http://www.star-wands.co.uk)

**Scroll Card Back**, image from [www.crystalinks.com](http://www.crystalinks.com)

## The Skulls of Archelon Tokens

**Skull** images from [www.drakonis.org](http://www.drakonis.org)

**Magical Darkness Tokens** from Kellar's Keep

# Section Two: Monsters & Special Characters

**Morcar** image taken from the following website: [www.jrients.tripod.com](http://www.jrients.tripod.com)

## Monbeast Vials

The image of the vial comes from [www.news.filefront.com](http://www.news.filefront.com) and the image behind the vial comes from [www.cinnabarwine.com](http://www.cinnabarwine.com)

## Monster Card Pictures

All monster card pictures come from the website [www.drakonis.org](http://www.drakonis.org) except the ghoul and minotaur pictures which are by Les Edwards.

The Bugbear image comes from the website [www.geocities.com](http://www.geocities.com) and the manscorpion image comes from the website [www.davidandgavinhoffscorpoin.Olman.com](http://www.davidandgavinhoffscorpoin.Olman.com)

## Ogre Shaman Spells

Ideas for the Ogre Shaman spells came from spells created by Flint [flint@hq-cooperation.de](mailto:flint@hq-cooperation.de) and this site [www.hq-cooperation.de](http://www.hq-cooperation.de) except the spell Summon Ogre Warriors which I made up.

## Fimir Background

Information about the Fimirs by Dewayne Aginn from The Alchemist's Bench.

## Fimir Shaman Spells

Information about the Fimir Shaman spells from [www.geocities.com](http://www.geocities.com) from The Alchemist's Bench.

## Dark Elf Spells

Information about the Dark Elf spells from [www.uk.games-worshop.com](http://www.uk.games-worshop.com)

## Dark Elf Spell Back

**Dark Elf** image for spell back from [www.forums.civfanatics.com](http://www.forums.civfanatics.com)

All other information and images come from the Heroquest Game Books both American and British versions: Heroquest, Kellar's Keep, Return of the Witch Lord, Against the Ogre Horde, The Wizards of Morcar, The Frozen Horror, The Mage of the Mirror and The Dark Company.

# Section Three: Heroes & Von Darken Mercenaries

All pictures are from the website [www.drakonis.org](http://www.drakonis.org)

Heroquest **Mentor** picture from the original Heroquest character card from the Heroquest boardgame.

**Morcar** image taken from the following website: [www.jrients.tripod.com](http://www.jrients.tripod.com)

Heroes skills come from [www.aginsinn.com](http://www.aginsinn.com)

# Section Four: Elemental, Celestial & Chaos Spells

All spell back images are from the website [www.drakonis.org](http://www.drakonis.org)

Except the Air, Earth, Fire and Water spell backs are from the Heroquest board game.

The elemental spells, celestial spells and chaos spells descriptions come from the 'Colleges of Magic' from Dwayne Argin's now non-existent Heroquest website which can be found here [http://web.archive.org/web/\\*/http://aginsinn.com](http://web.archive.org/web/*/http://aginsinn.com)

Except restore chaos, Reanimation chaos spells comes from the Mage in the mirror and ice storm, soothe, skate and chill chaos spells come from the Frozen horror.

# Section Five: Appendices

**Festral's ring of power**, image taken from [www.jewelryexport.com](http://www.jewelryexport.com)

**Witch lord staff of command**, image taken from the quest book return of the witch lord.

**Stars of the East, North, South and West**,

East Star image from [www.bp2.blogger.com](http://www.bp2.blogger.com)

North and West Star images from [www.luckystones.net](http://www.luckystones.net)

South Star image from [www.collectorfinejewelry.com](http://www.collectorfinejewelry.com)

### **The Four Keys of Agrain**

Blue, Green and Yellow images from [www.exceptionalminerals.com](http://www.exceptionalminerals.com)

Red image from [www.trinityminerals.com](http://www.trinityminerals.com)

