

# ELF

You are the elf,  
versed in both  
magic and might.

You must wield  
both well if you  
are to triumph.

You have the  
power to cast  
three magical  
spells, all  
relating to one  
natural element.

## Ball of Flame



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

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## Fire of Wrath



This spell may be cast on any one monster, blasting it with flames. It will inflict 1 Body Point of damage, unless the monster can immediately roll a 5 or 6 using one red die.

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## Courage



This spell may be cast on any one Hero, including yourself. The next time that Hero attacks, he may roll two extra combat dice. The spell is broken the moment the Hero can no longer "see" a monster.

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## Actions

You may perform any one of these actions either before or after you move.

**ATTACK**  
an adjacent monster.

**CAST A SPELL**  
on yourself, another Hero or monster that you can "see." (Only the Wizard and Elf can cast spells.)

**SEARCH FOR TREASURE**  
in the room you're in.

**SEARCH FOR SECRET DOORS**  
in the room or corridor you're in.

**SEARCH FOR TRAPS**  
in the room or corridor you're in.

**DISARM A TRAP**  
on the square you're on.



### Chaos Warrior



WITHOUT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	4	4	3	3

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### Gargoyle



WITHOUT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	4	5	3	4

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### Mummy



WITHOUT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
4	3	4	2	0

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### Skeleton



WITHOUT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	2	2	1	0

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### Elmtr



WITHOUT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	3	3	2	3

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### Goblin



WITHOUT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	2	1	1	1

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### Orc



WITHOUT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
8	3	2	1	2

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### Zombie



WITHOUT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
5	2	3	1	0

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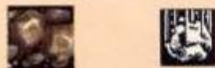




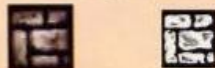
# Identification Guide

Black and white illustrations are Quest Book symbol references.

## Falling Block Tiles



## Blocked Square Tiles



## Skull Tiles



## Pit Trap Tiles



## Spear Trap

No tile is used



## Secret Door Tiles



## Stairs Tile



## Furniture



Bookcase



Cupboard



Sorcerer's Table



Tomb



Treasure Chest



Table



Alchemist's Bench



Door



Throne



Rack



Fireplace



Weapons Rack



## Tool Kit

250 Gold Coins  
Disarm Traps

This tool kit gives you a 50% chance to disarm any searched-for-and-found (but unsprung) trap. See rule-book for correct procedure.

## Shortsword

150 Gold Coins  
Weapon

This short blade gives you the attack strength of 2 combat dice. May not be used by the Wizard.

## Helmet

125 Gold Coins  
Armor

This protective headpiece gives you 1 extra combat die in defense. May not be worn by the Wizard.



## Dagger

25 Gold Coins  
Weapon

This sharp knife gives you the attack strength of 1 combat die. A dagger can also be thrown at any monster you can "see," but is lost once it is thrown.



## Broadsword

250 Gold Coins  
Weapon

This wide blade gives you the attack strength of 3 combat dice. May not be used by the Wizard.

## Shield

150 Gold Coins  
Armor

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



## Staff

100 Gold Coins  
Weapon

This long, sturdy, wooden staff gives you the attack strength of 1 combat die. Because of its length, the staff enables you to attack diagonally. You may not use a shield when using this weapon.



## Longsword

350 Gold Coins  
Weapon

This long blade gives you the attack strength of 3 combat dice. Because of its length, the longsword enables you to attack diagonally. May not be used by the Wizard.

## Chain Mail

500 Gold Coins  
Armor

This light metal armor gives you 1 extra combat die in defense. May be combined with the Helmet and/or Shield. May not be worn by the Wizard.



## Crossbow

350 Gold Coins  
Weapon

This long-range weapon gives you the attack strength of 3 combat dice. You may fire at any monster that you can "see." However, you cannot fire at a monster that is adjacent to you. You have an unlimited supply of arrows. May not be used by the Wizard.

## Battle Axe

450 Gold Coins  
Weapon

This heavy, double-edged axe gives you the attack strength of 4 combat dice. You may not use a shield when using this weapon. May not be used by the Wizard.



## Plate Mail

850 Gold Coins  
Armor

This heavy metal armor gives you 2 extra combat dice in defense. However, because it is so heavy, you may only roll 1 red die for movement while wearing it. May be combined with the Helmet and/or Shield. May not be worn by the Wizard.

