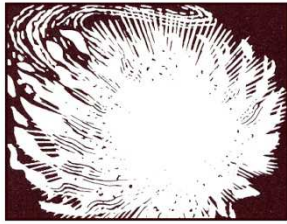


Ball of Flame



This spell may be cast at any one player. It will inflict two points of Body damage. The victim may roll two defence dice. For each shield he rolls, the damage is reduced by one. The spell is then discarded.

Thunderbolt



This spell is cast in a straight line (which may be diagonal). The spell passes through all players and monsters in its path, and stops when it reaches a wall or door. All players and monsters in the bolt's path are attacked with two combat dice, which they may defend against. Discard after use.

Fear



This spell causes any one Hero to become so fearful that his attacks are reduced to one combat die. At the start of each of his turns, the victim may roll one defence die per Mind Point. If a white shield is rolled, the spell is broken. Discard after use.

Tempest



A small Tempest is created which envelops one player of your choice. That player will then miss his next turn. The spell is then discarded.

Summon Undead



This spell can take undead from anywhere on or off the board and place them anywhere within sight of the spellcaster. Roll a combat die to find out which models are summoned:

Skull = 2 Skeletons
White shield = 1 Zombie
Black shield = 1 Mummy

Summon Greenskins



This spell can take Orcs and Goblins from anywhere on or off the board and place them within sight of the spellcaster. Roll a combat die to find out which models are summoned:

Skull = 3 Goblins
White shield = 1 Orc
Black shield = 2 Orcs

Sleep



This spell will put one player to sleep. He may defend himself by rolling one combat die per Mind point. If he rolls a shield he is unaffected. Once asleep he may do nothing and may not defend if attacked. He will awake if he rolls a 6 at the start of his turn, or if he survives an attack.

Rust



The Evil Wizard player may choose one item of equipment belonging to the target. That item rusts and becomes useless. Quest Treasures are immune to this spell, as are the Cloak of Protection and the Staff since they contain little metal. Discard this spell after use.

Firestorm



The fire created by this spell fills the room in which the spellcaster is standing. All players and monsters in the room (except the caster) are attacked with three combat dice. They may defend as normal. This spell may not be used in corridors. Discard after use.

Escape



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

Command



This spell will put one player under the spellcaster's control, starting from the caster's next turn. The victim may try to break free by rolling one defence die per Mind point at the start of each of his turns. If he rolls a shield, he returns to normal. Discard after use.

Cloud of Chaos



This spell paralyzes all players in the room or corridor where it is cast. They may resist with one defence die per Mind point. If they roll a shield they are unaffected. Paralyzed players may not defend if attacked. They may do nothing on their turn except try again to resist the paralysis.

Mind Lock



The Sorcerer and his target both throw an amount of combat dice equal to their Mind points. For each skull scored by the Sorcerer, the target is frozen for one turn.

At the end of his turn, the target may try to break the spell by throwing as many combat dice as he has Mind points. If he rolls 3 skulls, the spell is broken.

A frozen target may not perform any action, but may defend against attacks as normal.

Dominate



The Sorcerer must throw an amount of combat dice equal to his mind points to attack a Hero.

The target Hero also rolls an amount of combat dice equal to his mind points in defense. If the Sorcerer scores two skulls or more, he may control the Hero for the remainder of his turn.

Mind Blast



The Sorcerer and his target both throw an amount of combat dice equal to their Mind points. The player with the most skulls deals Mind point damage equal to the number of skulls he has in excess of the other player's score.

If a player loses all Mind points, he is knocked unconscious, and remains out of play for the rest of the quest.

Soothe



The healing coolness of this spell restores up to 3 lost Body points to the spellcaster or any one monster in the caster's line of sight.

Skate



This spell enables the spellcaster to move quickly through icy caverns and corridors. The spellcaster may skate for up to 12 squares and may pass through Heroes and monsters during movement. The spell lasts only one turn.

Mind Freeze



This spell ravages the mind of any Hero. The Hero rolls one combat die for every Mind point he currently has. If one or more white shields are rolled, the hero has one Mind point left. If no white shields are rolled, the hero has no Mind points left and goes into "shock" (See quest notes).

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 at him. Mirror Magic is cast immediately after the Hero casts a spell at the Chaos spellcaster. The Hero then suffers the effect of his own spell.

Ice Storm



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

Ice Wall



This spell creates up to 4 tiles of solid ice. (Use the single-square magic ice tiles.) These squares block movement, but not line of sight. The squares need not be adjacent, but they must all be in the line of sight of the spellcaster. Each ice square lasts until the spellcaster dies, cancels the spell, or can no longer see the square, or until a cumulative total of 5 skulls are rolled in attacks on the ice square.

Chill



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

Reanimation



This spell enables the spellcaster to reanimate all defeated undead monsters in the same room as the spellcaster. These monsters rise up from the floor, with all lost Body points restored, and may attack the Heroes again.

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.) They may move and attack immediately.

Roll one attack die:

Skull = 1 Giant Wolf

White Shield = 2 Giant Wolves

Black Shield = 3 Giant Wolves

Restore Chaos



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

Counterspell



This spell may be cast by a Chaos spellcaster *during a Hero's turn*.

It is used immediately after a Hero casts a spell. The Chaos spellcaster and the Hero both roll one red die, and add the result to their current Mind points. If the Chaos spellcaster's total is higher, the Hero's spell fails.

Paralysis



This spell paralyzes one Hero in the spellcaster's line of sight. This Hero cannot move or attack. He may defend as normal. The Hero may roll a combat die for each of his current Mind points on his turn. If a White Shield is rolled, the spell is broken and his turn ends.

This spell ends if the spellcaster is defeated.

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. See the "Turning Hero's into Werewolves" quest notes.



Terror

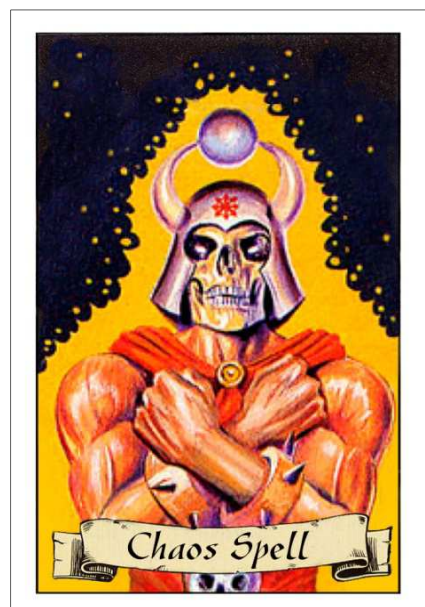
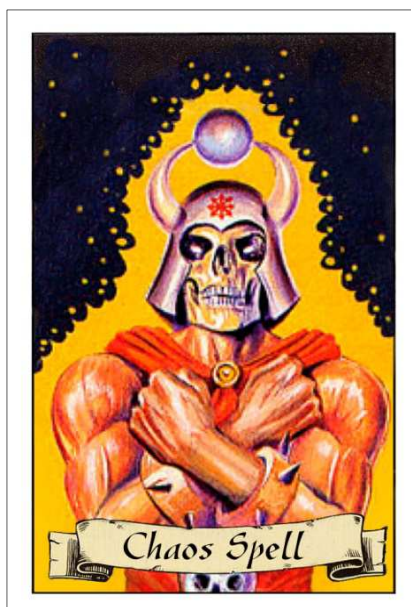
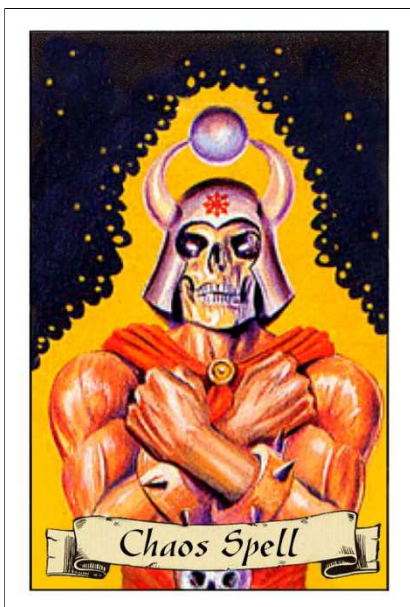
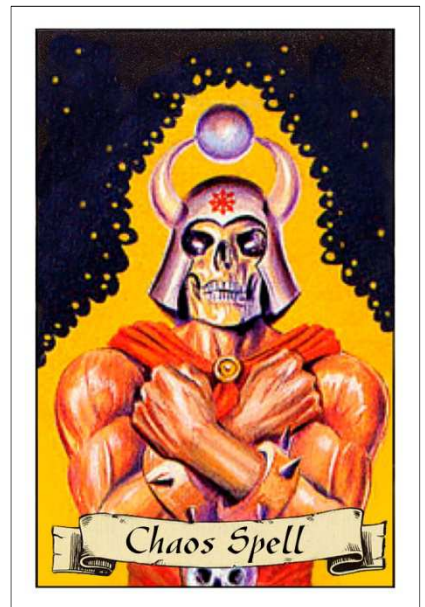
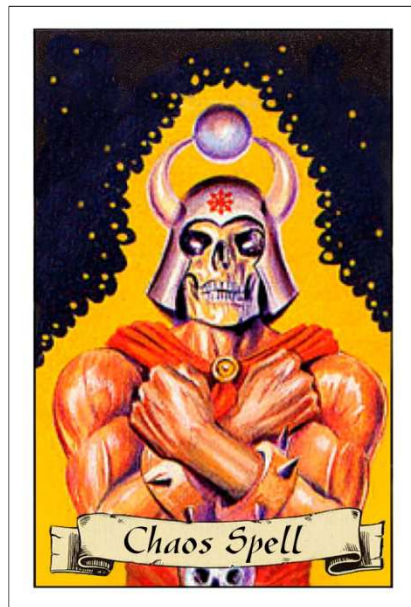
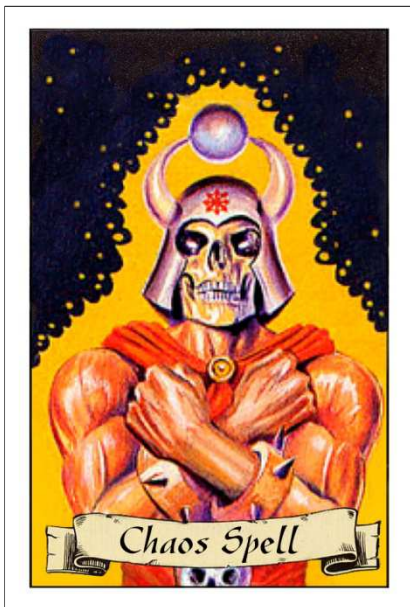
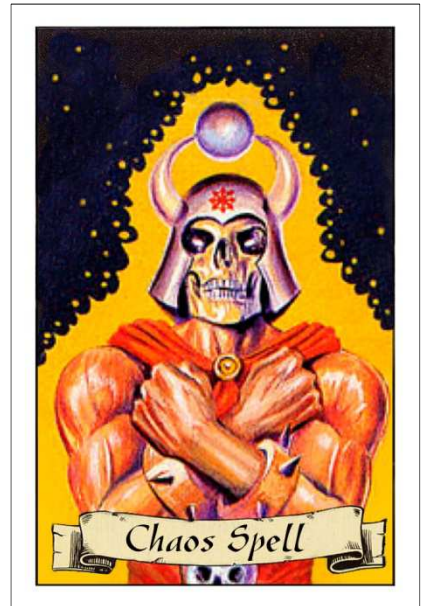
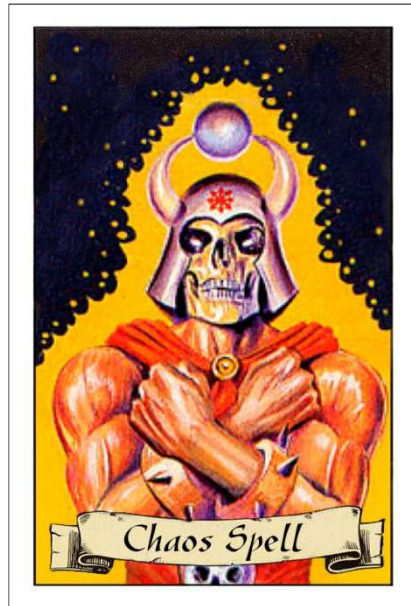
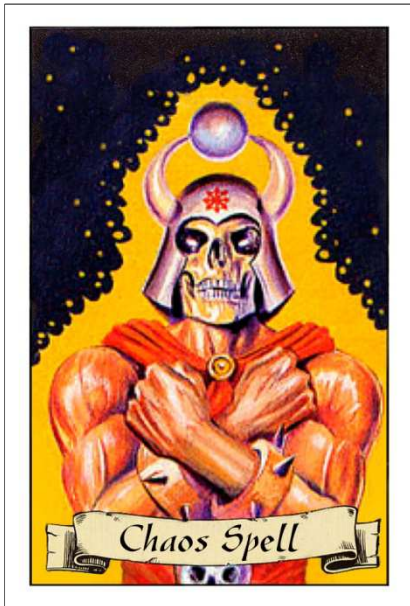


The target of this spell is filled with unreasonable terror, and may not attack or cast spells on his next turn, although he may move and defend normally. Discard after use.



This Necromancer spell card is added as an alternative to Ye Olde Inn's remakes of the Wizards of Morcar cards. This set also has a spell named "Fear". As the US Chaos spell cards have a "Fear" card as well, I've renamed this one to differentiate between the two spells. You can find the Inn's Wizards of Morcar cards [here](#).

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**Cards remade by Sjeng and Zenithfleet of [Ye Olde Inn](#).
Additional artwork by Goblin-King and Jeremy Moore.**

Converted into PDF by Sjeng

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(Print page 5 three times)

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