



Aegis of the Ancients



For defense rolls, the Dwarf counts a black shield as 2 white shields. Adjacent Heroes count the black shield as 1 white shield.

Durgid's Horn



Once per Quest the Dwarf may blow Durgin's Horn to summon 2 Mercenaries (Scouts) within 2 squares of any Hero or at the dungeon entrance. The Scouts may then move and act immediately as normal.

The Star of the West



This is the diamond worn on the brow of Rogar the Barbarian. When attacking, the Barbarian counts a black shield as two skulls. If the Barbarian rolls any black shields when defending against an adjacent enemy model, that model automatically suffers 1 wound. This does not affect enemy models making ranged or diagonal attacks.

Arrows of the Night



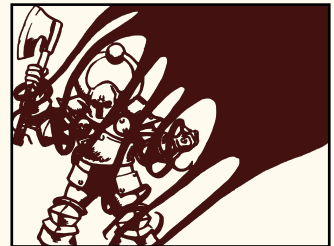
You may fire these magical bolts at any target within your line of sight. You may then attack the target with two attack dice and he must defend with as many dice as he has Mind Points. Discard after use.

Cloak of Shadows



You may summon up a patch of darkness and place a Cloak of Shadows tile on the gameboard. Any figures in the shadows may not attack, be attacked or cast spells while they are there. This piece may not be moved and lasts until the end of the Quest. Keep this card by the side of the gameboard for reference.

Chains of Darkness



You may cast this spell on one figure. That figure may not move or fight until the beginning of your next turn, although they may defend or cast spells. Discard after use.

Future Sight



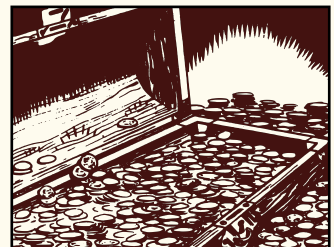
Play this card at the end of your turn. You may reroll any attack, defense or movement die rolls once until the end of your next turn. Discard after use.

Clairvoyance

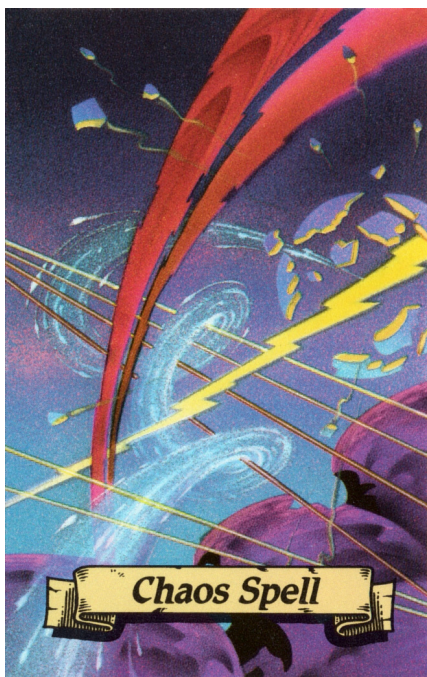


You may ask the Evil Wizard player to play out the contents of one room anywhere on the board at once. If that room is empty you may not try again. Discard after use.

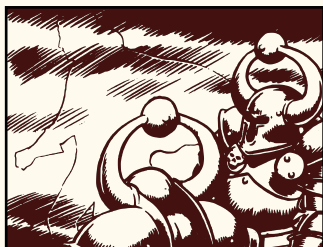
Treasure Horde



When you are searching a room for treasure, you may draw three treasure cards at once. You must take all three cards whatever they are. Discard after use.



Invisibility



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

Wall of Stone



You may create a magical wall of stone which covers two squares. This wall has one Body Point and rolls six defense dice. Keep this card to hand until the wall is destroyed, then discard it.

Dispell



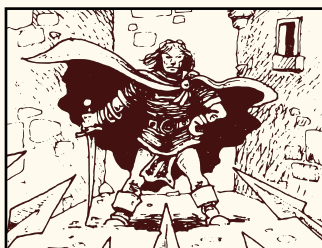
You may pick one spell-using figure and force him to discard one of his unused spell cards at random. That spell is then lost for the duration of the Quest. Discard after use.

Ball of Flame



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

Courage



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

Arrows of the Night



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

The Scout



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
9	2	3	2	2

Special Ability: Dwarf-like ability to remove traps

Future Sight



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