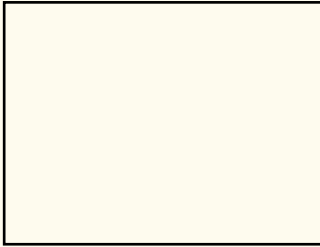


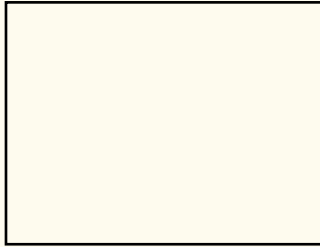


Shadow Flame Bolt



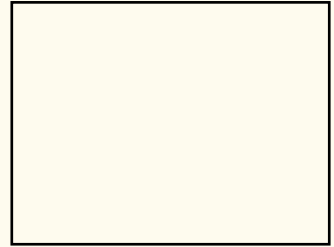
Morothin may fire these magical bolts at any target in line of sight. Morothin may then attack the target with three attack dice and they may defend with as many dice as they have Mind Points.

Shadow Web



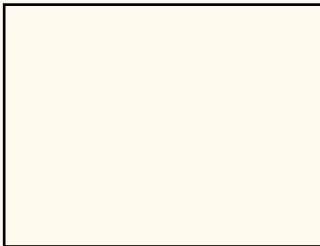
Morothin may cast this spell on one figure. They may not move or attack until the beginning of Morothin's next turn. Although they may still defend or cast spells.

Dispell



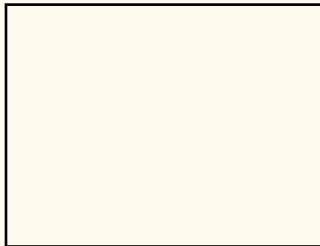
Morothin may pick one spell using character and force him to dispel one of his spell cards at random. This spell is then lost for the duration of the Quest.

Summon Ghost



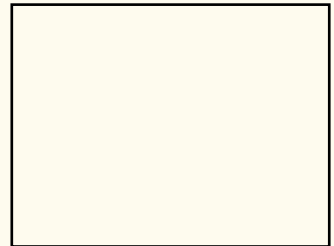
Morothin may summon a ghost under his command, which appears anywhere within Morothin's sight. It may move and attack at once.

Shield of Protection



This spell allows Morothin and all his allies in the same room to roll one extra die in defense until the beginning of Morothin's next turn. May only be cast in a room.

Shadow Flame Lance



Morothin may fire this lance of shadow flame in a line in any one direction either straight or diagonally. Any characters caught in the line are attacked with two attack dice which they may defend against with as many dice as they have Mind Points.

Ann'si Ur - Blade of the Highborn



Allows 4 combat dice in attack. The users own shields also count as skulls when attacking.

Can only be used by the Barbarian or Kainaan.

Insinni - Bow of the Ancient Forests



Allows 2 combat dice in ranged attacks and grants one extra dice in defense. Allows 2 ranged attacks per turn.

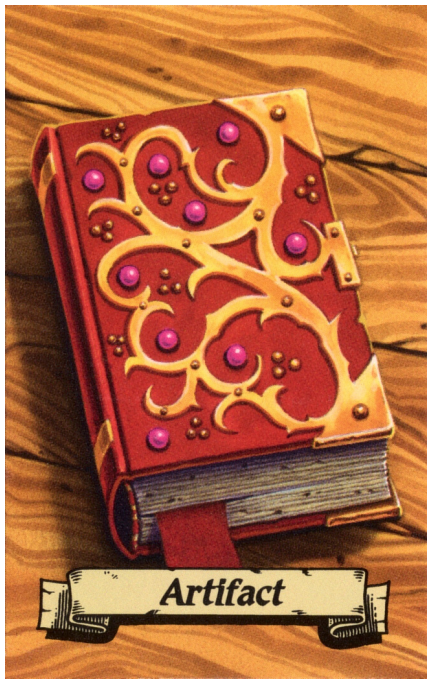
May only be used by the Elf or Rithir.

Konn'dien - Axe of the Old Runes



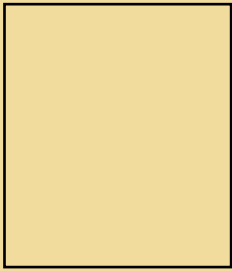
Allows 3 dice in attack and one extra dice in defense; may attack diagonally. Whenever an attack is successful, Konn'dien restores up to one lost Body Point.

May only be used by the Dwarf or Toruuk.





Ghost

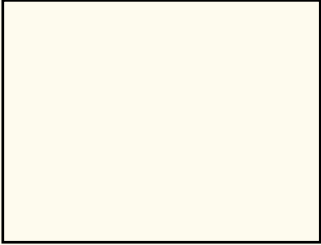


MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
10	2	2	0	1

Notes: Ghosts are immune to normal physical attacks.



Sal'stir - Staff of the Middy Star



Allows 2 combat dice in attack and can attack diagonally. Automatically allows one extra point of damage or healing to all spells.
May only be used by the Wizard or Morothin.