

Sigvald's Shield



A bright and polished shield, the wicked spikes around its hint at the true nature of its master.

Allows one extra combat dice in defence. If the user blocks all damage from an attack, the attacker takes one point of damage. May not be used by the Wizard.

Graz'ak Modan



A large battle-axe carved with intricate Dwarven runes.

Grants 4 combat dice in attack. 5 if the target is a Chaos aligned monster. You may not use a shield when using Graz'ak Modan. May not be used by the Wizard

Grik'mar's Shank



This wickedly sharp dagger apparently belonged to a legendary thief of old.

Allows 2 combat dice in attack and increases all movement rolls by two. May not be used by the Wizard

Kanaron's Signet Ring



An expensive and elaborate ring, encrusted with a few drops of dried blood...

Allows an extra 2 combat dice in defence, but only when the wearer is reduced to two or less body points.

Lifebringer



An elegant axe made of shining Elven steel and sturdy Golden Oak. Grants two combat dice in attack and one extra dice in defence. Whenever an attack is successful, The Lifebringer restores up to one lost body point. If the user is at full health, Lifebringer may restore up to one lost body point to any ally in the same room or corridor. May not be used by the wizard.

Shadow'silk Cloak



A cloak made from silk that has never seen the light of day before being spun and woven in the moon pools of Ithil Saren.

Allows one extra combat dice in defence. Increases damage done by spells by one.

Sigvald's Mirror



A strange handheld mirror, although you can see the room around you, you can't see yourself in it!

When the owner dies, the attacking monster or character is damaged for the total amount of damage they dealt to the player that round.

Hill'alien Bow of the Silver Stream



An exquisite Elven bow grown from Golden Oak wood

Allows 2 combat dice to be used in ranged attack. User may make two ranged attacks per turn. May not be used by the Wizard

Colossal Plate Mail



This heavy plate armour made of thick Dwarven iron was forged in Giants blood.

Allows 4 combat dice in defence and increases total body points by one. However, the wearer may only roll one dice when moving. May not be used by the wizard.



Ancient Scroll



An ancient scroll or parchment. It seems blank but if you listen carefully it seems almost like you can hear the scratching of a quill writing on it...

Sigvald's Guards



Move: 7 squares
Attack: 4 dice
Defend: 4 dice
Body: 3
Mind: 3

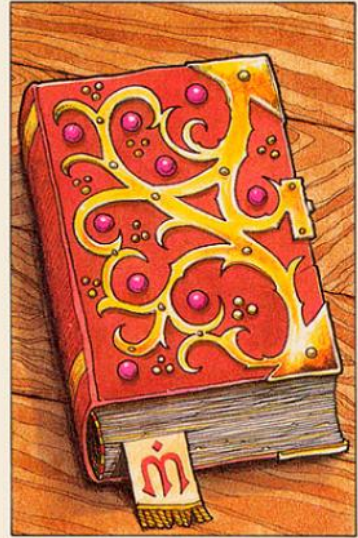
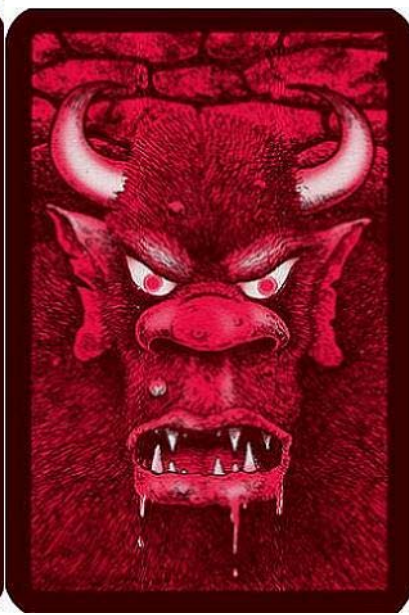
Sigvald's Guards need to roll only 1 black shield to block all damage from that attack.

Chaos Stone



Move: 0 squares
Attack: 0 dice
Defend: 3 dice
Body: 4
Mind: 0

Chaos Stone's portal:
Skull – 2 Orcs
White Shield – Chaos Warrior
Black Shield – Sigvald Guard



Resurrection

This spell may be cast on any one defeated hero. That hero is returned to full health and mind points.

Read the following aloud:

"You have not suffered enough!"

Discard after use.

PHASE 1

Chaos Bolt

This spell may be cast on any one player.

It will inflict two body points of damage.

The victim may roll two dice. For each shield he rolls, he may reduce the damage by one.

Do *not* discard after use.

PHASE 1

Mocking Laugh

The victim of this spell is filled with uncontrollable terror and on their next turn they may not move, attack or cast spells, although they may defend.

Do not discard after use.

PHASE 1

Summon Chaos Warrior

Roll 1 combat die, if you roll a black shield place two Chaos Warriors anywhere with Sigvald's line of sight, otherwise place 1 Chaos Warrior.

Do *not* discard after use.

Phase 2

Resurrection

This spell may be cast on any one defeated hero. That hero is returned to full health and mind points.

Read the following aloud:

"You have not suffered enough!"

Discard after use.

PHASE 2

Slap

Sigvald slaps any player in an adjacent square.

Knocking them back in a horizontal, vertical or diagonal line.

They move until they hit another wall or character, dealing 1 point of damage to each.

Do not discard after use.

Phase 2

Transform - Human Form.

When in chaos form Sigvald **MUST** cast this at the start of his turn.

Sigvald returns to his human form.

All melee attacks from players in adjacent squares will return 1 point of damage to the attacker.

Sigvald is immune to attacks from players not in adjacent squares.

Read the following aloud

"I am Sigvald the Magnificent!"

Do *not* discard after use.

PHASE 3

Transform - Chaos Form.

When in human form Sigvald **MUST** cast this at the start of his turn.

Sigvald surrounds himself in pure chaos energy. All ranged or magical attacks will return one point of damage to the attacker.

Sigvald is immune to attacks from players in adjacent squares.

Read the following aloud:

"Now you see what you truly face!"

Do *not* discard after use.

PHASE 3

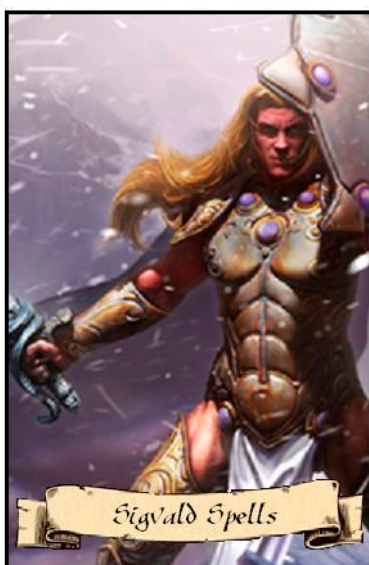
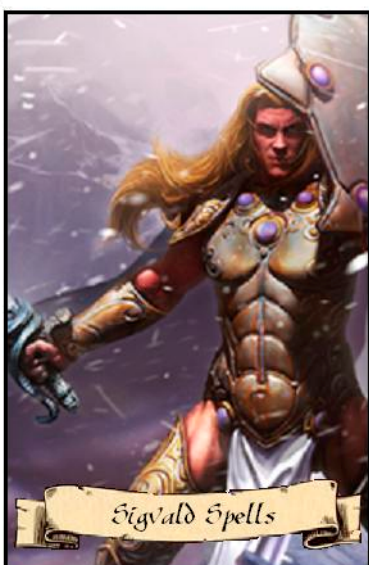
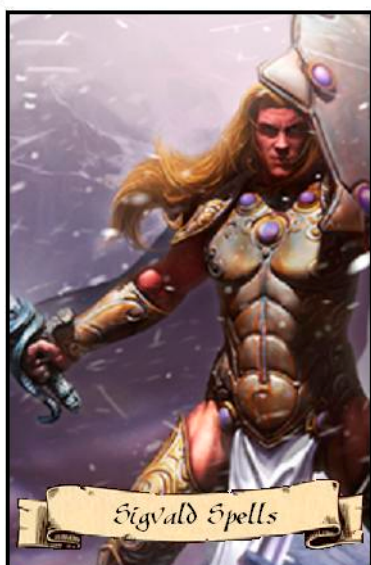
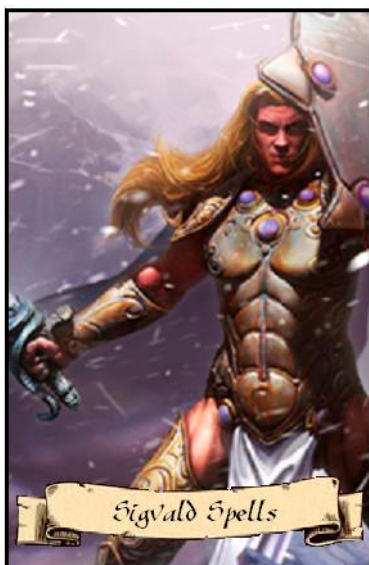
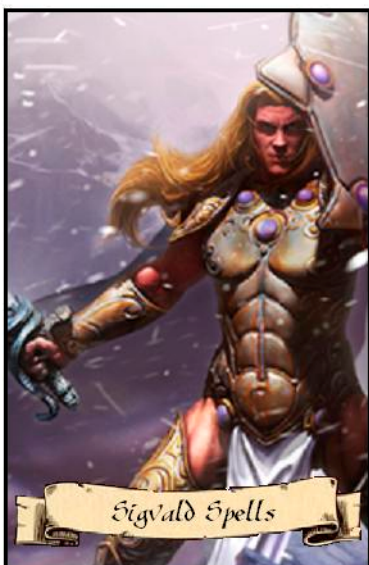
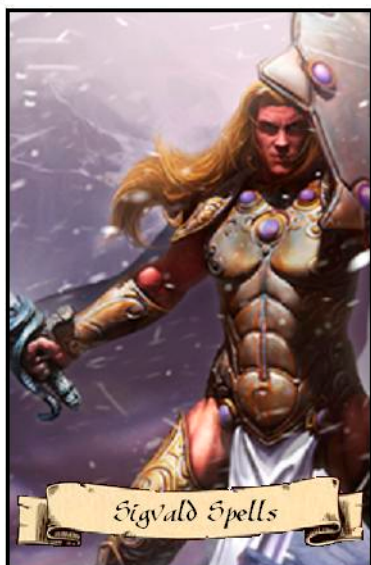
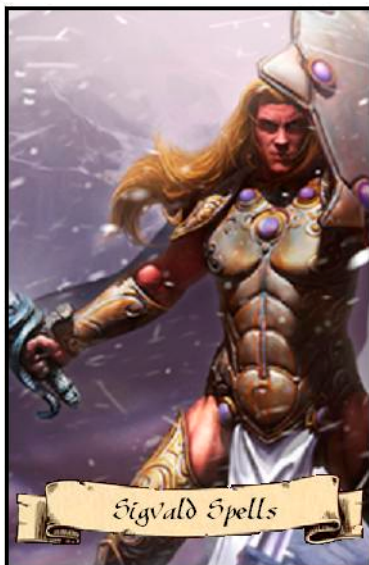
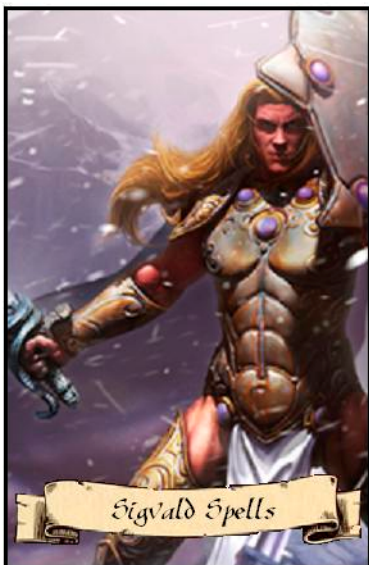
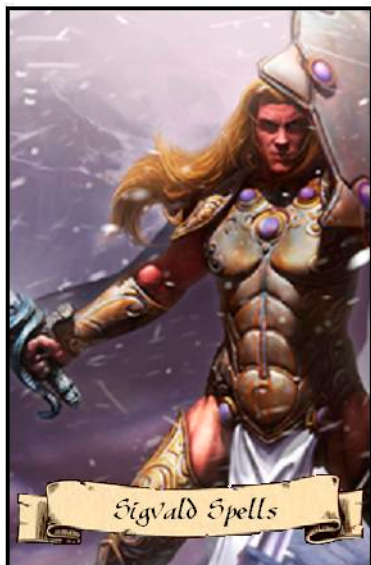
Chaos Bolts

All Players in the room not in an square adjacent to Sigvald share 2 points of damage amongst them.

Do not discard after use.

Chaos form Only

PHASE 3



Dark Cleave

Sigvald performs a normal melee attack on all characters in an adjacent square.

Do not discard after use.

Human form Only

PHASE 3

Chaos Aura

Must be cast when Sigvald Reaches Zero Health.
Read the following aloud:

"Suddenly, tendrils of dark energy flow from Sigvald's body, as his echoing laughter fills the air, you are aware that you have been transported to a much larger room..."

PHASE 3

Chaos Shield

Sigvald automatically casts this at the start of the quest. While Chaos Shield is active, Sigvald is immune to all damage.

This effect lasts until cancelled.

Discard after use.

PHASE 4

The Eyes of Chaos

Read the Following aloud:

'SUFFER!'

Sigvald focuses all his hate on one player; at the start of each of their following turns that player suffers 2 points of damage. This effect lasts until they break line of sight with Sigvald by hiding behind a chaos stone.

Do not discard after use.

Phase 4 only.

Phase 4

Mocking Laugh

The victim of this spell is filled with uncontrollable terror and on their next turn they may not move, attack or cast spells, although they may defend.

Do not discard after use.

PHASE 4

Slap

Sigvald slaps any player in an adjacent square.

Knocking them back in a horizontal, vertical or diagonal line.

They move until they hit another wall or character, dealing 1 point of damage to each.

Do not discard after use.

Phase 4

Chaos Lash

if no players are stood in an adjacent square, Sigvald unleashes a thick tentacle of pure chaos energy at one player, dragging them into melee range.

Generates 1 mana.

Do not discard after use.

Read the following aloud
'COME TO SIGVALD!!'

Phase 5

Cleave

Sigvald attacks each player in an adjacent square with 5 combat dice.

Generates 1 mana.

Do not discard after use.

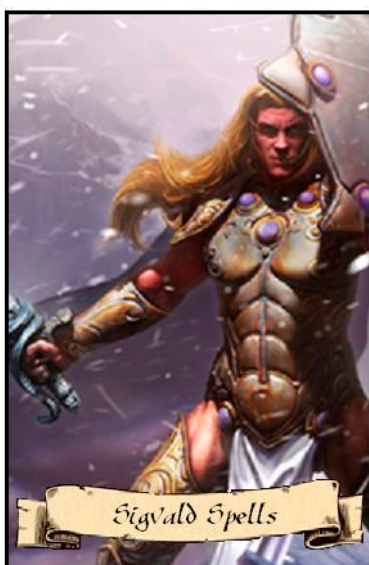
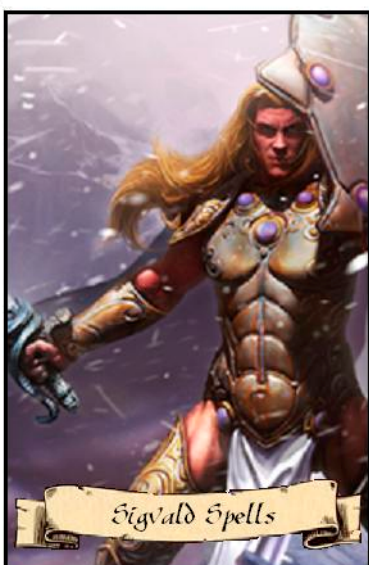
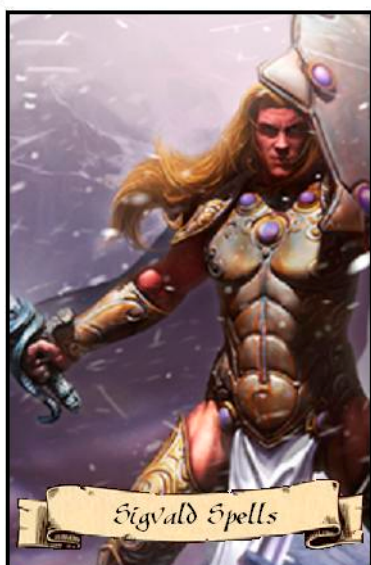
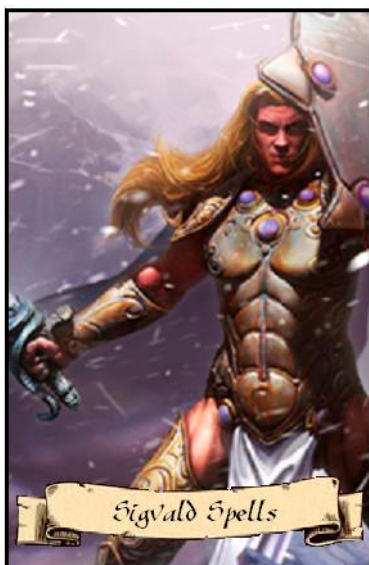
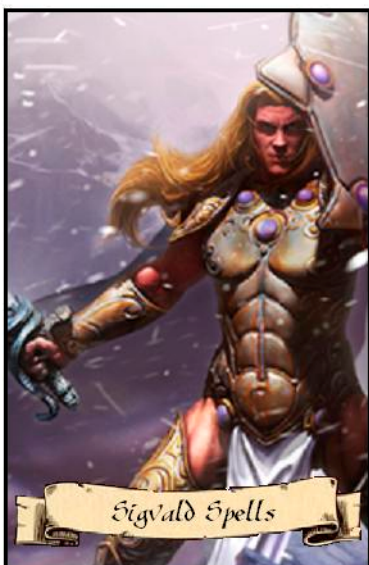
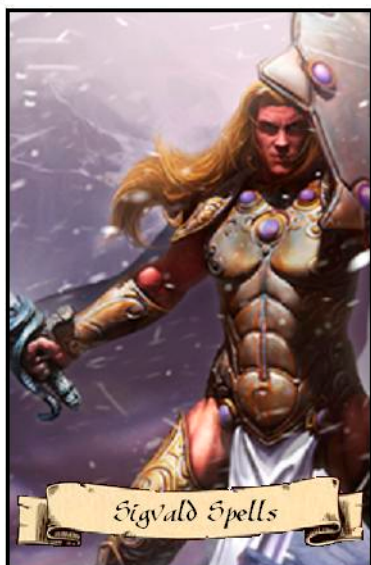
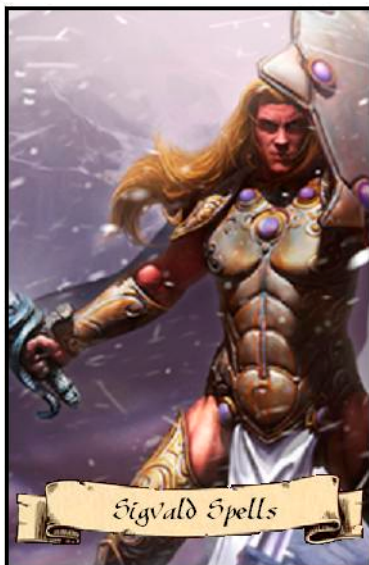
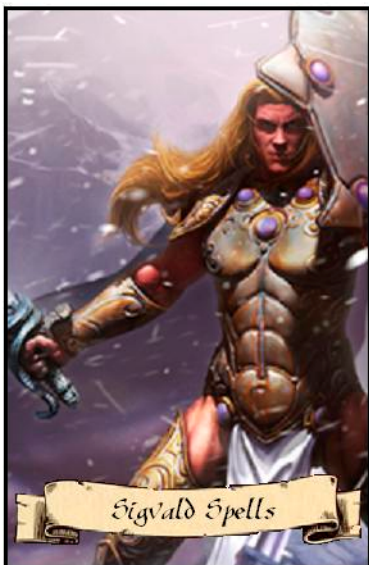
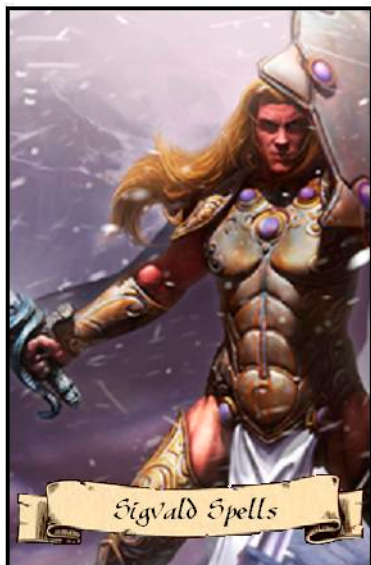
Phase 5

Avatar of Chaos

Sigvald must cast this as soon as he gains 5 mana points. Read the following aloud:

'I am Sigvald the Magnificent, Born of Chaos! Now – witness my true power!' Sigvald's body begins to warp and mutate as all the might of Chaos flows through him, you are all thrown away moments before a huge blast of chaos energy consumes Mentor. As darkness falls the full weight of your failure consumes you...'

Phase 5



Arcane Wave

Heals Mentor and all allies in the room for up to two lost health points and increases Mentors mana by 1.

Read the following aloud:

'Courage my friends, we stand together!'

Do not discard after use.

Phase 4

Arcane Blast

Must be cast as soon as Mentor reaches 5 body points. Kill all monsters stood adjacent to Mentor. Read the following aloud:

'Herrena's voice fills your mind 'You MUST protect mentor!'

Discard after use.

Phase 4

Arcane Explosion

Mentor releases an explosion of arcane energy, damaging all enemies except Sigvald and the Chaos Stones for two body points which they may not defend against.

Costs 1 mana point.

Do not discard after use.

Phase 4

Arcane Focus

Mentor gains 2 mana.

Do not discard after use.

Phase 4

Arcane Surge

Must be cast as soon as Mentor reaches 10 mana.

Costs 10 mana.

Destroys Sigvald's Chaos shield.

Read the following aloud:

'Mentor unleashes a huge blast of Magical energy, shattering Sigvald's defences. "NOW MY HEROES! Attack Sigvald!'

Discard after use.

Phase 5

Resurrection

Restore 1 player to life with half their full health.

Costs 1 mana.

Read the following aloud:

'Arise my Friend! This battle is not over yet!'

Discard after use.

Phase 5

Arcane Bolt

Mentor fires a powerful arcane bolt at Sigvald.

Mentor rolls combat dice equal to his mind points and Sigvald may then defend with as many combat dice as he has mind points.

Costs 1 mana point.

Do not discard after use.

Phase 5

Master of the Arcane

Must be cast as soon as Sigvald reaches 0 body points. Read the following aloud:

'Mentors eyes glow like suns and his hands begin to crackle with energy – when he speaks it is the sound of ancient and unlimited power! "THIS. ENDS. NOW!" You fall to your knees as the room is bathed in a blinding light, the roar of wind and magical power is so deafening you can barely hear Sigvald's scream...'

Phase 5

