



Chaos Stone



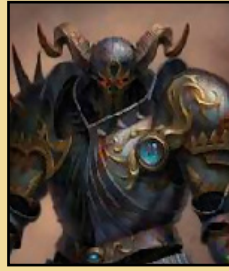
MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
0	0	3	4	0

Notes: Chaos Stone's portal:

Skull – 2 Orcs
White Shield – Chaos Warrior
Black Shield – Sigvald Guard



Sigvald's Guard



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
7	4	4	3	3

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

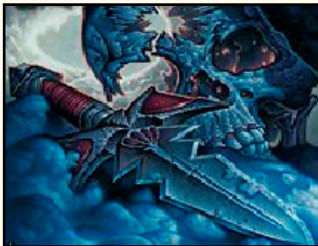


Ancient Scroll



"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..."

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.

Shadowsilk 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 defense, increases damage done by spells by one.

Sigvald's Shield



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

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

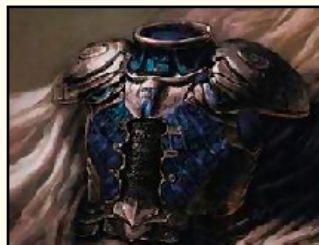
Lifebringer



An elegant axe made of shining Elven steel and sturdy Golden Oak, it carries the blessings of the forest spirits within it!

Grants two combat dice in attack and one extra dice in defense. 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.

Colossal Plate Mail



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

Allows 4 combat dice in defense and increases total Body Points by one. However, the wearer may only roll one dice when moving. May not be used by the Wizard.

Hill'a'llien - Bow of the Silver Stream



An exquisite Elven bow grown from Golden Oak wood.

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



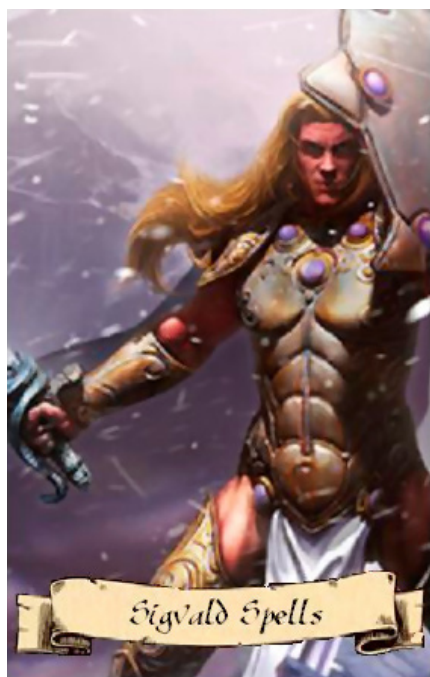
Loot



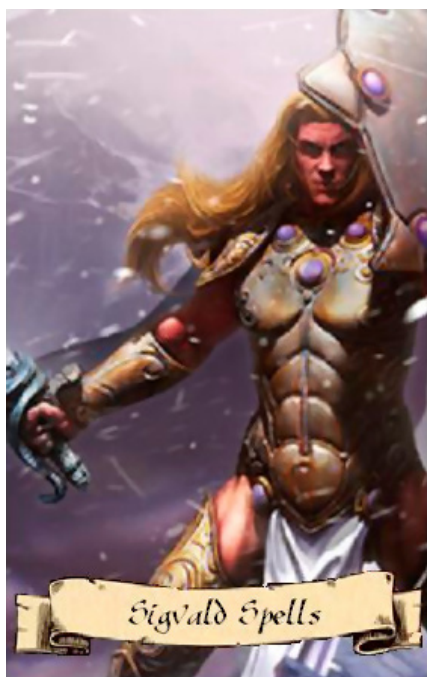
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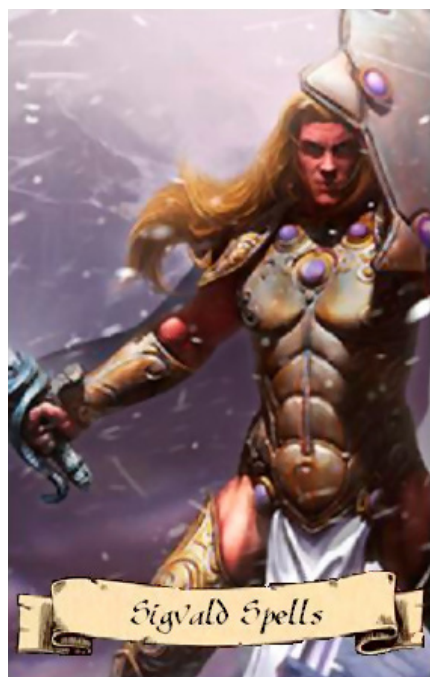
Loot



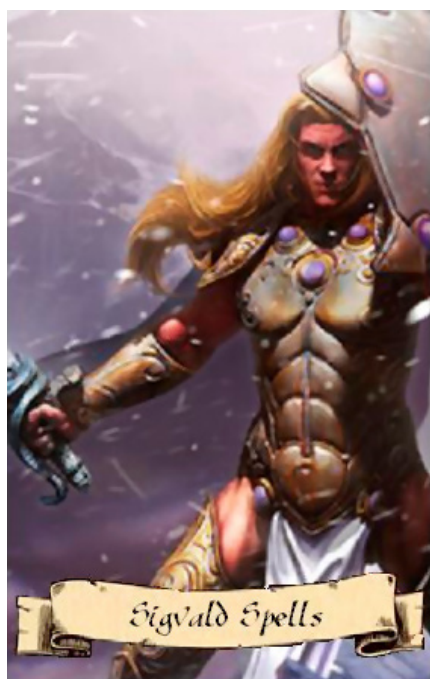
Sigvald Spells



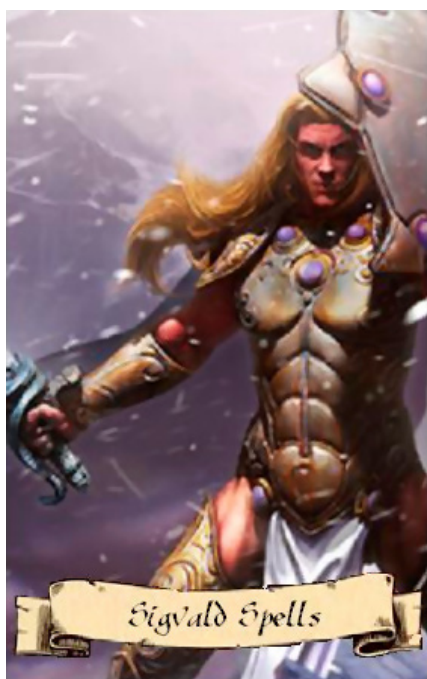
Sigvald Spells



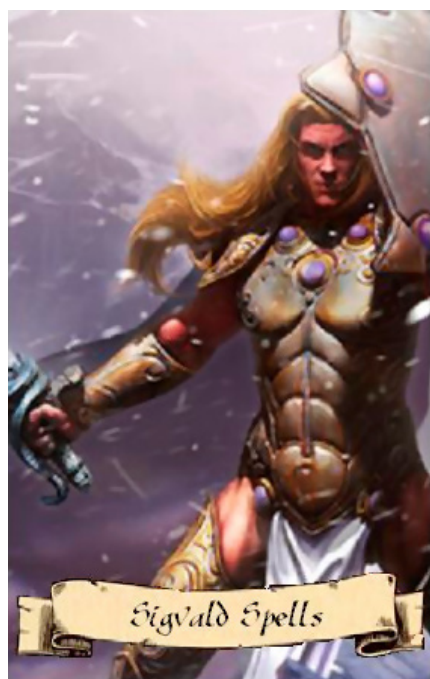
Sigvald Spells



Sigvald Spells



Sigvald Spells



Sigvald Spells

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.

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.

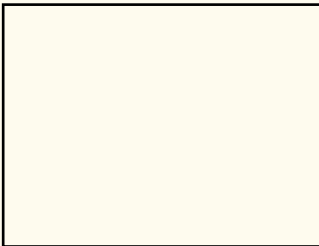
Kanaron's Signet Ring



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

Allows an extra 2 combat dice in defense, but only when the wearer is reduced to two or less Body Points.

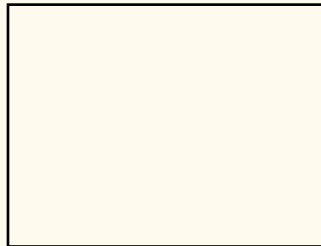
Chaos Bolt



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

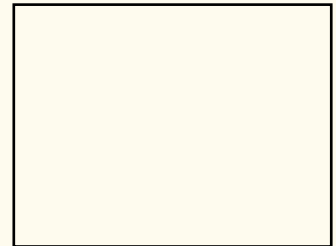
Mocking Laugh



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

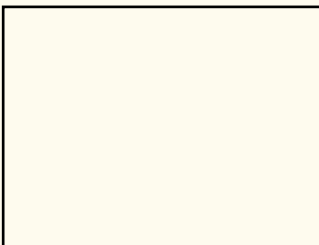
Resurrection



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

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

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. Discard after use.

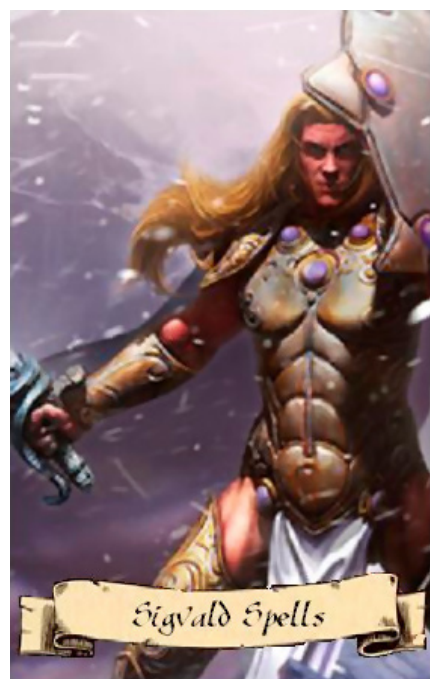
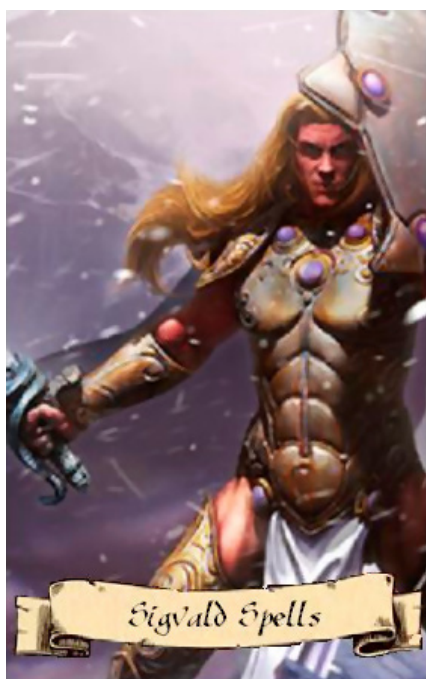
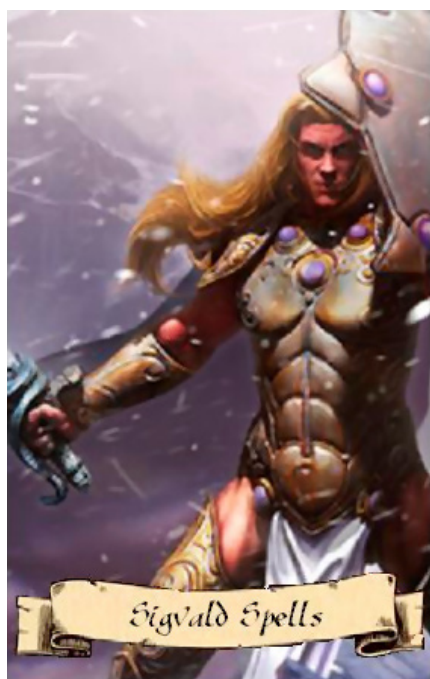
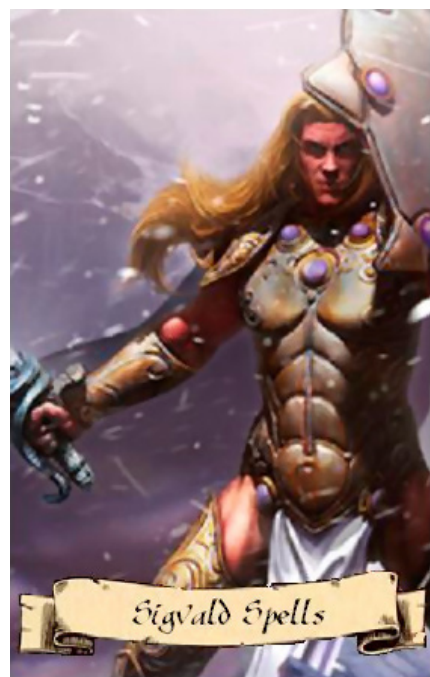
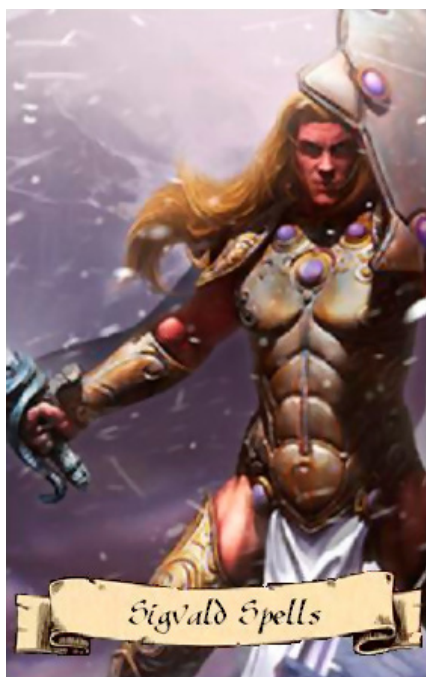
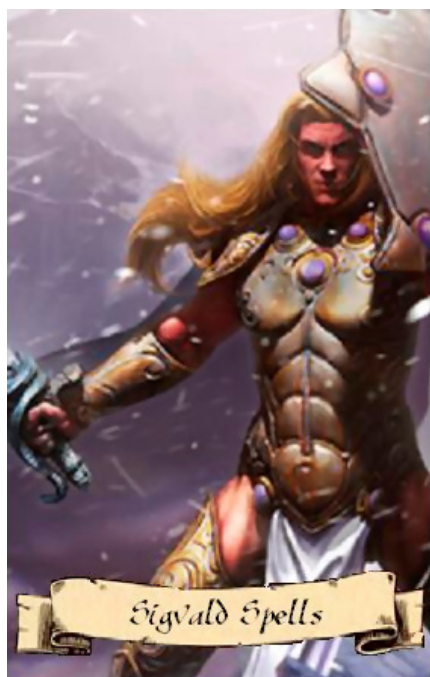
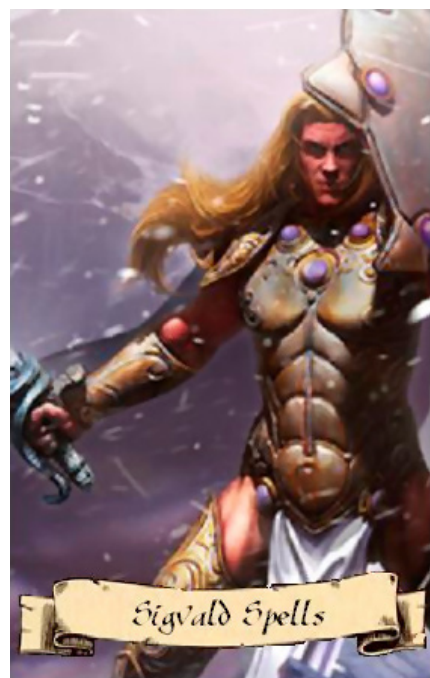
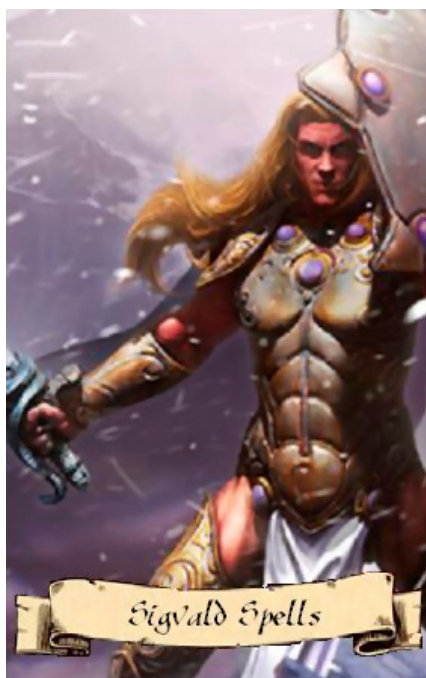
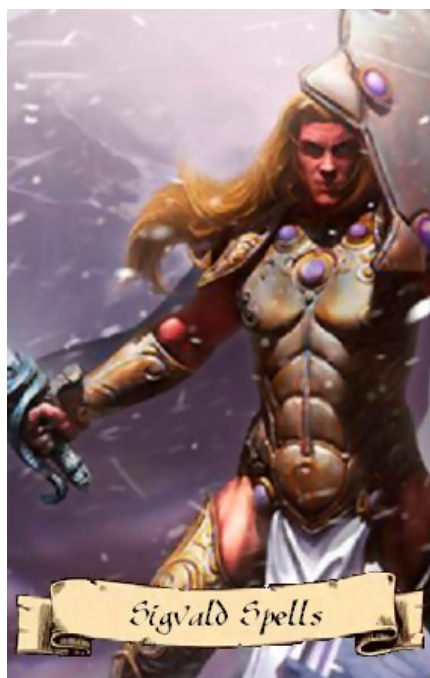
PHASE 2

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



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 Bolts



All Players in the room not in a square adjacent to Sigvald share 2 points of damage amongst them. Do not discard after use. Chaos form only.

PHASE 3

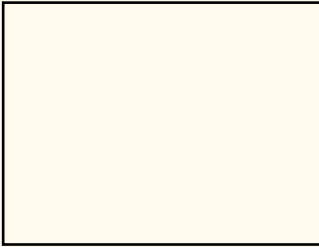
Transform - Chaos Form



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!"*

PHASE 3

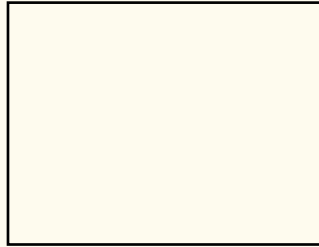
Transform - Human Form



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!"*

PHASE 3

Chaos Aura



Must be cast when Sigvald or all players reach zero health. Read the following aloud *"Suddenly, tendrils or 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

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.

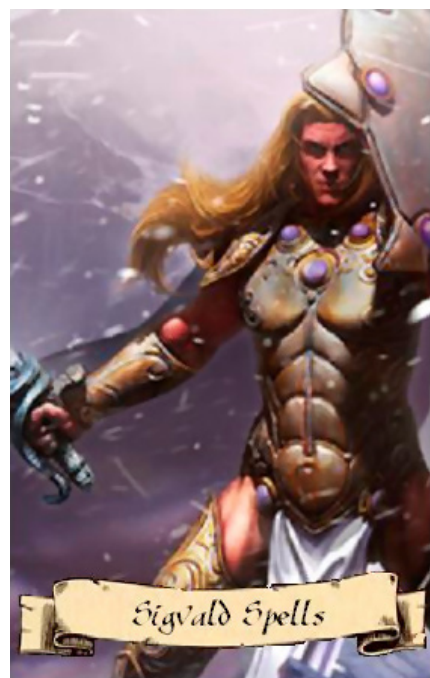
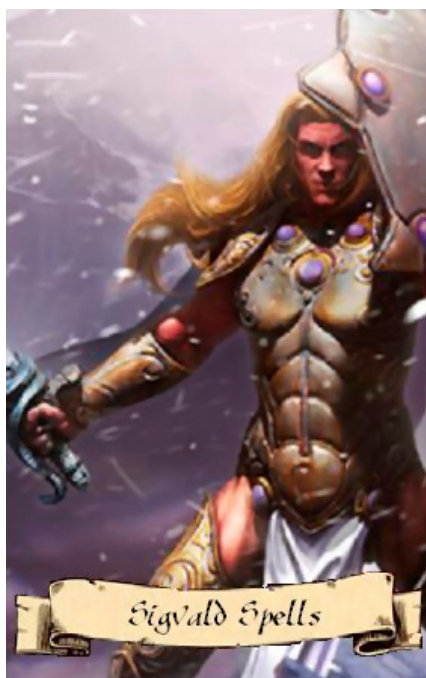
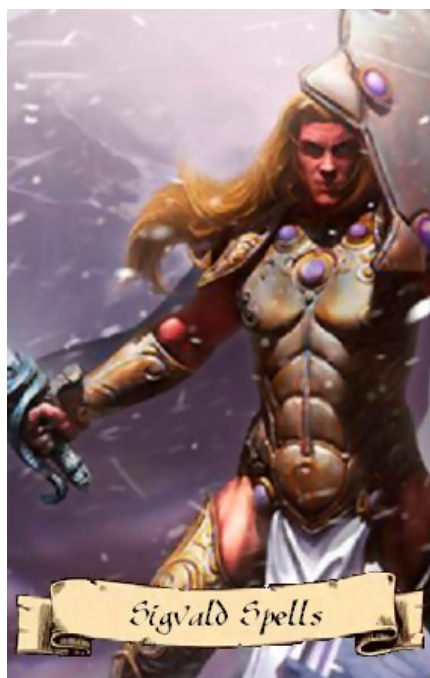
PHASE 4

Mocking Laugh

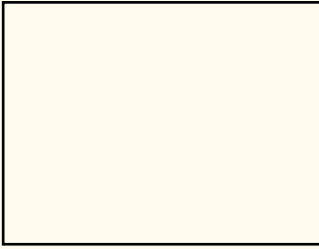


The victim of this spell is filled with uncontrollable terror and on their next turn they may not move, attack or cast spells, although they may defend. Do not discard after use.

PHASE 4



Cleave



Sigvald attacks each player in an adjacent square with 5 combat dice. Generates 1 Mana. Do not discard after use.

PHASE 5

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

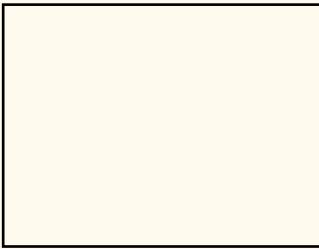
Avatar of Chaos



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

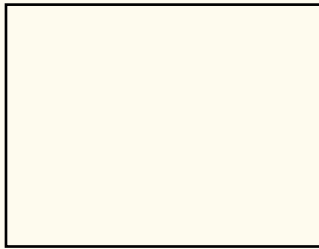
Arcane Focus



Mentor gains 2 Mana. Do not discard after use.

PHASE 4

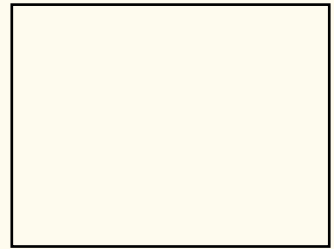
Arcane Explosion



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 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 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