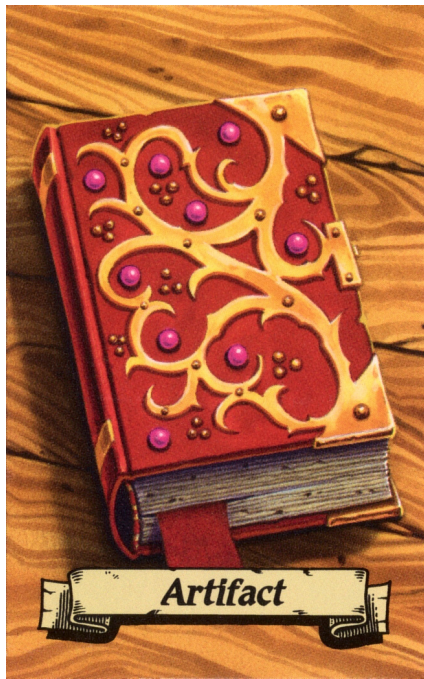
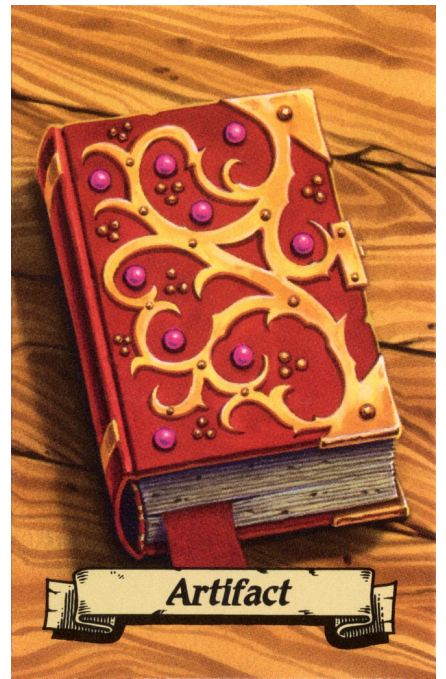


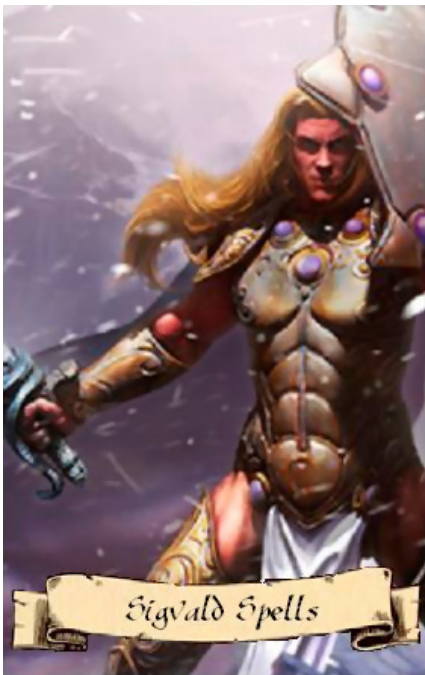
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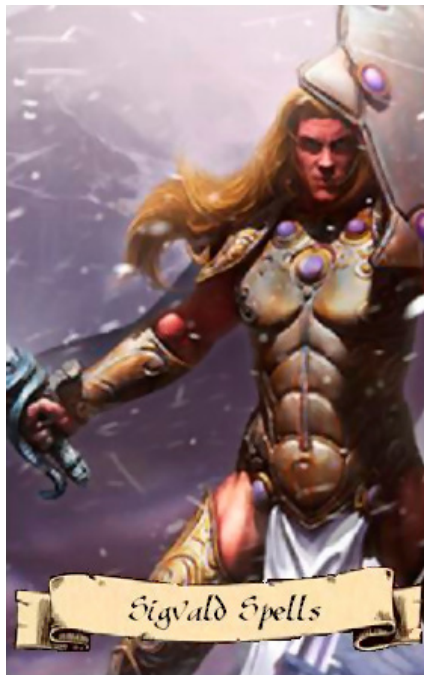
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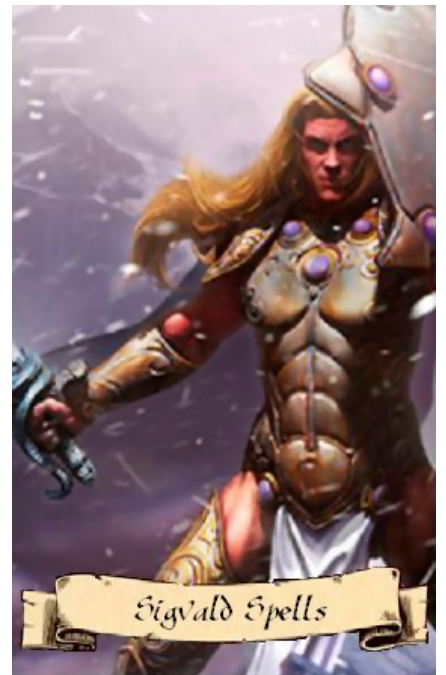
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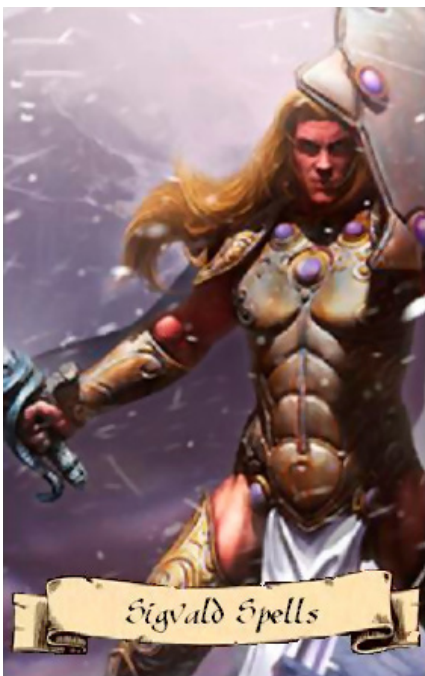
Sigvald Spells



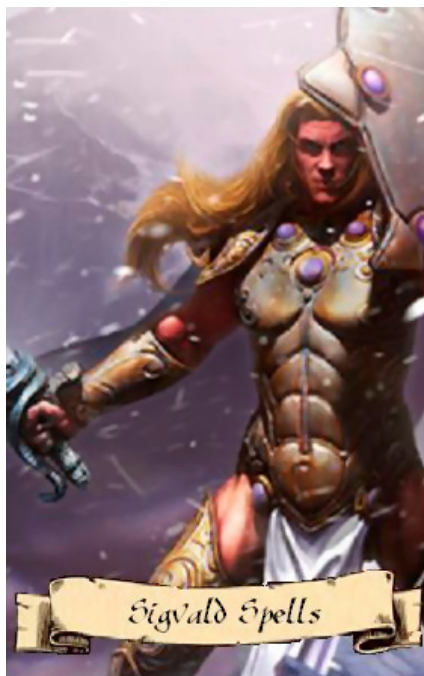
Sigvald Spells



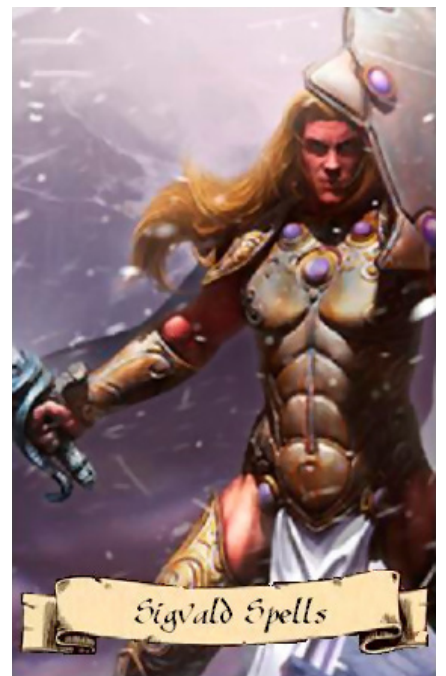
Sigvald Spells



Sigvald Spells

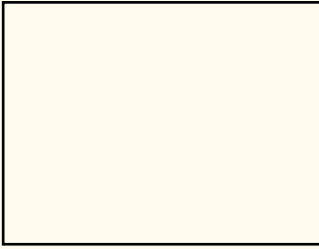


Sigvald Spells



Sigvald Spells

Ebon Pearl



"A large pearl the size of an eye, so dark it almost sucks you in."

No weapon or spell you possess can damage this. What is it?

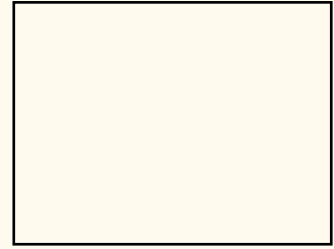
Vial of Ancient Elven Blood



"I come from an ancient bloodline, so ancient it may have the power to weaken the tether enough for it to become vulnerable. It took me years, maybe even centuries to procure this vial and I had to fill it drop by drop over an incredibly long time, so don't lose it. And don't break it."

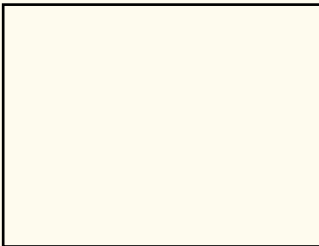
Place the Ebon Pearl inside the Vial to create the Vulnerable Crimson Pearl.

Vulnerable Crimson Pearl



"The Pearl has turned a deep, deep crimson. If you look hard enough you can see... something swirling inside it. Even in its weakened state there is still nothing you can do to damage it."

Chaos Bolt

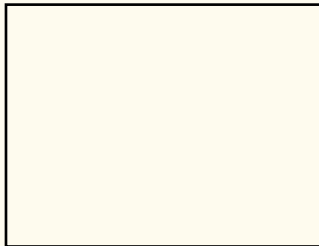


This spell may be cast on any one player. It will inflict two Body Points of damage. The victim may roll two dice. For each shield he rolls, he may reduce the damage by one.

Do not discard after use.

PHASE 1

Mocking Laugh

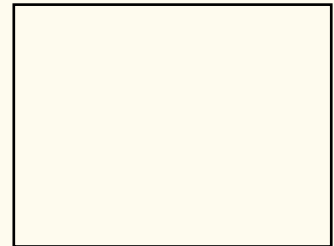


The victim of this spell is filled with uncontrollable terror and on their next turn they may not move, attack or cast spells, although they may defend.

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: *"Playtimes not over!"*

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 Sigvalds line of sight, otherwise place 1 Chaos Warrior.

Discard after use.

PHASE 2

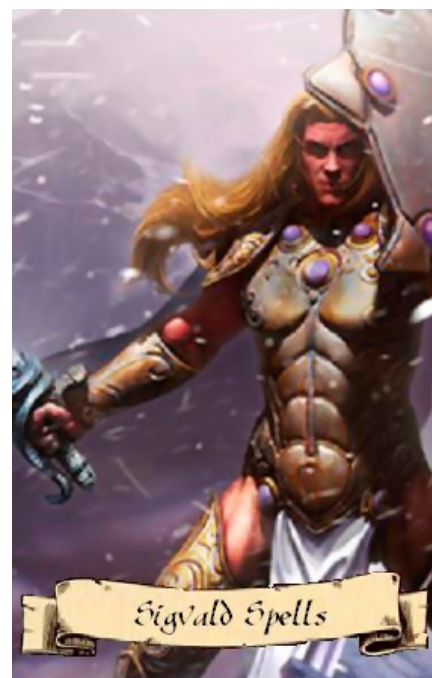
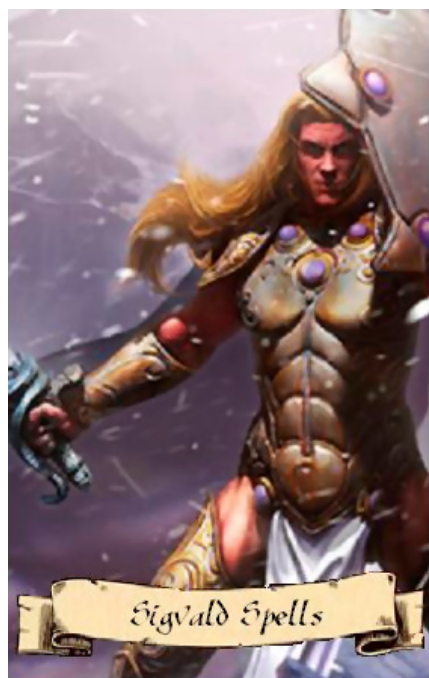
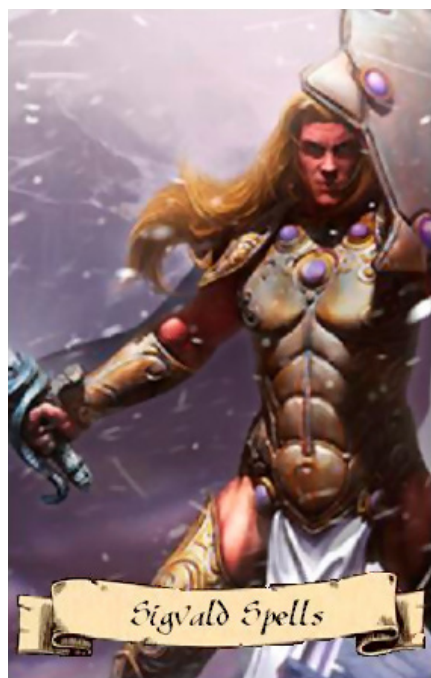
Resurrection



This spell may be cast on any one defeated Hero. That Hero is returned to full health and Mind Points. Read the following aloud: *"Playtimes not over!"*

Discard after use.

PHASE 2



Dark Cleave



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

Discard after use.

PHASE 3

Chaos Armor



Sigvald needs to roll only one black shield to block all damage done to him on each attack. Lasts until all Heroes are dead.

Discard after use.

PHASE 3

Aura of Chaos



This spell must be cast once Sigvald reaches 3 or less health. Slowly kill all Players. Read the following aloud:
"Sigvald howls with laughter, 'Enough, you have proven a distraction but your efforts are comical and now I grow bored! I am Sigvald the Magnificent and you were not worthy!' As Sigvald laughs, tendrils of black power swirl around his body and fill the room..."

PHASE 3