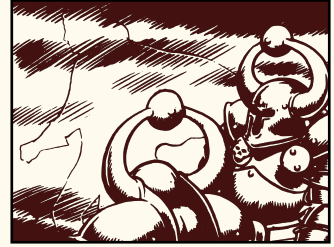


### ***Magical Throwing Dagger***



Always inflicts 1 Body Point of damage when thrown at a monster a Hero can "see." Monster cannot defend. Dagger is lost once it is thrown.

### ***Summon Chaos Warriors***



This spell conjures up a group of Chaos Warriors to surround and protect the spell caster.

Roll one red die:

- 1-3: Two Chaos Warriors
- 4: Four Chaos Warriors
- 5: Seven Chaos Warriors
- 6: Ten Chaos Warriors