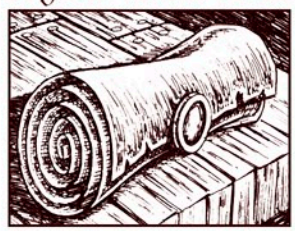
Cursed Spell Ring



This ring bears a dark aura of betrayal and bloodshed. It allows the Elf or Wizard to cast one extra 'Veil of Mist' spell per Quest. However, the wearer grows possessive and mistrustful. They cannot discard the ring and must never allow other players to pass through the square they occupy.

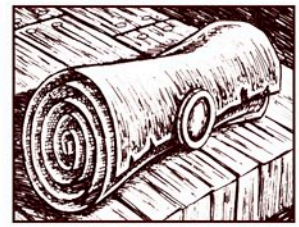
Mystic Portal Scroll



This spell scroll opens a portal to the nearest town. If the players are unable to purchase equipment between Quests (e.g. they are deep in the the lair of an Ogre Horde), they may ignore the restriction once. It can be used by any player, but only between Quests. Discard after use.

Spell Scroll – Chaos

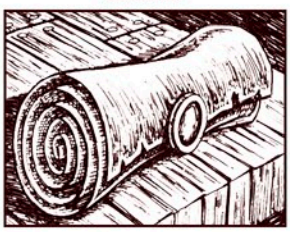
Cloud of Chaos



This scroll may be used by any player at the cost of one Mind point. Everyone else in the room or corridor must roll one defence die per Mind point. If they do not roll a shield they are paralysed. They cannot defend and may do nothing on their turn except try again to resist. Discard after use.

Spell Scroll – Chaos

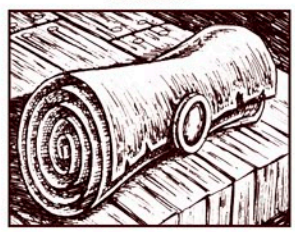
Command



This scroll may be used by any player at the cost of one Mind point. It will put the target under the spellcaster's control, starting from the caster's next turn. The victim rolls one defence die per Mind point at the start of each of his turns. He recovers if he rolls a shield. Discard after use.

Spell Scroll – Chaos

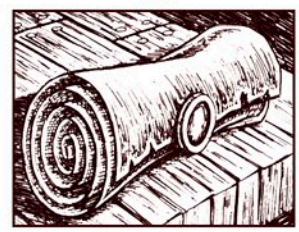
Firestorm



This scroll may be used by any player at the cost of one Mind point. All players and monsters in the same room (except the spellcaster) are attacked with three combat dice. They may defend as normal. This spell may not be used in corridors. Discard after use.

Spell Scroll – Chaos

Rust



This scroll may be used by any player at the cost of one Mind point. They may destroy one item of equipment belonging to the target. Quest Treasures, the Staff and the Cloak of Protection are immune. If used on a monster, its attack and defence dice are both reduced by one. Discard after use.

Spell Scroll – Chaos

Summon Monster



This scroll may be used by any player at the cost of one Mind point. That player may take one monster from anywhere on or off the board and place it within sight of the spellcaster. The monster does NOT fall under the player's control. Discard after use.

Spell Scroll – Chaos

Terror



This scroll may be used by any player at the cost of one Mind point. The terrified target's attacks are reduced to one combat die as long as the spell lasts. He rolls one defence die per Mind point at the start of each of his turns and recovers if he rolls a shield. Discard after use.

Spell Scroll – Chaos

Thunderbolt



This scroll may be used by any player at the cost of one Mind point. All players and monsters in a straight line from the spellcaster (which may be diagonal) are attacked with two combat dice. They may defend as normal. The spell stops when it hits a wall or door. Discard after use.



Created by: Zenithfleet

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