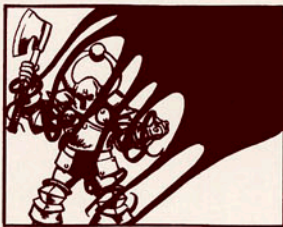


Arrows of the Night



You may fire these magical bolts at any target within your line of sight. You may then attack the target with two attack dice and he must defend with as many dice as he has Mind points.
Discard after use.

Chains of Darkness



You may cast this spell on one figure. That figure may not move or fight until the beginning of your next turn, although they may defend or cast spells.
Discard after use.

Cloak of Shadows



You may summon up a patch of darkness and place a Cloak of Shadows tile on the gameboard. Any figures in the shadows may not attack, be attacked or cast spells while they are there. This piece may not be moved and lasts until the end of the Quest. Keep this card by the side of the gameboard for reference.





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