

### Arrows of the Night



This spell may be cast on any Monster within your line of sight. These magical bolts will inflict 2 Combat Dice of damage, which the Monster may defend against by rolling 1 Combat Die for each of their Mind Points.

### Cloak of Shadows



This spell summons a shroud of darkness. Place the Cloak of Shadows tile on the game board. Any figure in the shadows may not attack, be attacked or cast spells while they are there. The Cloak of Shadows may not be moved and lasts until the end of the Quest. Place this card beside the game board for reference.

### Chains of Darkness



This spell may be cast on any one Monster within your line of sight. That Monster may not move or attack until the beginning of your (the spell caster's) next turn, although the Monster may still defend or cast spells.





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