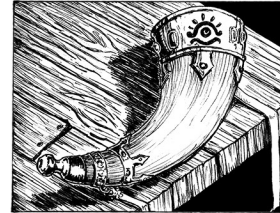


Attack on the Sleep Wizard - Artifacts Cards

Magic Horn and Tempest Sword pictures are painted by
Luis Octavio Nogueira de Barros - idea and realization by Lestodante

Magic Horn



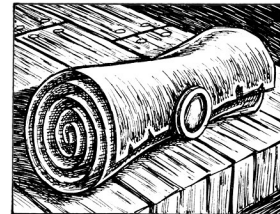
Blowing this ancient horn will instantly awaken every hero or monster who has fallen under a magic sleep, wherever they are on the board. Blowing the horn counts as an action.

Tempest Sword



This magic sword allows you to roll 3 combat dice in attack. Once per quest, you can also invoke a small tempest against any one monster you can see. That monster will then miss his next turn. Can be used by *any* character.

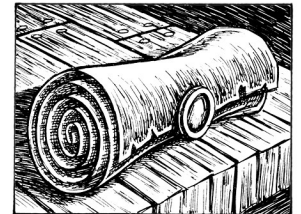
Spell Scroll



Swift Wind

This scroll may be cast on any one Hero, including yourself. That player may then roll twice as many dice as normal the next time he moves. May be used by any Hero. Scroll crumbles to dust once used.

Spell Scroll



Genie

This scroll conjures up a Genie who will do one of the following: open any door on the gameboard (revealing what lies beyond), OR use five combat dice to attack a monster within your line of sight. May be used by any Hero. Scroll crumbles to dust once used.

