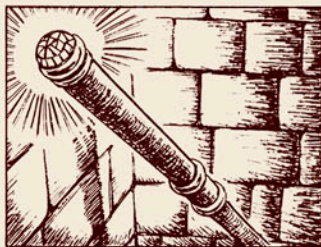


Ancient Staff



This magical staff enables the Elf to reflect any monster's spell back at the spellcaster. The spellcaster and all other monsters in the same room suffer the full effects of the spell, while the Elf and his companions are immune to the effects. The staff works only 5 times, then it becomes useless.

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Elven Boots



These boots grant the Elf an extra red die for movement. The Elf can roll 3 dice for movement either before or after taking an action. The boots wear out if the Elf rolls identical numbers on any 3 dice.

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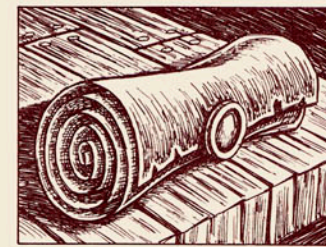
Elven Bracers



These metallic wrist bands have magical powers. When placed on the Elf's wrists, these glowing artifacts greatly enhance the Elf's physical and mental abilities. The bracers add 2 extra Body Points and 1 extra Mind Point to the Elf's total. They can be worn only by the Elf.

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Spell Scroll



Treasure Without Doom

This spell scroll enables a Hero to pick cards from the treasure deck, ignoring all Wandering Monster and Hazard cards, until he picks a card showing gold, a potion, gems, or jewels. Or it can be used to open one chest without harm, disarming any trap on the chest.
Scroll crumbles to dust after it is used.

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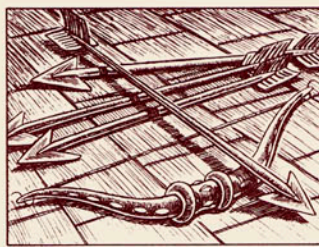
Bone Wand



This artifact enables any Hero to control all skeletons in one room for one turn. He can move them and make them attack during this turn. The Hero can make the skeletons attack each other or any other monsters in the room. The Bone Wand works only once per Quest.

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Elven Bow of Vindication

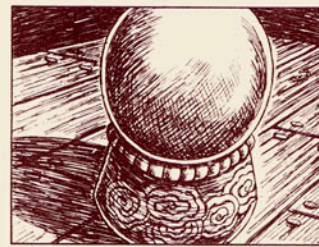


Only an Elf may use this bow. An arrow fired from this bow hits and instantly kills any one monster within the Elf's line of sight, unless the monster rolls a black shield on 1 combat die. There are only 4 arrows with this bow; the bow is useless once all of these arrows have been fired.

This card can be used only in the Elf Quest Pack.

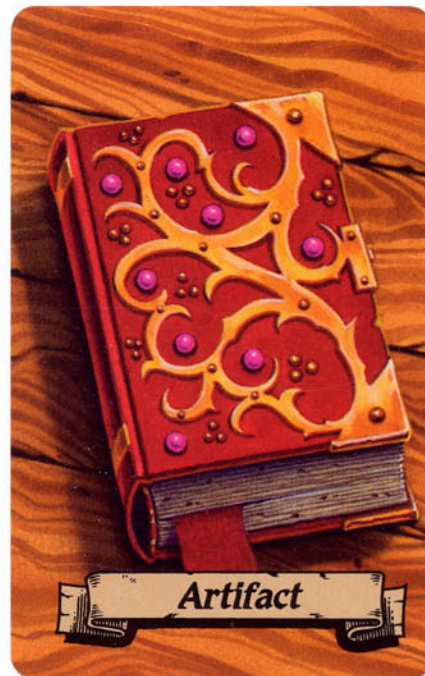
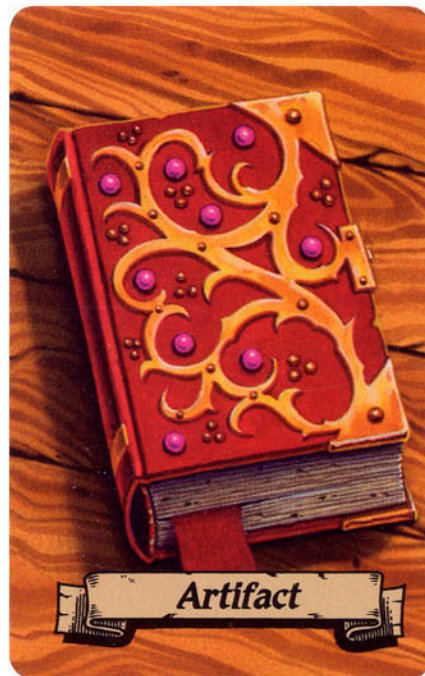
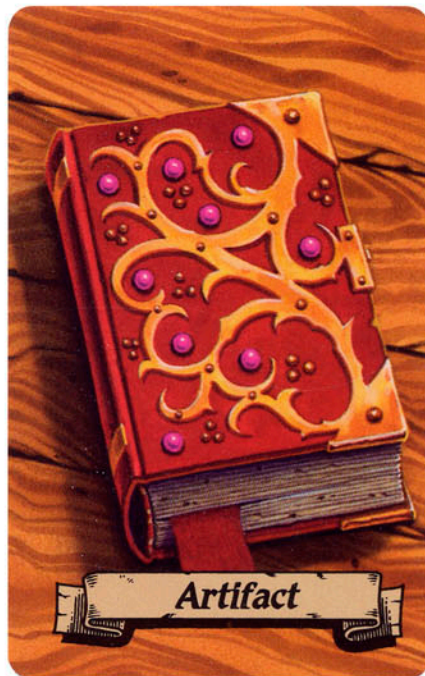
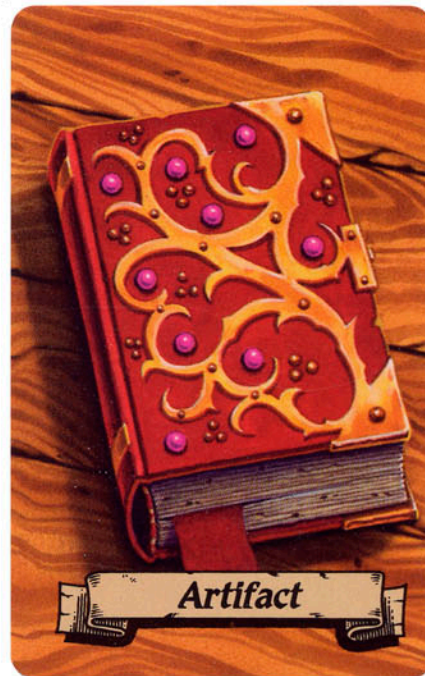
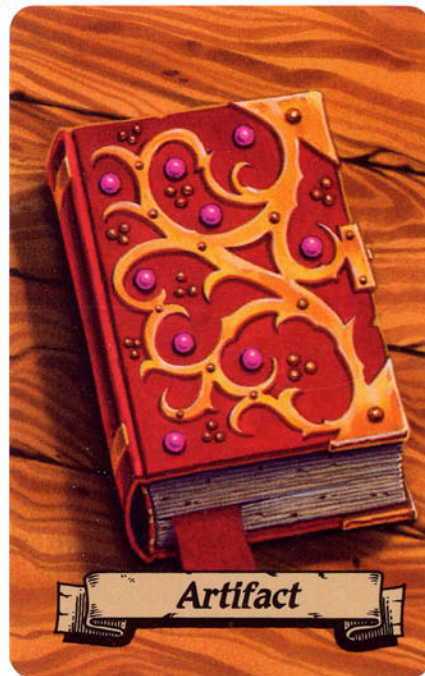
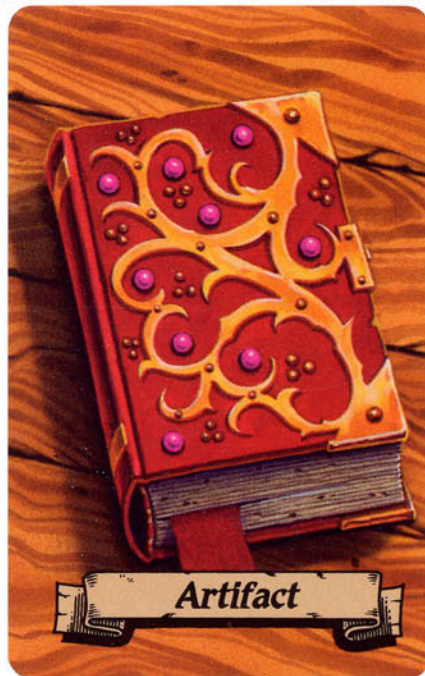
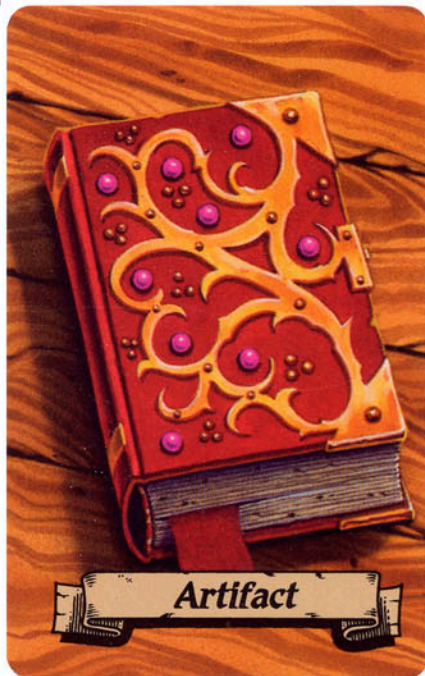
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Sky Orb



The Hero who possesses this orb may use it to absorb a total of 4 Mind Points of damage. Each time the Hero would normally suffer the loss of 1 Mind Point, he instead hands Zargon one of the blue Sky Orb tokens and suffers no Mind Point damage. When all 4 tokens have been handed to Zargon, the Sky Orb is useless.

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