



IFRIT EMISSARY



Strength: 3

Craft: 3

Objects

Special Abilities

You begin the game with 4 Ifrit Scroll cards.

Elementals and Dragons will not attack you, although you may choose to attack them.

If you do not attack an Elemental, you may take it as a Follower that will add 1 to your attack score in battle or psychic combat. Any Noble Ifrit cards also add 1 to your Strength and 1 to your Craft.

You are not affected by a Dragon's *breath attack*, fireland tokens, or the ongoing effects of Noble Ifrit cards.

You do not need to have a Talisman to enter the Valley of Fire.

Start: Portal of Power • Alignment: Neutral

Followers

Fate: 3

Gold

Life: 4



COUNTER SCROLL



Magic Object

Trinket

You may discard this Scroll to negate the effects of any Spell just cast, including the Command Spell.

When discarded, you may gain 1 fate.

5



ARMOUR SCROLL



Magic Object

Trinket

You may discard this Scroll when you are defeated in battle or psychic combat. The attack is considered a stand-off instead.

When discarded, you may gain 1 gold.

5



TIMESHIFT SCROLL



Magic Object

Trinket

You may discard this Scroll to ignore the effects of, and discard, any Adventure card that you have just encountered.

When discarded, you may gain 1 life.

5



TERRASHIFT SCROLL



Magic Object

Trinket

You may discard this Scroll to ignore the effects of any space (not in the Inner Region), that is not a Draw Card(s) space, that you have just encountered.

When discarded, you may gain 1 Strength or 1 Craft.

5