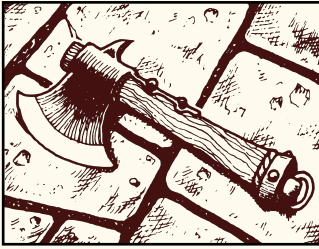


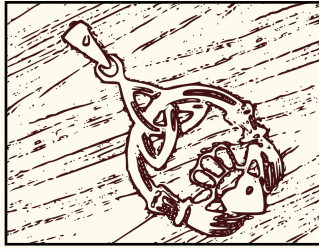


Throwing Axe



This light-weight throwing axe allows you to roll 2 combat dice in attack. You may also throw it at any monster you can "see", but it is lost once thrown.

Mind's Eye

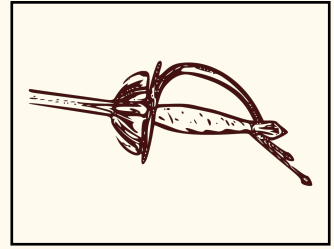


This artifact allows a Hero to re-roll any die roll, be it an attack, defend, movement, spell break, etc. If the Hero chooses to re-roll, the first roll is negated and the second roll takes its place. A third roll is not permitted.

The Mind's Eye may be used repeatedly throughout each Quest for every roll.

May only be used by the Wizard.

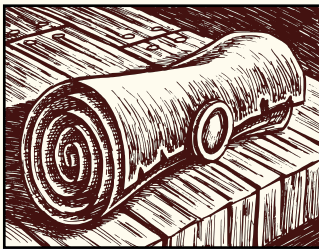
Trance's Rapier



This light-weight, hollow bladed rapier was a gift from Prince Magnus to his personal Wizard, Trance. It inflicts 3 combat dice of damage in melee combat.

May only be used by the Wizard.

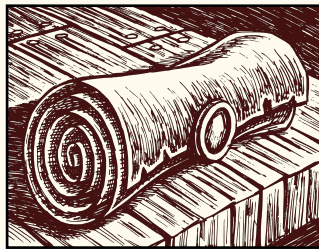
Spell Scroll



Lightning Bolt

This spell may be cast in a horizontal, vertical or diagonal direction. The bolt will travel in a straight line until it strikes a wall or closed door. It will inflict 2 points of Body damage on all Heroes or monsters that stand in its path.

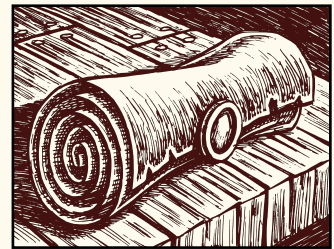
Spell Scroll



Command

This spell puts any one monster under the Hero's control. The spell can be broken immediately or on a future turn by the monster rolling one red die for each of his Mind Points. If a 6 is rolled, the spell is broken. However, until the spell is broken, the Hero, on his turn, can move the monster as a Hero and attack other monsters.

Spell Scroll



Courage

This spell may be cast on a Hero, including yourself. The next time that Hero attacks, he may roll two extra combat dice. The spell is broken the moment the Hero can no longer "see" a monster. May be used by any Hero. Scroll crumbles to dust after it is used.

Spell Scroll



Fire of Wrath

This spell may be cast on a monster, blasting it with flames. It will inflict 1 Body Point of damage, unless the monster can immediately roll a 5 or 6 using one red die. May be used by any Hero. Scroll crumbles to dust after it is used.

Spell Scroll



Heal Body

This spell may be cast on a Hero, including yourself. Its magical power will immediately restore up to 4 lost Body Points, but does not give a Hero more than his starting number. May be used by any Hero. Scroll crumbles to dust after it is used.

Spell Scroll



Tempest

This spell may be cast on a monster, surrounding it with a small whirlwind. That monster will then miss its next turn. May be used by any Hero. Scroll crumbles to dust after it is used.