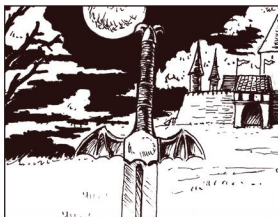


Faustus



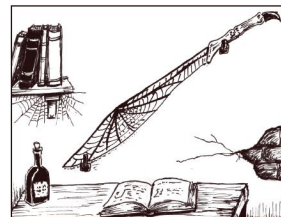
Two times per Quest, the Wizard may use this bat familiar to scout ahead. Faustus is small enough to squeeze through gaps in closed doorways. The Evil Wizard player must tell the Wizard player what is in the next room or around the next corridor corner, describing the monsters and furniture present, but not traps. If the Wizard is killed, Faustus is also lost.

Wraithweaver



This sword has been ensorcelled for use against Vampires. It allows the wielder to roll three combat dice in attack. If the target of the attack is a Vampire, each unsaved hit will be doubled to two lost Body Points.

Woe



This sword, carved from the wing case of a giant Night-Zacht and with a pommel of polished spider bone, thrums with elf magic. It allows you to roll two dice in attack, and an Elf who wields the sword may select four Elf spells instead of three from now on.

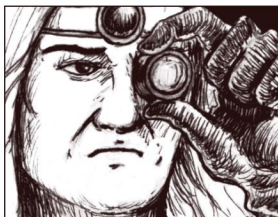
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Harpoon of the Helderasir



The Harpoon can be used like a spear, allowing you to roll two combat dice in attack. It can be used diagonally or thrown. If it is thrown it is lost forever, but the target will automatically lose one Body Point from the attack. In addition the target of the thrown Harpoon will miss its next turn (it may still defend as usual).

Scrying-Glass



This lens of green crystal allows you to "see" magic as a flickering aura or nimbus, invisible to the naked eye. As an action, the Hero may search a room or corridor for magical traps that cannot normally be searched for, at the same time as searching for ordinary traps.

Wand of Galimatias



Immediately upon acquiring the Wand, the Wizard may regain all spells he has used so far in this quest. It also grants the wielder two extra Mind Points and the ability to select all four Elemental spell groups from now on.

Skulcleaver



This magical Axe allows you to roll two dice in attack. During the first round of combat against an opponent, you may re-roll any failed hits once.

Talisman of Vigour



This beautiful Talisman is inset with magical gems and permanently grants the bearer one additional Body Point.

Cursed Sword



When this sword is taken up the iron serpent jaws engraved on its hilt will immediately clamp shut over the Hero's wrist. The sword allows you to roll two combat dice in attack but cannot be dropped, meaning that one hand will be permanently lost for all other uses.

Hammer of Thor



This magical hammer is one of three sacred treasures of the Barbarian Thunder God. It can only be used by a Hero wearing the Thunder God's Gloves. Thor's Hammer allows you to roll four combat dice in attack. The Hammer can be thrown, in which case it will immediately return to the Hero's hands.

Thunder God's Gloves



These magical gloves are one of three sacred treasures of the Barbarian Thunder God. A Hero wearing these may wield Thor's Hammer.

Thunder God's Belt



This magical belt is one of three sacred treasures of the Barbarian Thunder God. A Hero wearing it may roll one additional die in defence.

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