



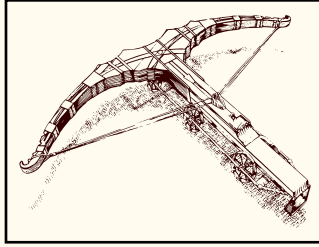
Robe of Control



This artifact can only be worn by Wizards.

This magical robe allows the wearer to gain control over one enemy each Quest. The controlled enemy will do anything the wearer commands, including attack other monsters or kill itself. Each turn that the monster is controlled it must roll one red die. On a roll of 6 the monster has broken free of the mind control. This artifact cannot be used against monsters with zero mind points.

Galwan's Bow



This artifact may only be used by Elves.

This magical crossbow allows the archer to roll four attack dice against the undead. Against living enemies the archer rolls three attack dice.

Brandburn's Helm



This artifact may only be worn by Dwarves.

This artifact was the magical helm of the legendary dwarven king Brandburn. It allows the wearer to roll +2 defense dice.

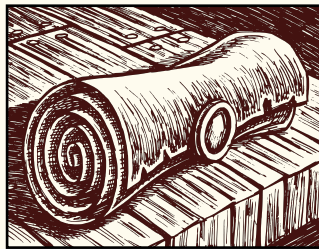
Steal Spell



Each turn the caster can steal a spell from either the Wizard or the Elf.

This spell also allows the caster to steal Spell Scrolls from any player. He can cast then cast these stolen spells.

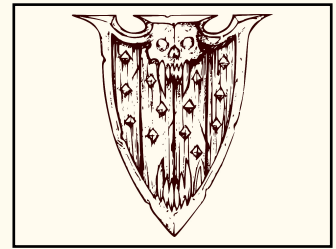
Spell Scroll



Rock Skin

This spell may be cast on a Hero, including yourself. That Hero may roll one extra combat die when defending. The spell is broken when the Hero suffers 1 Body Point of damage. May be used by any Hero. Scroll crumbles to dust after it is used.

Rohn's Shield



This artifact may only be used by Barbarians.

This magical shield protects the user in the normal way by giving +1 defense die. It also allows the user to deflect one chaos spell per Quest back onto the caster. The spell deflected is the user's choice. Since the spell is deflected back, the magic effects the caster.