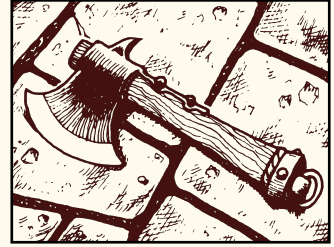


Cursed Spell Ring



This ring bears a dark aura of betrayal and bloodshed. It allows the Elf or Wizard to cast one extra "Veil of Mist" spell per Quest. However, the wearer grows possessive and mistrustful. They cannot discard the ring and must never allow other players to pass through the square they occupy.

Hand Axe



The Hand Axe allows you to roll two combat dice in attack. You may also throw the Hand Axe but if you do so you lose it. *May not be used by Wizard.*