

ARTIFACTS



BRASS KEY



COPPER KEY



CRYSTAL KEY



GOLD KEY



IRON KEY



MAGIC KEY



SILVER KEY



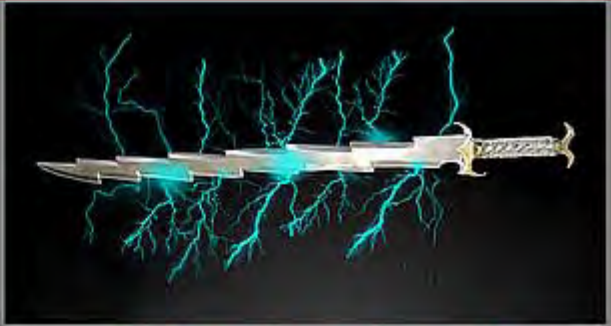
SILVER KEY



Wizard Key

ANGURMEL

This longsword gives you the attack strength of 3 Combat Die, both adjacent & diagonal. Additionally, if at any time you roll at least 3 skulls, the sword releases a bolt of electricity, which does 2 Body Points of damage.
May not be used by Non-proficiency Characters.



Dragon Sword

This magical longsword glows with a dull pink light. When using it, roll 3 combat dice to attack. If attacking a reptile, you may roll 4 combat dice to attack, and if fighting dragon-kin, you may attack the same target twice in the same turn.

May not be used by Non-proficiency Characters.



Dragon Shield

This specially formed gold reinforced shield makes the user impervious to acid spells and weapons. In addition, it gives the user 2 extra combat die in defense.

May not be used in combination with any two handed weapon.

May not be used by Non-proficiency characters.



Glance Shield



This hand held armor gives you two extra combat die in defense. Due to its highly mirrored and reflective surface, it protects the holder from the "Glance" spell.

*May not be used in combination with any two handed weapon.
May not be used by Non-proficiency characters.*

FLAME SHIELD



This hand-held armor gives you two extra combat die in defense. It also gives you one extra red die (D6) in defense to all fire attacks (FireStorm, Ball of Flame, Dragon Flame, etc.).

*May not be used in combination with any two handed weapon.
May not be used by Non-proficiency characters.*

WATER WAGER



This strange, murky blue liquid can be used to destroy the Undead. It can be thrown at any one Undead monster you can "see", and will do 1D4 Body Points of Damage, undefendable.

MERCURY SANDALS



These winged shoes will give you one of two powers, and may be used twice per game. They can guarantee you a successful pit jump, or allow you to roll 4 movement dice on a turn.

Cannot be used with "Rabbit Boots".



SILVER BOOMERANG

This long range weapon gives you the attack strength of 2 combat die. You can throw it at any monster you can "see", however, you cannot throw it at any monster that is adjacent to you. If you are throwing it at any winged creature (ex. Bird, Jabberwock, etc.), you may attack twice.