Game System Artefact Cards:

Borin's Armour



Borin's Armour allows you to roll 2 extra combat dice in defence.
May be combined with a helmet and a shield.

ARMOUR

Elixir of Life



This potent elixir will fully restore the drinker's Body and Mind points. It can also resurrect a dead Hero if the player carrying it is standing adjacent to the square where the Hero died.
Discard after use.

Orcs Bane



The sword Orcs Bane allows you to roll two combat dice in attack. You may attack TWICE if you are fighting Orcs.

WEAPON

Ring of Return



When used, this ring will return the wearer and all other players in the same room or corridor to the starting point of the Quest. It can only be used once, after which it permanently loses its power and must be discarded.

Spell Ring



This Ring can be used to store extra magic before an adventure. It enables the Elf or Wizard who carries it to cast one spell twice in the same Quest. The player must choose which spell to store in the Ring at the beginning of the Quest.

Spirit Blade



Spirit Blade allows you to roll three combat dice in attack
OR
four dice in attack against undead creatures such as Skeletons, Zombies and Mummies.

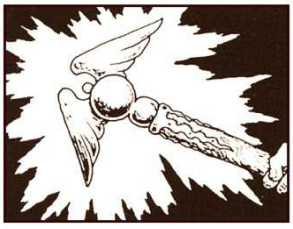
WEAPON

Talisman of Lore



The Talisman allows you to increase your Mind points by two as long as you have the Talisman in your possession.

Wand of Recall



The Wand of Recall allows you to cast two spells instead of one during your turn.

Rod of Memory



At the start of a quest, pick a spell. The Rod of Memory allows you to attempt to cast this spell as often as you wish during the quest. You may roll one combat die per turn. On a black shield, the chosen spell may be cast again, otherwise it fails and your action ends.
May only be used by a Wizard.

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Kellar's Keep & Return of the Witch Lord Artefact Cards:

Fire Ring



This ring prevents the wearer from being affected by the next two Fire or Chaos Fire spells they encounter. The ring turns to ash after protecting the wearer from the second spell and must be discarded. While intact, the ring also allows the wearer to move safely through hot areas.

Magical Throwing Dagger



This weapon always inflicts one Body Point of damage. It may be thrown at any monster or player visible to the owner. The dagger is lost once thrown. It cannot be used on an adjacent target.

WEAPON

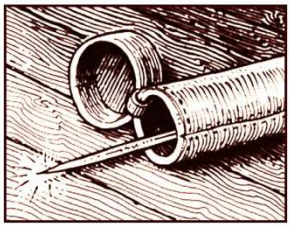
Magical Throwing Dagger



This weapon always inflicts one Body Point of damage. It may be thrown at any monster or player visible to the owner. The dagger is lost once thrown. It cannot be used on an adjacent target.

WEAPON

Anti-Poison Quill



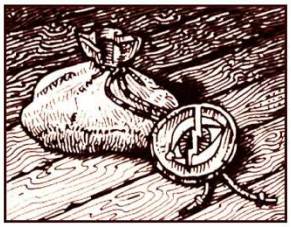
Restores any of the owner's Body Points lost by poisoning if used immediately. Discard after use.

Armband of Healing



This enchanted armband can restore two Body points to the wearer once per Quest. If the wearer is reduced to 0 Body points and the armband has not yet been used, it will immediately restore them to life with two Body points.

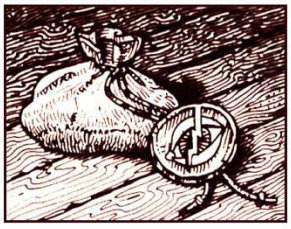
Dust of Disappearance



If tossed on any Hero, this dust allows that Hero to move past any monsters encountered on their next turn. Discard after use.

The Frozen Horror Artefact Cards:

Dust of Disappearance



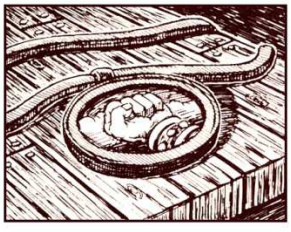
If tossed on any Hero, this dust allows that Hero to move past any monsters encountered on their next turn. Discard after use.

Rabbit Boots



The wearer of these boots may leap over one pit trap per turn by rolling anything but a black shield on one combat die. The boots cannot be used when the wearer accidentally triggers a pit trap.

Amulet of the North



This ancient magical item was made for Barbarian kings centuries ago. It may be worn only by a Barbarian. While worn, it adds 2 Body points and 1 Mind point to the Barbarian's totals.

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Armband of Ice



This powerful item grants its wearer immunity to Mind Freeze, and reduces cold damage from any spell or effect by 1 point, for the Armband wearer only.

Ring of Warmth



This glowing ring grants its wearer resistance to cold. It reduces cold damage from any spell or effect by 1 point.

Snowshoes of Speed



These finely crafted snowshoes add 2 squares to a Hero's movement, and also negate the effect of slippery ice for as long as they are worn. They will only work in cold, icy regions.

The Mage of the Mirror Artefact Cards:

Ancient Staff



This magical staff crafted by elves has the ability to counter any spell that is cast on the wielder of the staff. Throw one combat die. If a skull is thrown, nothing happens. If a white shield is thrown, the staff counters the spell and that spell fails. If a black shield is thrown, the staff is destroyed.

Bone Wand



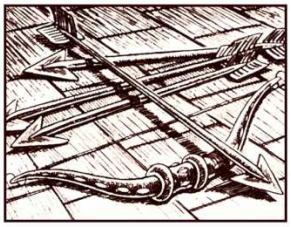
This eerie wand allows any Hero to control all skeletons in one room for one turn. May only be used once per quest.

Elven Boots



These magical boots grant Elves supernatural speed. If worn by the Elf, he may choose to throw one extra red die for movement. If identical numbers are rolled on any three dice however, the boots are destroyed. May only be used by Elves.

Elven Bow of Vindication



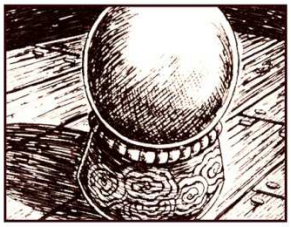
Only an Elf may use this bow. An arrow fired from this bow hits and instantly kills any one monster within the Elf's line of sight, unless the monster rolls a black shield on 1 combat die. There are only 4 arrows with this bow. It becomes useless afterwards.
WEAPON

Elven Bracers



Only an Elf can wear these bracers. When placed on an Elf's wrists, these glowing metallic wrist bands magically enhance the Elf's physical and mental abilities. They add 2 extra Body points and 1 extra Mind point to the Elf's total.

Sky Orb



The Hero who posesses this orb may use it to absorb a total of 4 Mind points of damage. Each time the Hero would normally suffer the loss of 1 Mind point, he discards one of the Sky Orb tokens and suffers no Mind point damage. When all 4 tokens are removed, the Orb shatters.

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White Dwarf Magazine Artefact Cards:

Scroll of Spells



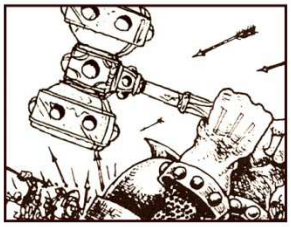
The Hero holding this magical scroll may choose to skip a turn tyring to read it. When read, it restores all spells that Hero possessed at the beginning of the quest. The scroll disappears after use.

Ring of Brilliance



The Ring of Brilliance grants the owner one of the following permanent boons: 1 extra attack die, 1 extra defense die, 1 extra Body Point or 1 extra Mind Point. You may only choose once. The Ring may not be passed on. If a Hero with this ring dies, it is lost forever.

Sognirstane



Sognirstane the magical Hammer allows you to roll 2 Combat Dice in attack. You may also throw Sognirstane. If you throw the hammer at a monster and it dies, the hammer ends up in the square where the monster died. It cannot be used again until you spend an attack turn on that square picking up the hammer. If the monster attacked is not killed, Sognirstane returns to your hand automatically and may be used next turn. Elemental magic spells have no effect on a Hero who possesses Sognirstane (good or bad).

Thor's Hammer



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. When picked up, it will release sparks of lightning, killing any Orcs in the room. Thor's Hammer allows you to use 3 combat dice in attack.

Thunder God's Gloves



These magical gloves are one of three sacred treasures of the barbarian Thunder God. Any 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. Any Hero wearing it may roll one additional die in defense.

Custom Artefact Cards (counterparts for the Amulet of the North and Elven Bracers):

Wand of Galimatias



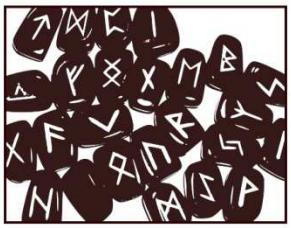
Immediately upon acquiring this item, the adventurer will recover all spells he has used so far during this quest. It also grants the wielder 2 extra Mind points.

Magister's Hood



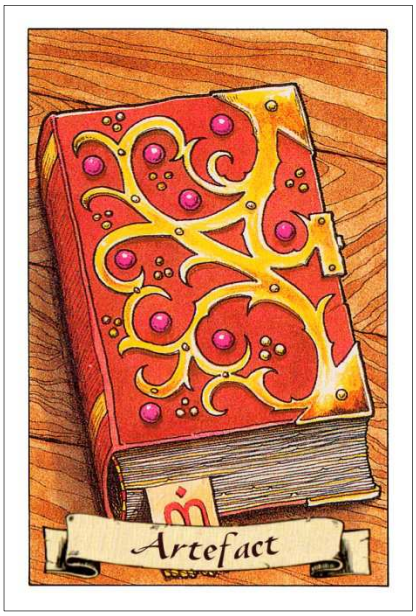
This arcane hood glows with power. It may be worn only by a Wizard. While worn, it adds 2 Body points and 1 Mind point to the Wizard's totals.

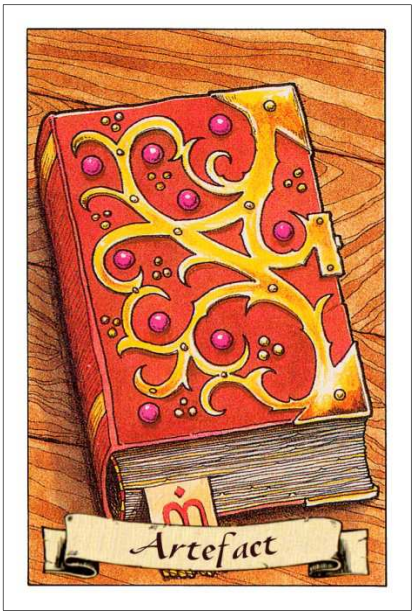
Dwarven Runestones

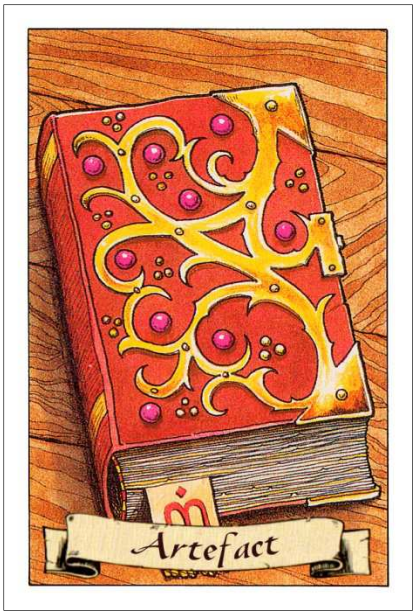


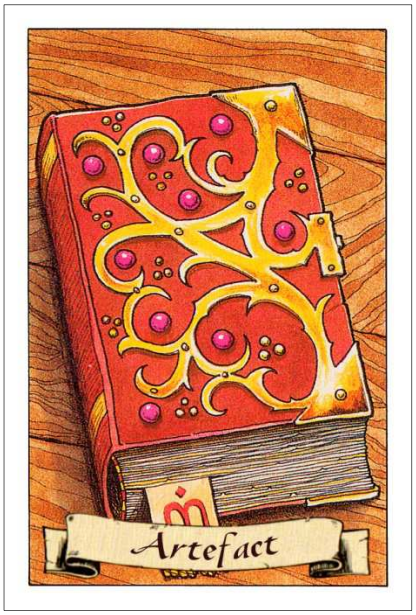
These magical runes are used by dwarven sages during their ancient rituals. They can only be used by a Dwarf. While in his possession, they add 2 Body points and 1 Mind point to the Dwarf's totals.

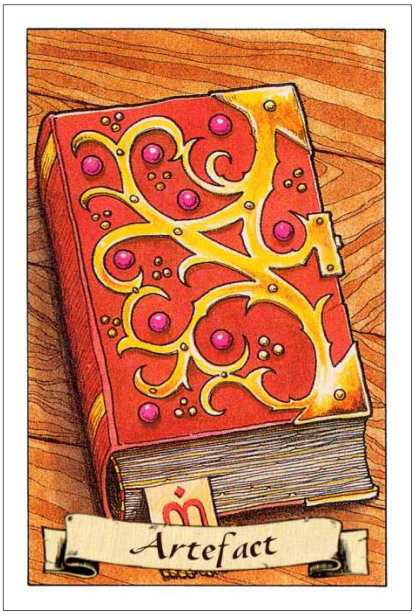
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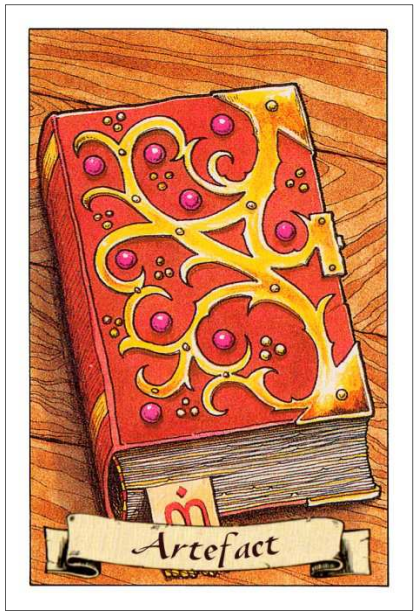


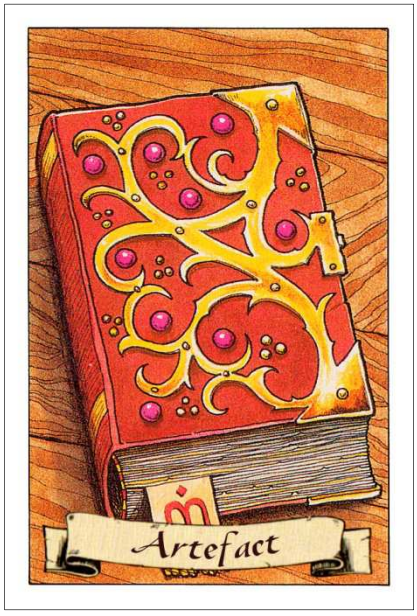


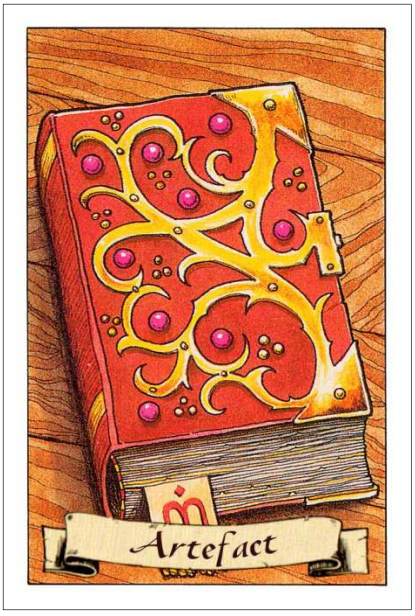


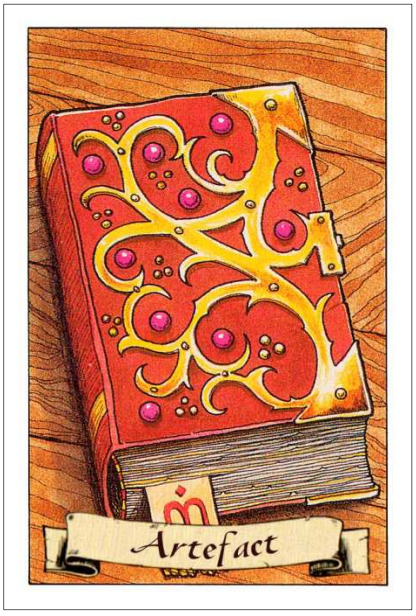












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Cards remade by Sjeng and Zenithfleet of Ye Olde Inn.
Additional artwork by Goblin-King and Jeremy Moore.

Converted into PDF by Sjeng

Print pages on A4 paper, cut out cards and glue front and back of cards together.
(Print page 5 four times)
the Scroll of Spells and Ring of Brilliance are from the quest "the Dark Company"
Sognirstane is from the White Dwarf quest "the Halls of Durrag Dol"
Wand of Galimatias is from the White Dwarf quest "Running the Gauntlet"
Thunder God's Belt & Gloves and Thor's Hammer are from the White Dwarf quest "A Growl of Thunder"

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