

# ARTIFACTS



## From the Ancients

Artifacts are objects of vast power considerably stronger than your average Magic Object. They are cleverly hidden and well guarded but they are a huge benefit to the Character that possesses them.

## Starting with Artifacts

1. Artifacts are their own card type and are shuffled to create their own draw deck at the start of the game.
2. To balance a game you might also take Magic Objects you think are too powerful (my choices: the Runesword, Wand of Magic, and the Staff of Mastery), give them Artifact status, and shuffle them together in with the regular artifacts.

## Playing with Artifacts

Artifacts are treated like Magic Objects but they have a few special rules of their own.

1. Any character that has an Artifact that would normally be destroyed simply leaves it in his current space unless he's at the Mt. Despair Place or using the Unmaking Spell.
2. Artifacts are immune to all Spells except Unmaking.
3. Artifacts are drawn and enter play only under special circumstances.

## Sample Cards

1 Event  
 2 Enemies  
 1 Stranger  
 1 Object  
 1 Magic Object  
 1 Follower  
 2 Places  
 1 Spell  
 18 Artifact Cards  
 28 New Cards

SPELL SPELL

**UNMAKING**



Casting this spell destroys any single artifact in the game, and may destroy the caster as well!  
 Roll a die:  
 1-3 No effect  
 4 Lose 1 Life  
 5 Lose 2 Lives  
 6 Lose 3 Lives

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ARTIFACT 5 ARTIFACT

**CAULDRON OF RICHES**




You find 1-6 gold inside it when it is first brought into the game. If its possessor begins a turn without any gold then he immediately gains 2 gold.

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OBJECT-5 -OBJECT  
 Magic Magic

**CURSED ARTIFACT**



You have found an artifact but it is cursed. You suffer a -1 Strength and -1 Craft penalty and cannot discard this object. You may pay the Warlock 3 gold to remove this curse. If so then discard this card and draw an Artifact.

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FOLLOWER 5 FOLLOWER

**RELIC HUNTERS**



Gain a +2 bonus to all die rolls when facing the Guardian Beast, Guardian Spirit, or Caves of Madness. You also receive this bonus if you are fighting a Character with an artifact but you must take an artifact if you win.

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**POWERSTONE**



Place three tokens face down on this card. You may give yourself a temporary bonus Strength or Craft bonus once per turn equal to the number of tokens but then must remove a token. You can miss a turn to add a token but it can have no more than three.

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**ORB OF ALL SEEING**




You have a +1 Craft bonus and can look at all players' Spells and the top card of any deck any time you desire.

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**DICE OF DESTINY**



You can choose to roll a die twice when you would normally roll a die. You can use either result but if you roll the same number twice then you lose this Artifact and it appears in the Tavern space.

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**ARTIFACT**



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