



Bracer of Flame



This charmed arm band allows a magic user to shoot small fireballs with the ranged attack strength of 2 combat dice three times per Quest. *May only be used by the Wizard or Elf.*

Dream Catcher



This small ornate hoop enhances the bearer's ability to cast the *Sleep* spell. The *Sleep* spell may be used on all targets in the room or corridor with the caster, or on a single target where the target's Mind Points are counted as one fewer (but not less than 1) for the purposes of defending the spell.

Genie Lamp



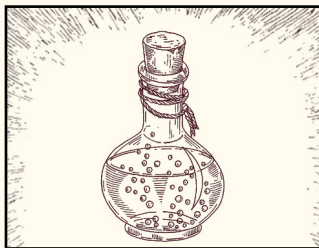
Holding this lamp increases a spell caster's ability to control a summoned Genie. The Genie will remain active one additional turn and each turn thereafter if a 5 or 6 are rolled on a red die. Controlling a Genie counts as a spell cast action. The Genie may be dismissed at any time.

Holy Symbol



This symbolic ornament represents the ancient forces which brought life to the world. Once per Quest it may be presented with conviction to rid a room or corridor of undead abominations (counts as a spell cast action). All undead in the affected area suffer one Body Point of damage unless a 5 or 6 is rolled on a red die. *May only be used by the Wizard.*

Phial of Healing



This flask allows the capture of an additional one Body Point healing potion each time the *Water of Healing* spell is cast. Once filled, the phial may be distributed to and carried by any Hero but must be consumed in the current Quest. *May only be used by the Wizard.*

Stone Idol



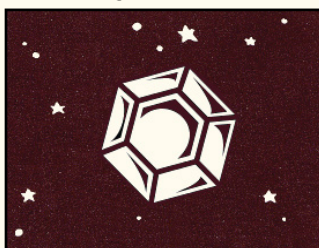
This small stone figurine enhances the spell caster's standing with the earth elemental force. When casting *Rock Skin*, an additional defend die is granted which is lost when a second attack (or event) results in damage to the target.

Tome of Efficiency



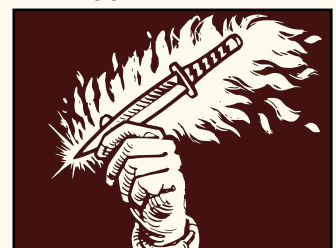
This magical book adapts to the Wizard's study habits enabling the simultaneous memorization of all four elemental spell groups. *May only be used by the Wizard.*

Vigor Stone

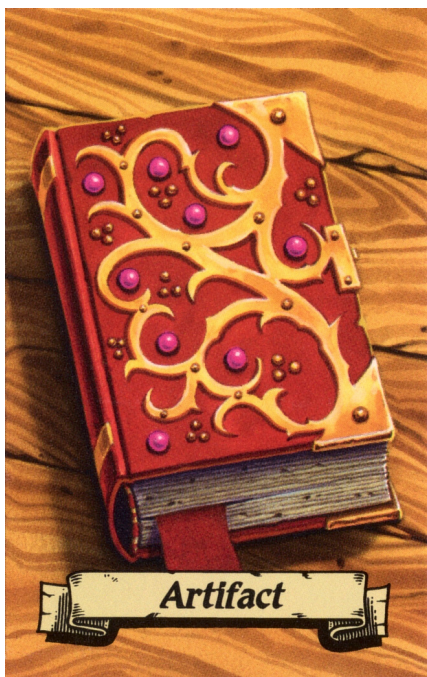
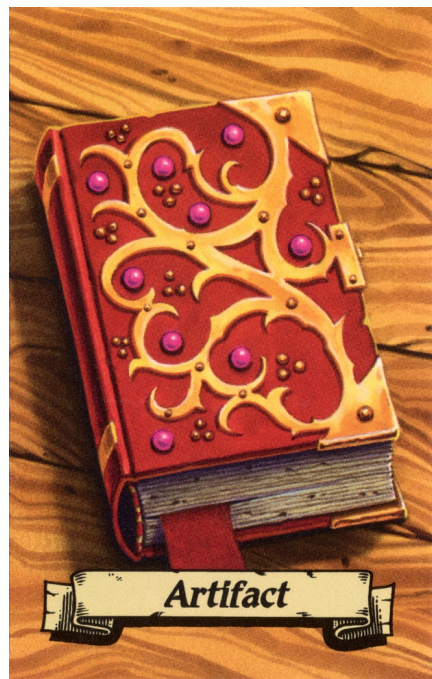
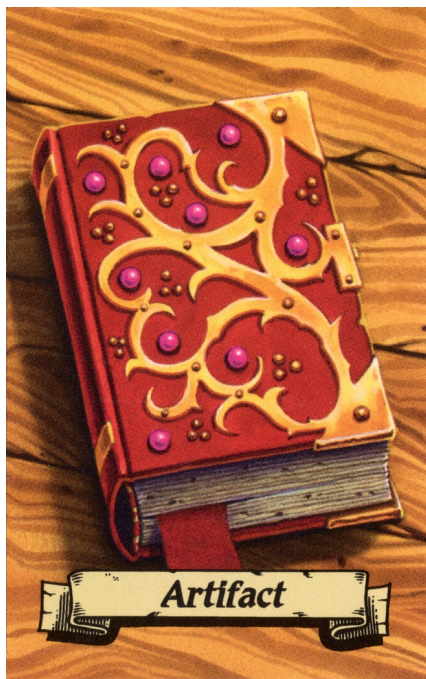
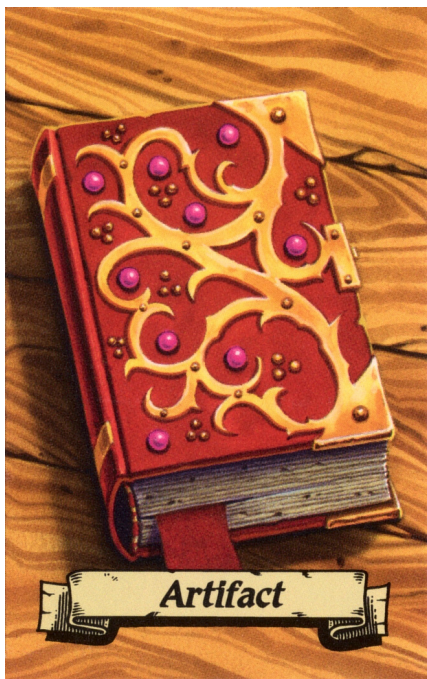


This small clear jewel glows dimly with a deep red color and grants the possessor one additional Body Point. The jewel is destroyed at once if its bearer loses all Body Points.

Dagger of Return



This throwing blade is enchanted to return to your hand after it has been thrown. It has ranged and adjacent attack strength of 1 combat die. If the Hero attacks and slays a monster (with a different weapon) this dagger may be used as an additional attack. The blade is permanently damaged when a black shield is rolled in attack.



Enchanted Toolkit



These magical tools grant a Hero an enhanced trap disarm ability. Once per Quest a trap may be disarmed on anything other than a black shield.

When a black shield is rolled the toolkit is broken.

Amulet of Foresight



This mysterious amulet grants the wearer limited foresight. The Hero detects and jumps all traps while moving normally. On a search for treasure, hazard and wandering monster treasure cards are returned to the deck (nothing was found). The amulet speaks to the Hero in dreams and greater powers may still be unlocked.

Amulet of Foresight²



This mysterious amulet grants the wearer enhanced foresight. In addition to limited foresight described on the first card, the Hero gains 1 additional defend die. You suffer sleepless nights in which the amulet promises more power to be unlocked (lose 1 Mind Point). The amulet cannot be given to another Hero, but may be given to Mentor.

Amulet of Foresight^t



Companion card for Zargon only!

At the conclusion of each Quest a check is made to see if the amulet's powers will advance to the next stage. To advance, the Hero must not roll a 6 with red dice equal to Mind Points.

The third state involves Zargon immediately taking control of the Hero and fighting the remaining Heroes in the exit room or center chamber.