

Bracers

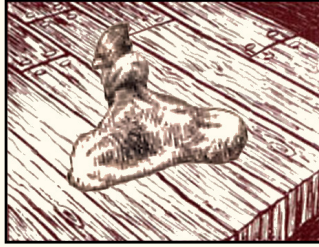


These metal bracers give you 1 extra combat die when you defend.

Can only be used by the Wizard.

Cost: 300 gold coins

Glue Bag



This bag of sticky substance can be used to attack any monster that you can "see" but is lost after the attack. The attacked opponent must roll a combat die, if the result is a skull it does not act on Zargon's next turn.

Cost: 40 gold coins

Barrel of Gunpowder



As your action on your turn, you can install the Barrel of Gunpowder on the square occupied by your Hero. Roll a combat die; if the result is a skull the barrel explodes immediately, otherwise it explodes on your next turn. Figures in the barrel square and all adjacent squares take 2 Body Points of damage from the explosion. Furniture and walls in the blast area are destroyed. All traps in these areas are removed from the board and secret doors are now visible and placed on the board.

Cost: 600 gold coins