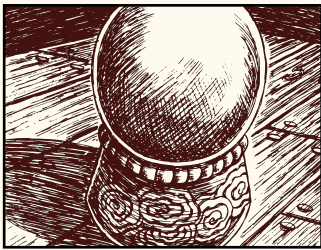






### ***Chaos Orb***



This small crystal sphere may be used on your turn to attack any monster that you can "see". Roll one combat die, if you roll a white shield your target is paralyzed. A paralyzed monster may not attack, cast spells, or move on his next turn. He may still defend as normal. May only be used by the Wizard. The orb may not target Heroes, even heroes under Zargon's command. Using this counts as an action.

### ***Titan Sword***



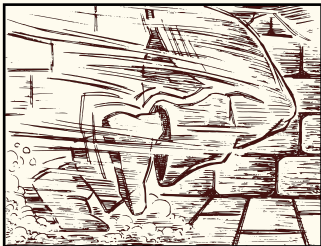
This giant, glowing sword give you the attack strength of 4 combat dice. Because of its length, the Titan Sword enables you to attack diagonally. You may not use a shield when using this weapon. May not be used by the Wizard.

### ***Wisdom Tunic***



This piece of clothing is golden in color. It will increase the wearer's Mind Points by 1. A Hero cannot wear more than 1 tunic. May be combined with the Talisman of Lore.

### ***Dexterity Boots***



A Hero wearing these boots may move double the amount shown on the red dice whenever he rolls "doubles." May not be combined with a Plate Mail. The spell Swift Wind may not be cast on a Hero wearing these boots.

### ***Magical Throwing Dagger***



May be used to attack any monster a Hero can "see". The Monster loses 1 Body Point. Monster cannot defend. The dagger is lost after 1 use. May only be thrown.

### ***Spell Scroll***



#### ***Courage***

The next time you attack, you may roll 2 extra combat dice. The spell is broken the moment you can no longer "see" a monster. The scroll turns to dust after it is used once.

### ***Spell Scroll***



#### ***Ball of Flame***

This spell may be cast on any one monster, enveloping it in a ball of fire. It will inflict 2 Body Points of Damage. The monster then rolls two red dice. For each 5 or 6 rolled, the damage is reduced by 1 point. The scroll turns to dust after it is used once.

### ***Spell Scroll***



#### ***Veil of Mist***

On your next turn, you may move unseen through spaces that are occupied by monsters. The scroll turns to dust after it is used once.

### ***Spell Scroll***



#### ***Pass Through Rock***

You may move through walls on your next move. You may move through as many walls as your dice roll allows. Caution! There are shaded areas on each Quest Map which indicates solid rock. If a Hero ends his move in one of these areas, he is trapped forever! The scroll turns to dust after it is used once.