

### ***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.

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



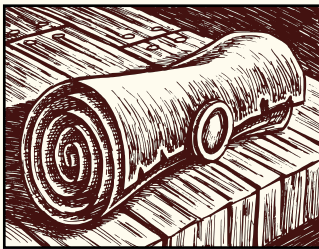
This weapon inflicts one Body point of damage. It may be thrown at any monster or player visible to the owner. The target may try to dodge by rolling a shield on one combat die. The dagger is lost once thrown. It cannot be used on an adjacent target.

### ***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.

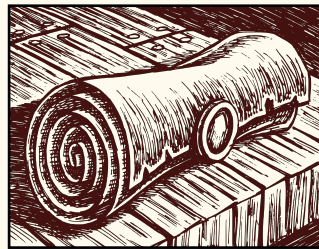
### ***Spell Scroll***



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

This scroll may be used by any player. The target may then move unseen through spaces that are occupied by other players or monsters the next time he moves. Discard after use.

### ***Spell Scroll***



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

This scroll may be used by any player. The target may then move through walls when he next moves. The player may move through as many walls as his movement will allow. Discard after use.

### ***Spell Scroll***



#### ***Genie***

This scroll may be used by any player. It conjures up a Genie who will do one of the following: open any door on the board (the room's contents should be put out) OR attack anyone on the board. He will attack only once with five combat dice. Discard after use.