

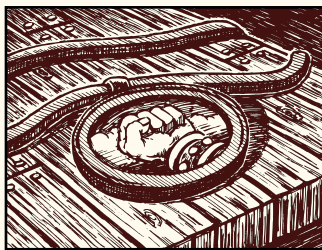


Vest of Missile Protection



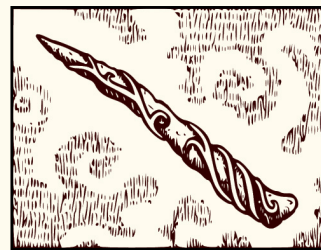
This vest gives the wearer an extra defense die against any missile attack. It may not be worn in conjuncture with metal armor.

Necklace of Glittering



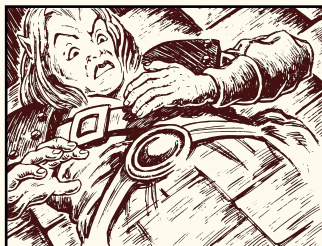
The wearer of this necklace may use it six times to cast a ray of glittering light into the eyes of one enemy. That enemy is blinded, and may not attack or move, and rolls only 1/2 its normal defense dice (round up – the enemy will always have at least 1 defense die). Each turn the blinded enemy rolls one red die. On a roll of 6, the effects of the blindness wear off and the victim regains its normal stats.

Blastblade



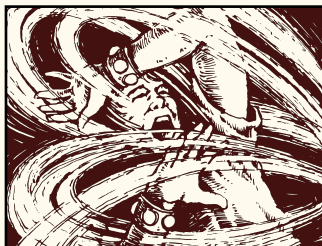
This magical dagger allows the wielder to cast the spell Ball of Flame ten times. Once all the spells are used up, the blade becomes a normal dagger.

Drain Body



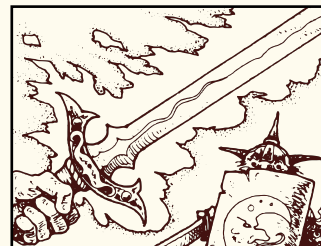
The caster and the victim should each roll two red dice. Add these numbers to the roller's current Mind Points. If the caster's number is higher, he drains two Body Points from the victim and adds them to his own. The Body Points are temporary, and are not regained when healed. If the spell causes the victim's Body Points to reach 0, he is in shock and cannot move. If not healed in two turns, he dies and is turned into a Zombie.

Drain Spirit



The caster and the victim should each roll two red dice. Add these numbers to the roller's current Mind Points. If the caster's number is higher, he drains two Mind Points from the victim and adds them to his own. The Mind Points are temporary, and are not regained when healed. If the spell causes the victim's Mind Points to reach 0, he is in shock and cannot move until healed.

Flamefury



This magical longsword allows the wielder to cast the spell Ball of Flame. Each time the spell is cast, though, the sword drains the wielder of a Body Point to power the spell.

Strengthen Undead



The caster throws grave dust into the air and whispers the incantation. All Undead creatures, including the caster if he is Undead, gain one extra attack die, one extra defense die, and one extra Body Point.