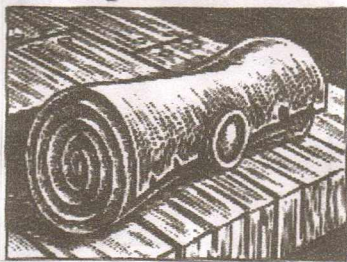


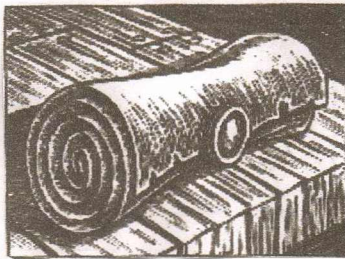
Spell Scroll



Lost Forever

When the Heroes open this scroll to see what they have discovered, the scroll crumbles into dust and is lost forever.

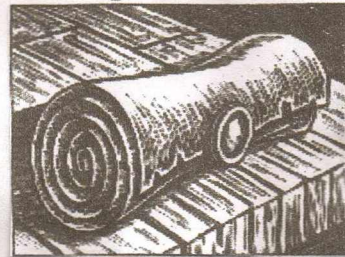
Spell Scroll



Lost Forever

When the Heroes open this scroll to see what they have discovered, the scroll crumbles into dust and is lost forever.

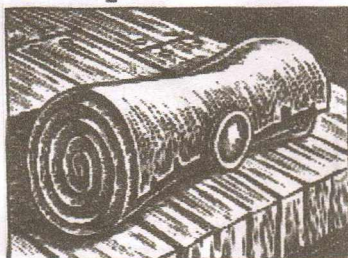
Spell Scroll



Lost Forever

When the Heroes open this scroll to see what they have discovered, the scroll crumbles into dust and is lost forever.

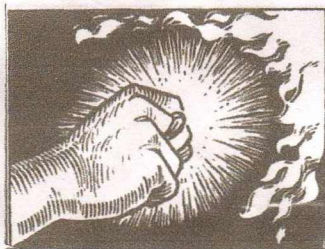
Spell Scroll



Lost Forever

When the Heroes open this scroll to see what they have discovered, the scroll crumbles into dust and is lost forever.

Fire Ring



This ring will protect the wearer from any chaos fire spell. The ring crumbles into dust after the wearer has been protected from the spell.

Rabbit Boots



For the wearer of these boots to successfully jump over any discovered trap or chasm, roll anything but a black shield on one combat dice.

Magical Throwing Dagger



Always inflicts 1 Body Point of damage when thrown at a monster a Hero can "see." Monster cannot defend. Dagger is lost once it is thrown.

Arm Band of Healing



This armband will restore 2 lost body points when the wearer's body points have been reduced to zero. Armband then turns into dust and is gone.