



Ancient Bone Helmet



A strange helmet made from the skull of an ancient and long forgotten creature.

Allows one extra combat dice in defence. The wearer of the helmet is invisible to all Skeletons. They will not attack unless the wearer attacks them first. May not be used by the Wizard.

The Ainkurn Sword



The smooth black metal of this sword seems to ooze around the surface of the blade, just by holding it; you sense it is alive – and hungry!

Grants three combat dice in attack. Whenever an attack is successful, The Ainkurn Sword restores up to one lost Body Point. Whenever an attack fails to do damage, the Ainkurn sword takes one Body Point from you. May not be used by the Wizard.

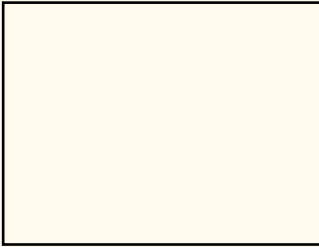
Demon Skull Staff



A tall staff made of black metal, twisted wood and the corrupted skull of a demon.

Allows two combat dice in attack and can be used to attack diagonally. If the wielder casts a killing blow against an undead opponent, they will resurrect fully healed under the wielders control.

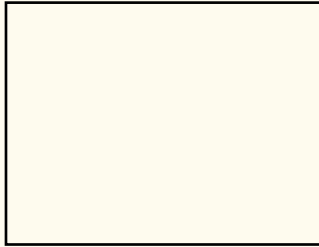
The Band of Tranquil Mediation



The gentle blue stone in this ring draws you in and calms your mind whenever you look at it.

Allows the owner to cast two spells on each turn, providing there are no monsters in the same room or corridor.

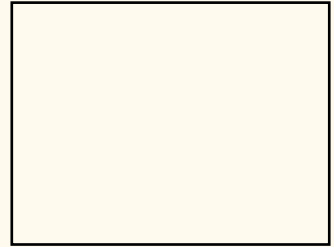
Virtuous Buckler



An ancient shield, still solid and almost shining. Beneath the grime, writing in a strange and long dead language can just be seen.

Allows one extra combat dice to be rolled in defence. Whenever the wielder is hurt in combat, he may restore up to one lost Body Point to one friendly player in the same room or corridor.

Tomb Guards Hauberk



A long mail coat, heavy with dust and sand. The links are made from a polished stone rather than metal.

Allows three combat dice in defence. Black shields may be used as well as white when blocking damage.

The White Lady's Sacred Recurve



Beautifully carved from pure white wood, this elegant bow glows gently.

Allows two combat dice in ranged attack. Automatically grants one bonus skull if the target is undead. May not be used by the Wizard.

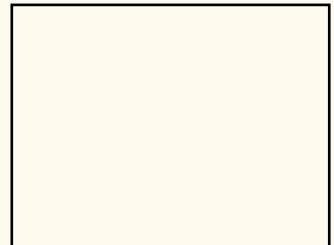
Ancient Mirror Shard



An old and broken bit of mirror, the back is marked with unusual etchings. Strangely, it shows someone else's reflection.

Once per Quest, the user may swap positions with any other friendly character anywhere on the board.

Spiked Bone Gauntlet

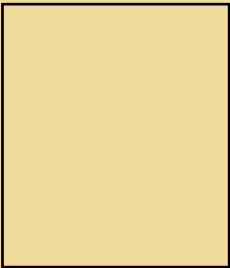


An ancient, armoured glove made with spiked animal bones.

Allows one extra combat dice in attack and defence. May not be used by the Wizard.



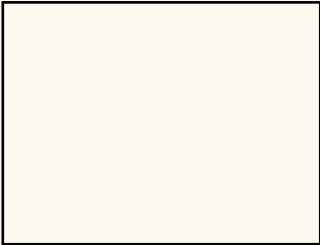
Tomb Guard



MOVEMENT SQUARES	ATTACK DICE	DEFEND DICE	BODY POINTS	MIND POINTS
6	4	4	2,5*	0

Notes: *Tomb Guards in the same room or corridor share a health pool, 2.5 per Tomb Guard, rounded up.
When all health points are gone, all linked Tomb Guards die.

Hallan'Ra - The Blade of the High King



An Ancient sword, still sharp and shining. Nothing dead can stand its presence, even dust is repelled.

Grants 4 combat dice in attack.
Grants one bonus skull to all attack rolls against undead opponents. May not be used by the Wizard.