

Armband of Healing



This enchanted armband can restore two Body points to the wearer once per Quest. If the wearer is reduced to 0 Body points and the armband has not yet been used, it will immediately restore them to life with two Body points.

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.

Fire Ring



This ring prevents the wearer from being affected by the next two Fire or Chaos Fire spells they encounter. The ring turns to ash after protecting the wearer from the second spell and must be discarded. While intact, the ring also allows the wearer to move safely through hot areas.

Magical Throwing Dagger



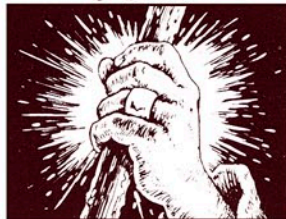
This weapon inflicts one Body point of damage. It may be thrown at any monster or player visible to the owner. The target may try to dodge by rolling a shield on one combat die. The dagger is lost once thrown. It cannot be used on an adjacent target.

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.

Ring of Return

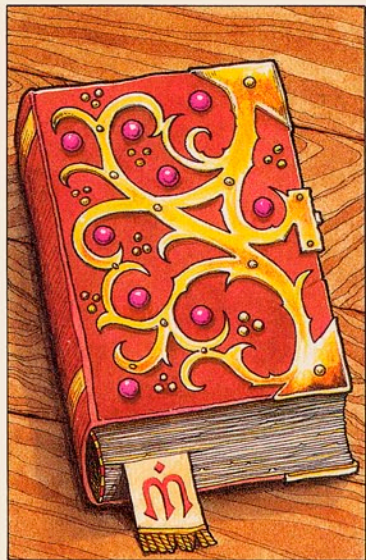
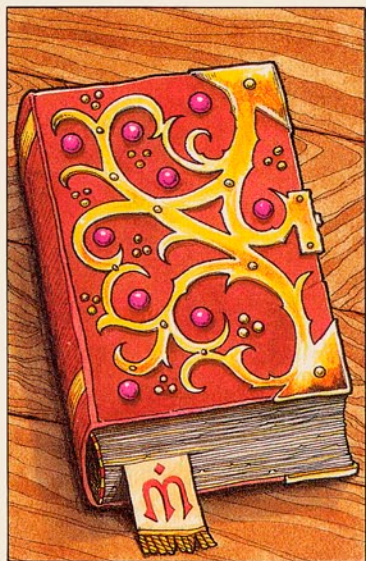
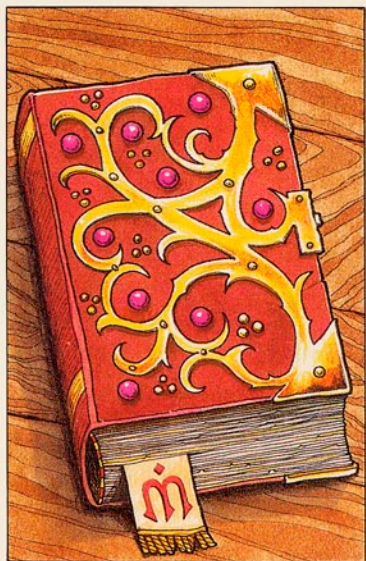
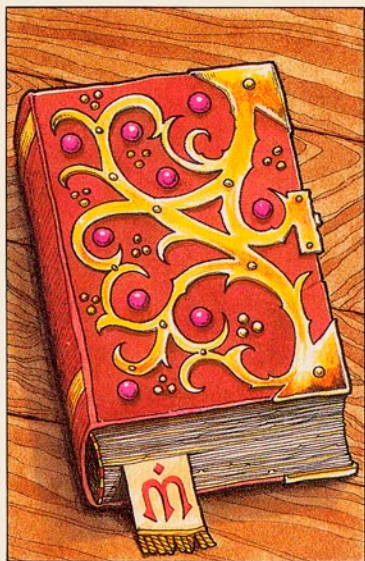
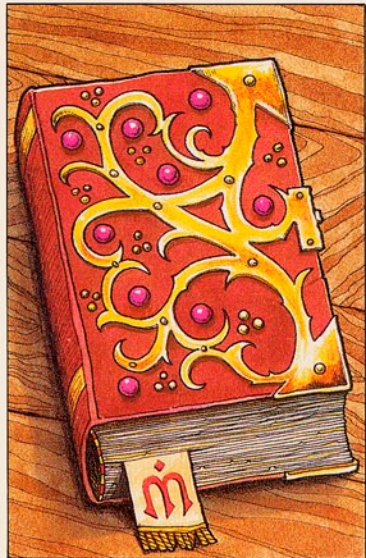
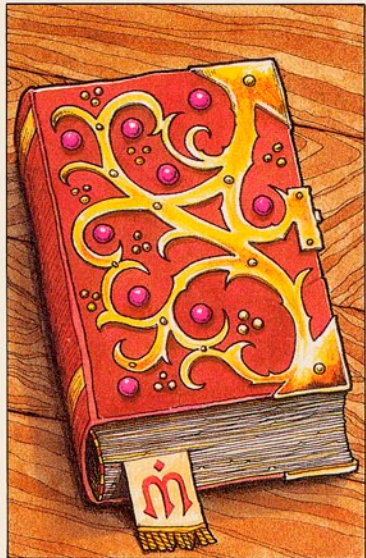
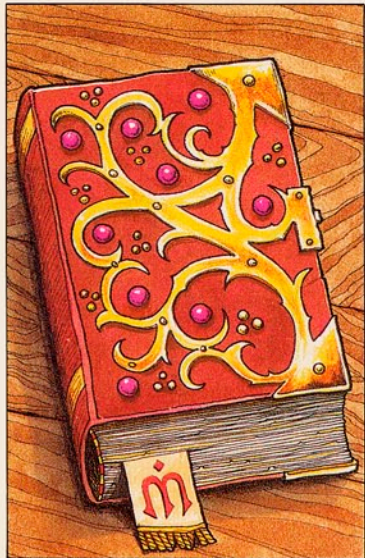


When used, this ring will return the wearer and all other players in the same room or corridor to the starting point of the Quest. It can only be used once, after which it permanently loses its power and must be discarded.

Spell Ring



This Ring can be used to store extra magic before an adventure. It enables the Elf or Wizard who carries it to cast one spell twice in the same Quest. The player must choose which spell to store in the Ring at the beginning of the Quest.





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