

### DISPEL MAGIC SCROLL

This scroll allows the Wizard to render harmless a single spell cast against himself or his companions, whatever its source.

One use, then discard.

150 G

### BOOTS OF SWIFTNESS

While wearing these boots, your Warrior gets +1 Movement.

200 G

### BLADE OF COURONNE

Any undead Monster adjacent to the user of this sword automatically suffers 1 Wound at the end of each turn, after regeneration, with no modification for Toughness or armor.

200 G

### SKELETON KEY

The bronze skull that decorates the key seems to leer at you with sinister glee.

### SKELETON KEY

The sinister skull that decorates the bronze key seems to gleefully leer at you.

### RELIC BLADE

While your Warrior is using this holy sword he gets +1 on his hit roll.

400 G

### CHARM OF LEARNING

The charm makes learning easier for your Warrior, such that it will cost him 300 less gold than usual to train to the next Battle-Level.

One use, then discard.

100 G

### GREAT RUBY

When held to the light, this gem seems to glow with an inner fire.

800 G

### ORNAMENTAL DAGGER

The dagger, with a jewelled scabbard, has a small jewel in the pommel that seems to glow faintly.

100 G

### SWORD OF MIGHT

While your Warrior is using this sword he gains +1 Strength.

150 G

### HELMET OF FARSEEING

This bestows +1 Toughness as a normal helm. In addition, the wearer may move around and see in the dark just as if he had a lantern.

800 G

### AMULET OF FURY

This amulet allows a non-magical Warrior to try to cast a spell. Each turn the amulet is used, roll 1D6. If this number is not less than the casting number, the spell is cast and the amulet disintegrates.

200 G

### CLOAK OF INVISIBILITY

This cloak makes your Warrior invisible for one whole turn, so that he may not be attacked. He may still fight as normal.

One use per adventure.

200 G

### BLACK ROCK

Wrapped in a piece of rag is a lump of blackened, coal-like rock.

### DAWNSTONE

May be used to restore any one Warrior to full Wounds immediately, even if he is at zero wounds or dead.

One use, then discard.

500 G