



War Hammer

800 Gold Coins

Weapon

This large and Heavy Weapon gives you the attack strength of 5 Combat Dice in hand-to-hand combat. **You may not use the shield with this weapon. May only be used by the Dwarf or Barbarian.**



Wizards Robes

600 Gold Coins

Armor

This light fabric armor gives you one **extra** combat die in defence. **May only be used by the Wizard.**



Short Bow

350 Gold Coins

Weapon

This Long range weapon gives you an attack strength of 3 combat dice. You can fire at a monster that you can "see" however, you cannot fire at a monster that is adjacent to you. You have an unlimited supply of arrows. **May not be used by the Wizard.**



Mace

200 Gold Coins

Weapon

This Small Blunt Weapon gives you the attack strength of 2 Combat Dice in hand-to-hand combat.



Red Ruby Boots

1100 Gold Coins

Magical clothing

Wearing these boots you gives you the ability to return to the starting point of any single quest, from anywhere on the game board, instead of making your normal dice role for movement. The boots can only be used twice per pair.

Great Bow

1000 Gold Coins

Weapon

This large long range weapon gives you an attack strength of 5 combat dice. You can fire at a monster that you can "see" however, you cannot fire at a monster that is adjacent to you. You have an unlimited supply of arrows. **You may not use the shield with this weapon. May not be used by the Wizard.**



Wizards Staff

350 Gold Coins

Weapon

This Long and sturdy metal staff gives you an attack strength of 2 combat dice. Because of it's length it enables you to attack diagonally. **May only be used by the Wizard.**

Elven Shield

450 Gold Coins

Armour

This Light weight Armor straps to the users arm and provides 1 **extra** combat die in defence. Due to it's light weight and arm straps it can be used with large weapons, that can not be used with the normal shield. **May not be used by the Wizard or Dwarf.**

