Cursed Gem of Wishes



This gem grants a single wish per week, but will twist the wish to bring doom to the subject, then the gem will explode 2 rounds(10 seconds) later, Attacking any living beings within 3 spaces (15 feet) with 2D6 Attack Dice

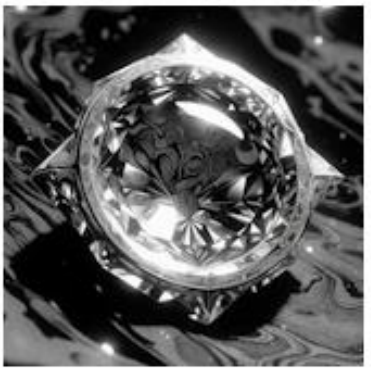
Begemmed Broadsword



Weapon – This wide blade gives you the attack strength of 3 combat dice. May not be used by the Wizard.

2,500 gold coins

Gem of True Sight



When invoked, this magical gem grants the hero the ability to see through magical illusions and detect magically invisible objects.

Key of Dawn



This small golden key bears a sun motif and glows faintly with golden yellow light which can be used as a light source in lieu of a torch, providing illumination equivalent to a candle

Key of Twilight



This small silver key bears a crescent moon motif and glows faintly with silvery white light which can be used as a light source in lieu of a torch, providing illumiation equivalent to a candle.

Magi's Yoke



Armor - This magical begemmed necklace can only be worn by a wizard giving them 1 extra Defend die.

Ring of Meditation



Causes the wearer to be blind, but grants the wearer 2 additional Mind Points when worn. Removing the ring removes both of these effects.

Mace of Undead Bane



Weapon - When using this magical mace, you roll 2 Attack die. you may attack twice if attacking an undead monster. May not be used by the wizard. Counts as a shortsword.

Crown of the Lich



Armor - this helmet gives the wearer 1 extra Defend die, and prevents lesser undead monsters (skeletons, zombies, mummies) from attacking the wearer unless the wearer attacks them first.

Scepter of Life and Death



This scepter has a smooth gold ball on one end that may be used once to bring a dead hero back to life when charged, restoring all of their Body and Mind Points. The silver skull on the other end takes the life of a living hero and charges the gold ball end

Crown of Shadows



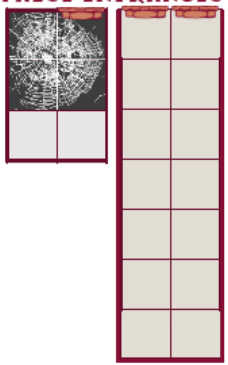
Armor - This helmet gives you 1 extra Defend die and allows you to see normally in darkness, both magical and nonmagical.

Fire Ring



Protects the wearer from any two Dread fire spells. Ring disappears after wearer has been protected from the second spell.

FALSE ENTRANCES



ENTRANCE ▲▼ ▲▼ EXIT

Tomb of Whores



Wandering Monster in this Quest: Gargoyle

Movement: 6
Attack Dice: 4
Defend Dice: 5
Body Points: 3
Mind Points: 4