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One extra Wizard

Per round

Magic Ring

Add 1 Wizard per turn
If 5 or 6 on d6, out of charges; discard!

FREE



One extra Wizard

Per round

Magic Amulet

Add 1 Wizard per turn
If 5 or 6 on d6, out of charges; discard!

FREE



To Heal

Healing Potion

Completely HEAL one character
One time use; discard!



Magic Mace

+2 Damage Mace attack!



Magic Sword

+2 Damage Sword attack!



Re-roll any die

Once per round

Spell Book

Re-roll any character die once per round



Short Range Bow

+2 Damage bow attack when Thief is in the Front Line.



One extra Shield

Per round

Magic Shield

Add 1 Shield per turn
If 6 on d6, Shield breaks; discard!

FREE



Magic Dagger

+2 Damage Dagger attack!



To Heal

Ring of Healing

Heal 1 damage per turn
If 6 on d6, out of charges; discard!