

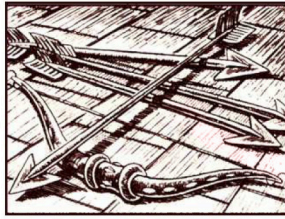
### *Durgins' Dagger*



This dagger allows you to roll 2 Combat dice in attack. It may be thrown at any non-adjacent square. If the target does not roll at least 1 shield when defending, the damage is doubled.

WEAPON

### *Orions Legacy*



This bow allows you to roll 2 Combat dice. Whenever an arrow from this bow hits a target, the target must roll at least one shield on their defence dice or suffer double damage. May not be used on an adjacent monster. Two-handed.

WEAPON

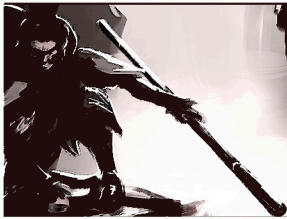
### *Magister's Cane*



The cane holds the power of the head Magister within its folds. This allows you to roll 2 combat dice in attack. You may also cast a spell AND attack during the same turn, either before or after movement. This staff can be used to attack diagonally.

May only be used by a Wizard  
WEAPON

### *Staff of Sun Wukong*



This staff is believed to belong to the fabled Monkey King. It allows you to attack with 2 combat dice, plus attack TWICE in the same turn. It can lengthen to attack two squares away. Two-handed.

WEAPON

### *Borins' Blade*



This bastard sword belonged to the hero Borin. It allows you to attack with 5 Combat dice when used two-handed, 4 Combat dice when used one-handed. If the target does not roll at least one shield when defending, damage is doubled. Can attack diagonally. Cannot be used by Wizard types or Thief  
WEAPON