

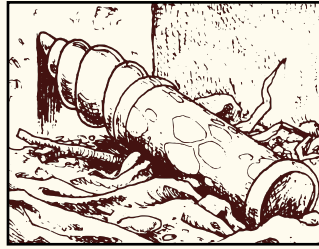


### ***Cloak of Protection***



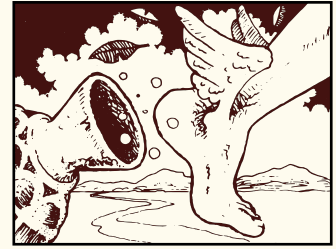
The cloak allows you to roll one extra die in defense. *May only be used by Wizard.*

### ***Holy Water***



You may use the Holy Water instead of attacking. It will kill any undead creature: Skeleton, Zombie, Mummy. Discard after use.

### ***Potion of Speed***



You may drink this potion at any time. It will allow you to roll twice as many dice as usual the next time you move. The card is then discarded.

### ***Potion of Resilience***



This potion may be taken at any time. You may then roll two extra combat dice in defense when you next defend. The card is then discarded.

### ***Potion of Magic Resistance***



You find a small bottle hidden beneath a rusty shield. You can drink the potion when a spell is cast on you and you may then ignore the effects of that spell. Discard after use.

### ***Future Sight***



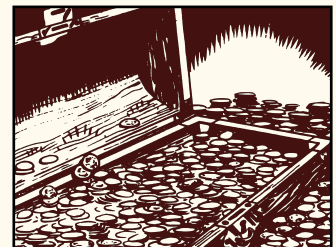
Play this card at the end of your turn. You may reroll any attack, defense or movement die rolls once until the end of your next turn. Discard after use.

### ***Clairvoyance***



You may ask the Evil Wizard player to play out the contents of one room anywhere on the board at once. If that room is empty you may not try again. Discard after use.

### ***Treasure Horde***

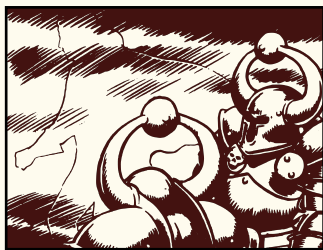


When you are searching a room for treasure, you may draw three treasure cards at once. You must take all three cards whatever they are. Discard after use.





### ***Invisibility***



You may become invisible and move around unseen until the beginning of your next turn. While you are invisible, you cannot attack anyone, but neither will you be attacked or be affected by spells. Discard after use.

### ***Wall of Stone***



You may create a magical wall of stone which covers two squares. This wall has one Body Point and rolls six defense dice. Keep this card to hand until the wall is destroyed, then discard it.

### ***Dispell***



You may pick one spell-using figure and force him to discard one of his unused spell cards at random. That spell is then lost for the duration of the Quest. Discard after use.

### ***Arrows of the Night***



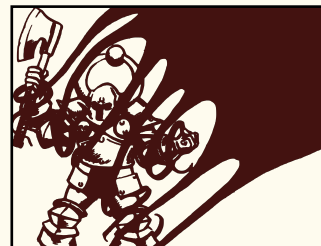
You may fire these magical bolts at any target within your line of sight. You may then attack the target with two attack dice and he must defend with as many dice as he has Mind Points. Discard after use.

### ***Cloak of Shadows***



You may summon up a patch of darkness and place a Cloak of Shadows tile on the gameboard. Any figures in the shadows may not attack, be attacked or cast spells while they are there. This piece may not be moved and lasts until the end of the Quest. Keep this card by the side of the gameboard for reference.

### ***Chains of Darkness***



You may cast this spell on one figure. That figure may not move or fight until the beginning of your next turn, although they may defend or cast spells. Discard after use.