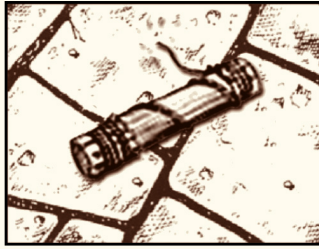


Acid Bottle



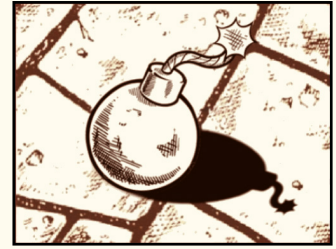
This acid-filled vial gives you 2 combat dice on your next attack. It also makes the target takes 1 more combat dice of damage then your die roll shows. The Flask of Acid can be used to attack any monster you can "see" but is lost after the attack.

Smoke Bomb



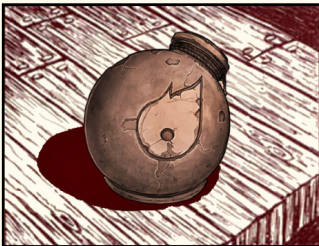
As your turn action, discard this card to play a Smoke Bomb that affects all figures in the room or hallway. Every Hero and monsters attack and defense die are reduced by 1 combat die (up to a minimum of 1 combat die) during this turn.

Grenade



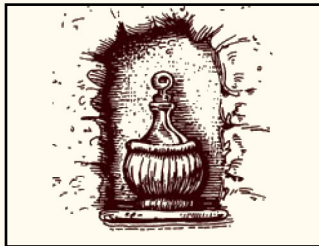
This bomb gives you attack strength of 3 combat dice. All figures adjacent to the target also suffer 3 combat dice of damage. Grenade can be used to attack any monster you can "see" but is lost after the attack.

Alchemical Fire



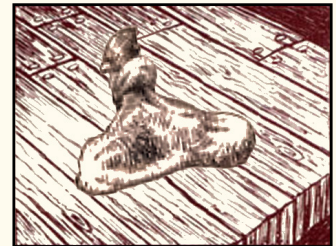
This explosive vial gives you 2 combat dice on your next attack. Every figure adjacent to the target also takes 1 combat die of damage. Alchemical fire can be used to attack any monster you can "see" but is lost after the attack.

Potion of Rejuvenation



Any Hero who drinks this bright yellow liquid regains up to 6 lost Body Points. Roll 1 red die to see how many Body Points the Hero gets back. This potion cannot give the Hero more than his starting number of Body Points.

Glue Bag



This bag of sticky substance can be used to attack any monster that you can "see" but is lost after the attack. The attacked opponent must roll a combat die, if the result is a skull it does not act on Zargon's next turn.