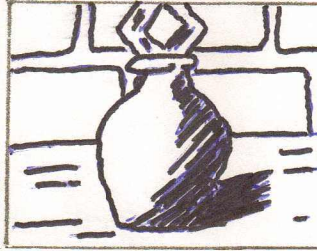


### **Potion of Renewal**



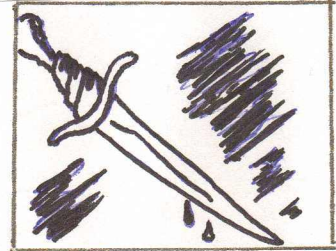
On a small table in the corner of the room, you discover a bottle of brown, frothy liquid. When you drink it, you regain 1 body point and 1 mind point. This may only be used once. Do *not* return this card to the deck.

### **Potion of Restoration**



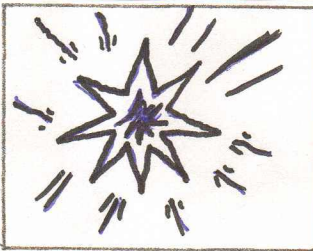
On a large shelf you find many bottles. All are empty except one. You find a Potion of Restoration. When you drink it, you regain all your body and mind points that you had when you started the quest. This potion will also cure a Hero who has been turned into a Werewolf. This can only be used once. Do *not* return this card to the deck.

### **Poison Throwing Dagger**



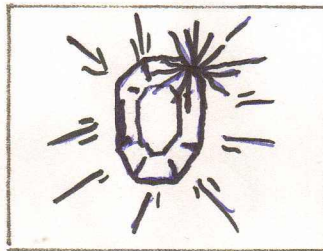
Hanging on the wall is a Poisoned Throwing Dagger. You take it. This card can only be used once. Do *not* return it to the deck.

### **Magical Throwing Star**



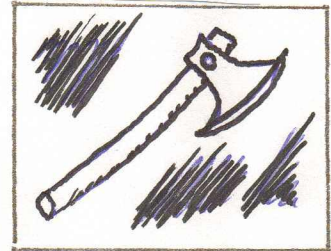
You find a wooden case. Inside is a magical Throwing Star. It will never miss. It will inflict 2 body points of damage on any Monster you throw it at. Except Zargon. It can only be used once. Do *not* return this card to the deck.

### **Sapphire**



Behind a loose stone in the wall you find a large sapphire worth 100 gold coins. Record this money on your sheet. Do *not* return this card to the deck.

### **Throwing Axe**



Hanging on the wall you find a good throwing Axe. You take it. This card can only be used once. Do *not* return it to the deck.

### **Failed Search**

You search, but find nothing of any value. Return this card to the bottom of the deck.



### **Failed Search**

You search, but find nothing of any value. Return this card to the bottom of the deck.

