





### ***Blessed Shield***



A sturdy shield adorned with divine symbols.

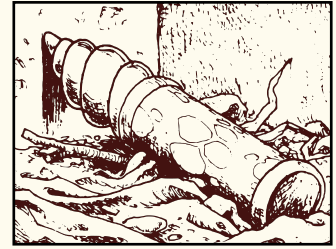
Allows one extra dice to be rolled in defense. Increases total Mind Points by one. May not be used by the Wizard.

### ***Water of Healing***



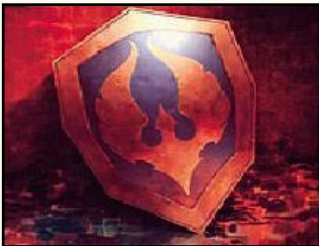
This spell may be cast on any one player. It will restore up four Body Points OR four Mind Points that have been lost. The spell is then returned to the bottom of the deck.

### ***Holy Water***



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

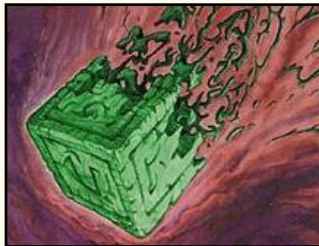
### ***Imperial Aegis***



A shield of exceptional quality and expense.

Regardless of the dice roll, always gain one bonus white shield in defense. May not be used by the Wizard.

### ***Arcane Dice***



A pair of ancient six-sided dice, adorned with... seven mystical symbols?

Roll two combat die, for each white shield you roll restore 1 lost Mind Point. May be used instead of an action *and* moving.

### ***Polished Silver long sword***



An elegant weapon, silver etchings adorn the blade and hilt; the pommel is a solid silver wolfs head.

Grants 3 combat dice in attack. Grants one bonus skull to all attack rolls against a Werewolf or Vampire. May not be used by the Wizard.

### ***The Ashbringer***



This Greatsword shines with Divine power!

Allows three combat dice in attack. When fighting undead, if three or more dice are rolled as skulls the target cannot defend. May not be used by the Wizard.

### ***The Gargoyle Crown***



A band of solid silver, in the middle sits a deep crimson ruby that is warm to the touch.

Allows 1 extra dice in defense and increases total Mind Points by 1.

### ***Dragonscale Jerkin***



An exquisite long coat made of finely woven dragon scales.

Allows two combat dice in defense. Black shields may be used as well as white when blocking damage.





Loot



Loot



Loot



Fledgling Spell



Fledgling Spell



Fledgling Spell



Elder Spell



Elder Spell



Elder Spell

### ***Crystal Staff***



A tall staff made entirely from a single piece of crystal. It glows with eldritch energy.

Allows two combat dice in attack and can be used to attack diagonally.

Allows one extra dice in defense.

Increases total Mind Points by one.

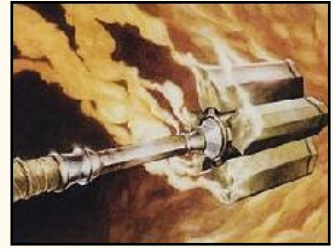
### ***Colossal Helm***



This heavy helmet made of thick Dwarven iron was forged in Giants blood.

Allows one extra combat dice in defense. Increases total Body Points by one. May not be used by the Wizard.

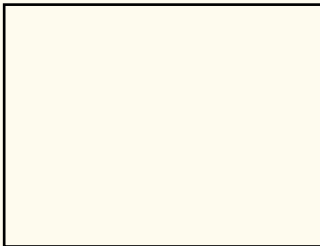
### ***The Fist of the Martyr***



According to legend, this mace is built around the bones of a saint's arm!

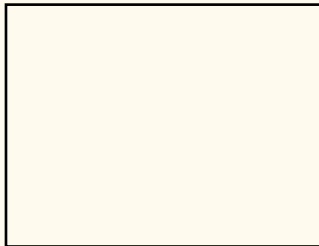
Allows 2 combat dice in attack, increases all healing effects cast and received by one. May not be used by the Wizard.

### ***Vampiric Strength***



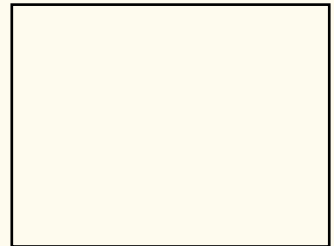
The Vampire may roll 2 extra dice in attack this turn. Costs 1 Blood Point.

### ***Bite***



A normal melee attack. The Vampire gains one Blood Point for each point of damage inflicted.

### ***Vampiric Resilience***



The Vampire may roll 2 extra dice in defense this turn. Costs 1 Blood Point.

### ***Vampiric Healing***



The Vampire may restore up to 4 lost Body Points. Costs 1 Blood Point for each Body Point healed. Discard after use.

### ***Mesmerize***



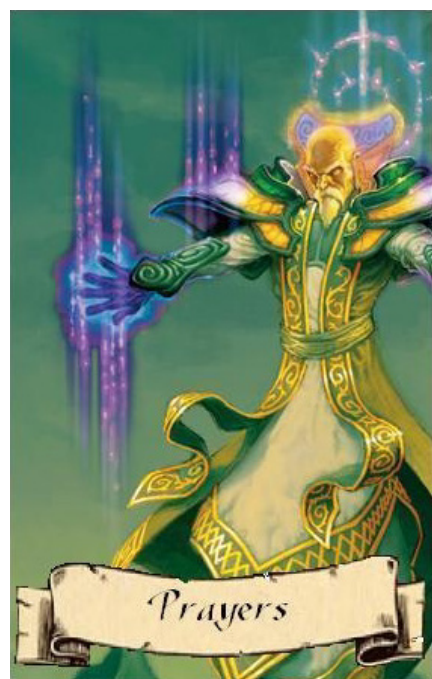
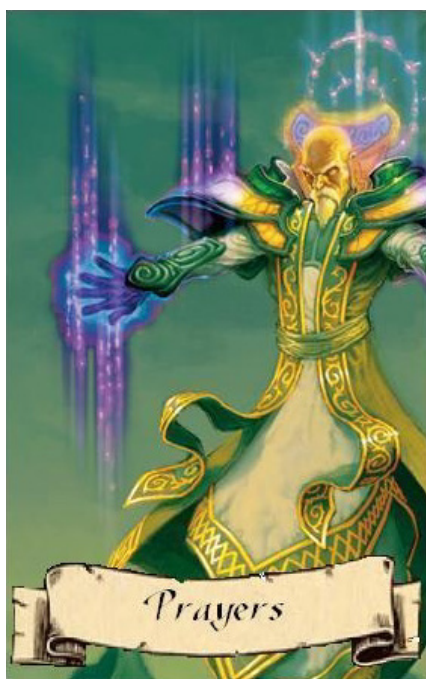
Can be cast on one character – the victim may not move, attack or cast a spell on their next turn but they may defend. Costs 1 Blood Point.

### ***Summon Zombie***

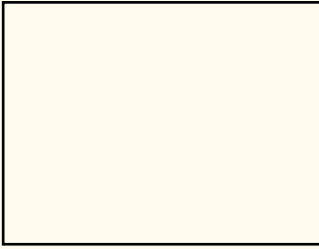


This ability summons a Zombie that will appear in a square next to the Vampire. The Zombie may move and attack at once. Discard after use.



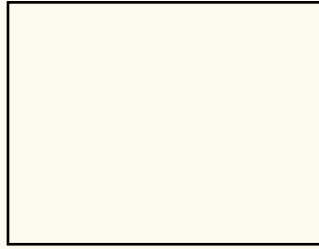


### ***Celerity***



The Vampire may move and attack twice this turn. Costs 1 Blood Point. Discard after use.

### ***Summon Skeletons***



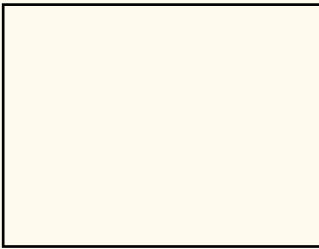
The Vampire may summon up to 3 Skeletons that appear in squares next to the Vampire. The Skeletons may move and attack at once. Roll one combat die: on the roll of a skull 1 Skeleton is summoned, on a white shield 2 Skeletons are summoned; on the roll of a black shield 3 Skeletons are summoned. Costs 1 Blood Point per Skeleton summoned. Discard after use.

### ***Bite***



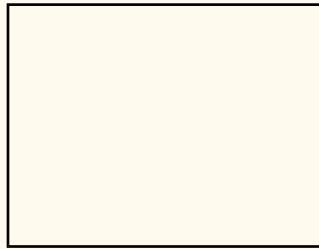
A normal melee attack. The Vampire gains one Blood Point for each point of damage inflicted.

### ***Blood Siphon***



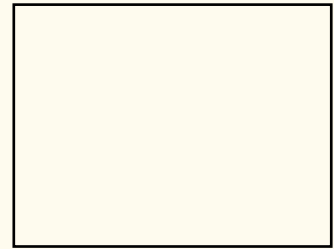
This ability may be cast on all players in the same room. It will inflict two Body Points of damage. The victims may roll two dice. For each shield they roll, they may reduce the damage by one. The Vampire gains one Blood Point for each point of damage inflicted. Discard after use.

### ***Bite***



A normal melee attack. The Vampire gains one Blood Point for each point of damage inflicted. Do *not* discard after use.

### ***Vampiric Healing***



The Vampire may restore up to 6 lost Body Points. Costs 1 Blood Point for each Body Point healed. Discard after use.

### ***Prayer of Healing***



Roll combat die equal to the casters *total* Mind Points. Target is healed 1 Body Point for each shield (of any color) rolled. Return to the bottom of the deck after use.

### ***Prayer of Healing***



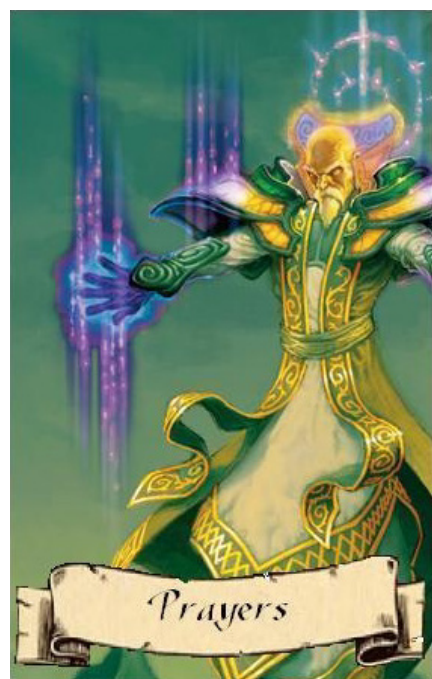
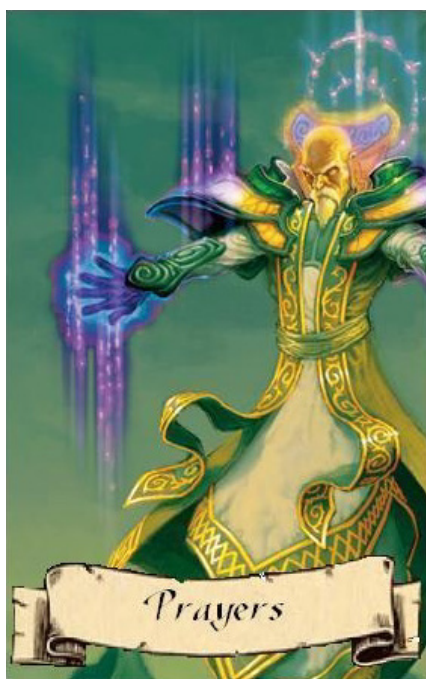
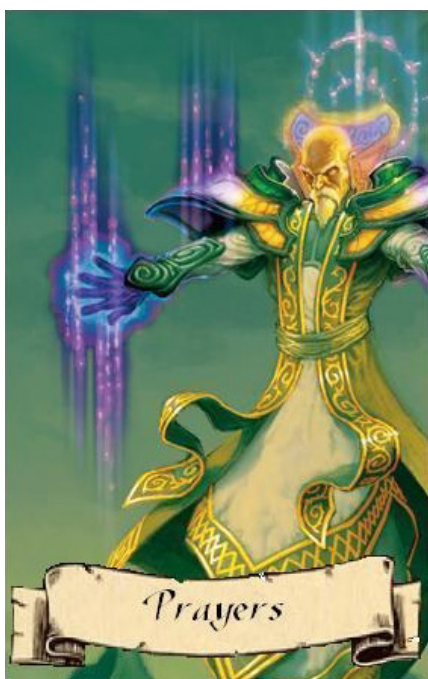
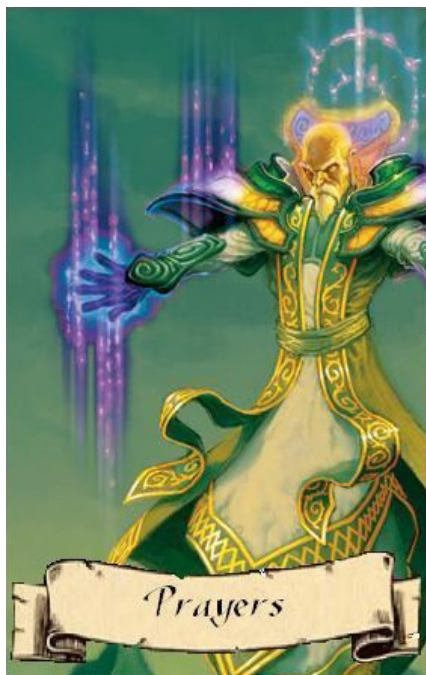
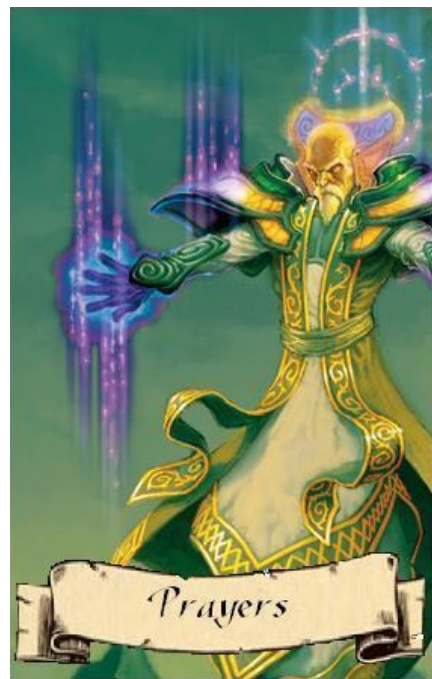
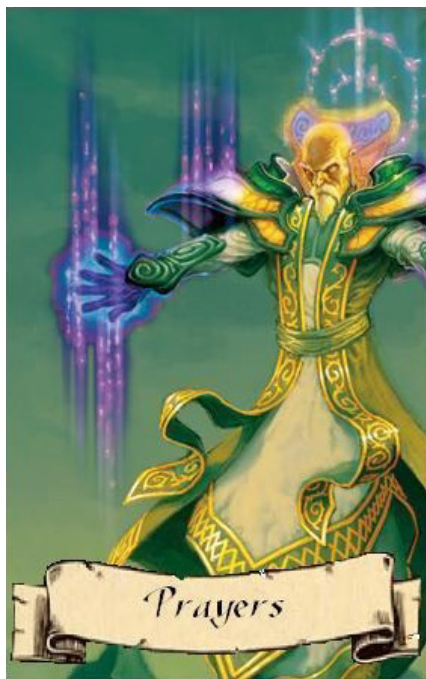
Roll combat die equal to the casters *total* Mind Points. Target is healed 1 Body Point for each shield (of any color) rolled. Return to the bottom of the deck after use.

### ***Blood Boil***



Can be cast on one character – It will inflict two Body Points of damage. The victim may roll two dice. For each shield he rolls, he may reduce the damage by one. The victim may not move, attack or cast a spell on their next turn but they may defend. Costs 1 Blood Point. Discard after use.





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Roll combat die equal to the casters *total* Mind Points. Target is healed 1 Body Point for each shield (of any color) rolled. Return to the bottom of the deck after use.

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Roll combat die equal to the casters *total* Mind Points. Target is healed 1 Body Point for each shield (of any color) rolled. Return to the bottom of the deck after use.

### ***Prayer of Restoration***



Heal all friendly targets in the same room or corridor for up to 2 lost Body Points. Costs 1 Mind Point. Return to the bottom of the deck after use.

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### ***Prayer of Cleansing***



Removes all negative effects from a target. Return to the bottom of the deck after use.

### ***Prayer of Cleansing***



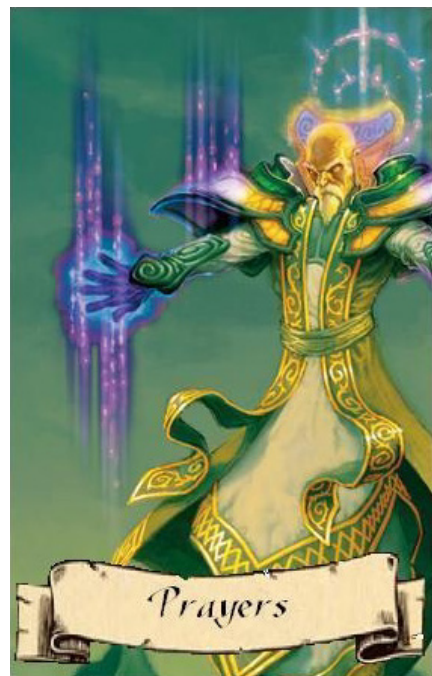
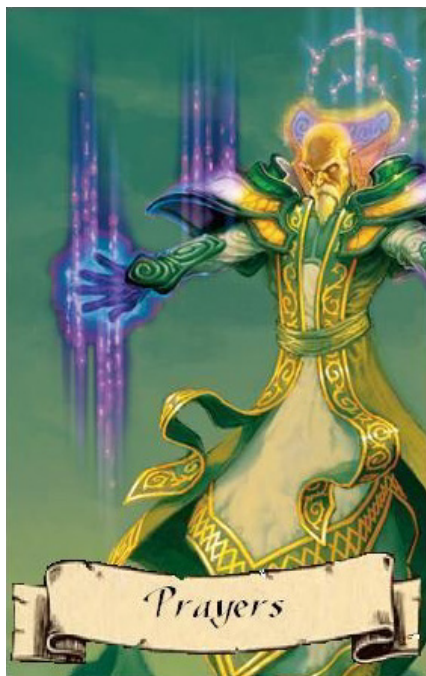
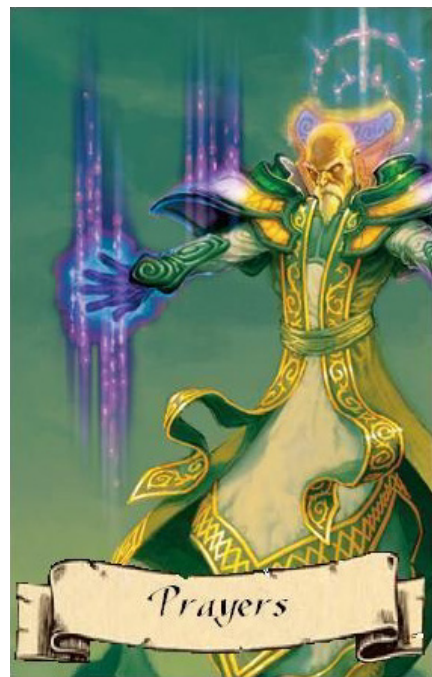
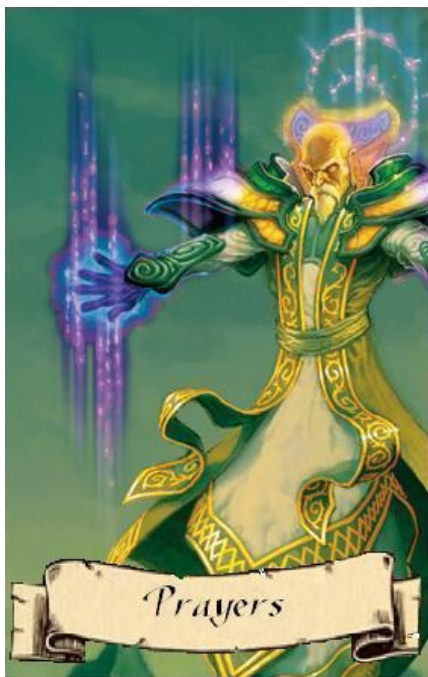
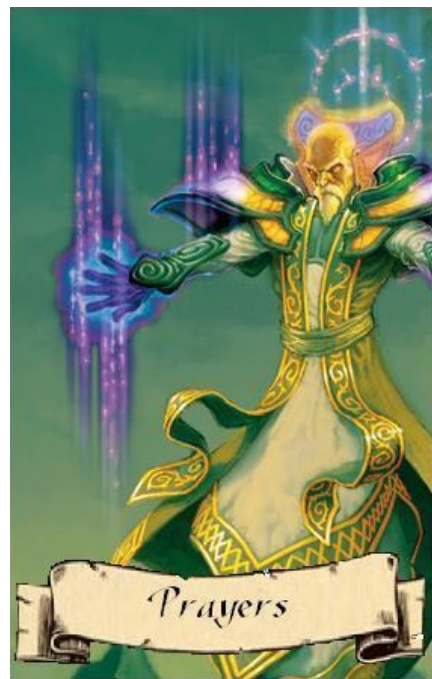
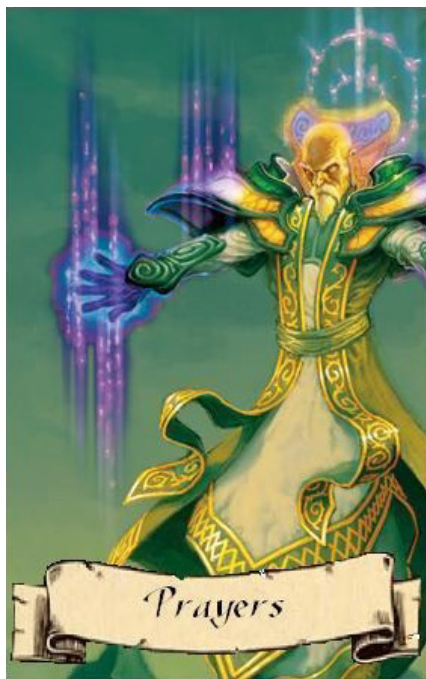
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### ***Prayer of Retribution***



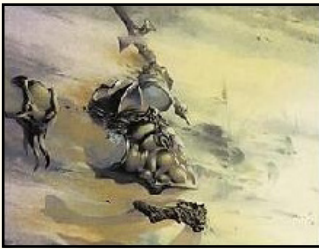
Attacks target with combat dice equal to the casters *current* Mind Points. +1 damage against undead. Costs 1 Mind Point. Return to the bottom of the deck after use.

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Attacks target with combat dice equal to the casters *current* Mind Points. +1 damage against undead. Costs 1 Mind Point. Return to the bottom of the deck after use.

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### ***Prayer of Penance***



Resurrect a fallen ally and restore 2 lost body & Mind Points. Costs 1 Mind Point. Return to the bottom of the deck after use.

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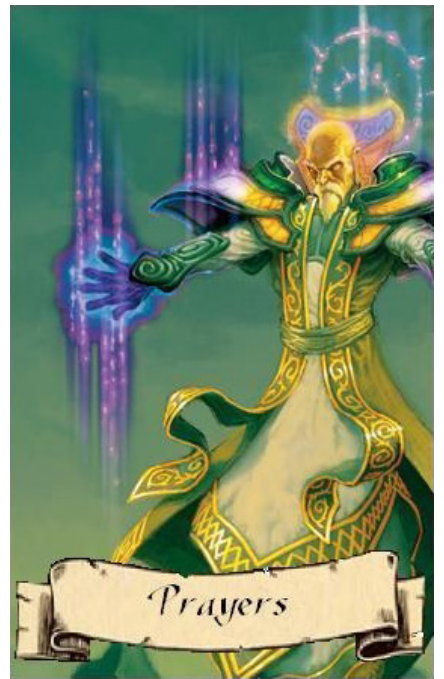
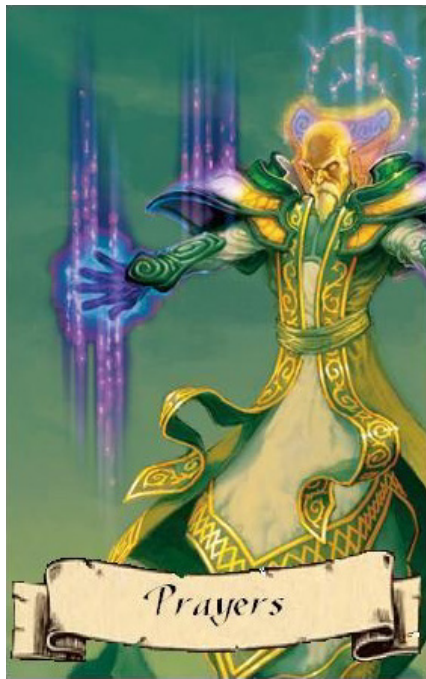
Resurrect a fallen ally and restore 2 lost body & Mind Points. Costs 1 Mind Point. Return to the bottom of the deck after use.

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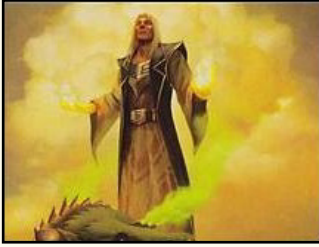


Resurrect a fallen ally and restore 2 lost body & Mind Points. Costs 1 Mind Point. Return to the bottom of the deck after use.



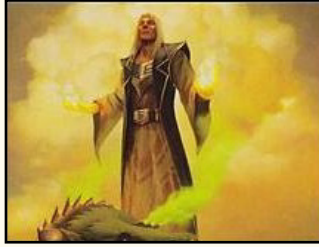


### ***Prayer of Illumination***



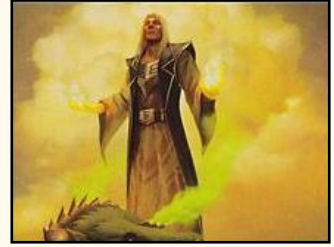
Restores all of the targets lost Mind Points and increases total Mind Points by 1. Effect lasts until the end of the Quest. Do *not* return to the deck after use.

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Restores all of the targets lost Mind Points and increases total Mind Points by 1. Effect lasts until the end of the Quest. Do *not* return to the deck after use.

### ***Prayer of Benediction***



May only be cast in a room, attacks all enemies in the room with combat dice equal to the casters current Mind Points. Costs 1 Mind Point for every enemy attacked. Do *not* return to the deck after use.