

Cloak of Protection



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

Potion of Resilience

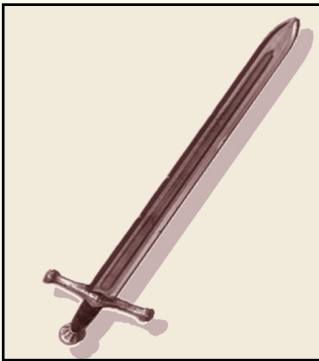


This potion may be taken at any time. You may then roll two extra combat dice in defense when you next defend. The card is then discarded.

Ink Bottle and Feather



Long Sword



With this mighty weapon you may attack with 3 dice. Diagonally you may attack with 1 die. However, this weapon is not ideal for defense. As long as you carry it, you must defend with -1 dice!

Mysterious Spell

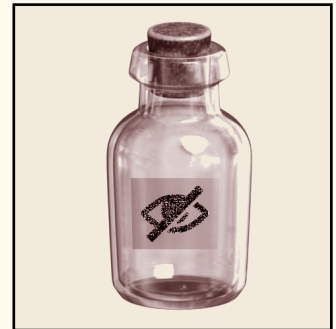
Aperire Ostium

Cum Cantus

Magno !!!

The spell needs to be read out loud, but you don't know the effect...

Potion for Invisibility



However, the bottle is empty...

Battle Cry



You can let out a battle cry once, in combination with an attack. You must play the card before throwing the attack dice. Your opponent is so intimidated that he has to defend with +1 dice.

Discard after use.

Cracking Skulls



If you engage into combat with an undead opponent, then you may play this card at the start of your turn. This does not count as an action. In that turn you may attack and defend with +1 dice. The effect lasts until the start of your next turn.

Discard after use.

Rage



If you have 3 or less Body Points left, you become enraged. You may then play this card for extra strength on any moment in your turn. You may attack twice in that turn.

Discard after use.