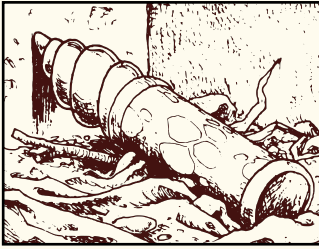


### ***Holy Water***



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

### ***Gem of Restoration***



The magical properties of this stone can heal any Heroes in the same room. Each hero rolls a red die and recovers up to that many Body Points.

Further uses will subsequently restore 1 less Body Point until the artifact becomes useless.

### ***Lord Lane's Quiver***



This ancient quiver contains nine special crossbow quarrels. They are so powerful that one bolt can hit every monster in an uninterrupted line with a single shot. Monsters defend with one less die than usual.

Discard after all arrows are shot.

### ***Potion of Counterattack***



When you drink this potion you will become extremely combative. From now on, for the next 3 turns, each time you successfully parry an enemy attack you can immediately strike an attack back at the same monster.

The card is then discarded.

### ***Potion of Rage***



Use this potion if you are wounded and it will turn your pain into rage!

Drinking this potion will allow you to add to your further attacks as many dice as your lost Body Points.

Its effect ends when you heal at least one Body Point.

### ***Spell Scroll***



#### ***Clairvoyance***

You many ask the evil wizard player to lay out the contents of one room anywhere on the board at once. If that room is empty you may try again, until a room on the map is found.

*Scroll crumbles to dust after it is used.*

### ***Spell Scroll***



#### ***Mind Recovery***

When you use this scroll you can immediately recover up to 2 lost Mind Points.

*Scroll crumbles to dust after it is used.*

### ***Spell Scroll***



#### ***Stone Dust***

This spell may be cast by any Hero on a stone item. A stone door or wall, a fallen rock or even a Gargoyle will be suddenly reduced to a pile of sand!

*Scroll crumbles to dust after it is used.*