

Magical Trap



As you are searching the room, you set off a Fireburst trap. Place a Fireburst token in the centre of the room and refer to the Magic Reference Chart to check the effects of the trap. Discard after use.

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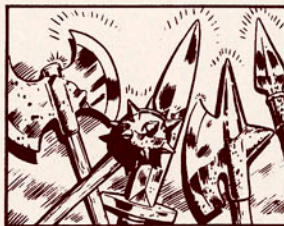
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Poison



You uncover a rusty brown flask filled with a liquid. You taste it and it turns out to be poison! You must roll one combat die: if you roll a skull you lose a Body point, otherwise you are unharmed. Discard after use.

Potion of Alchemy



In the corner of the room you stumble across a worn pot containing a dull paste. If you spread this paste over one item of equipment, it turns to gold and is worth 100 gold coins. That equipment card is then lost. Discard after use, along with the equipment card.

Potion of Charm



Behind an old tile you find a gilded bottle filled with a gold liquid. Drink all of this potion between Quests when you want to hire Men-at-Arms and you will then be able to hire up to three Men-at-Arms for 25 gold coins less than normal for each. Discard after use.

Potion of Magical Aptitude



You discover a vial of silvery liquid under a loose flagstone. If you are the Elf or the Wizard, you may drink it at the beginning of your turn and then cast two spells in that turn rather than one. Discard after use.

Potion of Magic Resistance

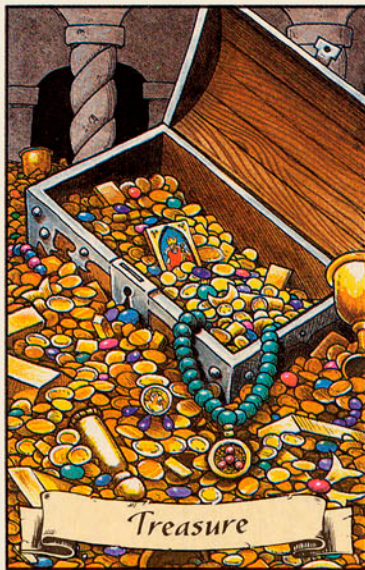
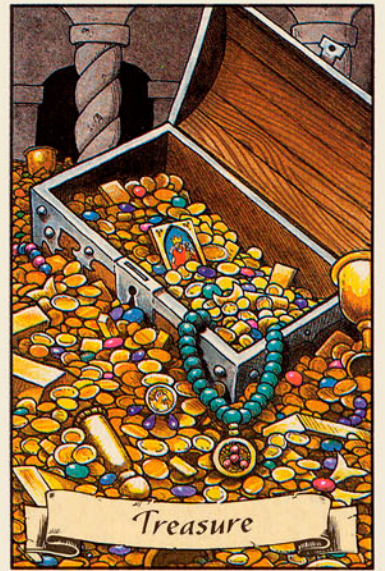
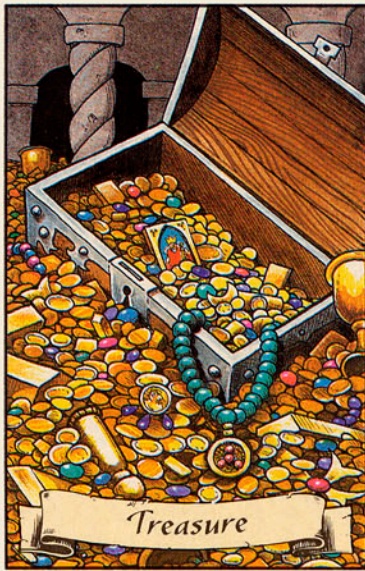
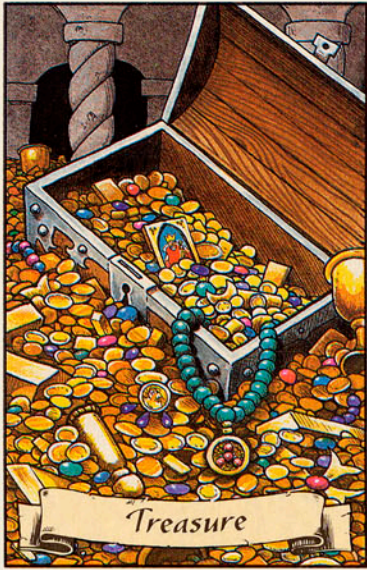


You find a small bottle hidden beneath a rusty shield. You can drink the potion when a spell is cast on you and you may then ignore the effects of that spell. Discard after use.

Potion of Magic Resistance



You discover a red glass bottle in a shallow pit. If you drink the potion you will be completely unharmed by the next magical fire attack to hit you, be it a spell or a Fireburst trap. Discard after a fire attack has been resisted.





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