Poison!



You discover a brown flask filled with liquid. Your throat constricts as you taste it, and you realize you've swallowed poison! Roll 1 combat die; a skull means you lose 1 Mind Point. You are unharmed on any other roll. Return this card to the bottom of the deck.

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Potion of Magic Resistance



The potion in this small, blue bottle negates the effects of any damage-causing spell cast on you. Drink it when the spell is cast and you may ignore the effects of the spell. This works only for the Hero drinking the potion. This potion may be used only once.

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Potion of Warmth



This miniature jug is warm to the touch. Drinking the potion immediately after suffering damage from Ice Storm or Chill spells, or from ice vaults or icy rivers, restores 2 lost Body Points. Drinking it at any other time restores only 1 lost Body Point. This potion may be used only once.

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Poison!



You discover a brown flask filled with liquid. Your throat constricts as you taste it, and you realize you've swallowed poison! Roll 1 combat die; a skull means you lose 1 Mind Point. You are unharmed on any other roll. Return this card to the bottom of the deck.

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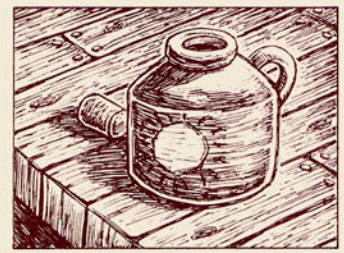
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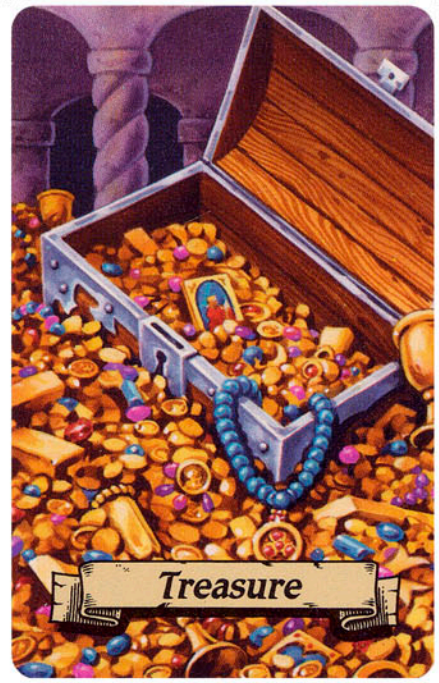
Potion of Warmth

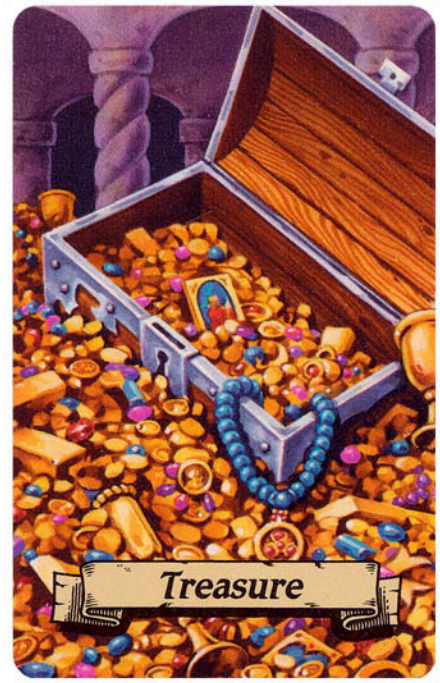


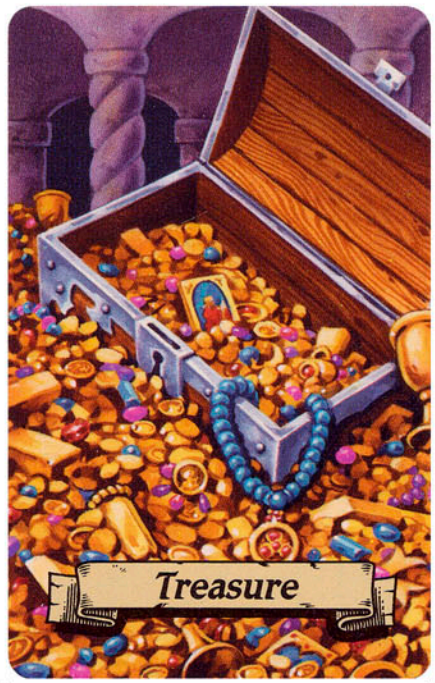
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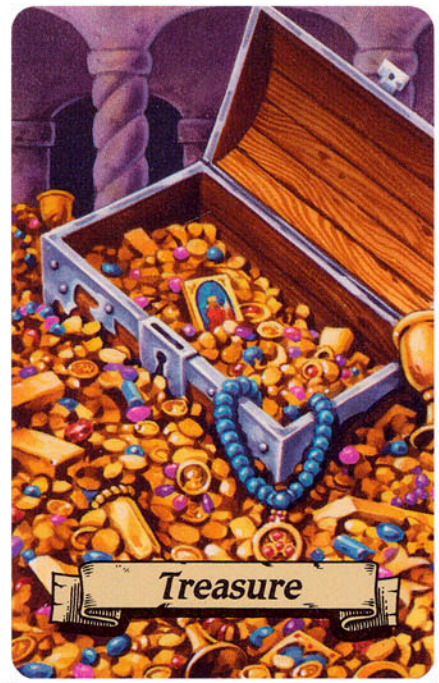
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Treasure


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