

### ***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 Magical Reference Chart for the effects of the trap. Return this card to the bottom of the deck.

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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 1 Combat Die: if you roll a Skull you lose 1 Body Point, otherwise you are unharmed. Return this card to the bottom of the deck.

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### ***Potion of Charm***



Behind an old tile you find a gilded bottle filled with a gold liquid. Drink this entire potion between Quests when you want to hire Mercenaries. You will then be able to hire up to three Mercenaries for 25 less gold each.

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### ***Potion of Magic Resistance***



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

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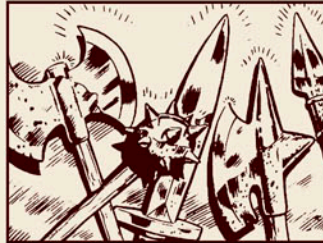
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### ***Potion of Alchemy***



In the corner of the room you stumble upon 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 piece of equipment is then lost.

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### ***Potion of Magical Aptitude***



You discover a vial of silvery liquid under a loose flagstone. If you are an Elf or Wizard, you may drink this potion at the beginning of your next turn. You will now be able to cast two spells in that turn rather than one.

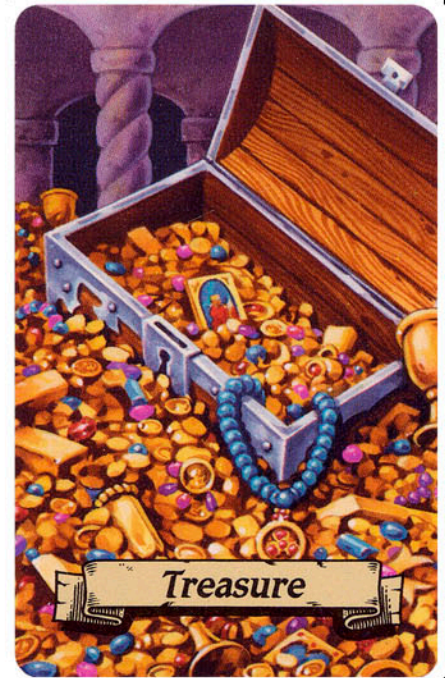
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### ***Potion of Magic Resistance***



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.

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