

# Stone Tablet

**+1** Psy  
**-** Str  
**+1** Ter



Room Item: Explorers Only  
*Tablet is ? Psy if played with Mage or Archaeologist.*

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# Revolver

**-** Psy  
**+2** Str  
**-** Ter



Room Item: Explorers Only

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# Sarcophogus

**-** Psy  
**-** Str  
**+1** Ter



Room Item: Monsters Only  
*Sarcophogus is +2 Ter if Mummy is in the room.*

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# Coffin

**-** Psy  
**-** Str  
**+1** Ter



Room Item: Monsters Only  
*Coffin is +2 Ter if Vampire is in the room.*

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# Chalice of Life

**-** Psy  
**-** Str  
**-** Ter



Room Item: Explorers Only  
*If Explorers win, you may immediately return one to your hand.*

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# Ice Wand

**+1** Psy  
**+1** Str  
**-** Ter



Room Item: Explorers Only  
*If played with a Mage, choose a player who skips his turn.*

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# Sacrificial Knife

- Psy  
**+2** Str  
- Ter



Room Item: Monsters Only  
*If the Monsters win this encounter, claim this card for yourself.*

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# Chilling Mist

**+1** Psy  
- Str  
**+2** Ter



Room Item: Monsters Only

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# Witch Brew

**+1** Psy  
**+1** Str  
- Ter



Room Item: Monsters Only  
*Witch Brew is ? Psy if played with Mage.*

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# Tome of Magic

**+1** Psy  
- Str  
**+1** Ter



Room Item  
*When played with a Mage, Psy OR Ter becomes??.*

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# Ankh

**+1** Psy  
- Str  
**+1** Ter



Room Item: Explorers Only  
*Explorer holding the Ankh can't be claimed unless Monsters win.*

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# Lucky Charm

**+1** Psy  
**+1** Str  
**+1** Ter



Room Item: Explorers Only  
*If Explorers lose, the one holding charm is discarded instead of lost.*

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# Black Cauldron

- Psy  
- Str  
- Ter



Room Item: Monsters Only  
*If Monsters win, you may immediately return one to your hand.*

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