

### *Clairvoyance*



You may 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 not try again.  
Discard after use.

### *Future Sight*



Play this card at the end of your turn. You may reroll any attack, defence or movement die rolls once until the end of your next turn.  
Discard after use.

### *Treasure Horde*



When you are searching a room for treasure, you may draw three treasure cards at once.  
You must take all three cards whatever they are.  
Discard after use.





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