

Edification	Epic Poetry	Enchant Armour	Chest
<p><i>Gain 1 .</i></p>	<p><i>You are inspired by the exploits of a great hero. Gain 1 .</i></p>	<p>Choose a shield, helmet, or piece of body armour that you are carrying. Its base  bonus is increased by 1.</p> <p>Keep this scroll behind the item to indicate the change.</p>	<p><i>A chest appears in front of you.</i></p> <p>Place a chest token on your tile.</p>
<p>50 </p>	<p>50 </p>	<p>25 </p>	<p>60 </p>
Unlocking	Unlocking	Enchant Weapon	Acquisition
<p>Replace each locked door card in the dungeon with an open doorway. Locked chests currently on a board can be opened by any player, even if that player draws multiple locked chest cards while opening it.</p>	<p>Replace each locked door card in the dungeon with an open doorway. Locked chests currently on a board can be opened by any player, even if that player draws multiple locked chest cards while opening it.</p>	<p>Choose one of your weapons. Its base  bonus is increased by 1.</p> <p>Keep this scroll behind the weapon to indicate the change.</p>	<p><i>Draw a card from the Item Deck of your current level.</i></p>
<p>20 </p>	<p>20 </p>	<p>25 </p>	<p>80 </p>
Identify	Identify	Identify	Acquisition
<p><i>Reveal all your face down possessions.</i></p>	<p><i>Reveal all your face down possessions.</i></p>	<p><i>Reveal all your face down possessions.</i></p>	<p><i>Draw a card from the Item Deck of your current level.</i></p>
<p>25 </p>	<p>25 </p>	<p>25 </p>	<p>80 </p>
Remove Curse	Remove Curse	Secret Door	Secret Door
<p><i>Discard all curses and cursed items.</i></p>	<p><i>Discard all curses and cursed items.</i></p>	<p><i>Place an open door anywhere in the Dungeon.</i></p>	<p><i>Place an open door anywhere in the Dungeon.</i></p>
<p>25 </p>	<p>25 </p>	<p>10 </p>	<p>10 </p>

<p>Mind Blank</p> <p>Discard all your Magic Spells. Turn over all your identified potions and scrolls, and shuffle them together with your unidentified potions and scrolls.</p> <p>10 🗡️</p>	<p>Absentmindedness</p> <p><i>Discard an 🗡️, a 🗡️, and a 🗡️, chosen at random.</i></p> <p>10 🗡️</p>	<p>Curse</p> <p><i>Draw a Curse Card.</i></p> <p>10 🗡️</p>	<p>Curse</p> <p><i>Draw a Curse Card.</i></p> <p>10 🗡️</p>
<p>Create Foe</p> <p>Draw a card from a random Monster Deck and fight it. <i>(If you are in battle, that monster joins your enemies, acting just before you.)</i></p> <p>10 🗡️</p>	<p>Create Foe</p> <p>Draw a card from a random Monster Deck and fight it. <i>(If you are in battle, that monster joins your enemies, acting just before you.)</i></p> <p>10 🗡️</p>	<p>Explosion</p> <p><i>The scroll erupts in flame!</i></p> <p>Roll d8. You take that much damage, as well as any other players and monsters on the same tile.</p> <p>Place an open doorway on each wall of the tile.</p> <p>5 🗡️</p>	<p>Recitation</p> <p><i>A mysterious voice reads all your scrolls!</i></p> <p>In an random order, follow the instructions on your scrolls as if you had just read them.</p> <p>5 🗡️</p>
<p>Idiocy</p> <p><i>Lose 1 🗡️.</i></p> <p>10 🗡️</p>	<p>Call Enemies</p> <p><i>Move all monsters on this floor to your tile.</i></p> <p>5 🗡️</p>	<p>Call From Below</p> <p><i>A fiery pit opens in the floor; a demonic hand reaches forth and drags you below to a random square on level four.</i></p> <p>5 🗡️</p>	<p>Torture</p> <p><i>All who hear these words writhe in agony.</i></p> <p>You lose half your ❤️, as do all players and monsters on the same tile.</p> <p>5 🗡️</p>
<p>Poverty</p> <p><i>Lose half your 🗡️.</i></p> <p>10 🗡️</p>	<p>Loneliness</p> <p><i>Your companions transform into pillars of sand and blow away.</i></p> <p>5 🗡️</p>	<p>Electricity</p> <p><i>Arcs of lightning leap from the scroll and travel about the room!</i></p> <p>Assign all players and monsters in your tile a number between 1 and 8, then roll 8d8. Each time a player or monster's number is rolled, it takes 8 damage.</p> <p>5 🗡️</p>	<p>Punishment</p> <p><i>The dungeon master removes useful tiles from the dungeon.</i></p> <p>Discard all tiles containing a fountain, lab, library, Christian altar, tome of knowledge, crystal ball, tunnel, or shop.</p> <p>5 🗡️</p>

Magic Mapping On the board representing your dungeon level, choose an empty square opposite an exit from an adjacent Dungeon Tile. Place a tile there as if you were moving into that square. If the tile is a room, draw a Room Card face up and place it on the tile. Repeat this process until there is a tile opposite every exit on the board. 50 🗡️	Shuffling When this card is revealed, shuffle it and all discarded scrolls into the Scroll Deck, then draw a new card to replace it. 10 🗡️	Silence Until end of turn you can't cast spells. If a monster selects the action CAST SPELL , instead it chooses to ATTACK . 15 🗡️	Magic If you are not in battle, draw a Spell Card. If you are in battle, draw a card from the Spell Deck and follow its instruction as if you had just cast it, ignoring any extra costs. 15 🗡️
Renovation Rearrange the tile you are on and the eight adjacent tiles however you like. You may also move the contents of the tiles around (including players), and rearrange the wall features, but don't put tile contents onto an empty square. 10 🗡️	Chrysopoeia <i>Discard one of your possessions, then add its 🗡️ value to your 🗡️ total.</i> 200 🗡️	Arcane Learning <i>Draw two Spell Cards.</i> <i>(You don't need the spellcasting ability to cast them.)</i> 50 🗡️	Dimensional Rift Remove all Dungeon Tiles from the dungeon and discard their contents. For each player, place a new Dungeon Tile on his square, oriented the same way as the tile just discarded from his square. You enter the new tile now from the entryway, and the other players enter theirs on their turns. 30 🗡️
Flooding <i>A torrent of water washes away the level!</i> Remove all Dungeon Tiles and their contents from this floor. All players on the floor move their tokens to the same square on the floor below. 10 🗡️	Duplication <i>The scrolls reforms itself in your hands!</i> Choose one of your possessions. This scroll becomes a copy of that possession. 150 🗡️	Scripture This scrolls contains passages from the Bible. All <i>undead</i> and <i>demons</i> in your tile take 4d8 damage. 30 🗡️	Vanishing <i>All monsters and other players in your tile teleport away.</i> 25 🗡️
Summoning <i>If you are in battle, you summon a monster from a random floor.</i> 15 🗡️	Gibberish <i>The strange words on this scroll confuse your enemies.</i> <i>(As its next combat action, a confused enemy will ATTACK itself.)</i> 20 🗡️	Inscrolling <i>Draw three scrolls face down and add them to your possessions.</i> 15 🗡️	Inventory Renewal Discard all of your 🗡️. For each one discarded, draw a card from the corresponding 🗡️ deck to replace it. 20 🗡️

<p>Teleportation</p> <p><i>You teleport.</i></p> <p><i>(Move your token to a random square on the same floor.)</i></p> <p>25 </p>	<p>Teleportation</p> <p><i>You teleport.</i></p> <p><i>(Move your token to a random square on the same floor.)</i></p> <p>25 </p>	<p>Teleportation</p> <p><i>You teleport.</i></p> <p><i>(Move your token to a random square on the same floor.)</i></p> <p>25 </p>	<p>Blink</p> <p>You teleport to one of the eight adjacent squares, chosen randomly.</p> <p>25 </p>
<p>Teleportation</p> <p><i>You teleport.</i></p> <p><i>(Move your token to a random square on the same floor.)</i></p> <p>25 </p>	<p>Teleportation</p> <p><i>You teleport.</i></p> <p><i>(Move your token to a random square on the same floor.)</i></p> <p>25 </p>	<p>Teleportation</p> <p><i>You teleport.</i></p> <p><i>(Move your token to a random square on the same floor.)</i></p> <p>25 </p>	<p>Blink</p> <p>You teleport to one of the eight adjacent squares, chosen randomly.</p> <p>25 </p>
<p>Mass Teleportation</p> <p><i>All players teleport.</i></p> <p><i>(Each player moves his token to a random square on the same floor, then enters that square on his turn.)</i></p> <p>30 </p>	<p>Teleport Floor</p> <p><i>You teleport to a random square on a random floor.</i></p> <p>15 </p>	<p>Refuge</p> <p><i>You teleport to Town.</i></p> <p>50 </p>	<p>Mutual Translocation</p> <p>Choose another player on the same floor. You teleport to his tile and he teleports to your tile. If you were in battle, the battle continues with him in your place.</p> <p>25 </p>
<p>Amnesia</p> <p><i>You forget where you've been recently.</i></p> <p>Remove all Dungeon Tiles and their contents from the eight squares around your tile, and the sixteen squares around those tiles.</p> <p>5 </p>	<p>Amnesia</p> <p><i>You forget where you've been recently.</i></p> <p>Remove all Dungeon Tiles and their contents from the eight squares around your tile, and the sixteen squares around those tiles.</p> <p>5 </p>	<p>Apparate</p> <p><i>You teleport to an explored tile of your choice on this floor.</i></p> <p>25 </p>	<p>Apparate</p> <p><i>You teleport to an explored tile of your choice on this floor.</i></p> <p>25 </p>

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