

































































































<b>Woodsman's Axe</b>  <div>+4  against plants.</div>  Weapon 15 	<b>Flimsy Lockpicks</b>  <i>Action:</i> Open a locked door or chest. <i>(Sturdiness 1)</i>  Tool 10 	<b>Magic Wand</b>  When you obtain this card, take a card face down from the Magic Spell Deck and place it face down on this card. You may reveal the Magic Spell by identifying this item.  <b>ZAP WAND:</b> Choose a target, then reveal the Magic Spell and cast it on that target as if your  were 2. <i>(Sturdiness 6)</i>  Tool 25 	<b>Blessed Mace</b>  <div>+3  against undead and demons.</div>  Weapon 15 
<b>Shovel</b>  <i>Action:</i> Remove the rubble from a passageway. <i>(Sturdiness 7)</i>  Tool 10 	<b>Flimsy Lockpicks</b>  <i>Action:</i> Open a locked door or chest. <i>(Sturdiness 1)</i>  Tool 10 	<b>Acid-Resistant Cloak</b>  You are immune to acid (  ).  Accessory 10 	<b>Amulet of Wisdom</b>  <div>+1 </div>  Accessory 25 
<b>Smoke Vial</b>  <b>THROW:</b> Discard this item to escape from battle as if you had chosen to <b>FLEE</b> and succeeded.  If you are <i>afraid</i> , you automatically use this tool.  Tool 40 	<b>Grappling Hook</b>  You don't fall in pits. You can climb up and down pits as a movement action.  Tool 25 	<b>Dirk of Cruelty</b>  <div>+4  against animals.</div>  Weapon 15 	<b>Enchanted Fodder</b>  You may discard this item as you encounter an <i>animal</i> . If you do, it becomes friendly and gives you its treasure after any other enemies are defeated.  Tool 25 
<b>Straw Mail</b>  <div>+1 </div> If you are damaged by fire (  ) while wearing this armour, discard it and take d8 more damage.  Body Armour 10 	<b>Helm of Rigidity</b>  <div>+1 </div> While wearing this helmet, teleportation has no effect on you.  Helmet 40 	<b>Leather Armour</b>  <div>+1 </div>  Body Armour 30 	<b>Leather Armour</b>  <div>+1 </div>  Body Armour 30 


























<p><b>Magic Sword</b></p> <p>+1 </p> <p>Weapon 30 </p>	<p><b>Magic Sword</b></p> <p>+1 </p> <p>Weapon 30 </p>	<p><b>Cutlass of Crippling</b></p> <p>+0 </p> <p>When you damage an enemy with this weapon, it loses 1  and 1 .</p> <p>Weapon 25 </p>	
<p><b>Obscene Shield</b></p> <p>+1 </p> <p>While you hold this shield, your enemies are never surprised.</p> <p>Shield 20 </p>	<p><b>Poisoned Knife</b></p> <p>+0 </p> <p>When you damage an enemy with this weapon, it loses 1  and 1  (from %).</p> <p>Weapon 30 </p>	<p><b>Powder of Uncontrollable Laughter</b></p> <p><b>THROW POWDER:</b> Target enemy, whose  is greater than 1, loses 3  and 3  until end of battle. This effect is not cumulative. (<i>Sturdiness 3</i>)</p> <p>Tool 25 </p>	<p><b>Predator's Dagger</b></p> <p>+2  against slower enemies.</p> <p>Weapon 25 </p>
<p><b>Boots of Dancing</b></p> <p>-1 </p> <p>+1 </p> <p>+1 </p> <p>Boots 25 </p>	<p><b>Rickety Shield</b></p> <p>+1 </p> <p>If you take more than 4 damage from an <b>ATTACK</b>, discard this item.</p> <p>Shield 10 </p>	<p><b>Ring of Inflammability</b></p> <p>You are immune to fire ().</p> <p>Accessory 15 </p>	<p><b>Ring of Keys</b></p> <p><i>Action:</i> Open a locked door or chest. (<i>Sturdiness 3</i>)</p> <p>Tool 25 </p>
<p><b>Wicker Basket</b></p> <p>+1 </p> <p>When you fumble an attack, you become <i>blind</i> until your next action. (<i>While blind, subtract 4 from your  and .</i>)</p> <p>Helmet 10 </p>	<p><b>Socks of Swiftmess</b></p> <p>+1 </p> <p>Accessory 25 </p>	<p><b>Crystal Goblet</b></p> <p>This item can be sold in a shop or upon leaving the dungeon.</p> <p>Treasure 75 </p>	<p><b>Rare Spices</b></p> <p>This item can be sold in a shop or upon leaving the dungeon.</p> <p>Treasure 50 </p>

[illegible]


<b>King of Retribution</b>  When you take damage from an enemy's <b>ATTACK</b> , this ring deals 1 damage to that enemy.  Accessory 15 🍀	<b>Sacrificial Dagger</b>  +0 ✂  <i>Action:</i> Discard a companion at an altar to add +1 ✂ to this weapon's attack bonus.  Weapon 25 🍀	<b>Impervious Backpack</b>  Your unequipped possessions can be neither stolen nor destroyed.  Accessory 20 🍀	<b>Solid Iron Shield</b>  +1 🛡  Shield 35 🍀
<b>Spellbook</b>  <b>READ BOOK:</b> Cast the spell on top of the Spell Deck. You do not need the ability <i>spellcasting</i> to perform this action. <i>(Sturdiness 1)</i>  Tool 20 🍀	<b>Empty Bottle</b>  Instead of drinking from a fountain, you can fill up this bottle. It then functions as a potion, having the same effect as the fountain when quaffed, and becoming empty again after use.  Tool 5 🍀	<b>Talisman of Integrity</b>  A combatant which tries to summon or <b>TELEPORT</b> instead chooses to <b>ATTACK</b> .  Accessory 10 🍀	<b>Hoincloth of Odorlessness</b>  You are <i>unsmellable</i> .  <i>(You can <b>FLEE</b> automatically from animals and dragons, and they have -4 to ✂ and 🛡 whilst fighting you.)</i>  Accessory 15 🍀
<b>Polished Mirror</b>  You can hold this tool like a shield. While you do, any enemy's gaze (👁) attack will be reflected back upon itself.  Tool 5 🍀	<b>Phial of Intellect</b>  You may discard this item to pass a failed 🧠 roll.  Tool 10 🍀	<b>Philter of Dexterity</b>  You may discard this item to pass a failed 🦋 roll.  Tool 10 🍀	<b>Rod of Polymorph</b>  <b>ACTIVATE:</b> Discard an enemy's Monster Card and draw a new one from a random dungeon level. <i>(Sturdiness 6)</i>  Tool 40 🍀
<b>Cursed Epaulets of Teleportation</b>  At the beginning of your turn, roll d8. If the result is 1 or 2, you teleport.  Accessory 20 🍀	<b>Cursed Undertunic of Stench</b>  Discard all your companions. You cannot gain new companions.  This item has no effect on <i>undead</i> and <i>thing</i> companions.  Accessory 0 🍀	<b>Cursed Breastplate</b>  -1 🛡  Armour 0 🍀	<b>Cursed Lead Boots</b>  While wearing these boots, ice, slides, fans and springboards have no effect on you.  WEIGHT: 1  Boots 5 🍀

<b>Gloves of Mastery</b>  You may wield a weapon in each hand. Add each weapon's bonus to your ✂ when you <b>ATTACK</b> .  Gloves 50 🗡	<b>Amulet of Curios</b>  When you draw an Item Card, and it is not cursed, you may discard it and draw a new card, which you must keep.  Accessory 60 🗡	<b>Amulet of Foes</b>  When you draw a Monster Card, you may discard it and draw a new card, which you must keep.  Accessory 60 🗡	<b>Amulet of Flight</b>  You have the ability <i>flying</i> .  Accessory 75 🗡
<b>Book of Summoning</b>  <b>READ BOOK:</b> You summon a monster from dungeon level 2. <i>(Sturdiness 6)</i>  Tool 75 🗡		<b>Boots of Speed</b>  +2 🦶  Boots 100 🗡	<b>Crowbar</b>  <i>Action:</i> Open a locked door or chest, if your unarmed ✂ is not less than twice the door or chest's dungeon level. <i>(Sturdiness 7)</i>  Tool 40 🗡
<b>Dueling Épée</b>  +2 ✂  Add an additional 2 ✂ against <i>humanoids</i> .  Weapon 100 🗡	<b>Burnished Silver Armour</b>  +3 🛡  While wearing this armour, any enemy's gaze (👁) attack will be reflected back upon itself.  WEIGHT: 2  Body Armour 100 🗡	<b>Faithful Blade</b>  +2 ✂  You never fumble an attack with this sword. If this sword is stolen, it magically returns to your possession at the beginning of your next turn.  Weapon 75 🗡	<b>Huge Cumbersome Shield</b>  +2 🛡  WEIGHT: 1  Shield 75 🗡
<b>Lute of Sound Sleep</b>  <b>PLAY:</b> Roll 🎲 with your enemies. Any enemy that loses falls <i>asleep</i> .  <i>(A sleeping enemy cannot act and has an effective 🛡 of 0. It awakens when it takes damage.)</i>  Tool 75 🗡	<b>Magical Ladder</b>  You don't fall in pits.  <i>Movement Action:</i> Move to the tile directly above or below you. <i>(Sturdiness 3)</i>  Tool 75 🗡	<b>Hammer of Crushing</b>  +1 ✂  This weapon scores a critical hit on a roll of 7 or 8.  Weapon 100 🗡	<b>Morningstar of Killing Things</b>  +2 ✂  Add an additional 3 ✂ against <i>things</i> .  Weapon 100 🗡

<b>Quartz Shield</b>  <div>+1 </div> You are immune to lightning (⚡).  <div>Shield 60 </div>	<b>Sack of Fools Gold</b>  This item can be discarded to contribute its value to a purchase in a shop or other transaction, but does not count as gold recovered from the dungeon.  <div>Treasure 250 </div>	<b>Oyzox Scale Mail</b>  <div>+2 </div> While wearing this armour, you do not act as normal in combat. Instead, when it is your action, roll d8. If the result is 8, you <b>TELEPORT</b> . Otherwise, you summon a Level 2 monster.  <div>Body Armour 75 </div>	<b>Ring of Protection</b>  When you take damage, reduce the damage by 1.  <div>Accessory 50 </div>
<b>Ring of Healing</b>  At the beginning of your turn, you regain 4  .  <div>Accessory 100 </div>	<b>Rusty Knife +6</b>  <div>+3 </div>  <div>Weapon 125 </div>	<b>Singing Sword</b>  <div>+4 </div> While you have this weapon in your possession, your enemies surprise you if your roll the lowest initiative. <i>(When surprised, your enemies act first, and you have an effective  of 0 for their first actions.)</i>  <div>Weapon 100 </div>	<b>Skeleton Key</b>  <i>Action:</i> Open a locked door or chest. <i>(Sturdiness 5)</i>  <div>Tool 40 </div>
<b>Skeleton Key</b>  <i>Action:</i> Open a locked door or chest. <i>(Sturdiness 5)</i>  <div>Tool 40 </div>		<b>Sorcerer's Staff</b>  <div>+1 </div> <b>INVOKE:</b> Cast one of your spells (discarding it as normal), with a bonus of 1 to your  .  <div>Weapon 70 </div>	<b>Barbed Spear</b>  <div>+2 </div> When you damage, but not kill, a <i>humanoid</i> , <i>animal</i> , or <i>dragon</i> with this weapon, roll d8. If the result is 1 or 2, the tip breaks off in the enemy's belly. Discard this card and that enemy takes an additional 2d8 damage.  <div>Weapon 100 </div>
<b>Magic Wand</b>  When you obtain this card, take a card face down from the Magic Spell Deck and place it face down on this card. You may reveal the Magic Spell by identifying this item.  <b>ZAP WAND:</b> Choose a target, then reveal the Magic Spell and cast it on that target as if your  were 4. <i>(Sturdiness 6)</i>  <div>Tool 75 </div>	<b>Club of Souls</b>  <div>+0 </div> When you defeat an enemy that is not a <i>demon</i> or <i>undead</i> , if this weapon dealt damage to that enemy equal to its  , then you may capture its soul. Change this weapon's  bonus to +X, where X is twice that enemy's dungeon level.  <div>Weapon 50 </div>	<b>Staff of Fire</b>  <div>+1 </div> <div> <b>ACTIVATE:</b> Target enemy takes damage equal to d8 plus your .</div> <i>(Sturdiness 5)</i>  <div>Weapon 75 </div>	<b>Steel-Plated Helmet</b>  <div>+2 </div>  <div>Helmet 100 </div>

<b>Stiletto of Sureness</b>  <div>+0 </div> <p>You always strike the enemy for at least 1 damage, even if you fumble your attack.</p> <p>This weapon scores a critical hit on a roll of 7 or 8.</p> <p>Weapon 70 </p>	<b>Studded Leather of Silence</b>  <div>+1 </div> <p>While wearing this armour, neither you nor your enemies can cast spells. If an enemy would cast a spell, instead it chooses to <b>ATTACK</b>.</p> <p>Body Armour 80 </p>	<b>Trained Alligator</b>  <div>+3 </div> <p>If you fumble your attack, the alligator forgets its training and bites you for 2d8 damage minus your .</p> <p>Weapon 75 </p>	<b>Unholy Scimitar</b>  <div>+5 </div> <p>[] When you do damage with this weapon, it drains d8  from you.</p> <p>Weapon 75 </p>
<b>Warlock's Beard</b>  <p>You have the ability <i>spellcasting</i>.</p> <p>Accessory 50 </p>	<b>Horn of Announcement</b>  <p><i>Action:</i> Draw a card from the Monster Deck of your dungeon level and fight it.  <i>(If you are in battle, that monster joins your enemies, acting just before you.)</i></p> <p><i>(Sturdiness 5)</i></p> <p>Tool 75 </p>	<b>Acrobat's Boots</b>  <div>+1 </div> <p>You don't fall into pits or chasms.</p> <p>Boots 35 </p>	<b>Spiked Steel Boots</b>  <div>+1 </div> <p>Boots 75 </p>
<b>Cursed Belt of Clumsiness</b>  <div>-1 </div> <p>You fumble your attack on a roll of 1 or 2.</p> <p>Accessory 0 </p>	<b>Cursed Ring of Bravery</b>  <p>You cannot become <i>afraid</i>, nor can you <b>FLEE</b> from a fight.</p> <p>Accessory 30 </p>	<b>Cursed Boots of Levitation</b>  <p>You have the ability <i>flying</i>, but cannot go down stairs, pits, and chasms.</p> <p>Boots 50 </p>	<b>Cursed Nunchucks</b>  <div>-1 </div> <p>Weapon 0 </p>
<b>Famous Painting</b>  <p>This item can be sold in a shop or upon leaving the dungeon.</p> <p>WEIGHT: 1</p> <p>Treasure 200 </p>	<b>Ming Vase</b>  <p>This item can be sold in a shop or upon leaving the dungeon.</p> <p>If you fall down a pit or chasm, discard this item.</p> <p>Treasure 125 </p>		






























<div>Compendium of Magical Rituals and Libations</div> <div>Action: Identify one of your possessions. (Sturdiness 7)</div> <div>Tool50</div>	<div>Magic Wand</div> <div>When you obtain this card, take a card face down from the Magic Spell Deck and place it face down on this card. You may reveal the Magic Spell by identifying this item.</div> <div>ZAP WAND: Choose a target, then reveal the Magic Spell and cast it on that target as if your were 4. (Sturdiness 6)</div> <div>Tool75</div>	<div>Magic Wand</div> <div>When you obtain this card, take a card face down from the Magic Spell Deck and place it face down on this card. You may reveal the Magic Spell by identifying this item.</div> <div>ZAP WAND: Choose a target, then reveal the Magic Spell and cast it on that target as if your were 4. (Sturdiness 6)</div> <div>Tool75</div>	<div>Pickaxe of Secret Door Detection</div> <div>Action: Find a secret door, or remove the rub- ble from a passageway. (Sturdiness 6)</div> <div>Tool60</div>
<div>Spider Gloves</div> <div></div> <div>You don't fall in pits or slip on slides. You can climb up and down pits as a movement action.</div> <div>Accessory30</div>			
<div>Three-handed Sword</div> <div>+6</div> <div>WEIGHT: 1</div> <div>You cannot use a Shield with this weapon. If you only have two hands, subtract 2 from your when wield- ing it.</div> <div>Weapon125</div>			




<p><b>Tent</b></p> <p><i>Skip a Turn:</i> Restore your attributes (♣, ♠, ♥, ♦, ♣, and ♥) to their starting values and lose <i>drunkenness</i>.</p> <p>Tool 250 🍵</p>		<p><b>Wand of Teleport</b></p> <p><b>ZAP WAND:</b> Target combatant teleports. (<i>Sturdiness 4</i>)</p> <p><i>Action:</i> You teleport. (<i>Sturdiness 6</i>)</p> <p>Tool 150 🍵</p>	<p><b>The Master Key</b></p> <p>This key opens every lock in the dungeon. You avoid traps on chests and doors.</p> <p>Tool 150 🍵</p>
<p><b>Shawl of Recuperation</b></p> <p>At the beginning of your turn, you may either regain 5 ♥, or add 1 to one of ♣, ♠, ♥, or ♦, if that attribute is below its starting value.</p> <p>Accessory 125 🍵</p>	<p><b>Amulet of Discernment</b></p> <p>You avoid traps.</p> <p>Accessory 175 🍵</p>	<p><b>Ring of Enhancement</b></p> <p>+2 🧤</p> <p>+2 🧠</p> <p>Accessory 175 🍵</p>	<p><b>Rogue's Cape</b></p> <p>+1 🧤</p> <p>You avoid traps on doors and chests.</p> <p>Your enemies are surprised on an initiative roll of 1 or 2.</p> <p>Accessory 150 🍵</p>
<p><b>Battlelust Blade</b></p> <p>+4 ✂</p> <p>+2 🧤 during the combat phase.</p> <p>Weapon 225 🍵</p>	<p>MASAMUNE 正宗</p> <p>+3 ✂</p> <p>This noble blade will not strike <i>animals</i> and <i>plants</i>, but provides an additional +3 ✂ against <i>demons</i> and <i>undead</i>.</p> <p>Weapon 200 🍵</p>	<p>MURAMASA 村正</p> <p>+6 ✂</p> <p>This terrible blade hungers for destruction. While you possess this weapon, if you end your turn without engaging in battle, you must attack yourself with it.</p> <p>Weapon 200 🍵</p>	<p><b>Lance of Dragon Slaying</b></p> <p>+3 ✂</p> <p>Add an additional 3 ✂ against <i>dragons</i>.</p> <p>Weapon 150 🍵</p>
<p><b>Hauberk of Haste</b></p> <p>+2 🛡</p> <p>+3 🧤</p> <p>Body Armour 250 🍵</p>	<p><b>Fine Mithril Chain</b></p> <p>+3 🛡</p> <p>Body Armour 200 🍵</p>	<p><b>Full Plate Mail</b></p> <p>+5 🛡</p> <p>WEIGHT: 3</p> <p>Body Armour 200 🍵</p>	<p><b>Copper Plate Mail</b></p> <p>+4 🛡</p> <p>WEIGHT: 2</p> <p>If you are damaged by lightning (⚡) whilst wearing this armour, take 2d8 more damage.</p> <p>Body Armour 200 🍵</p>

<b>Cursed Hairshirt</b>  Whenever you perform a <i>movement</i> or <i>combat</i> action, take 1 damage.  Accessory 0	<b>Magic Wand</b>  When you obtain this card, take a card face down from the Magic Spell Deck and place it face down on this card. You may reveal the Magic Spell by identifying this item.  <b>ZAP WAND:</b> Choose a target, then reveal the Magic Spell and cast it on that target as if your  were 6. <i>(Sturdiness 6)</i>  Tool 175	<b>Magic Wand</b>  When you obtain this card, take a card face down from the Magic Spell Deck and place it face down on this card. You may reveal the Magic Spell by identifying this item.  <b>ZAP WAND:</b> Choose a target, then reveal the Magic Spell and cast it on that target as if your  were 6. <i>(Sturdiness 6)</i>  Tool 175	<b>Magic Wand</b>  When you obtain this card, take a card face down from the Magic Spell Deck and place it face down on this card. You may reveal the Magic Spell by identifying this item.  <b>ZAP WAND:</b> Choose a target, then reveal the Magic Spell and cast it on that target as if your  were 6. <i>(Sturdiness 6)</i>  Tool 175
<b>Winged Helmet</b>  +2  You have the ability <i>flying</i> .  Helmet 225	<b>Helmet of Reflexes</b>  +1 +1  Helmet 175	<b>Helm of Intelligence</b>  +1 +2  Helmet 225	<b>Gauntlets of Astounding Strength</b>  +2  Gloves 250
<b>Shield of Ice</b>  +2  You are immune to cold ().  Shield 225	<b>Shield of Fire</b>  +2  You are immune to fire ().  Shield 225	<b>Resplendent Tapestry</b>  This item can be sold in a shop or upon leaving the dungeon.  If you are damaged by fire () , discard this item.  WEIGHT: 1  Treasure 300	<b>Graven Image</b>  This item can be sold in a shop or upon leaving the dungeon.  When you acquire this item, draw a Curse Card and place it with this item. You suffers the effects of the curse as long as you possess this item.  Treasure 450
<b>Hoodoo Doll</b>  <i>Skip a turn:</i> Choose a player who does not have a Curse Card. He draws a Curse Card. <i>(Sturdiness 6)</i>  Tool 200	<b>Ball of Twine</b>  You may leave this item somewhere in the dungeon, then later, as a <i>movement action</i> , return to that location and collect it.  (Other players can't pick this up.)  Tool 150	<b>Trade Goods</b>  <i>Action:</i> Give this item to another player on the same tile. You may take one of his possession in exchange.  Tool 150	<b>Diamond Maille</b>  +4  WEIGHT: 1  Body Armour 200

<b>Vampiric Dagger</b>  <div>+0 ✂</div> <p>You recover ♥ equal to the damage dealt, provided the enemy is vulnerable to draining (☠).</p> <p>Weapon 225 🍂</p>	<b>Flail of Vengeance</b>  <div>+1 ✂</div> <p>If an enemy dealt damage to you on its last action, add an additional +4 ✂ against that enemy.</p> <p>Weapon 200 🍂</p>	<b>Lightning Boots</b>  <div>+2 ⚡</div> <p>You are immune to lightning (⚡).</p> <p>Boots 175 🍂</p>	<b>Fiery Axe</b>  <div>+4 ✂</div> <p>Your attacks with this weapon are fire (🔥) attacks.</p> <p>Weapon 200 🍂</p>
<b>Angel Wings</b>  <p>You have the ability <i>flying</i>.</p> <p>You are immune to curses.</p> <p>Accessory 150 🍂</p>	<b>Ankh of Teleport Control</b>  <p>When teleporting, you may choose your destination.</p> <p>Accessory 100 🍂</p>	<b>Chronometer</b>  <p><b>REWIND:</b> Return the game state to the beginning of this turn's combat phase. Shuffle any decks from which cards were drawn. (Sturdiness 3)</p> <p>Tool 150 🍂</p>	<b>Cloak of Invisibility</b>  <p>You can flee automatically from humanoid enemies, and they have -4 to ✂ and 🍂 whilst fighting you.</p> <p>Accessory 150 🍂</p>
<b>Palimpsest</b>  <p><i>Action:</i> Copy the text of a spell or identified scroll onto the Palimpsest, erasing any you copied onto it before. The Palimpsest then functions like that spell or scroll, but can be used multiple times (make the sturdiness check when you use it). (Sturdiness 6)</p> <p>Tool 150 🍂</p>	<b>Cane of the Fey</b>  <p><b>HOLD ALOFT:</b> Reveal the top two cards of the Magic Spell Deck. Cast one of those spells, and discard the other. (Sturdiness 6)</p> <p>Tool 200 🍂</p>	<b>Come of Magic</b>  <p><b>READ ALOUD:</b> Draw the top two cards of the Magic Spell deck. Cast those spells in either order. (Sturdiness 3)</p> <p>Tool 200 🍂</p>	<b>Unicorn Horn</b>  <p><b>DRINK:</b> Your status ailments are cured. Restore ✂, 🍂, 🐉, and 🍄 to their starting values if they are lower. Restore 10 ♥. (Sturdiness 4)</p> <p><i>Action:</i> Your status ailments are cured. Restore ✂, 🍂, 🐉, 🍄, and ♥ to their starting values if they are lower. (Sturdiness 4)</p> <p>Tool 250 🍂</p>
<b>Jerkin of Endurance</b>  <p>Monsters and traps can not reduce your ✂, 🍂, 🐉, or 🍄. You are not affected by status ailments.</p> <p>Accessory 200 🍂</p>	<b>Rapier of Thirst</b>  <div>+2 ✂</div> <p>When you obtain this weapon, choose an enemy type. For the rest of the game, add an additional +3 ✂ against enemies of that type.</p> <p>Weapon 175 🍂</p>	<b>Cursed Shawl of Brainlessness</b>  <p>You become a zombie! Take the <b>Zombie</b> Rules Card; discard it when you discard this item.</p> <p>Accessory 20 🍂</p>	

<b>Crystal Statuette</b> <p><b>SHATTER:</b> Target monster from Level 1, 2, or 3 is defeated. Discard this card.</p> <p>Tool 350 </p>	<b>Magic Wand</b> <p>When you obtain this card, take a card face down from the Magic Spell Deck and place it face down on this card. You may reveal the Magic Spell by identifying this item.</p> <p><b>ZAP WAND:</b> Choose a target, then reveal the Magic Spell and cast it on that target as if your  were 8. (Sturdiness 6)</p> <p>Tool 400 </p>	<b>Magic Wand</b> <p>When you obtain this card, take a card face down from the Magic Spell Deck and place it face down on this card. You may reveal the Magic Spell by identifying this item.</p> <p><b>ZAP WAND:</b> Choose a target, then reveal the Magic Spell and cast it on that target as if your  were 8. (Sturdiness 6)</p> <p>Tool 400 </p>	<b>Magic Wand</b> <p>When you obtain this card, take a card face down from the Magic Spell Deck and place it face down on this card. You may reveal the Magic Spell by identifying this item.</p> <p><b>ZAP WAND:</b> Choose a target, then reveal the Magic Spell and cast it on that target as if your  were 8. (Sturdiness 6)</p> <p>Tool 400 </p>
<b>Cursed Helm of Blindness</b> <p>You are <i>blind</i>.</p> <p>(While blind, subtract 4 from your  and .)</p> <p>Helmet 0 </p>	<b>Cursed Menhir</b> <p>WEIGHT: 2</p> <p>Tool 0 </p>	<b>Diamond Necklace</b> <p>This item can be sold in a shop or upon leaving the dungeon.</p> <p>If you have a maiden companion, discard this item.</p> <p>Treasure 750 </p>	<b>Wheelbarrow Full of Treasure</b> <p>This item can be sold in a shop or upon leaving the dungeon.</p> <p>WEIGHT: 2</p> <p>Treasure 1000 </p>
<b>Mantle of Elemental Mastery</b> <p>If you would take damage from fire, ice, lightning, or acid (, , , ) , instead regain that much .</p> <p>Accessory 500 </p>	<b>Nike's Wings</b> <p>+5 </p> <p>You have the ability <i>flying</i>.</p> <p>Accessory 550 </p>	<b>Coat of Many Colours</b> <p><i>Action:</i> Choose an empty square on the board opposite an exit from the tile you occupy. 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.</p> <p>Accessory 475 </p>	<b>Cloak of Shadows</b> <p>Whenever an enemy targets you, roll a die. If you roll an odd number, it instead targets a shadow created by the Cloak of Shadows.</p> <p>Accessory 500 </p>
<b>The One Accessory to Rule Them All</b> <p>This item is cursed; the curse cannot be removed. It cannot be destroyed or converted into gold. You are <i>invincible</i>. At the beginning of your turn, roll d8. If the result is 1 or 2, put a corruption counter on your Character Card. When there are three corruption counters on your Character Card, you lose interest in winning the game and seclude yourself in a remote cave to worship The One Accessory. At the beginning of each player's turn, count how many Accessory items he possesses. For each one you may compel him to perform an action of your choice before he begins his Movement Phase.</p> <p>Accessory 0 </p>	<b>Map of Dungeon</b> <p><i>Movement Action:</i> Move your token to any room in the dungeon. (Sturdiness 7)</p> <p>Tool 375 </p>	<b>Staff of Indiscriminate Destruction</b> <p><b>HOLD ALOFT:</b> For each combatant, roll 4d8. It takes that much damage. (Sturdiness 5)</p> <p>Tool 400 </p>	<b>Sceptre of Player Summoning</b> <p><b>TWIRL:</b> You summon another player, who performs a combat action of your choice, then disappears. (Sturdiness 5)</p> <p>Tool 300 </p>

<b>Portable Hole</b>  You may move through walls and rubble as if they were empty passageways.  You may fall through the floor as if it were a pit.  Tool 300 🗡️	<b>Holy Grail</b>  <i>Action:</i> Your status ailments are cured. Restore your 🗡️, 🛡️, 🧠, 🦶, and ❤️ to their starting values if they are lower. Discard your cursed items and Curse Cards.  Tool 1000 🗡️	<b>Rod of Asclepius</b>   <i>Action or INVOKE:</i> Your status ailments are cured. Restore your 🗡️, 🛡️, 🧠, 🦶, and ❤️ to their starting values if they are lower. (Sturdiness 5)  Tool 900 🗡️	<b>Philosopher's Stone</b>  <i>Action:</i> Discard one of your possessions, then add its 🗡️ value to your 🗡️ total.  The Philosopher's Stone cannot be used on itself.  Tool 2000 🗡️
<b>Sword of Legend</b>  +5 🗡️  Gain 5 ❤️ when you <b>ATTACK</b> with this sword.  Weapon 625 🗡️	<b>Colossal Broadsword</b>  +6 🗡️  WEIGHT: 1  Weapon 500 🗡️	<b>Casket of Desires</b>  The Casket of Desires senses your needs and attempts to furnish appropriate items. When you open it, for each floor starting with the first, choose one of Weapon, Body Armour, Helmet, Shield, Boots, Gloves, Accessory, or Tool. Reveal cards from that floor's Item Deck until you reveal an Item of the chosen type. Take that item and discard the rest.  Tool 700 🗡️	<b>Orb of Destiny</b>  Use this item any time a player draws a card. He discards that card and draws a new one. (Sturdiness 7)  Tool 375 🗡️
<b>Runic Plate</b>  +5 🛡️ +1 🧠 +1 🦶  WEIGHT: 2  Body Armour 575 🗡️	<b>Winged Mithril</b>  +4 🛡️  You have the ability <i>flying</i> .  Body Armour 525 🗡️	<b>Adamant Armour</b>  +6 🛡️  WEIGHT: 1  Body Armour 625 🗡️	<b>Amulet of Resurrection</b>  If you die, this amulet glows brightly then crumbles. Your status ailments are cured, and your 🗡️, 🛡️, 🧠, 🦶, and ❤️ return to their starting values.  Accessory 300 🗡️
<b>Helm of Brilliance</b>  +1 🛡️ +2 🧠  You have the ability <i>spell-casting</i> . At the beginning of your turn, draw a Spell Card.  Helmet 500 🗡️	<b>Diamond Helmet</b>  +3 🛡️  Helmet 350 🗡️	<b>Ring of Erudition</b>  +4 🧠  Accessory 350 🗡️	

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