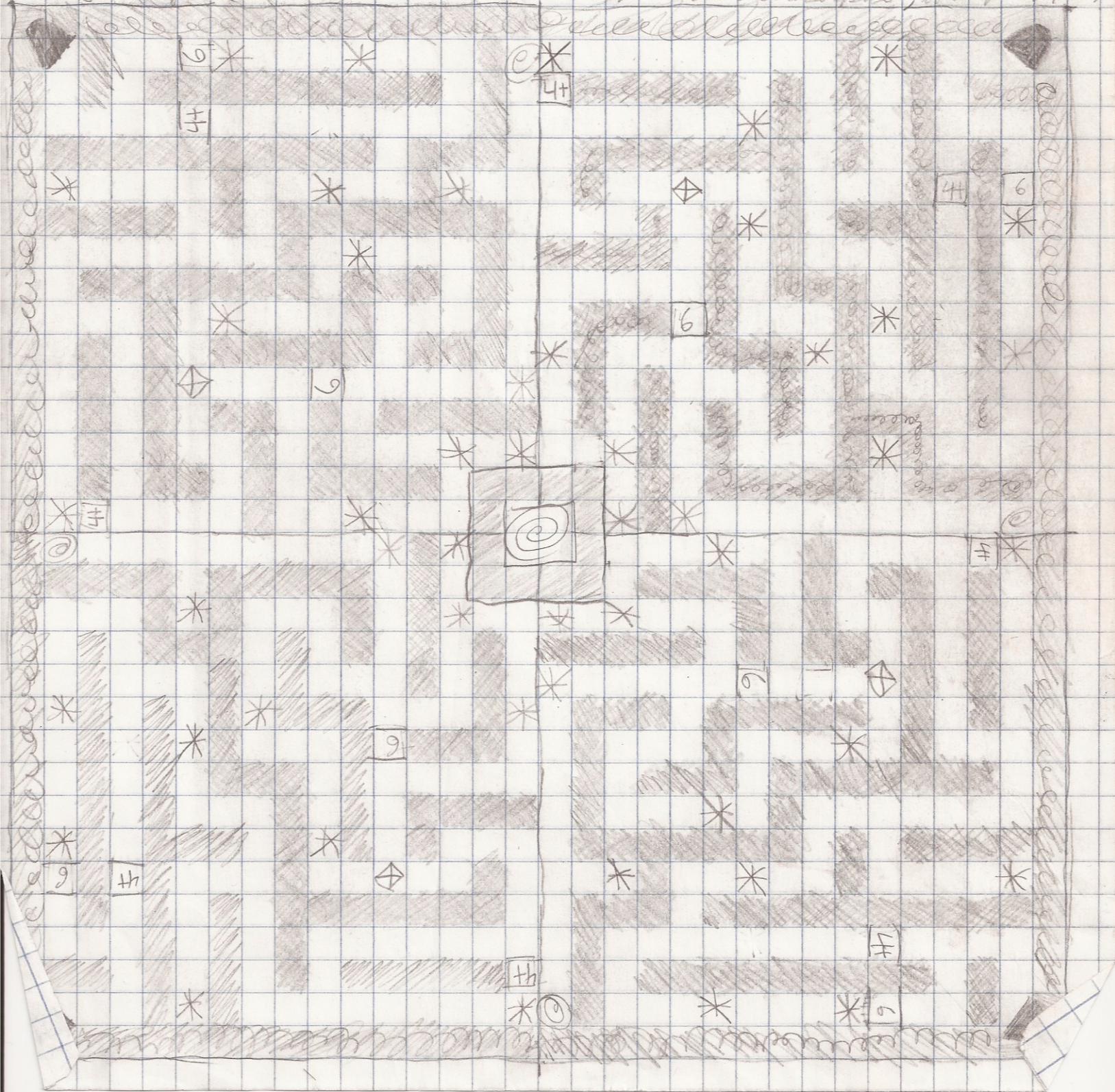


- 5 ⚒ elv. left (double the roll on the dice)  
 4 ⚓ plate (lure an opponent into a trap, they miss a turn)  
 8 ⚓ mind ring (roll die; 3+ prevents amulet from working & plate) Master of all  
 4 ⚓ gnomes (discard one of your cards and take two from an opponent)  
 4 ⚓ fairy (lets you roll two dice on one turn)  
 8 ⚓ magic amulet (prophetic dice & move opponent.)  
 10 ⚓ water nymph stone (turns a wall into water vapor.)  
 5 ⚓ star glass (see an opponents cards)  
 4 ⚓ dragon (move an opponent to a cave of your choice)  
 6 ⚓ sword (roll die if 3+ then prevents opponent from using dragon or gnomes)  
 5 ⚓ hounds (allows a card to be retrieved from the discarded pile, 1st or 2nd top)



Places:

- Mor-Wan - Blue Quadrant
- Fairy - Green Quadrant
- Scarecrow - Purple Quadrant
- Centaur - Red Quadrant.