



Magic Source

Golden Icon

T -10 20 100

Magic Source

Sacred Grail

M ORDER 50 -25 12

Golden Crown

Intercepts SMASH attacks. Gives 48 gold when destroyed, by attacks \geq M.

H GUARD 20 -15 50

Royal Scepter

Extra HIRE phase.

L GUARD 20 -15 8

Black Book

Two ♠ Spells
Two ♥ Spells

L -15 15 10

Sacred Statue

One ✦ Spell

L ORDER 10 -5 10

Timeless Jewel

No need to record phases. Limit of one horse per day for extra phases.

L SOLDIERS 5 7 34

Belt of Strength

Asterisks on chits represent force.

none : M
* : H
** : T

3 6 16

Garb of Speed

Asterisks on chits represent speed.

none : 5
* : 4
** : 3

2 6 16

Oil of Poison

Add one sharpness star to damage inflicted by weapon.

DISCARD TO Crone

3

Reflecting Grease

Any armor deflects wounds. Armor itself may be damaged.

DISCARD TO Crone

3

Ointment of Bite

Weapon hits even when its attack time equals enemy maneuver time.

DISCARD TO Crone

5

Gripping Dust

Weapon stays alerted at all times, even hit.

DISCARD TO Warlock

3

Draught of Speed

Asterisks on chits represent speed.

none : 4
* : 3
** : 2

DISCARD TO Warlock

6

Potion of Energy

Play any number of asterisks in each combat round.

DISCARD TO Warlock

5

Amulet

Cancels one CURSE or one SPELL cast in same clearing.

DISCARD TO Shaman

5

Withered Claw

Roll, use same result for WISH & CURSE.

DISCARD TO Shaman

3

Ointment of Steel

Intercepts all attacks < 'T'; Destroyed by attacks \geq 'T'.

DISCARD TO Shaman

4

Crypt of the Knight

Return face-up to the bottom of the pile in the box it was drawn from. Follow instructions on the setup chart.

Enchanted Meadow

Return face-up to the bottom of the pile in the box it was drawn from. Follow instructions on the setup chart.

Mouldy Skeleton

Immediately reveal & roll for CURSE. Put treasures on top of searched site pile. Must LOOT site to obtain treasures.



Magic Wand

In rolls for SPELL or MISSILE for SPELL, choose red die result. In two-dice rolls, choose red, roll white; greater number is used.

-10 10 17



Hidden Ring

One ✨ Spell

-10 10 20

Bejeweled Dwarf Vest

Intercepts THRUST attacks. Gives 23 gold when destroyed, by attacks \geq H.

M SOLDIERS 10 5 27



Scroll of Alchemy

Four ✨ Spells

L -10 15 10



Dragon Essence

Summons same monsters as 'Smoke' chit in ☘ or ♠ clearing.

-10 20 3



Cloven Hoof

Add 1 to all rolls when in same clearing.

-20 40 4

Battle Bracelets

Shift attack to any circle if all targets maneuver more than 4.

2 4 12



Glimmering Ring

One \$ Spell

10 15



Glowing Gem

One ♠ Spell

SOLDIERS 5 5 17

Penetrating Grease

Weapon inflicts same damage as if enemies were unarmored.

DISCARD TO Crone

4



Power Boots

Activated if weight is L, M or H.

3 8



Seven League Boots

- Opens Crypt & Vault
- Extra MOVE

2 5

Alchemist's Mixture

Throwing weapon

*** M 11

DISCARD TO Warlock

4

Map of the Ruins

Max of -1 on LOCATE on tile with ruins chit or ruins tile.

3

Map of Lost City

-1 on LOCATE when on tile with Lost City.

3

Poultice of Health

Rest counts double.

DISCARD TO Shaman

2



Good Book

Two ✨ Spells
Two ♠ Spells

L 5 5 10



Scroll of Nature

Two ♠ Spells
Two \$ Spells

L 5 10

Chest

Use Lost Keys to open.

T 0



Toadstool Circle

If recorded and done when in same clearing, extra ENCHANT phase for all in clearing. Return face-up to bottom of pile. See Chart of Appearances.

Remains of Thief

Immediately reveal & roll for CURSE. exchange for treasures on chart & 20 Gold.







Blasted Jewel

One  Spell

H

-15

15


30



Flowers of Rest

Rests & Activates all fatigued chits in clearing. Chit owner falls asleep until Sunset & skips turn if in clearing. Canceled by Wither Curse.

2



Lucky charm

If active when using table, only roll one die.

14



Eye of the Moon

Either look at next week weather chit or draw another one.

M

13

13

Golden Arm Band

Intercepts SWING attacks. Gives 11 gold when destroyed, by harm \geq M.

L

LANCERS

3

15

**M3**

Handy Gloves

1

2

6

**H4**

Power Gauntlets

3

4

7

**L2**

Deft Gloves


Roll 1 die for LOOT.

ORDER

5

6

10



Magic Spectacles

Extra SEARCH phase.

2

6



Toadstool Ring

Extra ENCHANT phase.

3

9



Vial of Healing

Heals even new wounds to *fatigue* while active.

DISCARD TO

Order

2




Cloak of Mist

Extra HIDE phase.

2

4



Shielded Lantern

Extra phase. Must be in a cave when phase starts.

L

8



Phantom Glass

Must use MAGIC SIGHT for PEER, LOCATE, LOOT, & READING RUNES.

L

2

8

Imperial Tabard

M

GUARD 20

-10

17

Regent of Jewels

Extra TRADE phase.

L

SOLDIERS 10

10

67

⚡

Enchanter's Skull

One ⚡ Spell

L

-10

10

17

Dragonfang Necklace

Play once per evening to control any dragon. Can be broken.

LANCERS 12

12

8

Eye of the Idol

One ♡ Spell

M

-5

10

34

FIGHT T5

Gloves of Strength

Opens Crypt & Vault.

ORDER 5

6

8

Girdle of Energy

Play up to three EFFORT asterisks on each combat round.

2

4

13

Crystal Ball

Use regular phases to record PEER in any clearing or SPELL in any tile on the map.

M

5

20

FLY M2

Flying Carpet

May be played once each combat round, or during turn.

M

12

17

MOVE M3

Quick Boots

Activated if weight is L or M.

1

2

8

MOVE L3

Shoes of Stealth

Activated if weight is L. Roll only 1 die for HIDE.

2

7

MOVE L2

Elven Slippers

Activated if weight is L.

2

5

Map of Lost Castle

-1 on LOCATE when on tile with *Lost Castle*.

3

Lost Keys

Opens Chest, Crypt & Vault without a 'T' Strength chit.

5

Ancient Telescope

PEER from one ➡ clearing to any other ➡ clearing. Must record objective, Canceled if not in ➡.

5

⚡

Book of Lore

Four ⚡ Spells

L

-5

10

10

Best Pipes

One ♡ Spell

-5

5

8

Elusive Cloak

If attacked by attacks ≥5 time, move *maneuver*. (Dwarf can not move *duck*) (move *attack* first if used with Battle Bracelets)

2

10