

















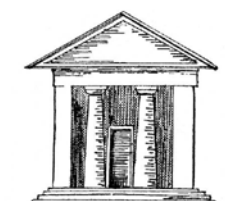



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<div>HENCHMAN</div> <div>V</div> <div>MEROD</div> <div></div> <div>+2 Str</div> <div>The Warrior</div> <div>Merod offers to join you on your quest. He will add 2 to your Strength during battle.</div>	<div>HENCHMAN</div> <div>V</div> <div>JRAMAN</div> <div></div> <div></div> <div>The Beast Slayer</div> <div>Jraman offers to join you on your quest. He will add 2 to your battle against Beasts only.</div>	<div>HENCHMAN</div> <div>V</div> <div>DAIRA</div> <div></div> <div>+1 Sor</div> <div>The Necromancer</div> <div>Daira offers to join you on your quest. She will resurrect any slain Undead Foes to aid in 1 battle only. She will also add 1 to your Sorcery battles.</div>	<div>HENCHMAN</div> <div>V</div> <div>GAREM</div> <div></div> <div>+2 Sor</div> <div>The Mage</div> <div>Garem offers to aid you on your journey. He will add 2 to your Sorcery.</div>	<div>HENCHMAN</div> <div>V</div> <div>DRUMBLE</div> <div></div> <div>The Golem Maker</div> <div>Drumble will create Golems for you based on your Level. If you lose Drumble, the Golem goes with him. He may only summon 1 Golem at a time...</div> <div><div>Level 1-4</div><div>Level 5-7</div><div>Level 8-10</div></div> <div><div>Iron Golem</div><div>Adamantine Golem</div><div>Mithril Golem</div></div>
<div>HENCHMAN</div> <div>V</div> <div>KREG</div> <div></div> <div>The Technomancer</div> <div>While Kreg is your Henchman, you may pay 1 less Gem for items at the Order of the Technomancers. He also carries a Rifle and may fire it with an additional 4 Speed (take a Rifle from the Market deck). He must fight any ranged battle alone, with no help.</div>	<div>HENCHMAN</div> <div>V</div> <div>MARXUS</div> <div></div> <div>+2 Str</div> <div>The Desert Warrior</div> <div>Marxus will follow you on your quest. You may add 2 to your movement die roll when traveling Aldun. He will also add 2 to your Strength battles.</div>	<div>HENCHMAN</div> <div>V</div> <div>JUPERT</div> <div></div> <div>The Dragon Tamer</div> <div>Jupert will tame any Dragon you encounter. They will become your Henchman, adding their highest attribute to yours in battle only. If Jupert is lost, the Dragon goes with him. He may only tame 1 Dragon at a time.</div>	<div>HENCHMAN</div> <div>V</div> <div>DARMUS</div> <div></div> <div>+2 Str</div> <div>The Weapon Master</div> <div>Darmus will add 2 to your Strength in battle. You may equip Darmus with 1 Weapon. Darmus will gain any benefit from the equipped Item.</div>	<div>HENCHMAN</div> <div>V</div> <div>BARBRA</div> <div></div> <div>+1 Sor</div> <div>The Wizard</div> <div>Barbra will aid you in your journey. She will add 1 to your Sorcery in battle. She also always has at least 1 Spell. You may cast it as if it were your own. If you lose Barbra, the Spell goes with her.</div>
<div>PLACE</div> <div>VII</div> <div>DESERT RUINS</div> <div></div> <div>The winds have moved the sands to reveal these ancient ruins. You may enter the ruins by rolling one D8.</div> <div><div>1. Lost. Lose your next turn.</div><div>2. Nothing happens.</div><div>3. Zombie attacks (Strength 8).</div><div>4. Mummy attacks (Sorcery 10).</div><div>5. You find 1 Gem.</div><div>6. You find 2 Gems.</div><div>7. Lich attacks (Sorcery 16).</div><div>8. Draw 1 Treasure card.</div></div>	<div>PLACE</div> <div>VII</div> <div>PURGATORY</div> <div></div> <div>You must stay in Purgatory until you roll a 1 or 2 for your movement die roll.</div>	<div>PLACE</div> <div>VII</div> <div>VILLAGE OF HARMEK</div> <div></div> <div>This poor Village is in need of help. If you donate 1 Item or Gem, you will be rewarded with either 1 Health or 1 Spell.</div>	<div>PLACE</div> <div>VII</div> <div>TREASURE ROOM</div> <div></div> <div>A Treasure Room has been uncovered (place value of 5 counter here). Every time a Hero visits here, they may draw a Treasure Card. They must then deduct a counter. Once all the counters are gone, the Treasure Room is discarded.</div>	<div>PLACE</div> <div>VII</div> <div>DESERT MARKET</div> <div></div> <div>You may buy the following here...</div> <div><div>Armor – 2G</div><div>Backpack – 1G</div><div>Quill – 1G</div><div>Mortar & Pestal – 1G</div><div>Magic Carpet – 2G</div></div>
<div>PLACE</div> <div>VII</div> <div>PENTACLE OF MIGHT</div> <div></div> <div>A magical Pentacle is on this space (place value of 5 counter here). Every time a Hero visits here, they may gain an additional Strength point. They must then deduct a counter. Once all the counters are gone, the Pentacle crumbles to the discard pile.</div>	<div>PLACE</div> <div>VII</div> <div>MAGIC PORTAL</div> <div></div> <div>You may enter the Portal to see where you go (roll 1 d6)...</div> <div><div>1 – Dungeon of Barak</div><div>2 – Aldaren Ruins</div><div>3 – Enchanted Grove</div><div>4 – Centaur Springs</div><div>5 – Sharra Ruins</div><div>6 – Lake of Tears</div></div>	<div>PLACE</div> <div>VII</div> <div>CITY OF THE DEAD</div> <div></div> <div>You may pay a Necromancer to summon an Undead for you. You may only have one such Henchman at a time...</div> <div><div>Skeleton – 1 Gem</div><div>Wraith – 2 Gems</div><div>Skeletal Knight – 3 Gems</div><div>Necromental – 4 Gems</div></div>	<div>PLACE</div> <div>VII</div> <div>LOST CITY</div> <div></div> <div>The passing winds have unveiled a Lost City. You may roll 1 d6...</div> <div><div>1 – Attacked by a Mummy (Sorcery 14)</div><div>2 – Attacked by a Raider (Strength 14)</div><div>3 – Attacked by a Mummy (Sorcery 12)</div><div>4 – Attacked by a Raider (Strength 12)</div><div>5 – Found 1 Gem</div><div>6 – Found Treasure (Draw 1 Treasure Card)</div></div>	<div>PLACE</div> <div>VII</div> <div>GRIFWALL KEEP</div> <div></div> <div>You may pay 1 Gem to enter the Keep. If you do, roll 1 d8...</div> <div><div>1-2 – Got in a fight (Lose 1 Health)</div><div>3-6 – Nice visit</div><div>7 – Trained at a Guild (Gain 1 Strength)</div><div>8 – Trained at a Guild (Gain 1 Sorcery)</div></div>





















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<p>LUCK I</p> <p>DRAGONS ATTACK</p>  <p>Dragons have come from their lairs to lay waste to the Desert. All Heroes in the Desert must fight a Dragon (Strength 16). If you lose the battle, you either lose 1 Health or a Henchman of your choice.</p>	<p>LUCK I</p> <p>FREE OF DANGER</p>  <p>Keep this card until your next battle. You may choose to ignore that battle. Whether you do or not, discard this card.</p>	<p>LUCK I</p> <p>MUMMY'S WRATH</p>  <p>Everyone in the Desert must battle a Mummy (Sorcery 16). If you win, you gain no Experience Points but you may draw 1 Treasure Card.</p>	<p>LUCK I</p> <p>DEMON'S GIFT</p>  <p>A Demon approaches you with a gift. You may gain 1 Strength, Speed or Sorcery if you will become Vile. If you are already Vile, the Demon will fortify one Health.</p>	<p>LUCK I</p> <p>FIERCE BATTLE</p>  <p>Keep this card until any Hero's battle you wish to use it. When you do, discard this card and the targeted Hero must discard their equipped Weapon. It has been destroyed in the battle.</p>
<p>LUCK I</p> <p>GOOD RIDDANCE</p>  <p>Keep this card until your next battle with a Foe. You may choose to simply send the Foe to the discard pile. You may only claim Experience Points from the Foe's Sorcery score. Whether you do or not, discard this card.</p>	<p>LUCK I</p> <p>KIDNAPPED</p>  <p>You have been Kidnapped by some desert raiders. Not only do you lose 1 Item of your choice, but you also lose your next turn.</p>	<p>LUCK I</p> <p>HIDDEN THIEF</p>  <p>A Thief lurks in the shadows, trying to steal from you. If you have a Speed lower than 14, you lose 2 Items (<i>this can include Gems</i>) of your choice.</p>	<p>LUCK I</p> <p>HIDDEN ASSASSIN</p>  <p>An Assassin leaps out from the shadows to kill you. If you have a Speed lower than 14, you lose 2 Health.</p>	<p>LUCK I</p> <p>HOLY STRIKE</p>  <p>The Hand of Gedwin strikes throughout the land. All Undead Foes are sent to the discard piles.</p>
<p>FOE III</p> <p>BLOOD CACTUS</p>  <p>Str 12 Spd 1 Sor 1</p> <p>A Blood Cactus is growing in this space.</p>	<p>FOE - Undead Dragon III</p> <p>BONE DRAGON</p>  <p>Str 23 Spd 10 Sor 23 Trs 2</p> <p>A Bone Dragon has risen from the sands of Aldun.</p>	<p>PLACE VII</p> <p>LAKE OF FIRE</p>  <p>You must pay the Demon 1 Gem to cross the Lake of Fire. If you do not, you lose 1 Health.</p>	<p>PLACE VII</p> <p>TREASURE</p>  <p>You stumbled across some Treasure. If you choose to search it, discard this card and draw 1 Treasure Card. Otherwise, this card remains here until someone searches it.</p>	<p>PLACE VII</p> <p>TREASURE</p>  <p>You stumbled across some Treasure. If you choose to search it, discard this card and draw 1 Treasure Card. Otherwise, this card remains here until someone searches it.</p>
<p>FOE III</p> <p>SAKLETH</p>  <p>Str 14 Spd 8 Sor 7</p> <p>A Sakleth is wandering in this space.</p>	<p>FOE III</p> <p>NAGA</p>  <p>Str 15 Spd 11 Sor 15 Trs 1</p> <p>A Naga is patrolling the area of Aldun.</p>	<p>FOE III</p> <p>SAND SPIDER</p>  <p>Str 14 Spd 9 Sor 4</p> <p>A Sand Spider has laid her trap in this space. If you lose the battle, you must miss your next turn getting out of the web.</p>	<p>FOE - Planar III</p> <p>GORGE DEMON</p>  <p>Str 17 Spd 12 Sor 17 Trs 1</p> <p>This Demon has materialized in the desert.</p>	<p>FOE III</p> <p>SAKLETH</p>  <p>Str 13 Spd 8 Sor 3</p> <p>A Sakleth is wandering in this space.</p>





















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<p>TRAP II</p> <p>SAND BLAST</p> <p>Spd 12</p>  <p>An ancient Sand Blast trap is on this space. If you are not quick enough to avoid it, you lose 1 Health. In this case, on your next turn, you would roll the die for movement but the player to your right would choose where you go.</p>	<p>TRAP II</p> <p>SCORPION TALE</p> <p>Spd 10</p>  <p>You have sprung a Trap, shooting Spikes from a nearby dune. If you fail to avoid them, you will lose 2 Health.</p>	<p>TRAP II</p> <p>QUICKSAND</p> <p>Spd 10</p>  <p>Someone has placed palm leaves over a pit of Quicksand.</p>	<p>TRAP II</p> <p>SPIKE PIT</p> <p>Spd 11</p>  <p>A Pit has been dug in this space, covered by a layer of palm leaves.</p>	<p>TRAP II</p> <p>DESERT DRAFT</p> <p>Spd 11</p>  <p>You have sprung a Trap, causing a vent to open in the sand and a Draft to pour out at you. If you fail to avoid it, you lose 1 Health and 1 Item, of your choice, is blown away.</p>
<p>TRAP II</p> <p>STONE BLOCK</p> <p>Spd 12</p>  <p>A pit has been dug in this space. If you fail to avoid it, you fall into the hole where a Block will crush upon you. You lose 1 Health and 1 Henchman of your choice.</p>	<p>TRAP II</p> <p>VAMPIRE CACTUS</p> <p>Spd 13</p>  <p>Someone has planted Vampire Cactus in this space. If you fail to avoid them, you will lose 2 Health.</p>	<p>TRAP II</p> <p>RIFT</p> <p>Spd 13</p>  <p>A Stone Rune has been placed under the sand in this space. If you fail to avoid it, a Magical Rift opens, taking a Health and all of your Spells.</p>	<p>TRAP II</p> <p>PHARAOH'S SNARE</p> <p>Spd 14</p>  <p>A thin string has been run across the sand. Tripping it will cause it to wrap around you. If you fail to avoid it, you lose 1 Health and 2 Henchmen of your choice.</p>	<p>TRAP II</p> <p>FIRESTORM</p> <p>Spd 14</p>  <p>A block trigger has been placed under the sand. Stepping on it will cause flames to shoot up from the ground. If you fail to avoid it, you lose 1 Health and 2 Items of your choice.</p>
<p>STRANGER IV</p> <p>PEGASUS</p>  <p>The Pegasus offers to fly you to any space on the board (but not to the Abyss). If you accept his offer, or not, he will fly off to the discard pile.</p>	<p>STRANGER IV</p> <p>ENCHANTER</p>  <p>An Enchanter has decided to stay in this space. In exchange for 3 Gems, he will Enchant any one Weapon you have. This will give the Weapon an extra Sorcery or Strength in battle only. You must pick which attribute when you get a Weapon Enchanted.</p>	<p>STRANGER IV</p> <p>TRAINER</p>  <p>A Trainer is traveling in this space. In exchange for 4 Gems, he will train you. This will give you just enough Experience Points to achieve your next level. As soon as he trains someone, he will go off to the discard pile.</p>	<p>STRANGER IV</p> <p>RESEARCHER</p>  <p>A Researcher has made his home here. For the rest of the game, he will research any Magical Item you have for the cost of 3 Gems each. Every Item he researches, the Item will gain an extra point (<i>Strength, Speed or Sorcery</i>) in what it already provides.</p>	<p>STRANGER IV</p> <p>MEDUSA</p>  <p>A Medusa has her lair here. If you land on this space, you must roll 1 d6: 1 – Turned to Stone (Lose 2 Turns) 2 – Turned to Stone (Lose 1 Turn) 3-4 – Safe 5 – Avoid Her Gaze (Gain 1 Gem) 6 – Avoid Her Gaze (Gain 1 Sorcery)</p>
<p>STRANGER IV</p> <p>DARBUTON</p>  <p>Darbuton, the Dragon Lord, has his lair in this space for the rest of the game. You may approach Darbuton and try to solve his riddle. If you can guess what a d10 will roll, you may draw a Treasure Card. If you are off by 1, you may take a Gem. Otherwise, you lose 1 Health or Henchman.</p>	<p>STRANGER IV</p> <p>RUNE MASTER</p>  <p>A Rune Master has decided to stay in this space. In exchange for 3 Gems, he will take any one Shield you have and imbue it with Rune Magic. This will give the Shield an extra 2 points towards defensive rolls.</p>	<p>STRANGER IV</p> <p>ARCHFIEND</p>  <p>If you are Kind or Fair, the Archfiend takes 1 Health. If you are Vile, the Archfiend will heal 1 Health.</p>	<p>STRANGER IV</p> <p>TREASURER</p>  <p>A Treasurer has made his shop here. For the rest of the game, he will buy any Item you have at the price indicated on the card.</p>	<p>STRANGER IV</p> <p>REAPER</p>  <p>The Reaper will remain here for the rest of the game. If you land here, he will do one of two things. If you have only 1 Health, he will give you 1 Health. If you have more than 1 Health, he will take 1 Health.</p>





















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<p>FOE - Animal III</p> <p>DUNE TURTLE</p>  <p>Str 18 Spd 4 Sor 1</p> <p>A Dune Turtle has emerged from its lair, in search of food.</p>	<p>FOE - Animal III</p> <p>SAND HUNTERS</p>  <p>Str 12 Spd 10 Sor 1</p> <p>A pack of Sand Hunters are lurking in this space. You must fight three consecutive battles to defeat them.</p>	<p>FOE - Animal III</p> <p>GIANT LIZARD</p>  <p>Str 16 Spd 8 Sor 1</p> <p>A Giant Lizard has wandered into this space in search of food.</p>	<p>FOE - Animal III</p> <p>CROCOSPHERX</p>  <p>Str 16 Spd 12 Sor 1</p> <p>The lair of a Crocosphinx is in this space.</p>	<p>FOE - Animal III</p> <p>SAND HUNTERS</p>  <p>Str 12 Spd 10 Sor 1</p> <p>A pack of Sand Hunters are lurking in this space. You must fight three consecutive battles to defeat them.</p>
<p>FOE - Beast III</p> <p>GARLAK</p>  <p>Str 18 Spd 13 Sor 1</p> <p>A Garlak is feeding in this space.</p>	<p>FOE - Beast III</p> <p>CHIMERA</p>  <p>Str 17 Spd 10 Sor 8 Trs 1</p> <p>This beast is creating havoc in this space.</p>	<p>FOE - Beast III</p> <p>NIGHTMARE</p>  <p>Str 12 Spd 14 Sor 18 Trs 1</p> <p>A Nightmare charges out from the dunes.</p>	<p>FOE - Beast III</p> <p>BRONZE SERPENT</p>  <p>Str 15 Spd 11 Sor 1</p> <p>A Bronze Serpent has its lair in this space</p>	<p>FOE - Beast III</p> <p>SAND WORM</p>  <p>Str 22 Spd 15 Sor 1 Trs 1</p> <p>A Sand Worm lurks beneath the sands here.</p>
<p>FOE - Construct III</p> <p>CLAY GOLEM</p>  <p>Str 20 Spd 13 Sor 1 Trs 1</p> <p>A Clay Golem is causing destruction in this space.</p>	<p>FOE - Construct III</p> <p>DISEASE GOLEM</p>  <p>Str 19 Spd 5 Sor 19 Trs 1</p> <p>A Disease Golem is causing famine in this space. If you lose the battle, you must discard 1 Henchman (<i>your choice</i>) and 1 Health.</p>	<p>FOE - Construct III</p> <p>RUST GOLEM</p>  <p>Str 18 Spd 6 Sor 1 Trs 1</p> <p>A long lost Golem wanders in this space.</p>	<p>FOE - Construct III</p> <p>JUNK GOLEM</p>  <p>Str 20 Spd 15 Sor 1 Trs 1</p> <p>This odd construction has been built to defend this space.</p>	<p>FOE - Construct III</p> <p>MUD GOLEM</p>  <p>Str 19 Spd 4 Sor 1</p> <p>A Mud Golem has been abandoned by its master. It continues to create destruction in this space.</p>
<p>FOE - Undead III</p> <p>GREATER MUMMY</p>  <p>Str 10 Spd 5 Sor 20 Trs 1</p> <p>The tomb of this Mummy is located in this space.</p>	<p>FOE - Undead III</p> <p>OGRE MUMMY</p>  <p>Str 14 Spd 5 Sor 5</p> <p>This mummified Ogre has emerged from its grave.</p>	<p>FOE - Undead III</p> <p>MUMMY</p>  <p>Str 8 Spd 5 Sor 16 Trs 1</p> <p>The tomb of this Mummy is located in this space.</p>	<p>FOE - Undead III</p> <p>MUMMY LORD</p>  <p>Str 10 Spd 5 Sor 21 Trs 1</p> <p>The tomb of this Mummy is located in this space.</p>	<p>FOE - Undead Dragon III</p> <p>DRAGON MUMMY</p>  <p>Str 22 Spd 10 Sor 22 Trs 2</p> <p>From the sands of Aldun, emerges this Undead Dragon.</p>


























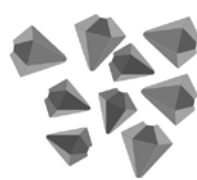
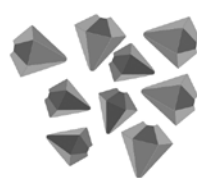

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<div>FOE - Dragon</div> <div>III</div> <div>ELDER COPPER DRAGON</div> <div></div> <div>Str 24 Spd 20 Sor 24 Trs 2</div> <div>A Copper Dragon is perched on this space.</div> <div></div>	<div>FOE - Dragon</div> <div>III</div> <div>COPPER DRAGON</div> <div></div> <div>Str 21 Spd 12 Sor 18 Trs 1</div> <div>A Copper Dragon is perched on this space.</div> <div></div>	<div>FOE - Dragon</div> <div>III</div> <div>FIRE WYRM</div> <div></div> <div>Str 18 Spd 12 Sor 21 Trs 1</div> <div>The ground cracks open, revealing this devastating Fire Wyrms.</div> <div></div>	<div>FOE - Dragon</div> <div>III</div> <div>BRONZE DRAGON</div> <div></div> <div>Str 20 Spd 12 Sor 19 Trs 1</div> <div>A Bronze Dragon has her lair in this space.</div> <div></div>	<div>FOE - Dragon</div> <div>III</div> <div>ELDER BLUE DRAGON</div> <div></div> <div>Str 21 Spd 12 Sor 19 Trs 1</div> <div>This Dragon has landed in this space, in search of food.</div> <div></div>
<div>FOE - Giant</div> <div>III</div> <div>GIANT</div> <div></div> <div>Str 16 Spd 6 Sor 1</div> <div>A Giant is protecting this space as its territory.</div>	<div>FOE - Giant</div> <div>III</div> <div>SAND GIANT</div> <div></div> <div>Str 19 Spd 9 Sor 3 Trs 1</div> <div>A Sand Giant is hunting in this space.</div>	<div>FOE - Giant</div> <div>III</div> <div>FIRE GIANT</div> <div></div> <div>Str 20 Spd 10 Sor 6 Trs 1</div> <div>A Fire Giant will defend this space from all those that trespass.</div>	<div>FOE - Giant</div> <div>III</div> <div>STONE GIANT</div> <div></div> <div>Str 17 Spd 9 Sor 1</div> <div>A Stone Giant is hunting in this space.</div>	<div>FOE - Giant</div> <div>III</div> <div>HILL GIANT</div> <div></div> <div>Str 15 Spd 9 Sor 1</div> <div>A Hill Giant has wandered into the Desert.</div>
<div>FOE - Elemental</div> <div>III</div> <div>SAND ELEMENTAL</div> <div></div> <div>Str 19 Spd 8 Sor 1 Trs 1</div> <div>A wizard has summoned a Sand Elemental in the land.</div>	<div>FOE - Elemental</div> <div>III</div> <div>LARGE FIRE ELEMENTAL</div> <div></div> <div>Str 19 Spd 15 Sor 19 Trs 1</div> <div>A Fire Elemental has been summoned in this space.</div> <div></div>	<div>FOE - Elemental</div> <div>III</div> <div>DUST ELEMENTAL</div> <div></div> <div>Str 14 Spd 15 Sor 18 Trs 1</div> <div>A Dust Elemental blows through this space.</div> <div></div>	<div>FOE - Elemental</div> <div>III</div> <div>CACTUS ELEMENTAL</div> <div></div> <div>Str 18 Spd 10 Sor 12</div> <div>A Cactus Elemental has grown in this space.</div>	<div>FOE - Elemental</div> <div>III</div> <div>FIRE ELEMENTAL</div> <div></div> <div>Str 12 Spd 8 Sor 15 Trs 1</div> <div>A Fire Elemental has spawned in this space.</div> <div></div>
<div>PLACE</div> <div>VII</div> <div>BRIDGE OF SHARRA</div> <div></div> <div>You must roll a d8 for yourself and each Henchman. On a roll of 1 or 2, a Hero loses 1 Health or a Henchman is discarded.</div>	<div>STRANGER</div> <div>IV</div> <div>SKYFIRE</div> <div></div> <div>The Airship Skyfire is flying overhead. For the cost of 1 Gem, they will fly you to any space in Frostburn, Durach or Aldun for your next move.</div>	<div>ITEM</div> <div>VI</div> <div>GEM</div> <div></div> <div>Along your travels, you have found a Gem. Take 1 Gem token and place this card on the discard pile.</div>	<div>ITEM</div> <div>VI</div> <div>GEM</div> <div></div> <div>Along your travels, you have found a Gem. Take 1 Gem token and place this card on the discard pile.</div>	<div>ITEM – Magical</div> <div>VI</div> <div>GENIE LAMP</div> <div></div> <div>You may rub the Genie Lamp at any time. When you do, a Genie will emerge and grant you one of the following:</div> <div><div>Gain 1 Strength</div><div>Gain 1 Sorcery</div><div>Gain 1 Treasure</div><div>Gain 10 Experience Points</div></div> <div><div>Gain 1 Speed</div><div>Gain 1 Health</div><div>Gain 1 Gem</div></div> <div>...the Genie Lamp is then discarded.</div>

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<p>FOE - Planar III</p> <p>BALRON</p>  <p>Str 17 Spd 12 Sor 17 Trs 1</p> <p>A Balron has come to this plane in search of souls.</p>	<p>FOE III</p> <p>NOMAD</p>  <p>Str 6 Spd 8 Sor 14 Trs 1</p> <p>A Nomad is passing through this space.</p>	<p>FOE - Dragon III</p> <p>ANCIENT WYRM</p>  <p>Str 18 Spd 15 Sor 20 Trs 2</p> <p>This creature has claimed this space as its home.</p>	<p>FOE - Planar III</p> <p>SUN DEMON</p>  <p>Str 15 Spd 10 Sor 19 Trs 1</p> <p>A Sun Demon has materialized in this space.</p>	<p>FOE III</p> <p>GIANT SCORPION</p>  <p>Str 13 Spd 10 Sor 1</p> <p>A Giant Scorpion has come from its lair.</p>
<p>FOE - Planar III</p> <p>FIRE WALKER</p>  <p>Str 16 Spd 11 Sor 12 Trs 1</p> <p>A Fire Walker has come to this plane to destroy the land.</p>	<p>FOE - Undead III</p> <p>SOULFIRE</p>  <p>Str 1 Spd 15 Sor 17 Trs 1</p> <p>A Soulfire has been called to this plane to create havoc.</p>	<p>FOE - Planar III</p> <p>ANCIENT HELLFIRE</p>  <p>Str 12 Spd 9 Sor 19 Trs 1</p> <p>A Hellfire has come to this plane to create destruction.</p>	<p>FOE - Planar III</p> <p>HELLFIRE</p>  <p>Str 12 Spd 9 Sor 16 Trs 1</p> <p>A Hellfire has come to this plane to create destruction.</p>	<p>FOE - Beast III</p> <p>PHOENIX</p>  <p>Str 12 Spd 15 Sor 18 Trs 1</p> <p>A Phoenix has risen from the ashes. It will attack all that enter this space.</p>
<p>FOE III</p> <p>DWARVEN WARMASTER</p>  <p>Str 18 Spd 9 Sor 16 Trs 1</p> <p>This Dwarf is looking for battle in this space.</p>	<p>FOE III</p> <p>ARCHNOD</p>  <p>Str 13 Spd 10 Sor 8</p> <p>An Archnod is hunting in this space.</p>	<p>FOE - Beast III</p> <p>SPHINX</p>  <p>Str 15 Spd 12 Sor 16 Trs 1</p> <p>A Sphinx has her home in this space.</p>	<p>FOE - Planar III</p> <p>THE HORSEMAN</p>  <p>Str 15 Spd 9 Sor 15 Trs 1</p> <p>The Horseman has come to this plane to bring back souls. If you lose in battle, you do not lose a life but instead lose 1 Henchman. If you have no Henchman, then you lose 1 Health.</p>	<p>FOE - Undead III</p> <p>MUMMY KING</p>  <p>Str 20 Spd 11 Sor 20 Trs 1</p> <p>The Mummy King has risen in this space.</p>
<p>FOE - Undead III</p> <p>LICH</p>  <p>Str 9 Spd 9 Sor 21 Trs 1</p> <p>A Lich is creating havoc and destruction in this space.</p>	<p>FOE III</p> <p>TROGLODYTE</p>  <p>Str 16 Spd 8 Sor 5</p> <p>A Troglodyte is hunting in this space.</p>	<p>FOE III</p> <p>CRYSTAL SCORPION</p>  <p>Str 15 Spd 10 Sor 1 Trs 3</p> <p>A Crystal Scorpion is wandering in this space.</p>	<p>FOE III</p> <p>DESERT WITCH</p>  <p>Str 7 Spd 9 Sor 18 Trs 1</p> <p>This Witch has made her home in this space.</p>	<p>FOE - Dragon III</p> <p>PLATINUM DRAGON</p>  <p>Str 21 Spd 15 Sor 21 Trs 1</p> <p>A Platinum Dragon has traveled to Aldun. It will attack all who enter this space.</p>





















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<div>HENCHMANV</div> <div>BARVO</div> <div></div> <div>+2 Sor</div> <div>The Druid</div> <div>Barvo will follow you on your quest. You may add 2 to your movement die roll when traveling Durach. He will also add 2 to your Sorcery battles.</div>	<div>HENCHMANV</div> <div>TRIXI</div> <div></div> <div></div> <div>The Sprite</div> <div>Trixi will follow you on your journey. While she is with you, you may avoid any battle in the Forest.</div>	<div>HENCHMANV</div> <div>TARPUN</div> <div></div> <div></div> <div>The Ranger</div> <div>Tarpun will aid you on your quest. While he is with you, you do not need to draw cards when in the Woods or Forest. You may also add 1 to your battle die roll against Animals.</div>	<div>HENCHMANV</div> <div>MUN</div> <div></div> <div></div> <div>The Porter</div> <div>If you pay Mun 1 Gem, he will follow you on your journey. He can carry a total of 5 additional Items for you. He will wait on this space until someone employs him.</div>	<div>HENCHMANV</div> <div>FRANA</div> <div></div> <div></div> <div>The Herbalist</div> <div>Frana will join you on your quest. Whenever you land on a Woods or Forest space, she will make 1 of these potions at the cost of 1 Gem each...</div> <div><div>StrengthSpeed</div><div>SorceryHealing</div></div>
<div>HENCHMANV</div> <div>ORSLA</div> <div></div> <div>+2 Spd</div> <div>The Centaur</div> <div>Orsla will aid you on your journey. She will add 2 to your Speed.</div>	<div>HENCHMANV</div> <div>ERBA</div> <div></div> <div>+1 Str +1 Spd</div> <div>The Ranger</div> <div>Erba will join you on your quest. She will add 1 to your Speed and 1 to your Strength for battle only.</div>	<div>HENCHMANV</div> <div>YERTUP</div> <div></div> <div>+1 Spd</div> <div>The Archer</div> <div>Yertup will join you on your quest. He will add 1 to your Speed.</div>	<div>HENCHMANV</div> <div>HURGO</div> <div></div> <div>+1 Sor</div> <div>The Conjurer</div> <div>Hurgo will aid you on your journey. He will add 1 to your Sorcery.</div>	<div>HENCHMANV</div> <div>DUBRAD</div> <div></div> <div>+1 Str</div> <div>The Fighter</div> <div>Dubrad will aid you on your journey. He will add 1 to your Strength.</div>
<div>PLACEVII</div> <div>HALFLING CAMP</div> <div></div> <div>A group of Halflings have setup camp here. They will sell the following Items: Quill – 2 Gems Crossbow – 3 Gems Backpack – 3 Gems Mortar & Pestal – 2 Gems</div>	<div>PLACEVII</div> <div>MOON GATE</div> <div></div> <div>You may enter the Portal to see where you go (roll 1 d6)...</div> <div><div>1 – Shrine of Wizardry</div><div>2 – Frostburn Arena</div><div>3 – Temple of Orius</div><div>4 – Springvale</div><div>5 – Ancient Obelisks</div><div>6 – Tomb of Dyvin</div></div>	<div>PLACEVII</div> <div>DRUID GATE</div> <div></div> <div>This card must be placed on Owlbear Forest. For the rest of the game, anyone that starts their turn, on the Druid Gate, may instead move to another Forest space on the board instead of their normal move.</div>	<div>PLACEVII</div> <div>PIXIE GROVE</div> <div></div> <div>A Pixie Grove is on this space (place value of 5 counter here). Every time a Hero visits here, they may gain an additional Speed point. They must then deduct a counter. Once all the counters are gone, the Pixie Grove vanishes to the discard pile.</div>	<div>PLACEVII</div> <div>DRAGON CASTLE</div> <div></div> <div>You may pay the Dragon Master to sell you a tamed Dragon. You may only have one such Henchman at a time...</div> <div><div>Baby Dragon – 3 Gems</div><div>Dragon – 6 Gems</div><div>Elder Dragon – 9 Gems</div></div>
<div>PLACEVII</div> <div>THE DRAGONBONE INN</div> <div></div> <div>You may rest here for 1 Gem, which you will heal 1 Health ...or... you may have an Ale for 1 Gem, which you will gain 1 Strength for the next Strength battle only.</div>	<div>PLACEVII</div> <div>ELVEN CITY</div> <div></div> <div>Elves may heal 2 Health when they visit this City. All others will be healed a maximum of 2 Health at the cost of 1 Gem each.</div>	<div>PLACEVII</div> <div>RUINS OF DEMGI</div> <div></div> <div>This is now a Ruins space. You must now draw 2 cards when you land on this space.</div>	<div>PLACEVII</div> <div>RUINS OF MAVDU</div> <div></div> <div>This is now a Ruins space. You may search the Ruins by rolling 1 d6...</div> <div><div>1 – Attacked by a Shaman (Sorcery 8)</div><div>2 – Attacked by an Ogre (Strength 8)</div><div>3 – Attacked by a Druid (Sorcery 5)</div><div>4 – Attacked by a Troll (Strength 5)</div><div>5 – Found 1 Gem</div><div>6 – Found Treasure (Draw 1 Treasure Card)</div></div>	<div>PLACEVII</div> <div>DURACH PORT</div> <div></div> <div>Ships may dock at this Port. They may also repair their Ship here, no matter their Morality. Anyone wanting to buy Ships, may do so here as well.</div>





















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<p>LUCK I</p> <p>BEETLE SWARM</p>  <p>Beetles swarm throughout Durach. All Heroes must move 1 space per turn for the next 3 turns.</p>	<p>LUCK I</p> <p>BONE WALL</p>  <p>A Necromancer has summoned bone walls throughout the land of Durach. For each Hero's next move, the player to their right will determine which direction they go.</p>	<p>LUCK I</p> <p>PILLAGE</p>  <p>Place this card on Springvale. Remove it after 3 rounds. During this time, anyone that lands on Springvale must lose 1 Health.</p>	<p>LUCK I</p> <p>FALSE JUDGEMENT</p>  <p>Keep this card until any Hero's battle you wish to use it. When you do, discard this card and the targeted Foe will have their statistics doubled for that battle only. If the Hero defeats the Foe, they only get Experience Points for what is on the Foe's card.</p>	<p>LUCK I</p> <p>FUNGUS</p>  <p>A Fungus has sprouted in Durach, emitting a strange powder that moves throughout the land. All in Durach must miss their next turn.</p>
<p>LUCK I</p> <p>LICH'S SPELL</p>  <p>A Lich casts a powerful Spell in the land of Durach. All Heroes that travel there, must lose 1 Sorcery. If they are at their starting quota, then they lose 1 Health instead.</p>	<p>LUCK I</p> <p>BAND OF THUGS</p>  <p>You encounter a Band of Thugs. They take all of your Items and Gems and put them in Narisa Woods (<i>Frostburn</i>). They do not take your equipped Items, however.</p>	<p>LUCK I</p> <p>PIXIES</p>  <p>Pixies fly throughout the land, spreading their Magic. All those Heroes, traveling Durach, with a Sorcery less than 7 must miss their next 2 turns.</p>	<p>LUCK I</p> <p>AMBUSH</p>  <p>The player to your right must take a Foe, anywhere off the board, and place it on your space. You must battle it as though you landed on the Foe. If there are no Foes on the board, then ignore this card.</p>	<p>LUCK I</p> <p>MAGIC SPHERE</p>  <p>Keep this card until your next battle with a Foe. You may choose to simply send the Foe to the discard pile. You may only claim Experience Points from the Foe's Sorcery score. Whether you do or not, discard this card.</p>
<p>FOE III</p> <p>SAVAGE</p>  <p>Str 5 Spd 5 Sor 1</p> <p>A Savage is hunting in this space.</p>	<p>FOE III</p> <p>KOBOLD</p>  <p>Str 3 Spd 3 Sor 1 Trs 1</p> <p>A Kobold wanders in this space.</p>	<p>FOE III</p> <p>TYRANUS</p>  <p>Str 6 Spd 3 Sor 1 Trs 1</p> <p>A Tyranus has claimed this space as its home.</p>	<p>FOE III</p> <p>SERPYN</p>  <p>Str 5 Spd 7 Sor 1 Trs 1</p> <p>A Serpyn is hunting in this space.</p>	<p>FOE III</p> <p>WISP</p>  <p>Str 1 Spd 15 Sor 10</p> <p>A Wisp is floating around in this space. It will not attack unless you attack it.</p>
<p>FOE III</p> <p>TROLL</p>  <p>Str 8 Spd 3 Sor 1 Trs 1</p> <p>A Troll is wandering in this space.</p>	<p>FOE III</p> <p>SWAMP HAG</p>  <p>Str 3 Spd 4 Sor 9 Trs 1</p> <p>A Swamp Hag has made her home here.</p>	<p>FOE III</p> <p>THIEF</p>  <p>Str 4 Spd 9 Sor 3 Trs 1</p> <p>A Thief prowls in this space. If you fail to defeat him in battle, not only do you lose 1 Health, but the player to your right must discard one of your Items they choose.</p>	<p>FOE III</p> <p>ROCK SPIDER</p>  <p>Str 9 Spd 12 Sor 3 Trs 1</p> <p>A Rock Spider has made its web in this space. If you fail to win the battle, you must miss your next turn getting out of its web.</p>	<p>FOE III</p> <p>GIANT WORM</p>  <p>Str 15 Spd 10 Sor 1 Trs 1</p> <p>A Giant Worm lives beneath this space.</p>





















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<p>TRAP II</p> <p>THORNS</p> <p>Spd 5</p>  <p>You have sprung a Trap, shooting Thorns from a nearby tree.</p>	<p>TRAP II</p> <p>BEAR TRAP</p> <p>Spd 4</p>  <p>A Bear Trap has been placed on the ground in this space.</p>	<p>TRAP II</p> <p>SPIKE PIT</p> <p>Spd 4</p>  <p>A Pit has been dug in this space, covered by a layer of leaves and branches.</p>	<p>TRAP II</p> <p>POISON ARROW</p> <p>Spd 6</p>  <p>You have sprung a Trap, shooting a Poison Arrow from a nearby tree.</p>	<p>TRAP II</p> <p>FALLING ROCKS</p> <p>Spd 6</p>  <p>Some rocks are cleverly placed high up in this space.</p>
<p>TRAP II</p> <p>BLOOD VINES</p> <p>Spd 5</p>  <p>Someone has planted Blood Vines in this space. If you fail to avoid them, you will lose 2 Health.</p>	<p>TRAP II</p> <p>VORTEX</p> <p>Spd 7</p>  <p>A Stone Rune has been placed on the ground in this space. If you fail to avoid it, a Magical Vortex opens, taking a Health and a Spell of your choice.</p>	<p>TRAP II</p> <p>SNAKE PIT</p> <p>Spd 7</p>  <p>A Pit has been dug in this space, covered by a layer of leaves and branches.</p>	<p>TRAP II</p> <p>ALCHEMIC FIRE</p> <p>Spd 8</p>  <p>A rope has been placed on the ground. Tripping it will tip a Fire Potion from the tree above. If you fail to avoid it, you lose 1 Health and 1 Item of your choice.</p>	<p>TRAP II</p> <p>SNARE</p> <p>Spd 8</p>  <p>A Snare has been placed in this space. If you fail to avoid it, draw an additional card. If it is a Foe, you lose 2 Health. Whatever the outcome, the drawn card is discarded.</p>
<p>STRANGER IV</p> <p>LOXO SHAMANS</p>  <p>A pair of Shamans has settled in this space. For the rest of the game, they will heal up to 2 Health at the cost of 1 Gem each.</p>	<p>STRANGER IV</p> <p>WIND TRAVELER</p>  <p>A Wind Traveler has setup shop in this space. For the rest of the game, he will give any Hero a ride to any space in Frostburn, Durach or Aldun at the cost of 1 Gem each.</p>	<p>STRANGER IV</p> <p>TREANT</p>  <p>A Treant lives in this space. For the rest of the game, he will trade one Item for one Spell. You may only trade one Item per visit.</p>	<p>STRANGER IV</p> <p>WITCH</p>  <p>A Witch has her home here. If you land on this space, you must roll 1 d6: 1 – Zaps You (Lose 1 Henchman) 2 – Zaps You (Lose 1 Health) 3-4 – Safe 5 – She Likes You (Gain 1 Gem) 6 – She Likes You (Gain 1 Spell)</p>	<p>STRANGER IV</p> <p>SATYR MUSE</p>  <p>A Muse lives in this space. For the rest of the game, the Satyr will lure away any Henchman from another Hero of your choice. The Muse only asks for 1 Magical Item in return.</p>
<p>STRANGER IV</p> <p>MUVAR THE PRIEST</p>  <p>Muvar has established his church in this space. For the rest of the game, you may have any discarded Henchman resurrected (<i>but not from the Henchman deck</i>). Muvar only requires 1 Magic Item for his services.</p>	<p>STRANGER IV</p> <p>JELAM THE ALCHEMIST</p>  <p>Jelam has built a store in this space. For the rest of the game, she will sell the following Potions... Strength – 2 Gems Speed – 1 Gem Sorcery – 2 Gems Healing – 1 Gem</p>	<p>STRANGER IV</p> <p>PERSAM</p>  <p>Persam travels the skies, giving rides to nearby Heroes. If you begin your turn, with Persam on you space, you may move to any space in Frostburn, Durach or Aldun instead of a normal move. Persam only requires 1 Gem for his services and he will move with you to the space you go to.</p>	<p>STRANGER IV</p> <p>SPHINX</p>  <p>If you can solve the riddle of the Sphinx by guessing the roll of 1 d12, then you may take a Random Treasure Card. The Sphinx will remain here for the rest of the game.</p>	<p>STRANGER IV</p> <p>SHADOW KNIGHT</p>  <p>A Shadow Knight has appeared in this space. To the first Vile Hero that lands here, he will grant one of the following... - Random Treasure Card - 1 Strength - 2 Gems ...he will then go off to the discard pile.</p>






















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<p>FOE - Animal III</p> <p>BOAR</p>  <p>Str 3 Spd 3 Sor 1</p> <p>A Boar searches for food in this space.</p>	<p>FOE - Animal III</p> <p>LION</p>  <p>Str 4 Spd 5 Sor 1</p> <p>A Lion searches for prey in this space.</p>	<p>FOE - Animal III</p> <p>DIRE BEAR</p>  <p>Str 10 Spd 6 Sor 1</p> <p>A Dire Bear has claimed this space as its territory.</p>	<p>FOE - Animal III</p> <p>GRIFFON</p>  <p>Str 9 Spd 12 Sor 1</p> <p>A Griffon watches for prey from a nearby cliff.</p>	<p>FOE - Animal III</p> <p>GIANT BIRD</p>  <p>Str 7 Spd 12 Sor 1</p> <p>A Giant Bird soars over this space.</p>
<p>FOE - Beast III</p> <p>UNICORN</p>  <p>Str 7 Spd 8 Sor 8 Trs 1</p> <p>A Unicorn is feeding in this area. It will not attack any Kind Heroes.</p>	<p>FOE - Beast III</p> <p>DARK UNICORN</p>  <p>Str 7 Spd 8 Sor 8 Trs 1</p> <p>An Dark Unicorn emerges from the shadows.</p>	<p>FOE - Beast III</p> <p>OGREBEAR</p>  <p>Str 7 Spd 3 Sor 1</p> <p>An Ogrebear is searching for food in this space.</p>	<p>FOE - Beast III</p> <p>HULKER</p>  <p>Str 8 Spd 3 Sor 1 Trs 1</p> <p>An Hulker has emerged from a nearby cavern.</p>	<p>FOE - Beast III</p> <p>MANTICORE</p>  <p>Str 6 Spd 5 Sor 2 Trs 1</p> <p>A Manticore has put its den in this space.</p> 
<p>FOE - Construct III</p> <p>TREE GOLEM</p>  <p>Str 7 Spd 3 Sor 1</p> <p>This twisted tree has been brought to life by an insane Mage.</p>	<p>FOE - Construct III</p> <p>GEM GOLEM</p>  <p>Str 8 Spd 3 Sor 1 Trs 3</p> <p>This Gem Golem has been sent to guard this space.</p>	<p>FOE - Construct III</p> <p>SHARD GOLEM</p>  <p>Str 9 Spd 3 Sor 1</p> <p>A Wizard has lost control of their Golem. It is causing destruction in this space.</p>	<p>FOE - Construct III</p> <p>STONE GOLEM</p>  <p>Str 10 Spd 3 Sor 1 Trs 1</p> <p>A Stone Golem has been created to defend this space.</p>	<p>FOE - Construct III</p> <p>IRON GOLEM</p>  <p>Str 11 Spd 3 Sor 1 Trs 1</p> <p>Gharad has built this Golem to hunt those that seek the Book of Avrakar.</p>
<p>FOE - Undead III</p> <p>SKELETAL WARRIOR</p>  <p>Str 5 Spd 3 Sor 1 Trs 1</p> <p>A Skeletal Warrior has come from the ground in search of revenge.</p>	<p>FOE - Undead III</p> <p>SKELETAL KNIGHT</p>  <p>Str 6 Spd 3 Sor 1 Trs 1</p> <p>This minion of the dead is protecting this space from all who enter.</p>	<p>FOE - Undead III</p> <p>SCARECROW</p>  <p>Str 1 Spd 5 Sor 5 Trs 1</p> <p>A wandering spirit has made this Scarecrow as its shell. It wanders this space in search of death.</p>	<p>FOE - Undead III</p> <p>SPIRIT</p>  <p>Str 1 Spd 5 Sor 6</p> <p>A Spirit emerges from its grave.</p>	<p>FOE - Undead III</p> <p>SKELETON</p>  <p>Str 3 Spd 3 Sor 1 Trs 1</p> <p>A Skeleton has risen and walks this space.</p>





























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<p>FOE - Dragon III</p> <p>RED DRAGON</p>  <p>Str 12 Spd 10 Sor 8 Trs 1</p>  <p>This Dragon is lurking about in this space.</p>	<p>FOE - Dragon III</p> <p>GOLD DRAGON</p>  <p>Str 15 Spd 10 Sor 12 Trs 1</p>  <p>This Dragon's den is located in this space.</p>	<p>FOE - Dragon III</p> <p>BLACK DRAGON</p>  <p>Str 14 Spd 10 Sor 10 Trs 1</p>  <p>This Dragon is hunting for food in this space.</p>	<p>FOE - Dragon III</p> <p>BABY DRAKE</p>  <p>Str 6 Spd 8 Sor 3</p> <p>This youngling is learning to hunt in this space.</p>	<p>FOE - Dragon III</p> <p>BLUE DRAGON</p>  <p>Str 13 Spd 10 Sor 8 Trs 1</p>  <p>This Dragon is flying around in this space.</p>
<p>FOE - Giant III</p> <p>CLOUD GIANT</p>  <p>Str 13 Spd 5 Sor 2 Trs 1</p> <p>This space is being terrorized by a Cloud Giant.</p>	<p>FOE - Giant III</p> <p>FOG GIANT</p>  <p>Str 14 Spd 6 Sor 3 Trs 1</p> <p>A Fog Giant has emerged from the mist.</p>	<p>FOE - Giant III</p> <p>FOREST GIANT</p>  <p>Str 12 Spd 4 Sor 1 Trs 1</p> <p>A Forest Giant has traveled to this space.</p>	<p>FOE - Giant III</p> <p>ETTIN</p>  <p>Str 10 Spd 4 Sor 1</p> <p>This space is the hunting grounds for this Ettin.</p>	<p>FOE - Giant III</p> <p>CYCLOPS</p>  <p>Str 11 Spd 4 Sor 1 Trs 1</p> <p>This creature has made this space its home.</p>
<p>FOE - Elemental III</p> <p>POISON ELEMENTAL</p>  <p>Str 9 Spd 8 Sor 15 Trs 1</p>  <p>A Poison Elemental has been summoned in this space.</p>	<p>FOE - Elemental III</p> <p>NECROMENTAL</p>  <p>Str 12 Spd 6 Sor 1 Trs 1</p> <p>A Necromancer's Elemental has been let loose in this space.</p>	<p>FOE - Elemental III</p> <p>AIR ELEMENTAL</p>  <p>Str 8 Spd 7 Sor 14 Trs 1</p>  <p>An Air Elemental has been sent to protect this space.</p>	<p>FOE - Elemental III</p> <p>EARTH ELEMENTAL</p>  <p>Str 11 Spd 6 Sor 1</p> <p>An Earth Elemental has risen in this space.</p>	<p>FOE - Elemental III</p> <p>WATER ELEMENTAL</p>  <p>Str 7 Spd 6 Sor 13 Trs 1</p>  <p>A Water Elemental has emerged from the Sea.</p>
<p>FOE III</p> <p>SERPYNs</p>  <p>Str 5 Spd 7 Sor 1 Trs 1</p> <p>Two Serpyns have made their home here. You must fight two consecutive battles to defeat them.</p>	<p>FOE III</p> <p>BROWNIE</p>  <p>Str 2 Spd 10 Sor 11 Trs 1</p> <p>A mischievous Brownie is causing trouble in this space.</p>	<p>FOE III</p> <p>SYLVAN HUNTER</p>  <p>Str 6 Spd 10 Sor 5</p>  <p>A Sylvan Hunter flies overhead, hunting in this space. He will not attack Elves.</p>	<p>FOE III</p> <p>DWARF BERSERKER</p>  <p>Str 5 Spd 3 Sor 3 Trs 1</p> <p>A Dwarf Berserker is terrorizing this space.</p>	<p>FOE III</p> <p>FOREST MAGE</p>  <p>Str 3 Spd 4 Sor 7 Trs 1</p> <p>This Mage is aggressively protecting this space from trespassers.</p>


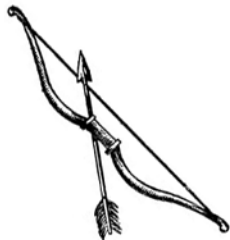





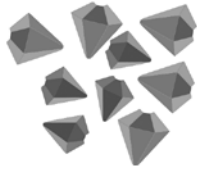


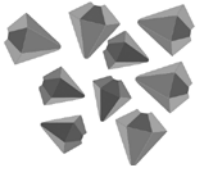













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<div>ITEM VI</div> <div>GEM</div> <div>  </div> <div> <p>Along your travels, you have found a Gem. Take 1 Gem token and place this card on the discard pile.</p> </div>	<div>ITEM VI</div> <div>BOW</div> <div>  </div> <div> <p>You may use the bow on any Hero or face up Foe that is no more than 3 spaces away. You cannot use the benefits of any Shield if you are using the bow.</p> </div> <div>2 </div>	<div>ITEM VI</div> <div>Armor</div> <div>ARMOR</div> <div>  </div> <div> <p>When you are equipped with the Armor, you may add 3 to your defense roll.</p> </div> <div>2 </div>	<div>ITEM VI</div> <div>GEM</div> <div>  </div> <div> <p>Along your travels, you have found a Gem. Take 1 Gem token and place this card on the discard pile.</p> </div>	<div>ITEM VI</div> <div>GEM</div> <div>  </div> <div> <p>Along your travels, you have found a Gem. Take 1 Gem token and place this card on the discard pile.</p> </div>
<div>ITEM VI</div> <div>GEM</div> <div>  </div> <div> <p>Along your travels, you have found a Gem. Take 1 Gem token and place this card on the discard pile.</p> </div>	<div>ITEM VI</div> <div>SCROLL</div> <div>  </div> <div> <p>If you Sorcery allows, you may memorize the Scroll, taking a Spell from the Spell deck. Whether you can or not the Scroll withers to the discard pile.</p> </div>	<div>ITEM VI</div> <div>Weapon</div> <div>RUSTY SWORD</div> <div>WEAPON</div> <div>+1 Str</div> <div> <p>When you are equipped with the Rusty Sword, you may add 1 to your Strength in battle. If you roll a 1 during your battle, the sword breaks and is discarded after the battle.</p> </div>	<div>PLACE VII</div> <div>TREASURE</div> <div>  </div> <div> <p>You stumbled across some Treasure. If you choose to search it, discard this card and draw 1 Treasure Card. Otherwise, this card remains here until someone searches it.</p> </div>	<div>ITEM VI</div> <div>GEM</div> <div>  </div> <div> <p>Along your travels, you have found a Gem. Take 1 Gem token and place this card on the discard pile.</p> </div>
<div>ITEM VI</div> <div>Weapon</div> <div>SWORD</div> <div>WEAPON</div> <div>+1 Str</div> <div> <p>When you are equipped with the Sword, you may add 1 to your Strength in battle.</p> </div>	<div>PLACE VII</div> <div>TREASURE</div> <div>  </div> <div> <p>You stumbled across some Treasure. If you choose to search it, discard this card and draw 1 Treasure Card. Otherwise, this card remains here until someone searches it.</p> </div>	<div>ITEM VI</div> <div>POTION OF STRENGTH</div> <div>  </div> <div>+2 Str</div> <div> <p>After you drink the Potion, it is discarded. It will add 2 to your Strength for 2 rounds.</p> </div> <div>1 </div>	<div>ITEM VI</div> <div>POTION OF SORCERY</div> <div>  </div> <div>+2 Sor</div> <div> <p>After you drink the Potion, it is discarded. It will add 2 to your Sorcery for 2 rounds.</p> </div> <div>1 </div>	<div>ITEM VI</div> <div>POTION OF HEALING</div> <div>  </div> <div> <p>After you drink the Potion, it is discarded. It will heal up to 2 Health.</p> </div> <div>1 </div>
<div>ITEM VI</div> <div>Helm</div> <div>HELMET</div> <div>HELM</div> <div> <p>When you are equipped with the Helmet, you may add 1 to your defense roll.</p> </div>	<div>ITEM VI</div> <div>Shield</div> <div>SHIELD</div> <div>SHIELD</div> <div> <p>When you are equipped with the Shield, you may add 2 to your defense roll.</p> </div> <div>1 </div>	<div>ITEM VI</div> <div>CANOE</div> <div>  </div> <div> <p>The Canoe allows you to travel Sea without a ship (<i>roll 1d4 for movement</i>). You may also cross the river to an adjacent space. If you are instructed to lose a Hull point, the Canoe is destroyed. This does not count as one of the Items in your inventory.</p> </div>	<div>ITEM VI</div> <div>BACKPACK</div> <div>  </div> <div> <p>With this backpack, you can carry 4 Items in it. These 4 Items do not count toward the Hero's carrying capacity, but the backpack does. If the backpack is lost, the Items go with it.</p> </div> <div>1 </div>	<div>ITEM VI</div> <div>PISTOL</div> <div>  </div> <div>+1 Spd</div> <div> <p>You may use the pistol on any Hero or face up Foe that is no more than 3 spaces away. The pistol will also add 1 to your Speed when you use it in ranged battle.</p> </div> <div>1 </div>




























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<p>FOE - Undead Dragon III</p> <p>ZOMBIE DRAGON</p>  <p>Str 15 Spd 12 Sor 15 Trs 2</p>  <p>This Dragon has risen from its grave and now terrorizes this space.</p>	<p>FOE III</p> <p>LIZARDMAN</p>  <p>Str 3 Spd 5 Sor 1</p>  <p>A Lizardman patrols around this space.</p>	<p>FOE - Giant III</p> <p>HILL GIANT</p>  <p>Str 10 Spd 4 Sor 1</p>  <p>A Hill Giant plods along in this space.</p>	<p>FOE III</p> <p>SATYR ASSASSIN</p>  <p>Str 4 Spd 6 Sor 3</p> <p>A Satyr lurks in this space for its next victim. It will join any other Satyr on their quest, adding 2 to their Strength in battle only.</p>	<p>FOE III</p> <p>MINOTAUR WARRIOR</p>  <p>Str 7 Spd 3 Sor 2</p> <p>A Minotaur Warrior is now free from its maze prison and seeks revenge on all it passes.</p>
<p>FOE III</p> <p>CURSED MINOTAUR</p>  <p>Str 9 Spd 4 Sor 1</p> <p>This twisted Minotaur is causing havoc in this space.</p>	<p>FOE III</p> <p>ROGUE</p>  <p>Str 4 Spd 5 Sor 3</p>  <p>A Rogue is waiting for passer bys to rob.</p>	<p>FOE III</p> <p>FOREST TROLL</p>  <p>Str 8 Spd 4 Sor 1</p> <p>A Forest Troll is causing havoc in this space.</p>	<p>FOE III</p> <p>OGRE</p>  <p>Str 8 Spd 3 Sor 1</p> <p>An Ogre has claimed this space as its territory. It will join any Ogre in their quest, adding 4 to their Strength in battle only.</p>	<p>FOE - Beast III</p> <p>TYRANNOSAURUS REX</p>  <p>Str 11 Spd 10 Sor 1</p> <p>This Dinosaur is hunting in this space.</p>
<p>FOE III</p> <p>GRAVE WORM</p>  <p>Str 3 Spd 1 Sor 7</p> <p>A Grave Worm has appeared from the ground.</p>	<p>FOE III</p> <p>RED CRAWLER</p>  <p>Str 4 Spd 8 Sor 4 Trs 1</p> <p>This vile Spider has made its home here.</p>	<p>FOE - Planar III</p> <p>HELL HOUND</p>  <p>Str 4 Spd 8 Sor 5</p>  <p>A Hell Hound has been brought to this realm.</p>	<p>FOE - Dragon III</p> <p>ELDER BLACK DRAGON</p>  <p>Str 11 Spd 10 Sor 12 Trs 1</p>  <p>This wise Dragon has come from the sky to rest in this space.</p>	<p>FOE III</p> <p>GNOLL</p>  <p>Str 3 Spd 3 Sor 2</p> <p>A Gnoll is hunting in this space.</p>
<p>FOE - Undead III</p> <p>GNOLL VAMPIRE</p>  <p>Str 3 Spd 3 Sor 7</p> <p>A Vampiric Gnoll is in search of blood. If you lose in battle, you must discard a Henchman as well as lose 1 Health.</p>	<p>FOE III</p> <p>ANT WARRIORS</p>  <p>Str 4 Spd 5 Sor 6 Trs 1</p> <p>You must fight two battles to defeat these creatures.</p>	<p>FOE III</p> <p>ORC SHAMAN</p>  <p>Str 2 Spd 2 Sor 4</p>  <p>This Shaman is traveling through this space.</p>	<p>FOE III</p> <p>RAGING ORC</p>  <p>Str 4 Spd 3 Sor 1</p> <p>This violent Orc is terrorizing this space.</p>	<p>FOE - Dragon III</p> <p>HYDRA</p>  <p>Str 9 Spd 8 Sor 9 Trs 2</p> <p>Place counters to represent 3 Strength heads and 3 Sorcery heads. When each type of battle is won, remove the appropriate counter. You may choose which head to fight and you will gain Experience for each head defeated (if a die roll was required for battle). The one to finally slay the Hydra, gets the Treasure. Ranged battle may only deplete the Strength heads.</p>





















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<p>ITEM VI</p> <p>TREASURE MAP</p>  <p>Roll a d4 to see where the Treasure map instructs you to go. Once you reach that space, you may discard the Treasure Map and draw 1 Treasure Card. Use a counter to help remember where the Map leads.</p> <ul style="list-style-type: none"> 1 – Map is a fake! (<i>discard</i>) 2 – Snowdrift Mountains 3 – Dragontear Swamp 4 – Nesta Badlands 	<p>ITEM VI</p> <p>TREASURE MAP</p>  <p>Roll a d4 to see where the Treasure map instructs you to go. Once you reach that space, you may discard the Treasure Map and draw 1 Treasure Card. Use a counter to help remember where the Map leads.</p> <ul style="list-style-type: none"> 1 – Map is a fake! (<i>discard</i>) 2 – Orius Waters 3 – Odar Plains 4 – Watering Sands 	<p>PLACE VII</p> <p>PORTAL OF TIME</p>  <p>On your next turn, instead of rolling the die, you may enter the Portal and travel through time. If you do so, move to the adjacent Urthe space (<i>for example, if the Portal is in the Sylvan Forest, then you can go to the Jarcoc Wastelands</i>). You may also travel back from Urthe in the same manner.</p>	<p>STRANGER IV</p> <p>ANIMAL TRAINER</p>  <p>If you land on this space, the Animal Trainer will offer you a quest. Then next Animal Foe you encounter will not attack you, but you must lead them back to him where he will discard it for you and give you 1 Gem and 5 Experience Points.</p>	<p>PLACE VII</p> <p>TREE OF WISDOM</p>  <p>You may give one Item to the Tree of Wisdom, where you will then be rewarded with a Spell.</p>
<p>HENCHMAN V</p> <p>BRUANA</p>  <p>+1 Sor</p> <p>The Druid</p> <p>Bruana will add 1 to your Sorcery. You may also avoid battles with Animals.</p>	<p>FOE III</p> <p>CARVER</p>  <p>Str 7 Spd 6 Sor 13 Trs 1</p> <p>This ancient tree is the prison of an evil wizard. He attacks all that enter this space.</p>	<p>STRANGER IV</p> <p>SAVAGE SEAFARER</p>  <p>The Savage will remain in this space. She will give rides to the adjacent Frostburn, or Aldun, space instead of your next normal move.</p>	<p>TRAP II</p> <p>THORNED WALL</p>  <p>Spd 7</p> <p>You have encountered an ancient Druid trap. If you cannot avoid the Trap in time, then you must lose your next Turn getting out (<i>as well as losing 1 Health</i>).</p>	<p>FOE - Animal III</p> <p>MAMMOTH</p>  <p>Str 9 Spd 3 Sor 1</p> <p>This large animal is plodding through this space</p>
<p>FOE - Elemental III</p> <p>TREE ELEMENTAL</p>  <p>Str 7 Spd 3 Sor 1</p> <p>This Tree has been brought to life by some magical force.</p>	<p>FOE III</p> <p>WOODKIN MAGE</p>  <p>Str 3 Spd 4 Sor 7 Trs 1</p> <p>Woodkins are rare on Djarhun, but this one seems to have made their home in this space.</p>	<p>FOE III</p> <p>TRAPPER</p>  <p>Str 4 Spd 5 Sor 3 Trs 1</p> <p>A Trapper lurks in this space. You must first do a Speed battle with him. If you lose, you spring his Trap and Lose 1 Health. If you succeed, then you must battle him normally.</p>	<p>FOE III</p> <p>GNOLLS</p>  <p>Str 3 Spd 3 Sor 2 Trs 1</p> <p>A couple of Gnolls are hunting in this space. You must fight 2 consecutive battles to be victorious.</p>	<p>FOE III</p> <p>WANDERING MAGE</p>  <p>Str 2 Spd 2 Sor 4 Trs 1</p> <p>This Mage is traveling through this space. He does not take kindly to those he encounters.</p>
<p>HENCHMAN V</p> <p>DRAYMUK</p>  <p>The Hunter</p> <p>While Draymuk is your Henchman, he will add 2 to your battle die rolls against Beasts and Animals.</p>	<p>FOE - Elemental III</p> <p>TREE SPIRIT</p>  <p>Str 3 Spd 1 Sor 1 Trs 1</p> <p>A Tree Spirit has appeared in this space. It will not attack Elf Heroes unless they attack it</p>	<p>FOE III</p> <p>VINE REAPER</p>  <p>Str 6 Spd 5 Sor 2 Trs 1</p> <p>A Vine Reaper has appeared in this space.</p>	<p>TRAP II</p> <p>WIZARD CAGE</p>  <p>Spd 7</p> <p>If you are not fast enough to avoid the magic of this cage, then you must try to escape from the trap. To escape, you must roll a 6, 7 or 8 on one d8 during your turn. Once you accomplish this, then you may move on the turn after.</p>	<p>FOE III</p> <p>LIZARDMAN KNIGHT</p>  <p>Str 5 Spd 3 Sor 3 Trs 1</p> <p>The Lizardmen have sent this Knight to this space in order to defend it.</p>





















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<p>HENCHMAN V</p> <p>GARBAN</p>  <p>+1 Str</p> <p>The Giant Slayer</p> <p>Garban will add 1 to your Strength battles. He will add 3 to your Strength battles against Giants.</p>	<p>HENCHMAN V</p> <p>WAREG</p>  <p>The Priest</p> <p>Wareg will aid you in your quest. He will add 1 to your battle against Undead. He will also Heal 1 Health per turn if you give him 1 Gem.</p>	<p>HENCHMAN V</p> <p>PACK BEAR</p>  <p>The Druid</p> <p>This Pack Bear will carry up to 8 extra Items for you. If you lose the Bear, the Items go with it.</p>	<p>HENCHMAN V</p> <p>KARN</p>  <p>+2 Sor</p> <p>The Druid</p> <p>Karn will follow you on your quest. You may add 2 to your movement die roll when traveling Frostburn. He will also add 2 to your Sorcery battles.</p>	<p>HENCHMAN V</p> <p>HURAL</p>  <p>The Guide</p> <p>While Hural is your Henchman, you do not need to draw cards in any Woods space. You may avoid battles there as well.</p>
<p>HENCHMAN V</p> <p>TUR</p>  <p>The Guide</p> <p>While Tur is your Henchman, you do not need to draw cards in any Forest space. You may avoid battles there as well.</p>	<p>HENCHMAN V</p> <p>JURTEK</p>  <p>The Archer</p> <p>While Jurtek is your Henchman, he carries a Crossbow and may fire it with an additional 4 Speed (<i>take a Crossbow from the Market deck</i>). He must fight any ranged battle alone, with no help.</p>	<p>HENCHMAN V</p> <p>WENDO</p>  <p>+1 Str</p> <p>The Dragon Slayer</p> <p>Wendo will add 1 to your Strength battles. He will add 3 to your Strength battles against Dragons.</p>	<p>HENCHMAN V</p> <p>LURA</p>  <p>+1 Sor</p> <p>The Wizard</p> <p>Lura will aid you in your journey. She will add 1 to your Sorcery in battle. She also always has at least 1 Spell. You may cast it as if it were your own. If you lose Lura, the Spell goes with her.</p>	<p>HENCHMAN V</p> <p>XETAL</p>  <p>+1 Str +1 Spd +1 Sor</p> <p>The Dark Elf</p> <p>Xetal will aid you in your journey. She will add 1 to all of your attributes for battle only.</p>
<p>PLACE VII</p> <p>TOWER OF LARTEM</p>  <p>You may sacrifice Henchman, at the Tower, to gain the following...</p> <ul style="list-style-type: none"> 1 Henchman – Heal 1 Health 2 Henchman – Gain 1 Speed 3 Henchman – Gain 1 Strength 3 Henchman – Gain 1 Sorcery 2 Henchman – Gain 1 Spell 	<p>PLACE VII</p> <p>HUNTERS' LODGE</p>  <p>You may take any Beast or Animal, on the board, and battle it. If you lose, the Foe stays where it was.</p>	<p>PLACE VII</p> <p>MYSTICAL DOORWAY</p>  <p>You may enter the Doorway to see where you go (<i>roll 1 d6</i>)...</p> <ul style="list-style-type: none"> 1 – Mujarin Crypt 2 – Demonblood Mountains 3 – Tabor Forest 4 – Wyvern Mountains 5 – City of Aldun 6 – Oasis of Ezrabar 	<p>PLACE VII</p> <p>ICE BRIDGE</p>  <p>On your next move, instead of rolling a die for movement, you may move to the adjacent Durach space.</p>	<p>PLACE VII</p> <p>TOMB OF GRUG</p>  <p>You have found Grug's Tomb. To pick the lock of the Tomb, you must defeat it in Speed battle. The lock has a Speed rating of 8. If you pick the lock, draw 2 Treasure Cards and discard Grug's Tomb.</p>
<p>PLACE VII</p> <p>CAMPGROUND</p>  <p>You may miss 1 Turn here. If you do this, you will heal 1 Health.</p>	<p>PLACE VII</p> <p>TOMB OF SRUBAK</p>  <p>You have found Srubak's Tomb. If you enter it, roll 1 d4...</p> <ul style="list-style-type: none"> 1 – Lost For 1 Turn 2 – Nothing Happens 3 – Ghostly Intervention (Take An Extra Turn) 4 – Ghostly Intervention (Take Two Extra Turns) 	<p>PLACE VII</p> <p>SHADOWGATE</p>  <p>If you approach the Gate, roll 1 d20. If you roll a 1-16, you lose 1 Health. If you roll a 17-20, you summon a Demon that joins you as a Henchman. You may only have one of these Demon at a time.</p>	<p>PLACE VII</p> <p>SHRINE OF REJUVENATION</p>  <p>A magical Shrine is on this space (<i>place value of 5 counter here</i>). Every time a Hero visits here, they may fortify a Health. They must then deduct a counter. Once all the counters are gone, the Shrine crumbles to the discard pile.</p>	<p>PLACE VII</p> <p>CRYPT OF BRUMAT</p>  <p>You have found Brumat's Crypt. To pry the Sword from Crypt, you must defeat it in Strength battle. The Sword has a Strength rating of 8. If you remove the Sword, you may take a Magical Sword from the Treasure deck. You must then reshuffle the Treasure cards and discard Brumat's Crypt.</p>





















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<p>LUCK I</p> <p>ICE ORBS</p>  <p>A powerful Sorceress has sent Ice Orbs throughout the land. All in Frostburn must miss their next turn.</p>	<p>LUCK I</p> <p>LICH'S SPELL</p>  <p>A Lich casts a powerful Spell in the land of Frostburn. All Heroes that travel there, must lose 1 Strength. If they are at their starting quota, then they lose 1 Health instead.</p>	<p>LUCK I</p> <p>AVALANCHE</p>  <p>Something has caused an Avalanche to come down from the mountains. If you have a Strength lower than 7, you lose 1 Health.</p>	<p>LUCK I</p> <p>WEREWOLF</p>  <p>It is a full moon. If you roll a 10 or lower on 1 d20, then one of your Henchman is a Werewolf (<i>your choice</i>). You must battle the Werewolf (<i>Strength 8</i>). Whether you win or lose, this card (<i>and your Henchman</i>) go off to the discard pile.</p>	<p>LUCK I</p> <p>SLAIN FRIEND</p>  <p>Keep this card until any Hero's battle you wish to use it. When you do, discard this card and the targeted Hero must discard a Henchman of your choice. They have been killed in the battle.</p>
<p>LUCK I</p> <p>TRAKNO SUMMONED</p>  <p>The ancient Dragon, known as Trakno, has been summoned to aid Djarhun. Those that are Vile, gain 1 Strength. Those that are Fair, gain 1 Speed. Those that are Kind, gain 1 Sorcery.</p>	<p>LUCK I</p> <p>SPHERE OF SAFETY</p>  <p>Keep this card until your next battle. You may choose to ignore that battle. Whether you do or not, discard this card.</p>	<p>LUCK I</p> <p>SURPRISE ATTACK</p>  <p>While traveling, you are pummeled with stones from a nearby cliff. You lose either 1 Health or 1 Henchman.</p>	<p>LUCK I</p> <p>POISON CLOUD</p>  <p>A powerful Wizard has cast a Poison Cloud spell in Frostburn. All that travel there must lose 1 Health.</p>	<p>LUCK I</p> <p>THEFT</p>  <p>If you roll a 1-4 on 1 d8, the player to your right must discard one of your Items of their choice. If you roll a 5-8, you may pick another Hero's Item and discard it.</p>
<p>PLACE VII</p> <p>VRUG'S CASTLE</p>  <p>You must roll a d6 to see what Vrug the Ogre does with you...</p> <ul style="list-style-type: none"> 1 – Eats a Henchman (Discard) 2 – Takes an Item (Discard) 3-4 – Ignores You 5 – Gives You a Gem 6 – Trains You (Gain 1 Strength) 	<p>PLACE VII</p> <p>FROSTBURN PORT</p>  <p>Ships may dock at this Port. They may also repair their Ship here, no matter their Morality. Anyone wanting to buy Ships, may do so here as well.</p>	<p>LUCK I</p> <p>AVALANCHE</p>  <p>Something has caused an Avalanche to come down from the mountains. You must either lose 1 Health or 1 Henchman.</p>	<p>PLACE VII</p> <p>TREASURE</p>  <p>You stumbled across some Treasure. If you choose to search it, discard this card and draw 1 Treasure Card. Otherwise, this card remains here until someone searches it.</p>	<p>PLACE VII</p> <p>TREASURE</p>  <p>You stumbled across some Treasure. If you choose to search it, discard this card and draw 1 Treasure Card. Otherwise, this card remains here until someone searches it.</p>
<p>FOE III</p> <p>FROST WITCH</p>  <p>Str 2 Spd 3 Sor 7 Trs 1</p> <p>A Witch has her home here. If you lose in battle, you must miss your next turn until the Freeze Spell wears off.</p>	<p>FOE III</p> <p>DWARVEN DEFENDER</p>  <p>Str 4 Spd 3 Sor 3 Trs 1</p> <p>This Dwarf is protecting this space from all who pass through. He will not attack any other Dwarves.</p>	<p>FOE III</p> <p>MOUNTAIN OGRE</p>  <p>Str 8 Spd 3 Sor 1</p> <p>A Mountain Ogre is causing havoc in this space.</p>	<p>FOE III</p> <p>ICE CRAWLER</p>  <p>Str 3 Spd 6 Sor 4</p> <p>This Spider awaits its next prey in this space.</p>	<p>FOE III</p> <p>SNOW SHAMAN</p>  <p>Str 2 Spd 3 Sor 5 Trs 1</p> <p>This Shaman is traveling through this space.</p>





















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<p>TRAP II</p> <p>ICE SHARDS</p> <p>Spd 5</p>  <p>You have sprung a Trap, shooting Ice Shards from the snow.</p>	<p>TRAP II</p> <p>YETI TRAP</p> <p>Spd 4</p>  <p>A Yeti Trap has been placed in the snow on this space.</p>	<p>TRAP II</p> <p>SNOW BLAST</p> <p>Spd 4</p>  <p>A Snow Blast trap is on this space. If you are not quick enough to avoid it, you lose 1 Health. In this case, on your next turn, you would roll the die for movement but the player to your right would choose where you go.</p>	<p>TRAP II</p> <p>SPIKES</p> <p>Spd 6</p>  <p>Some Spikes have been concealed in the snow.</p>	<p>TRAP II</p> <p>FALLING ROCKS</p> <p>Spd 6</p>  <p>Some rocks are cleverly placed high up in this space.</p>
<p>TRAP II</p> <p>FROST BITE</p> <p>Spd 5</p>  <p>A tripwire has been set. Tripping will cause to slabs of ice to crush whoever tripped it. If you cannot avoid it, you lose 2 Health.</p>	<p>TRAP II</p> <p>RUBY RIFT</p> <p>Spd 7</p>  <p>A Stone Rune has been placed on the ground in this space. If you fail to avoid it, a bright red rift opens. It does not take any Health, but it does turn all of your Items into Gems</p>	<p>TRAP II</p> <p>DEEP PIT</p> <p>Spd 7</p>  <p>A Deep Pit has been dug in this space, covered by a thin layer of ice.</p>	<p>TRAP II</p> <p>AVALANCHE</p> <p>Spd 8</p>  <p>A rope has been tied to a Vibration Crystal in the ground. If you fail to avoid it, an Avalanche will occur. If you cannot avoid it, you lose 1 Health and 1 Henchman of your choice.</p>	<p>TRAP II</p> <p>SNOW FALL</p> <p>Spd 8</p>  <p>A large amount of snow has been placed on a cliff above. If you fail to avoid it, it will fall upon you and bury you to await the one who set it. Draw an additional card. If it is a Foe, you lose 2 Health. Whatever the outcome, the drawn card is discarded.</p>
<p>STRANGER IV</p> <p>SPELL CRAFTER</p>  <p>A Spell Crafter has built her shop here. For the rest of the game, she will sell Spells at the cost of 1 Gem each.</p>	<p>STRANGER IV</p> <p>FARUX THE WIZARD</p>  <p>Farux has his home in this space. For the rest of the game, he will take any Strength, Speed or Sorcery and convert the point(s) it into another attribute. You may not take an attribute below the starting value.</p>	<p>STRANGER IV</p> <p>PHANTOM</p>  <p>A Phantom has appeared in this space. The first Vile Hero to visit it will get one wish...</p> <ul style="list-style-type: none"> - 1 Gem - 1 Spell - 1 Strength - 1 Speed - 1 Sorcery - 1 Health <p>...once a wish is granted, he phases out to the discard pile.</p>	<p>STRANGER IV</p> <p>HELLION</p>  <p>A Hellion has appeared in this space. The first Hero to cast a Magical Item into the Demonblood Mountains will be granted enough Experience Points to reach their next Level. You must return to the Hellion to claim your prize, however.</p>	<p>STRANGER IV</p> <p>COLLECTOR</p>  <p>A Collector has their home here. For the rest of the game, they will give you 3 Gems for every Dragon you slay. You must keep the Dragon card until you land on this space to collect your Gems.</p>
<p>STRANGER IV</p> <p>VENGEFUL GHOST</p>  <p>A Vengeful Ghost has materialized in this space. He has been slain by the Orc Mage. The first Hero to defeat the Orc Mage, at the Orc Camp, will gain 1 Strength, Speed or Sorcery. You must return to the Ghost to claim your prize, in which case, he will vanish to the discard pile.</p>	<p>STRANGER IV</p> <p>HEALER</p>  <p>A Healer has established his home here. For the rest of the game, he will heal 1 Health when you visit him.</p>	<p>STRANGER IV</p> <p>KING OF FROSTBURN</p>  <p>The King of Frostburn has his home in this space. To the first Kind Hero to visit him, he will grant one of the following...</p> <ul style="list-style-type: none"> - Random Treasure Card - 1 Spell - 2 Gems <p>...he will then travel off to the discard pile.</p>	<p>STRANGER IV</p> <p>CONSTABLE</p>  <p>If you have ever attacked another Hero, the Constable will send you back to the City of Elidor to stand trial. You must either pay 2 Gems to leave Elidor or roll a 1 or 2 for your movement die roll. Whatever the outcome, the Constable goes off to the discard pile.</p>	<p>STRANGER IV</p> <p>VLAKE THE VILE</p>  <p>Vlax's crypt is on this space. For the rest of the game, you must roll 1 d8 if you land here...</p> <ul style="list-style-type: none"> 1 - He Attacks (Lose 1 Strength) 2 - He Attacks (Lose 1 Henchman) 3 - He Attacks (Lose 1 Health) 4-6 - He Lets You Pass 7 - He Fears You (Gain 1 Gem) 8 - He Fears You (Gain 1 Random Treasure)



























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<p>FOE - Animal III</p> <p>SABRETOOTH</p>  <p>Str 5 Spd 10 Sor 1</p> <p>A Sabretooth Tiger is hunting in this space.</p>	<p>FOE - Animal III</p> <p>WOOLY MAMMOTH</p>  <p>Str 9 Spd 3 Sor 1</p> <p>This large animal is plodding through this space</p>	<p>FOE - Animal III</p> <p>DIRE POLAR BEAR</p>  <p>Str 7 Spd 5 Sor 1</p> <p>This large Bear is wandering in this space.</p>	<p>FOE - Animal III</p> <p>SHADOW HOUND</p>  <p>Str 3 Spd 6 Sor 1</p> <p>This large Bear is wandering in this space.</p>	<p>FOE - Animal III</p> <p>GIANT GRIZZLY</p>  <p>Str 8 Spd 5 Sor 1</p> <p>This Giant Bear is wandering in this space.</p>
<p>FOE - Beast III</p> <p>SNOW SERPENT</p>  <p>Str 6 Spd 12 Sor 1</p> <p>This large Snake awaits patiently for its prey.</p>	<p>FOE - Beast III</p> <p>ICE WORM</p>  <p>Str 15 Spd 8 Sor 1 Trs 1</p> <p>An Ice Worm has emerged from the snow.</p>	<p>FOE - Beast III</p> <p>YETI</p>  <p>Str 7 Spd 5 Sor 1</p>  <p>This evasive beast is terrorizing this space.</p>	<p>FOE - Beast III</p> <p>SPIKE WALKER</p>  <p>Str 5 Spd 3 Sor 1</p> <p>This beast is in search of food.</p>	<p>FOE - Beast III</p> <p>ICE CREATURE</p>  <p>Str 6 Spd 3 Sor 1</p> <p>This beast is roaming around in this space.</p>
<p>FOE - Construct III</p> <p>MUD GOLEM</p>  <p>Str 9 Spd 2 Sor 1</p>  <p>This poorly made Golem plods through this space.</p>	<p>FOE - Construct III</p> <p>MITHRIL GOLEM</p>  <p>Str 13 Spd 5 Sor 1 Trs 1</p> <p>A Mithril Golem has been constructed to defend this space.</p>	<p>FOE - Construct III</p> <p>ICE GOLEM</p>  <p>Str 12 Spd 5 Sor 1</p> <p>This icy construction is causing havoc in this space.</p>	<p>FOE - Construct III</p> <p>SAPPHIRE GOLEM</p>  <p>Str 11 Spd 5 Sor 1</p>  <p>This Golem has been lost by its master. It now roams this space.</p>	<p>FOE - Construct III</p> <p>EMERALD GOLEM</p>  <p>Str 10 Spd 5 Sor 1</p>  <p>This Golem has been assembled to defend this space.</p>
<p>FOE - Undead III</p> <p>ZOMBIE WARRIOR</p>  <p>Str 3 Spd 1 Sor 1</p>  <p>A Zombie Warrior is still trying to defend the space where it died.</p>	<p>FOE - Undead III</p> <p>GHAST</p>  <p>Str 3 Spd 3 Sor 4</p> <p>A Ghast is searching for its next victim.</p>	<p>FOE - Undead III</p> <p>ZOMBIE</p>  <p>Str 3 Spd 1 Sor 1</p>  <p>A Zombie wanders around this space.</p>	<p>FOE - Undead III</p> <p>GHOUL</p>  <p>Str 3 Spd 3 Sor 5 Trs 1</p> <p>A Ghoul has risen in this space.</p>	<p>FOE - Undead III</p> <p>GHOST</p>  <p>Str 3 Spd 3 Sor 6</p> <p>A Ghost haunts this space.</p>





















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<p>FOE - Dragon III</p> <p>CRYSTAL DRAGON</p>  <p>Str 12 Spd 10 Sor 14 Trs 2 1</p> <p>A Wizard has called upon this Dragon to defend this space.</p>	<p>FOE - Dragon III</p> <p>ICE WYRMLING</p>  <p>Str 6 Spd 8 Sor 3</p> <p>This baby Wyrmling is hunting in this space.</p>	<p>FOE - Dragon III</p> <p>WHITE DRAGON</p>  <p>Str 14 Spd 10 Sor 10 Trs 1</p> <p>A White Dragon is laying in this space.</p>	<p>FOE - Dragon III</p> <p>CLOUD DRAGON</p>  <p>Str 12 Spd 10 Sor 13 Trs 1</p> <p>This Dragon awaits its prey from high up.</p>	<p>FOE - Dragon III</p> <p>WHITE DRAGON</p>  <p>Str 12 Spd 10 Sor 12 Trs 1</p> <p>A White Dragon roams in this space.</p>
<p>FOE - Giant III</p> <p>MOUNTAIN GIANT</p>  <p>Str 14 Spd 5 Sor 4 Trs 1</p> <p>A Mountain Giant is patrolling in this space.</p>	<p>FOE - Giant III</p> <p>FROST GIANT</p>  <p>Str 12 Spd 5 Sor 4 Trs 1</p> <p>A Frost Giant is pillaging in this space.</p>	<p>FOE - Giant III</p> <p>FROST GIANT</p>  <p>Str 11 Spd 4 Sor 3 Trs 1</p> <p>A Frost Giant is hunting in this space.</p>	<p>FOE - Giant III</p> <p>HILL GIANT</p>  <p>Str 10 Spd 4 Sor 1</p> <p>A Hill Giant is terrorizing this space.</p>	<p>FOE - Giant III</p> <p>SNOW GIANT</p>  <p>Str 13 Spd 4 Sor 3 Trs 1</p> <p>A Snow Giant is causing havoc in this space.</p>
<p>FOE - Elemental III</p> <p>ICE ELEMENTAL</p>  <p>Str 4 Spd 9 Sor 11 Trs 1</p> <p>An Ice Elemental has emerged from the snow.</p>	<p>FOE - Elemental III</p> <p>WATER ELEMENTAL</p>  <p>Str 5 Spd 9 Sor 10 Trs 1</p> <p>A nearby ice column has melted, revealing a Water Elemental.</p>	<p>FOE - Elemental III</p> <p>FROST ELEMENTAL</p>  <p>Str 10 Spd 6 Sor 4 Trs 1</p> <p>A Frost Elemental has been summoned to protect this space.</p>	<p>FOE - Elemental III</p> <p>PLASMA ELEMENTAL</p>  <p>Str 5 Spd 14 Sor 9</p> <p>A Plasma Elemental has been unleashed in this space.</p>	<p>FOE - Elemental III</p> <p>BLIZZARD ELEMENTAL</p>  <p>Str 3 Spd 13 Sor 8</p> <p>A Blizzard Elemental is creating havoc in this space.</p>
<p>FOE III</p> <p>SNOW GOBLIN</p>  <p>Str 3 Spd 3 Sor 1 Trs 1</p> <p>A Snow Goblin will defend its home in this space.</p>	<p>STRANGER IV</p> <p>ICE ANGEL</p>  <p>This Angel can be called upon in this space. Whenever you visit her, for her blessing, you may add 1 to your next battle die roll. She will never bless the Vile.</p>	<p>LUCK I</p> <p>FROSTBITE</p>  <p>If you do not make it to Glacial Hills in the next 4 turns, you will lose 1 Health.</p>	<p>LUCK I</p> <p>BLIZZARD</p>  <p>A Blizzard sweeps throughout Frostburn. All Heroes must move 1 space per turn for the next 3 turns.</p>	<p>LUCK I</p> <p>WINTER CHILL</p>  <p>All Heroes, traveling Frostburn and wearing Armor, are safe from the cold. All others, must lose 1 Health.</p>

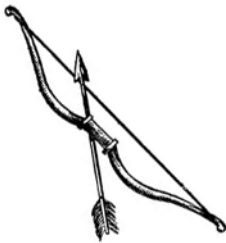






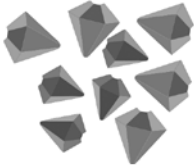












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<p>ITEM – Magical Helm</p> <p>CROWN AND SCEPTER OF THE ICE MAGE</p> <p>HELM</p> <p>+2 Sor</p> <p>You have found the Ice Mage's Crown & Scepter. You may return it to him for 5 Gems. You may also wear the Crown, in which case, you will have an additional 2 points towards your Sorcery.</p>	<p>ITEM</p> <p>BOW</p>  <p>You may use the bow on any Hero or face up Foe that is no more than 3 spaces away. You cannot use the benefits of any Shield if you are using the bow.</p>	<p>ITEM Armor</p> <p>ARMOR</p> <p>ARMOR</p> <p>When you are equipped with the Armor, you may add 3 to your defense roll.</p> <p>2 </p>	<p>ITEM</p> <p>GEM</p>  <p>Along your travels, you have found a Gem. Take 1 Gem token and place this card on the discard pile.</p>	<p>ITEM</p> <p>GEM</p>  <p>Along your travels, you have found a Gem. Take 1 Gem token and place this card on the discard pile.</p>
<p>ITEM</p> <p>SCROLL</p>  <p>If you Sorcery allows, you may memorize the Scroll, taking a Spell from the Spell deck. Whether you can or not the Scroll withers to the discard pile.</p>	<p>ITEM Weapon</p> <p>RUSTY SWORD</p> <p>WEAPON</p> <p>+1 Str</p> <p>When you are equipped with the Rusty Sword, you may add 1 to your Strength in battle. If you roll a 1 during your battle, the sword breaks and is discarded after the battle.</p>	<p>ITEM Weapon</p> <p>RUSTY SWORD</p> <p>WEAPON</p> <p>+1 Str</p> <p>When you are equipped with the Rusty Sword, you may add 1 to your Strength in battle. If you roll a 1 during your battle, the sword breaks and is discarded after the battle.</p>	<p>ITEM</p> <p>GEM</p>  <p>Along your travels, you have found a Gem. Take 1 Gem token and place this card on the discard pile.</p>	<p>ITEM</p> <p>GEM</p>  <p>Along your travels, you have found a Gem. Take 1 Gem token and place this card on the discard pile.</p>
<p>ITEM</p> <p>GEM</p>  <p>Along your travels, you have found a Gem. Take 1 Gem token and place this card on the discard pile.</p>	<p>ITEM Weapon</p> <p>SWORD</p> <p>WEAPON</p> <p>+1 Str</p> <p>When you are equipped with the Sword, you may add 1 to your Strength in battle.</p>	<p>ITEM</p> <p>POTION OF STRENGTH</p>  <p>+2 Str</p> <p>After you drink the Potion, it is discarded. It will add 2 to your Strength for 2 rounds.</p> <p>1 </p>	<p>ITEM</p> <p>POTION OF SORCERY</p>  <p>+2 Sor</p> <p>After you drink the Potion, it is discarded. It will add 2 to your Sorcery for 2 rounds.</p> <p>1 </p>	<p>ITEM</p> <p>POTION OF HEALING</p>  <p>After you drink the Potion, it is discarded. It will heal up to 2 Health.</p> <p>1 </p>
<p>ITEM Helm</p> <p>HELMET</p> <p>HELM</p> <p>When you are equipped with the Helmet, you may add 1 to your defense roll.</p>	<p>ITEM Shield</p> <p>SHIELD</p> <p>SHIELD</p> <p>When you are equipped with the Shield, you may add 2 to your defense roll.</p> <p>1 </p>	<p>ITEM</p> <p>CANOE</p>  <p>The Canoe allows you to travel Sea without a ship (roll 1d4 for movement). You may also cross the river to an adjacent space. If you are instructed to lose a Hull point, the Canoe is destroyed. This does not count as one of the Items in your inventory.</p>	<p>ITEM</p> <p>BACKPACK</p>  <p>With this backpack, you can carry 4 Items in it. These 4 Items do not count toward the Hero's carrying capacity, but the backpack does. If the backpack is lost, the Items go with it.</p> <p>1 </p>	<p>ITEM</p> <p>PISTOL</p>  <p>+1 Spd</p> <p>You may use the pistol on any Hero or face up Foe that is no more than 3 spaces away. The pistol will also add 1 to your Speed when you use it in ranged battle.</p> <p>1 </p>

























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FOE - Planar III	FOE III	FOE III	FOE III	FOE III
ICE IMP	SAVAGE	BARBARIAN	BUGBEAR	DRUID
 <div>Str 2 Spd 10 Sor 6 Trs 1</div>	 <div>Str 4 Spd 3 Sor 1</div>	 <div>Str 5 Spd 3 Sor 1</div>	 <div>Str 5 Spd 3 Sor 1  1</div>	 <div>Str 4 Spd 3 Sor 7  1</div>
An Ice Imp has materialized to this plane.	A Savage hunts in this space.	A Barbarian is traveling through this space.	A Bugbear has declared this space its territory.	A Druid is defending this space from all that pass here.
FOE III	FOE III	FOE III	FOE III	FOE III
WARLOCK	SHAMAN	EXECUTIONER	BATTLE MAGE	DRUID
 <div>Str 3 Spd 3 Sor 7 Trs 1</div>	 <div>Str 8 Spd 3 Sor 8  1</div>	 <div>Str 9 Spd 3 Sor 3 Trs 1</div>	 <div>Str 6 Spd 3 Sor 9 Trs 1</div>	 <div>Str 4 Spd 3 Sor 8 Trs 1</div>
A Warlock has built his home in this space.	A Shaman defends this space from trespassers.	The Executioner is traveling Frostburn, slaying all those he encounters.	A Battle Mage is attacking anyone that comes to this space	A Druid is defending this space from all that pass here.
FOE III	FOE III	FOE - Beast III	FOE III	FOE - Undead III
GARGOYLE	WIZARD	BRUTE	GOBLIN	ICE LICH
 <div>Str 4 Spd 8 Sor 3</div>	 <div>Str 4 Spd 3 Sor 6 Trs 1</div>	 <div>Str 11 Spd 10 Sor 1</div>	 <div>Str 3 Spd 3 Sor 1  1</div>	 <div>Str 3 Spd 3 Sor 15 Trs 2</div>
A Gargoyle is perched nearby, awaiting its next victim.	A Wizard has setup camp in this space. It will only attach those that are not Kind .	This Brute has escaped its master. It now roams this space.	A Goblin is hunting in this space.	An Ice Lich has risen in this space, creating havoc in the land.
FOE - Undead III	FOE - Planar III	FOE III	FOE III	FOE - Dragon III
ZOMBIE	ICE FIEND	ICE ELF	ICE OGRE	ICE DRAKE
 <div>Str 3 Spd 1 Sor 1</div>	 <div>Str 8 Spd 4 Sor 8 Trs 1</div>	 <div>Str 6 Spd 5 Sor 6 Trs 1</div>	 <div>Str 7 Spd 3 Sor 1</div>	 <div>Str 10 Spd 10 Sor 11 Trs 1</div>
A Zombie has emerged from the frozen ground.	An Ice Fiend has materialized in this space.	An Ice Elf will defend its land from all who trespass. It will not attack Elves.	An Ice Ogre ravages in this space.	An Ice Drake has its lair in this space.




















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<p>DARKCLAN GUILD</p>  <p>The Guild will allow the first Vile Hero to join (<i>which then the Hero takes this card</i>). 1 – You may discard any encountered Planar Foes and trade them for 5 Experience Points without resort to battle (<i>no Treasure or Gems can be taken</i>). 2 – If you are higher than Level 5, you may take any encountered Planar Foe as a Henchman, adding their highest attribute to yours in battle. You may only have one such Henchman at a time.</p>	<p>FOE III</p> <p>HALF-ORC</p>  <p>Str 6 Spd 3 Sor 1 Trs 1</p> <p>A Half-Orc has made his home in this space. He will not attack Orc, or Half-Orc, Heroes unless they attack him.</p>	<p>PLACE VII</p> <p>VARNWITH MANOR</p>  <p>If you are of Vile Morality, you may summon the aid of an Undead Henchman for a price...</p> <p>Skeleton – 1G Wraith – 2G Skeletal Knight – 3G Zombie – 2G</p>	<p>FOE - Planar III</p> <p>DEMONESS</p>  <p>Str 3 Spd 4 Sor 7 Trs 1</p> <p>This evil creature has appeared in this world in search of souls.</p>	<p>FOE - Dragon III</p> <p>ICEDRA</p>  <p>Str 9 Spd 8 Sor 9 Trs 2</p> <p>Place counters to represent the 5 heads. When a battle is won against the Icedra, remove a value from the heads. You will gain Experience for each head defeated if a die roll was required for battle. The one to finally slay the Icedra gets the Treasure.</p>
<p>FOE - Animal III</p> <p>DARKTAIL FALCON</p>  <p>Str 7 Spd 12 Sor 1</p> <p>This large bird is hunting this space for food.</p>	<p>FOE III</p> <p>GIANT SNOW BEETLE</p>  <p>Str 7 Spd 3 Sor 1</p> <p>This Giant Beetle has landed in this space.</p>	<p>FOE III</p> <p>CAVE TROLL</p>  <p>Str 8 Spd 3 Sor 1 Trs 1</p> <p>A Cave Troll has wandered out from its lair to hunt in this space.</p>	<p>FOE - Giant III</p> <p>FROST GIANT</p>  <p>Str 11 Spd 4 Sor 3 Trs 1</p> <p>A Frost Giant is hunting in this space.</p>	<p>STRANGER IV</p> <p>THE TORTURER</p>  <p>The Torturer will remain here for the rest of the game. Any Hero that lands here must pay the Torturer 1 Gem or Lose 1 Health. If you pay him 2 Gems, he will go off to the discard pile.</p>
<p>FOE - Animal III</p> <p>GHARAD'S WAR TIGER</p>  <p>Str 7 Spd 3 Sor 1</p> <p>This creature has been tamed by Gharad and it now searches the land for all those that seek the Book of Avrakar.</p>	<p>FOE III</p> <p>VENTAUR</p>  <p>Str 4 Spd 5 Sor 1</p> <p>Once a human who is not cursed, Ventaurs seek to destroy all those it may encounter.</p>	<p>PLACE VII</p> <p>GEM FURNACE</p>  <p>Built by Wizards & Technomancers, this furnace will take any Item and burn it until it turns into a Gem.</p>	<p>ITEM VI</p> <p>WARARMOR</p> <p>ARMOR</p> <p>+3 Str</p> <p>Created by Technomancers, this Armor allows you to add 6 to your defense die rolls. It also has a Lance attached that will add 3 to your Strength in battle. You may not equip anything in your other slots (<i>except your ring & necklace slots</i>) while you wear this Armor.</p>	<p>HENCHMAN V</p> <p>MORDON</p>  <p>+2 Str</p> <p>The Barbarian</p> <p>Mordon will aide you on your quest. While he is your Henchman, he will add 2 to your Strength battles and 1 to your Strength when not in battle.</p>
<p>ITEM VI</p> <p>TREASURE MAP</p>  <p>Roll a d4 to see where the Treasure map instructs you to go. Once you reach that space, you may discard the Treasure Map and draw 1 Treasure Card. Use a counter to help remember where the Map leads.</p> <p>1 – Map is a fake! (<i>discard</i>) 2 – Gartuga's Calm 3 – Taryn Sands 4 – Narisa Woods</p>	<p>ITEM VI</p> <p>TREASURE MAP</p>  <p>Roll a d4 to see where the Treasure map instructs you to go. Once you reach that space, you may discard the Treasure Map and draw 1 Treasure Card. Use a counter to help remember where the Map leads.</p> <p>1 – Map is a fake! (<i>discard</i>) 2 – Woods of Dukran 3 – Raen Field 4 – Shady Sands</p>	<p>PLACE VII</p> <p>DRAGON IN ICE</p>  <p>You've found it! The fabled ship, the Wandering Dragon, is frozen in this space. If you choose to dig it out, miss your next 2 turns. No one may encounter you during this time. Once you resume play, you may sail off from the adjacent space in Tar'ri with the ancient ship (<i>take it from the deck</i>).</p>	<p>FOE - Planar III</p> <p>ROGUE DEMON</p>  <p>Str 4 Spd 8 Sor 5 Trs 1</p> <p>This Demon has escaped from Demonblood Mountain and now lurks in this space.</p>	<p>FOE III</p> <p>SIDARA ROYAL GUARD</p>  <p>Str 4 Spd 3 Sor 1</p> <p>One of Sidara's Guards is patrolling this space.</p>












































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<p>FOE  III</p> <p>GOBLIN GRUNTS</p>  <p>Str 2 Spd 2 Sor 1</p> <p>You must fight two consecutive battles against this swarm of Goblin Grunts. As soon as you lose 1 of the battles, then your turn ends. If you are victorious, you gain 2x the Experience Points from this card. They will not attack Goblin Heroes unless they attack them.</p>	<p>FOE  III</p> <p>GOBLIN GRUNTS</p>  <p>Str 2 Spd 2 Sor 1</p> <p>You must fight two consecutive battles against this swarm of Goblin Grunts. As soon as you lose 1 of the battles, then your turn ends. If you are victorious, you gain 2x the Experience Points from this card. They will not attack Goblin Heroes unless they attack them.</p>	<p>FOE  III</p> <p>GOBLIN GRUNTS</p>  <p>Str 2 Spd 2 Sor 1</p> <p>You must fight two consecutive battles against this swarm of Goblin Grunts. As soon as you lose 1 of the battles, then your turn ends. If you are victorious, you gain 2x the Experience Points from this card. They will not attack Goblin Heroes unless they attack them.</p>	<p>FOE  III</p> <p>GOBLIN GRUNTS</p>  <p>Str 2 Spd 2 Sor 1</p> <p>You must fight two consecutive battles against this swarm of Goblin Grunts. As soon as you lose 1 of the battles, then your turn ends. If you are victorious, you gain 2x the Experience Points from this card. They will not attack Goblin Heroes unless they attack them.</p>	<p>FOE  III</p> <p>GOBLIN GRUNTS</p>  <p>Str 2 Spd 2 Sor 1</p> <p>You must fight two consecutive battles against this swarm of Goblin Grunts. As soon as you lose 1 of the battles, then your turn ends. If you are victorious, you gain 2x the Experience Points from this card. They will not attack Goblin Heroes unless they attack them.</p>
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<p>FOE  III</p> <p>GOBLIN KING</p>  <p>Str 6 Sor 6 Spd 2 Trs 1</p> <p>The Goblin King has been cut off from his troops. He is now cornered in this space.</p>	<p>FOE  III</p> <p>GOBLIN MAGE</p>  <p>Str 2 Spd 2 Sor 5  1</p> <p>This evil Goblin Mage is using dark magic to aid his clan in conquering Durach.</p>	<p>FOE  III</p> <p>TURTH</p>  <p>Str 4 Spd 3 Sor 1  1</p> <p>Turth lost his tongue when he failed the Goblin King. He will not fail him again.</p>	<p>FOE  III</p> <p>NOSHWIN</p>  <p>Str 2 Spd 3 Sor 4  1</p> <p>Goblin Seer</p> <p>Noshin possesses the ability to read portents and prophecies. In battle, Noshin rolls two dice and chooses the highest roll.</p>	<p>ITEM – Magical Weapon VI</p> <p>NYRTHEL'WES</p> <p>WEAPON</p> <p>+1 Str</p> <p>Forged in the depths of the great Dwarven stoneholds, Nyrthel'wes adds 1 toward your Strength in battle only. It will add 2 toward your Strength battles against Goblin Heroes and any Foes of the Goblin Invasion... (they have this mark- ) 1 </p>





















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<p>TRAP II</p> <p>GOBLIN AMBUSH</p> <p>Spd 4</p>  <p>If you are not quick enough to avoid the Goblin Ambush, you lose 1 Health. Whatever the outcome, the Goblin Ambush runs off to the discard pile.</p>	<p>TRAP II</p> <p>GOBLIN AMBUSH</p> <p>Spd 4</p>  <p>If you are not quick enough to avoid the Goblin Ambush, you lose 1 Health. Whatever the outcome, the Goblin Ambush runs off to the discard pile.</p>	<p>TRAP II</p> <p>GOBLIN AMBUSH</p> <p>Spd 4</p>  <p>If you are not quick enough to avoid the Goblin Ambush, you lose 1 Health. Whatever the outcome, the Goblin Ambush runs off to the discard pile.</p>	<p>TRAP II</p> <p>SIMPLE SNARE</p> <p>Spd 2</p>  <p>A Goblin scout has rigged a primitive snare trap here. If you fail to avoid it, you do not lose any Health but instead lose your next turn getting out.</p>	<p>TRAP II</p> <p>PIT TRAP</p> <p>Spd 2</p>  <p>Goblins have dug a concealed pit in this space. If you fail to avoid it, you lose 1 Health. If you avoid it, then it is no longer concealed and goes to the discard pile.</p>
<p>TRAP II</p> <p>CRUSHING LOGS</p> <p>Spd 3</p>  <p>Several logs have been rigged to swing down and crush anyone who passes through this space. If this trap is in a Forest space, then the Speed of the Trap is 4 instead of 3.</p>	<p>TRAP II</p> <p>GOBLIN FIRESTARTER</p> <p>Spd 4</p>  <p>A Goblin Firestarter waits in this space to ambush any Hero who lands here. If you cannot avoid his trap, you will be badly burned (<i>losing 1 Health</i>). If you are quick enough to avoid his Trap, then he gets scared and runs off to the discard pile.</p>	<p>HENCHMAN V</p> <p>THALDIR BURNTBEARD</p> <p>+1 Str</p>  <p>Dwarven Warrior</p> <p>Thaldir will add 1 to your Strength battles. He will add 2 to your Strength battles against Goblin Heroes and any Foes of the Goblin Invasion... (<i>they have this mark - ©</i>).</p>	<p>LUCK I</p> <p>SPRINGVALE BESIEGED</p>  <p>Place this card on Springvale, as it has been besieged by Goblins. While this card is there, no one may interact with the space. This card can only be removed if a Hero fights 3 consecutive battles (<i>Strength 5</i>). If successful, discard this card and the Hero gains 8 Experience Points and 2 Gems.</p>	<p>LUCK I</p> <p>KIDNAPPED PRINCE</p>  <p>Place this card on the Odimus Mountains, as the Goblins have captured Prince Orwin and brought him here from Elidor. This card can only be removed if a Hero wins a Strength (5) battle and a Speed (5) battle consecutively. If successful discard this card and the Hero gains 5 Experience Points. The Hero may also either gain 3 Gems <i>or</i> join the Knights of Elidor.</p>
<p>FOE © III</p> <p>GOBLIN ARCHERS</p>  <p>Str 3 Spd 4 Sor 1</p> <p>A group of Goblin Archers have taken a defensive position in this space. You must fight two consecutive battles against the Archers. If you are victorious, you gain 2x the Experience Points from this card. They will not attack Goblin Heroes unless they attack first.</p>	<p>FOE © III</p> <p>GOBLIN ARCHERS</p>  <p>Str 3 Spd 4 Sor 1</p> <p>A group of Goblin Archers have taken a defensive position in this space. You must fight two consecutive battles against the Archers. If you are victorious, you gain 2x the Experience Points from this card. They will not attack Goblin Heroes unless they attack first.</p>	<p>FOE © III</p> <p>GOBLIN BERSERKER</p>  <p>Str 4 Spd 3 Sor 1</p> <p>Considered to be the fiercest of the Goblin Warriors, these Berserkers are known to bathe in the entrails of their fallen enemies.</p>	<p>FOE © III</p> <p>GOBLIN BERSERKER</p>  <p>Str 4 Spd 3 Sor 1</p> <p>Considered to be the fiercest of the Goblin Warriors, these Berserkers are known to bathe in the entrails of their fallen enemies.</p>	<p>FOE © III</p> <p>GOBLIN TECHNOMANCER</p>  <p>Str 2 Spd 4 Sor 3</p> <p>Although Goblin Technomancers are rare, they are dangerous when encountered. If they are defeated in battle, they will drop the Pistol they carry on the space they were slain.</p>
<p>LUCK I</p> <p>GOBLIN'S SPELL</p>  <p>A powerful Goblin Priest has cast a Spell throughout Durach. For the next 3 turns, Goblin Heroes and any Foes of the Goblin Invasion (<i>have this mark - ©</i>), roll a d10 for their battle die rolls. After the 3 turns, the Goblin Priest goes off to meditate in the discard pile.</p>	<p>FOE © III</p> <p>MUGWUMP</p>  <p>Str 1 Spd 4 Sor 4</p> <p>Goblin Shaman</p> <p>Mugwump has setup camp in this space. With his summoned fire elemental, he is ready for attack. If you defeat him battle, you may free his fire elemental and take them as a Henchman (<i>take the Minor Fire Elemental from the Henchman deck</i>).</p>	<p>FOE © III</p> <p>GOBLIN ASSASSIN</p>  <p>Str 2 Spd 4 Sor 1</p> <p>A Goblin Assassin lurks in this space. If his Speed is higher than yours, then he may add 2 to his Strength battle die roll.</p>	<p>FOE © III</p> <p>GOBLIN ASSASSIN</p>  <p>Str 2 Spd 4 Sor 1</p> <p>A Goblin Assassin lurks in this space. If his Speed is higher than yours, then he may add 2 to his Strength battle die roll.</p>	<p>FOE © III</p> <p>GOBLIN ASSASSIN</p>  <p>Str 2 Spd 4 Sor 1</p> <p>A Goblin Assassin lurks in this space. If his Speed is higher than yours, then he may add 2 to his Strength battle die roll.</p>









































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THIEVES GUILD 5   <ol style="list-style-type: none"> 1. You may steal 1 Item from any merchant if you can roll under your Speed on one d12. If you fail, you lose one turn from being imprisoned. 2. You may steal 1 Item or Gem from any Hero you land on if you can win against them in Speed battle. 3. If you join this Guild, you must change to a Vile Morality. 4. If you are already a Thief, you will always succeed with 1 & 2. 	CHAMPIONS GUILD 5   <ol style="list-style-type: none"> 1. You may add 1 to your die roll when in battle with Undead. 2. You may heal up to your starting Health when you visit the Church of Gedwin. 3. If you join this Guild, you must change to a Kind Morality. 	WIZARDS GUILD 7   <ol style="list-style-type: none"> 1. You may add 1 to your die roll when in Sorcery battle. 2. You must subtract 1 from your die roll when in Strength battle. 3. You always have at least 1 Spell. 4. If you roll a 1 on your movement die roll, you may Teleport to any space in the same land. You may not do this when on the Sea. 	HUNTERS GUILD 5   <ol style="list-style-type: none"> 1. You may add 1 to your die roll when in battle with Animals & Beasts. 2. If there is a Foe, that is no more than two spaces away from you, you may move to their space where you must battle them. You may only do this after you have moved. 3. If you join this Guild, you must change to a Fair Morality. 	FIGHTERS GUILD 5   <ol style="list-style-type: none"> 1. You may add 1 to your die roll when in Strength battle. 2. You may never avoid a Strength battle. 3. If you are higher then Level 5, you may equip 2 weapons (<i>as long as one of them is not a 2 handed weapon, like a Battle Axe</i>).
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<p>HENCHMAN V</p> <p>SKELETON</p>  <p>+1 Str</p> <p>The Skeleton will add 1 to your Strength during battle.</p>	<p>HENCHMAN V</p> <p>SKELETON</p>  <p>+1 Str</p> <p>The Skeleton will add 1 to your Strength during battle.</p>	<p>HENCHMAN V</p> <p>SKELETON</p>  <p>+1 Str</p> <p>The Skeleton will add 1 to your Strength during battle.</p>	<p>HENCHMAN V</p> <p>SKELETAL KNIGHT</p>  <p>+3 Str</p> <p>The Skeletal Knight will add 3 to your Strength during battle.</p>	<p>HENCHMAN V</p> <p>SKELETAL KNIGHT</p>  <p>+3 Str</p> <p>The Skeletal Knight will add 3 to your Strength during battle.</p>
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<p>HENCHMAN V</p> <p>ZOMBIE</p>  <p>+2 Str</p> <p>This Zombie will add 2 to your Strength during battle.</p>	<p>HENCHMAN V</p> <p>ZOMBIE</p>  <p>+2 Str</p> <p>This Zombie will add 2 to your Strength during battle.</p>	<p>HENCHMAN V</p> <p>ZOMBIE WARRIOR</p>  <p>+4 Str</p> <p>This Zombie will add 4 to your Strength during battle.</p>	<p>HENCHMAN V</p> <p>ZOMBIE WARRIOR</p>  <p>+4 Str</p> <p>This Zombie will add 4 to your Strength during battle.</p>	<p>HENCHMAN V</p> <p>ZOMBIE WARRIOR</p>  <p>+4 Str</p> <p>This Zombie will add 4 to your Strength during battle.</p>
<p>HENCHMAN V</p> <p>WATER ELEMENTAL</p>  <p>+1 Sor</p> <p>The Water Elemental will add 1 to your Sorcery during battle.</p>	<p>HENCHMAN V</p> <p>WATER ELEMENTAL</p>  <p>+1 Sor</p> <p>The Water Elemental will add 1 to your Sorcery during battle.</p>	<p>HENCHMAN V</p> <p>WATER ELEMENTAL</p>  <p>+1 Sor</p> <p>The Water Elemental will add 1 to your Sorcery during battle.</p>	<p>HENCHMAN V</p> <p>AIR ELEMENTAL</p>  <p>+3 Sor</p> <p>The Air Elemental will add 3 to your Sorcery during battle.</p>	<p>HENCHMAN V</p> <p>AIR ELEMENTAL</p>  <p>+3 Sor</p> <p>The Air Elemental will add 3 to your Sorcery during battle.</p>
<p>HENCHMAN V</p> <p>AIR ELEMENTAL</p>  <p>+3 Sor</p> <p>The Air Elemental will add 3 to your Sorcery during battle.</p>	<p>HENCHMAN V</p> <p>EARTH ELEMENTAL</p>  <p>+2 Str</p> <p>The Earth Elemental will add 2 to your Strength during battle.</p>	<p>HENCHMAN V</p> <p>EARTH ELEMENTAL</p>  <p>+2 Str</p> <p>The Earth Elemental will add 2 to your Strength during battle.</p>	<p>HENCHMAN V</p> <p>EARTH ELEMENTAL</p>  <p>+2 Str</p> <p>The Earth Elemental will add 2 to your Strength during battle.</p>	<p>HENCHMAN V</p> <p>FIRE ELEMENTAL</p>  <p>+4 Str</p> <p>The Fire Elemental will add 4 to your Strength during battle.</p>





















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<p>HENCHMAN V</p> <p>FIRE ELEMENTAL</p>  <p>+4 Str</p> <p>The Fire Elemental will add 4 to your Strength during battle.</p>	<p>HENCHMAN V</p> <p>FIRE ELEMENTAL</p>  <p>+4 Str</p> <p>The Fire Elemental will add 4 to your Strength during battle.</p>	<p>HENCHMAN V</p> <p>DARK UNICORN</p>  <p>+2 Str</p> <p>No Kind Hero may have the Dark Unicorn as a Henchman. The Dark Unicorn allows you to add up to 3 to your movement die roll when traveling on land. You may also charge into battle, adding 2 to your Strength.</p>	<p>HENCHMAN V</p> <p>DARK UNICORN</p>  <p>+2 Str</p> <p>No Kind Hero may have the Dark Unicorn as a Henchman. The Dark Unicorn allows you to add up to 3 to your movement die roll when traveling on land. You may also charge into battle, adding 2 to your Strength.</p>	<p>HENCHMAN V</p> <p>DARK UNICORN</p>  <p>+2 Str</p> <p>No Kind Hero may have the Dark Unicorn as a Henchman. The Dark Unicorn allows you to add up to 3 to your movement die roll when traveling on land. You may also charge into battle, adding 2 to your Strength.</p>
<p>HENCHMAN V</p> <p>UNICORN</p>  <p>+2 Str</p> <p>No Vile Hero may have the Unicorn as a Henchman. The Unicorn allows you to add up to 3 to your movement die roll when traveling on land. The Unicorn also adds 2 to your Sorcery in battle only.</p>	<p>HENCHMAN V</p> <p>UNICORN</p>  <p>+2 Str</p> <p>No Vile Hero may have the Unicorn as a Henchman. The Unicorn allows you to add up to 3 to your movement die roll when traveling on land. The Unicorn also adds 2 to your Sorcery in battle only.</p>	<p>HENCHMAN V</p> <p>UNICORN</p>  <p>+2 Str</p> <p>No Vile Hero may have the Unicorn as a Henchman. The Unicorn allows you to add up to 3 to your movement die roll when traveling on land. The Unicorn also adds 2 to your Sorcery in battle only.</p>	<p>HENCHMAN V</p> <p>ANGEL</p>  <p>+2 Sor +1 Str +1 Spd</p> <p>No Vile Hero may have the Angel as a Henchman. While the Angel is with you, you may add 2 to your Sorcery and 1 to your Strength & Speed.</p>	<p>HENCHMAN V</p> <p>ANGEL</p>  <p>+2 Sor +1 Str +1 Spd</p> <p>No Vile Hero may have the Angel as a Henchman. While the Angel is with you, you may add 2 to your Sorcery and 1 to your Strength & Speed.</p>
<p>HENCHMAN V</p> <p>ANGEL</p>  <p>+2 Sor +1 Str +1 Spd</p> <p>No Vile Hero may have the Angel as a Henchman. While the Angel is with you, you may add 2 to your Sorcery and 1 to your Strength & Speed.</p>	<p>HENCHMAN V</p> <p>DEMON</p>  <p>+2 Str +1 Spd +1 Sor</p> <p>No Kind Hero may have the Demon as a Henchman. While the Demon is with you, you may add 2 to your Strength and 1 to your Sorcery & Speed.</p>	<p>HENCHMAN V</p> <p>DEMON</p>  <p>+2 Str +1 Spd +1 Sor</p> <p>No Kind Hero may have the Demon as a Henchman. While the Demon is with you, you may add 2 to your Strength and 1 to your Sorcery & Speed.</p>	<p>HENCHMAN V</p> <p>DEMON</p>  <p>+2 Str +1 Spd +1 Sor</p> <p>No Kind Hero may have the Demon as a Henchman. While the Demon is with you, you may add 2 to your Strength and 1 to your Sorcery & Speed.</p>	<p>HENCHMAN V</p> <p>LION</p>  <p>+3 Str</p> <p>This Lion will add 3 to your Strength in battle only.</p>
<p>HENCHMAN V</p> <p>LION</p>  <p>+3 Str</p> <p>This Lion will add 3 to your Strength in battle only.</p>	<p>HENCHMAN V</p> <p>LION</p>  <p>+3 Str</p> <p>This Lion will add 3 to your Strength in battle only.</p>	<p>HENCHMAN V</p> <p>DIRE BEAR</p>  <p>+4 Str</p> <p>This Bear will add 4 to your Strength in battle only.</p>	<p>HENCHMAN V</p> <p>DIRE BEAR</p>  <p>+4 Str</p> <p>This Bear will add 4 to your Strength in battle only.</p>	<p>HENCHMAN V</p> <p>DIRE BEAR</p>  <p>+4 Str</p> <p>This Bear will add 4 to your Strength in battle only.</p>





















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<p>HENCHMAN V</p> <p>SHADOW DRAGON</p>  <p>+3 Str +3 Sor</p> <p>This Dragon will add 3 to your Strength or Sorcery battles. You may ride the Dragon by adding up to 6 to your movement die roll. You may also cross the Sea or River as you would with a Canoe. The Dragon has 4 Health. Whenever you lose Health, the Dragon does as well. When the Dragon loses all of its Health, it is discarded. It can never be Healed.</p>	<p>HENCHMAN V</p> <p>GIANT SERPENT</p>  <p>+2 Str</p> <p>The Giant Serpent will add 2 to your Strength in battle. It will also spit a deadly venom at any Hero or Foe that is no more than 2 spaces away after you have moved. The Serpent has a Speed of 8 for this ranged battle and you may roll a combat die for it. The Venom does not work on Undead, Elementals or Constructs.</p>	<p>HENCHMAN V</p> <p>NIGHTMARE</p>  <p>+2 Sor</p> <p>While the Nightmare is your Henchman, you may add 2 to your Sorcery. You may also ride the Nightmare by adding 3 to your movement die roll when traveling Frostburn, Durach or Aldun.</p>	<p>HENCHMAN V</p> <p>HELLHOUND</p>  <p>+1 Str +1 Sor</p> <p>While this Hellhound is your Henchman, it will add 1 to your Strength battle and 1 to your Sorcery battle.</p>	<p>HENCHMAN V</p> <p>ASH SPIRIT</p>  <p>+1 Str +1 Sor</p> <p>This Spirit will add 1 to your Strength and Sorcery.</p>
<p>HENCHMAN V</p> <p>RHUN BLADE</p>  <p>+3 Str +3 Spd +3 Sor</p> <p>This Henchman <i>must</i> be equipped in your Weapon Slot at all times. You may only rid yourself of the Sword if you land on the Demonblood Mountains, where it can be plunged to the discard pile. While you have it, it will add 3 to all of your attributes. You may also add 7 to your die roll at the Ancient Obelisks. If you lose all of your Health, the Sword will remain where you died. Anyone that lands on that space <i>must</i> take the Sword.</p>	<p>FOE - Dragon III</p> <p>Athu The Wicked</p>  <p>Str 20 Spd 20 Sor 20 Trs 3</p> <p>Athu has been disturbed from his century slumber. Battle can never be avoided against Athu. He will always attack against your weakest attribute. If Athu is in the same land as yourself, he will immediately move to your space if you roll a 1 for movement. You do not get to move, but you must stay on the space you started and battle Athu. Whether you win or lose, your turn ends after the battle.</p>	<p>HENCHMAN V</p> <p>DIRE BOAR</p>  <p>+2 Str</p> <p>This Boar will add 2 to your Strength in battle only.</p>	<p>HENCHMAN V</p> <p>DIRE BOAR</p>  <p>+2 Str</p> <p>This Boar will add 2 to your Strength in battle only.</p>	<p>HENCHMAN V</p> <p>BABY DRAGON</p>  <p>+3 Str</p> <p>While this Dragon is your Henchman, it will add 3 to your Strength.</p>
<p>HENCHMAN V</p> <p>DIRE BOAR</p>  <p>+2 Str</p> <p>This Boar will add 2 to your Strength in battle only.</p>	<p>HENCHMAN V</p> <p>BIRD</p>  <p>You may only use the assistance of the Bird during your turn. The Bird will retrieve Items on the board, that are no more than 3 spaces away from you after you have moved.</p>	<p>HENCHMAN V</p> <p>BIRD</p>  <p>You may only use the assistance of the Bird during your turn. The Bird will retrieve Items on the board, that are no more than 3 spaces away from you after you have moved.</p>	<p>HENCHMAN V</p> <p>BIRD</p>  <p>You may only use the assistance of the Bird during your turn. The Bird will retrieve Items on the board, that are no more than 3 spaces away from you after you have moved.</p>	<p>HENCHMAN V</p> <p>BABY DRAGON</p>  <p>+3 Str</p> <p>While this Dragon is your Henchman, it will add 3 to your Strength.</p>
<p>HENCHMAN V</p> <p>AUTOMATON SCORPION</p>  <p>+2 Str</p> <p>This mechanical creature will add 2 to your Strength battles. It will also shoot acid at a Foe, or Hero, that is no more than 2 spaces away from you after you have moved. You roll a die for ranged battle but you may only use the Scorpion's Speed score of 8. If the Scorpion is slain in ranged battle, it is discarded.</p>	<p>HENCHMAN V</p> <p>AUTOMATON SCORPION</p>  <p>+2 Str</p> <p>This mechanical creature will add 2 to your Strength battles. It will also shoot acid at a Foe, or Hero, that is no more than 2 spaces away from you after you have moved. You roll a die for ranged battle but you may only use the Scorpion's Speed score of 8. If the Scorpion is slain in ranged battle, it is discarded.</p>	<p>HENCHMAN V</p> <p>AUTOMATON PINCHER</p>  <p>+2 Str</p> <p>This mechanical creature will add 2 to your Strength battles.</p>	<p>HENCHMAN V</p> <p>AUTOMATON PINCHER</p>  <p>+2 Str</p> <p>This mechanical creature will add 2 to your Strength battles.</p>	<p>HENCHMAN V</p> <p>AUTOMATON WARRIOR</p>  <p>+4 Str</p> <p>This mechanical man will add 4 to your Strength battles.</p>











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<div>ITEM VI</div> <div>Weapon</div> <div>SWORD</div> <div>WEAPON</div> <div>+1 Str</div> <div>When you are equipped with the Sword, you may add 1 to your Strength in battle.</div>	<div>ITEM VI</div> <div>Weapon</div> <div>SWORD</div> <div>WEAPON</div> <div>+1 Str</div> <div>When you are equipped with the Sword, you may add 1 to your Strength in battle.</div>	<div>ITEM VI</div> <div>Weapon</div> <div>SWORD</div> <div>WEAPON</div> <div>+1 Str</div> <div>When you are equipped with the Sword, you may add 1 to your Strength in battle.</div>	<div>ITEM VI</div> <div>Weapon</div> <div>SWORD</div> <div>WEAPON</div> <div>+1 Str</div> <div>When you are equipped with the Sword, you may add 1 to your Strength in battle.</div>	<div>ITEM VI</div> <div>Weapon</div> <div>SWORD</div> <div>WEAPON</div> <div>+1 Str</div> <div>When you are equipped with the Sword, you may add 1 to your Strength in battle.</div>
<div>ITEM VI</div> <div>Helm</div> <div>HELMET</div> <div>HELM</div> <div>When you are equipped with the Helmet, you may add 1 to your defense roll.</div>	<div>ITEM VI</div> <div>Helm</div> <div>HELMET</div> <div>HELM</div> <div>When you are equipped with the Helmet, you may add 1 to your defense roll.</div>	<div>ITEM VI</div> <div>Helm</div> <div>HELMET</div> <div>HELM</div> <div>When you are equipped with the Helmet, you may add 1 to your defense roll.</div>	<div>ITEM VI</div> <div>Helm</div> <div>HELMET</div> <div>HELM</div> <div>When you are equipped with the Helmet, you may add 1 to your defense roll.</div>	<div>ITEM VI</div> <div>Helm</div> <div>HELMET</div> <div>HELM</div> <div>When you are equipped with the Helmet, you may add 1 to your defense roll.</div>
<div>ITEM VI</div> <div>Shield</div> <div>SHIELD</div> <div>SHIELD</div> <div>When you are equipped with the Shield, you may add 2 to your defense roll.</div> <div>1 </div>	<div>ITEM VI</div> <div>Shield</div> <div>SHIELD</div> <div>SHIELD</div> <div>When you are equipped with the Shield, you may add 2 to your defense roll.</div> <div>1 </div>	<div>ITEM VI</div> <div>Shield</div> <div>SHIELD</div> <div>SHIELD</div> <div>When you are equipped with the Shield, you may add 2 to your defense roll.</div> <div>1 </div>	<div>ITEM VI</div> <div>Shield</div> <div>SHIELD</div> <div>SHIELD</div> <div>When you are equipped with the Shield, you may add 2 to your defense roll.</div> <div>1 </div>	<div>ITEM VI</div> <div>Shield</div> <div>SHIELD</div> <div>SHIELD</div> <div>When you are equipped with the Shield, you may add 2 to your defense roll.</div> <div>1 </div>
<div>ITEM VI</div> <div>Armor</div> <div>ARMOR</div> <div>ARMOR</div> <div>When you are equipped with the Armor, you may add 3 to your defense roll.</div> <div>2 </div>	<div>ITEM VI</div> <div>Armor</div> <div>ARMOR</div> <div>ARMOR</div> <div>When you are equipped with the Armor, you may add 3 to your defense roll.</div> <div>2 </div>	<div>ITEM VI</div> <div>Armor</div> <div>ARMOR</div> <div>ARMOR</div> <div>When you are equipped with the Armor, you may add 3 to your defense roll.</div> <div>2 </div>	<div>ITEM VI</div> <div>Armor</div> <div>ARMOR</div> <div>ARMOR</div> <div>When you are equipped with the Armor, you may add 3 to your defense roll.</div> <div>2 </div>	<div>ITEM VI</div> <div>Armor</div> <div>ARMOR</div> <div>ARMOR</div> <div>When you are equipped with the Armor, you may add 3 to your defense roll.</div> <div>2 </div>









































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<div>ITEM</div> <div>VI</div> <div>POTION OF STRENGTH</div> <div></div> <div>+2 Str</div> <div>After you drink the Potion, it is discarded. It will add 2 to your Strength for 2 rounds.</div> <div>1 </div>	<div>ITEM</div> <div>VI</div> <div>POTION OF STRENGTH</div> <div></div> <div>+2 Str</div> <div>After you drink the Potion, it is discarded. It will add 2 to your Strength for 2 rounds.</div> <div>1 </div>	<div>ITEM</div> <div>VI</div> <div>POTION OF STRENGTH</div> <div></div> <div>+2 Str</div> <div>After you drink the Potion, it is discarded. It will add 2 to your Strength for 2 rounds.</div> <div>1 </div>	<div>ITEM</div> <div>VI</div> <div>POTION OF STRENGTH</div> <div></div> <div>+2 Str</div> <div>After you drink the Potion, it is discarded. It will add 2 to your Strength for 2 rounds.</div> <div>1 </div>	<div>ITEM</div> <div>VI</div> <div>POTION OF STRENGTH</div> <div></div> <div>+2 Str</div> <div>After you drink the Potion, it is discarded. It will add 2 to your Strength for 2 rounds.</div> <div>1 </div>
<div>ITEM</div> <div>VI</div> <div>POTION OF SPEED</div> <div></div> <div>+2 Spd</div> <div>After you drink the Potion, it is discarded. It will add 2 to your Speed for 2 rounds.</div> <div>1 </div>	<div>ITEM</div> <div>VI</div> <div>POTION OF SPEED</div> <div></div> <div>+2 Spd</div> <div>After you drink the Potion, it is discarded. It will add 2 to your Speed for 2 rounds.</div> <div>1 </div>	<div>ITEM</div> <div>VI</div> <div>POTION OF SPEED</div> <div></div> <div>+2 Spd</div> <div>After you drink the Potion, it is discarded. It will add 2 to your Speed for 2 rounds.</div> <div>1 </div>	<div>ITEM</div> <div>VI</div> <div>POTION OF SPEED</div> <div></div> <div>+2 Spd</div> <div>After you drink the Potion, it is discarded. It will add 2 to your Speed for 2 rounds.</div> <div>1 </div>	<div>ITEM</div> <div>VI</div> <div>POTION OF SPEED</div> <div></div> <div>+2 Spd</div> <div>After you drink the Potion, it is discarded. It will add 2 to your Speed for 2 rounds.</div> <div>1 </div>
<div>ITEM</div> <div>VI</div> <div>POTION OF SORCERY</div> <div></div> <div>+2 Sor</div> <div>After you drink the Potion, it is discarded. It will add 2 to your Sorcery for 2 rounds.</div> <div>1 </div>	<div>ITEM</div> <div>VI</div> <div>POTION OF SORCERY</div> <div></div> <div>+2 Sor</div> <div>After you drink the Potion, it is discarded. It will add 2 to your Sorcery for 2 rounds.</div> <div>1 </div>	<div>ITEM</div> <div>VI</div> <div>POTION OF SORCERY</div> <div></div> <div>+2 Sor</div> <div>After you drink the Potion, it is discarded. It will add 2 to your Sorcery for 2 rounds.</div> <div>1 </div>	<div>ITEM</div> <div>VI</div> <div>POTION OF SORCERY</div> <div></div> <div>+2 Sor</div> <div>After you drink the Potion, it is discarded. It will add 2 to your Sorcery for 2 rounds.</div> <div>1 </div>	<div>ITEM</div> <div>VI</div> <div>POTION OF SORCERY</div> <div></div> <div>+2 Sor</div> <div>After you drink the Potion, it is discarded. It will add 2 to your Sorcery for 2 rounds.</div> <div>1 </div>
<div>ITEM</div> <div>VI</div> <div>POTION OF HEALING</div> <div></div> <div></div> <div>After you drink the Potion, it is discarded. It will heal up to 2 Health.</div> <div>1 </div>	<div>ITEM</div> <div>VI</div> <div>POTION OF HEALING</div> <div></div> <div></div> <div>After you drink the Potion, it is discarded. It will heal up to 2 Health.</div> <div>1 </div>	<div>ITEM</div> <div>VI</div> <div>POTION OF HEALING</div> <div></div> <div></div> <div>After you drink the Potion, it is discarded. It will heal up to 2 Health.</div> <div>1 </div>	<div>ITEM</div> <div>VI</div> <div>POTION OF HEALING</div> <div></div> <div></div> <div>After you drink the Potion, it is discarded. It will heal up to 2 Health.</div> <div>1 </div>	<div>ITEM</div> <div>VI</div> <div>POTION OF HEALING</div> <div></div> <div></div> <div>After you drink the Potion, it is discarded. It will heal up to 2 Health.</div> <div>1 </div>
































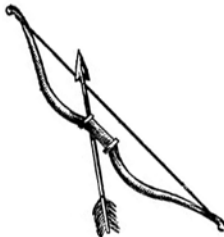

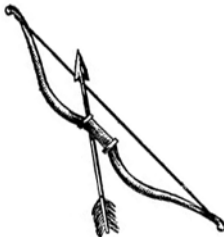

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<div>ITEM</div> <div>VI</div> <div>POTION OF INVISIBILITY</div> <div></div> <div>After you drink the Potion, it is discarded. It will allow you to avoid any space, card or Hero for 2 turns.</div> <div>1 </div>	<div>ITEM</div> <div>VI</div> <div>POTION OF INVISIBILITY</div> <div></div> <div>After you drink the Potion, it is discarded. It will allow you to avoid any space, card or Hero for 2 turns.</div> <div>1 </div>	<div>ITEM</div> <div>VI</div> <div>POTION OF INVISIBILITY</div> <div></div> <div>After you drink the Potion, it is discarded. It will allow you to avoid any space, card or Hero for 2 turns.</div> <div>1 </div>	<div>ITEM</div> <div>VI</div> <div>POTION OF INVISIBILITY</div> <div></div> <div>After you drink the Potion, it is discarded. It will allow you to avoid any space, card or Hero for 2 turns.</div> <div>1 </div>	<div>ITEM</div> <div>VI</div> <div>POTION OF INVISIBILITY</div> <div></div> <div>After you drink the Potion, it is discarded. It will allow you to avoid any space, card or Hero for 2 turns.</div> <div>1 </div>
<div>ITEM</div> <div>VI</div> <div>POTION OF NEPTUNE</div> <div></div> <div>After you drink the Potion, it is discarded. It will allow you to cross the river between Durach & Aldun, cross the Sea between Durach & Frostburn, or dive into the Oasis of Ezrabar to reach the Lake of Tears.</div> <div>1 </div>	<div>ITEM</div> <div>VI</div> <div>POTION OF NEPTUNE</div> <div></div> <div>After you drink the Potion, it is discarded. It will allow you to cross the river between Durach & Aldun, cross the Sea between Durach & Frostburn, or dive into the Oasis of Ezrabar to reach the Lake of Tears.</div> <div>1 </div>	<div>ITEM</div> <div>VI</div> <div>POTION OF NEPTUNE</div> <div></div> <div>After you drink the Potion, it is discarded. It will allow you to cross the river between Durach & Aldun, cross the Sea between Durach & Frostburn, or dive into the Oasis of Ezrabar to reach the Lake of Tears.</div> <div>1 </div>	<div>ITEM</div> <div>VI</div> <div>POTION OF NEPTUNE</div> <div></div> <div>After you drink the Potion, it is discarded. It will allow you to cross the river between Durach & Aldun, cross the Sea between Durach & Frostburn, or dive into the Oasis of Ezrabar to reach the Lake of Tears.</div> <div>1 </div>	<div>ITEM</div> <div>VI</div> <div>POTION OF NEPTUNE</div> <div></div> <div>After you drink the Potion, it is discarded. It will allow you to cross the river between Durach & Aldun, cross the Sea between Durach & Frostburn, or dive into the Oasis of Ezrabar to reach the Lake of Tears.</div> <div>1 </div>
<div>ITEM</div> <div>VI</div> <div>POTION OF WINGS</div> <div></div> <div>After you drink the Potion, it is discarded. It will allow you to move to any space on the board (<i>not the Sea or Abyss</i>) instead of your normal move.</div> <div>1 </div>	<div>ITEM</div> <div>VI</div> <div>POTION OF WINGS</div> <div></div> <div>After you drink the Potion, it is discarded. It will allow you to move to any space on the board (<i>not the Sea or Abyss</i>) instead of your normal move.</div> <div>1 </div>	<div>ITEM</div> <div>VI</div> <div>POTION OF WINGS</div> <div></div> <div>After you drink the Potion, it is discarded. It will allow you to move to any space on the board (<i>not the Sea or Abyss</i>) instead of your normal move.</div> <div>1 </div>	<div>ITEM</div> <div>VI</div> <div>POTION OF WINGS</div> <div></div> <div>After you drink the Potion, it is discarded. It will allow you to move to any space on the board (<i>not the Sea or Abyss</i>) instead of your normal move.</div> <div>1 </div>	<div>ITEM</div> <div>VI</div> <div>POTION OF WINGS</div> <div></div> <div>After you drink the Potion, it is discarded. It will allow you to move to any space on the board (<i>not the Sea or Abyss</i>) instead of your normal move.</div> <div>1 </div>
<div>ITEM</div> <div>VI</div> <div>BOW</div> <div></div> <div>You may use the bow on any Hero or face up Foe that is no more than 3 spaces away. You cannot use the benefits of any Shield if you are using the bow.</div>	<div>ITEM</div> <div>VI</div> <div>BOW</div> <div></div> <div>You may use the bow on any Hero or face up Foe that is no more than 3 spaces away. You cannot use the benefits of any Shield if you are using the bow.</div>	<div>ITEM</div> <div>VI</div> <div>BOW</div> <div></div> <div>You may use the bow on any Hero or face up Foe that is no more than 3 spaces away. You cannot use the benefits of any Shield if you are using the bow.</div>	<div>ITEM</div> <div>VI</div> <div>BOW</div> <div></div> <div>You may use the bow on any Hero or face up Foe that is no more than 3 spaces away. You cannot use the benefits of any Shield if you are using the bow.</div>	<div>ITEM</div> <div>VI</div> <div>BOW</div> <div></div> <div>You may use the bow on any Hero or face up Foe that is no more than 3 spaces away. You cannot use the benefits of any Shield if you are using the bow.</div>

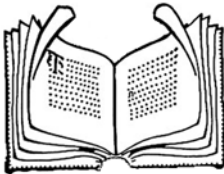

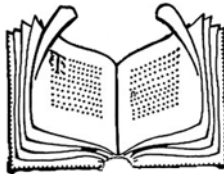

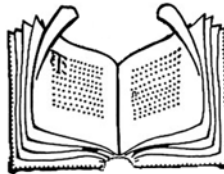

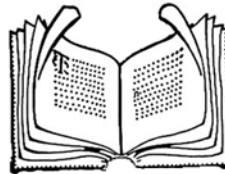

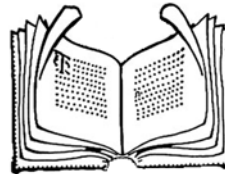





















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<div>ITEM VI</div> <div>SPELL BOOK</div> <div>  </div> <div> <p>You may use the Spell Book to carry an additional 2 Spells above your allotment. The 2 Spells are kept with the Book. If you lose the Book, the Spells go with it. You may only have 1 Spell Book at a time.</p> <div>1 </div> </div>	<div>ITEM VI</div> <div>SPELL BOOK</div> <div>  </div> <div> <p>You may use the Spell Book to carry an additional 2 Spells above your allotment. The 2 Spells are kept with the Book. If you lose the Book, the Spells go with it. You may only have 1 Spell Book at a time.</p> <div>1 </div> </div>	<div>ITEM VI</div> <div>SPELL BOOK</div> <div>  </div> <div> <p>You may use the Spell Book to carry an additional 2 Spells above your allotment. The 2 Spells are kept with the Book. If you lose the Book, the Spells go with it. You may only have 1 Spell Book at a time.</p> <div>1 </div> </div>	<div>ITEM VI</div> <div>SPELL BOOK</div> <div>  </div> <div> <p>You may use the Spell Book to carry an additional 2 Spells above your allotment. The 2 Spells are kept with the Book. If you lose the Book, the Spells go with it. You may only have 1 Spell Book at a time.</p> <div>1 </div> </div>	<div>ITEM VI</div> <div>SPELL BOOK</div> <div>  </div> <div> <p>You may use the Spell Book to carry an additional 2 Spells above your allotment. The 2 Spells are kept with the Book. If you lose the Book, the Spells go with it. You may only have 1 Spell Book at a time.</p> <div>1 </div> </div>
<div>ITEM VI</div> <div>Weapon BATTLE AXE</div> <div>WEAPON</div> <div>+2 Str</div> <div> <p>You must have a Strength greater than 3 to wield the Battle Axe. You may add 2 to your Strength in battle. You cannot have a Shield equipped as this is a two handed weapon. You may also miss 1 turn in the Forest or Woods to construct a Canoe.</p> <div>1 </div> </div>	<div>ITEM VI</div> <div>Weapon BATTLE AXE</div> <div>WEAPON</div> <div>+2 Str</div> <div> <p>You must have a Strength greater than 3 to wield the Battle Axe. You may add 2 to your Strength in battle. You cannot have a Shield equipped as this is a two handed weapon. You may also miss 1 turn in the Forest or Woods to construct a Canoe.</p> <div>1 </div> </div>	<div>ITEM VI</div> <div>Weapon BATTLE AXE</div> <div>WEAPON</div> <div>+2 Str</div> <div> <p>You must have a Strength greater than 3 to wield the Battle Axe. You may add 2 to your Strength in battle. You cannot have a Shield equipped as this is a two handed weapon. You may also miss 1 turn in the Forest or Woods to construct a Canoe.</p> <div>1 </div> </div>	<div>ITEM VI</div> <div>Weapon BATTLE AXE</div> <div>WEAPON</div> <div>+2 Str</div> <div> <p>You must have a Strength greater than 3 to wield the Battle Axe. You may add 2 to your Strength in battle. You cannot have a Shield equipped as this is a two handed weapon. You may also miss 1 turn in the Forest or Woods to construct a Canoe.</p> <div>1 </div> </div>	<div>ITEM VI</div> <div>Weapon BATTLE AXE</div> <div>WEAPON</div> <div>+2 Str</div> <div> <p>You must have a Strength greater than 3 to wield the Battle Axe. You may add 2 to your Strength in battle. You cannot have a Shield equipped as this is a two handed weapon. You may also miss 1 turn in the Forest or Woods to construct a Canoe.</p> <div>1 </div> </div>
<div>ITEM VI</div> <div>CANOE</div> <div>  </div> <div> <p>The Canoe allows you to travel Sea without a ship (roll 1d4 for movement). You may also cross the river to an adjacent space. If you are instructed to lose a Hull point, the Canoe is destroyed. This does not count as one of the Items in your inventory.</p> </div>	<div>ITEM VI</div> <div>CANOE</div> <div>  </div> <div> <p>The Canoe allows you to travel Sea without a ship (roll 1d4 for movement). You may also cross the river to an adjacent space. If you are instructed to lose a Hull point, the Canoe is destroyed. This does not count as one of the Items in your inventory.</p> </div>	<div>ITEM VI</div> <div>CANOE</div> <div>  </div> <div> <p>The Canoe allows you to travel Sea without a ship (roll 1d4 for movement). You may also cross the river to an adjacent space. If you are instructed to lose a Hull point, the Canoe is destroyed. This does not count as one of the Items in your inventory.</p> </div>	<div>ITEM VI</div> <div>CANOE</div> <div>  </div> <div> <p>The Canoe allows you to travel Sea without a ship (roll 1d4 for movement). You may also cross the river to an adjacent space. If you are instructed to lose a Hull point, the Canoe is destroyed. This does not count as one of the Items in your inventory.</p> </div>	<div>ITEM VI</div> <div>CANOE</div> <div>  </div> <div> <p>The Canoe allows you to travel Sea without a ship (roll 1d4 for movement). You may also cross the river to an adjacent space. If you are instructed to lose a Hull point, the Canoe is destroyed. This does not count as one of the Items in your inventory.</p> </div>
<div>ITEM VI</div> <div>BACKPACK</div> <div>  </div> <div> <p>With this backpack, you can carry 4 Items in it. These 4 Items do not count toward the Hero's carrying capacity, but the backpack does. If the backpack is lost, the Items go with it.</p> <div>1 </div> </div>	<div>ITEM VI</div> <div>BACKPACK</div> <div>  </div> <div> <p>With this backpack, you can carry 4 Items in it. These 4 Items do not count toward the Hero's carrying capacity, but the backpack does. If the backpack is lost, the Items go with it.</p> <div>1 </div> </div>	<div>ITEM VI</div> <div>BACKPACK</div> <div>  </div> <div> <p>With this backpack, you can carry 4 Items in it. These 4 Items do not count toward the Hero's carrying capacity, but the backpack does. If the backpack is lost, the Items go with it.</p> <div>1 </div> </div>	<div>ITEM VI</div> <div>BACKPACK</div> <div>  </div> <div> <p>With this backpack, you can carry 4 Items in it. These 4 Items do not count toward the Hero's carrying capacity, but the backpack does. If the backpack is lost, the Items go with it.</p> <div>1 </div> </div>	<div>ITEM VI</div> <div>BACKPACK</div> <div>  </div> <div> <p>With this backpack, you can carry 4 Items in it. These 4 Items do not count toward the Hero's carrying capacity, but the backpack does. If the backpack is lost, the Items go with it.</p> <div>1 </div> </div>











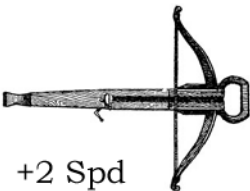

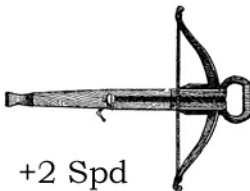

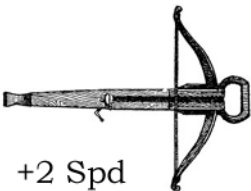

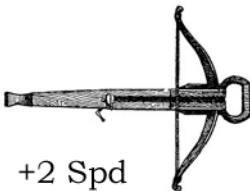

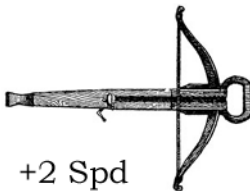





















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<p>ITEM – Magical VI</p> <p>MAGIC CARPET</p>  <p>While you have the Magic Carpet, you may add up to 3 to your die roll for movement when traveling on land. The Magic Carpet cannot travel over water, but it may be carried.</p> <p>1 </p>	<p>ITEM – Magical VI</p> <p>MAGIC CARPET</p>  <p>While you have the Magic Carpet, you may add up to 3 to your die roll for movement when traveling on land. The Magic Carpet cannot travel over water, but it may be carried.</p> <p>1 </p>	<p>ITEM – Magical VI</p> <p>MAGIC CARPET</p>  <p>While you have the Magic Carpet, you may add up to 3 to your die roll for movement when traveling on land. The Magic Carpet cannot travel over water, but it may be carried.</p> <p>1 </p>	<p>ITEM – Magical VI</p> <p>MAGIC CARPET</p>  <p>While you have the Magic Carpet, you may add up to 3 to your die roll for movement when traveling on land. The Magic Carpet cannot travel over water, but it may be carried.</p> <p>1 </p>	<p>ITEM – Magical VI</p> <p>MAGIC CARPET</p>  <p>While you have the Magic Carpet, you may add up to 3 to your die roll for movement when traveling on land. The Magic Carpet cannot travel over water, but it may be carried.</p> <p>1 </p>
<p>ITEM VI</p> <p>CROSSBOW</p>  <p>+2 Spd</p> <p>You may use the crossbow on any Hero or face up Foe that is no more than 2 spaces away. The crossbow will also add 2 to your Speed when you use it in ranged battle.</p> <p>1 </p>	<p>ITEM VI</p> <p>CROSSBOW</p>  <p>+2 Spd</p> <p>You may use the crossbow on any Hero or face up Foe that is no more than 2 spaces away. The crossbow will also add 2 to your Speed when you use it in ranged battle.</p> <p>1 </p>	<p>ITEM VI</p> <p>CROSSBOW</p>  <p>+2 Spd</p> <p>You may use the crossbow on any Hero or face up Foe that is no more than 2 spaces away. The crossbow will also add 2 to your Speed when you use it in ranged battle.</p> <p>1 </p>	<p>ITEM VI</p> <p>CROSSBOW</p>  <p>+2 Spd</p> <p>You may use the crossbow on any Hero or face up Foe that is no more than 2 spaces away. The crossbow will also add 2 to your Speed when you use it in ranged battle.</p> <p>1 </p>	<p>ITEM VI</p> <p>CROSSBOW</p>  <p>+2 Spd</p> <p>You may use the crossbow on any Hero or face up Foe that is no more than 2 spaces away. The crossbow will also add 2 to your Speed when you use it in ranged battle.</p> <p>1 </p>
<p>ITEM VI</p> <p>MORTAR & PESTAL</p>  <p>While you have the Mortar & Pestal, you may brew your own Potions at the cost of 2 Gems for Strength, Speed, Sorcery & Healing. For Invisibility, Neptune & Wings, they cost 3 Gems each to make.</p> <p>1 </p>	<p>ITEM VI</p> <p>MORTAR & PESTAL</p>  <p>While you have the Mortar & Pestal, you may brew your own Potions at the cost of 2 Gems for Strength, Speed, Sorcery & Healing. For Invisibility, Neptune & Wings, they cost 3 Gems each to make.</p> <p>1 </p>	<p>ITEM VI</p> <p>MORTAR & PESTAL</p>  <p>While you have the Mortar & Pestal, you may brew your own Potions at the cost of 2 Gems for Strength, Speed, Sorcery & Healing. For Invisibility, Neptune & Wings, they cost 3 Gems each to make.</p> <p>1 </p>	<p>ITEM VI</p> <p>MORTAR & PESTAL</p>  <p>While you have the Mortar & Pestal, you may brew your own Potions at the cost of 2 Gems for Strength, Speed, Sorcery & Healing. For Invisibility, Neptune & Wings, they cost 3 Gems each to make.</p> <p>1 </p>	<p>ITEM VI</p> <p>MORTAR & PESTAL</p>  <p>While you have the Mortar & Pestal, you may brew your own Potions at the cost of 2 Gems for Strength, Speed, Sorcery & Healing. For Invisibility, Neptune & Wings, they cost 3 Gems each to make.</p> <p>1 </p>
<p>ITEM VI</p> <p>QUILL</p>  <p>While you have the Quill, you may scribe your own Spells at the cost of 2 Gems each. You must draw the Spells at random.</p> <p>1 </p>	<p>ITEM VI</p> <p>QUILL</p>  <p>While you have the Quill, you may scribe your own Spells at the cost of 2 Gems each. You must draw the Spells at random.</p> <p>1 </p>	<p>ITEM VI</p> <p>QUILL</p>  <p>While you have the Quill, you may scribe your own Spells at the cost of 2 Gems each. You must draw the Spells at random.</p> <p>1 </p>	<p>ITEM VI</p> <p>QUILL</p>  <p>While you have the Quill, you may scribe your own Spells at the cost of 2 Gems each. You must draw the Spells at random.</p> <p>1 </p>	<p>ITEM VI</p> <p>QUILL</p>  <p>While you have the Quill, you may scribe your own Spells at the cost of 2 Gems each. You must draw the Spells at random.</p> <p>1 </p>









































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<div>ITEM VI</div> <div>MUSKET</div>  <div>2</div> <p>You may use the musket on any Hero or face up Foe that is no more than 4 spaces away. You cannot use the benefits of any Shield if you are using the musket. The musket will also add 2 to your Speed when you use it in ranged battle.</p> <div>1 </div>	<div>ITEM VI</div> <div>MUSKET</div>  <div>2</div> <p>You may use the musket on any Hero or face up Foe that is no more than 4 spaces away. You cannot use the benefits of any Shield if you are using the musket. The musket will also add 2 to your Speed when you use it in ranged battle.</p> <div>1 </div>	<div>ITEM VI</div> <div>MUSKET</div>  <div>2</div> <p>You may use the musket on any Hero or face up Foe that is no more than 4 spaces away. You cannot use the benefits of any Shield if you are using the musket. The musket will also add 2 to your Speed when you use it in ranged battle.</p> <div>1 </div>	<div>ITEM VI</div> <div>MUSKET</div>  <div>2</div> <p>You may use the musket on any Hero or face up Foe that is no more than 4 spaces away. You cannot use the benefits of any Shield if you are using the musket. The musket will also add 2 to your Speed when you use it in ranged battle.</p> <div>1 </div>	<div>ITEM VI</div> <div>MUSKET</div>  <div>2</div> <p>You may use the musket on any Hero or face up Foe that is no more than 4 spaces away. You cannot use the benefits of any Shield if you are using the musket. The musket will also add 2 to your Speed when you use it in ranged battle.</p> <div>1 </div>
<div>ITEM VI</div> <div>PISTOL</div>  <div>1</div> <p>You may use the pistol on any Hero or face up Foe that is no more than 3 spaces away. The pistol will also add 1 to your Speed when you use it in ranged battle.</p> <div>1 </div>	<div>ITEM VI</div> <div>PISTOL</div>  <div>1</div> <p>You may use the pistol on any Hero or face up Foe that is no more than 3 spaces away. The pistol will also add 1 to your Speed when you use it in ranged battle.</p> <div>1 </div>	<div>ITEM VI</div> <div>PISTOL</div>  <div>1</div> <p>You may use the pistol on any Hero or face up Foe that is no more than 3 spaces away. The pistol will also add 1 to your Speed when you use it in ranged battle.</p> <div>1 </div>	<div>ITEM VI</div> <div>PISTOL</div>  <div>1</div> <p>You may use the pistol on any Hero or face up Foe that is no more than 3 spaces away. The pistol will also add 1 to your Speed when you use it in ranged battle.</p> <div>1 </div>	<div>ITEM VI</div> <div>PISTOL</div>  <div>1</div> <p>You may use the pistol on any Hero or face up Foe that is no more than 3 spaces away. The pistol will also add 1 to your Speed when you use it in ranged battle.</p> <div>1 </div>
<div>ITEM VI</div> <div>CAMERA</div>  <p>While you carry the Camera, you may take a picture of any Animal, Beast or Dragon that you slay in battle. Use counters to track how many pictures you have taken. You may take these pictures to the Researcher in Elidor (by simply landing on that space). For each picture, you will get 1 Gem.</p> <div>1 </div>	<div>ITEM VI</div> <div>CAMERA</div>  <p>While you carry the Camera, you may take a picture of any Animal, Beast or Dragon that you slay in battle. Use counters to track how many pictures you have taken. You may take these pictures to the Researcher in Elidor (by simply landing on that space). For each picture, you will get 1 Gem.</p> <div>1 </div>	<div>ITEM VI</div> <div>CAMERA</div>  <p>While you carry the Camera, you may take a picture of any Animal, Beast or Dragon that you slay in battle. Use counters to track how many pictures you have taken. You may take these pictures to the Researcher in Elidor (by simply landing on that space). For each picture, you will get 1 Gem.</p> <div>1 </div>	<div>ITEM VI</div> <div>CAMERA</div>  <p>While you carry the Camera, you may take a picture of any Animal, Beast or Dragon that you slay in battle. Use counters to track how many pictures you have taken. You may take these pictures to the Researcher in Elidor (by simply landing on that space). For each picture, you will get 1 Gem.</p> <div>1 </div>	<div>ITEM VI</div> <div>CAMERA</div>  <p>While you carry the Camera, you may take a picture of any Animal, Beast or Dragon that you slay in battle. Use counters to track how many pictures you have taken. You may take these pictures to the Researcher in Elidor (by simply landing on that space). For each picture, you will get 1 Gem.</p> <div>1 </div>
<div>ITEM VI</div> <div>TIMEPIECE</div>  <p>While you carry the Timepiece, you may deduct up to 2 to your die roll for movement (but you must move a minimum of 1).</p> <div>1 </div>	<div>ITEM VI</div> <div>TIMEPIECE</div>  <p>While you carry the Timepiece, you may deduct up to 2 to your die roll for movement (but you must move a minimum of 1).</p> <div>1 </div>	<div>ITEM VI</div> <div>TIMEPIECE</div>  <p>While you carry the Timepiece, you may deduct up to 2 to your die roll for movement (but you must move a minimum of 1).</p> <div>1 </div>	<div>ITEM VI</div> <div>TIMEPIECE</div>  <p>While you carry the Timepiece, you may deduct up to 2 to your die roll for movement (but you must move a minimum of 1).</p> <div>1 </div>	<div>ITEM VI</div> <div>TIMEPIECE</div>  <p>While you carry the Timepiece, you may deduct up to 2 to your die roll for movement (but you must move a minimum of 1).</p> <div>1 </div>









































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<p>ITEM VI</p> <p>COMPASS</p>  <p>While you carry the Compass, you may add up to 2 to your die roll for movement.</p> <p>1 </p>	<p>ITEM VI</p> <p>COMPASS</p>  <p>While you carry the Compass, you may add up to 2 to your die roll for movement.</p> <p>1 </p>	<p>ITEM VI</p> <p>COMPASS</p>  <p>While you carry the Compass, you may add up to 2 to your die roll for movement.</p> <p>1 </p>	<p>ITEM VI</p> <p>COMPASS</p>  <p>While you carry the Compass, you may add up to 2 to your die roll for movement.</p> <p>1 </p>	<p>ITEM VI</p> <p>COMPASS</p>  <p>While you carry the Compass, you may add up to 2 to your die roll for movement.</p> <p>1 </p>
<p>ITEM VI</p> <p>LOOKING GLASS</p>  <p>While you carry the Looking Glass, you will always know what the top card is in the deck the same land you are traveling. You may also attach it to a Musket, increasing its range to a total of 6 spaces away.</p> <p>1 </p>	<p>ITEM VI</p> <p>LOOKING GLASS</p>  <p>While you carry the Looking Glass, you will always know what the top card is in the deck the same land you are traveling. You may also attach it to a Musket, increasing its range to a total of 6 spaces away.</p> <p>1 </p>	<p>ITEM VI</p> <p>LOOKING GLASS</p>  <p>While you carry the Looking Glass, you will always know what the top card is in the deck the same land you are traveling. You may also attach it to a Musket, increasing its range to a total of 6 spaces away.</p> <p>1 </p>	<p>ITEM VI</p> <p>LOOKING GLASS</p>  <p>While you carry the Looking Glass, you will always know what the top card is in the deck the same land you are traveling. You may also attach it to a Musket, increasing its range to a total of 6 spaces away.</p> <p>1 </p>	<p>ITEM VI</p> <p>LOOKING GLASS</p>  <p>While you carry the Looking Glass, you will always know what the top card is in the deck the same land you are traveling. You may also attach it to a Musket, increasing its range to a total of 6 spaces away.</p> <p>1 </p>
<p>ITEM VI</p> <p>SNORKEL</p>  <p>While you carry the Snorkel, you are able to cross the river between Durach & Frostburn, or dive into the Oasis of Ezrabar to reach the Lake of Tears.</p> <p>1 </p>	<p>ITEM VI</p> <p>SNORKEL</p>  <p>While you carry the Snorkel, you are able to cross the river between Durach & Frostburn, or dive into the Oasis of Ezrabar to reach the Lake of Tears.</p> <p>1 </p>	<p>ITEM VI</p> <p>SNORKEL</p>  <p>While you carry the Snorkel, you are able to cross the river between Durach & Frostburn, or dive into the Oasis of Ezrabar to reach the Lake of Tears.</p> <p>1 </p>	<p>ITEM VI</p> <p>SNORKEL</p>  <p>While you carry the Snorkel, you are able to cross the river between Durach & Frostburn, or dive into the Oasis of Ezrabar to reach the Lake of Tears.</p> <p>1 </p>	<p>ITEM VI</p> <p>SNORKEL</p>  <p>While you carry the Snorkel, you are able to cross the river between Durach & Frostburn, or dive into the Oasis of Ezrabar to reach the Lake of Tears.</p> <p>1 </p>
<p>ITEM VI</p> <p>DYNAMITE</p>  <p>Once the Dynamite is used, it is discarded. You must throw it no more than 1 space away after you have moved for your turn. Once thrown, any card, Dwelling or Hero must roll a 1, 2 or 3 on 1 d8 or be destroyed (<i>Hero would only lose 1 Health</i> . A card or Dwelling is discarded).</p> <p>1 </p>	<p>ITEM VI</p> <p>DYNAMITE</p>  <p>Once the Dynamite is used, it is discarded. You must throw it no more than 1 space away after you have moved for your turn. Once thrown, any card, Dwelling or Hero must roll a 1, 2 or 3 on 1 d8 or be destroyed (<i>Hero would only lose 1 Health</i> . A card or Dwelling is discarded).</p> <p>1 </p>	<p>ITEM VI</p> <p>DYNAMITE</p>  <p>Once the Dynamite is used, it is discarded. You must throw it no more than 1 space away after you have moved for your turn. Once thrown, any card, Dwelling or Hero must roll a 1, 2 or 3 on 1 d8 or be destroyed (<i>Hero would only lose 1 Health</i> . A card or Dwelling is discarded).</p> <p>1 </p>	<p>ITEM VI</p> <p>DYNAMITE</p>  <p>Once the Dynamite is used, it is discarded. You must throw it no more than 1 space away after you have moved for your turn. Once thrown, any card, Dwelling or Hero must roll a 1, 2 or 3 on 1 d8 or be destroyed (<i>Hero would only lose 1 Health</i> . A card or Dwelling is discarded).</p> <p>1 </p>	<p>ITEM VI</p> <p>DYNAMITE</p>  <p>Once the Dynamite is used, it is discarded. You must throw it no more than 1 space away after you have moved for your turn. Once thrown, any card, Dwelling or Hero must roll a 1, 2 or 3 on 1 d8 or be destroyed (<i>Hero would only lose 1 Health</i> . A card or Dwelling is discarded).</p> <p>1 </p>

















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<div>ITEM VI</div> <div>Weapon</div> <div>URTHE SWORD</div> <div>WEAPON</div> <div>+2 Str</div> <div>This Sword will add 2 to your Strength in battle. If you lose the battle, you may Parry with the Sword by making a defense roll to see if you survive the battle. You may add 2 to this roll.</div> <div>3</div>	<div>ITEM VI</div> <div>LOCK</div> <div></div> <div>The Lock does not count as one of your Items <i>only</i> if you assign it to one of your current Items. While it is assigned, no one may ever take the Item it locks. You may not use this on the Book of Avrakar and the lock does not protect theft from the use of Spells (<i>if the Item is taken by Spell, the Lock goes with it</i>). You may only have one Lock at a time.</div> <div>4</div>	<div>ITEM VI</div> <div>TRAVEL PACK</div> <div></div> <div>With this Travel Pack, you can carry 6 Items in it. These 6 Items do not count toward the Hero's carrying capacity, but the Travel Pack does. If the Travel Pack is lost, the Items go with it. You may only have one Travel Pack at a time.</div> <div>4</div>	<div>ITEM VI</div> <div>MAGNIFYING GLASS</div> <div></div> <div>With the Magnifying Glass, you can inspect one newly drawn Treasure Card by rolling a d12. If you roll a 10 or higher, you see the Item is actually something different, allowing you to discard that Treasure Card and taking a new Treasure Card. You may only use a Magnifying Glass once per Turn.</div> <div>5</div>	<div>ITEM VI</div> <div>ANCIENT MAP</div> <div></div> <div>Put a counter indicating that the Ancient Map has only 3 uses. The Map may never be used on Urthe. When you roll a die for Movement, you may choose to move less than indicated (<i>minimum of 1 space</i>). When the Map is used up, it withers to the discard pile.</div> <div>3</div>
<div>ITEM VI</div> <div>Weapon</div> <div>URTHE SWORD</div> <div>WEAPON</div> <div>+2 Str</div> <div>This Sword will add 2 to your Strength in battle. If you lose the battle, you may Parry with the Sword by making a defense roll to see if you survive the battle. You may add 2 to this roll.</div> <div>3</div>	<div>ITEM VI</div> <div>LOCK</div> <div></div> <div>The Lock does not count as one of your Items <i>only</i> if you assign it to one of your current Items. While it is assigned, no one may ever take the Item it locks. You may not use this on the Book of Avrakar and the lock does not protect theft from the use of Spells (<i>if the Item is taken by Spell, the Lock goes with it</i>). You may only have one Lock at a time.</div> <div>4</div>	<div>ITEM VI</div> <div>TRAVEL PACK</div> <div></div> <div>With this Travel Pack, you can carry 6 Items in it. These 6 Items do not count toward the Hero's carrying capacity, but the Travel Pack does. If the Travel Pack is lost, the Items go with it. You may only have one Travel Pack at a time.</div> <div>4</div>	<div>ITEM VI</div> <div>MAGNIFYING GLASS</div> <div></div> <div>With the Magnifying Glass, you can inspect one newly drawn Treasure Card by rolling a d12. If you roll a 10 or higher, you see the Item is actually something different, allowing you to discard that Treasure Card and taking a new Treasure Card. You may only use a Magnifying Glass once per Turn.</div> <div>5</div>	<div>ITEM VI</div> <div>ANCIENT MAP</div> <div></div> <div>Put a counter indicating that the Ancient Map has only 3 uses. The Map may never be used on Urthe. When you roll a die for Movement, you may choose to move less than indicated (<i>minimum of 1 space</i>). When the Map is used up, it withers to the discard pile.</div> <div>3</div>
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<div>ITEM VI</div> <div>TREASURE MAP</div>  <p>Roll a d4 to see where the Treasure map instructs you to go. Once you reach that space, you may discard the Treasure Map and draw 1 Treasure Card. Use a counter to help remember where the Map leads.</p> <ul style="list-style-type: none"> 1 – Map is a fake! (<i>discard</i>) 2 – Wetdeck Currents 3 – Sharkbite Reef 4 – Swiftturn Tides 	<div>ITEM VI</div> <div>TREASURE MAP</div>  <p>Roll a d4 to see where the Treasure map instructs you to go. Once you reach that space, you may discard the Treasure Map and draw 1 Treasure Card. Use a counter to help remember where the Map leads.</p> <ul style="list-style-type: none"> 1 – Map is a fake! (<i>discard</i>) 2 – Deep of Tar’ri 3 – Anchoreatch Reef 4 – Tornsail Waves 	<div>ITEM VI</div> <div>TREASURE MAP</div>  <p>Roll a d4 to see where the Treasure map instructs you to go. Once you reach that space, you may discard the Treasure Map and draw 1 Treasure Card. Use a counter to help remember where the Map leads.</p> <ul style="list-style-type: none"> 1 – Map is a fake! (<i>discard</i>) 2 – Waves of Elidor 3 – Waves of Jupeti 4 – The Calm of Tar’ri 	<div>ITEM VI</div> <div>TREASURE MAP</div>  <p>Roll a d4 to see where the Treasure map instructs you to go. Once you reach that space, you may discard the Treasure Map and draw 1 Treasure Card. Use a counter to help remember where the Map leads.</p> <ul style="list-style-type: none"> 1 – Map is a fake! (<i>discard</i>) 2 – Waves of Vorn 3 – Orius Waters 4 – Highwall Waves 	<div>ITEM VI</div> <div>TREASURE MAP</div>  <p>Roll a d4 to see where the Treasure map instructs you to go. Once you reach that space, you may discard the Treasure Map and draw 1 Treasure Card. Use a counter to help remember where the Map leads.</p> <ul style="list-style-type: none"> 1 – Map is a fake! (<i>discard</i>) 2 – Eelhead Corals 3 – Seaweed Waters 4 – Hullbreak Reef
<div>ITEM – Magical VI</div> <div>Weapon</div> <div>STAR OF ELIDOR</div> <div>WEAPON</div> <div>+1 Str</div> <div>+1 Spd +1 Sor</div> <p>This Star is given from the King of Elidor to Dacre the Defender. It can never be bartered. If anyone, other than Dacre, lands on the City of Elidor space with the Star they will lose 1 Turn, 1 Health & be forced to leave the Star on the City of Elidor (<i>where only Dacre may pick it up</i>).</p>	<div>ITEM – Magical VI</div> <div>Weapon</div> <div>GRIMBLADE</div> <div>WEAPON</div> <div>+1 Str</div> <div>+1 Spd +1 Sor</div> <p>This Sword allows the wielder to travel between this world and the world to come. When in Durach or Urthe, you may travel between adjacent spaces instead of rolling for your normal move (<i>for example, you may move from Sylvan Forest to the Jardoc Wastelands</i>).</p>	<div>ITEM - Magical VI</div> <div>HARP OF MYSTIC BALLADS</div>  <p>This Harp allows you to play a song just before Strength battle begins. If you play the Harp, roll 1d4...</p> <ul style="list-style-type: none"> 1 – Horrible. Deduct 1 from battle. 2 – You play a fine tune. 3 – Wonderful. Add 1 to battle. 4 – Glorious. You may avoid battle. <p>Only Bards and Minstrels may use the Harp, unless your Speed & Sorcery are each greater than 5.</p>	<div>ITEM VI</div> <div>Armor</div> <div>LEATHER ARMOR</div> <div>ARMOR</div> <p>When you are equipped with the Leather Armor, you may add 2 to your defense rolls.</p>	<div>ITEM VI</div> <div>Armor</div> <div>LEATHER ARMOR</div> <div>ARMOR</div> <p>When you are equipped with the Leather Armor, you may add 2 to your defense rolls.</p>
<div>ITEM VI</div> <div>ANCIENT BONES</div>  <p>These bones are the remains of the Djarhun people. Although worthless to most, they are useful to Proptha, as she can send you back to the past with them. Ugmar is also able to make Neptune Potions from them. He will do so free of charge (<i>when you are on Ugmar's space, you may discard these bones and take a Potion of Neptune</i>).</p>	<div>ITEM VI</div> <div>ANCIENT BONES</div>  <p>These bones are the remains of the Djarhun people. Although worthless to most, they are useful to Proptha, as she can send you back to the past with them. Ugmar is also able to make Neptune Potions from them. He will do so free of charge (<i>when you are on Ugmar's space, you may discard these bones and take a Potion of Neptune</i>).</p>	<div>ITEM VI</div> <div>ANCIENT BONES</div>  <p>These bones are the remains of the Djarhun people. Although worthless to most, they are useful to Proptha, as she can send you back to the past with them. Ugmar is also able to make Neptune Potions from them. He will do so free of charge (<i>when you are on Ugmar's space, you may discard these bones and take a Potion of Neptune</i>).</p>	<div>ITEM VI</div> <div>ANCIENT BONES</div>  <p>These bones are the remains of the Djarhun people. Although worthless to most, they are useful to Proptha, as she can send you back to the past with them. Ugmar is also able to make Neptune Potions from them. He will do so free of charge (<i>when you are on Ugmar's space, you may discard these bones and take a Potion of Neptune</i>).</p>	<div>ITEM VI</div> <div>ANCIENT BONES</div>  <p>These bones are the remains of the Djarhun people. Although worthless to most, they are useful to Proptha, as she can send you back to the past with them. Ugmar is also able to make Neptune Potions from them. He will do so free of charge (<i>when you are on Ugmar's space, you may discard these bones and take a Potion of Neptune</i>).</p>
<div>ITEM – Magical VI</div> <div>Weapon</div> <div>VARTOW'S SWORD</div> <div>WEAPON</div> <div>+2 Str</div> <p>This Sword adds 2 to your Strength battles. You may use the Sword to cut a portal through time instead of your normal move. If you do this, the portal will put you in Darkvale. You may not cut a portal when on Urthe.</p> <div>3</div>	<div>ITEM – Magical VI</div> <div>Weapon</div> <div>GEDWIN'S SPEAR</div> <div>WEAPON</div> <div>+2 Str</div> <p>This Spear adds 2 to your Strength battles. For every Planar, or Undead, Foe you defeat you gain an extra 2 Experience points.</p> <div>2</div>	<div>ITEM – Magical VI</div> <div>Weapon</div> <div>SWORD OF TZERAR</div> <div>WEAPON</div> <div>+1 Str</div> <div>+1 Spd +1 Sor</div> <p>This Sword once belonged to Tzerar the Wicked, who lost his soul and become a High Demon of Djarhun. The Sword will add 1 to your Statistics in battle.</p> <div>3</div>	<div>ITEM VI</div> <div>Shield</div> <div>BUCKLER</div> <div>SHIELD</div> <p>When you are equipped with the Buckler, you may add 1 to your defense rolls.</p>	<div>ITEM VI</div> <div>Shield</div> <div>BUCKLER</div> <div>SHIELD</div> <p>When you are equipped with the Buckler, you may add 1 to your defense rolls.</p>

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THE WAYWARD WIZARD

The Prophecy tells of a darkness that will envelope the land if a vile wizard concludes a very powerful spell. The spell will need to be cast from the Shrine of the Wizards. This is to happen soon so seek him out at the Shrine of Wizardry and slay him.



Str 16
Spd 10
Sor 25

THE DEMON'S GATE

The Prophecy tells of a demon called Bzrakr. He will soon open a Demon Gate to this world. The Prophecy tells of him doing this from mountains flowing with lava. He must be at the Demonblood Mountains. Stop him before he opens the gate.



Planar
Str 25
Spd 15
Sor 20

SIDARA'S ARMY

The Prophecy tells of a Queen from the snowy region of Djarhun. This Queen is creating an army to conquer all of the lands. This must be Sidara. Go quickly to her Fortress and stop her.



Str 15
Spd 17
Sor 25

CONSTRUCT MENACE

The Prophecy tells of a giant mechanized man that runs amok in Djarhun. According to Prophecy, it is being built at this moment. Perhaps it is not too late. Go to the Order of Technomancers and destroy this machine of destruction.



Construct
Str 25
Spd 10
Sor 10

MRAXUS RISING

The Prophecy tells of a young Minotaur that rose to power from his early days at fighting in the Arena. He will one day amass an army and conquer the world. You must quickly go to the Frostburn Arena and slay him before this happens.



Str 22
Spd 20
Sor 10

FROZEN WASTELAND

The Prophecy tells of a horrible winter that swallows the entire world of Djarhun. This winter is of magical origin from a Mage's Castle in Frostburn. Go forth to this castle and vanquish this Mage before he can unleash this frozen power.



Str 15
Spd 17
Sor 25

THE LUCK OF THE LICH

The Prophecy tells of a powerful Lich that will turn the world into pure death. Ruling from his frozen crypt, he should be now just working on such magic. Hurry to the Mujarin Crypt and destroy this evil Lich.



Undead
Str 10
Spd 10
Sor 25

THE DUNGEON MASTER

The Prophecy tells of a Dungeon Master, named Barak, which is going to slowly capture the citizens of Djarhun and enslave them in his dungeon. He should be training his minions for this task now. He must be stopped before his evil plan starts. Go to the Dungeon of Barak and put an end to this.



Str 20
Spd 20
Sor 20

THE SHARRA IDOL

The Prophecy tells of a powerful idol that rests in the Sharra Ruins. This idol will be found soon by an evil warlord that will eventually solve the riddle of the idol and obtain its power. Get this idol before he does and destroy it. It is well protected by a powerful trap. Once you get past the trap, you can destroy it forever.



Trap
Spd 20

TOMB RAIDERS

The Prophecy tells of a group of three thieves that will one day raid the Tomb of Dyvin. They will eventually find a powerful artifact that they will not understand. When they try to use it, it ends up destroying the world. Go there quickly and slay the three thieves. You must battle one thief per turn until they are all defeated.



Str 18
Spd 10
Sor 10

TYRMAR DEFENDERS

The Prophecy tells of a group of four ogres that will attack Fort Tyamar. They will eventually overpower the Fort and grow an even larger army. This army will lay waste to the land over the years. Go there quickly and stop the four ogres. You must battle one ogre per turn until they are all defeated.



Str 20
Spd 10
Sor 5

THE OBELISKS' SECRET

The Prophecy tells of the Obelisks destroying all life on Djarhun. A wizard uses the magic imbued in them and unleashes it into a powerful wave of destruction. Go there before this happens and use the spell in this book to force the Obelisks to crumble away. You must do one Obelisk each turn until all six are destroyed.



VAMPIRE RISING

The Prophecy tells of an ancient vampire that will rise from her grave and reclaim the land as hers to control. According to the text, she will be rising soon. Go there quickly and drive a wooden stake through her heart, avoiding her reign of terror.



DRAGON DELIGHT

The Prophecy tells of an ancient dragon that will soon awake and unleash destruction around the world. Go to the Wyvern Mountains and slay this foul creature before she can claim her prize.



Dragon
Str 22
Spd 18
Sor 22

ORIUS RISING

The Prophecy tells of the god Orius returning to Djarhun, leading an army of spirits to conquer all that live. This ancient text reads that it may be too late to stop his return, but they must sacrifice a living creature to bestow the power he needs. Get to the Temple of Orius and vanquish him back to his realm before he reaches his full godly powers.



Planar
Str 25
Spd 20
Sor 25

OUT OF THE MUCK

The Prophecy tells of a gigantic muck elemental that will be summoned in the Dragus Swamp. The text reads that this powerful creature will roam the lands, destroying everything in its wake. The text also reads that a nameless wizard has already summoned it but has been slain by the elemental. Go to the swamp quickly, and destroy this creature before it begins its destructive journey.



Elemental
Str 22
Spd 15
Sor 8

RID THE WORLD

The Prophecy states that this very book cannot be properly controlled by anyone and must be destroyed. It cannot be destroyed by normal or magical means, but the text reads that it must be plunged into the Whirlpool where it will vanish into nothingness. Go there quickly and rid the world of this book before it destroys everything.



THE TRUE POWER

The Prophecy states that this book is not the true book of power, but another book exists. The Book of Darmasus is said to be lost at sea by the Stones of Peril. Go there quickly and search for this book. You may search once per turn and you will only find this book if you roll a 1 on 1d6.



FALSE PRIEST

The Prophecy tells of a Priest of Gedwin that is not really a Gedwin worshipper, but a worshipper of Orius. They will one day ruin the balance between Gedwin, Tar'ri and Orius causing a cataclysm. Go to the Church of Gedwin and destroy this false Priest.



Str 10
Spd 15
Sor 23

PRISON OF THE MIND

The Prophecy tells of a young, imprisoned man who will one day make a pact with a demon known as Tzerar Blackcloud. Although this pact will free the man from prison, it will also allow Tzerar to possess the man and finally be set free into this world. The text also reads that Tzerar will eventually get the Book of Avrakar and unleash the power within. Go to the Island Prison and kill this man before he ever gets possessed by Tzerar Blackcloud.



Str 15
Spd 10
Sor 8

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Magic Arrow

You may cast this Spell at any face up Foe or Hero in the same land as you. The target must fight a Sorcery battle with the arrow as strong as the caster's Sorcery. If they lose, a Foe is discarded or a Hero lose a Health.

Burning Hands

You may cast this Spell before any Sorcery battle. When cast, you may add 2 to your Sorcery for this battle only. If cast at a Hero, and they lose, an Item of the caster's choice is burnt (*discarded*) as well.

Raise Dead

You may cast this Spell after you have slain a Foe (*but not Elemental or Construct*). You gain no Experience for the kill, but you gain the Foe as a Henchman. They will only add their Strength to yours.

Minor Heal

You may cast this Spell when your Health is less than 4. When cast, it will Heal 1 Health.

Bark Skin

You may cast this Spell at the start of Strength battle. If you lose the battle, this protective skin will add 4 to your defense roll.

Sneak

You may cast this Spell at any time. When cast, you will be able to avoid any space (*or card*) that requires you to roll a die for outcome. This does not work in the Abyss and it is only effective during the turn it is cast.

Calm

You may cast this Spell at a Foe or Hero. When cast, the target will not be able to roll a die for battle for that turn only.

Bull Strength

You may cast this Spell at any time. When cast, it will add 3 to your Strength for that turn only.

Blindness

You may cast this Spell at a Foe or Hero. When cast, the target is blinded. They may be avoided and a Hero will also lose their next turn.

Spirit Blade

You may cast this Spell at the start of any Strength battle. When cast, a Spirit Blade will fight in your place, having a Strength the same as the caster's Sorcery. If you lose, only the Blade Spirit perishes and no one may take an Item or Gem from you.

Call of Durach

You may cast this Spell only when traveling Durach. When cast, you may take a total of 3 consecutive turns (*counting when you cast this Spell*).

Charm Beast

You may cast this Spell when faced with a Beast. They will join you as a Henchman (*adding their Strength to yours*). They will only fight in one battle before heading to the discard pile.

Charm Hero

You may cast this Spell at any Hero you land on. When cast, it allows you to take one Gem, Item or Henchman from the Hero.

Lightning

You may cast this Spell at any time. When cast, a Lightning Storm will form in the land you are in. It will scare all Beast & Animals to the discard pile.

Turn Undead

You may cast this Spell at any Undead you face. It will cause them to go clockwise around the land. They will go the same number of spaces as the caster's Sorcery.

Summon Skeleton

You may cast this Spell before battle. When cast, a Skeleton will come from the earth and fight with you. The Skeleton has a Strength that is half of your Sorcery. After the battle, the Skeleton goes back into the ground.

Split Self

You may cast this Spell before any Strength or Sorcery battle. When cast, it splits you in two. This lets you double up any scores you add up for battle. After the battle, you merge back into one.

Mind Sight

You may cast this Spell at any time. When cast, it allows you to see what Spells the other Heroes hold. This only stays in effect during your turn.

Circle of Life

You may cast this Spell at any time. When cast, place this card on any space in the same land as you. The space cannot have any Heroes or cards on it. The Circle will remain there for 3 rounds, causing any Hero to Heal 1 Health.

Circle of Death

You may cast this Spell at any time. When cast, place this card on any space in the same land as you. The space cannot have any Heroes or cards on it. The Circle will remain there for 3 rounds, causing any Hero to lose 1 Health.

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Ice Storm

You may cast this Spell before any Sorcery battle. When cast, you may add 3 to your Sorcery for this battle only.

Disease

You may cast this Spell on any Hero you land on. When cast, the Hero becomes diseased. They are not allowed to use any of their Henchmen for 3 rounds.

Destroy Undead

You may cast this Spell before any battle against Undead. When cast, you automatically destroy them. You may claim them for Experience Points only from their Sorcery score.

Become Undead

You may cast this Spell when you land on the... Djarhun Cemetery or the Catacombs or the Sharra Ruins or the Mujarin Crypt ...you may skip the instructions on that space.

Summon Lich

You may cast this Spell before battle. When cast, a Lich will come from the earth and fight for you. The Lich has a Sorcery that is equal to your highest statistic. After the battle, the Lich goes back into the ground. The Lich cannot use any of your Items or Henchmen.

Dark Vision

You may cast this Spell when you search the Tomb of Dyvin. Instead of rolling the die on that space, you may draw 2 Treasure cards and discard one of your choices.

Heal

You may cast this Spell when your Health is less than 4. When cast, it will Heal 2 Health.

Star Light

You may cast this Spell when your turn begins. When cast, you will be able to take 3 consecutive turns.

Star Bright

You may cast this Spell when you are traveling the Sea. You may cast it after you have rolled the die for movement. When cast, it allows you to add up to 3 to your movement score.

Greater Heal

You may cast this Spell when your Health is less than 4. When cast, it will Heal 3 Health.

Sage Sight

You may cast this Spell when instructed to draw Cards. You may draw 2 more than indicated and discard 2 you do not want.

Banish Undead

You may cast this Spell when you encounter Undead. They cannot save themselves from the effects (*even with their Sorcery score*). They immediately go to the discard pile. You may not claim any Experience Points for them.

Ball of Fire

You may cast this Spell at any face up Foe or Hero on the board (*but not in the Abyss*). The target must fight a Sorcery battle with the ball of fire as strong as the caster's Sorcery. If they lose, a Foe is discarded or a Hero loses a Health.

Wizard's Armor

You may cast this Spell before Strength battle begins. If you lose the battle, the magical armor will allow you to take your Sorcery score and add that number to your defense roll.

Disarm

You may cast this spell on any Hero that is about to engage in battle. When cast, it will force them to drop their Items that are in their Weapon & Shield slots. The Items will remain on the space the Hero is on. The Hero cannot pick them back up during that turn.

Eye of Durach

You may cast this Spell only when traveling Durach. When you are instructed to draw cards, you may draw 2 more than normal and discard 1 or your choice.

Orb of Destruction

You may cast this Spell at any time. When cast, it allows you to take any face up card and put it in the discard pile. This does not work on Ships or Dwellings.

Ghostly Form

You may cast this spell after you have lost Strength battle. When cast, you will become a ghostly mist that protects you from losing any Health. If you are slain by a Hero in Strength battle, they may not take an Item or Gem from you either.

Displace Foe

You may cast this Spell on any Foe you encounter. When cast, you may avoid the Foe and move them to any space in the same land as yourself.

Dispel Magic

You may cast this Spell when a Spell has been cast at you. The Spell cast at you fizzles to the discard pile, no matter the Sorcery score of the one casting the Spell at you.

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Eye of the Yeti

You may cast this Spell only when traveling Frostburn. When you are instructed to draw cards, you may draw 2 more than normal and discard 1 or your choice.

Summon Sea Drake

You may cast this Spell on any Hero who is traveling the Sea. It will summon a Sea Drake (Strength 16) on the same space as the target. The Hero there must battle it. If they win, they gain 16 Experience Points. If they lose, they lose 1 Health & 1 Hull. No matter what, the Sea Drake goes to the discard pile.

Wings of the Eagle

You may cast this Spell instead of rolling die for your move. When cast, you may go to any space (*but not the Sea or Abyss*) on the board.

Summon Golem

You may cast this spell when you are about to engage in Strength battle. When cast, a Golem is summoned to battle for you. The Golem has the same Strength as your Sorcery score. If you lose the battle, only the Golem will perish.

Death's Touch

You may cast this Spell when you face a Foe or Hero. When cast, any battle is ignored and the Foe is discarded or a Hero loses 2 Health. You will gain Experience from the Foe based off its Sorcery.

Vines Of Orius

You may cast this Spell before Strength battle begins. When cast at a Foe, or Hero, they may not roll a die for the battle.

Levitation

You may cast this Spell instead of rolling the die for movement. It allows you to levitate over the river, or Sea, to a space directly horizontal/vertical to yourself.

Shroud of the Magi

You may cast this Spell at any time. For a total of 3 rounds, you may not have any Spells cast at you.

Wizard's Shield

You may cast this Spell before Strength battle begins. If you lose the battle, the magical shield will allow you to take half of your Sorcery score and add that number to your defense roll.

Fire Shield

You may cast this Spell before Strength battle begins. If you lose the battle, the magical shield will allow you to take half of your Sorcery score and add that number to your defense roll. If a Hero defeats you during this battle, they must discard the Item in their Weapon slot.

Neptune's Shroud

You may cast this Spell when you are traveling the Sea or on the Oasis of Ezrabar. When on the Sea, you may miss your normal turn and dive deep below to draw 1 Treasure Card. If you are at the Oasis, you may dive to the Lake of Tears.

Fear

You may cast this Spell before Sorcery battle is to begin. When cast, the target cannot concentrate from the fear. They may not roll a die for the battle.

Sun Burst

You may cast this Spell at any time. When cast, all Undead on the board immediately go to the discard pile. You gain no Experience for this.

Fire Arrow

You may cast this Spell on any Dwelling (*or Place*), that is in the same land as you. When cast, the Dwelling (*or Place*), is destroyed.

Forest Fire

You may cast this Spell at any time. All face up cards, on Forest spaces, must be discarded. This will destroy any Dwellings on them as well.

Wave Wall

You may cast this Spell on any ship traveling the Sea. When cast, the ship is bombarded by a magical wave. The ship will lose 1 Hull. The Spell cannot be avoided by a target's Sorcery.

Spirit of the Wolf

You may cast this Spell after you roll the die for movement. When cast, you may add up to 5 for your movement total.

Fire Fall

You may cast this Spell on any Hero in the same land as yourself. When cast, the targeted Hero must discard either a Health, Item or Henchman (*their choice*).

Mage Whip

You may cast this Spell on any Hero or face up Foe you land on. When cast, it forces them to move 1 space, clockwise, around the board. If a Hero moves, they must encounter the space they are moved to.

Blade of Dyvin

You may cast this Spell at the start of any Strength battle. When cast, any Item in your Weapon slot will give you an extra +2 to your battle die roll. This stays in effect for the rest of the game and only for that Item in which it is cast.

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Poison Orb

You may cast this on any face up Foe or Hero in the same land as yourself. The Spell causes the target to permanently lose 1 Strength.

Frozen Hands

You may cast this Spell before any Sorcery battle. When cast, you may add 2 to your Sorcery for this battle only. If cast at a Hero, and they lose, they will lose their next turn from being frozen.

Slight of Hand

You may cast this Spell at any time. It allows you to take any Item or Gem from the board (or any Hero's Item) and put it in your Inventory. This may even be used on the Book of Avrakar. A Hero may protect themselves from this.

Imprisonment

You may cast this Spell at any time. When cast, a Foe or Hero will lose 1d4 turns while they are imprisoned.

Way of the Cat

You may cast this Spell at any time. When cast, you permanently gain 1 Speed.

Way of the Owl

You may cast this Spell at any time. When cast, you permanently gain 1 Sorcery.

Way of the Fox

You may cast this just when your turn ends. When cast, you are allowed to ignore your last turn and take it all over again. Anything that happened before your new turn, is reversed as if it never happened.

Heart of Battle

You may cast this Spell after any battle you fight. When cast, the first battle is ignored and a second battle takes place. Any discarded cards, from the first battle, cannot be reused.

Wings of the Hawk

You may cast this Spell at any time. When cast, the giant hawk will fly to any space on the board and bring you one face up Henchman.

Teleport

You may cast this Spell instead of rolling die for your move. When cast, you may go to any space (*but not the Sea or Abyss*) in the land you are currently in.

Harpy Call

You may cast this Spell at any time on any Hero. When cast, a Harpy is summoned and grabs a targeted Hero's Henchman (*caster's choice*) and carries them to the discard pile.

Shield of Glass

You may cast this Spell at any time on any Hero. When cast, the target's Shield, in the Shield slot, is destroyed.

Spell Catch

You may cast this Spell whenever a Spell is cast at you. The Spell is ignored as you have caught it and can keep it for yourself.

Tornado

You may cast this Spell at any time. When cast, any face up card, in the same land as you, must roll a 1-2 on one d4 or be blown to the discard pile. If a Dwelling fails this roll, it is destroyed as well.

Hammer of Mújarin

You may cast this Spell at any time. When cast, you are granted with a Hammer that gives you +2 to Strength and +1 to Sorcery battles. Keep this card as it is now considered a...

ITEM – Magical VI Weapon

Snow Storm

You may cast this Spell at any time. When cast, every Hero (*but you*), in the same land as you, may only move 1 space per turn for the next 3 turns.

Sword of Mújarin

You may cast this Spell at any time. When cast, you are granted with a Sword that gives you +3 to Strength and +2 to Sorcery battles. Keep this card as it is now considered a...

ITEM – Magical VI Weapon

Priest Chant

You may cast this Spell only when you land on the Djarhun Cemetery. You will not lose Health if you are of Kind Morality. When cast, you may permanently gain 1 Strength, Speed, or Sorcery.

Bless

You may cast this Spell at any time. For one round, you may add 1 point to any die roll you have to make during that turn.

Speed

You may cast this Spell at any time. For one round, your Speed will be 3 points higher and you may roll a d20 for movement.

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Conveyance

You may cast this Spell instead of rolling die for your move. When cast, you may go to any space on the board. This Spell will even allow you to get to the Lake of Tears (*but no other spaces in the Abyss*).

Unlock

You may cast this Spell when you are on Glacial Hills, Springvale, Elidor or the City of Aldun. It allows you to unlock a resident's home and draw 1 Treasure card. You may use it on a Dwelling as well. This allows you to take one Item or Gem from the Dwelling.

Mage's Candle

You may cast this Spell when in the Abyss. When cast, you are allowed to ignore one space you land on. This does not include Gharad's Tower.

Lightning Bolt

You may cast this Spell at any face up Foe or Hero in the same land as you. If the target's Sorcery is lower than yours, then they are discarded (*Experience Points gained from Sorcery*), or a Hero loses 1 Health.

Mind Shield

You may cast this Spell on yourself when someone casts a Spell at you. It allows you to block the Spell and redirect it at a Hero of your choice.

Meteor Shower

You may cast this Spell at any time. When cast, a shower of meteors will rain down in the sea, causing a wave. Every face up card is discarded and any ships on the sea lose 1 Hull.

Bless Friends

You may cast this Spell when you are about to begin Strength or Sorcery battle. You may add a number to your battle die roll that equals the number of Henchman you have.

Fallen Friends

You may cast this Spell on any Hero. The target must roll a d4 for each Henchman. If the Henchman gets a 1 or 2, they immediately suffer their fate in the discard pile.

Spirit Form

You may cast this Spell when at the Mujarin Crypt. When cast, you may move to any space on the board. This Spell will even allow you to get to the Lake of Tears (*but no other spaces in the Abyss*).

Mythic Armor

You may cast this Spell at any time. When cast, you are granted with Armor that gives you +4 to your defense rolls. Keep this card as it is now considered a...

ITEM – Magical VI Armor

Waterfall

You may cast this Spell on any Hero who is in the same land as you. It will cause a large waterfall to pummel the Hero. They have to roll a d8 for each Item & Henchman. On a roll of 1-3, the card is discarded.

Spirit Shield

You may cast this Spell when you are about to engage in Sorcery battle. It allows you to avoid the battle.

Blade Blur

You may cast this Spell when you are about to begin Strength battle and only if you have a weapon in your Weapon slot. For this battle only, you may include your Speed score in the battle die roll.

Summon Dragon

You may cast this Spell on any Hero who is traveling the same land as you. It will summon a Dragon (Strength 12) on the same space as the target. The Hero there must battle it. If they win, they gain 12 Experience Points. If they lose, they lose 1 Health. No matter what, the Dragon goes to the discard pile.

Ward Death

You may cast this Spell when a Foe is slain. This will bring the Foe back to life and the slayer will gain no Experience or Treasure. If you carry this Spell and you die, the Spell automatically casts and you are revived with 4 Health.

Death Protection

You may cast this Spell on yourself when you have just lost a Health. It allows you to keep your Health and have another Hero, of your choice, lose one instead.

Pray

You may cast this Spell only when you land on the Church of Gedwin. You will not lose Health if you are of Vile Morality. When cast, you may permanently gain 1 Strength, Speed, or Sorcery.

Mind's Eye

You may cast this Spell at any time. When cast, you may look at all the other Heroes' Spell cards. They cannot avoid this with their Sorcery score.

Plane Phase

You may cast on any Hero. When cast, the target is sent to an alternate plane. For the next 3 rounds, they may roll the die and move around, but they may not interact with anything on the board.

Plunder

You may cast this Spell when you land on a space with a docked ship or a Sea space with another Hero's ship. This Spell will allow you to take one Item or Gem from the ship.

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Life Force

You may cast this Spell whenever another Hero fortifies, or heals, a Health. They do not get the Health but you fortify your own.

Pixie Spray

You may cast this Spell on any Hero. For one round, their Strength and Sorcery statistics reverse. Their Items and Henchmen still only provide their normal statistic bonuses however.

Homebound

You may cast this Spell at any time. It allows you to move immediately to your Home space instead of your normal move.

Beast Master

You may cast this Spell whenever you encounter a Beast or Animal. They will join you as a Henchman for the rest of the game. They will only add their Strength to yours.

Reversal

You may cast this Spell at any time. When cast, it will switch spaces with you and another Hero of your choice. You may even use this when the target Hero is in the Abyss and you are not.

Deathly Healing

You may cast this Spell whenever you slay Undead. It will allow you to fortify one Health for the Undead you slain.

Angry

You may cast this Spell on any Hero. Their Morality will become Vile for the rest of the game.

Magic Beam

You may cast this Spell at any face up Foe or Hero that is no more than 3 spaces away from you when you end your move. The target must fight a Sorcery battle with the beam as strong as the caster's Sorcery. If they lose, a Foe is discarded or a Hero loses a Health.

Ray of Frost

You may cast this Spell at any face up Foe or Hero that is no more than 5 spaces away from you when you end your move. The target must fight a Sorcery battle with the ray as strong as the caster's Sorcery. If they lose, a Foe is discarded or a Hero loses a Health.

Fairy Friends

You may cast this Spell when you are about to roll dice. You may ignore the first roll and roll again. You may select which roll you will accept.

One with Nature

You may cast this Spell when you encounter an Animal. You may avoid any battle with that Animal for that turn.

Fallen Star

You may cast this Spell at any time. When you wish upon the star, you may permanently gain a Gem, Health, Strength, Speed, Sorcery, Spell or Treasure.

Protection

You may cast at any time. When cast, you may avoid any space, face up card or Hero for the next 3 turns.

Disguise

You may cast this Spell when you have been defeated by another Hero in battle. You may take one of the Hero's Henchman and put it in the discard pile. You will not lose Health or have any Items taken.

Resurrect

You may cast this Spell when any Hero has lost a Henchman to the discard pile. You will be allowed to claim the Henchman for yourself.

Silence

You may cast this Spell on another Hero who is about to cast a Spell. The Spell cannot be spoken and thus cancelled. That Hero keeps that Spell however.

Sleep

You may cast this Spell on any Foe (*not Undead, Construct or Elemental*). It will force the Foe to sleep for the rest of the game. The Foe will not roll a die for battle, but must use their score only. Full Experience is gained for anyone who slays the Foe.

Slow

You may cast this Spell on any Hero. When cast, the target may only move 1 space per turn for the next 3 turns.

Siren Song

You may cast this Spell when you land on another Hero. It allows you to take one Henchman of your choice for yourself.

Rolling Fog

You may cast this Spell at any time. When cast, it forces all Sea traveling Heroes to lose a turn.

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Vampiric Touch

You may cast this Spell at any Foe or Hero you land on. There is no battle. The Foe is discarded or a Hero loses a Health. You are then fortified a Health. You may claim Experience for Foe slain with this Spell.

Call of the Dead

You may cast this Spell at any time. Any face up Undead, of your choice, will move to your space where you must then battle.

Blaze

You may cast this Spell at any time. Any Dwelling (or Place), that is in the same land as you, is destroyed on a roll of 1 or 2 on one d4.

Summon Hydra

You may cast this Spell on any Hero who is traveling the same land as you. It will summon a Hydra (Strength 5 for each of the 4 heads) on the same space as the target. The Hero there must win 4 consecutive battles, in turn, for each head. If they win, they gain 4 Experience Points. If they lose, they lose 1 Health. No matter what, the Hydra goes to the discard pile.

Acid Cloud

You may cast this Spell on any Hero in the same land as you. When cast, it will eat away any Item they are equipped with on a roll of 1-3 on one d8.

Vortex

You may cast this Spell at any time. When cast, everyone (*including you*) must discard all of their Spells.

Camp

You may cast this Spell instead of your normal turn. It will allow you to camp and heal 1 Health.

Drown

You may cast this Spell at any time. When cast, you may discard one face up card from any Sea space.

Avalanche

You may cast this Spell at any time and on any space in the same land as yourself (*but not the Sea or Abyss*). No one may cross this space for 3 turns.

Strengthen

You may cast this Spell at any time. For 2 turns, your Strength statistic is doubled.

Fire Storm

You may cast this Spell at any time. It will create a fire storm on the space of your choice (*not in the Abyss or Desert*) that will cause the space to be inaccessible for the rest of the game. Any Hero landing on it immediately loses 1 Health.

Sylvan Run

You may cast this Spell instead of a normal move and only if you are currently on a Forest space. When cast, you are allowed to move to any other Forest space on the board.

Hand of Thorns

You may cast this Spell at any face up Foe or Hero that is no more than 3 spaces away from you when you end your move. The target must fight 4 consecutive Sorcery battles with the thorns as strong as the caster's Sorcery. If they lose, a Foe is discarded or a Hero loses a Health.

Heat Wave

You may cast this Spell at any time. Any Hero in the Desert immediately loses a Health.

Mind Blast

You may cast this Spell at any time. Any Sorcery points you have may be subtracted and put into your Strength. You cannot go below the Hero's starting Sorcery.

Earthquake

You may cast this Spell at any time. It forces all face up cards to the discard pile. This does not include cards on the Sea, or Dwellings.

Imprisonment

You may cast this Spell at any Hero. It will move the Hero to the Island Prison. Any Hero sent there must encounter that space.

Constellation

You may cast this Spell when you are traveling the high seas. You are allowed to take 2 consecutive turns.

Crumble

You may cast this Spell whenever you encounter an Elemental or Construct. It will destroy them to the discard pile while you gain the Experience for their Sorcery score.

Turning Tides

You may cast this Spell after any battle die roll. It allows you to switch the die rolls. They take your roll result and you take theirs.

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<p>FOE  III</p> <p>GIANT TURTLE</p>  <p>Str 15 Spd 7 Sor 1 ⚓ 1</p> <p>A Giant Turtle has surfaced in this space.</p>	<p>FOE  III</p> <p>GIANT OCTOPUS</p>  <p>Str 14 Spd 10 Sor 1 ⚓ 1</p> <p>A Giant Octopus is patiently waiting for prey.</p>	<p>FOE  III</p> <p>GIANT CRAB</p>  <p>Str 11 Spd 6 Sor 1</p> <p>A Giant Crab is lurking in these waters.</p>	<p>FOE  III</p> <p>HAMMERHEAD SHARK</p>  <p>Str 10 Spd 10 Sor 1</p> <p>This Shark is swimming around in this space.</p>	<p>FOE  III</p> <p>GREAT WHALE</p>  <p>Str 17 Spd 6 Sor 1 ⚓ 1</p> <p>A Great Whale has emerged from the depths.</p>
<p>FOE  III</p> <p>CROCODILE</p>  <p>Str 10 Spd 6 Sor 1</p> <p>A Crocodile has entered these waters.</p>	<p>FOE  III</p> <p>PIRATES</p>  <p> Str 14 Spd 14 Sor 14 Trs 2 ⚓ 1</p> <p>Pirates sail these waters in search of a bounty. If you are defeated in battle, the player to your right must put one of your Items on the Pirates. Whoever defeats the Pirates, gets the Items. If the Pirates are defeated in regular battle, then the Items are discarded.</p>	<p>FOE  III</p> <p>NEPTAR WARRIOR</p>  <p>Str 12 Spd 12 Sor 6  1</p> <p>This Neptar will defend these waters with its life.</p>	<p>FOE  III</p> <p>KNIGHT OF TAR'RI</p>  <p>Str 13 Spd 11 Sor 8 Trs 1</p> <p>This Knight will attack anyone that is not Kind.</p>	<p>FOE  III</p> <p>SEA TROLL</p>  <p>Str 12 Spd 10 Sor 3  1</p> <p>A Sea Troll is hunting in these waters.</p>
<p>FOE  III</p> <p>NEPTAR MAGE</p>  <p>Str 8 Spd 12 Sor 16 Trs 1</p> <p>This Mage will defend its home waters from all intruders.</p>	<p>FOE  III</p> <p>SKY RAY</p>  <p>Str 11 Spd 15 Sor 1</p> <p>A Sky Ray flies over these waters, hunting for food.</p>	<p>FOE - Beast  III</p> <p>KIRIN</p>  <p>Str 18 Spd 16 Sor 18 Trs 1</p> <p>The Kirin will not attack any Kind Heroes.</p>	<p>FOE  III</p> <p>SEA HAG</p>  <p>Str 4 Spd 5 Sor 13 Trs 1</p> <p>A Sea Hag is creating havoc on these waters.</p>	<p>FOE  III</p> <p>WHALE</p>  <p>Str 15 Spd 6 Sor 1 ⚓ 1</p> <p>A Whale has emerged from the depths.</p>
<p>FOE  III</p> <p>SANDBAR SERPENT</p>  <p>Str 13 Spd 10 Sor 1 ⚓ 1</p> <p>This Serpent is patrolling these waters.</p>	<p>FOE  III</p> <p>LABRA SHAMAN</p>  <p>Str 8 Spd 6 Sor 12  1</p> <p>This Shaman has come from the deep to defend its waters.</p>	<p>FOE  III</p> <p>YOUNG KRAKEN</p>  <p>Str 16 Spd 12 Sor 1 Trs 1 ⚓ 1</p> <p>A Kraken has come to the surface of these dark waters.</p>	<p>FOE  III</p> <p>LARGE EEL</p>  <p>Str 10 Spd 8 Sor 1</p> <p>A Large Eel is hunting for food in these waters.</p>	<p>FOE  III</p> <p>SEA WORM</p>  <p>Str 20 Spd 17 Sor 4 Trs 1 ⚓ 2</p> <p>This rare beast has made its way to the surface.</p>

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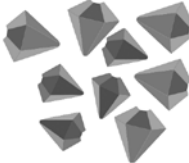
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<p>LUCK I</p> <p>FLOODED CITY</p>  <p>Elidor has been flooded. For the next 6 rounds, no one may visit the City of Elidor.</p>	<p>LUCK I</p> <p>TIDAL WAVE</p>  <p>A Tidal Wave strikes the Durach and Frostburn coasts. A Heroes traveling in Durach and Frostburn must lose 1 Health.</p>	<p>LUCK I</p> <p>MOUTH OF TAR'RI</p>  <p>Your ship is swallowed up by the Sea. Discard your Ship as it is destroyed.</p>	<p>LUCK I</p> <p>WIZARD'S WAVES</p>  <p>A powerful Wizard has caused the Sea to be more rough than normal. All Heroes may only move 1 space per turn for the next 3 rounds.</p>	<p>LUCK I</p> <p>SECRET PORT</p>  <p>You have found a Secret Port, your Ship will be repaired back to its starting Hull free of charge.</p>
<p>LUCK I</p> <p>FLOODED VILLAGE</p>  <p>Glacial Hills has been flooded. For the next 6 rounds, no one may visit the Village.</p>	<p>LUCK I</p> <p>EYE OF GARTUGA</p>  <p>Gartuga looks upon you. You may sacrifice 2 Hull points in exchange for 1 Strength, Speed, Sorcery, Health or Spell.</p>	<p>LUCK I</p> <p>LICH'S SPELL</p>  <p>A Lich casts a powerful Spell on those that travel the Sea. All Heroes must lose 1 Speed. If they are at their starting quota, then they lose 1 Health instead.</p>	<p>LUCK I</p> <p>ASTRAL ATTACK</p>  <p>You are attacked by a powerful Sorceress. You must lose 1 Health and 1 Hull.</p>	<p>LUCK I</p> <p>DROWN</p>  <p>One of your Henchman has fallen overboard. The player to your right will discard one of your Henchman that they choose.</p>
<p>PLACE VII</p> <p>TREASURE</p>  <p>Your anchor has caught onto a Treasure Chest. If you choose to pull it up, draw 1 Treasure Card. Whatever you choose, this card is discarded.</p>	<p>PLACE VII</p> <p>TREASURE</p>  <p>Your anchor has caught onto a Treasure Chest. If you choose to pull it up, draw 1 Treasure Card. Whatever you choose, this card is discarded.</p>	<p>PLACE VII</p> <p>TREASURE</p>  <p>Your anchor has caught onto a Treasure Chest. If you choose to pull it up, draw 1 Treasure Card. Whatever you choose, this card is discarded.</p>	<p>ITEM – Magical VI</p> <p>Shield</p> <p>BUCCANEER SHIELD</p> <p>SHIELD</p> <p>This Shield will give you an additional 3 points towards your defense rolls. You may also repair your Ship for free when visiting a Port.</p> <p>2 </p>	<p>ITEM – Magical VI</p> <p>Armor</p> <p>PARCHMENT OF TAR'RI</p>  <p>This magical parchment shows the different suits of Tar'ri Armor. You are able to pull out different suits of armor for you and your Henchmen. If they all wear the armor, you may travel the Sea as though it was land, never needing a Ship. If you lose the parchment, all armor vanishes.</p> <p>3 </p>
<p>PLACE VII</p> <p>TREASURE</p>  <p>Your anchor has caught onto a Treasure Chest. If you choose to pull it up, draw 1 Treasure Card. Whatever you choose, this card is discarded.</p>	<p>ITEM VI</p> <p>SEA CHART</p>  <p>While you have the Sea Chart, you may roll a d12 for movement when sailing the high seas.</p> <p>1 </p>	<p>LUCK I</p> <p>STORM OF GARTUGA</p>  <p>A powerful storm sweeps the Sea. All Heroes must roll a 6-10 on 1 d10 or their Ship is lost.</p>	<p>ITEM – Magical VI</p> <p>Weapon</p> <p>TRIDENT OF THE DEEP</p> <p>WEAPON</p> <p>While equipped with the Trident, you may add 2 to any battle fought on the Sea.</p> <p>2 </p>	<p>ITEM VI</p> <p>GEM</p>  <p>Along your travels, you have found a Gem. Take 1 Gem token and place this card on the discard pile.</p>

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<p>FOE III</p>  <p>DEEP SEA SERPENT</p>  <p>Str 15 Trs 1 Spd 10 ⚓ 1 Sor 1</p> <p>This giant Serpent has come up from the depths below.</p>	<p>FOE III</p>  <p>GIANT FISH</p>  <p>Str 10 Spd 10 Sor 1</p> <p>This large fish is feeding in these waters.</p>	<p>FOE III</p> <p>PIRATE</p>  <p>Str 10 Spd 7 Sor 5 Trs 1</p> <p>A Pirate floats in these waters, hoping to gain a new Ship.</p>	<p>FOE III</p>  <p>HORNED SHARK</p>  <p>Str 13 Spd 10 Sor 1 ⚓ 1</p> <p>This giant Shark is swimming in these waters.</p>	<p>FOE III</p>  <p>LABRA</p>  <p>Str 12 Spd 6 Sor 8 🔴 1</p> <p>A Labra has left its home in the deep and has come to the surface.</p>
<p>FOE - Planar III</p>  <p>WATER DEMON</p>  <p>Str 17 Spd 12 Sor 17 Trs 1 ⚓ 2</p> <p>A Water Demon has come from its plane to Tar'ri.</p>	<p>FOE III</p>  <p>ANCIENT KRAKEN</p>  <p>Str 19 🟡 1 Spd 12 Trs 1 Sor 1 ⚓ 2</p> <p>A Kraken has come to the surface of these dark waters.</p>	<p>FOE III</p>  <p>SHOCK SERPENT</p>  <p>Str 14 Spd 12 Sor 1</p> <p>This giant Serpent has a deadly electrical charge.</p>	<p>FOE III</p>  <p>CORAL CRAWLER</p>  <p>Str 17 Trs 1 Spd 3 ⚓ 1 Sor 1</p> <p>This large creature is attacking anything that moves in the water.</p>	<p>FOE III</p>  <p>GIANT LOBSTER</p>  <p>Str 16 Trs 1 Spd 12 ⚓ 1 Sor 1</p> <p>A Giant Lobster is lurking in the depths below.</p>
<p>STRANGER IV</p> <p>CLOUD SPRITE</p>  <p>A Cloud Sprite is flying around in this space. For the rest of the game, she will sell Spells at the cost of 1 Gem each.</p>	<p>STRANGER IV</p>  <p>SERVANT OF TAR'RI</p>  <p>For the rest of the game, the Servant will bless anyone who lands here. For the next Sea battle, you may add 1 to your battle die roll.</p>	<p>STRANGER IV</p>  <p>GUARDIAN OF THE SEA</p>  <p>The Guardian will remain here until someone plunges a Magical Item into the Whirlpool. Once this is done, and they return to the Guardian, they will get an additional Strength, Speed or Sorcery. The Guardian will then swim off to the discard pile.</p>	<p>STRANGER IV</p>  <p>CARTOGRAPHER</p>  <p>The Cartographer will remain here for the rest of the game. When a Hero lands here, the Cartographer will show them a better way to travel the Sea. On your next turn, you may move to any space on the Sea instead of your normal move.</p>	<p>STRANGER IV</p> <p>WATER WIZARD</p>  <p>The Water Wizard will remain here for the rest game. He will sell Spells at the cost of 2 Gems each.</p>
<p>STRANGER IV</p> <p>WATER DJINN</p>  <p>Roll a d4 to see where the Djinn will go...</p> <ul style="list-style-type: none"> 1 - Kraken Straights 2 - Waves of Jupeti 3 - Pegleg Rocks 4 - The Calm of Tar'ri <p>...he will grant 1 wish to the first Hero to reach him. Either a Strength, Speed, Sorcery, Gem, Spell or Random Treasure Card.</p>	<p>STRANGER IV</p>  <p>SEA HERBALIST</p>  <p>The Herbalist will swim in this space for the rest of the game. You may buy Potions from her for the following...</p> <ul style="list-style-type: none"> Strength, Speed or Sorcery - 1G Healing, Neptune or Wings - 2G 	<p>STRANGER IV</p> <p>SEER</p>  <p>The Seer has set anchor in this space. Any Hero that lands here may take an additional turn if they pay the Seer 2 Gems.</p>	<p>STRANGER IV</p> <p>DRAGON MAGE</p>  <p>The Dragon Mage has his home floating on this space. For the rest of the game, a Hero may take one slain Dragon and bring it to the Dragon Mage. For the cost of 1 Magical Item, the Mage will resurrect the Dragon to become your Henchman. They will add their highest attribute to yours for battle only.</p>	<p>STRANGER IV</p> <p>HEALER OF TAR'RI</p>  <p>The Healer has anchored her ship in this space. For the rest of the game, she will heal up to 2 Health per visit at the cost of 1 Gem each.</p>

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

















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<p>FOE  III</p> <p>DEEPTENTACLE</p>  <p>Str 16 Spd 10 Sor 1 ⚓ 1</p> <p>This giant Octopus lurks beneath the waves.</p>	<p>FOE  III</p> <p>GARTUGAN</p>  <p>Str 12 Spd 8 Sor 1 🔴 1</p> <p>A Gartugan will jump out at any ships on this space.</p>	<p>FOE  III</p> <p>PIRATES</p>  <p>Str 16 Spd 16 Trs 1 Sor 16 ⚓ 2</p> <p>Pirates sail these waters in search of a bounty. If you are defeated in battle, the player to your right must put one of your Items on the Pirates. Whoever defeats the Pirates, gets the Items. If the Pirates are defeated in ranged battle, then the Items are discarded.</p>	<p>FOE  III</p> <p>TAR'RI WARRIOR</p>  <p>Str 13 Spd 15 Sor 8 🔴 1 ⚔️ 1</p> <p>This Warrior will defend these waters from all ships that enter.</p>	<p>FOE  III</p> <p>DWARVEN BEASTMASTER</p>  <p>Str 14 Spd 10 Sor 9 Trs 1 ⚔️ 1</p> <p>This Dwarf is flying over these waters, looking for ships to pillage.</p>
<p>FOE  III</p> <p>FLYING PIRANHAS</p>  <p>Str 10 Spd 7 Sor 1</p> <p>Piranhas are swimming in these waters.</p>	<p>FOE  III</p> <p>OCEAN RAY</p>  <p>Str 17 Spd 10 Sor 1 Trs 1 ⚓ 1</p> <p>This giant creature lurks below the surface of the water.</p>	<p>FOE  III</p> <p>TAR'RI MAGE</p>  <p>Str 10 Spd 11 Sor 14 🔴 1</p> <p>This Mage will defend these waters from all ships that enter.</p>	<p>FOE  III</p> <p>DRAGON RIDER</p>  <p>Str 15 Spd 13 Sor 15 Trs 1 ⚓ 1</p> <p>A Dragon Rider defends these waters from high above.</p>	<p>FOE  III</p> <p>TAR'RI CHAMPION</p>  <p>Str 15 Spd 14 Sor 8 🔴 1</p> <p>This Champion will defend these waters from all ships that enter.</p>
<p>FOE  III</p> <p>ROCK TENTACLE</p>  <p>Str 18 Spd 6 Sor 1 Trs 1 ⚓ 2</p> <p>A Rock Tentacle has its lair in these nearby rocks.</p>	<p>FOE  III</p> <p>PIRATE</p>  <p>Str 13 Spd 7 Sor 5 Trs 1</p> <p>This lost Pirate is floating in these waters, in hopes to capture a ship of his own.</p>	<p>FOE  III</p> <p>NYMPH</p>  <p>Str 5 Spd 5 Sor 15 🔴 1</p> <p>A Nymph can be seen walking these waters.</p>	<p>FOE  III</p> <p>TAR'RI SORCERER</p>  <p>Str 10 Spd 15 Sor 17 Trs 1</p> <p>The home of this Sorcerer is just below the murky depths.</p>	<p>FOE  III</p> <p>PLUNDERER</p>  <p>Str 14 Spd 8 Sor 5 ⚓ 1</p> <p>A Plunderer sails these waters, attempting to rob any ships that enter. If you are defeated in battle, the player to your right must put one of your Items (or Gems) on the Plunderer. Whoever defeats the Plunderer, gets the Items (or Gems).</p>
<p>FOE - Dragon  III</p> <p>SEA HYDRA</p>  <p>Str 10 Spd 10 Sor 1</p> <p>Two consecutive battles must be fought with the Sea Hydra (<i>Strength & Sorcery each</i>). Both must be won to defeat this creature.</p>	<p>FOE  III</p> <p>GIANT STINGERS</p>  <p>Str 18 Spd 10 Sor 14 Trs 1 ⚓ 1</p> <p>Giant Stingers float in these waters. They will attack any prey that moves.</p>	<p>FOE  III</p> <p>PIRATES</p>  <p>Str 15 Spd 15 Trs 1 Sor 15 ⚓ 2</p> <p>Pirates sail these waters in search of a bounty. If you are defeated in battle, the player to your right must put one of your Items on the Pirates. Whoever defeats the Pirates, gets the Items. If the Pirates are defeated in ranged battle, then the Items are discarded.</p>	<p>FOE  III</p> <p>WAVE MASTER</p>  <p>Str 16 Spd 16 Sor 16 Trs 1 ⚓ 1</p> <p>A Wave Master is sailing these waters, attempting to sink any ships that dare pass through.</p>	<p>FOE  III</p> <p>PIRATES</p>  <p>Str 18 Spd 18 Trs 1 Sor 18 🔴 2 ⚓ 2</p> <p>Pirates sail these waters in search of a bounty. If you are defeated in battle, the player to your right must put one of your Items on the Pirates. Whoever defeats the Pirates, gets the Items. If the Pirates are defeated in ranged battle, then the Items are discarded.</p>

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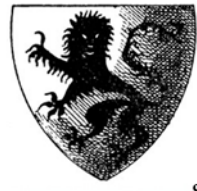











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<p>FOE - Dragon III</p> <p>YELLOW DRAKE</p>  <p>Str 18 Spd 12 Sor 13 Trs 1 ⚓ 1</p> <p>This Drake is hunting these waters from above.</p> 	<p>FOE - Dragon III</p> <p>BLUE DRAKE</p>  <p>Str 19 Spd 12 Sor 14 Trs 1 ⚓ 1</p> <p>A Drake is flying over these waters.</p> 	<p>FOE - Dragon III</p> <p>WATER WYVERN</p>  <p>Str 19 Spd 12 Sor 20 Trs 1 ⚓ 1</p> <p>A Wyvern has its lair along the shore of these waters.</p> 	<p>FOE - Dragon III</p> <p>MIST DRAGON</p>  <p>Str 19 Spd 12 Sor 19 Trs 1 ⚓ 1</p> <p>A Mist Dragon has materialized from the clouds.</p> 	<p>FOE - Dragon III</p>  <p>SEA DRAGON</p>  <p>Str 19 Spd 11 Sor 9 Trs 1 ⚓ 2</p> <p>A Sea Dragon is hunting below the murky depths</p> 
<p>FOE - Dragon III</p>  <p>LAVA DRAGON</p>  <p>Str 18 Spd 12 Sor 19 Trs 1 ⚓ 2</p> <p>This Dragon has left its volcanic home in search of food.</p> 	<p>FOE - Dragon III</p>  <p>WATER DRAGON</p>  <p>Str 16 Spd 10 Sor 8 Trs 1 ⚓ 2</p> <p>A Water Dragon is just below the surface, awaiting prey to pass by.</p> 	<p>FOE - Dragon III</p> <p>SPIKETAIL DRAKE</p>  <p>Str 17 Spd 12 Sor 17 Trs 1 ⚓ 1</p> <p>This Drake has landed in these waters.</p> 	<p>FOE - Dragon III</p>  <p>DARK DRAGON</p>  <p>Str 17 Spd 11 Sor 18 Trs 1 ⚓ 2</p> <p>This Dragon is lurking just beneath the waves.</p> 	<p>FOE - Dragon III</p> <p>WAR DRAKE</p>  <p>Str 19 Spd 12 Sor 14 Trs 1 ⚓ 1</p> <p>This Drake has been released by its warlord master. It now is in search of food.</p> 
<p>FOE - Elemental III</p> <p>TYPHOON ELEMENTAL</p>  <p>Str 14 Spd 9 Sor 17 Trs 1 ⚓ 3</p> <p>This Elemental is destroying everything on these waters.</p>	<p>FOE - Elemental III</p> <p>PLASMA ELEMENTAL</p>  <p>Str 17 Spd 12 Sor 19 Trs 1 ⚓ 2</p> <p>A Sorcerer has lost control of this dangerous Elemental.</p>	<p>FOE - Elemental III</p> <p>WATER ELEMENTAL</p>  <p>Str 14 Spd 10 Sor 18 Trs 1 ⚓ 1</p> <p>A Water Elemental has spawned from the Sea.</p>	<p>FOE - Elemental III</p> <p>STORM ELEMENTAL</p>  <p>Str 17 Spd 12 Sor 20 Trs 1 ⚓ 2</p> <p>A Storm Elemental is creating havoc on these waters.</p>	<p>FOE - Elemental III</p> <p>LARGE WATER ELEMENTAL</p>  <p>Str 17 Spd 12 Sor 20 Trs 1 ⚓ 2</p> <p>A Wizard has unleashed this creature upon the Sea.</p>
<p>FOE III</p>  <p>TIDE SERPENT</p>  <p>Str 17 Spd 10 Sor 4 Trs 1 ⚓ 2</p> <p>A Wizard has unleashed this creature upon the Sea.</p>	<p>FOE III</p>  <p>WORMFANG TURTLE</p>  <p>Str 16 Spd 8 Sor 3 Trs 1 ⚓ 1</p> <p>This creature lurks just below the surface of the waves.</p>	<p>FOE III</p>  <p>DEEP SEA TURTLE</p>  <p>Str 16 Spd 8 Sor 4 Trs 1 ⚓ 2</p> <p>A Turtle has come closer to the surface to feed.</p>	<p>FOE III</p>  <p>WATER WOLF</p>  <p>Str 14 Spd 12 Sor 14</p> <p>This legendary creature has come here to hunt.</p>	<p>FOE III</p>  <p>SIREN</p>  <p>Str 5 Spd 5 Sor 16</p> <p>A Siren waits for ships to pass by this space. If you lose the battle, you must miss your next turn until you are released from the Siren's Song.</p>

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<p>HENCHMAN V</p> <p>GOP</p>  <p>+1 Spd</p> <p>The Thief</p> <p>Gop will aid you in your journey. He will add 1 to your Speed. You may Steal any Item or Gem from any Hero you land on if you can win against them in Speed battle, in which case, Gop gives you an additional 3 points to such a roll.</p>	<p>HENCHMAN V</p> <p>VRUMAN</p>  <p>+1 Sor</p> <p>The Magician</p> <p>Vruman will aid you in your journey. He will add 1 to your Sorcery in battle. He also always has at least 1 Spell. You may cast it as if it were your own. If you lose Vruman, the Spell goes with him.</p>	<p>HENCHMAN V</p> <p>FALUK</p>  <p>The Jester</p> <p>Faluk will cause any Foe or Hero a -1 to their die roll when you battle them. You may Steal any Item or Gem from any Hero you land on if you can win against them in Speed battle, in which case, Faluk gives you an additional 2 points to such a roll.</p>	<p>HENCHMAN V</p> <p>CARMAN</p>  <p>The Priestess</p> <p>Carman will aid you in your quest. She will add 1 to your battle against Undead. She will also Heal 1 Health per turn if you give her 1 Gem.</p>	<p>HENCHMAN V</p> <p>ZENDO</p>  <p>+1 Str +1 Spd +1 Sor</p> <p>The Fugitive</p> <p>Zendo will add 1 to each of your attributes. If you land on Elidor, Springvale, Glacial Hills or Aldun City...he will be taken to prison and must be discarded.</p>
<p>HENCHMAN V</p> <p>LARMEV</p>  <p>+1 Str</p> <p>The Destroyer</p> <p>Larmev will add 1 to your Strength battles. He will add 3 to your battle die roll against Elementals.</p>	<p>HENCHMAN V</p> <p>GORTREK</p>  <p>+1 Str</p> <p>The Hunter</p> <p>Gortrek will add 1 to your Strength battles. He will add 3 to your Strength battles against Animals and Beasts.</p>	<p>HENCHMAN V</p> <p>KENDAL</p> <p>+1 Str +1 Sor</p>  <p>The Warrior Wizard</p> <p>Kendal will aid you in your journey. She will add 1 to your Strength or Sorcery in battle. She also always has at least 1 Spell. You may cast it as if it were your own. If you lose Kendal, the Spell goes with her.</p>	<p>HENCHMAN V</p> <p>SRUBAR</p>  <p>+1 Str</p> <p>The Shaman</p> <p>Srubar will aid you in your quest. He will add 1 to your Strength in battle. He will also Heal 1 Health per turn if you give him 1 Gem.</p>	<p>HENCHMAN V</p> <p>LANDAR</p>  <p>+1 Str +1 Spd</p> <p>The Fighter</p> <p>Landar will add 1 to your Strength or Speed battles.</p>
<p>PLACE VII</p> <p>DRAGON SHRINE</p>  <p>The Dragons will help you if you can guess their age old riddles. If you can guess the outcome of a roll for...</p> <ul style="list-style-type: none"> d8 – Baby Dragon d10 – Dragon d12 – Elder Dragon <p>...will become your Henchman. You may only have 1 Dragon, from this Shrine, at a time.</p>	<p>PLACE VII</p> <p>CLIFFS OF WISDOM</p>  <p>You must speak the correct words when passing these Cliffs. If you can guess the outcome of a d4, you safely pass. If you do not, your ship will be hit with magical energy, losing 1 Hull point.</p>	<p>PLACE VII</p> <p>LIGHTHOUSE</p>  <p>This space is now a Lighthouse space. When you land here, consult the Lighthouse space to see what you do.</p>	<p>PLACE VII</p> <p>CRYSTAL CITY</p>  <p>You may repair your Ship for free when you visit the Crystal City.</p>	<p>PLACE VII</p> <p>ALTER OF DRAGONBANE</p>  <p>You may add 3 to your next Dragon battle die roll.</p>
<p>PLACE VII</p> <p>WAVECRASH ROCKS</p>  <p>If you cannot roll under a 6 on 1 d10, your Ship is destroyed by the Wall.</p>	<p>PLACE VII</p> <p>SHRINE OF TAR'RI</p>  <p>For each Health or Henchman you sacrifice here, your Ship will be repaired by 1 Hull point each.</p>	<p>PLACE VII</p> <p>WATERWALL GATE</p>  <p>If you cannot roll under a 5 on 1 d8, your Ship is destroyed by the Wall.</p>	<p>PLACE VII</p> <p>QUIET COAST</p>  <p>You may miss 1 Turn here to Heal 1 Health and Repair 1 Hull point.</p>	<p>PLACE VII</p> <p>SORCERER SPRING</p>  <p>A Magical Spring is on this space (place value of 5 counter here). Every time a Hero drinks here, they may gain an additional Sorcery point. They must then deduct a counter. Once all the counters are gone, the Spring dries up to the discard pile.</p>

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<p>FOE III</p> <p>PIRATE</p>  <p>Str 10 Spd 7 Sor 5 Trs 1</p> <p>A Pirate floats in these waters, hoping to gain a new Ship.</p>	<p>LUCK I</p> <p>TRAVELER'S WRATH</p>  <p>A Wizard sails in a Ship nearby. Spotting you, she casts a Fire Spell at your Ship, causing you great damage (Lose 3 Hull Points).</p>	<p>FOE III</p> <p>BLUEDEEP EEL</p>  <p>Str 10 Spd 10 Sor 1 ⚓ 1</p> <p>A giant Eel is slowly lurking in these waters.</p>	<p>FOE III</p> <p>AIR RAIDERS</p>  <p>Str 15 Spd 13 Sor 15 Trs 1 ⚓ 1</p> <p>These Air Raiders are flying over these waters. If you lose the battle, the player to your right must choose an Item that will stay with the Raiders. Whoever defeats the Raiders, keeps the Items.</p>	<p>FOE III</p> <p>WATER PIXIES</p>  <p>Str 12 Spd 10 Sor 3 ⚓ 1</p> <p>These magical creatures will jump on any passing Ship and attack.</p>
<p>ITEM – Magical Helm VI</p> <p>BLACKBONES' HAT</p> <p>HELM</p> <p>If the Ghostly Sail is not in play, whoever wears this hat may summon it at the Whirlpool. Also, anyone who wears this hat may add 3 to their movement die roll, and 1 to thier battle die rolls, when traveling the high seas. 2</p>	<p>ITEM – Magical Necklace VI</p> <p>BLACKBONE'S CHARM</p> <p>NECKLACE</p> <p>Those who wear this Charm may draw an extra Treasure Card, when instructed to draw Treasure Cards, and discard 1 of their choice. They may only do this when traveling the high seas. 1</p>	<p>HENCHMAN V</p> <p>ASHEYE</p>  <p>The Pirate</p> <p>Asheye will command your ship for you if you choose. While he commands your ship, he will allow you to roll for movement twice and take the roll of your choice. He will also add 1 to your battles at sea.</p>	<p>ITEM VI</p> <p>CANNON</p>  <p>+3 Spd</p> <p>You found a shipwreck with a Cannon still intact. If you have a ship, you may take the Cannon (which must always stay with a ship...that allows for Items to be stored on it). It will add 3 to any of your Speed battles at sea. 1</p>	<p>HENCHMAN V</p> <p>PIRATES</p>  <p>+3 Str +3 Spd</p> <p>A group of weakened Pirates has offered to join you while you travel the sea (and only if you have a ship). They will add 3 to your Strength and Speed battles. If your ship is destroyed at sea, they will drop you off at the Frostburn/Durach space of your choice before going to the Buccaneer's Den to await a new ship to follow.</p>
<p>PLACE VII</p> <p>FROZEN SEA</p>  <p>The winds of Frostburn have created large ice in this area. Any Ship that lands here loses 2 Hull Points.</p>	<p>PLACE VII</p> <p>SUNKEN CITY</p>  <p>All that remains of this sunken city is the peak of this tower, where a Cartography lives. He will sell Treasure Maps at the cost of 3 Gems each.</p>	<p>LUCK I</p> <p>SWALLOWING SEA</p>  <p>A large tidal wave has hit your Ship, lose 1 Health and 1 Hull.</p>	<p>FOE III</p> <p>NEPTAR SORCERESS</p>  <p>Str 8 Spd 12 Sor 16 Trs 1</p> <p>This Sorceress is protecting these waters from passing Ships.</p>	<p>FOE III</p> <p>SEACAT</p>  <p>Str 12 Spd 8 Sor 1 ⚓ 1</p> <p>A Seacat is hunting in this space.</p>
<p>FOE III</p> <p>WAVE SHARK</p>  <p>Str 13 Spd 10 Sor 1 ⚓ 1</p> <p>This giant Shark is swimming around in this space.</p>	<p>FOE III</p> <p>DEEP LION</p>  <p>Str 14 Spd 12 Sor 1 ⚓ 1</p> <p>This creature has come to the surface in search of prey.</p>	<p>FOE III</p> <p>JAWBONE WHALE</p>  <p>Str 15 Spd 6 Sor 1 ⚓ 1</p> <p>This large creature is swimming around in this space.</p>	<p>FOE III</p> <p>TORNAB WARRIOR</p>  <p>Str 12 Spd 6 Sor 8 ⚓ 1</p> <p>Although believed to be myth, this Tornab has come out from hiding to attack all that pass.</p>	<p>FOE III</p> <p>NEPTAR TRAPPER</p>  <p>Str 12 Spd 12 Sor 6 ⚓ 1</p> <p>This creature is hunting for food in this space.</p>

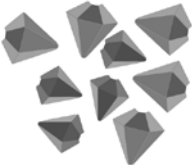
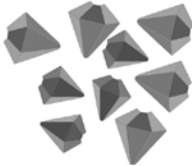
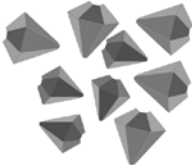
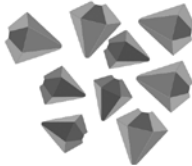
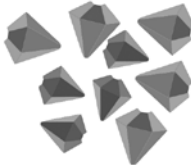
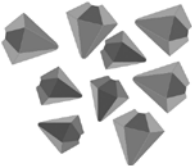


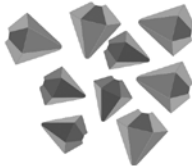
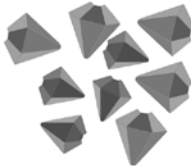










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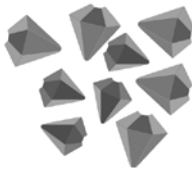

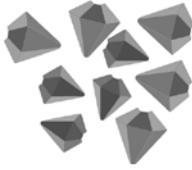
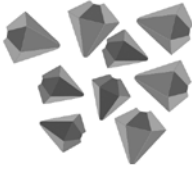
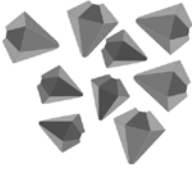
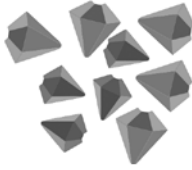












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<div>ITEM VI</div> <div>LOOKING GLASS</div> <div>  </div> <div> <p>While you carry the Looking Glass, you will always know what the top card is in the deck the same land you are traveling. You may also attach it to a Musket, increasing its range to a total of 6 spaces away.</p> <p>1 </p> </div>	<div>ITEM VI</div> <div>Weapon</div> <div>RUSTY SWORD</div> <div>WEAPON</div> <div>+1 Str</div> <div> <p>When you are equipped with the Rusty Sword, you may add 1 to your Strength in battle. If you roll a 1 during your battle, the sword breaks and is discarded after the battle.</p> </div>	<div>ITEM VI</div> <div>Weapon</div> <div>RUSTY SWORD</div> <div>WEAPON</div> <div>+1 Str</div> <div> <p>When you are equipped with the Rusty Sword, you may add 1 to your Strength in battle. If you roll a 1 during your battle, the sword breaks and is discarded after the battle.</p> </div>	<div>ITEM VI</div> <div>GEMS</div> <div>  </div> <div> <p>Along your travels, you have found 2 Gems. Take 2 Gem tokens and place this card on the discard pile.</p> </div>	<div>ITEM VI</div> <div>GEMS</div> <div>  </div> <div> <p>Along your travels, you have found 2 Gems. Take 2 Gem tokens and place this card on the discard pile.</p> </div>
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<div>ITEM – Magical VI</div> <div>ORB OF ORIOUS</div> <div>  </div> <div>+1 Sor</div> <div> <p>While you carry the Orb, you will have an additional 1 point to your Sorcery. You will always know what the top card is in the deck of the land you travel. If you land on the Temple of Orius, the Orb will be taken away from you (<i>discarded</i>).</p> <p>2 </p> </div>	<div>ITEM – Magical VI</div> <div>Weapon</div> <div>STAFF OF ORIOUS</div> <div>WEAPON</div> <div>+2 Sor</div> <div> <p>When wielding the Staff, you will have add 2 to your die roll when in Sorcery battle. If you land on the Temple of Orius, the Staff will be taken away from you (<i>discarded</i>).</p> <p>2 </p> </div>	<div>ITEM – Magical VI</div> <div>Ring</div> <div>RING OF PROTECTION</div> <div>RING</div> <div> <p>While you wear the ring, you may add 2 to your defense die roll.</p> <p>1 </p> </div>	<div>ITEM VI</div> <div>SCROLL</div> <div>  </div> <div> <p>If you Sorcery allows, you may memorize the Scroll, taking a Spell from the Spell deck. Whether you can or not the Scroll withers to the discard pile.</p> </div>	<div>ITEM VI</div> <div>SCROLL</div> <div>  </div> <div> <p>If you Sorcery allows, you may memorize the Scroll, taking a Spell from the Spell deck. Whether you can or not the Scroll withers to the discard pile.</p> </div>
<div>ITEM – Magical VI</div> <div>Boots</div> <div>BOOTS OF SPEED</div> <div>BOOTS</div> <div>+2 Spd</div> <div> <p>While wearing the Boots, you may add 6 to your movement die roll (<i>but not when you are traveling the Sea</i>). You also have an additional 2 points to your Speed score.</p> <p>2 </p> </div>	<div>ITEM – Magical VI</div> <div>Boots</div> <div>BOOTS OF DURACH</div> <div>BOOTS</div> <div> <p>While you wear these Boots, you may add 2 to your die roll in battle against Animals & Beasts.</p> <p>1 </p> </div>	<div>ITEM – Magical VI</div> <div>Boots</div> <div>VAMPIRE BOOTS</div> <div>BOOTS</div> <div> <p>If you put these Boots on, you immediately become Vile. While you wear them, you will Heal 1 Health for every Foe you slay (<i>not Construct, Undead or Elementals</i>).</p> <p>1 </p> </div>	<div>ITEM – Magical VI</div> <div>Boots</div> <div>BOOTS OF TAR'RI</div> <div>BOOTS</div> <div> <p>While you wear these Boots, you may roll a d12 when traveling the Sea. You may also cross the River or Sea as you would with a Canoe.</p> <p>1 </p> </div>	<div>ITEM – Magical VI</div> <div>Boots</div> <div>BOOTS OF DYVIN</div> <div>BOOTS</div> <div> <p>While wearing these Boots, you may add 2 to your defense die roll.</p> <p>1 </p> </div>



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<p>ITEM – Magical Ring VI</p> <p>DRAGON RING</p> <p>RING</p> <p>As long as you wear this ring, you may add 2 to your battle against Dragons.</p> <p>2 </p>	<p>ITEM – Magical Helm VI</p> <p>HELM OF EYES</p> <p>HELM</p> <p>As long as you wear this helm, you will always know what Spells other have.</p> <p>3 </p>	<p>ITEM – Magical Boots VI</p> <p>DRAGON BOOTS</p> <p>BOOTS</p> <p>As long as you wear these boots, you may add 3 to your die roll for movement.</p> <p>2 </p>	<p>ITEM – Magical Armor VI</p> <p>ICE ROBE</p> <p>ARMOR</p> <p>+1 Sor</p> <p>Wearing this robe will allow you to roll a d8 when traveling in the Frozen Lands. It will also add 1 to your Sorcery.</p> <p>3 </p>	<p>ITEM – Magical Necklace VI</p> <p>AMULET OF WISDOM</p> <p>NECKLACE</p> <p>While wearing this amulet, you will always have at least one spell. If you discarded your last spell, immediately draw another.</p> <p>3 </p>
<p>ITEM – Magical Shield VI</p> <p>SHIELD OF KINGS</p> <p>SHIELD</p> <p>While using this shield, you may add 3 to your Defense roll.</p> <p>2 </p>	<p>ITEM - Magical VI</p> <p>BAG OF HEFT</p>  <p>With this magical bag, you can carry any number of items in it. These items will not count toward your item carrying restrictions, but the bag does. If the bag is lost, the Items go with it.</p> <p>3 </p>	<p>ITEM – Magical Gloves VI</p> <p>GAUNTLET OF CASTING</p> <p>GLOVES</p> <p>As long as you wear these gauntlets, you may cast any Spell you have on one or two players at the same time. If another player redirects a Spell back at you, the gauntlets are destroyed.</p> <p>2 </p>	<p>ITEM - Magical VI</p> <p>WAND OF BARAK</p>  <p>+1 Sor</p> <p>While you have the Wand, you slay any Henchman of your choice only when you land on another Hero. It will also add 1 to your Sorcery battle die roll.</p> <p>2 </p>	<p>ITEM – Magical Shield VI</p> <p>SHIELD OF ALDAREN</p> <p>SHIELD</p> <p>While you wield this Shield, you may add 3 to your defense die roll. You will also avoid <i>any</i> arranged battle involving Speed.</p> <p>3 </p>
<p>ITEM – Magical Shield VI</p> <p>THE SUN SHIELD</p> <p>SHIELD</p> <p>The Vile cannot use this Shield. While equipped, it will add 2 to your defense die roll. It will add 3 to your defense roll against Undead and will give allow you to add 1 to your battle die roll against Undead.</p> <p>2 </p>	<p>ITEM – Magical Weapon VI</p> <p>GIANT SLAYER</p> <p>WEAPON</p> <p>+2 Str</p> <p>When wielding this Sword, you will be able to add 2 to your Strength battle. You may add 4 to your Strength battle against Giants.</p> <p>1 </p>	<p>ITEM - Magical VI</p> <p>DRAGON CALL WAND</p>  <p>While you have this Wand, you may summon the help of a Dragon for the price of 2 Gems. The kind of Dragon called is based on the Hero's Level...</p> <p>Lv3 Baby Dragon Lv6 Dragon Lv9 Elder Dragon</p> <p>...the Dragon becomes your Henchman. If you are slain in battle, the Dragon dies as well (<i>discarded</i>). If you lose the Wand, the Dragon goes with it. You may only have one of these Henchman at a time.</p> <p>3 </p>	<p>ITEM – Magical Necklace VI</p> <p>AMULET OF THE WICKED</p> <p>NECKLACE</p> <p>+1 Str</p> <p>+1 Spd +1 Sor</p> <p>If you put this Amulet on, you immediately become Vile. While you wear it, you will get an additional point towards Strength, Speed and Sorcery.</p> <p>3 </p>	<p>ITEM – Magical Necklace VI</p> <p>AMULET OF DRAGONS</p> <p>NECKLACE</p> <p>While you wear this Amulet, you may avoid any battle with Dragons. If you do battle a Dragon, you may roll twice and take the higher of the 2 rolls.</p> <p>2 </p>
<p>ITEM – Magical Weapon VI</p> <p>MOON DAGGER</p> <p>WEAPON</p> <p>This Dagger will allow you to add your Speed to you Strength instead of rolling a die for battle.</p> <p>1 </p>	<p>ITEM – Magical Weapon VI</p> <p>THE DRAGON BLADE</p> <p>WEAPON</p> <p>+2 Str</p> <p>When wielding this Sword, you will be able to add 2 to your Strength battle. You may add 4 to your Strength battle against Dragons.</p> <p>1 </p>	<p>ITEM – Magical Weapon VI</p> <p>DARKORE SWORD</p> <p>WEAPON</p> <p>This Sword will allow you to add your Sorcery to you Strength instead of rolling a die for battle.</p> <p>1 </p>	<p>ITEM – Magical Shield VI</p> <p>SKYGEM SHIELD</p> <p>SHIELD</p> <p>This Shield will allow you to add 4 to your defense roll. You may also shatter the Shield (<i>discard</i>) to summon an Air Elemental (<i>take one from the Henchman deck</i>).</p> <p>3 </p>	<p>ITEM – Magical Necklace VI</p> <p>AMULET OF REFLECTION</p> <p>NECKLACE</p> <p>While you wear this Amulet, you will always reflect a Spell that has been cast at you by another Hero...but only if you can roll 1-5 on 1d12.</p> <p>2 </p>








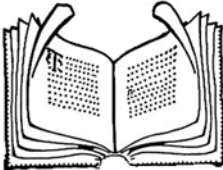

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<p>ITEM – Magical Necklace</p> <p>VI</p> <p>THE SERPENT'S EYE</p> <p>NECKLACE</p> <p>While you wear this Amulet, you will see what Spells other Heroes draw. They only have to show you when they draw them and not any other time.</p> <p>1 </p>	<p>ITEM – Magical Necklace</p> <p>VI</p> <p>DRAGON AMULET</p> <p>NECKLACE</p> <p>While you wear this Amulet, any Dragon Foe you draw you can put on another Hero's space so they must face it in battle that turn. If the Dragon wins the battle, they remain on the space you put them.</p> <p>1 </p>	<p>ITEM – Magical Armor</p> <p>VI</p> <p>DARKORE ARMOR</p> <p>ARMOR</p> <p>This Armor will allow you to add 0 to your defense roll. For every Sorcery battle you win, the Armor will increase by 1 defense point. It will do this until it reaches a maximum of 5 defense points. If the Armor is lost, the defense points stay with it.</p> <p>2 </p>	<p>ITEM – Magical Helm</p> <p>VI</p> <p>WINGED HELM</p> <p>HELM</p> <p>+2 Spd</p> <p>While wearing this Helm, you may add 3 to your movement die roll (<i>but not when you are traveling the Sea</i>). You also have an additional 2 points to your Speed score.</p> <p>2 </p>	<p>ITEM - Magical</p> <p>VI</p> <p>THE EYE OF SKALAS</p>  <p>This magical Eye will allow you to see into the future once, after which it is discarded. When you take your turn and you do not like the results, you may undo everything for that turn and redo it from the beginning. Any cards you may have lost (<i>Spells, Henchmen, Items, etc.</i>) you will regain for this second turn.</p> <p>2 </p>
<p>ITEM – Magical Ring</p> <p>VI</p> <p>GEMTOUCH RING</p> <p>RING</p> <p>While wearing this Ring you may turn any of your Items into a Gem. If you do this, discard the Item and take a Gem counter in its place.</p> <p>3 </p>	<p>ITEM</p> <p>VI</p> <p>SCROLL</p>  <p>If you Sorcery allows, you may memorize the Scroll, taking a Spell from the Spell deck. Whether you can or not the Scroll withers to the discard pile.</p>	<p>ITEM – Magical Armor</p> <p>VI</p> <p>ROBE OF SIGHT</p> <p>ARMOR</p> <p>Wearing this Robe will allow you to learn Spells cast by other Heroes. As soon as a Hero casts a Spell, you may immediately take it for yourself if your Sorcery allows.</p> <p>3 </p>	<p>ITEM</p> <p>VI</p> <p>SCROLL</p>  <p>If you Sorcery allows, you may memorize the Scroll, taking a Spell from the Spell deck. Whether you can or not the Scroll withers to the discard pile.</p>	<p>ITEM</p> <p>VI</p> <p>TAROT CARDS</p>  <p>While you carry these Cards, you may roll a d6 at the Gypsy Camp instead of a d8. You may also add up to 2 for your die roll there as well.</p> <p>1 </p>
<p>ITEM</p> <p>VI</p> <p>ALCHEMIST SET</p>  <p>You may sell this to Ugmar for 5 Gems if you land on his space. You may also create your own Potions at the cost of 1 Gem for Strength, Speed, Sorcery or Healing. For Invisibility, Neptune & Wings, they cost 2 Gems each to make.</p> <p>2 </p>	<p>ITEM – Magical Weapon</p> <p>VI</p> <p>SWORD OF GEDWIN</p> <p>WEAPON</p> <p>+2 Str</p> <p>No Vile Hero may carry this Sword. It will add 2 to your Strength battle die roll. It will add 4 to your Strength battle die roll against Undead and Vile Heroes.</p> <p>2 </p>	<p>ITEM – Magical Weapon</p> <p>VI</p> <p>FIRE SWORD</p> <p>WEAPON</p> <p>+2 Str</p> <p>+2 Spd</p> <p>This Sword will add 2 to your Strength battle die roll. It will also add 2 to your Speed battle die roll when you shoot flames from the blade. You may only do this at a Hero or Foe that is no more than 3 spaces away from you.</p> <p>3 </p>	<p>ITEM – Magical</p> <p>VI</p> <p>ALDAREN RELIC</p>  <p>You may try and use the Relic by rolling a d6...</p> <ol style="list-style-type: none"> 1 Vortex opens. All cards in this land are discarded, including the Relic. 2 Explosion. You lose 1 Health and the Relic. 3-4 Nothing happens. 5 Heal 1 Health. 6 Vortex opens. Move to the space of your choice in Durach, Frostburn or Aldun. <p>1 </p>	<p>ITEM – Magical</p> <p>VI</p> <p>MAGICAL STONES</p>  <p>While you carry these stones you may add 1 to all of your die rolls. There are six stones in the bag (<i>use counters to represent the 6 stones</i>). If you lose Health for any reason, a stone is lost as well. When all the stones are gone, discard this card.</p> <p>2 </p>
<p>ITEM – Magical Weapon</p> <p>VI</p> <p>WYVERN DAGGER</p> <p>WEAPON</p> <p>+1 Str</p> <p>While you have this dagger, you may add 1 to your Strength battle die roll. When fighting Dragons, you may decide if the battle fought will be of Strength or Speed (<i>which you will be able to add 1 to the die roll</i>). You will only get Experience Points based off the attribute chosen for battle...if you win.</p> <p>1 </p>	<p>ITEM – Magical Weapon</p> <p>VI</p> <p>SWORD OF SHARRA</p> <p>WEAPON</p> <p>+3 Str</p> <p>This Sword will allow you to add 3 to your Strength battle die roll. The inscriptions on the Sword will also allow you to add 2 to your die roll at the Sharra Ruins.</p> <p>2 </p>	<p>ITEM</p> <p>VI</p> <p>BOOK OF RUNES</p>  <p>This ancient Book allows you to decipher the magical properties of Gems. For every 2 Gems you discard, you may draw a Spell if your Sorcery allows.</p> <p>2 </p>	<p>ITEM – Magical</p> <p>VI</p> <p>SOUL SEEKER</p>  <p>You may only use this Arrow if you have a Bow or Crossbow. When you use the Arrow, it is discarded. It may not be used against Undead, Constructs or Elementals. There is no die rolls for battle, as the target is immediately slain.</p> <p>2 </p>	<p>ITEM – Magical Helm</p> <p>VI</p> <p>DRAGON CROWN</p> <p>HELM</p> <p>While you wear this Crown, no Dragon will ever attack you, but they will fight back if attacked. If you draw, or land on a Dragon, you may send them to another space of your choice in the same land as yourself. You may also send them to attack another Hero.</p> <p>2 </p>


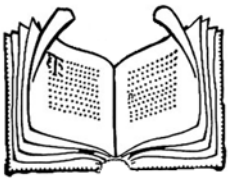





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<p>ITEM Shield</p> <p>VI</p> <p>IRON SHIELD</p> <p>SHIELD</p> <p>When you are equipped with the Shield, you may add 3 to your defense roll.</p> <p>2 </p>	<p>ITEM – Magical Weapon</p> <p>VI</p> <p>SERPENT BLADE</p> <p>WEAPON</p> <p>This Sword will allow you to add 0 to your Strength battle roll. For every Foe you slay with the Sword, its power increases by 1 (to a maximum of 3). If the Sword is stolen, then it reverts back to 0.</p> <p>1 </p>	<p>ITEM – Magical Shield</p> <p>VI</p> <p>SHIELD OF GUISE</p> <p>SHIELD</p> <p>This Shield will allow you to add 2 to your defense roll. You may also avoid battle with it if you roll a 1 or 2 on 1d6. If successful, you will appear to be as the Foe in appearance, making them not attack you.</p> <p>2 </p>	<p>ITEM – Magical Shield</p> <p>VI</p> <p>WYVERN SHIELD</p> <p>SHIELD</p> <p>This Shield will allow you to add 2 to your defense roll. You may add 4 to your defense roll against Dragons.</p> <p>2 </p>	<p>ITEM – Magical Armor</p> <p>VI</p> <p>FIRE ARMOR</p> <p>ARMOR</p> <p>Wearing this Armor does not burn you surprisingly. It does not provide protection, but it will destroy any weapon used against you. Also, if you are defeated in battle, a Foe will still perish if you roll a 1 on 1 d4. You would get no Experience in this case.</p> <p>3 </p>
<p>ITEM – Magical</p> <p>VI</p> <p>WAND OF EARTH</p>  <p>This Wand has 3 charges. Once they are all used, the Wand is discarded. Each time the Wand is used, it summons an Earth Elemental that will join you as a Henchman. If you lose Health for any reason, the Earth Elemental is discarded as well.</p> <p>3 </p>	<p>ITEM – Magical Helm</p> <p>VI</p> <p>SCORPION CROWN</p> <p>HELM</p> <p>While you wear this Crown, you may poison your adversary. This will cause a Hero or Foe (not Undead, Constructs or Elementals) to lose 2 Strength for the duration of the battle.</p> <p>2 </p>	<p>ITEM – Magical Weapon</p> <p>VI</p> <p>ELEMENTAL AXE</p> <p>WEAPON</p> <p>+2 Str</p> <p>You must have a Strength greater than 3 to wield this Axe. You may add 2 to your Strength in battle (you may add 4 to any type of battle with Elementals). You cannot have a Shield equipped as this is a two handed weapon. You may also miss 1 turn in the Forest or Woods to construct a Canoe.</p> <p>2 </p>	<p>ITEM – Magical Necklace</p> <p>VI</p> <p>TORTURED MIND</p> <p>NECKLACE</p> <p>+2 Sor</p> <p>If you wear this around your neck, you will lose 2 Health but the Necklace will give you an additional 2 to your Sorcery, but only while you wear it. If you remove the Necklace, you lose the 2 Sorcery and you do not get your 2 Health back. You may put the Necklace back on and lose 2 more Health for the same effect.</p> <p>1 </p>	<p>ITEM</p> <p>VI</p> <p>MANUAL OF FLESH</p>  <p>This Book shows you how to construct a Flesh Golem. If you collect 3 Foes (not Elemental or Constructs) you may construct a Flesh Golem. You may only have one of these Golems at a time.</p> <p>2 </p>
<p>ITEM – Magical Necklace</p> <p>VI</p> <p>AMULET OF TAR'RI</p> <p>NECKLACE</p> <p>While you wear this Amulet, you may add 2 to your movement die roll on the Sea. You may also swim from the Ezrabar Oasis to the Lake of Tears. If your ship loses Hull points, you may save your ship by rolling a 1 or 2 on 1 d6.</p> <p>2 </p>	<p>ITEM – Magical Weapon</p> <p>VI</p> <p>AXE OF DRAVBURN</p> <p>WEAPON</p> <p>+2 Str</p> <p>This Axe lets you add 2 to your die roll in Strength battle. You may also avoid rolling the die at the Whirlpool if you summon the aid of Dravburn. If you do this, your Ship will go to the discard pile and you will be teleported to the Lake of Tears. You may also miss 1 turn in the Forest or Woods to construct a Canoe.</p> <p>2 </p>	<p>ITEM – Magical Weapon</p> <p>VI</p> <p>SPECTRE BLADE</p> <p>WEAPON</p> <p>+2 Str</p> <p>This Dagger gives lets you add 2 to your Strength battle die roll. If you battle Undead with it, you may add 4 to your Strength battle die roll.</p> <p>2 </p>	<p>ITEM – Magical Ring</p> <p>VI</p> <p>CHAMPION RING</p> <p>RING</p> <p>While you wear this Ring, you get an additional Experience Point for every Foe you slay.</p> <p>3 </p>	<p>ITEM – Magical</p> <p>VI</p> <p>TRAINING COLLAR</p>  <p>This Collar will allow you to tame 1 Beast or Animal you encounter. They will add their Strength to yours in battle only. You may only have one such Foe tamed at a time. If the Collar is taken, the Foe goes with it.</p> <p>1 </p>
<p>ITEM – Magical Necklace</p> <p>VI</p> <p>SHAMAN NECKLACE</p> <p>NECKLACE</p> <p>When this Necklace is worn, any Undead you encounter may be immediately discarded. You will then fortify 1 Health.</p> <p>1 </p>	<p>ITEM – Magical</p> <p>VI</p> <p>LANTERN OF DEMON LIGHT</p>  <p>Anyone may carry this Lantern, but if it used you immediately become Vile. If you sacrifice 1 Health & 1 Spell, you will summon a Demon that will join you as a Henchman. If you lose any Health, the Demon is lost as well.</p> <p>2 </p>	<p>ITEM – Magical</p> <p>VI</p> <p>BARAK'S PUZZLE BOX</p>  <p>You may attempt to solve the Puzzle by rolling under your Sorcery on 1d20. If successful, you will get enough Experience Points to reach the next Level and the Puzzle is discarded. If you fail, the Puzzle is discarded. You may also trade the Puzzle to the Warlock so you may avoid rolling a die with him.</p> <p>3 </p>	<p>ITEM – Magical</p> <p>VI</p> <p>CHEST OF DESIRE</p>  <p>You may open this Chest at any time. Once it is opened, it is discarded. You may look through the Treasure deck, and discard deck, and take the Treasure card of your choice.</p> <p>2 </p>	<p>ITEM – Magical</p> <p>VI</p> <p>BANNER OF THE DEAD</p>  <p>While you carry the Banner, any Undead you encounter will follow you as Henchman. They will not benefit you in any way, but you may trade them for 1 Gem each when you deliver them to the Church of Gedwin or the Djarhun Cemetery.</p> <p>2 </p>

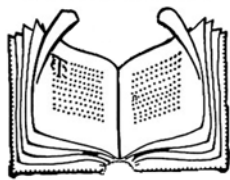


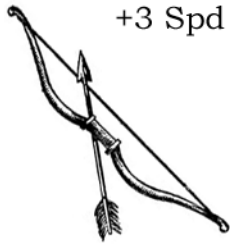
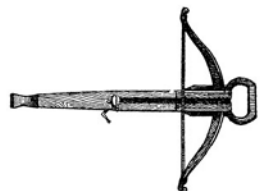
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<p>ITEM – Magical VI Weapon</p> <p>MACE OF GEDWIN</p> <p>WEAPON</p> <p>+2 Str</p> <p>No Vile Hero may carry this Mace. The Mace will give you an additional 2 points toward Strength battle. For every Undead you slay, you gain 1 Spell.</p> <p>2 </p>	<p>ITEM – Magical VI</p> <p>ENCHANTED BOOK</p>  <p>+2 Sor</p> <p>This unique Spell Book will allow you to carry an additional 2 Spell above your allotment. The 2 Spells are kept with the Book. If you lose the Book, the Spells go with it. The Book also gives you an additional 2 Sorcery. You may not have any other Spell Books while you carry this.</p> <p>2 </p>	<p>ITEM – Magical VI Weapon</p> <p>DARKSWORD</p> <p>WEAPON</p> <p>This Sword gives you an additional 0 points towards your Strength battle die roll. You may let the Sword absorb one of your Spells to increase its power by 1 point (up to a maximum of 4). If another Hero casts a Spell at you, the Spell is ignored (and discarded) and the Sword increases in power by 1. If the Sword is at maximum power, Spells cast at you are no longer ignored.</p> <p>2 </p>	<p>ITEM – Magical VI</p> <p>BANNER OF METTLE</p>  <p>While you carry this Banner, each Henchman will add an additional point of whatever attribute they already give you benefit.</p> <p>2 </p>	<p>ITEM – Magical VI Helm</p> <p>HELM OF MIND SEEK</p> <p>HELM</p> <p>While you wear this Helm, you may take a Spell from any Hero you defeat in battle (as well as a Health or Item). If you defeat a normal Foe (not Elemental, Undead, etc.) you also gain 1 Spell.</p> <p>2 </p>
<p>ITEM – Magical VI</p> <p>WIZARD'S SLING</p>  <p>+2 Spd</p> <p>This magical Sling allows you to use your Sorcery, instead of your Speed, in ranged battle. The Sling gives you an additional 1 point towards your battle die roll.</p> <p>1 </p>	<p>ITEM – Magical VI</p> <p>ANCIENT BOW OF DURACH</p>  <p>+3 Spd</p> <p>This Bow will give you an additional 3 points towards ranged battle.</p> <p>2 </p>	<p>ITEM – Magical VI Weapon</p> <p>STORMCALL</p> <p>WEAPON</p> <p>+3 Sor</p> <p>This Club will give you an additional 3 points towards Strength battle. If you roll the highest number on your battle die roll, you will summon a Lightning Elemental that will join you as a Henchman. You may only have one of these Henchman at a time.</p> <p>2 </p>	<p>ITEM – Magical VI Armor</p> <p>SPELL PLATE</p> <p>ARMOR</p> <p>This Armor will let you add 3 to your defense roll. This Armor also lets you make a defense roll when you lose Health in Sorcery battles (in which case, you may only use this Armor to enhance your defense roll and no other Items).</p> <p>3 </p>	<p>ITEM – Magical VI Weapon</p> <p>ELEMENTAL DOUBLEAXE</p> <p>WEAPON</p> <p>+2 Str</p> <p>You must have a Strength greater than 5 to wield this Axe. You may add 2 to your Strength in battle (you may add 4 to any type of battle with Elementals). You cannot have a Shield equipped as this is a two handed weapon. You may roll 2 dice for battle and take the higher of the two.</p> <p>2 </p>
<p>ITEM – Magical VI Necklace</p> <p>AMULET OF SHARRA</p> <p>NECKLACE</p> <p>While you wear the Amulet, you never roll the die at the Sharra Ruins. You are able to summon a Mummy to accompany you on your quest. You may only have one Mummy Henchman at a time. If you lose Health for any reason, the Mummy turns to dust (discarded).</p> <p>1 </p>	<p>ITEM – Magical VI Weapon</p> <p>KATANA OF SPEED</p> <p>WEAPON</p> <p>+1 Str +2 Spd</p> <p>This Sword will give you an additional 1 point toward Strength battle. It will also give you 2 additional Speed points.</p> <p>2 </p>	<p>ITEM – Magical VI Weapon</p> <p>SWORD OF RUNES</p> <p>WEAPON</p> <p>+1 Str</p> <p>This Sword will give you an additional 1 point toward Strength battle. For every Foe you slay, the Sword will gain a Spell (maximum of 1 at a time). The Spell can be cast as though it was your own but it does not count toward your allotment. If the Sword is lost, the Spell goes with it.</p> <p>2 </p>	<p>ITEM – Magical VI Weapon</p> <p>BLOODSTONE DAGGER</p> <p>WEAPON</p> <p>+1 Str</p> <p>This Dagger will give you an additional 1 point toward Strength battle. For every Foe you slay (not Undead, Elementals or Constructs), you will Heal 1 Health.</p> <p>1 </p>	<p>ITEM – Magical VI Weapon</p> <p>SPELL CUTTER</p> <p>WEAPON</p> <p>+2 Str</p> <p>This Axe will give you an additional 2 points toward Strength battle. The Axe can give you 4 points toward 1 Strength battle if you discard one Gem and one of your Spells (not held by Henchmen or Items).</p> <p>2 </p>
<p>ITEM – Magical VI Weapon</p> <p>STAR OF BONE</p> <p>WEAPON</p> <p>+4 Str</p> <p>This Morning Star will let you add 4 points to your Strength battle die roll. If you roll a 1 on the die for battle, you automatically lose the battle as you hit yourself in the face.</p> <p>3 </p>	<p>ITEM – Magical VI</p> <p>CROSSBOW OF DEMISE</p>  <p>This Crossbow lets you roll a d12 for your ranged battle die roll.</p> <p>3 </p>	<p>ITEM – Magical VI Weapon</p> <p>STAFF OF KOLMORN</p> <p>WEAPON</p> <p>+2 Str +1 Sor</p> <p>This Staff gives you an additional 2 points towards Strength battle. It also gives you an additional 1 point towards your Sorcery. If you lose any Strength battle with the Staff, you may Freeze your opponent if you can roll a 1 on 1 d4. In this case, you do not lose the battle but you do not win either.</p> <p>3 </p>	<p>ITEM – Magical VI Weapon</p> <p>SPIKE OF THE TREANT</p> <p>WEAPON</p> <p>+2 Str</p> <p>This Spear will give you an additional 2 points towards Strength in battle. If you are battling in the Woods or Forest, you get an additional 4 points instead.</p> <p>2 </p>	<p>ITEM – Magical VI Weapon</p> <p>HAMMER OF GEDWIN</p> <p>WEAPON</p> <p>+3 Str</p> <p>Any who equip this legendary Hammer immediately becomes Kind. The Hammer gives you an additional 3 points in Strength battle but it only has 8 Health. Every battle you use it, it loses 1 Health. You may recharge it back to full Health when you visit the Church of Gedwin.</p> <p>2 </p>

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<p>ITEM – Magical Weapon VI</p> <p>SUNBLADE</p> <p>WEAPON</p> <p>+2 Str</p> <p>This Sword gives you an additional 2 points in Strength battle. You may also travel Aldun safely. You need not draw cards, roll dice or encounter spaces while you are there.</p> <p>2 </p>	<p>ITEM – Magical Shield VI</p> <p>SHIELD OF RAGE</p> <p>SHIELD</p> <p>This Shield will allow you to add 1 to your defense roll. For every battle, the Shield helps you survive, you may add an additional defense point to it (<i>for a maximum of 4 points</i>). If you lose the Shield, the defense rating goes with it.</p> <p>2 </p>	<p>ITEM – Magical Weapon VI</p> <p>BLADE OF GHARAD</p> <p>WEAPON</p> <p>+3 Str</p> <p>You have Gharad's Sword. With it, you may add 3 to your Strength in battle. If you land on Gharad's Tower, and no one has the Book yet, you may trade the Sword for the Book if you roll a 1-3 on 1 d6.</p> <p>3 </p>	<p>ITEM – Magical Weapon VI</p> <p>SCYTHE OF AMBIT</p> <p>WEAPON</p> <p>+2 Str</p> <p>This Scythe will add 2 to your Strength battle. If there is a Hero or Foe that is on the space next to yours (<i>after you have moved</i>), you may battle them with Strength. They do not get to roll a die for battle and you must take a Health if you win. If you lose, nothing is lost.</p> <p>2 </p>	<p>ITEM – Magical Gloves VI</p> <p>GAUNTLET OF PROTECTION</p> <p>GLOVES</p> <p>These Gauntlets lets you add 2 to your defense die rolls.</p> <p>1 </p>
<p>ITEM – Magical Weapon VI</p> <p>SWORD OF PROTECTION</p> <p>WEAPON</p> <p>+2 Str</p> <p>This Sword will add 2 to your Strength in battle. It also lets you add 2 to your defense die rolls.</p> <p>2 </p>	<p>ITEM – Magical Weapon VI</p> <p>PIRATE SWORD</p> <p>WEAPON</p> <p>+2 Str</p> <p>This Sword will add 2 to your Strength in battle. You may also avoid rolling die at the Mermaid Rocks and the Siren Rocks.</p> <p>1 </p>	<p>ITEM – Magical VI</p> <p>ROD OF ICE</p>  <p>This Rod will freeze any Foe or Hero you land on if you can roll a d6 (<i>plus your Sorcery</i>) over their Sorcery. If frozen, Foes may be avoided or you may take an Item or Gem from a Hero. You may only use the Rod once per turn.</p> <p>2 </p>	<p>ITEM – Magical Weapon VI</p> <p>FIST OF BARAK</p> <p>WEAPON</p> <p>+3 Str</p> <p>The Hammer gives you an additional 3 points in Strength battle. You may also use it to forge a Rhun Blade if you have the Demon Hold. If you fill the Hold and take it to the Aldaren Ruins, you may empty the Hold and forge the Rhun Blade from the Henchman deck. Only 1 Rhun Blade may exist at a time.</p> <p>3 </p>	<p>ITEM – Magical Ring VI</p> <p>RING OF TELEPORTATION</p> <p>RING</p> <p>While you wear this Ring, you may teleport to any space in Frostburn, Aldun or Durach if you roll a 1 for movement.</p> <p>1 </p>
<p>ITEM VI</p> <p>GEM IDOL</p>  <p>You may carry this Item with you. If you do, any Hero that defeats you in battle may not take a Health or any other Item, but must take the Idol. If you smash the Idol (<i>discard it</i>), you gain 5 Gems.</p>	<p>ITEM – Magical VI</p> <p>SKULL OF BARAK</p>  <p>You have found Barak's Skull. You may throw it in ranged battle if your opponent is no more than 3 spaces away from you after you have moved. You may add your Sorcery to your Speed battle die roll. Whether you win or lose, the Skull stays on the space you threw until claimed by another.</p> <p>1 </p>	<p>ITEM – Magical Shield VI</p> <p>GRIFFON SHIELD</p> <p>SHIELD</p> <p>This Shield will add 2 to your defense die roll. You may also plunge the Shield into the Valgar Mountains to summon the Griffon within. If you do this, discard the Shield and take the Griffon as a Henchman.</p> <p>2 </p>	<p>ITEM – Magical VI</p> <p>SPIRIT HARP</p>  <p>With this Harp, you may play a song that will send any Undead to the discard pile (<i>no Experience gained</i>). If this Item is in the possession of a Bard, they would gain Experience from Sorcery.</p> <p>2 </p>	<p>ITEM – Magical VI</p> <p>ROBE OF WIZARDRY</p> <p>ARMOR</p> <p>While you wear the Robe, any Spell you cast will be successful. This means that an opponent cannot defend against it with their Sorcery.</p> <p>3 </p>
<p>ITEM – Magical VI</p> <p>EYE OF ORIUS</p>  <p>+1 Sor</p> <p>While you carry the Eye, you will have an additional 1 point to your Sorcery. Whenever you are instructed to draw a Spell, you may look through the discard deck and take a Spell of your choice. If you land on the Temple of Orius, the Eye will be taken away from you (<i>discarded</i>).</p> <p>2 </p>	<p>ITEM – Magical VI</p> <p>SYMBOL OF SHARRA</p>  <p>While you carry the Symbol of Sharra, you may roll a d8 at the Sharra Ruins. You must add 4 to your die roll.</p> <p>1 </p>	<p>ITEM – Magical Weapon VI</p> <p>PIKE OF RUIN</p> <p>WEAPON</p> <p>+3 Str</p> <p>The Pike will give you an additional 3 points towards your Strength battle die roll. If your opponent rolls a 1 for their Strength battle die roll, in which you use the Pike, automatically loses the battle leaving you the victor.</p> <p>2 </p>	<p>ITEM – Magical Ring VI</p> <p>BONE RING</p> <p>RING</p> <p>While you wear the Ring, you summon a Skeletal Knight when you visit the Djarhun Cemetery, Mularin Crypt, Sharra Ruins or the Tomb of Dyvin. You may only have one Skeletal Knight at a time. If you unequip or lose the Ring, the Skeletal Knight goes to the discard pile.</p> <p>3 </p>	<p>ITEM – Magical VI</p> <p>HELM OF GLORY</p> <p>HELM</p> <p>This Helm lets you add 1 to your defense die rolls. For every Foe you slay, you gain 1 additional Experience Point.</p> <p>3 </p>



















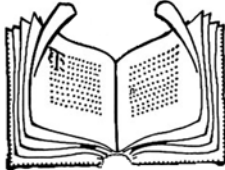










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<p>ITEM – Magical VI</p> <p>SOUL CRYSTALS</p>  <p>While you carry these Crystals, you may add 0 to your Sorcery. Whenever you defeat a Foe in Sorcery battle, the power increases by 1 point (for a maximum of 3).</p> <p>2 </p>	<p>ITEM – Magical VI</p> <p>ANCIENT HELM</p> <p>HELM</p> <p>This Helmet is older than time recorded. It will let you add 3 to your defense die roll.</p> <p>2 </p>	<p>ITEM – Magical VI</p> <p>ANCIENT KNIFE</p> <p>WEAPON</p> <p>+3 Str</p> <p>This Knife is older than time recorded. It will add 3 to your Strength battle die roll.</p> <p>2 </p>	<p>ITEM – Magical VI</p> <p>MACE OF LIGHT</p> <p>WEAPON</p> <p>+2 Str</p> <p>While you have this Mace, you may add 2 to your Strength battle die rolls. You may also add 1 to your die rolls at the...</p> <p>Dungeon of Barak Sharra Ruins Mujarin Crypt Harpy Nest Tomb of Dyvin</p> <p>2 </p>	<p>ITEM – Magical VI</p> <p>VAMPIRE BLADE</p> <p>WEAPON</p> <p>+2 Str</p> <p>Only the Vile may wield this Sword. It will add 2 to your Strength battle die roll. For every Foe you slay (<i>not Undead, Elemental or Construct</i>), you Heal 1 Health. If you defeat a Hero in Strength battle, you may take a Strength point from them if they are above their starting Strength.</p> <p>2 </p>
<p>ITEM – Magical VI</p> <p>WAND OF THOUGHT</p>  <p>While you have this Wand, you may take a Spell from a Hero you land on if your Sorcery allows.</p> <p>3 </p>	<p>ITEM – Magical VI</p> <p>SINGING SWORD</p> <p>WEAPON</p> <p>+2 Str</p> <p>While you have the Sword, you may add 2 to your Strength battle die rolls. Any Foe, in a space next to yours, will move to your space where you must face them in battle.</p> <p>1 </p>	<p>ITEM – Magical VI</p> <p>WAND OF HEALING</p>  <p>This Staff has 4 charges before it must be discarded. Each use takes 1 charge. When used, it will Heal you by 2 Health points.</p> <p>1 </p>	<p>ITEM – Magical VI</p> <p>HOLY SYMBOL OF ORIUS</p>  <p>While you carry this Symbol, you no longer roll a die at the Temple of Orius. You may do one of two things instead...</p> <p>1. Heal up to your maximum Health. 2. Buy a Magic Item (<i>drawn randomly</i>) for 3 Gems each.</p> <p>2 </p>	<p>ITEM – Magical VI</p> <p>AMULET OF PROTECTION</p> <p>NECKLACE</p> <p>While you wear the Amulet, you may make defense rolls when you lose to Sorcery battle. This Amulet adds 5 to your defense roll for Sorcery battles only.</p> <p>3 </p>
<p>ITEM – Magical VI</p> <p>Shield</p> <p>DEMONBLOOD SHIELD</p> <p>SHIELD</p> <p>This Shield lets you add 3 to your defense die rolls. You may also destroy the Shield at the Demonblood Mountains. If you do this, you immediately become Vile. The Shield is discarded and a Demon joins you as a Henchmen.</p> <p>2 </p>	<p>ITEM – Magical VI</p> <p>DEATH'S TOUCH</p>  <p>With this Wand, you may slay any Foe at the price of 2 of your own Health. If you do this, you win the battle and only gain Experience for Sorcery battle. You may then encounter any other cards left on that same space.</p> <p>2 </p>	<p>ITEM – Magical VI</p> <p>Weapon</p> <p>SOUL EATER</p> <p>WEAPON</p> <p>+2 Str</p> <p>This Sword is hungry for souls. It will grant a gift whenever you slay a Hero or Foe (<i>not Undead, Construct or Elemental</i>). It will add 2 to your Strength battle die rolls. Roll 1 d4 to see what the Sword gives you.</p> <p>1 One Gem 2 One Item (from the Market deck) 3 One Health 4 One Strength</p> <p>2 </p>	<p>ITEM – Magical VI</p> <p>BOOK OF THE DEAD</p>  <p>While you carry this Book, you will automatically resurrect where you have died. You may take all of your Items, Gems & Henchman back. You still start with 2 Health and must subtract a point from Strength, Speed or Sorcery.</p> <p>3 </p>	<p>ITEM – Magical VI</p> <p>Necklace</p> <p>AMULET OF STRENGTH</p> <p>NECKLACE</p> <p>+2 Str</p> <p>While you wear the Amulet, your Strength is increased by 2 points.</p> <p>1 </p>
<p>ITEM – Magical VI</p> <p>Shield</p> <p>DRAKEGEM SHIELD</p> <p>SHIELD</p> <p>This Shield will allow you to add 3 to your defense die roll. You may also pry the Gems off of it. If you do this, discard the Shield and gain 5 Gems.</p> <p>2 </p>	<p>ITEM – Magical VI</p> <p>ALE OF COURAGE</p>  <p>Drinking ale from this Cup will add 2 to your Strength for one turn only. If you do this, you must refill the Cup at any Inn or Tavern before you may use it again.</p> <p>1 </p>	<p>ITEM – Magical VI</p> <p>Necklace</p> <p>STRENGTH OF THE BULL</p> <p>NECKLACE</p> <p>+2 Str</p> <p>While you wear this Amulet, you will have an additional 2 points towards your Strength.</p> <p>1 </p>	<p>ITEM – Magical VI</p> <p>DRAGON STATUE</p>  <p>If you roll a 3 or higher at the Demonblood Mountains, you may plunge this Statue into the lava. A Shadow Dragon will emerge and become your Henchman. You would then discard the Statue.</p> <p>1 </p>	<p>ITEM VI</p> <p>ANCIENT TABLET</p>  <p>This Tablet holds a secret. Whenever you land on a Ruins space, you may gain 1 Spell if your Sorcery allows.</p> <p>1 </p>










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<p>ITEM – Magical VI Helm</p> <p>DRAGONBONE HELM</p> <p>HELM</p> <p>This Helm will let you add 2 to your defense die rolls. You may add 4 to your defense die rolls against Dragons.</p> <p>2 </p>	<p>ITEM – Magical VI</p> <p>DRAGON TOOTH</p>  <p>You may throw the tooth to the ground by discarding it and rolling 1 d6... 1-4 Summon Skeleton 5-6 Summon Skeletal Knight</p> <p>1 </p>	<p>ITEM – Magical VI Weapon</p> <p>STAFF OF FOG</p> <p>WEAPON</p> <p>+2 Sor</p> <p>This Staff gives you an additional 2 points towards Sorcery battle. You may also cast a Fog Spell to avoid Foes and Heroes on a roll of 1-3 on 1 d8.</p> <p>2 </p>	<p>ITEM – Magical VI Weapon</p> <p>SWORD OF DARKNESS</p> <p>WEAPON</p> <p>+2 Str</p> <p>This Sword gives you an additional 2 points towards Strength battle. You may also cast a Darkness Spell to avoid Foes and Heroes on a roll of 1-3 on 1 d8.</p> <p>2 </p>	<p>ITEM VI</p> <p>PORTAL MAP</p>  <p>This Map shows you the hidden portals of Djarhun. You may travel between these spaces if you land on them, instead of rolling a die for movement...</p> <p> Wolfbane Hills < > Icewind Lake Diamond Sands < > Drake Hills Woods of Kilia < > The Jun Woods Aldaren Ruins < > Lake of Tears </p> <p>1 </p>
<p>ITEM – Magical VI</p> <p>SERPENT CANE</p>  <p>This Cane will turn into a Giant Serpent when you throw it to the ground. You must sacrifice a Spell to do this (<i>discard</i>). If you are instructed to lose Health, the Serpent dies instead (<i>turns back into a Cane</i>).</p> <p>2 </p>	<p>ITEM – Magical VI</p> <p>SHAMAN WAND</p>  <p>This Wand will allow you to use your Sorcery, instead of your Strength, for Strength battles only.</p> <p>1 </p>	<p>ITEM – Magical VI</p> <p>WAND OF TELEPORTATION</p>  <p>While you carry this Wand, you may teleport to any space in Frostburn, Aldun or Durach if you roll a 1 for movement.</p> <p>1 </p>	<p>ITEM – Magical VI Weapon</p> <p>STAFF OF SLAVERY</p> <p>WEAPON</p> <p>+2 Str</p> <p>This Staff has 2 charges. You may add 2 to your die roll in Strength battle. For every Foe you encounter, you may take as a Henchman. They will add their highest attribute to yours for battle only. Once you have done this 2 times, the Staff only provides a Strength battle bonus. You may release an enslaved Foe to the discard pile at any time.</p> <p>2 </p>	<p>ITEM VI</p> <p>WOODEN BOX</p>  <p>This Box will allow you to carry up to 5 additional Items. The Box counts toward your inventory allowance, but the Items inside the Box do not.</p> <p>1 </p>
<p>ITEM – Magical VI Weapon</p> <p>STAFF OF THE MAGI</p> <p>WEAPON</p> <p>+1 Str +1 Sor</p> <p>This Staff will add 1 to your Strength battle and 1 to your Sorcery battle. If you gain a Spell you cannot have due to Sorcery restrictions, the Staff may carry that 1 Spell for you. You may cast it as though it is your Spell.</p> <p>2 </p>	<p>ITEM – Magical VI</p> <p>DEMONBLOOD WAND</p>  <p>If you sacrifice some Health to the Demonblood Wand, you may summon a force from Hell to aid you in your quest...</p> <p> 1 Health Hell Hound 2 Health Nightmare 3 Health Demon </p> <p>...you may only have one of these Henchmen at a time.</p> <p>3 </p>	<p>ITEM – Magical VI Weapon</p> <p>MYSTIC STAFF</p> <p>WEAPON</p> <p>+1 Str +1 Sor</p> <p>This Staff will let you increase your battle die roll by 1 for Strength or Sorcery battles. If you guess the outcome of your battle die roll, before you roll the die, it will add an additional point to the result.</p> <p>2 </p>	<p>ITEM – Magical VI Weapon</p> <p>RUBY BLADE</p> <p>WEAPON</p> <p>With this Blade, it will add 1 to your Strength battle die roll. You may also roll a d4 to see what else the Blade offers for that battle only...</p> <p> 1: You lost the battle 2: -2 to battle 3: Nothing 4: +1 to battle 5: +2 to battle 6: You win the battle </p> <p>2 </p>	<p>ITEM – Magical VI Weapon</p> <p>MACE OF DRAGONS</p> <p>WEAPON</p> <p>+2 Str</p> <p>When wielding this Mace, you will be able to add 2 to your Strength battle. You may add 4 to your Strength battle against Dragons. You may roll 2 attack dice for any battle you use this in, taking the roll of your choice.</p> <p>2 </p>
<p>ITEM – Magical VI</p> <p>BELT OF MIGHT</p>  <p>+2 Str</p> <p>While you carry this Belt, you have an additional 2 Strength.</p> <p>2 </p>	<p>ITEM – Magical VI Shield</p> <p>PATCHWORK SHIELD</p> <p>SHIELD</p> <p>While you are equipped with this Shield, you may add a number to your defense die roll that is in accordance with your current Level...</p> <p> Level 1-2 +1 Level 3-4 +2 Level 5-6 +3 Level 7-8 +4 Level 9-10 +5 </p> <p>3 </p>	<p>ITEM – Magical VI Armor</p> <p>DRUID ARMOR</p> <p>ARMOR</p> <p>While you wear this Armor, you may add 2 to your defense die roll. When you are on any Forest or Woods space, you may Heal 1 Health.</p> <p>2 </p>	<p>ITEM – Magical VI</p> <p>PIPES OF THE SATYR</p>  <p>You may play the Pipes to magically...</p> <p> Sleep will all you to avoid battle by putting a target to Sleep. Charm will allow you to take a Henchman of your choice from a Hero you land on. Panic will allow you to move a Foe or Hero 3 spaces around the board in the direction you choose. The Hero must encounter the space they are moved to in that turn. </p> <p>...if your Sorcery is higher or equal to your target's. If you are a Satyr, you will always succeed.</p> <p>2 </p>	<p>ITEM VI Weapon</p> <p>MACE</p> <p>WEAPON</p> <p>+3 Str</p> <p>This mace will give you an additional 3 points towards Strength battle.</p> <p>2 </p>

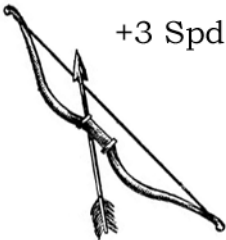
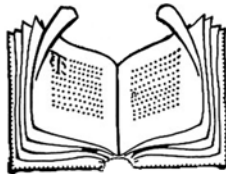





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<p>ITEM – Magical Gloves</p> <p>DEMONBLOOD GLOVES</p> <p>GLOVES</p> <p>+1 Str +1 Sor</p> <p>These Gloves will immediately turn you Vile. They will add 1 to your defense die roll. They will add 1 to your Strength and Sorcery as well.</p> <p>2 </p>	<p>ITEM – Magical Shield</p> <p>SHIELD OF BLOODLETING</p> <p>SHIELD</p> <p>This Shield will add 2 to your defense die roll. If you succeed in your defensive roll, the Foe will either be discarded or a Hero will lose 1 Health.</p> <p>2 </p>	<p>ITEM – Magical</p> <p>SYLVAN BOW</p> <p>+3 Spd</p>  <p>This Bow will add 3 to your Speed battle die roll.</p> <p>2 </p>	<p>ITEM – Magical Helm</p> <p>ICE WYRM HELM</p> <p>HELM</p> <p>This helm will give you an additional 2 points towards your defense roll. It will also allow you to avoid battle with Dragons.</p> <p>1 </p>	<p>ITEM – Magical</p> <p>BOOK OF SECRETS</p>  <p>This Book will allow you to have 2 more Spells over your allotment. Also, now one may ever look at your Spells for any reason.</p> <p>1 </p>
<p>ITEM</p> <p>DRAGON EGGS</p>  <p>You may sell these Eggs to the Zoo in Elidor for 5 Gems. You may also take them to the Wyvern Mountains to allow them to hatch (<i>roll 1 d12</i>)...</p> <p>1-7 Baby Dragon 8-11 Dragon 12 Elder Dragon ...then this card is discarded.</p> <p>2 </p>	<p>ITEM – Magical</p> <p>DRAGON WAND</p>  <p>This Wand will shoot fire at a Foe or Hero that is no more than 4 spaces away. Your target would use their Speed score (<i>as with normal ranged battle</i>), but you would use your Sorcery, instead of your Speed. You would also get an additional 2 points toward your battle die roll.</p> <p>2 </p>	<p>ITEM – Magical</p> <p>DRUID WAND</p>  <p>As long as you carry this wand, you may summon an animal to help you. The animal you may summon depends on your current Level...</p> <p>Level 1-6 Dire Boar Level 7-9 Lion Level 10 Dire Bear</p> <p>...you may only have 1 of these animal Henchman at a time. If you lose the Wand, the animal goes with it.</p> <p>2 </p>	<p>ITEM – Magical</p> <p>DEMON HOLD</p>  <p>This magical container can be filled at the Demonblood Mountains and only if you do not lose Health while there. You may then take the container to the Oasis of Ezrabar and dump the contents into the Oasis. If you do this, roll 1 d6...</p> <p>1 Steamed. Lose 1 Health. 2 Nothing happens. 3 Oasis dries for this turn. You may move to the Lake of Tears. 4 Summoned Ash Spirit. 5 Summoned Fire Elemental. 6 Summoned Demon.</p> <p>...if you already have a Henchman from the Hold, you must discard it to summon a new one.</p> <p>2 </p>	<p>ITEM – Magical Helm</p> <p>CROWN OF ODIMUS</p> <p>HELM</p> <p>This Crown will allow you to take any Giant, you encounter, as a Henchman. You may only have one such Henchman at a time. If you lose Health in battle, the Giant will sacrifice himself to the discard pile, saving you from losing Health.</p> <p>1 </p>
<p>ITEM – Magical Gloves</p> <p>ASSASSIN GLOVE</p> <p>GLOVES</p> <p>+1 Str</p> <p>While you wear this Glove, you will be able to add 1 to your Strength battles only if you do not have a Weapon equipped.</p> <p>1 </p>	<p>ITEM – Magical Gloves</p> <p>GLOVE OF VISION</p> <p>GLOVES</p> <p>While you wear this Glove, you may always ignore any Luck, Place or Stranger.</p> <p>2 </p>	<p>ITEM – Magical Necklace</p> <p>AMULET OF VISION</p> <p>NECKLACE</p> <p>While you wear this Amulet, you may always ignore any Luck, Place or Stranger.</p> <p>2 </p>	<p>ITEM – Magical Necklace</p> <p>AMULET OF MAGIC</p> <p>NECKLACE</p> <p>While you wear this Amulet, you may carry 1 Spell more than your allotment.</p> <p>1 </p>	<p>ITEM – Magical Gloves</p> <p>GLOVES OF ELEMENTS</p> <p>GLOVES</p> <p>While you wear these Gloves, you may summon an Elemental based on your current Level...</p> <p>Level 1-4 Water Level 5-7 Earth Level 8-9 Air Level 10 Fire</p> <p>...you may only have one such Elemental at a time.</p> <p>3 </p>
<p>ITEM – Magical Armor</p> <p>ARMOR OF DUKRAN</p> <p>ARMOR</p> <p>While you wear this Armor, you may add 3 to your defense die roll. You may also roll a d12 for movement when traveling Frostburn. You also may add 1 to your battle die roll when on any Lake in Frostburn.</p> <p>2 </p>	<p>ITEM – Magical Armor</p> <p>DRAGONSACLE ARMOR</p> <p>ARMOR</p> <p>While you wear this Armor, you may add 3 to your defense die roll. If you are rolling a defense roll due to a battle with a Dragon, you may add 6 instead.</p> <p>2 </p>	<p>ITEM – Magical Ring</p> <p>RING OF SIDARA</p> <p>RING</p> <p>While you wear this Ring, you cannot roll the die for movement. You only move 1 space per turn.</p> <p>1 </p>	<p>ITEM</p> <p>GOLEM PARTS</p>  <p>You may take these Golem Parts to the Wizard in the City of Aldun. He will make a particular Golem for the amount of Gems you give him...</p> <p>1 Gem Iron Golem 2 Gems Adamantine Golem 3 Gems Mithril Golem</p> <p>...if you do this, discard this card and take the Golem that was built.</p> <p>2 </p>	<p>ITEM – Magical Shield</p> <p>SHIELD OF ATHU</p> <p>SHIELD</p> <p>This Shield allows you to add 3 to your defense die roll. If your Sorcery is higher than 8, you may take this Shield to the Firestorm Mountains to wake Dragon, Athu (<i>take him from the Henchman deck</i>). Whoever has the Shield equipped, controls Athu. He will add 4 to each of your attributes for battle only. If you roll a 1 for your defense roll, the Shield will be destroyed and Athu will immediately move to the Firestorm Mountains.</p> <p>3 </p>








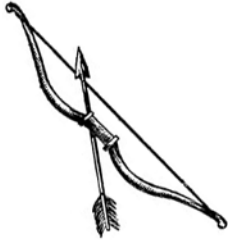
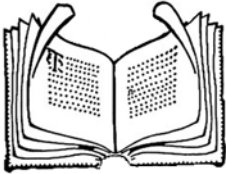





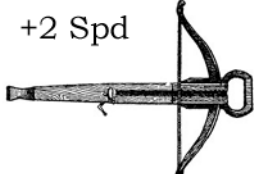
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<p>ITEM VI Weapon</p> <p>SWORD</p> <p>WEAPON</p> <p>+1 Str</p> <p>When you are equipped with the Sword, you may add 1 to your Strength in battle.</p>	<p>ITEM VI Helm</p> <p>HELMET</p> <p>HELM</p> <p>When you are equipped with the Helmet, you may add 1 to your defense roll.</p>	<p>ITEM VI Shield</p> <p>SHIELD</p> <p>SHIELD</p> <p>When you are equipped with the Shield, you may add 2 to your defense roll.</p>	<p>ITEM VI Armor</p> <p>ARMOR</p> <p>ARMOR</p> <p>When you are equipped with the Armor, you may add 3 to your defense roll.</p>	<p>ITEM VI</p> <p>POTION OF INVISIBILITY</p>  <p>After you drink the Potion, it is discarded. It will allow you to avoid any space, card or Hero for 2 turns.</p>
<p>ITEM VI</p> <p>POTION OF STRENGTH</p>  <p>+2 Str</p> <p>After you drink the Potion, it is discarded. It will add 2 to your Strength for 2 rounds.</p>	<p>ITEM VI</p> <p>POTION OF SORCERY</p>  <p>+2 Sor</p> <p>After you drink the Potion, it is discarded. It will add 2 to your Sorcery for 2 rounds.</p>	<p>ITEM VI</p> <p>POTION OF HEALING</p>  <p>After you drink the Potion, it is discarded. It will heal up to 2 Health.</p>	<p>ITEM VI</p> <p>POTION OF WINGS</p>  <p>After you drink the Potion, it is discarded. It will allow you to move to any space on the board (<i>not the Sea or Abyss</i>) instead of your normal move.</p>	<p>ITEM VI</p> <p>POTION OF NEPTUNE</p>  <p>After you drink the Potion, it is discarded. It will allow you to cross the river between Durach & Aldun, cross the Sea between Durach & Frostburn, or dive into the Oasis of Ezrabar to reach the Lake of Tears.</p>
<p>ITEM VI</p> <p>POTION OF SPEED</p>  <p>+2 Spd</p> <p>After you drink the Potion, it is discarded. It will add 2 to your Speed for 2 rounds.</p>	<p>ITEM VI</p> <p>BOW</p>  <p>You may use the bow on any Hero or face up Foe that is no more than 3 spaces away. You cannot use the benefits of any Shield if you are using the bow.</p>	<p>ITEM VI</p> <p>SPELL BOOK</p>  <p>You may use the Spell Book to carry an additional 2 Spells above your allotment. The 2 Spells are kept with the Book. If you lose the Book, the Spells go with it. You may only have 1 Spell Book at a time.</p>	<p>ITEM VI Weapon</p> <p>BATTLE AXE</p> <p>WEAPON</p> <p>+2 Str</p> <p>You must have a Strength greater than 3 to wield the Battle Axe. You may add 2 to your Strength in battle. You cannot have a Shield equipped as this is a two handed weapon. You may also miss 1 turn in the Forest or Woods to construct a Canoe.</p>	<p>ITEM VI</p> <p>BACKPACK</p>  <p>With this backpack, you can carry 4 Items in it. These 4 Items do not count toward the Hero's carrying capacity, but the backpack does. If the backpack is lost, the Items go with it.</p>
<p>ITEM VI</p> <p>COMPASS</p>  <p>While you carry the Compass, you may add up to 2 to your die roll for movement.</p>	<p>ITEM VI</p> <p>TIMEPIECE</p>  <p>While you carry the Timepiece, you may deduct up to 2 to your die roll for movement (<i>but you must move a minimum of 1</i>).</p>	<p>ITEM VI</p> <p>QUILL</p>  <p>While you have the Quill, you may scribe your own Spells at the cost of 2 Gems each. You must draw the Spells at random.</p>	<p>ITEM VI</p> <p>MORTAR & PESTAL</p>  <p>While you have the Mortar & Pestal, you may brew your own Potions at the cost of 2 Gems for Strength, Speed, Sorcery & Healing. For Invisibility, Neptune & Wings, they cost 3 Gems each to make.</p>	<p>ITEM VI</p> <p>CROSSBOW</p> <p>+2 Spd</p>  <p>You may use the crossbow on any Hero or face up Foe that is no more than 2 spaces away. The crossbow will also add 2 to your Speed when you use it in ranged battle.</p>

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<p>ITEM – Magical Ring VI</p> <p>DARKORE RING</p> <p>RING</p> <p>+1 Sor</p> <p>This magical Ring will give the wearer an additional Sorcery. 1 </p>	<p>ITEM – Magical Ring VI</p> <p>ENTWALKER RING</p> <p>RING</p> <p>If the wearer of this ring begins their move on a Forest or Woods space, they may move to any other Forest or Woods space without rolling the die for movement. 1 </p>	<p>ITEM – Magical Ring VI</p> <p>BLUESTONE RING</p> <p>RING</p> <p>+1 Spd</p> <p>This magical Ring will give the wearer an additional Speed. 1 </p>	<p>ITEM – Magical Ring VI</p> <p>CRYSTAL EYE</p> <p>RING</p> <p>This magical Ring allows the wearer to know what Spells the other Heroes have learned. 3 </p>	<p>ITEM – Magical Ring VI</p> <p>RING OF SIDARA</p> <p>RING</p> <p>This magical Ring will give the wearer an additional Strength, Speed or Sorcery. The wearer must choose, at the start of their turn, what attribute it enhances. They may change it anytime their turn starts. 2 </p>
<p>ITEM – Magical Ring VI</p> <p>BLOOD OATH RING</p> <p>RING</p> <p>While this Ring is worn, no one may take any Henchman from you. This does not stop Henchman from being instructed to be discarded. 2 </p>	<p>ITEM – Magical Ring VI</p> <p>DRAGON HOLD</p> <p>RING</p> <p>This magical Ring gives you no benefit. If you are wearing it, and you encounter a Dragon, you may avoid battle with it and discard the Dragon. Once you do this, the ring gains full power. Choose an attribute of your choice (<i>Strength, Speed or Sorcery</i>) and the Ring will give you +2 in that attribute for the rest of the game. 1 </p>	<p>ITEM – Magical Ring VI</p> <p>RING OF ELIDOR</p> <p>RING</p> <p>+2 Str</p> <p>This magical Ring belongs to the King of Elidor. If you choose to return it, you will gain 6 Gems (<i>discard it when you land on the City of Elidor</i>). If you keep it, it will add 2 to your Strength battles. 1 </p>	<p>ITEM – Magical Necklace VI</p> <p>SUNRISE AMULET</p> <p>NECKLACE</p> <p>This Amulet gives you an additional 2 points to your battle die roll against Undead. No Undead may wear this Amulet. 1 </p>	<p>ITEM – Magical Necklace VI</p> <p>UNICORN CHARM</p> <p>NECKLACE</p> <p>No Vile Hero may wear this Necklace. The wearer may call upon a Unicorn whenever they land on the Enchanted Grove (<i>take one from the Henchman deck</i>). You may only have one of these Unicorns at a time. 2 </p>
<p>ITEM – Magical Necklace VI</p> <p>EYE OF MYSTICS</p> <p>NECKLACE</p> <p>This Amulet allows you to know what the top Spell Card is in the deck. 2 </p>	<p>ITEM – Magical Necklace VI</p> <p>DEFENDER'S CHARM</p> <p>NECKLACE</p> <p>While you wear this Amulet, you may add 3 to your defense die rolls. 2 </p>	<p>ITEM – Magical Necklace VI</p> <p>UNKNOWN AMULET</p> <p>NECKLACE</p> <p>You need to take this Amulet to the Gypsy Camp to get it identified. Roll a d6, when you land there, to see what the Amulet provides you... 1 – One Strength 2 – One Speed 3 – One Sorcery 4 – One Defense 5 – One Strength & One Sorcery 6 – It is worthless (<i>discard</i>) 1 </p>	<p>ITEM – Magical Armor VI</p> <p>BLACK DRAGON ARMOR</p> <p>ARMOR</p> <p>This Armor gives you +2 to your defense rolls. If you are defending against a Dragon attack, it gives you +4 to your defense roll. 2 </p>	<p>ITEM – Magical Armor VI</p> <p>TRAVELER'S SHIRT</p> <p>ARMOR</p> <p>This Shirt allows the wearer to add an additional point to their movement die roll. 2 </p>
<p>ITEM – Magical Armor VI</p> <p>DEFENDER'S SHIRT</p> <p>ARMOR</p> <p>While you wear this Shirt, you may add 2 to your defense die rolls. 1 </p>	<p>ITEM – Magical Armor VI</p> <p>SPIDER ROBE</p> <p>ARMOR</p> <p>+2 Sor</p> <p>This Robe adds 2 to your Sorcery. If you land on another Hero, you may wrap them in a web. This allows you to take their next turn for yourself. 2 </p>	<p>ITEM – Magical Armor VI</p> <p>DARKMAGE ROBE</p> <p>ARMOR</p> <p>+1 Sor</p> <p>No Kind Hero may wear this Robe. This Robe adds 1 to the wearer's Sorcery. It also ensures the wearer always has at least one Spell (<i>whether their Sorcery allows a Spell or not</i>). 3 </p>	<p>ITEM – Magical Armor VI</p> <p>DARKSUN ROBE</p> <p>ARMOR</p> <p>While you wear this Robe, you may move to any Urthe space if you are not on Urthe and you roll a 1 for movement. If you roll a 1 for movement, while traveling Urthe, then you may move to any space in Durach. 3 </p>	<p>ITEM – Magical Armor VI</p> <p>CASTER'S ROBE</p> <p>ARMOR</p> <p>+1 Sor</p> <p>This Robe gives the wearer an additional point to their Sorcery battles. If another Hero casts a Spell at you, you may ignore the Spell and keep it if you can roll a 4 or higher on 1d6. 2 </p>

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<p>ITEM – Magical Armor</p> <p>VI</p> <p>DEESEAARMOR</p> <p>ARMOR</p> <p>This Armor gives the wearer a +2 to their defense die rolls. Also, if you have no Henchman, you may travel Tar'ri without the aid of a Ship. To move to an adjacent space (<i>between land and sea</i>), you must use your next movement for this without roll the die. 2 </p>	<p>ITEM – Magical Boots</p> <p>VI</p> <p>BOOTS OF STONE</p> <p>BOOTS</p> <p>These boots allow you to ignore the Demonblood Mountains and Lava Flows space. They also allow you to add 1 to your defense die rolls. 1 </p>	<p>ITEM – Magical Boots</p> <p>VI</p> <p>BOOTS OF STEALTH</p> <p>BOOTS</p> <p>If a Hero moves from the same space you occupy, you may move with them. You do not encounter the space they move to. You may do this in the Abyss. 1 </p>	<p>ITEM – Magical Boots</p> <p>VI</p> <p>SOLDIER'S BOOTS</p> <p>BOOTS</p> <p>These boots add 1 to your Strength battles. It also lets you add 2 to your defense die rolls. 2 </p>	<p>ITEM – Magical Shield</p> <p>VI</p> <p>DEATHTOUCH SHIELD</p> <p>BOOTS</p> <p>This Tower Shield provides no benefit to your defense die rolls. If you sacrifice a Health, the Shield grows in power by 1 defense point (<i>for a maximum of 3</i>), which you can then add to your defense die rolls. 2 </p>
<p>ITEM Shield</p> <p>VI</p> <p>DRAGON STRIKE</p> <p>SHIELD</p> <p>This Shield lets you add 2 to your defense die rolls. You can also bash with it instead of using a Weapon in your Weapon Slot. If you do this, the Shield gives you +2 to your Strength battles. 2 </p>	<p>ITEM – Magical Shield</p> <p>VI</p> <p>ORDER OF KNIGHTS</p> <p>SHIELD</p> <p>No Vile Hero may use this Shield. This Shield lets you add 2 to your defense die rolls. For every Foe you slay, you may pray by rolling 1d6 to be granted... 1-3 – Nothing 4 – One Health 5 – One Spell 6 – One Strength</p>	<p>ITEM – Magical Shield</p> <p>VI</p> <p>EYE OF FORESIGHT</p> <p>SHIELD</p> <p>This Shield lets you add 2 to your defense die rolls. You also know the top Quest card for whatever land you travel. 2 </p>	<p>ITEM Shield</p> <p>VI</p> <p>ASSASSIN SHIELD</p> <p>SHIELD</p> <p>No Kind Hero may use this Shield. This Shield lets you add 2 to your defense die rolls. It also has 5 unique uses (<i>use a counter to track this</i>) as it can send a cloud of poison out if you use it for a defense roll. If this happens, the Foe is discarded or a Hero loses 1 Health. You do not get any reward from this. 2 </p>	<p>ITEM – Magical Shield</p> <p>VI</p> <p>CLERIC SHIELD</p> <p>SHIELD</p> <p>No Vile Hero may use this Shield. This Shield lets you add 2 to your defense die rolls. It also has 5 unique uses (<i>use a counter to track this</i>) as it can heal you 1 Health whenever you need it to. 2 </p>
<p>ITEM – Magical Shield</p> <p>VI</p> <p>PHOENIX SHIELD</p> <p>SHIELD</p> <p>This Shield lets you add 2 to your defense die rolls. You may also summon a Phoenix from the ashes of the Demonblood Mountains. You may only have one Phoenix at a time. If you lose the Shield, the Phoenix goes with it. 3 </p>	<p>ITEM – Magical Shield</p> <p>VI</p> <p>TREANT SHIELD</p> <p>SHIELD</p> <p>This Shield lets you add 2 to your defense die rolls. You may also summon the aid of a Treant from the Enchanted Grove. You may only have one Treant at a time. If you lose the Shield, the Treant goes with it. 3 </p>	<p>ITEM – Magical Shield</p> <p>VI</p> <p>NARROW ESCAPE</p> <p>SHIELD</p> <p>This Shield lets you add 2 to your defense die rolls. If you fail your defense die roll by 1 point, then you may roll an additional time. You may only do this once per round. 2 </p>	<p>ITEM – Magical Shield</p> <p>VI</p> <p>SHIELD OF AGES</p> <p>SHIELD</p> <p>This Shield lets you add 2 to your defense die rolls. The Mage in Springvale, or the Oracle in Darkvale, can unlock the time traveling magic within the Shield. This allows you to move between Springvale & Darkvale instead of your normal move. 3 </p>	<p>ITEM Shield</p> <p>VI</p> <p>THE SILVER LION</p> <p>SHIELD</p> <p>This Shield lets you add 2 to your defense die rolls. You may also use it as a Weapon (<i>only if you have no equipped Weapon</i>) adding 2 to your Strength battles. 2 </p>
<p>ITEM – Magical Necklace</p> <p>VI</p> <p>AMULET OF FRIENDSHIP</p> <p>NECKLACE</p> <p>With this Amulet, you may take any Hero's Henchman if you roll a 5 or higher on 1d10. 1 </p>	<p>ITEM – Magical Helm</p> <p>VI</p> <p>ELVEN CROWN</p> <p>HELM</p> <p>+2 Sor</p> <p>This Crown will add 2 to your Sorcery. 2 </p>	<p>ITEM – Magical Helm</p> <p>VI</p> <p>HELM OF CAPTAINS</p> <p>HELM</p> <p>This Helm will add 1 to your defense die rolls. If you succeed in your defense die roll, you may roll a d4 and move your opponent in any direction you wish. They do not encounter the space they land on and you cannot do this in the Abyss. 2 </p>	<p>ITEM – Magical Helm</p> <p>VI</p> <p>SIDARA'S CROWN</p> <p>HELM</p> <p>You have found Sidara's Crown. You may return it to her for 5 Gems. You may also wear the Crown, in which case you will always have at least 1 Spell. 3 </p>	<p>ITEM – Magical Helm</p> <p>VI</p> <p>DEMON MASK</p> <p>HELM</p> <p>This Mask allows you to avoid battles with any Planar beings (<i>even Planar Heroes</i>). You may also ignore the Tzerar Blackcloud (<i>Trap</i>) card if you ever draw it. 2 </p>

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<p>ITEM – Magical Helm VI</p> <p>HELM OF ANGELS</p> <p>HELM</p> <p>Those that wear this Helmet will immediately turn Kind. It will allow you to add 1 to your defense roll. When you visit the Church of Gedwin, with the Helmet on, you may Heal up to your maximum Health. 2 </p>	<p>ITEM – Magical Helm VI</p> <p>HUNTER COWL</p> <p>HELM</p> <p>While you wear the Cowl, and there is a Foe no more than 3 spaces away from you after you have moved, you may immediately move to that space where you must battle that Foe. 1 </p>	<p>ITEM – Magical Helm VI</p> <p>COMMANDER'S HELM</p> <p>HELM</p> <p>This Helmet will allow you to add 1 to your defense die rolls. If you are instructed to discard/lose a Henchman, you may roll 1d12. If you roll a 6 or higher, you may keep the Henchman. 1 </p>	<p>ITEM – Magical Helm VI</p> <p>HELM OF BARAK</p> <p>HELM</p> <p>This Helm lets you add 1 to your defense die rolls. You may also recruit an Iron Golem if you land on the Dungeon of Barak space (<i>where you will not roll a die while you wear this Helmet</i>). You may only have 1 such Golem at a time. 2 </p>	<p>ITEM – Magical Helm VI</p> <p>SPIRIT OF THE DEER</p> <p>HELM</p> <p>+2 Spd</p> <p>While you wear this Helmet, you will have 2 added to your Speed. 2 </p>
<p>ITEM – Magical Helm VI</p> <p>DARKORE HELMET</p> <p>HELM</p> <p>While you wear this Helmet, you may add 1 to your defense die roll. You will also always have at least 1 Spell. 3 </p>	<p>ITEM – Magical Helm VI</p> <p>HELM OF DEMONS</p> <p>HELM</p> <p>Those that wear this Helmet will immediately turn Vile. It will allow you to add 1 to your defense roll. When you visit the Djarhun Cemetery, or Vardah Graveyard, you may summon a Grave Demon to aid you. You may only have 1 such Demon at a time. 2 </p>	<p>ITEM – Magical Gloves VI</p> <p>GLOVES OF FORCE</p> <p>GLOVES</p> <p>+1 Str</p> <p>These Gloves will add 1 to your Strength battles. 1 </p>	<p>ITEM – Magical Gloves VI</p> <p>TIGER CLAW</p> <p>GLOVES</p> <p>+2 Str</p> <p>This Glove can be used as a Weapon, adding 2 to your Strength battles. You cannot use a Weapon & the Gloves at the same time. 1 </p>	<p>ITEM – Magical Gloves VI</p> <p>SPELL CATCHER</p> <p>GLOVES</p> <p>These Gloves allow you to catch any Spell cast at you and throw it back at the caster, but only if you can roll a 6 or higher on one d10. 2 </p>
<p>ITEM – Magical Gloves VI</p> <p>GLOVES OF DEFENSE</p> <p>GLOVES</p> <p>These Gloves will add 3 to your defense die rolls. 1 </p>	<p>ITEM – Magical Gloves VI</p> <p>BRACERS OF KINGS</p> <p>GLOVES</p> <p>These Bracers will add 1 to your defense die rolls. If you draw a Foe card at the Frostburn Arena, you may take them as a Henchman. You may only have 1 of these Henchman at a time. 1 </p>	<p>ITEM – Magical Gloves VI</p> <p>GLOVES OF THE MAGES</p> <p>GLOVES</p> <p>These Gloves allow you to roll get a d12 bonus when casting Spells at a Foe or Hero (<i>meaning you may add the results of a d12 to your Sorcery</i>). 1 </p>	<p>ITEM – Magical Gloves VI</p> <p>BRACERS OF ARCHERY</p> <p>GLOVES</p> <p>+2 Spd</p> <p>These Bracers will add 2 to your Speed battles only when using Ranged Weapons. 2 </p>	<p>ITEM – Magical Gloves VI</p> <p>BRACERS OF TAR'RI</p> <p>GLOVES</p> <p>These Bracers allow you to take an extra move when you are traveling the Sea, and only if you rolled a 1 for your movement die roll. 1 </p>
<p>ITEM – Magical Gloves VI</p> <p>BRACERS OF SHARRA</p> <p>GLOVES</p> <p>These Bracers will add 1 to your defense die rolls. You may also summon the aid of a Mummy when you visit the Sharra Ruins (<i>where you do not need to roll a die while you wear these</i>). You may only have 1 Mummy Henchman at a time. 2 </p>	<p>ITEM – Magical Gloves VI</p> <p>BRACERS OF MIGHT</p> <p>GLOVES</p> <p>+1 Str</p> <p>These Bracers will add 1 to your Strength. 1 </p>	<p>ITEM – Magical Gloves VI</p> <p>BRACERS OF GIANTS</p> <p>GLOVES</p> <p>+2 Str</p> <p>These Bracers will add 2 to your Strength. 2 </p>	<p>ITEM – Magical Gloves VI</p> <p>GAUNTLETS OF FIRE</p> <p>GLOVES</p> <p>These Gauntlets allow you to reach into the volcano, at the Demonblood Mountains, and pull out the Sword of Tzevar (<i>take it from the Market Deck</i>). You must keep these Gauntlets equipped when you use the Sword. If the Gauntlets are lost, the Sword goes back in the Market Deck. 3 </p>	<p>ITEM – Magical Gloves VI</p> <p>WIZARD'S FORCE</p> <p>GLOVES</p> <p>+2 Sor</p> <p>These Gauntlets will add 2 to your Sorcery battles. 2 </p>

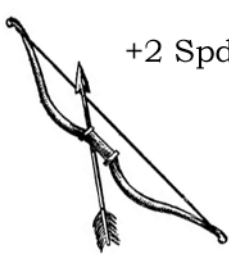


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<p>ITEM – Magical Gloves</p> <p>VI</p> <p>KNIGHT GAUNTLETS</p> <p>GLOVES</p> <p>+1 Str</p> <p>These Gauntlets will add 1 to your Strength battles. You may also add 1 to your defense die rolls.</p> <p>1 </p>	<p>ITEM – Magical Gloves</p> <p>VI</p> <p>THIEF GLOVES</p> <p>GLOVES</p> <p>You may Steal any Item or Gem from any Hero you land on if you can win against them in Speed battle. If you are a Thief, Bandit, Robber or Rogue then you do not need to perform any Speed battle to successfully Steal an Item from a Hero.</p> <p>2 </p>	<p>ITEM – Magical Gloves</p> <p>VI</p> <p>TRAVELER GLOVES</p> <p>GLOVES</p> <p>These Gloves allow you to add 2 to your movement die roll.</p> <p>2 </p>	<p>ITEM – Magical Gloves</p> <p>VI</p> <p>DEMONCLAW GLOVES</p> <p>GLOVES</p> <p>+2 Str</p> <p>These magical Gloves can be used as a Weapon, adding 2 to your Strength battles. You cannot use a Weapon if you choose to use the Gloves for battle. If you defeat a Hero in battle with them as a Weapon, then you may pick one equipped Item that is destroyed.</p> <p>2 </p>	<p>ITEM Gloves</p> <p>VI</p> <p>SPIKED GLOVES</p> <p>GLOVES</p> <p>These Gloves allow you to add 2 to your defense die rolls.</p> <p>1 </p>
<p>ITEM – Magical Armor</p> <p>VI</p> <p>SKYWALK ROBE</p> <p>ARMOR</p> <p>This Robe allows you to cross the Tar'ri Sea, between Durach & Frostburn, instead of your normal move. You choose the adjacent space to move to.</p> <p>3 </p>	<p>ITEM – Magical Armor</p> <p>VI</p> <p>DARKFIRE ROBE</p> <p>ARMOR</p> <p>This Robe allows you to take any Planar, or Undead, Foe as your Henchman (adding their highest attribute to yours in battle only). You may only have one such Henchman at a time. If you remove the Robe, the Foe goes off to the discard pile.</p> <p>2 </p>	<p>ITEM – Magical Armor</p> <p>VI</p> <p>NOBLE'S SHIRT</p> <p>ARMOR</p> <p>While you wear this Shirt, you may donate 2 Gems to the poor in Elidor (whenever you land on the City of Elidor space). If you do this, you may roll 1d6 to gain a...</p> <p>1-3 – Praise 4 – Strength 5 – Speed 6 – Sorcery</p>	<p>ITEM – Magical Armor</p> <p>VI</p> <p>HUNTER'S COAT</p> <p>ARMOR</p> <p>This Coat allows you to add 2 to your battle die rolls against Animals & Beasts.</p> <p>1 </p>	<p>ITEM – Magical Armor</p> <p>VI</p> <p>CHAMPION GARB</p> <p>ARMOR</p> <p>While you wear this, you may go to the Church of Gedwin to claim Gedwin's Spear (take it from the Market Deck). They will not give the Spear to the Vile. The Spear cannot be used unless you wear the Garb.</p> <p>2 </p>
<p>ITEM – Magical Armor</p> <p>VI</p> <p>MERMAN ARMOR</p> <p>ARMOR</p> <p>This Armor will add 2 to your defense die rolls. You may add 4 to your defense die rolls when traveling the Sea.</p> <p>2 </p>	<p>ITEM – Magical Armor</p> <p>VI</p> <p>DEATHKNIGHT ARMOR</p> <p>ARMOR</p> <p>The Kind cannot wear this armor. It lets you add 2 to your defense die rolls. You may also claim Vartow's Sword from Djarhun Cemetery (take it from the Market Deck). You cannot use the Sword without wearing the Deathknight Armor.</p> <p>2 </p>	<p>ITEM – Magical Armor</p> <p>VI</p> <p>DRAKESKIN ARMOR</p> <p>ARMOR</p> <p>+1 Str +1 Sor</p> <p>This Armor will allow you to add 2 to your defense die rolls. It also adds 1 to your Strength & Sorcery.</p> <p>3 </p>	<p>ITEM – Magical Armor</p> <p>VI</p> <p>WOODSMAN GARB</p> <p>ARMOR</p> <p>While you wear this clothing you may avoid any battle when in the Woods or Forest.</p> <p>1 </p>	<p>ITEM – Magical Armor</p> <p>VI</p> <p>SEASTORM GARB</p> <p>ARMOR</p> <p>While you wear this clothing you may add 2 to your battle die rolls when traveling the Sea.</p> <p>2 </p>
<p>ITEM - Magical</p> <p>VI</p> <p>WOODSMAN BOW</p> <p>+2 Spd</p>  <p>You may use this bow on any Hero or face up Foe that is no more than 3 spaces away after you have moved. You will get an additional 2 points towards your ranged battle. You may add 4 if you use it in the Woods or Forest.</p> <p>2 </p>	<p>ITEM – Magical Weapon</p> <p>VI</p> <p>SACRIFICIAL DAGGER</p> <p>WEAPON</p> <p>+1 Str</p> <p>This Dagger lets you add 1 to your Strength battles. If you sacrifice a Henchman at the Temple of the Serpent, you may choose what you get instead of rolling the die.</p> <p>1 </p>	<p>ITEM – Magical Weapon</p> <p>VI</p> <p>ENT CUTTER</p> <p>WEAPON</p> <p>+2 Str</p> <p>This Axe adds 2 to your Strength battles. You may also cut down a magical tree in the Enchanted Grove (which you immediately turn Vile). Roll 1d6 to get a...</p> <p>1-3 – Good Workout 4 – Gem 5 – Treasure 6 – Spell</p> <p>3 </p>	<p>ITEM - Magical</p> <p>VI</p> <p>WAND OF ENSLAVEMENT</p>  <p>This Wand allows you to take any Henchman from another Hero you land on. You may only have one such Henchman at a time. If you lose the Wand, the Henchman goes with it. You may release a Henchman only at the start of your turn.</p> <p>2 </p>	<p>ITEM - Magical</p> <p>VI</p> <p>WAND OF JOY</p>  <p>With this Wand you may turn any Hero, that you land on, Kind. If a Hero cannot become Kind, they lose 1 Health instead.</p> <p>2 </p>







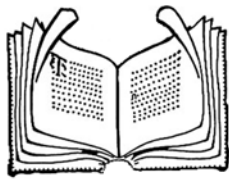












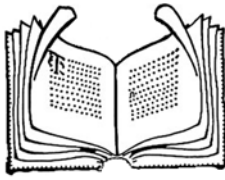





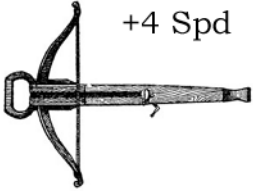









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<p>ITEM - Magical VI</p> <p>HORN OF ODIMUS</p>  <p>If this Horn is used at the Odimus Mountains, it will summon Odimus to aid you (<i>take him from the Henchman Deck</i>). You must roll a 5-8 on 1d8 to accomplish this. If you fail, the Horn breaks and must be discarded.</p> <p>2 </p>	<p>ITEM VI</p> <p>DARKORE MAP</p>  <p>This old map shows a passageway underneath Fort Tymar that leads to Darkore Hold. As long as you have this map, you may travel between Fort Tymar and Darkore Hold instead of your normal move.</p> <p>3 </p>	<p>ITEM - Magical VI</p> <p>POISON SHOT</p>  <p>You have 5 of these arrows (<i>use an indicator to show each time you shoot one</i>) that you can only use if you have a bow or crossbow. Your target cannot roll against you in ranged battle when you use these. The arrow count stays consistent with this Item.</p> <p>2 </p>	<p>ITEM VI</p> <p>BOOK OF AVRAKAR</p>  <p>This is one of the books that were created during the time of the <i>Book of Avrakar</i>. It has no magical properties, but you may simply take the <i>Book of Avrakar</i> and not fight Gharad for it (<i>when you land on his tower, you would discard this card</i>). If you land on a Hero that has the <i>Book of Avrakar</i>, then you may switch it with this book.</p>	<p>ITEM - Magical VI</p> <p>CLOAK OF PROTECTION</p>  <p>As long as you have this Cloak, you may add 2 to your defense die rolls.</p> <p>2 </p>
<p>ITEM VI</p> <p>FAIRY PRISONERS</p>  <p>You have found a bottle of Fairies. If you release them at the Enchanted Grove, they will give you 10 Experience Points and 1 Treasure Card.</p>	<p>ITEM - Magical VI</p> <p>TRAPPED WIZARDS</p>  <p>This magical Lantern has trapped the souls of ancient wizards. If you release them at the Shrine of Wizardry, they will give you 10 Experience Points and 1 Treasure Card.</p>	<p>ITEM VI</p> <p>DEMGAR'S STATUE</p>  <p>This Statue has Demgar's name engraved on the bottom. Demgar is known to be at Plunderers' Port. If you bring him this Statue, he will reward you with 10 Experience Points and 2 Gems.</p>	<p>ITEM - Magical VI</p> <p>FINGER OF AN ENT</p>  <p>While you carry this magical stick, you may equip any number of Rings that you find (<i>gaining benefit from them all</i>). If you lose this stick, then all the Rings equipped go with it.</p> <p>3 </p>	<p>ITEM - Magical VI</p> <p>PROWLER CLOAK</p>  <p>While you carry this Cloak, you may avoid any face-up Foe you land on.</p> <p>2 </p>
<p>ITEM - Magical VI</p> <p>DEADWILL WAND</p>  <p>This Wand has 5 charges (<i>use a counter to indicate the uses</i>). Whenever you use it, a Foe is slain or a Hero loses a Health. You gain no Experience doing this, but you may take the appropriate loot.</p> <p>2 </p>	<p>ITEM - Magical VI</p> <p>Weapon</p> <p>STARBURST BLADE</p> <p>WEAPON</p> <p>+1 Str</p> <p>+1 Spd</p> <p>+1 Sor</p> <p>You may only draw this blade from its scabbard if you are Level 6 or higher. The Sword will give you 1 point to each of your attributes in battle.</p> <p>3 </p>	<p>ITEM - Magical VI</p> <p>STORY OF ALDAREN</p>  <p>If you read this story at the Aldaren Ruins, roll a d8. If you roll a 5 or higher, Aldaren will materialize and join you on your quest. If you fail your roll, the book crumbles into a pile of dust.</p> <p>2 </p>	<p>ITEM - Magical VI</p> <p>JAHREC'S PUZZLE ORB</p>  <p>To try and solve the puzzle, you must roll under your Sorcery on 1d20. If you succeed, you may draw 1 Treasure card. If you fail, the puzzle explodes (<i>lose 1 Health</i>). Either way, the Puzzle is discarded.</p> <p>1 </p>	<p>ITEM - Magical VI</p> <p>SHARRA'S EYEPIECE</p>  <p>You may use this to look at one of your Spells. If you can roll a 1-3 on a d6, then you notice hidden text on the Spell (<i>you may discard this Spell and draw another in its place</i>). If you roll a 4-6, then you notice the words are written poorly and discard the Spell. You may only look at one Spell per turn.</p> <p>3 </p>
<p>ITEM VI</p> <p>EXCEPTIONAL CROSSBOW</p>  <p>+4 Spd</p> <p>You may use this crossbow on any Hero or face up Foe that is no more than 3 spaces away after you have moved. You will get an additional 4 points towards your ranged battle.</p> <p>3 </p>	<p>ITEM - Magical VI</p> <p>ROYAL SCEPTER</p>  <p>While you carry this Scepter, you repair your Ship at Elidor for free ... even if you are Vile. You also may join any Guild (<i>Guild rules apply</i>) for only 1 Gem.</p> <p>2 </p>	<p>ITEM - Magical VI</p> <p>ABYSMAL SCEPTER</p>  <p>This ancient relic has been somehow brought out from the Abyss. While you carry it, you may ignore the instructions on the Demon Tower space.</p> <p>2 </p>	<p>ITEM - Magical VI</p> <p>HOLY SYMBOL</p>  <p>While you carry this Item, you may avoid any battle with Undead Foes.</p> <p>2 </p>	<p>ITEM VI</p> <p>ALCHEMY RECIPE</p>  <p>Every time you land on a Forest or Woods space, put a counter on this card. When you accumulate a total of 3, discard the counters and take a Potion of your choice from the Market Deck.</p> <p>2 </p>















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<div>ITEM VI</div> <div>Weapon</div> <div>URTHE SWORD</div> <div>WEAPON</div> <div>+2 Str</div> <div>This Sword will add 2 to your Strength in battle. If you lose the battle, you may Parry with the Sword by making a defense roll to see if you survive the battle. You may add 2 to this roll.</div> <div>3</div>	<div>ITEM VI</div> <div>LOCK</div> <div></div> <div>The Lock does not count as one of your Items <i>only</i> if you assign it to one of your current Items. While it is assigned, no one may ever take the Item it locks. You may not use this on the Book of Avrakar and the lock does not protect theft from the use of Spells (<i>if the Item is taken by Spell, the Lock goes with it</i>). You may only have one Lock at a time.</div> <div>4</div>	<div>ITEM VI</div> <div>TRAVEL PACK</div> <div></div> <div>With this Travel Pack, you can carry 6 Items in it. These 6 Items do not count toward the Hero's carrying capacity, but the Travel Pack does. If the Travel Pack is lost, the Items go with it. You may only have one Travel Pack at a time.</div> <div>4</div>	<div>ITEM VI</div> <div>MAGNIFYING GLASS</div> <div></div> <div>With the Magnifying Glass, you can inspect one newly drawn Treasure Card by rolling a d12. If you roll a 10 or higher, you see the Item is actually something different, allowing you to discard that Treasure Card and taking a new Treasure Card. You may only use a Magnifying Glass once per Turn.</div> <div>5</div>	<div>ITEM VI</div> <div>ANCIENT MAP</div> <div></div> <div>Put a counter indicating that the Ancient Map has only 3 uses. The Map may never be used on Urthe. When you roll a die for Movement, you may choose to move less than indicated (<i>minimum of 1 space</i>). When the Map is used up, it withers to the discard pile.</div> <div>3</div>
<div>ITEM VI</div> <div>TREASURE MAP</div> <div></div> <div>Roll a d4 to see where the Treasure map instructs you to go. Once you reach that space, you may discard the Treasure Map and draw 1 Treasure Card. Use a counter to help remember where the Map leads.</div> <div>1 – Map is a fake! (<i>discard</i>) 2 – Odar Peaks 3 – Wolfbane Brush 4 – Parith Wasteland</div>	<div>ITEM VI</div> <div>TREASURE MAP</div> <div></div> <div>Roll a d4 to see where the Treasure map instructs you to go. Once you reach that space, you may discard the Treasure Map and draw 1 Treasure Card. Use a counter to help remember where the Map leads.</div> <div>1 – Map is a fake! (<i>discard</i>) 2 – Blackwood Growth 3 – Firestorm Pass 4 – Drakebone Barrens</div>	<div>ITEM VI</div> <div>ANCIENT BONES</div> <div></div> <div>These bones are the remains of the Djarhun people. Although worthless to most, they are useful to Proptha, as she can send you back to the past with them. Ugmar is also able to make Neptune Potions from them. He will do so free of charge (<i>when you are on Ugmar's space, you may discard these bones and take a Potion of Neptune</i>).</div>	<div>ITEM VI</div> <div>ANCIENT BONES</div> <div></div> <div>These bones are the remains of the Djarhun people. Although worthless to most, they are useful to Proptha, as she can send you back to the past with them. Ugmar is also able to make Neptune Potions from them. He will do so free of charge (<i>when you are on Ugmar's space, you may discard these bones and take a Potion of Neptune</i>).</div>	<div>ITEM VI</div> <div>ANCIENT BONES</div> <div></div> <div>These bones are the remains of the Djarhun people. Although worthless to most, they are useful to Proptha, as she can send you back to the past with them. Ugmar is also able to make Neptune Potions from them. He will do so free of charge (<i>when you are on Ugmar's space, you may discard these bones and take a Potion of Neptune</i>).</div>
<div>ITEM - Magical VI</div> <div>TIME CAPSULE</div> <div></div> <div>This ancient relic can open a door to the past, but it only seems to glow with life while you travel Urthe. Instead of your normal move, you may move to an adjacent Durach space.</div> <div>3</div>	<div>ITEM VI</div> <div>MAP OF URTHE</div> <div></div> <div>This Map seems to be made from the flesh & blood of some poor soul. Whenever you roll a 1 for movement (<i>while traveling Urthe</i>), you may move to any Urthe space of your choice.</div> <div>1</div>	<div>ITEM - Magical VI</div> <div>TZERAR'S WAND</div> <div></div> <div>+2 Spd</div> <div>This Wand will shoot Fire at any Hero or Foe that is no more than 3 spaces away from you after you have moved. It will give you an additional 2 points towards Speed battle for this attack. If you encounter Tzerar (<i>Foe or Trap</i>), you may discard him and take 1 Treasure Card.</div> <div>2</div>	<div>ITEM – Magical VI</div> <div>Armor</div> <div>TZERAR'S ARMOR</div> <div>ARMOR</div> <div>This Armor will turn the wearer Vile, but only while they wear it. It will add 2 to your defense die rolls. If you roll a 1 for movement, the Armor will spawn demon wings, allowing you to move to any space in the same land you travel.</div> <div>2</div>	<div>ITEM – Magical VI</div> <div>Weapon</div> <div>TZERAR'S HAMMER</div> <div>WEAPON</div> <div>+2 Str</div> <div>This Hammer will give you an additional 2 Strength towards battle. If, before your battle, you may try to have this Health ... the Hammer will give you an additional 4 points towards Strength battle instead.</div> <div>2</div>
<div>ITEM VI</div> <div>SCROLL OF THE ABYSS</div> <div></div> <div>This ancient Scroll tells of the now lost Abyss. As long as you carry this Scroll, you may avoid any Abyss space if you roll a 3-6 on one d6.</div> <div>3</div>	<div>ITEM VI</div> <div>URTHE FLY</div> <div></div> <div>You have captured an Urthe Fly. If you were to turn this insect loose in Frostburn, Durach or Aldun ... it would wipe out any face up Foe in that land. It would also cause any Hero (<i>not yourself</i>) to lose 1 Health. The insect would then fly off to the discard pile.</div> <div>2</div>	<div>ITEM – Magical VI</div> <div>Necklace</div> <div>SUNGATE</div> <div>NECKLACE</div> <div>This Amulet is attracted to the ripples in time only when it is worn (<i>and not hidden from the sun</i>). If you are traveling in Durach, and you roll a 1 for movement, a ripple forms and pulls you to the adjacent Urthe space instead (<i>the Hero has no choice here</i>). The Amulet does this when traveling Urthe as well.</div>	<div>ITEM – Magical VI</div> <div>Weapon</div> <div>HELLFIRE SPEAR</div> <div>WEAPON</div> <div>+2 Str +2 Spd</div> <div>This Spear is the last remaining piece of the ancient Hellfire wars. It gives an additional 2 Strength towards battle. You may also throw it (<i>with additional 2 towards Speed battle</i>) and any Foe or Hero no more than 3 spaces away after you move. If you lose any ranged battle, the Spear stays on the same space as the Foe, or the Hero you attacked may keep it, otherwise you get the Spear back.</div> <div>2</div>	<div>ITEM – Magical VI</div> <div>Shield</div> <div>TZERAR'S SHIELD</div> <div>SHIELD</div> <div>This Shield gives you an additional 2 points towards your defense rolls. Before a battle, you may try to have this Shield eat your Foe (and Foes only). If you roll an 8-10 on 1d10, then the Shield eats your Foe and spits out any loot for you to take (<i>you get no Experience Points</i>). If you fail, the Shield eats you instead (<i>lose 1 Health</i>) and your turn ends.</div> <div>2</div>





















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<p>TRAP II</p> <p>WIZARD CHEST</p> <p>Spd 11</p>  <p>A Wizard has put a trap on this chest centuries ago. It will reach for anyone that enters this space. If you are quick enough, take 1 Treasure Card and discard this card. If you are too slow, then the Chest takes one of your Items (<i>player to your right chooses</i>) and keeps it. Whoever gets into the Chest gets all the Items it may have.</p>	<p>TRAP II</p> <p>WISP BURST</p> <p>Spd 12</p>  <p>This ancient mirror has lasted throughout the centuries. If you are quick enough to avoid gazing into it, then you shatter it (<i>discard</i>). If you are too slow, then you are imprisoned here until you can roll a 1 or 2 for your movement die roll.</p>	<p>TRAP II</p> <p>MIRROR PRISON</p> <p>Spd 13</p>  <p>Whatever Magician set this trap to protect, no longer is here, but the trap remains to destroy all those who enter this space, feeding off the souls it vanquishes. If you are quick enough, then the trap withers away to the discard pile. If not, then you lose 1 Health.</p>	<p>TRAP II</p> <p>BONE POST</p> <p>Spd 14</p>  <p>The Druids of old have set this trap during the Orc Wars, centuries ago. If you are quick enough, you successfully avoid the trap, destroying it. Otherwise, you must discard a Henchman as they get absorbed into the post (<i>discard</i>). If you have no Henchman, you lose 1 Health.</p>	<p>TRAP II</p> <p>TRAP DOOR</p> <p>Spd 15</p>  <p>Although the castle, that was here, is long forgotten ... the ground here still has the trap door. If you are quick enough, you break the trigger mechanism (<i>discard</i>). Otherwise, you lose 1 Health and 1 Turn.</p>
<p>TRAP Discard When Turn Ends II</p> <p>TZERAR BLACKCLOUD</p> <p>Spd 15</p>  <p>Tzerar has set his trap in this space. If you cannot escape, then the Vile roll 1d4, the Fair roll 1d6 or the Kind roll 1d8 to see what he takes from you... 1-2 – He wastes no time with you 3 – One Gem 4 – One Item 5 – One Henchman 6 – One Health 7 – Two Items 8 – Two Health</p>	<p>TRAP Discard When Turn Ends II</p> <p>TZERAR BLACKCLOUD</p> <p>Spd 15</p>  <p>Tzerar has set his trap in this space. If you cannot escape, then the Vile roll 1d4, the Fair roll 1d6 or the Kind roll 1d8 to see what he takes from you... 1-2 – He wastes no time with you 3 – One Gem 4 – One Item 5 – One Henchman 6 – One Health 7 – Two Items 8 – Two Health</p>	<p>TRAP Discard When Turn Ends II</p> <p>TZERAR BLACKCLOUD</p> <p>Spd 15</p>  <p>Tzerar has set his trap in this space. If you cannot escape, then the Vile roll 1d4, the Fair roll 1d6 or the Kind roll 1d8 to see what he takes from you... 1-2 – He wastes no time with you 3 – One Gem 4 – One Item 5 – One Henchman 6 – One Health 7 – Two Items 8 – Two Health</p>	<p>TRAP Discard When Turn Ends II</p> <p>TZERAR BLACKCLOUD</p> <p>Spd 15</p>  <p>Tzerar has set his trap in this space. If you cannot escape, then the Vile roll 1d4, the Fair roll 1d6 or the Kind roll 1d8 to see what he takes from you... 1-2 – He wastes no time with you 3 – One Gem 4 – One Item 5 – One Henchman 6 – One Health 7 – Two Items 8 – Two Health</p>	<p>TRAP Discard When Turn Ends II</p> <p>TZERAR BLACKCLOUD</p> <p>Spd 15</p>  <p>Tzerar has set his trap in this space. If you cannot escape, then the Vile roll 1d4, the Fair roll 1d6 or the Kind roll 1d8 to see what he takes from you... 1-2 – He wastes no time with you 3 – One Gem 4 – One Item 5 – One Henchman 6 – One Health 7 – Two Items 8 – Two Health</p>
<p>HENCHMAN V</p> <p>DRAGLOR</p> <p>+2 Str</p>  <p>The Dark</p> <p>Draglor offers to join your quest. He will add 2 to your Strength battles.</p>	<p>HENCHMAN V</p> <p>TORMOX</p>  <p>The Wanderer</p> <p>Tormox will aid you on your journey. Every die roll you make in the Abyss may be ignored and rerolled. You must accept the second rolls.</p>	<p>HENCHMAN V</p> <p>GRAM</p>  <p>The Investigator</p> <p>Gram can inspect a newly drawn Treasure Card by rolling a d10. If he rolls a 7 or higher, he sees the Item is actually something different. This allows you replace it with a new Treasure Card. He may only inspect one newly drawn Treasure Card per turn.</p>	<p>HENCHMAN V</p> <p>TRALA</p>  <p>The Beastmaster</p> <p>While Trala is your Henchman, you may take a Beast Foe as a Henchman whenever you encounter one. You may only have one such Beast Henchman at a time.</p>	<p>HENCHMAN V</p> <p>WRODO</p> <p>+2 Sor</p>  <p>The Magician</p> <p>Wrodo will add 2 to your Sorcery while he travels with you.</p>
<p>HENCHMAN V</p> <p>MRELEK</p>  <p>The Assassin</p> <p>Mrelek will Assassinate any face-up Foe or Hero you land on (<i>not Undead, Constructs or Elementals</i>). Mrelek has a Strength of 10 and only you may roll a die for the Strength battle. If Mrelek wins, then the Foe is slain or a Hero loses a Health. Only loot may be taken from the battle.</p>	<p>HENCHMAN V</p> <p>HRENBAR</p> <p>+1 Str</p>  <p>The Woodsman</p> <p>Hrenbar will add 1 to your Strength battles. You may also miss 1 turn in the Forest or Woods to construct a Canoe.</p>	<p>HENCHMAN V</p> <p>TRAZUTARE</p> <p>+1 Sor</p>  <p>The Imp</p> <p>This Imp will join you on your quest. He will add 1 to your Sorcery battles. He also always has his own Spell, which you cast as your own. As soon as his Spell is used, draw him another.</p>	<p>HENCHMAN V</p> <p>FARAPAN</p>  <p>The Minstrel</p> <p>Farapan will join you on your journey. While she is with you, she may play one of two songs. You must pick the song at the beginning of your turn... 1 – Traveler Tune (+3 to movement) 2 – Warrior Tune (+1 to battle)</p>	<p>HENCHMAN V</p> <p>SRADLOK</p> <p>+2 Str</p>  <p>The Fighter</p> <p>Sradlok will add 2 to your Strength battles. He may also equip himself with one Weapon that you may have, allowing your group to gain the benefits of the Weapon as though you have it equipped.</p>





















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<p>STRANGER IV</p> <p>RANGORAX</p>  <p>Rangorax captures all that land on this space. You cannot move until you guess the outcome of one d4. If you guess the outcome correctly, you may move on your next turn.</p>	<p>STRANGER IV</p> <p>DRAGON PRIEST</p>  <p>A Dragon Priest has his home in this space. For every Item or Gem you give him, he will let you pass in peace. If you give him nothing, then you lose 1 Health.</p>	<p>STRANGER IV</p> <p>URTHE HEALER</p>  <p>A Healer has his home in this space. He will Heal 1 Health per visit.</p>	<p>STRANGER IV</p> <p>DRACU BLACKCLOUD</p>  <p>Tzerar's offspring is in this space. If you are Planar or Undead, he leaves you in peace. Otherwise, he sends you to the Demonblood Mountains instead of your next move.</p>	<p>STRANGER IV</p> <p>UNBOUND FAMILIAR</p>  <p>This Familiar's master has been slain. He now trades Items for Spells. For every Item you give him (<i>not Gems</i>), he will give you 1 Spell.</p>
<p>STRANGER IV</p> <p>BLACKGUARD</p>  <p>A Knight of Tzerar patrols this space. He will forget that he has seen you in exchange for an Item (<i>not Gems</i>). If you do not comply, you Lose 1 Health.</p>	<p>STRANGER IV</p> <p>URTHE MYSTIC</p>  <p>The Mystic tells you your fortune. The next time you draw Urthe cards, you may draw an extra and discard one of your choice.</p>	<p>STRANGER IV</p> <p>CARRIAGE</p>  <p>A Carriage is traveling this space. If you give him 1 Gem, he will take you to any space on Urthe for your next move.</p>	<p>STRANGER IV</p> <p>DEATHBRINGER</p>  <p>If you offer this Angel one of your Henchman (<i>discard</i>) or Health, he will slay any face-up Foe (<i>or Hero</i>) on Urthe. You do not get any Experience Points, but the Angel will bring you the loot.</p>	<p>STRANGER IV</p> <p>SIDARA</p>  <p>It appears that Sidara has learned the secret to immortality ... as her mind still lives in this container of magic. She has a message to her past self that she must give. If you take her back into the past, and bring her to Sidara's Fortress, she will reward you with 10 Experience Points and 1 Treasure.</p>
<p>PLACE VII</p> <p>TZERAR TEMPLE</p>  <p>If you are Undead, Planar or Vile ... you may Heal 1 Health. Otherwise, you must Lose 1 Health in the name of the Almighty Tzerar.</p>	<p>PLACE VII</p> <p>GEMSTONE FURNACE</p>  <p>Any Item you throw into the Furnace, it will burn until it turns into a Gem (<i>take 1 Gem</i>).</p>	<p>PLACE VII</p> <p>ASHWOOD CASTLE</p>  <p>Tzerar seems to have slain everything that lived in this Castle. You must roll one d6... 1-2 - Nothing Interesting 3 - Found 1 Treasure 4 - Found 1 Gem 5 - Attacked by a Skeleton (Str 15) 6 - Attacked by a Wraith (Sor 15)</p>	<p>PLACE VII</p> <p>ANCIENT CARVINGS</p>  <p>These Ancient Carvings tell the tale of an Elven Warrior named Tarumok. If you roll 1d4, you will see where Tarumok lived (<i>use a counter to show where</i>). Whoever now visits these carvings and gets to the determined location first, may take Tarumok as a Henchman. After that happens, these Carvings go to the discard pile. 1 - Treant Forest 2 - The Jun Woods 3 - Snowdrift Mountains 4 - Owlbear Forest</p>	<p>PLACE VII</p> <p>ALCHEMIST SHOP</p>  <p>The Alchemist will trade 1 Item (<i>not Gems</i>) for 1 Potion of your choice.</p>
<p>PLACE VII</p> <p>WELL OF SOULS</p>  <p>For every Item you throw into the Well, you may roll 1d10... 1-4 - Nothing Happens 5 - Lose 1 Strength 6 - Lose 1 Speed 7 - Lose 1 Sorcery 8 - Gain 1 Strength 9 - Gain 1 Speed 10 - Gain 1 Sorcery</p>	<p>PLACE VII</p> <p>CURSED CROSSROADS</p>  <p>You must roll 1d4 to see what awaits you at the Crossroads... 1 - Zombie (Str 10) 2 - Skeleton (Str 12) 3 - Banshee (Sor 10) 4 - Ghost (Sor 12)</p>	<p>PLACE VII</p> <p>ANCIENT TOMB</p>  <p>You may search this Tomb by rolling 1d10... 1-6 - Found Nothing 7 - Found 1 Treasure 8 - Found 1 Gem 9-10 - Trapped! Lose 1 Health</p>	<p>PLACE VII</p> <p>GEM DEPOSIT</p>  <p>Since Gems are not very valuable on Urthe, this Deposit has remained untouched. There is enough for 5 Gems here (<i>use a counter to track the quantity of Gems</i>). Whenever a Hero visits, they may take 1 Gem. Once they are depleted, this card goes to the discard pile.</p>	<p>PLACE VII</p> <p>HALL OF HEROES</p>  <p>You have found the Hall of Heroes. All that visit <i>may</i> be dealt 4 Hero Cards. They <i>must</i> choose 1 that they will now become (<i>discard your current Hero Card</i>). You keep all Levels, Strength, Sorcery, Speed, Spells, Items & Health you have acquired. You may only do this once per game.</p>





















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<p>LUCK I</p> <p>LICH'S SPELL</p>  <p>A Lich casts a powerful Spell on Urthe. All Heroes that travel there must lose 1 Strength or Sorcery (<i>their choice</i>).</p>	<p>LUCK I</p> <p>BETTER HIM THAN ME</p>  <p>A Wizard has fallen victim to a trap. His hand holds a magical Amulet. You may take any Amulet from the Treasure Deck (<i>reshuffle the Treasure Cards when you are done</i>). Once someone takes an Amulet, this card goes to the discard pile.</p>	<p>LUCK I</p> <p>FIRESTORM</p>  <p>The sky erupts into a spray of fire. All Heroes on Urthe lose 1 Health.</p>	<p>LUCK I</p> <p>GENEROUS GENIE</p>  <p>You have encountered a Generous Genie. He offers to give you enough Experience Points to gain your next Level. If you are Level 10, he gives you 2 Treasure Cards. Whatever happens, the Genie vanishes to the discard pile.</p>	<p>LUCK I</p> <p>BAD MOON RISING</p>  <p>There is something bad in the air. For the next 3 rounds, all Foes may roll a d12 for their battle die rolls.</p>
<p>LUCK I</p> <p>SLAVE TRADER</p>  <p>The person to your right determines which one of your Henchman is discarded, along with the Slave Trader.</p>	<p>LUCK I</p> <p>BATTLEFIELD</p>  <p>A battle is happening in this space. For the next 3 rounds, anyone who passes over this card loses 1 Health from the fighting.</p>	<p>LUCK I</p> <p>POISON CLOUD</p>  <p>A Poison Cloud is creeping through the land. All Heroes (<i>except Undead & Constructs</i>) must lose 1 Health and 1 Turn.</p>	<p>LUCK I</p> <p>VILE CLEANSING</p>  <p>All Vile Heroes, on Urthe, must miss their next 2 Turns.</p>	<p>LUCK I</p> <p>HALLOWS EVE</p>  <p>All Kind Heroes, on Urthe, must miss their next 2 Turns.</p>
<p>FOE - Animal III</p> <p>GIANT VULTURE</p>  <p>Str 15 Spd 10 Sor 1</p> <p>This large bird waits in this space for food.</p>	<p>FOE - Animal III</p> <p>LARGE BAT</p>  <p>Str 11 Spd 15 Sor 1</p> <p>This creature seeks prey in this space.</p>	<p>FOE - Animal III</p> <p>WOLFWERE</p>  <p>Str 13 Spd 10 Sor 8</p> <p>This beast is hunting in this space.</p>	<p>FOE - Animal III</p> <p>WASTELAND RAT</p>  <p>Str 10 Spd 6 Sor 1</p> <p>This giant rat has made this space its home.</p>	<p>FOE - Animal III</p> <p>URTHE WOLF</p>  <p>Str 16 Spd 8 Sor 5</p> <p>This wolf is lurking around this space.</p>
<p>FOE - Beast III</p> <p>MEGLADAR</p>  <p>Str 22 Spd 15 Sor 1 Trs 1</p> <p>This beast is ravaging this space.</p>	<p>FOE - Beast III</p> <p>MANTICORE</p>  <p>Str 17 Spd 10 Sor 8 Trs 1</p> <p>A Manticore is flying around this space in search of food.</p>	<p>FOE - Undead Beast III</p> <p>DINOSAUR BONES</p>  <p>Str 21 Spd 15 Sor 2</p> <p>A Necromancer has brought these ancient Dinosaur Bones to life.</p>	<p>FOE - Beast III</p> <p>BONE MASHER</p>  <p>Str 14 Spd 9 Sor 4</p> <p>This beast has claimed this space as its territory. It attacks all that enter it.</p>	<p>FOE - Beast III</p> <p>SABRE PET</p>  <p>Str 13 Spd 8 Sor 3</p> <p>One of Tzerar's Pets is chained up in this space. It will defend it from all intruders.</p>





















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<p>FOE - Construct III</p> <p>TOWER DEFENDER</p>  <p>Str 19 Spd 5 Sor 9 Trs 1</p> <p>This golem is one of the few Tower Defenders left over from the recent Mage Wars.</p>	<p>FOE - Construct III</p> <p>AUTOMATON GUARDS</p>  <p>Str 18 Spd 6 Sor 1 Trs 1</p> <p>These machines are from the old Technomancer Wars. After the Technomancers were wiped out, these machines still think they must guard this space.</p>	<p>FOE - Construct III</p> <p>GATE CRASHER</p>  <p>Str 20 Spd 13 Sor 1 Trs 1</p> <p>This huge golem is left over from the recent Mage Wars. It still attacks those that enter this space.</p>	<p>FOE - Construct III</p> <p>BUZZSAW</p>  <p>Str 20 Spd 15 Sor 1 Trs 1</p> <p>This Automaton was used during the Technomancer Wars to clear forests. It now has decided to clear everything from the space.</p>	<p>FOE - Construct III</p> <p>MASHER</p>  <p>Str 19 Spd 4 Sor 1</p> <p>These machines are from the old Technomancer Wars. They were used as the first advancing soldiers.</p>
<p>FOE - Undead III</p> <p>ZOMBIE HORDE</p>  <p>Str 10 Spd 5 Sor 2 Trs 1</p> <p>There are 3 Zombies in this space. You must fight 3 consecutive battles to win the battle. If taken as a Henchman, this card only counts as 1 Zombie.</p>	<p>FOE - Undead III</p> <p>BURIED KRAKEN</p>  <p>Str 22 Spd 10 Sor 5 Trs 2</p> <p>The magic of Urthe has somehow brought this Kraken back from the dead. Dumped here after the entire Sea has dried up, it now attacks all that enter this space.</p>	<p>FOE - Undead III</p> <p>WIZWRAITH</p>  <p>Str 23 Spd 10 Sor 3 Trs 1</p> <p>Wizwraiths are undead spirits that roam Urthe. They are the souls of the Wizards that perished by Tzerar's hand during the Mage Wars.</p>	<p>FOE - Undead III</p> <p>ROTTING MINOTAUR</p>  <p>Str 14 Spd 5 Sor 5</p> <p>This creature still thinks it must defend this space from intruders.</p>	<p>FOE - Undead III</p> <p>VAMPIRE</p>  <p>Str 10 Spd 5 Sor 21 Trs 1</p> <p>Vampires are more advanced than their ancient Vampire cousins. They will not attack any Undead Heroes. If you lose the battle against them (<i>not Speed battle</i>), you must lose 1 Strength, Speed or Sorcery (<i>you may choose</i>) along with the other penalties.</p>
<p>FOE - Dragon III</p> <p>BLACKWING DRAKE</p>  <p>Str 21 Spd 12 Sor 19 Trs 1</p> <p>This Drake is hunting this space for food.</p>	<p>FOE - Dragon III</p> <p>COPPERBACK DRAGON</p>  <p>Str 18 Spd 12 Sor 21 Trs 1</p> <p>This Dragon has declared this space its home.</p>	<p>FOE - Dragon III</p> <p>WASTELAND DRAGON</p>  <p>Str 20 Spd 12 Sor 19 Trs 1</p> <p>This Dragon waits for his dinner in this space.</p>	<p>FOE - Planar Dragon III</p> <p>VORPAL DRAGON</p>  <p>Str 21 Spd 12 Sor 18 Trs 1</p> <p>These were once normal Dragons that are now possessed by Demons.</p>	<p>FOE - Dragon III</p> <p>SNAKEHEAD DRAGONS</p>  <p>Str 24 Spd 20 Sor 24</p> <p>Snakehead Dragons are gathered in this space. They will attack at the same time (<i>no consecutive battles</i>) and only count as 1 Dragon if defeated or taken as a Henchman.</p>
<p>FOE - Giant III</p> <p>GIANT NOMAD</p>  <p>Str 20 Spd 10 Sor 6 Trs 1</p> <p>This Giant has claimed this space as its own.</p>	<p>FOE - Giant III</p> <p>ETTIN</p>  <p>Str 16 Spd 6 Sor 1</p> <p>More powerful than the Ettins of old, this Ettin is ravaging this space.</p>	<p>FOE - Giant III</p> <p>MAGMA GIANT</p>  <p>Str 17 Spd 9 Sor 1</p> <p>Some believe that these Giants were transformed into the burning masses they are by Tzerar.</p>	<p>FOE - Giant III</p> <p>BLACKCLOUD GIANT</p>  <p>Str 19 Spd 9 Sor 3 Trs 1</p> <p>These were once Mountain Giants that have been tainted by pure evil. They normally defend Castle Blackcloud, but this one seems to be on patrol.</p>	<p>FOE - Undead Giant III</p> <p>MUMMY CYCLOPS</p>  <p>Str 15 Spd 9 Sor 1 Trs 1</p> <p>This giant Cyclops has emerged from its tomb.</p>





















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<p>FOE - Elemental III</p> <p>MAGMA ELEMENTAL</p>  <p>Str 19 Spd 8 Sor 1 Trs 1</p> <p>A Magma Elemental has been charged to protect this space.</p>	<p>FOE - Elemental III</p> <p>LAVA ROCKS</p>  <p>Str 12 Spd 8 Sor 15 Trs 1</p> <p>These smaller Elementals are able to hurl lava rocks a great distance.</p>	<p>FOE - Elemental III</p> <p>ASH ELEMENTAL</p>  <p>Str 18 Spd 10 Sor 12</p> <p>An Ash Elemental has lost its controlling wizard.</p>	<p>FOE - Elemental III</p> <p>FLAMEKIN</p>  <p>Str 19 Spd 15 Sor 19 Trs 1</p> <p>More powerful than normal Fire Elementals, this one seems to burn everything in its path.</p>	<p>FOE - Elemental III</p> <p>STORMKIN</p>  <p>Str 14 Spd 15 Sor 18 Trs 1</p> <p>More powerful than normal Air Elementals, this one has been sent to this space to defend it.</p>
<p>FOE - Planar III</p> <p>TZERLING</p>  <p>Str 12 Spd 9 Sor 16 Trs 1</p> <p>These imps were created by Tzerar during the Mage Wars.</p>	<p>FOE - Planar III</p> <p>SOUL GRABBER</p>  <p>Str 17 Spd 12 Sor 17 Trs 1</p> <p>This vile demon has materialized in this space.</p>	<p>FOE - Planar III</p> <p>SILVER IMP</p>  <p>Str 12 Spd 9 Sor 19 Trs 1</p> <p>This Imp has been sent to this space.</p>	<p>FOE - Planar III</p> <p>URTHE DEMON</p>  <p>Str 15 Spd 10 Sor 19 Trs 1</p> <p>A Demon is causing much havoc in this space.</p>	<p>FOE - Planar III</p> <p>GOLD IMP</p>  <p>Str 12 Spd 15 Sor 18 Trs 1</p> <p>Gold Imps are gathered in this space. They will attack at the same time (<i>no consecutive battles</i>) and only count as 1 Planar if defeated or taken as a Henchman.</p>
<p>FOE III</p> <p>HALFLURG</p>  <p>Str 13 Spd 8 Sor 3 Trs 1</p> <p>These were once Halflings that have been molested by evil.</p>	<p>FOE III</p> <p>WASTE WARRIOR</p>  <p>Str 13 Spd 7 Sor 5 Trs 1</p> <p>These people are believed to be descendants of Elidor. They now roam the Wasteland to survive.</p>	<p>FOE III</p> <p>CARVER</p>  <p>Str 10 Spd 5 Sor 17 Trs 1</p> <p>This ancient tree is the prison of an evil wizard. He attacks all that enter this space.</p>	<p>FOE III</p> <p>DARK ELF</p>  <p>Str 15 Spd 9 Sor 15</p> <p>This Dark Elf will not attack other Elves, but it will attack all others.</p>	<p>FOE III</p> <p>GOBLIN AMBUSH</p>  <p>Str 14 Spd 8 Sor 5</p> <p>Goblins ambush you in this space. They will attack at the same time (<i>no consecutive battles</i>) and only count as 1 Foe if defeated or taken as a Henchman.</p>
<p>FOE III</p> <p>SPINEBACK</p>  <p>Str 14 Spd 8 Sor 7 Trs 1</p> <p>A Spineback is hunting in this space.</p>	<p>FOE III</p> <p>MRVLOK</p>  <p>Str 15 Spd 11 Sor 15 Trs 1</p> <p>A Mravlok has his home in this space. He will defend it from all trespassers.</p>	<p>FOE III</p> <p>SCREAMGAR</p>  <p>Str 14 Spd 8 Sor 14 Trs 1</p> <p>A Screamgar is hunting in this space. All Human Heroes must subtract 2 from their battle die rolls, as they cannot stand the sounds it makes.</p>	<p>FOE III</p> <p>TROLLS</p>  <p>Str 14 Spd 9 Sor 4 Trs 1</p> <p>Two Trolls attack all that enter this space. They will attack at the same time (<i>no consecutive battles</i>) and their stats are totaled above. They only count as 1 Foe if defeated. If they are taken as a Henchman, it simply becomes one Troll. They will not attack Trolls or Ogres.</p>	<p>FOE III</p> <p>ARCHNOD</p>  <p>Str 13 Spd 10 Sor 8</p> <p>An Archnod is hunting in this space.</p>





















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<p>FOE III</p> <p>BANDIT MAGE</p>  <p>Str 7 Spd 12 Sor 19 Trs 1</p> <p>You are jumped by this crafty wizard. If you lose the battle, the player to your right must choose and Item or Gem to place on the Bandit Mage. Whoever defeats the Bandit Mage, gets the Items.</p>	<p>FOE III</p> <p>NECROMANCER</p>  <p>Str 5 Spd 11 Sor 15 Trs 1</p> <p>A Necromancer has his home in this space. If you are Undead, he does not attack you. You must instead Lose 1 Turn for your service to him.</p>	<p>FOE III</p> <p>RIMLOCK</p>  <p>Str 17 Spd 12 Sor 17 Trs 1</p> <p>Rimlocks where once the prison guards in Castle Blackcloud. After the Mage Wars, they have been mostly wiped out by Tzerar as their usefulness has expired.</p>	<p>FOE III</p> <p>SAYTAR</p>  <p>Str 17 Spd 12 Sor 17</p> <p>These creatures were once Satyrs that are now forever cursed.</p>	<p>FOE III</p> <p>CURSED WIZARD</p>  <p>Str 19 Spd 12 Sor 20 Trs 1</p> <p>A surviving Wizard of the Mage Wars, this Wizard has been cursed to the monstrous form it has.</p>
<p>FOE III</p> <p>BUGBEAR MAGE</p>  <p>Str 14 Spd 9 Sor 17 Trs 1</p> <p>This Bugbear is hunting for food in this space.</p>	<p>FOE III</p> <p>TORCH BEETLE</p>  <p>Str 16 Spd 8 Sor 3</p> <p>A Torch Beetle is terrorizing this space.</p>	<p>FOE III</p> <p>DARK BEETLE</p>  <p>Str 16 Spd 10 Sor 8</p> <p>A Dark Beetle has come from under the ground in search of food.</p>	<p>FOE III</p> <p>GREMLIN</p>  <p>Str 16 Spd 8 Sor 4</p> <p>A Gremlin scavenges for food in this space.</p>	<p>FOE III</p> <p>KOBORD</p>  <p>Str 19 Spd 11 Sor 9 Trs 1</p> <p>These were once Kobolds that the Wizards have imbued with magical might. They were used mainly to defend Wizard Camps during the Mage Wars.</p>
<p>FOE III</p> <p>WASTE BEETLE</p>  <p>Str 12 Spd 10 Sor 3</p> <p>This Beetle waits in this space for food to pass by.</p>	<p>FOE - Undead III</p> <p>SPIRIT HOUND</p>  <p>Str 12 Spd 12 Sor 6</p> <p>This creature, still thinking it is alive, hunts in this space.</p>	<p>FOE III</p> <p>SKYVENOM</p>  <p>Str 11 Spd 15 Sor 1</p> <p>A Sky Venom flies among the clouds over this space. It will dive down on all who enter.</p>	<p>FOE III</p> <p>EYE OF TZERAR</p>  <p>Str 12 Spd 6 Sor 8 Trs 1</p> <p>These were once Humans that Tzerar has cursed forever to be his watchful eye among Urthe.</p>	<p>FOE III</p> <p>PHASE WOLF</p>  <p>Str 13 Spd 11 Sor 8</p> <p>These winged wolves can blend in with their surroundings and pass through solid objects. You cannot use any Weapons on them, nor can you make defense rolls.</p>
<p>FOE - Undead III</p> <p>GRAVE RIPPER</p>  <p>Str 10 Spd 11 Sor 14 Trs 1</p> <p>A Grave Ripper is searching for souls in this space.</p>	<p>FOE III</p> <p>SPIDER DEN</p>  <p>Str 14 Spd 10 Sor 9</p> <p>There is a Spider Den in this space. They will attack at the same time (<i>no consecutive battles</i>) and only count as 1 Foe if defeated or taken as a Henchman.</p>	<p>FOE - Dragon III</p> <p>ELECTICAL DRAGON</p>  <p>Str 18 Spd 10 Sor 14 Trs 1</p> <p>Lightning strikes in this space, causing this Dragon to appear.</p>	<p>FOE III</p> <p>POISON CRAWLERS</p>  <p>Str 10 Spd 10 Sor 1</p> <p>These poisonous spiders await their prey in this space.</p>	<p>FOE - Undead III</p> <p>GHOSTS</p>  <p>Str 17 Spd 12 Sor 17</p> <p>Ghosts attack all that enter this space. They will attack at the same time (<i>no consecutive battles</i>) and only count as 1 Undead Foe if defeated or taken as a Henchman. They will not attack Undead Heroes.</p>







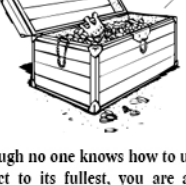










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<p>ITEM – Magical Weapon</p> <p>STAFF OF THE DRUID</p> <p>WEAPON</p> <p>+1 Sor</p> <p>This artifact was crafted by the ancient Druids. It will add 1 to your Sorcery battles. It will also allow you to Teleport to any Forest or Woods space if you roll a 1 for movement. 1 </p>	<p>ITEM – Magical Weapon</p> <p>ELDER STAFF</p> <p>WEAPON</p> <p>+1 Str</p> <p>+2 Sor</p> <p>This Staff has been lost for centuries. Crafted by the Circle of Mages, it will add 2 to your Sorcery. It will also add 1 to your Strength battles. 2 </p>	<p>ITEM - Magical</p> <p>WAND OF THE DEAD</p>  <p>If you use the Wand on any Undead Foe, you may send them to attack another Hero that travels the same land as you. They will move to that space and remain until defeated. 2 </p>	<p>ITEM - Magical</p> <p>WAND OF CONFUSION</p>  <p>If you use this Wand on a Hero or Foe, their Sorcery will be reduced to 1 for the remainder of your turn. If you defeat them in Sorcery battle, then you would only gain 1 Experience Point. 1 </p>	<p>ITEM - Magical</p> <p>THIEVES' WAND</p>  <p>The Wand alone has a Speed of 6. The Wand may Steal any Item or Gem from any Hero you land on if the Wand can win against them in Speed battle. 1 </p>
<p>ITEM - Magical</p> <p>GEM WAND</p>  <p>This Wand can turn any of your Items into Gems (<i>determined by the Item's Gem value</i>). If the Item has no Gem value, then it creates 1 Gem from it. The Item is then discarded. You must roll 1d12 whenever you do this. If you roll a 10 or higher, then the Wand turns itself into 1 Gem and is discarded. 3 </p>	<p>ITEM - Magical</p> <p>WAND OF ELECTRICITY</p>  <p>Whenever you land on a Hero or Foe, you may attempt to shock them by rolling a d10. If you roll a 6 or higher, then you are shocked (<i>This means that a Foe takes a Health or a Hero can take an Item of their choice</i>). If you roll a 5 or lower, then you can take an Item from a Hero or avoid battle with a Foe.</p>	<p>ITEM - Magical</p> <p>EAGLE CLAW</p>  <p>Before you move for your turn, you may use the Eagle Claw to grab an Item that is no more than 3 spaces away from you. 1 </p>	<p>ITEM - Magical</p> <p>TIME SHADOW</p>  <p>Although no one knows how to use this artifact to its fullest, you are able to travel back and forth through time 1,000 years at the start of your Turn. If you use the device at the Firestorm Mountains, then move to Firestorm Pass. If you use it at Firestorm Pass, then move to the Firestorm Mountains. You will do this instead of your normal die roll movement. 3 </p>	<p>ITEM - Magical</p> <p>MILLENNIUM GLASS</p>  <p>Using this artifact in Durach will send you 1,000 years into the future (<i>move to the adjacent Urthe space</i>), instead of rolling for your move. If you destroy the artifact on Urthe (<i>discard</i>), then you will be sent 1,000 years into the past (<i>move to the adjacent Durach space</i>), instead of rolling for your move. 3 </p>
<p>ITEM – Magical Armor</p> <p>ARMOR</p> <p>Only the Kind may wear this Robe. While you wear it, you may avoid any battle with Undead or Planar Foes. This also works if an Undead or Planar Hero attacks you (<i>but not against Spells cast at you</i>). 2 </p>	<p>ITEM – Magical</p> <p>CRYSTAL BALL</p>  <p>This Crystal Ball may be charged if you sacrifice a Spell to it. The Spell stays with the Crystal Ball and may be cast as one of your normal Spells. Once the Spell is cast, the Spell is discarded as normal. You may then recharge the Crystal Ball with a new Spell. You must always discharge the Crystal Ball (<i>use the Spell held within it</i>) to recharge it. 1 </p>	<p>KNIGHTS OF ELIDOR</p>  <p>Membership to this Guild must be earned and it is for Kind & Fair Heroes only.</p> <ol style="list-style-type: none"> When you land on the City of Elidor, you may heal one Health. When you land on the City of Elidor, you may take one Sword, Helmet, Buckler or Leather Armor per visit and only if you do not already possess them. You may not take them if they are not available in the Market Deck. You may add one to your Strength battles. 	<p>FOE - Construct</p> <p>LIVING RUINS</p>  <p>Str 19 Spd 5 Sor 19 Trs 1</p> <p>A powerful wizard has destroyed some ancient ruins to create this giant Golem. It now terrorizes this space.</p>	<p>FOE - Planar</p> <p>DJINN</p>  <p>Str 6 Spd 8 Sor 14 Trs 1</p> <p>A Djinn has escaped its master and is terrorizing this space.</p>
<p>ITEM</p> <p>TREASURE MAP</p>  <p>Roll a d4 to see where the Treasure map instructs you to go. Once you reach that space, you may discard the Treasure Map and draw 1 Treasure Card. Use a counter to help remember where the Map leads.</p> <ol style="list-style-type: none"> Map is a fake! (<i>discard</i>) Kolmorn Woods Serpentine Straights Oldae Wasteland 	<p>ITEM</p> <p>TREASURE MAP</p>  <p>Roll a d4 to see where the Treasure map instructs you to go. Once you reach that space, you may discard the Treasure Map and draw 1 Treasure Card. Use a counter to help remember where the Map leads.</p> <ol style="list-style-type: none"> Map is a fake! (<i>discard</i>) Snowdrop Mountains Rockwall Meadow Firegiant Dunes 	<p>STRANGER</p> <p>PROPHO THE SHAMAN</p>  <p>If you bring Propho some Ancient Bones (<i>discard</i>) from Urthe, he can send you to Propho's Keep instead of your next normal move.</p>	<p>FOE</p> <p>GIANT SCORPION</p>  <p>Str 13 Spd 10 Sor 1</p> <p>A Giant Scorpion has come from its lair.</p>	<p>FOE</p> <p>SHARRA DISCIPLE</p>  <p>Str 6 Spd 8 Sor 14 Trs 1</p> <p>This Sorcerer has claimed this part of the Desert, his home.</p>





















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<p>FOE III</p> <p>WARTWOG</p>  <p>Str 3 Spd 1 Sor 1 Trs 1</p> <p>A Wartwog is hunting in this space.</p>	<p>FOE III</p> <p>PIXIE GUARD</p>  <p>Str 4 Spd 5 Sor 6 Trs 1</p> <p>This Pixie guards this space from all intruders.</p>	<p>FOE III</p> <p>ORC RAIDERS</p>  <p>Str 4 Spd 3 Sor 1 Trs 1</p> <p>You must fight 3 consecutive battles to defeat the Orcs. As soon as you lose 1 of the battles, then your turn ends. If you are victorious, you gain 3x the Experience Points from this card. They will not attack Orc Heroes unless they attack them.</p>	<p>FOE III</p> <p>REAPER</p>  <p>Str 4 Spd 5 Sor 6 Trs 1</p> <p>This Reaper is not as powerful as its other kin in the lands.</p>	<p>STRANGER IV</p> <p>SUCCUBI</p>  <p>The Succubi will remain here for the rest of the game. They will make any Hero an offer. If you give them 3 Health, they will give you <i>one</i> of the following in return... Strength Speed Sorcery Spell Treasure</p>
<p>FOE III</p> <p>TERRORIZING TECHNOMANCER</p>  <p>Str 5 Spd 3 Sor 3 Trs 3</p> <p>This Terrorist is bombing areas of Djarhun and has been found camping in this space. If you fail to win the battle against him, he will detonate a bomb causing you to lose a chosen (<i>by the player to your right</i>) Item, Gem or Henchman.</p>	<p>LUCK I</p> <p>POSSE</p>  <p>A Posse has been organized and running throughout the land. Anyone in Frostburn, Durach or Aldun must move immediately to their Home space (<i>or Dwelling</i>) or Lose 1 Health. The Posse then heads off to the discard pile.</p>	<p>FOE III</p> <p>LIZARDMAN SLAYER</p>  <p>Str 5 Spd 5 Sor 1</p> <p>This Lizardman is patrolling this space.</p>	<p>LUCK I</p> <p>OGRE RAID</p>  <p>An Ogre raiding party has leapt out at you. The player, to your right, must choose 1 Gem and 1 Item (<i>if you have them available</i>) and place them on the Odimus Mountains. The raiding party then heads off to the discard pile.</p>	<p>FOE - Construct III</p> <p>GHARAD'S GOLEM</p>  <p>Str 10 Spd 3 Sor 1 Trs 1</p> <p>Gharad has sent this Golem to destroy those that seek the Book of Avrakar.</p>
<p>FOE - Planar III</p> <p>BARTUMAS</p>  <p>Str 4 Spd 3 Sor 4 Trs 1</p> <p>This foul demon has materialized in the land.</p>	<p>FOE - Elemental III</p> <p>MINOR EARTH ELEMENTAL</p>  <p>Str 4 Spd 3 Sor 1</p> <p>A Wizard has summoned this Elemental to protect this space.</p>	<p>FOE III</p> <p>RATMAN WARRIOR</p>  <p>Str 3 Spd 3 Sor 1 Trs 1</p> <p>This creature is trying to claim this space as its home.</p>	<p>FOE - Elemental III</p> <p>BLOOD ELEMENTAL</p>  <p>Str 1 Spd 5 Sor 6</p> <p>Summoned by a powerful Necromancer, this Elemental is guarding this space. Any Vampire Hero that defeats this creature will Fortify Health, bringing it to a maximum of 6.</p>	<p>HENCHMAN V</p> <p>VALUREE</p>  <p>+2 Sor</p> <p>The Sorceress</p> <p>While Valuree is your Henchman, she will add 2 to your Sorcery in battle. She will add 1 to your Sorcery when you are not in battle.</p>
<p>FOE III</p> <p>RATMAN DEFENDER</p>  <p>Str 3 Spd 3 Sor 1</p> <p>This creature is trying to claim this space as its home.</p>	<p>STRANGER IV</p> <p>STONEGAR</p>  <p>This mountain sized creature will take you to any Mountain space of your choice during this turn. If you choose to do this, Stonegar will travel with you. You may not travel with him during your next turn.</p>	<p>ITEM - Magical VI</p> <p>CRYSTAL OF DJARHUN</p>  <p>+1 Str</p> <p>This is one of the fabled Crystals of Djarhun. Alone, it simply gives you 1 extra Strength while you carry it. If you wield the other 2 Crystals, then you can combine their power. The power it will then give is the magic that will allow you to seize the Book of Avrakar. If you possess all 3 Crystals, you may take the Book of Avrakar from the deck, or from another Hero if they possess it.</p>	<p>ITEM - Magical VI</p> <p>CRYSTAL OF DJARHUN</p>  <p>+1 Spd</p> <p>This is one of the fabled Crystals of Djarhun. Alone, it simply gives you 1 extra Speed while you carry it. If you wield the other 2 Crystals, then you can combine their power. The power it will then give is the magic that will allow you to seize the Book of Avrakar. If you possess all 3 Crystals, you may take the Book of Avrakar from the deck, or from another Hero if they possess it.</p>	<p>ITEM - Magical VI</p> <p>CRYSTAL OF DJARHUN</p>  <p>+1 Sor</p> <p>This is one of the fabled Crystals of Djarhun. Alone, it simply gives you 1 extra Sorcery while you carry it. If you wield the other 2 Crystals, then you can combine their power. The power it will then give is the magic that will allow you to seize the Book of Avrakar. If you possess all 3 Crystals, you may take the Book of Avrakar from the deck, or from another Hero if they possess it.</p>

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NECKLACE ARMOR HELM

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EQUIPMENT

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Eston the Pirate

Morto the Fool

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BOOK OF AYRAKAR

FAIR

FAIR

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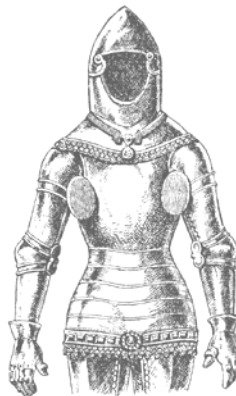
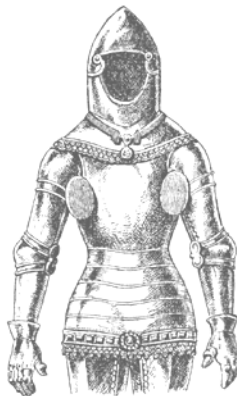
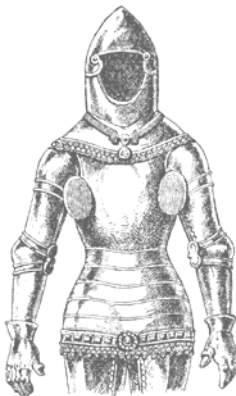
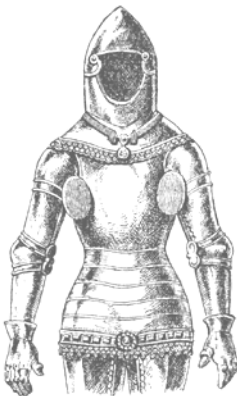
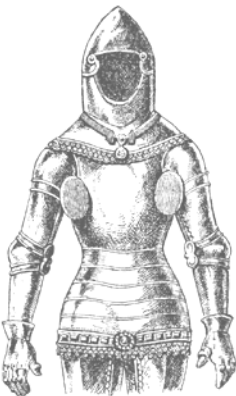
Gravam the Technomancer

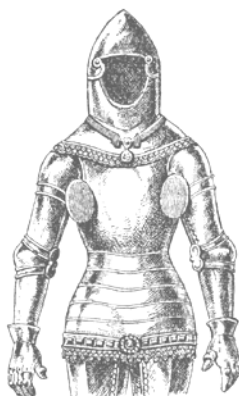
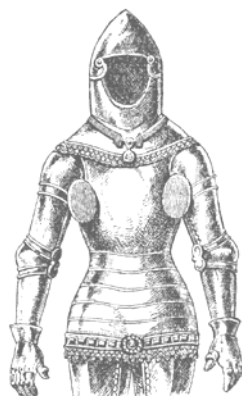
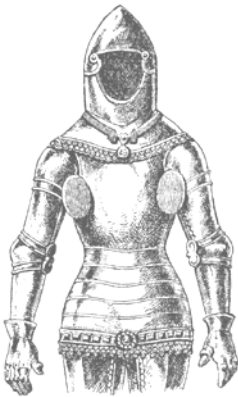
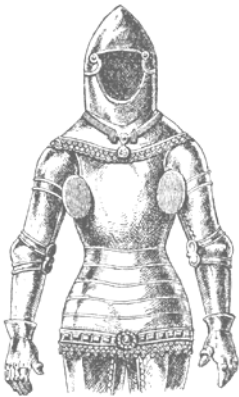
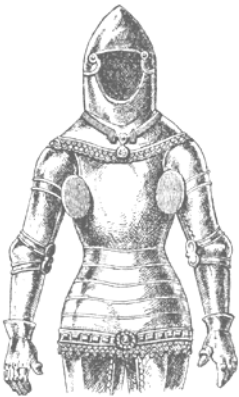
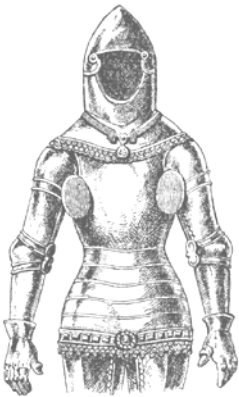
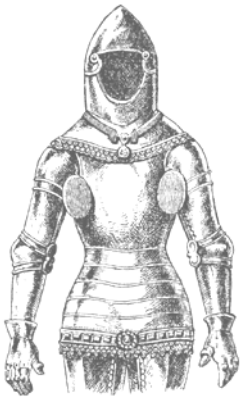
Onan the Archer

Skeechwil the Robber

Tonag the Dark Knight

Burod the Knight



<div>NECKLACEARMOR</div> <div>HELM</div> <div>EQUIPMENT</div> <div>WEAPONSHIELD</div> <div>BOOTS</div> <div>GLOVESRING</div>	<div>NECKLACEARMOR</div> <div>HELM</div> <div>EQUIPMENT</div> <div>WEAPONSHIELD</div> <div>BOOTS</div> <div>GLOVESRING</div>	<div>NECKLACEARMOR</div> <div>HELM</div> <div>EQUIPMENT</div> <div>WEAPONSHIELD</div> <div>BOOTS</div> <div>GLOVESRING</div>	<div>NECKLACEARMOR</div> <div>HELM</div> <div>EQUIPMENT</div> <div>WEAPONSHIELD</div> <div>BOOTS</div> <div>GLOVESRING</div>	<div>NECKLACEARMOR</div> <div>HELM</div> <div>EQUIPMENT</div> <div>WEAPONSHIELD</div> <div>BOOTS</div> <div>GLOVESRING</div>
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<div>FAIR</div> <div>Something has happened to you that you want to change your ways. Your Morality has changed.</div> <div>FAIR</div>	<div>FAIR</div> <div>Something has happened to you that you want to change your ways. Your Morality has changed.</div> <div>FAIR</div>	<div>X</div> <div>BOOK OF AVRAKAR</div> <div>You have obtained the Book of Avrakar. If you are of Vile Morality, you must take the Book to the Gypsy Camp to win the game. If you are of Kind Morality, you must take the Book to Elidor to win the game. If you are of Fair Morality, you may take it to either the Gypsy Camp or Elidor.</div> <div>This book can never be destroyed or discarded. Any instructions to do so are ignored. It may, however, be taken by any other means. This means, it is treated as a Magic Item and may be stolen, awarded from battle, etc.</div> <div>FAIR</div>	<div>Morto the Fool</div> <div></div>	<div>Eston the Pirate</div> <div></div>
<div>Burod the Knight</div> <div></div>	<div>Tonag the Dark Knight</div> <div></div>	<div>Skeechwil the Robber</div> <div></div>	<div>Onan the Archer</div> <div></div>	<div>Gravam the Technomancer</div> <div></div>

















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SPELL HENCHMAN HENCHMAN URTHE

<p>The Sands of Time</p> <p>You may cast this Spell instead of your normal move and only if you are in Durach. When cast, you do not roll as normal, but open a portal to the future. Move immediately to the adjacent Urthe space (<i>for example, if you are at the Wolfbane Hills then move to the Wolfbane Brush</i>).</p>	<p>The Sands of Time</p> <p>You may cast this Spell instead of your normal move and only if you are in Durach. When cast, you do not roll as normal, but open a portal to the future. Move immediately to the adjacent Urthe space (<i>for example, if you are at the Wolfbane Hills then move to the Wolfbane Brush</i>).</p>	<p>The Sands of Time</p> <p>You may cast this Spell instead of your normal move and only if you are in Durach. When cast, you do not roll as normal, but open a portal to the future. Move immediately to the adjacent Urthe space (<i>for example, if you are at the Wolfbane Hills then move to the Wolfbane Brush</i>).</p>	<p>The Sands of Time</p> <p>You may cast this Spell instead of your normal move and only if you are in Durach. When cast, you do not roll as normal, but open a portal to the future. Move immediately to the adjacent Urthe space (<i>for example, if you are at the Wolfbane Hills then move to the Wolfbane Brush</i>).</p>	<p>The Sands of Time</p> <p>You may cast this Spell instead of your normal move and only if you are in Durach. When cast, you do not roll as normal, but open a portal to the future. Move immediately to the adjacent Urthe space (<i>for example, if you are at the Wolfbane Hills then move to the Wolfbane Brush</i>).</p>
<p>HENCHMAN V</p> <p>MINOR FIRE ELEMENTAL</p>  <p>+1 Sor</p> <p>This Minor Elemental will add 1 to your Sorcery in battle. He will add 2 to your Sorcery in battle against Goblin Heroes and any Foes of the Goblin Invasion (<i>they have this mark</i> - ).</p>	<p>HENCHMAN V</p> <p>DRAGON</p>  <p>+6 Str</p> <p>While this Dragon is your Henchman, it will add 6 to your Strength. You may also add up to 3 to your movement die roll.</p>	<p>HENCHMAN V</p> <p>DRAGON</p>  <p>+6 Str</p> <p>While this Dragon is your Henchman, it will add 6 to your Strength. You may also add up to 3 to your movement die roll.</p>	<p>HENCHMAN V</p> <p>ELDER DRAGON</p>  <p>+6 Str +3 Sor</p> <p>While this Dragon is your Henchman, it will add 6 to your Strength and 3 to your Sorcery. You may also add up to 6 to your movement die roll.</p>	<p>HENCHMAN V</p> <p>ELDER DRAGON</p>  <p>+6 Str +3 Sor</p> <p>While this Dragon is your Henchman, it will add 6 to your Strength and 3 to your Sorcery. You may also add up to 6 to your movement die roll.</p>
<p>HENCHMAN V</p> <p>FLESH GOLEM</p>  <p>+3 Str</p> <p>While the Flesh Golem is with you, it will add 3 to your Strength. You may not roll any higher than a d6 for movement, unless you travel by Sea. If you lose Health for any reason, you may sacrifice the Flesh Golem instead.</p>	<p>HENCHMAN V</p> <p>FLESH GOLEM</p>  <p>+3 Str</p> <p>While the Flesh Golem is with you, it will add 3 to your Strength. You may not roll any higher than a d6 for movement, unless you travel by Sea. If you lose Health for any reason, you may sacrifice the Flesh Golem instead.</p>	<p>HENCHMAN V</p> <p>LIGHTNING ELEMENTAL</p>  <p>+1 Str +1 Sor</p> <p>This Elemental will give you 1 point to Strength and 1 point towards Sorcery. If you are defeated in Sorcery battle, the Elemental perishes instead.</p>	<p>HENCHMAN V</p> <p>MUMMY</p>  <p>+1 Sor</p> <p>This Mummy will add 1 to your Sorcery in battle only. The Mummy also carries 1 Spell at all times (<i>put the Spell next to the Mummy card</i>). You may cast the Spell as it is your own, but it does not count toward your total Spell allotment.</p>	<p>HENCHMAN V</p> <p>GRIFFON</p>  <p>+2 Str</p> <p>The Griffon will add 2 to your Strength in battle. You may also ride the Griffon, adding 6 to your movement die roll. You may also cross the Sea or River as you would with a Canoe.</p>
<p>FOE - Planar III</p> <p>TZERAR BLACKCLOUD</p>  <p>Str 17 Spd 15 Sor 17 Trs 2 Trs 1</p> <p>Tzerar Blackcloud has appeared in this space. He can <i>never</i> be taken as a Henchman and must be discarded when your turn has ended.</p> <p>Discard When Turn Ends</p>	<p>FOE - Planar III</p> <p>TZERAR BLACKCLOUD</p>  <p>Str 17 Spd 15 Sor 17 Trs 2 Trs 1</p> <p>Tzerar Blackcloud has appeared in this space. He can <i>never</i> be taken as a Henchman and must be discarded when your turn has ended.</p> <p>Discard When Turn Ends</p>	<p>FOE - Planar III</p> <p>TZERAR BLACKCLOUD</p>  <p>Str 17 Spd 15 Sor 17 Trs 2 Trs 1</p> <p>Tzerar Blackcloud has appeared in this space. He can <i>never</i> be taken as a Henchman and must be discarded when your turn has ended.</p> <p>Discard When Turn Ends</p>	<p>FOE - Planar III</p> <p>TZERAR BLACKCLOUD</p>  <p>Str 17 Spd 15 Sor 17 Trs 2 Trs 1</p> <p>Tzerar Blackcloud has appeared in this space. He can <i>never</i> be taken as a Henchman and must be discarded when your turn has ended.</p> <p>Discard When Turn Ends</p>	<p>FOE - Planar III</p> <p>TZERAR BLACKCLOUD</p>  <p>Str 17 Spd 15 Sor 17 Trs 2 Trs 1</p> <p>Tzerar Blackcloud has appeared in this space. He can <i>never</i> be taken as a Henchman and must be discarded when your turn has ended.</p> <p>Discard When Turn Ends</p>
















FROSTBURN HENCHMAN HENCHMAN

FROSTBURN HENCHMAN HENCHMAN

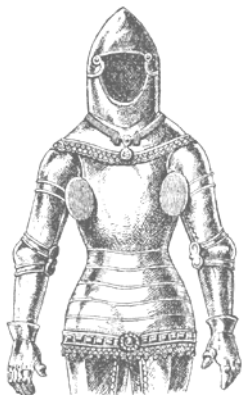
FROSTBURN HENCHMAN TAR'RI

FROSTBURN HENCHMAN MARKET

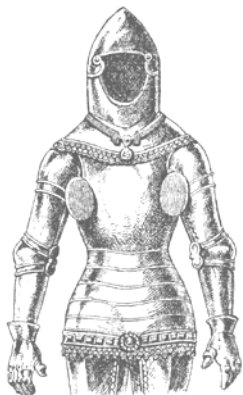
FROSTBURN HENCHMAN MARKET

<div>PLACE</div> <div>VII</div> <div>URTHE GATE</div> <div></div> <div>This magical gate leads 1,000 years into the future, where Djarhun has become a wasteland at the hands of Tzerar Blackcloud. If you can defeat the Demon Guard (<i>Planar – Sorcery 10</i>), you get no Experience Points but you may move to any Urthe space for your next move.</div>	<div>FOE - Elemental</div> <div>III</div> <div>SNOW ELEMENTAL</div> <div></div> <div>Str 11 Spd 6 Sor 1</div> <div></div> <div>A Snow Elemental has been summoned in this space.</div>	<div>FOE</div> <div>III</div> <div>ICE SAVAGE</div> <div></div> <div>Str 5 Spd 3 Sor 3</div> <div></div> <div>This creature is hunting in this space.</div>	<div>FOE</div> <div>III</div> <div>ICE TOAD</div> <div></div> <div>Str 7 Spd 3 Sor 1</div> <div>This creature has come from its snowy sleep to hunt in this space.</div>	<div>FOE - Construct</div> <div>III</div> <div>WOOD SPLITTER</div> <div></div> <div>Str 10 Spd 3 Sor 1 Trs 1</div> <div>This thing was created by the Technomancers to cut down trees, but is has malfunctioned. If you bring its remains back to the Order of the Technomancers, they will give you 3 Gems.</div>	
<div>HENCHMAN</div> <div>V</div> <div>PHOENIX</div> <div></div> <div>+2 Str +2 Sor</div> <div>This magical bird will add 2 to your Sorcery battles and 2 to your Strength battles. If you roll a 1 for movement (<i>not while traveling the Sea</i>), the Phoenix will carry you to any space in the same land you are traveling.</div>	<div>HENCHMAN</div> <div>V</div> <div>TREANT</div> <div></div> <div>+1 Str +1 Sor</div> <div>The Treant will add 1 to your Sorcery battles and 1 to your Strength battles. If someone leaves Items in the Woods or Forest, the Treant can automatically retrieve them for you.</div>	<div>HENCHMAN</div> <div>V</div> <div>GRAVE DEMON</div> <div></div> <div>+1 Str +1 Sor</div> <div>The Grave Demon will add 1 to your Sorcery battles and 1 to your Strength battles.</div>	<div>HENCHMAN</div> <div>V</div> <div>MUMMY</div> <div></div> <div>+1 Str</div> <div>This Mummy will add 1 to your Sorcery in battle only. The Mummy also carries 1 Spell at all times (<i>put the Spell next to the Mummy card</i>). You may cast the Spell as it is your own, but it does not count toward your total Spell allotment.</div>	<div>HENCHMAN</div> <div>V</div> <div>ODIMUS</div> <div></div> <div>+3 Str</div> <div>While Odimus is with you, he will add 3 to your Strength battles. If you lose Health in battle, Odimus will sacrifice himself (<i>discarded</i>) saving you from losing a Health. If you lose the Horn, then Odimus vanishes to the discard pile.</div>	
<div>HENCHMAN</div> <div>V</div> <div>ALDAREN</div> <div></div> <div>+1 Sor +2 Sor</div> <div>While Aldaren is with you, he will add 1 to your Sorcery. He will add 2 to your Sorcery during battle. You also only need to roll 1d4 when you visit the Aldaren Ruins.</div>	<div>HENCHMAN</div> <div>V</div> <div>TARUMOK</div> <div></div> <div>+3 Str +1 Sor</div> <div>While Tarumok is with you, he will add 3 to your Strength in battle. He will also add 1 to your Sorcery.</div>	<div>FOE - Beast</div> <div>III</div> <div>GIANT APE</div> <div></div> <div>Str 16 Spd 6 Sor 1</div> <div>A Giant Ape hunts this coastline for food.</div>	<div>ITEM</div> <div>VI</div> <div>Shield</div> <div>BUCKLER</div> <div>SHIELD</div> <div>When you are equipped with the Buckler, you may add 1 to your defense rolls.</div>	<div>ITEM</div> <div>VI</div> <div>Armor</div> <div>LEATHER ARMOR</div> <div>ARMOR</div> <div>When you are equipped with the Leather Armor, you may add 2 to your defense rolls.</div>	

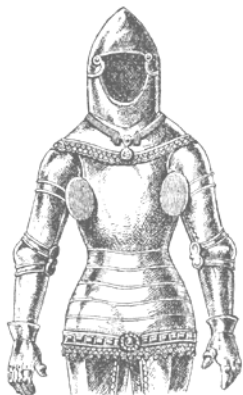
Brandol the Monk



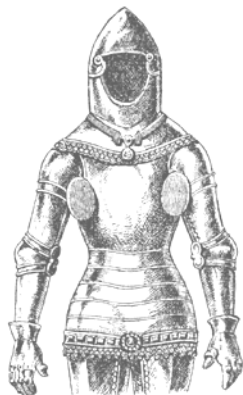
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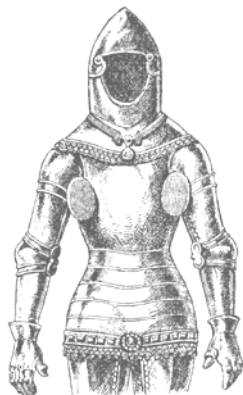
Vord the Destroyer



Rusax the Lich



Parduk the Archer



GOBLIN

GOBLIN

MARKET

MARKET

TREASURE

GOBLIN

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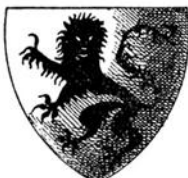





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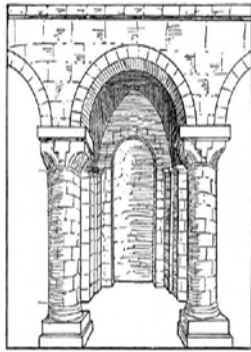
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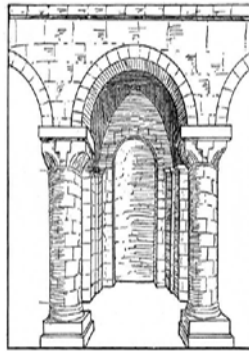
<div>Parduk the Archer</div> <div></div>	<div>Rusax the Lich</div> <div></div>	<div>Vord the Destroyer</div> <div></div>	<div>Susago the Vanquisher</div> <div></div>	<div>Brandol the Monk</div> <div></div>
<div>ITEM – Magical Armor VI</div> <div>FALCON ROBE</div> <div>ARMOR</div> <div>+2 Spd</div> <div>While you wear this robe, you may add 2 to your defense die rolls. The robe also adds 2 to your Speed score. If you roll a 1 for your movement die roll, then you may fly up to an extra 3 spaces from where you would normally go. 3</div>	<div>ITEM VI</div> <div>SPEAR</div> <div>WEAPON</div> <div>+1 Str +1 Spd</div> <div>When you are equipped with the Spear, you may add 1 to your Strength battles. If used in ranged battle, it will add 1 to your Speed. You always retrieve the Spear when you throw it, allowing you to throw it again. 1</div>	<div>ITEM – Magical VI</div> <div>STORMBRINGER</div> <div>WEAPON</div> <div>+2 Str</div> <div>Forged by the gods, this magical blade gives one an extra 2 toward your Strength battles. If you are over Level 5, and you roll the highest number on your battle die roll, you will summon a Lightning Elemental. They will join you as a Henchman. You may only have one of these Henchmen at a time. 2</div>	<div>FOE III</div> <div>GOBLIN</div> <div><div>Str 2 Spd 2 Sor 1</div></div> <div>A Goblin has been sent to patrol this space.</div>	<div>FOE III</div> <div>GOBLIN</div> <div><div>Str 2 Spd 2 Sor 1</div></div> <div>A Goblin has been sent to patrol this space.</div>
<div>LUCK I</div> <div>ELIDOR DEFENSES</div> <div></div> <div>Place this card on the City of Elidor space as they are looking to fortify itself against the dangers of Goblin Invaders and Gharad's wrath. Every time a Hero lands on a Mountain space, they may Quarry for stone (take a "1" counter to show this) after they have encountered the space and only if they do not lose a Health on that space. Once a Hero returns to Elidor with 3 stone, they will discard this card and gain 3 Gems.</div>	<div>FOE III</div> <div>GOBLIN BOMBER</div> <div><div>Str 3 Spd 3 Sor 1</div></div> <div>A Goblin Bomber has been sent to patrol this space. If the Goblin is defeated in battle, then any card in this space is discarded along with the Goblin Bomber. Also, any Hero that is in that same space loses 1 Health from the Goblin's pack igniting and exploding.</div>	<div>LUCK I</div> <div>CAPTURED DRAGON</div> <div></div> <div>The Goblins have captured a Dragon at the Wyvern Mountains (place this card there). The first Hero to land there may free the Dragon by discarding this card and take the Dragon's baby (take a Baby Dragon from the Henchman Deck), as the mother left to seek out her captors.</div>	<div>FOE III</div> <div>GOBLIN</div> <div><div>Str 2 Spd 2 Sor 1</div></div> <div>A Goblin has been sent to patrol this space.</div>	<div>FOE III</div> <div>GOBLIN</div> <div><div>Str 2 Spd 2 Sor 1</div></div> <div>A Goblin has been sent to patrol this space.</div>
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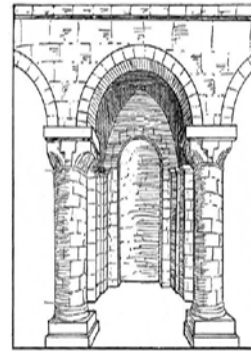
Tower of Bones



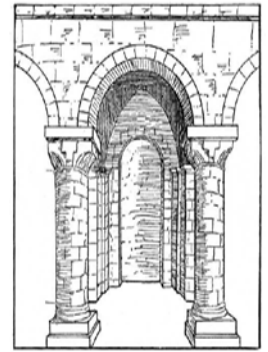
Sky Castle



Tower of Darkness



Temple of Djarhun



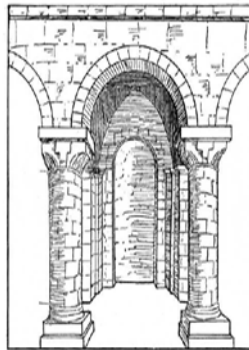
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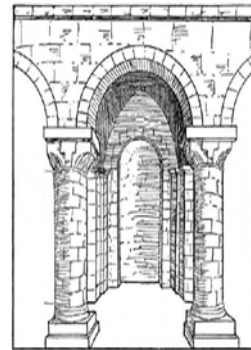
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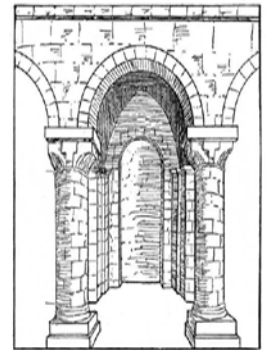
The Mermaid's Sail



The Magic Swan



Merchant Wagon



Leafy Branch Inn



The Carved Log



The Drifting Wood



The Sea Air



The Savage Dragon



The Wrath of Tar'ri



The Dragon's Courage



The Windless Sail



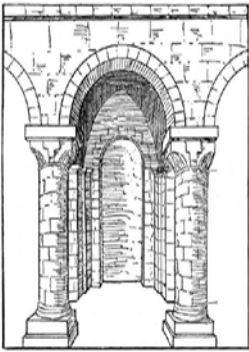
The Hand of Tar'ri



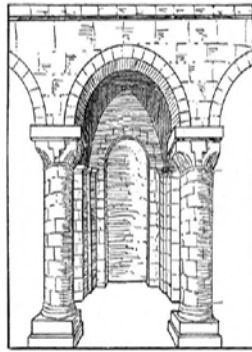
The Ocean Wave



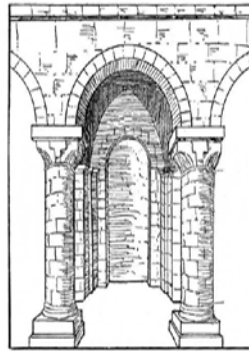
The Seaside Humility



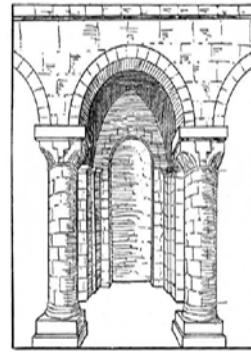
Sal's Place



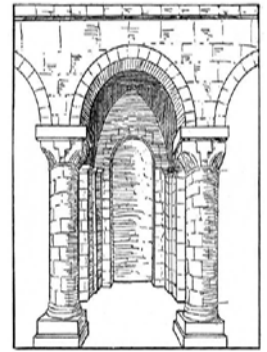
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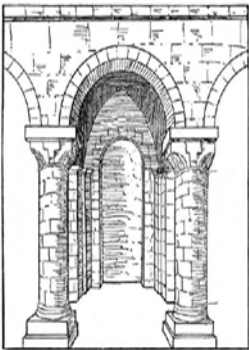
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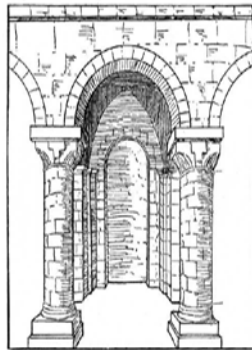
Sky Castle



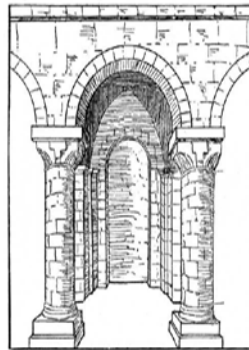
Tower of Bones



Leafy Branch Inn



Merchant Wagon



The Magic Swan



The Mermaid's Sail



The Wave's Eye



The Wrath of Tar'ri



The Savage Dragon



The Sea Air



The Drifting Wood



The Carved Log



The Seaside Humility



The Ocean Wave



The Hand of Tar'ri

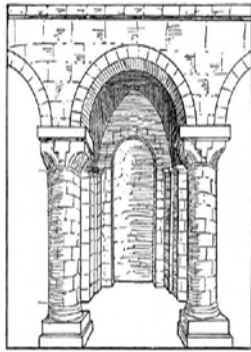
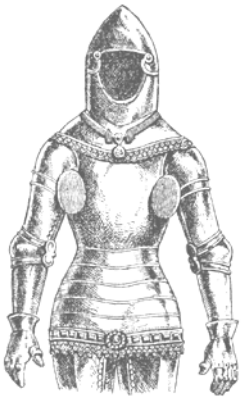


The Windless Sail

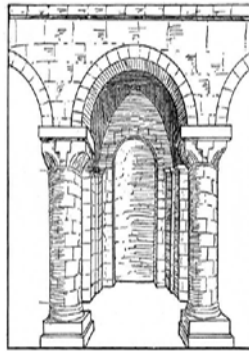


The Dragon's Courage

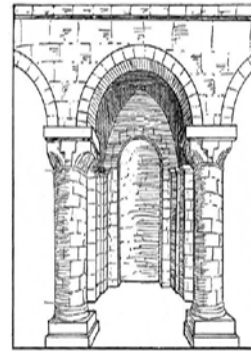
Hatyk the Assassin



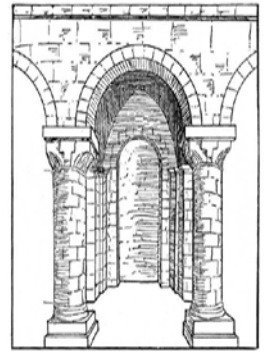
Cottage



Stonewall Castle

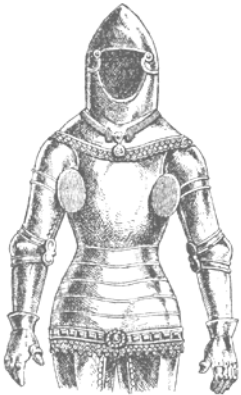


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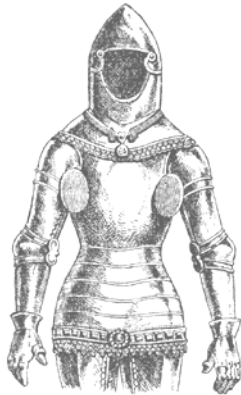


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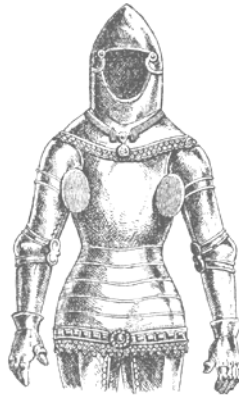
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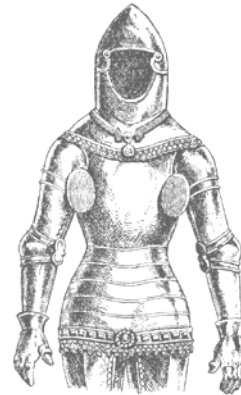
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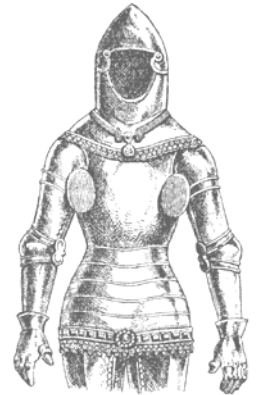
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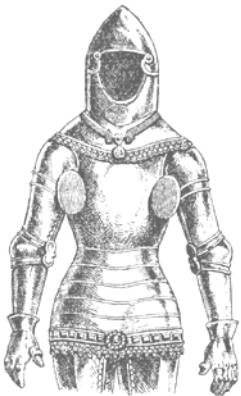
Turad the Warrior



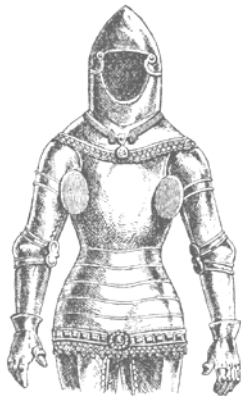
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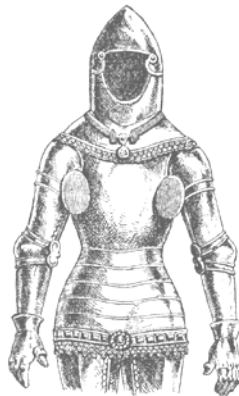
Delaf the Ranger



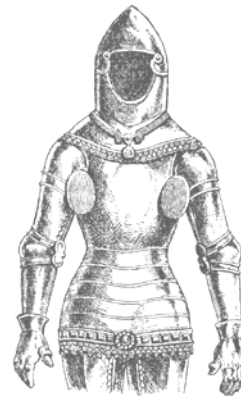
Sulak the Sorcerer



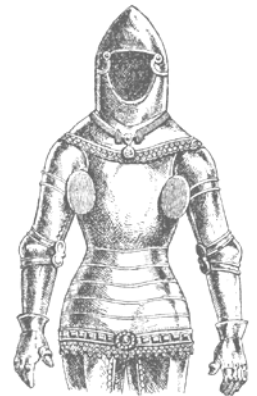
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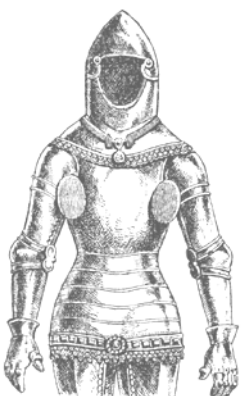
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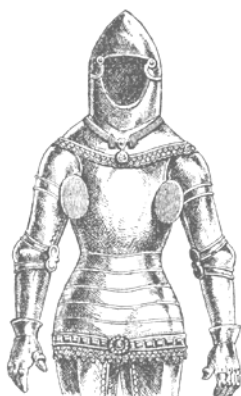
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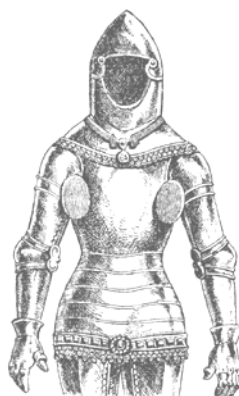
Chi the Ninja



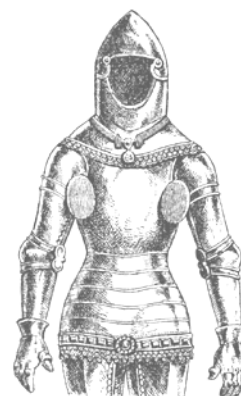
Rofdel the Dragon Knight



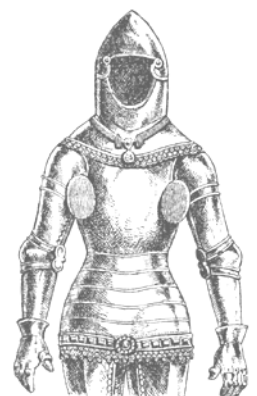
Oldost the Battle Mage



Grog the Terrible

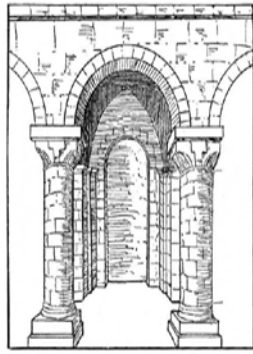


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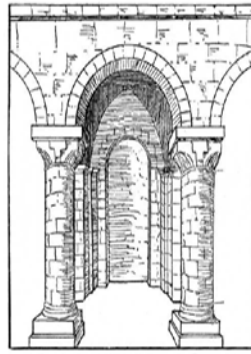




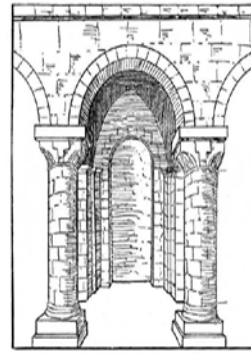
Kintoo Dojo



Mountain Keep

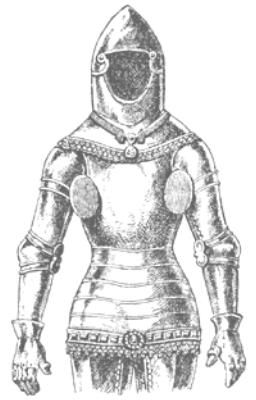


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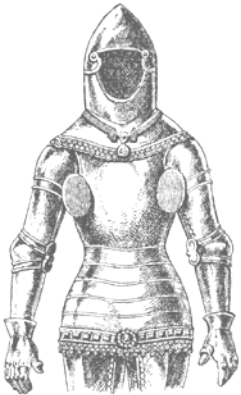


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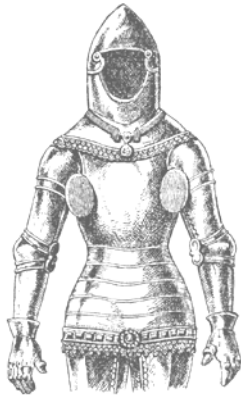
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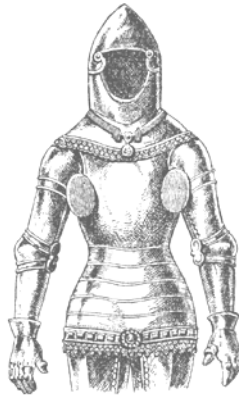
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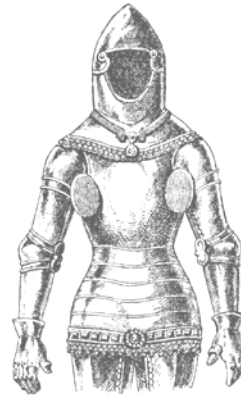
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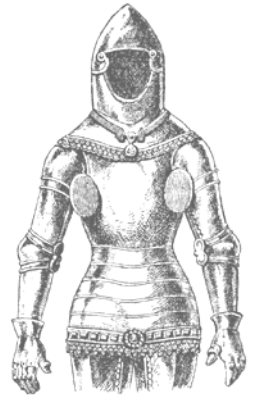
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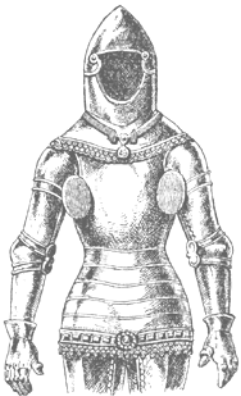
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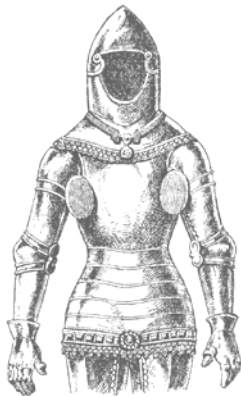
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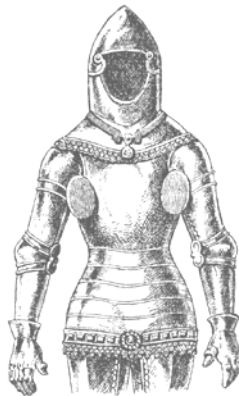
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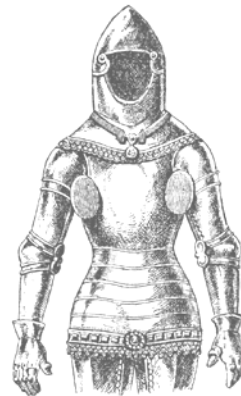
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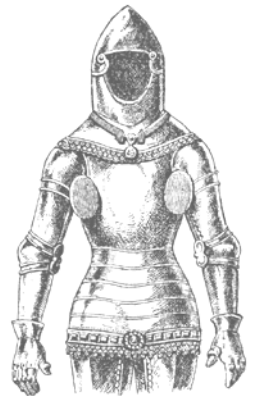
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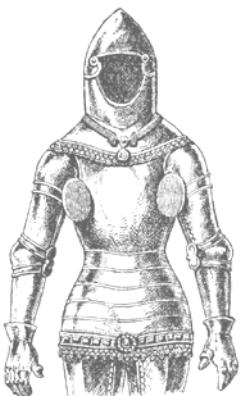
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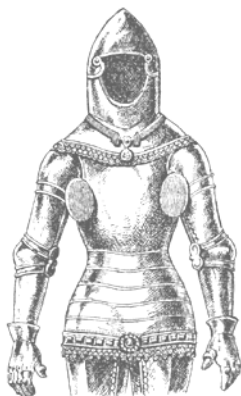
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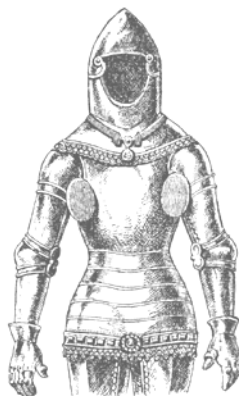
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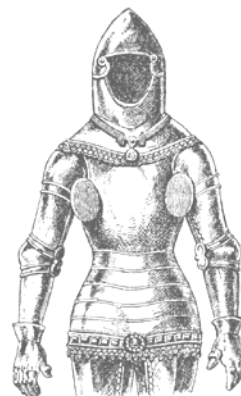
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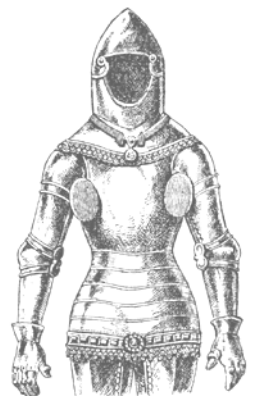
Oldost the Battle Mage



Rofdel the Dragon Knight



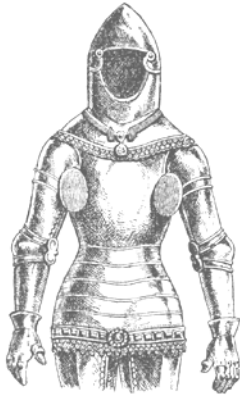
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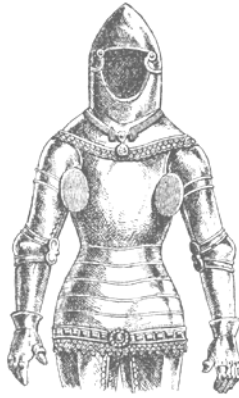
Roduf the Fighter



Imav the Adventurer



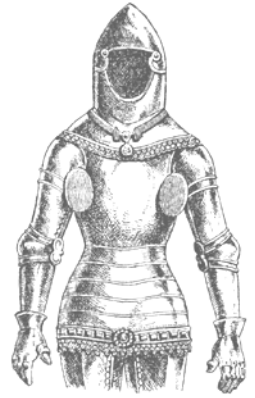
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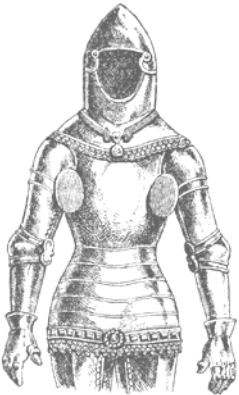
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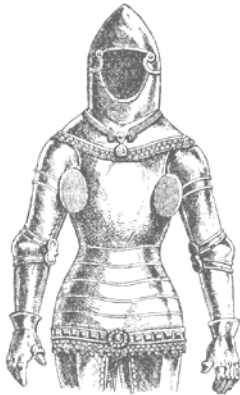
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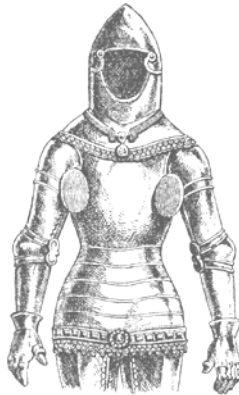
Terak the Necromancer



Adtas the Priest



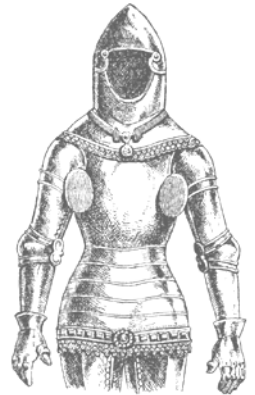
Karay the Sorceress



Satur the Warlock



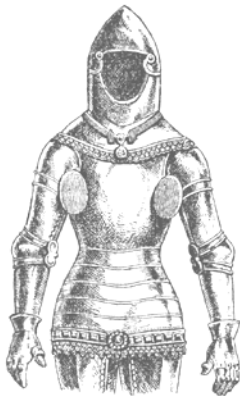
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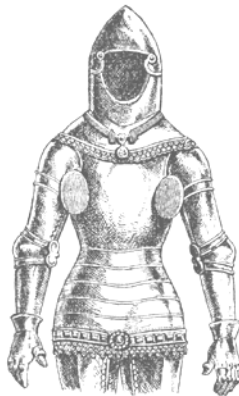
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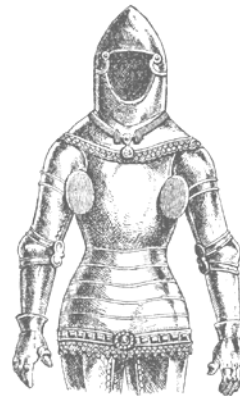
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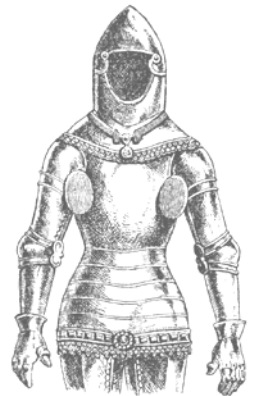
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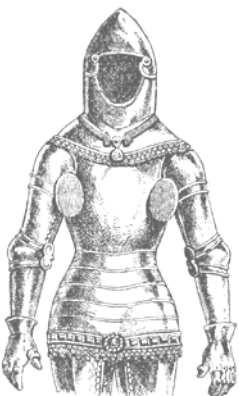
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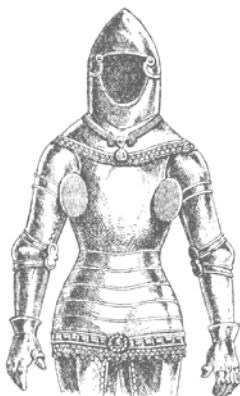
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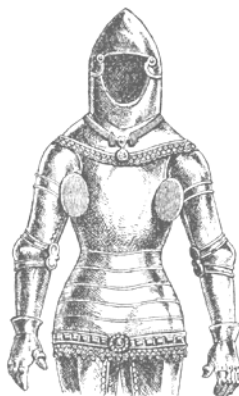
Kilrad the Fighter



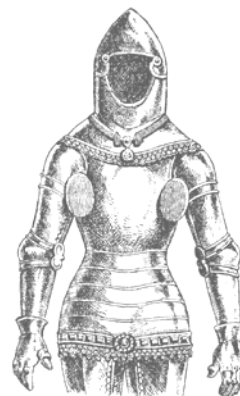
The Spirit of Ermor



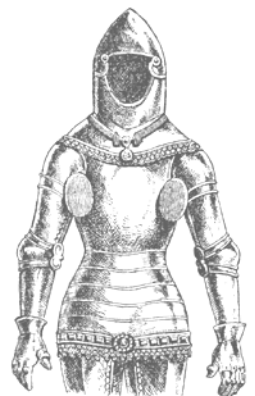
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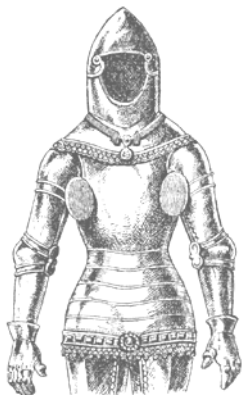
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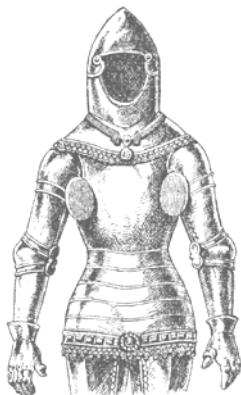
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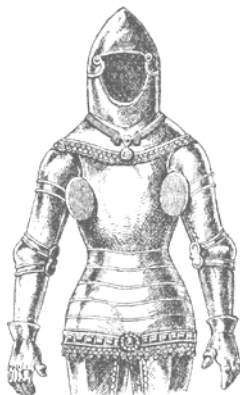
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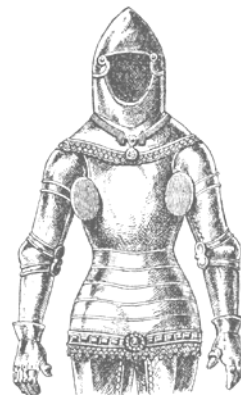
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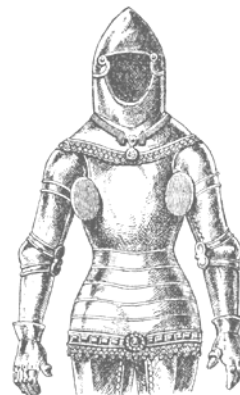
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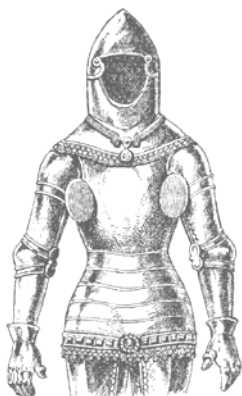
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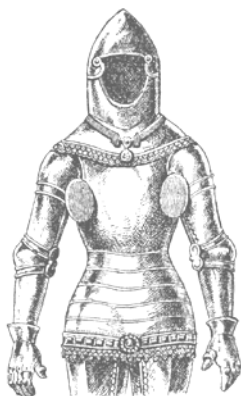
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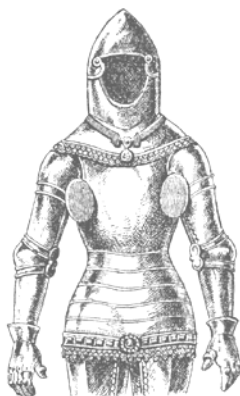
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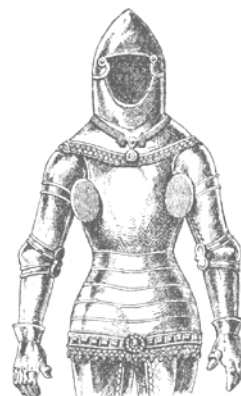
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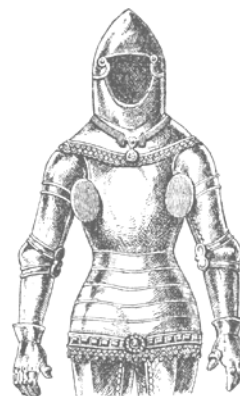
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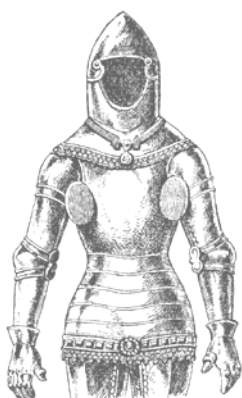
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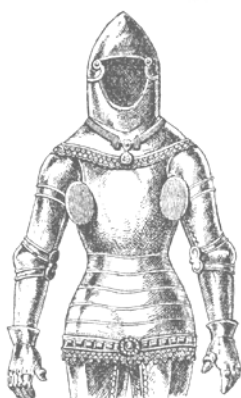
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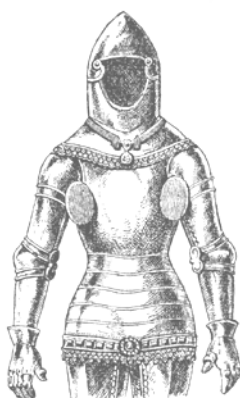
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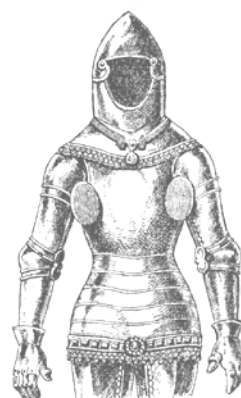
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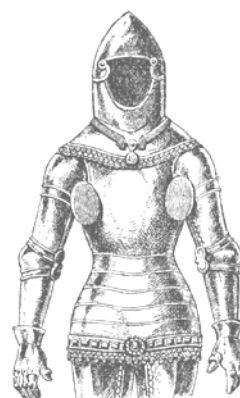
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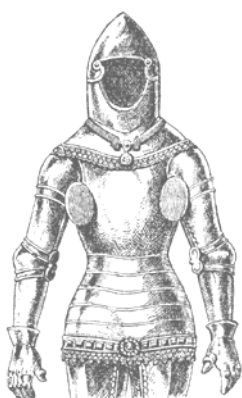
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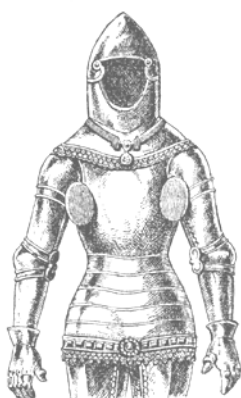
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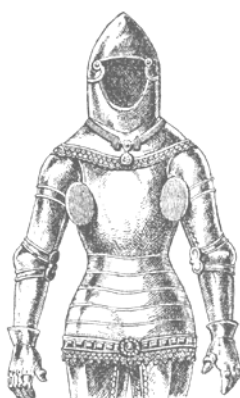
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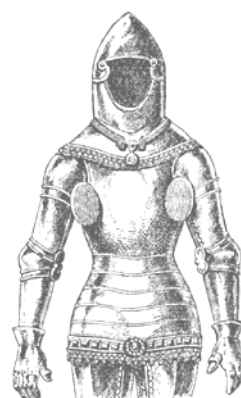
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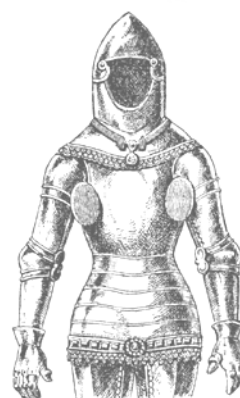
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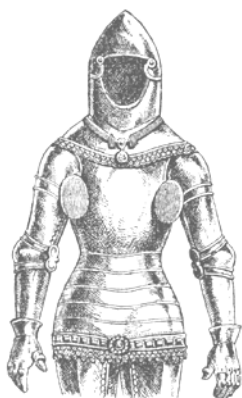
The Spirit of Ermor



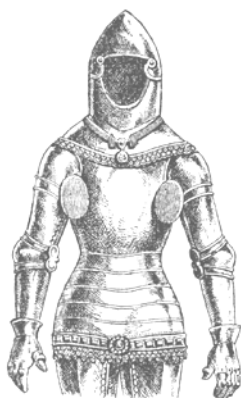
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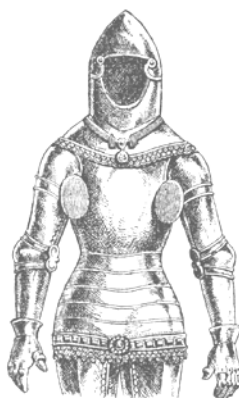
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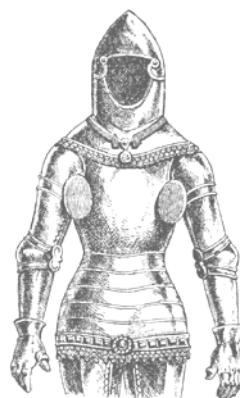
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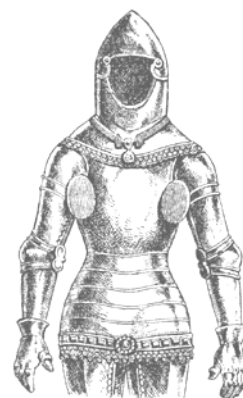
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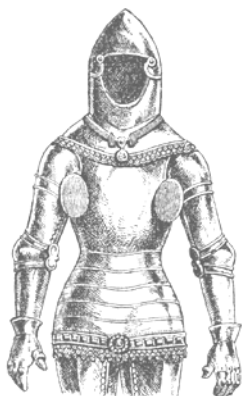
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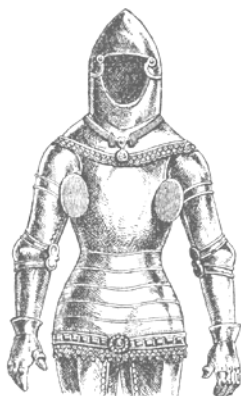
Urtok the Defender



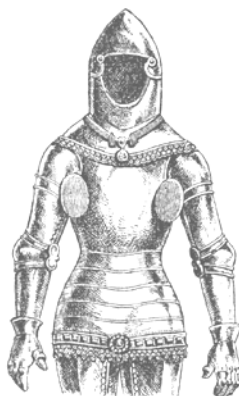
Garyn the Wizard



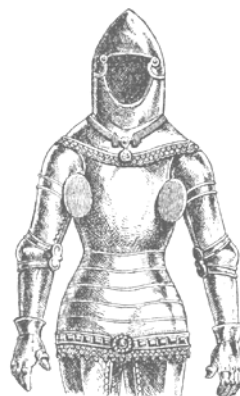
Batnasus the Imp



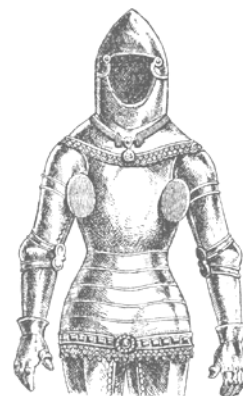
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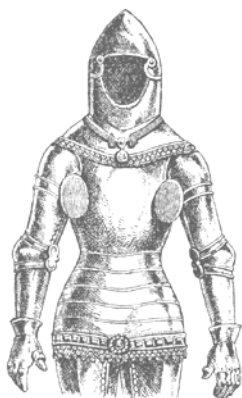
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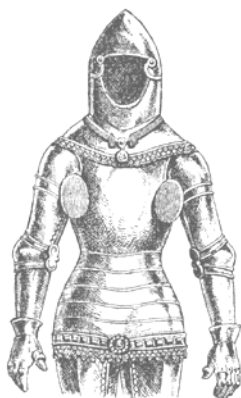
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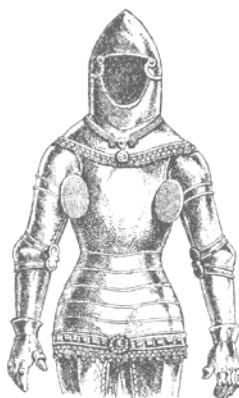
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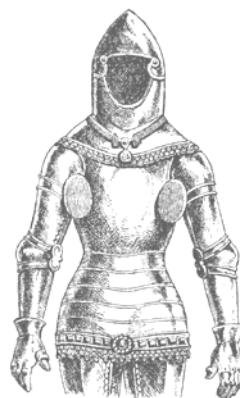
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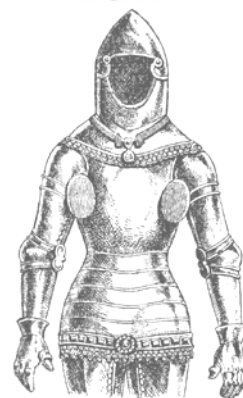
Ursaas the War Wizard



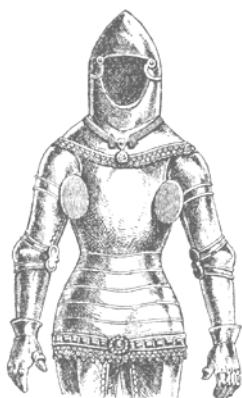
Furra the Minstrel



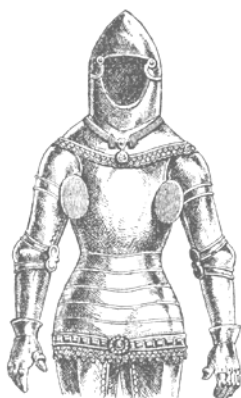
Drax the Half-Dragon Fighter



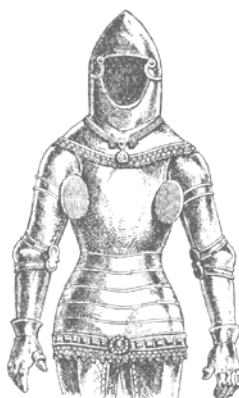
Grimstrike the Cursed



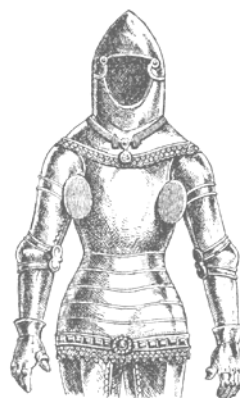
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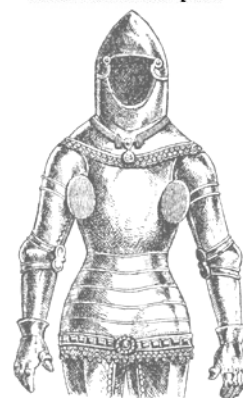
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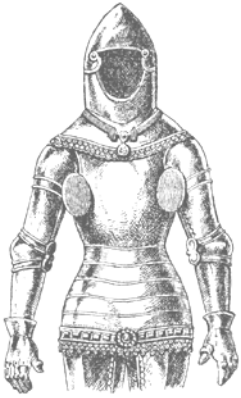
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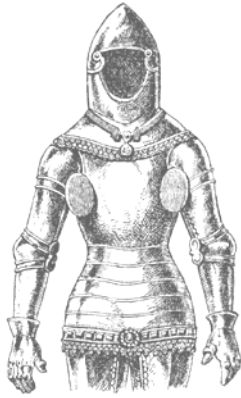
Kran the Vampire



Urtok the Defender



Rham the Druid



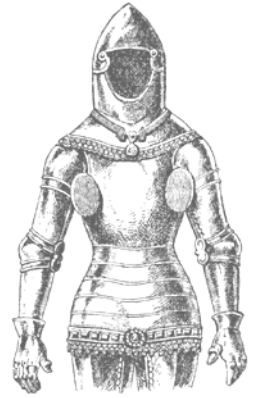
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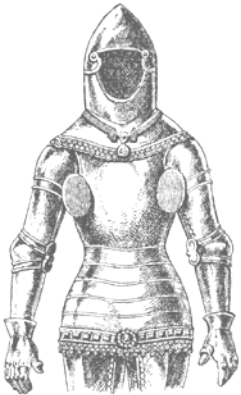
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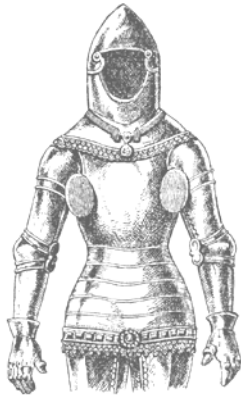
Ashca the Mage Thief



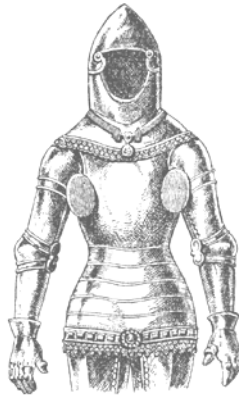
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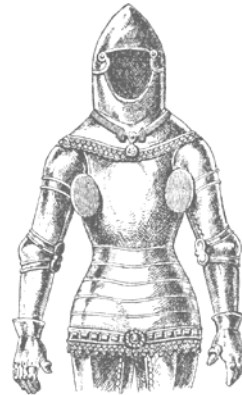
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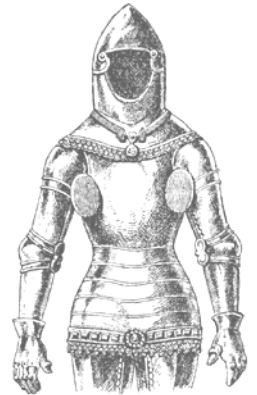
Thumel the Technomancer



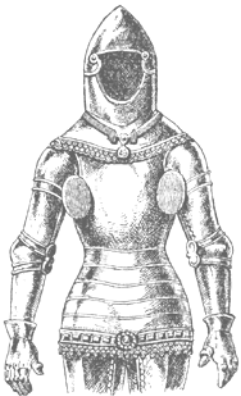
Batnasus the Imp



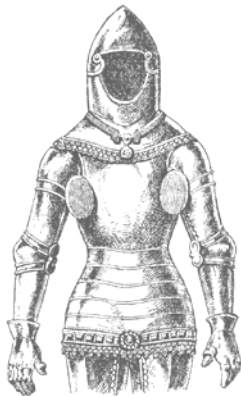
Garyn the Wizard



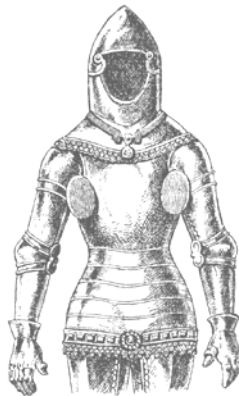
Drax the Half-Dragon
Fighter



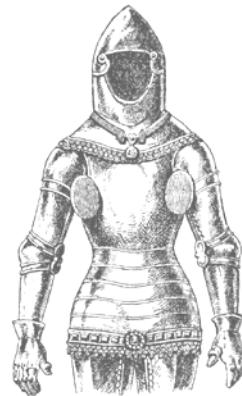
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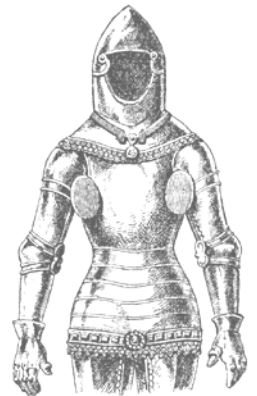
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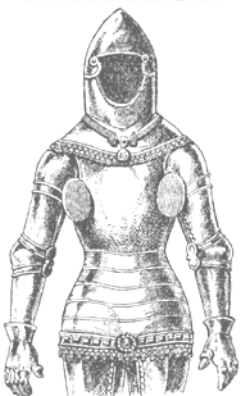
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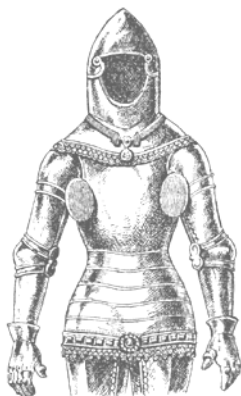
Darmun the Pirate



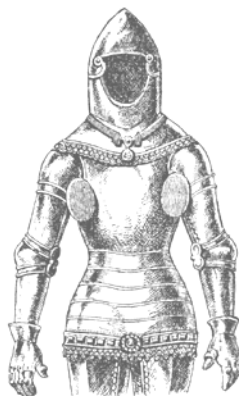
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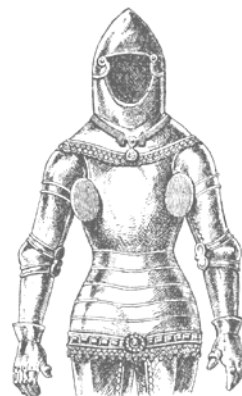
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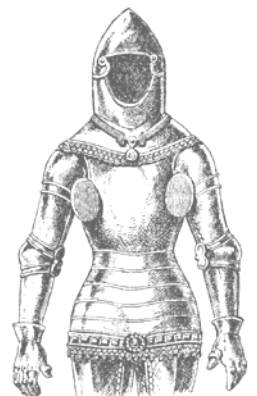
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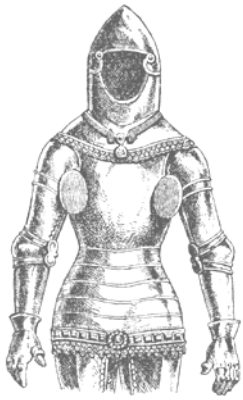
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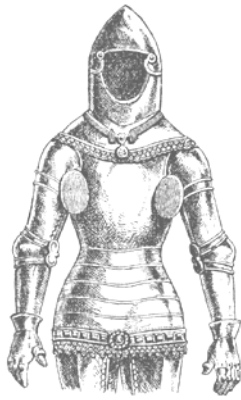
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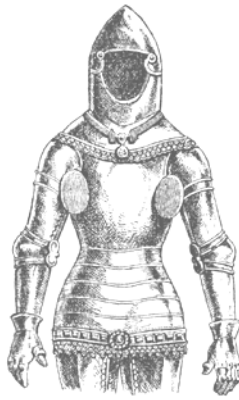
Lorinda the Chaotic



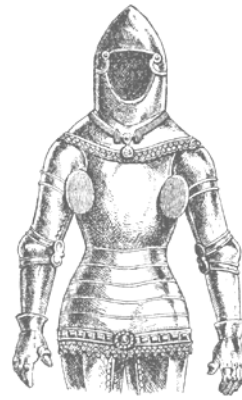
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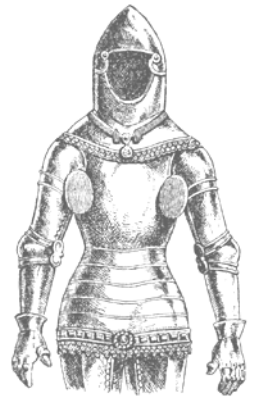
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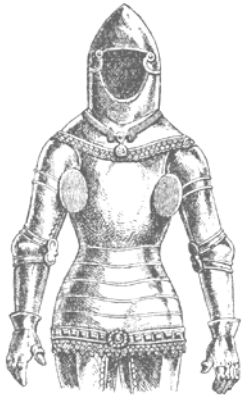
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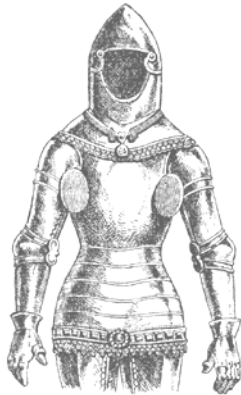
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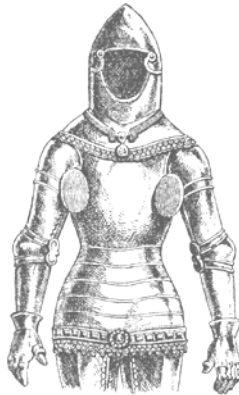
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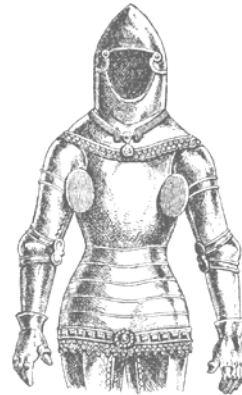
Breegal
The Technomancer



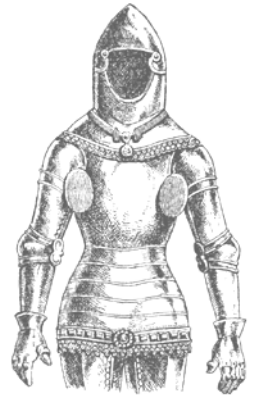
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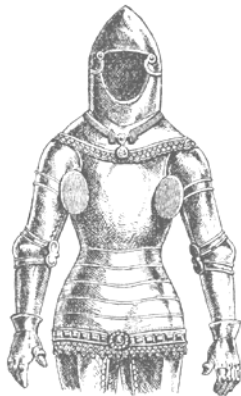
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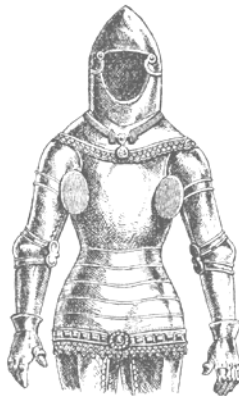
Nimgul the Shaman



Aikido Master Nukai



Raroa the Enchantress



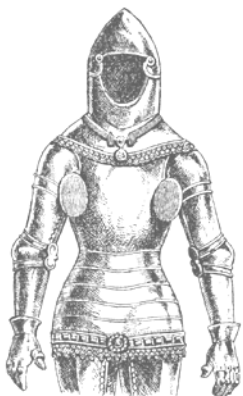
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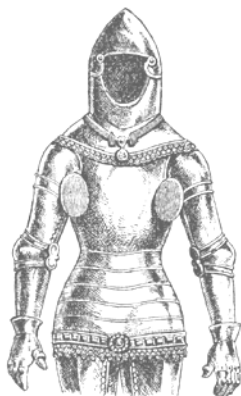
The Ghostly Sail

The Wandering Dragon

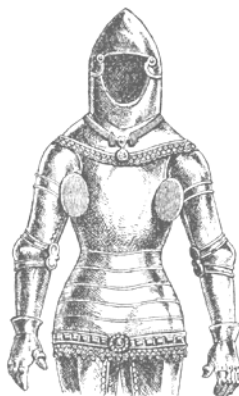
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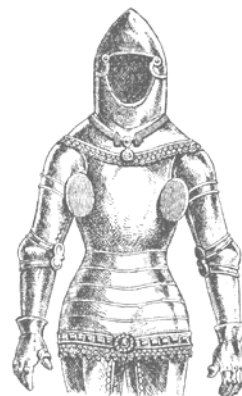
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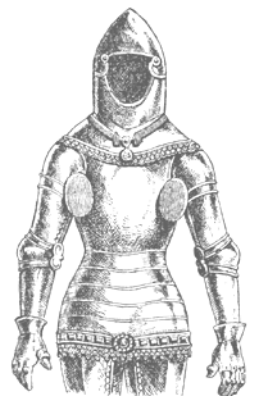
Tasara the Pure



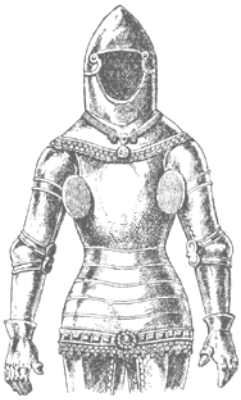
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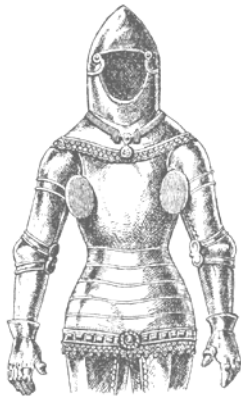
Elsira the Vengeful



Dramor the Gladiator



Gillard the Hunter



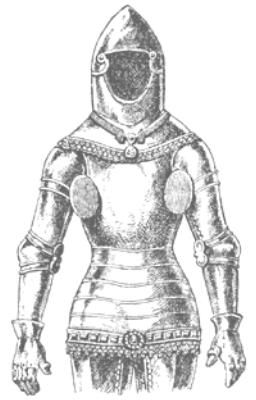
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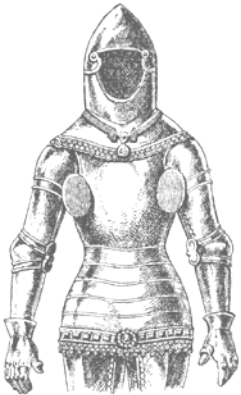
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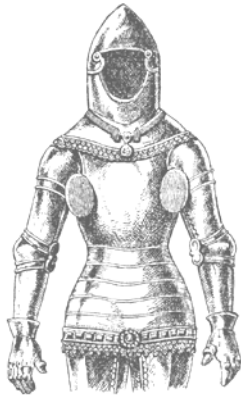
Lorinda the Chaotic



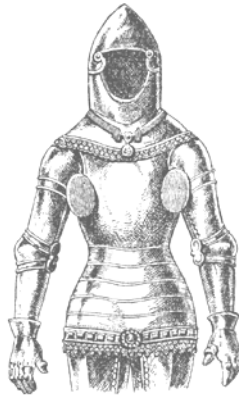
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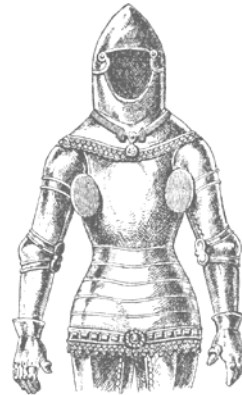
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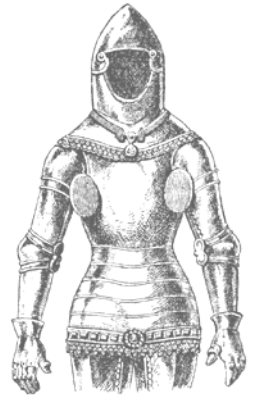
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Breegal
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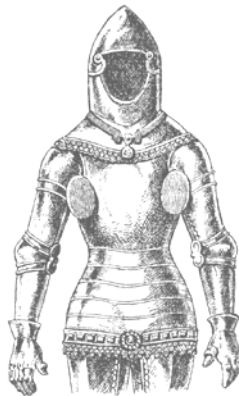


The Ghostly Sail

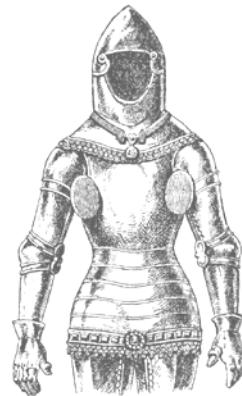


The Wave Strider

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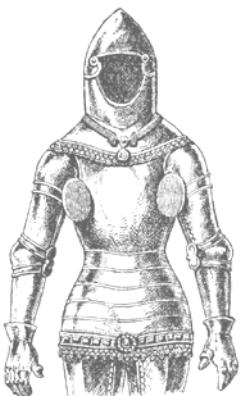


Aikido Master Nukai

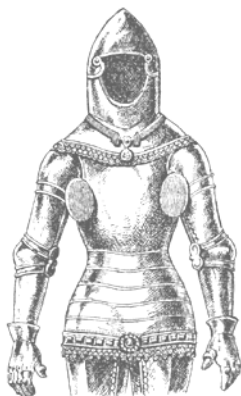


The Wandering Dragon

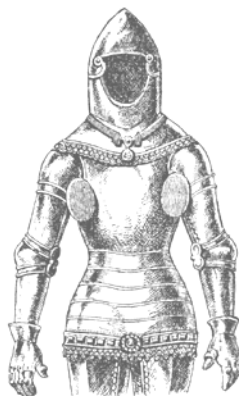
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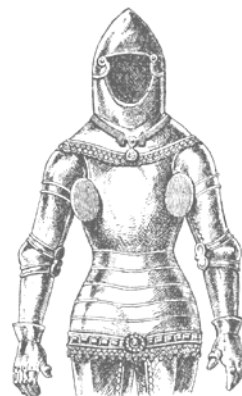
Chakra the Rogue



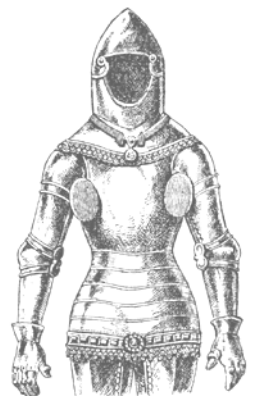
Tasara the Pure



Kara the Stormbringer



Dredyl the Spearman



When you gain a Foe as a Henchman, use the chart below to convert their aiding attribute into the Henchman equivalent. The first is their attribute (1-5) and the second is the Henchman equivalent (+1).

1-5 +1	6-10 +2	11-15 +3	16-20 +4	21-25 +5	26/up +6
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Levels are tracked by the bottom of the Hero card and a Sword counter. Every time a Hero goes up a Level, they are awarded 3 points that they may use to increase **Strength**, **Speed** or **Sorcery**. A Hero may not put more than 2 points into a single statistic when they gain a Level.

Experience points are added during the game. The table to the right shows what amount of total Experience Points are needed to achieve the next. To achieve Level 1, you need 7 XP. To reach Level 2, you need an additional 14 points (7 + 14 = 21). To reach Level 3, you will then need an additional 21 points (21 + 21 = 42).

You would keep adding more points until you reach Level 10. After this point, you will gain no more Levels and all slain Foes are simply discarded.

Experience	Level
7	1
21	2
42	3
70	4
105	5
147	6
196	7
252	8
315	9
385	10

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Strength	1-2	3-5	6-9	10-13	14-19	20+
Items	3	4	5	6	7	8

Speed	1-3	4-9	10-15	16-21	22+
Die	d4	d6	d8	d10	d12

Sorcery	3-5	6-9	10-16	17+
Spells	1	2	3	4

If a Hero loses all Health, they are dead. When a Hero dies, they are resurrected at their Home and may continue on playing their next turn. When a Hero is resurrected, they continue on with 4 Health. The Hero will lose Experience Points determined by rolling *Level * d6* (this means if the Hero is Level 5, then they would roll 5 d6 to determine their Experience Point loss). If a Hero loses enough Experience Points to lose a Level, then the Hero must also deduct 3 points from their **Strength**, **Speed** and/or **Sorcery** without bringing the statistic below starting quota. The player, to the Hero's right, must choose 2 Items/Henchman that will go to the discard pile ... as the dead Hero will surely be looted after death. If the player dies while holding the Book of Avrakar, it drops onto the space they died to await for someone to claim it. They do not encounter the space they resurrect to.

Strength	1-2	3-5	6-9	10-13	14-19	20+
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Items	3	4	5	6	7	8

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DWELLING DWELLING

DWELLING DWELLING

Tower of Darkness

1. Only the **Vile** may purchase this tower.
2. You may keep 4 Items and 2 Henchmen at this tower.
3. You may take any Undead Foe as a Henchman. You may only have 1 such Henchman at a time. They will add their Strength *or* Sorcery (*whichever is highest*) to yours for battle only. If you release an Undead Henchman, simply leave them on the space you release them, as they will again become a Foe.
4. You may lose 1 Turn at this tower. If you do this, you will heal 1 Health. On your next turn, you must move on.



8

Temple of Djarhun

1. You may keep 4 Items and 2 Henchmen at this temple.
2. You may sacrifice any Henchman when you are at this Temple. When you do this, you may either take one Spell or Treasure card. You may only sacrifice one Henchman per visit.
3. You may lose 1 Turn at this temple. If you do this, you will heal 1 Health. On your next turn, you must move on.



6

Sky Castle

1. You may keep 3 Items and 2 Henchmen at this castle.
2. You may take any Dragon Foe as a Henchman. You may only have 1 such Henchman at a time. They will add their Strength *or* Sorcery (*whichever is highest*) to yours for battle only. If you release a Dragon Henchman, simply leave them on the space you release them, as they will again become a Foe.
3. Wherever you build this castle, you may always look at the top card in that land's deck.
4. You may lose 1 Turn at this castle. If you do this, you will heal 1 Health. On your next turn, you must move on.



9

Tower of Bones

1. The **Kind** may not purchase this tower.
2. You may keep 2 Items and 1 Henchmen at this tower.
3. For every Undead Foe you slay, you may double the Experience Points gained from that Foe.
4. You may lose 1 Health at this tower. If you do this, you will gain 1 Spell.



8

Merchant Wagon

1. You may keep 4 Items at this wagon.
2. For every Item you have (*that has a Gem value indicated for bartering*), you may trade it for *one* Gem when you land on this wagon.
3. You may lose 1 Turn at this wagon. If you do this, you will heal 1 Health. On your next turn, you must move on.
4. If you start your move on the wagon, you may take it with you. You must leave it in the same land, however. When you take the wagon with you, you must *always* roll 1 d4 for movement.



5

Kintoo Dojo

1. You may keep 3 Items and 3 Henchmen at this dojo.
2. You may add 2 to your Strength battle die roll.
3. You may use a d12 for your movement in the same land as the dojo.
4. You may lose 1 Turn at this dojo to meditate. If you do this, you will heal 1 Health or gain 1 Spell. On your next turn, you must move on.



8

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DWELLING DWELLING

The Magic Swan

1. You may keep 2 Items and 1 Henchmen at this shop.
2. You may add 2 to your Sorcery battle die roll.
3. You may trade 2 Gems for a Spell when you land here.
4. You may lose 1 Turn at this shop. If you do this, you will heal 1 Health. On your next turn, you must move on.



9 

Leafy Branch Inn

1. You may keep 4 Items and 4 Henchmen at this inn.
2. Every Hero that lands here may rest for 1 Gem and thus heal 1 Health. You will receive the Gem from them for this service.
3. You may lose 1 Turn at this inn. If you do this, you will heal 2 Health. On your next turn, you must move on.



5 

Mountain Keep

1. You may keep 4 Items and 4 Henchmen at this Keep.
2. You may train at the Keep by trading 2 Gems for 1 Strength. You may only do this once per visit.
3. You may lose 1 Turn at this keep. If you do this, you will heal 1 Health. On your next turn, you must move on.



7 

Cottage

1. You may keep 2 Items and 2 Henchmen at this cottage.
2. You may lose 1 Turn at this cottage. If you do this, you will heal 1 Health. On your next turn, you must move on.



4 

Sal's Place

1. You may keep 2 Items and 4 Henchmen at this tavern.
2. Every Hero that lands here may drink for 1 Gem and thus gain 1 Strength for 3 turns. You will receive the Gem from them for this service.
3. You may lose 1 Turn at this tavern. If you do this, you will heal 1 Health. You will also gain 1 Strength for 4 turns. On your next turn, you must move on.



5 

Stonewall Castle

1. You may keep 4 Items and 4 Henchmen at this castle.
2. You may train at the Keep by trading 2 Gems for 1 Sorcery. You may only do this once per visit.
3. You may lose 1 Turn at this castle. If you do this, you will heal 1 Health. On your next turn, you must move on.



7 

HERO

HERO

HERO

HERO

HERO

HERO

Kran the Vampire

Home: Mujarin Crypt

Morality: **Vile**

Skills

1. For every Foe you slay (*not Undead, Elemental or Construct*), you may drink the blood, fortifying 1 Health.
2. You may charm one Henchman from another Hero you land on, taking them for yourself.
3. You may Heal up to your maximum Health at the Mujarin Crypt.
4. If you land on the Church of Gedwin, you lose 2 Health.
5. If you have no Henchman, you may bury yourself in the Djarhun Cemetery and rest for 1,000 years. You will awaken on your next Turn in the Vardah Graveyard with your maximum Health restored.



Undead
Strength **4**
Speed **4**
Sorcery **2**

Enida the Dancer

Home: City of Aldun

Morality: **Fair**

Skills

1. The Merchant in Aldun sells all of his wares to you for 1 Gem less than listed.
2. You do not need to roll a die at the Rogue Camp.
3. If you are instructed to lose Health from battle, you may discard a Henchman instead.
4. If you land on another Hero, you may roll 1d8 to persuade them to...
 - 1-3 - Kill you (*lose 1 Health*)
 - 4 - Have one of their Henchman leave to the discard pile
 - 5 - Have one of their Henchman join you
 - 6 - Give you an Item of their choice
 - 7 - Give you an Item of your choice
 - 8 - Give you their next Turn



Human
Strength **2**
Speed **4**
Sorcery **4**

Dacre the Defender

Home: City of Elidor

Morality: **Kind**

Skills

1. You begin the game with the Star of Elidor. Take it from the Market Deck.
2. If you roll a 1 for your movement die roll, you may immediately move to the City of Elidor instead of your normal move. You may not do this when traveling the Sea.
3. You may heal up to your starting Health when you visit the City of Elidor and only if you still carry the Star of Elidor.



Human
Strength **4**
Speed **4**
Sorcery **2**

Notira the Sorceress

Home: Dungeon of Barak

Morality: **Vile**

Skills

1. You always have at least 1 Spell.
2. You do not need to roll a die at the Dungeon of Barak. You may, however, discard a Spell and draw a new one in its place.
3. If you defeat a Planar in battle, you may take them as a Henchman. They will add their highest attribute to yours in battle only. You may only have 1 of these Henchman at a time.
4. You travel between the Ancient Obelisks and the Shrine of Wizardry without rolling a die.



Elf
Strength **1**
Speed **4**
Sorcery **5**

Raroa the Enchantress

Home: Shrine of Wizardry

Morality: **Fair**

Skills

1. You always have at least 1 Spell.
2. If you roll a 1 for your Strength battle die roll, you may cast an Illusion Spell. This will allow you to roll a d6 to determine if your Illusion aids your escape from harm. If you roll a 5 or 6, you succeed.
3. If you defeat an Elemental in battle, you may take them as a Henchman. They will add their highest attribute to yours in battle only. You may only have one of these Henchman at a time.
4. If you buy a Spell from the Wizard in Aldun, you may draw 2 and discard one of your choice.



Elf
Strength **2**
Speed **4**
Sorcery **4**

Grimstrike the Cursed

Home: Castle Blackcloud

Morality: **Vile**

Skills

1. You begin the game with the Grimblade. Take it from the Market Deck.
2. You may never use any Weapon other than the Grimblade. You may never lose the Grimblade.
3. You do not need to roll a die at Mujarin Crypt or the Sharra Ruins. You may also ignore the Catacombs space.
4. You may not roll a die at Castle Blackcloud, but you will Heal to your maximum Health.
5. If you encounter Tzerar Blackcloud (*Foe*), you will never battle him. If you draw the (*Trap*) Tzerar Blackcloud card, you will not roll but draw a Treasure Card instead.



Undead
Strength **3**
Speed **3**
Sorcery **4**

HERO

HERO

HERO

HERO

HERO

HERO

Hatyk the Assassin

Home: Springvale

Morality: **Vile**

Skills

1. You may attempt to Assassinate any Hero or face-up Foe (*not Undead, Constructs or Elementals*) you land on. Your Speed must be higher than theirs to do this. They may not roll a die for the Strength battle, but you may. If you succeed, the Foe is slain or the Hero loses 1 Health.

2. If you successfully Dodge a Trap, you may take the Trap as an Item. You may then use the Trap later when you land on a Hero or face-up Foe (*but not Undead or Elementals*). They must battle the Trap and not you (*the Trap is discarded after battle*). If the Trap slays them, you gain the Experience Points for Speed battle or a Hero loses a Health. Nothing happens if the Foe wins.



Human
Strength 3
Speed 5
Sorcery 2

Menjo the Wizard

Home: Shrine of Wizardry

Morality: **Fair**

Skills

1. You always have at least 2 Spells.

2. You may add 2 to your battle die roll against Elementals and Constructs.

3. If you roll a 1 for your movement die roll, you may instead cast a Teleport Spell. This will allow you to move to any space in the same land you are traveling.

4. You may add 2 to your die roll when visiting the Castle of the Ice Mage.



Human
Strength 2
Speed 2
Sorcery 6

Kelem the Bard

Home: Frost Giant Inn

Morality: **Fair**

Skills

1. You do not need to pay any Gems for services when you visit the Frost Giant Inn.

2. You may raise the morale of all your Henchmen by playing music. For every Henchman you have (*not including the ones that already add to your Strength in battle*), you may add 1 to your Strength for battle.

3. You may avoid any Beast or Animal by playing music. The music soothes them, allowing you to avoid battle.

4. If you roll a 1 for your movement, you may play a traveling tune and roll again. You must accept the second roll.



Human
Strength 3
Speed 3
Sorcery 4

Turad the Warrior

Home: Firestorm Mountains

Morality: **Fair**

Skills

1. You may put a second weapon in your Shield slot.

2. If you lose a battle on any Mountains space, you may redo the battle. All Items, Henchmen & Spells are still in effect for this second battle.

3. For every Beast & Dragon you defeat, you gain 1 additional Experience Point.



Dwarf
Strength 4
Speed 4
Sorcery 2

Endel the Thief

Home: Owlbear Forest

Morality: **Vile**

Skills

1. You may Steal any Item or Gem from any Hero you land on if you can win against them in Speed battle.

2. You may Steal 1 Item or Gem from any merchant if you can roll under your Speed on one d10. If you fail, you lose one turn from being imprisoned. Any Item stolen is taken from the Market deck (*only Items that the merchant carries may be stolen*).

3. You may choose to hide in the shadows when you encounter a Hero or Foe. To do this, you must roll under your Speed on 1 d20. If successful, you may avoid the Hero or Foe.



Human
Strength 3
Speed 5
Sorcery 2

Sayn the Adventurer

Home: Aldaren Ruins

Morality: **Kind**

Skills

1. You may ignore your die roll at the following spaces...

Aldaren Ruins	Enchanted Grove
Temple of Orius	Centaur Springs
Mujarin Crypt	Sharra Ruins
Dungeon of Barak	Tomb of Dyvin

...and roll again. You must accept the second roll.

2. You may sell any Magical Items at the Museum in Elidor. You will get the Gem value shown on the Item's card.

3. You need to only roll a d6, d8 & d10 to determine the Lich Lord's Sorcery when you are at the Catacombs.



Elf
Strength 3
Speed 3
Sorcery 4

HERO

HERO

HERO

HERO

HERO

HERO

Imard the Alchemist

Home: Ugmar the Alchemist

Morality: **Kind**

Skills

1. You need to only pay 1 Gem, per potion, when you visit Ugmar the Alchemist.
2. You may brew your own Potions at the cost of 2 Gems for Strength, Speed, Sorcery or Healing. For Invisibility, Neptune or Wings, they cost 3 Gems each to make.
3. If you have the Mortar & Pestal, you may deduct 1 Gem from the cost to make Potions in Skill #2.
4. If you visit the Centaur Springs, you may make one Potion of your choice for free.



Human
Strength **2**
Speed **3**
Sorcery **5**

Zyer the Necromancer

Home: Djarhun Cemetery

Morality: **Vile**

Skills

1. You begin your journey with one Spell.
2. For every Undead Foe you slay, you may take it as a Henchman. They will add their highest attribute to your s for one battle only. After which, they wither to the discard pile.
3. You do not need to roll a die at the Mujarin Crypt or the Tomb of Dyvin.
4. Whenever you visit the Mujarin Crypt, the Djarhun Cemetery or the Tomb of Dyvin, you as a Henchman. The type of Undead you may summon is determined by your Level...

Lv1 – Skeleton Lv4 – Wraith
Lv7 – Skeletal Knight Lv9 – Necromental
...you may only have one of these Henchmen at a time. If you lose Health in battle, the Undead is lost as well (*discarded*).



Human
Strength **3**
Speed **2**
Sorcery **5**

Sulak the Sorcerer

Home: Raen Field

Morality: **Vile**

Skills

1. You always have at least 1 Spell.
2. If you roll a 1 for your Sorcery battle die roll, you may cast a Mind Spike Spell. This will allow you to roll a d6 and add that to your battle die roll.
3. If you defeat an Elemental in battle, you may take them as a Henchman. They will add their highest attribute to yours for battle only. You may only have 1 of these Henchman at a time.
4. The Wizard, in the City of Aldun, will give you a discount on his wares. You may deduct 1 Gem from his prices.



Human
Strength **2**
Speed **3**
Sorcery **5**

Eldem the Battle Mage

Home: Springvale

Morality: **Kind**

Skills

1. You always have at least 1 Spell.
2. You may put a second weapon in your Shield slot.
3. You may add 1 to your die roll at Fort Tymar.
4. If you are in Strength battle with a Foe who has higher Strength than you, you may choose not to roll a die for battle. You may instead add your Sorcery to your Strength for your battle result.



Human
Strength **4**
Speed **2**
Sorcery **4**

Delaf the Ranger

Home: Sylvan Forest

Morality: **Fair**

Skills

1. You may add 1 to your battle die roll when in any Woods or Forest.
2. If you start your move on a Woods space, you may move to another Woods space of your choice instead of rolling a die for movement.
3. If you start your move on a Forest space, you may move to another Forest space of your choice instead of rolling a die for movement.
4. You may avoid battle with Animals.
5. You may add 1 to your die roll at the Enchanted Grove.
6. You start your journey with a Bow.



Elf
Strength **3**
Speed **4**
Sorcery **3**

Vexno the Death Knight

Home: Djarhun Cemetery

Morality: **Vile**

Skills

1. You may avoid any battle with Undead.
2. You may ignore the following spaces...
Mujarin Crypt Djarhun Cemetery
Tomb of Dyvin Sharra Ruins
Catacombs Demonblood Mountains
3. You must battle any **Kind** Hero you land on.
4. For every Undead you slay in battle, you may take it to the Demonblood Mountains in exchange for (*roll 1 d6*)...
1 – One Gem 2 – Two Gems
3 – One Treasure 4 – One Spell
5 – One Strength 6 – One Sorcery



Human
Strength **4**
Speed **2**
Sorcery **4**

HERO

HERO

HERO

HERO

HERO

HERO

Grog the Terrible

Home: Orc Camp

Morality: **Vile**

Skills

1. You may tame any Beast you encounter. They will become a Henchman, adding their Strength to yours in battle only. You may only have one Beast at a time.
2. You may ignore any Heroes or Cards when you are in a Swamp.
3. You may add 2 to your battle die roll when in a Swamp.
4. You do not roll a die at the Orc Camp, but you do Heal 1 Health whenever you land there.



Orc
Strength **6**
Speed **3**
Sorcery **1**

Oldost the Battle Mage

Home: Tabor Forest

Morality: **Fair**

Skills

1. You always have at least 1 Spell.
2. You may put a second weapon in your Shield slot.
3. You may roll 2 d10 when visiting Fort Tymar. You may then take the roll of your choice.
4. If you are in Sorcery battle with a Foe who has higher Sorcery than you, you may choose not to roll a die for battle. You may instead add your Strength to your Sorcery for your battle result.



Human
Strength **4**
Speed **2**
Sorcery **4**

Chi the Ninja

Home: Kalar Prairie

Morality: **Vile**

Skills

1. You may attempt to Assassinate any Hero or face-up Foe (*not Undead, Constructs or Elementals*) you land on. Your Speed must be higher than theirs to do this. They may not roll a die for the Strength battle, but you may. If you succeed, the Foe is slain or the Hero loses 1 Health.
2. You may choose to hide in the shadows when you encounter a Hero or Foe. To do this, you must roll under your Speed on 1 d12. If successful, you may avoid the Hero or Foe.
3. You may add 3 to your movement die rolls only if you are not using any Items, Spells or Henchmen to enhance your roll already.
4. You may never have more than 2 Henchmen at a time.



Human
Strength **3**
Speed **6**
Sorcery **1**

Rofdel the Dragon Knight

Home: City of Elidor

Morality: **Kind**

Skills

1. You may avoid any battle with a Dragon.
2. If you defeat a Dragon in battle, you may choose not to slay them (*no Experience gained*). Instead, you may take them as a Henchman. They will add their highest attribute to yours for battle only. You may also ride the Dragon, allowing you to add 3 to your movement die roll. You may also ride the Dragon across the Sea or River as you would with a Canoe. You may only have one such Dragon at a time.
3. You may put a second weapon in your Shield slot.



Human
Strength **4**
Speed **3**
Sorcery **3**

Drub the Barbarian

Home: Tabor Forest

Morality: **Fair**

Skills

1. You may add 1 to your movement die roll.
2. You may lose 1 turn in any Forest or Woods to camp. When you resume your next turn, you will have Healed 1 Health.
3. You may never have more than 1 Spell.
4. Every Animal you slay, you may cook it and feast, fortifying 1 Health.



Human
Strength **6**
Speed **3**
Sorcery **1**

Tornar the Bandit

Home: Fields of Rathgar

Morality: **Vile**

Skills

1. If you defeat a Hero in battle, they don't only lose 1 Health, but you may take a Gem or Item from them.
2. If you try to rob any merchant you land on by roll 1 d6...

1 – Lose 1 Health	2 – Lose 1 Turn
3 – Unsuccessful	4 – Gain 1 Gem
5 – Gain 1 Item	6 – Gain 1 Treasure

...any Item gained is taken from the Market deck (*only Items that the merchant carries may be robbed*).
3. Foes you slay, that have no Treasure, you may take a Gem (*not for Undead, Elementals or Constructs*).



Human
Strength **4**
Speed **3**
Sorcery **3**

HERO

HERO

HERO

HERO

HERO

HERO

Wyan the Beastmaster

Home: Springvale

Morality: **Fair**

Skills

1. You may add 1 to your battle die roll when facing Animals or Beasts.
2. If you slay a Beast or Animal in battle, you may take them as a Henchman. They will add their Strength to yours in battle only. You may only have 2 of these Henchmen at a time.
3. Any Henchmen (from Skill #2) may be sold at the Elidor Zoo for 2 Gems each.
4. If you have any Henchmen (from Skill #2), they will guard defend you. If you lose a Health in battle, a Henchman is discarded instead.
5. If a Hero tries to take an Item or Gem from you (either by battle or theft), each Henchmen (from Skill #2) will protect you if you roll a 5-8 on 1 d8. If protected, nothing is taken.



Human
Strength 4
Speed 3
Sorcery 3

Imav the Adventurer

Home: Drake Hills

Morality: **Fair**

Skills

1. You may ignore your die roll at the following spaces...

Aldaren Ruins	Enchanted Grove
Temple of Orius	Centaur Springs
Mujarin Crypt	Sharra Ruins
Dungeon of Barak	Tomb of Dyvin
- ...and roll again. You must accept the second roll.
2. You may sell any Magical Items at the Black Market in Springvale. You will get the Gem value shown on the Item's card.
3. You may subtract 1 from your die roll when at Darkore Hold. If you roll a 1, you face no Golems.



Dwarf
Strength 4
Speed 3
Sorcery 3

Kinran the Soldier

Home: City of Elidor

Morality: **Kind**

Skills

1. You begin your journey with a Sword and Shield.
2. If you roll a 1 for your movement die roll, you may immediately move to the City of Elidor instead of your normal move. You may not do this when on traveling the Sea.
3. When you land on a space occupied by a Hero, you may immediately send them to their Home. They must encounter that space during your turn.
4. When you land on a space occupied by a Hero, you may recruit one of their Henchmen. This allows you to take them for yourself.



Human
Strength 4
Speed 4
Sorcery 2

Roduf the Fighter

Home: Odar Plains

Morality: **Fair**

Skills

1. If a Foe, or Hero, has a Strength higher than yours you may add your Speed to your battle without rolling the die.
2. You may add 2 to your die roll when you encounter a Trap.
3. You may add 1 to your die roll when at the Centaur Springs or Enchanted Grove.
4. You may roll a d10 when at the Lava Flows.



Halfling
Strength 3
Speed 5
Sorcery 2

Adtas the Priest

Home: Church of Gedwin

Morality: **Kind**

Skills

1. You may add your Sorcery and Strength together when battling Undead Foes.
2. When you slay Undead Foes, you gain an addition 2 Experience Points each.
3. You may Heal up to your maximum Health when you visit the Church of Gedwin.
4. If you encounter a Vile Hero, you may convert them to Kind if you can defeat them in battle. You must do this instead of taking a Health, Gem or Item.
5. You start your journey with 1 Spell.



Dwarf
Strength 4
Speed 2
Sorcery 4

Satur the Warlock

Home: Wyvern Mountains

Morality: **Vile**

Skills

1. You begin your journey with 1 Spell.
2. You may ignore any Ruins space you land on. You may also avoid cards and Heroes on these spaces.
3. Whenever you visit any Ruins space, you may build a Golem to join you as a Henchman. The type of Golem you may build is determined by your Level...

Lv3 - Iron	Lv5 - Adamantine
Lv7 - Mithril Steed	Lv9 - Mithril
- ...you may only have one of these Henchmen at a time. If you lose Health in battle, the Golem is lost as well (discarded).
4. For every Sorcery battle you win, you gain 1 Spell.



Dwarf
Strength 3
Speed 2
Sorcery 5

HERO

HERO

HERO

HERO

HERO

HERO

Karay the Sorceress

Home: Castle of the Ice Mage

Morality: **Kind**

Skills

1. You always have at least 1 Spell.
2. You may roll a d12 when traveling the Land of Frostburn.
3. If you defeat an Construct in battle, you may take them as a Henchman. They will add their highest attribute to yours for battle only. You may only have 1 of these Henchman at a time.
4. The Wizard, in the City of Aldun, will give you a discount on his wares. You may deduct 1 Gem from his prices.
5. You may add 3 to your die roll when you visit the Castle of the Ice Mage.



Elf
Strength **1**
Speed **4**
Sorcery **5**

Terak the Necromancer

Home: Mujarin Crypt

Morality: **Vile**

Skills

1. You begin your journey with one Spell.
2. For every Undead Foe you slay, you may take it as a Henchman. They will add their highest attribute to your s for one battle only. After which, they wither to the discard pile.
3. You do not need to roll a die at the Mujarin Crypt or the Tomb of Dyvin.
4. For every slain Foe, you may turn them into the Undead (*not Elementals or Constructs*). The type of Undead you may create is determined by your Level...
Lv3 – Skeleton Lv5 – Zombie
Lv7 – Skeletal Lv9 – Zombie Warrior Knight
...you may only have one of these Henchmen at a time. If you lose Health in battle, the Undead is lost as well (*discarded*).



Human
Strength **3**
Speed **3**
Sorcery **4**

Vorut the Giant Slayer

Home: Hailstorm Mountains

Morality: **Fair**

Skills

1. You may add 3 to your battle die roll against Giants.
2. For every Giant you slay, you may brag of your accomplishment at the Frost Giant Inn. You will gain 1 Gem for each Giant slain when you land here.
3. For every Giant you slay, you gain an additional 3 Experience Points.
4. The Shopkeeper, in Glacial Hills, will sell you Battle Axes for 1 Gem each.



Human
Strength **5**
Speed **4**
Sorcery **1**

Dimkin the Thief

Home: City of Elidor

Morality: **Vile**

Skills

1. You may Steal any Item or Gem from any Hero you land on if you can win against them in Speed battle.
2. You may Steal 1 Item or Gem from any merchant if you can roll under your Speed on one d10. If you fail, you lose one turn from being imprisoned. Any Item stolen is taken from the Market deck (*only Items that the merchant carries may be stolen*).
3. If you have a Bow or Crossbow, you may use it with your rope and retrieve one Item that is no more than three spaces away after you have moved. You may do this before you encounter the space you landed on.



Halfling
Strength **3**
Speed **5**
Sorcery **2**

Vrad Ogerkilur

Home: Ogrespit Swamp

Morality: **Vile**

Skills

1. You may lose 1 turn on any Mountain to camp. When you resume your next turn, you will have Healed 1 Health.
2. You may add 2 to your battle die roll when in a Swamp.
3. You may never have more than 1 Spell.
4. Every Animal you slay, you may eat it, fortifying 1 Health.



Troll
Strength **6**
Speed **3**
Sorcery **1**

Blasamir the Vampire

Home: Djarhun Cemetery

Morality: **Vile**

Skills

1. For every Foe you slay (*not Undead, Elemental or Construct*), you may drink the blood, fortifying 1 Health.
2. You may avoid any Undead Foe.
3. You may Heal up to your maximum Health at Djarhun Cemetery.
4. If you land on the Church of Gedwin, you lose 2 Health.
5. You may suck the life out of any of your Henchman, fortifying a Health. The Henchman is then discarded.
6. If you have no Henchman, you may turn into a Bat and cross the Sea or River as you would with a Canoe.



Undead
Strength **4**
Speed **4**
Sorcery **2**

HERO

HERO

HERO

HERO

HERO

HERO

Serund the Hunter

Home: Kindar Woods

Morality: **Fair**

Skills

1. If there is a Foe that is no more than 3 spaces away from you after you have moved, you may immediately move to that space where you must battle that Foe.
2. If another Hero is moving away from a space you currently share, you may move with them. You do not encounter anything during this move.
3. You may add 2 to your battle die roll against Animals and Beasts.
4. You may add 2 to your movement die roll.
5. You begin your journey with a Bow.



Elf
Strength **3**
Speed **5**
Sorcery **2**

Pik Ho the Samurai

Home: Dolyan Grassland

Morality: **Fair**

Skills

1. You begin your journey with a Sword.
2. You may put a second weapon in your Shield slot.
3. If you lose any battle where you lose no Health, you will take away 1 Health for the shame of losing the battle.
4. If you are in Strength battle with a Foe who has higher Strength than you, you may choose not to roll a die for battle. You may instead add your Speed to your Strength for your battle result.
5. You may lose 1 turn on any Mountain to meditate. When you resume your next turn, you will have Healed 1 Health.



Human
Strength **4**
Speed **4**
Sorcery **2**

Omerr the Illusionist

Home: Glacial Hills

Morality: **Fair**

Skills

1. You always have at least 1 Spell.
2. For every discarded Spell, you may trade that Spell for one you currently hold.
3. If you roll a 1 for movement, you may cast an Illusion Spell. For that move only, you may avoid any Foe or Hero you may encounter.
4. Whenever you have 2 Gems, you may discard them. In their place you may conjure an Elemental to join you as a Henchman. The type of Elemental you may conjure is determined by your Level...

Lv1 – Water Lv4 – Earth
Lv7 – Air Lv9 – Fire

...you may only have one of these Henchmen at a time. If you lose Health in battle, the Elemental is lost as well (*discarded*).



Human
Strength **2**
Speed **3**
Sorcery **5**

Awyra the Paladin

Home: Church of Gedwin

Morality: **Kind**

Skills

1. You may Heal up to your maximum Health when you visit the Church of Gedwin.
2. You must battle any Vile Hero you land on.
3. For every Undead you slay in battle, you may take it to the Church of Gedwin in exchange for (roll 1 d6)...

1 – One Gem 2 – One Health
3 – One Treasure 4 – One Spell
5 – One Strength 6 – One Sorcery

4. If instructed to change your Morality, lose 1 Health instead.



Elf
Strength **4**
Speed **2**
Sorcery **4**

The Spirit of Ermor

Home: Mujarin Crypt

Morality: **Fair**

Skills

1. You may avoid battle with any Undead Foe.
 2. You may ignore the following spaces...
Mujarin Crypt Djarhun Cemetery
Tomb of Dyvin Sharra Ruins
- ...you may also miss your next turn when you are on these spaces. When you resume your next turn, you will be Healed 1 Health.
3. You may add 5 to your defense roll when you lose in Strength battle.
 4. Any Foe or Hero you land on, that has a Sorcery lower than yours, you may scare away. Roll a d4 and move them in the direction of your choice. Heroes do not encounter the space you move them to. You cannot do this with Undead, Construct or Elementals.



Undead
Strength **4**
Speed **2**
Sorcery **4**

Kilrad the Fighter

Home: Frost Giant Inn

Morality: **Fair**

Skills

1. You may put a second weapon in your Shield slot.
2. For every Beast & Giant you defeat, you gain one additional Experience Point.
3. For every Dragon you slay, you may brag of your accomplishment at the Frost Giant Inn. You will gain 1 Gem for each Dragon slain when you land here.
4. You start your journey with a Sword.



Human
Strength **5**
Speed **4**
Sorcery **1**

HERO

HERO

HERO

HERO

HERO

HERO

Morto the Fool

Home: City of Elidor

Morality: **Vile**

Skills

1. You may Steal any Item or Gem from any Hero you land on if you can win against them in Speed battle.
2. You may raise the morale of all your Henchmen by entertaining. For every Henchman you have (*not including the ones that already add to your Strength in battle*), you may add 1 to your Strength for battle.
3. If you successfully Dodge a Trap, you may take the Trap as an Item. You may then use the Trap later when you land on a Hero or face-up Foe (*but not Undead or Elementals*). They must battle the Trap and not you (*the Trap is discarded after battle*). If the Trap slays them, you gain the Experience Points for Speed battle or a Hero loses a Health. Nothing happens if the Foe wins.



Human
Strength 2
Speed 5
Sorcery 3

Eston the Pirate

Home: City of Elidor

Morality: **Vile**

Skills

1. You may roll a d12 when traveling the High Seas.
2. You do not need to pay any Gems for services when you visit the Frost Giant Inn.
3. No matter the ship you sail, you may dock it at Springvale if you wish.
4. You may add 1 to battle when traveling the High Seas.
5. You do not need to roll a die at...
Pirate Cove
Stones of Peril
Shipwreck Pass
6. You may add 1 to your die roll at the Buccaneer's Den.
7. You may repair your ship for free at Plunderers' Port.



Human
Strength 4
Speed 4
Sorcery 2

Burod the Knight

Home: Church of Gedwin

Morality: **Kind**

Skills

1. You start your journey with a Shield.
2. If you donate 2 Gems to the Church of Gedwin, you may call the help of a Guardian as a Henchman. The type of Guardian you may call is determined by your Level...

Level 4 – Unicorn
Level 8 – Angel

...you may only have one of these Henchmen at a time. If you lose Health in battle, the Guardian dies instead (*discarded*).

3. You must battle any Vile Hero you land on.
4. If you are instructed to change your Morality, lose 1 Health instead.
5. For every Foe you slay, you may pray (*roll one d6*) to see what the gods grant you...

1-3 – Nothing 4 – One Health
5 – One Spell 6 – One Strength



Dwarf
Strength 5
Speed 3
Sorcery 2

Tonag the Dark Knight

Home: Wolfbane Hills

Morality: **Vile**

Skills

1. You don't need to roll a die when at the Demonblood Mountains.
2. If you plunge 2 Gems into the Demonblood Mountains, you may call the help of an Overseer as a Henchman. The type of Overseer you may call is determined by your Level...

Level 4 – Dark Unicorn
Level 8 – Demon

...you may only have one of these Henchmen at a time. If you lose Health in battle, the Overseer perishes instead (*discarded*).

3. You must battle any Kind Hero you land on.
4. If you are instructed to change your Morality, lose 1 Health instead.
5. For every Foe you slay, you may pray (*roll one d6*) to see what the gods grant you...

1-3 – Nothing 4 – One Health
5 – One Spell 6 – One Strength



Human
Strength 5
Speed 3
Sorcery 2

Skeechwil the Robber

Home: Dragontear Swamp

Morality: **Vile**

Skills

1. If you defeat a Hero in battle, they don't only lose 1 Health, but you may take a Gem or Item from them.
2. If you try to rob any merchant you land on by roll 1 d6...

1 – Lose 1 Health 2 – Lose 1 Turn
3 – Unsuccessful 4 – Gain 1 Gem
5 – Gain 1 Item 6 – Gain 1 Treasure

...any Item gained is taken from the Market deck (*only Items that the merchant carries may be robbed*).

3. You may ignore any Heroes or Cards when you are in a Swamp or Forest.
4. Every Animal you slay, you may eat it to Heal one Health.



Goblin
Strength 3
Speed 5
Sorcery 2

Onan the Archer

Home: Cermor Meadow

Morality: **Fair**

Skills

1. You begin your journey with a Bow.
2. You may add 2 to your movement die roll.
3. Your horns give you an additional 1 point towards Strength battle.
4. You may play your Pipes to magically...
Sleep will allow you to avoid battle by putting the target to Sleep.
Charm will allow you to take a Henchman of your choice from a Hero you land on.
Panic will allow you to move a Foe or Hero 3 spaces around the board in the direction you choose. The Hero must encounter the space they are moved to in that turn.

...if your Sorcery is higher or equal to your target's, you will be successful. You may only do one song per turn.



Satyr
Strength 3
Speed 4
Sorcery 3

HERO

HERO

HERO

HERO

HERO

HERO

Gravam the Technomancer

Home: Order of Technomancers

Morality: **Fair**

Skills

1. You begin the game with either a Pistol, Compass or Timepiece.
2. You may build any of the following for the amount of Gems for each...

Camera – 1G Compass – 2G
Looking Glass – 2G Timepiece – 2G
Snorkel – 3G Pistol – 2G

3. If you successfully Dodge a Trap, you may take the Trap as an Item. You may then use the Trap later when you land on a Hero or face-up Foe (*but not Undead or Elementals*). They must battle the Trap and not you (*the Trap is discarded after battle*). If the Trap slays them, you gain the Experience Points for Speed battle or a Hero loses a Health. Nothing happens if the Foe wins.



Dwarf
Strength 4
Speed 3
Sorcery 3

Urtok the Defender

Home: Glitterfall Mountains

Morality: **Kind**

Skills

1. You may put a second weapon in your Shield slot.
2. You may roll a d12 when traveling the Land of Frostburn.
3. You may add 2 to your battle die roll when in the Mountains.
4. For every Giant or Dragon you defeat, you gain 1 additional Experience Point.



Dwarf
Strength 4
Speed 3
Sorcery 3

Brang Mowntinstompur

Home: Frostpeak Mountains

Morality: **Vile**

Skills

1. You may lose 1 turn on any Mountain to camp. When you resume your next turn, you will have Healed 1 Health.
2. You may add 2 to your battle die roll when in the Mountains.
3. You may never have more than 1 Spell.
4. Every Animal you slay, you may eat it, fortifying 1 Health.



Ogre
Strength 6
Speed 3
Sorcery 1

Rham the Druid

Home: Sylvan Forest

Morality: **Fair**

Skills

1. You always have at least 1 Spell.
2. You start your journey with a Bow.
3. You may add 3 to your movement die roll.
4. You can *never* battle Animals, nor can you ever join the Hunters Guild.
5. Whenever you land on a Forest or Woods space, you may call upon the help of an Animal Friend (*which will join you as a Henchman*) at the expense of 1 Gem. The type of Animal you may call is determined by your Level...

Lv1 – Bird Lv3 – Dire Boar
Lv6 – Lion Lv8 – Dire Bear

...you may only have one of these Henchmen at a time. If you lose Health in battle, the Animal is lost as well (*discarded*).



Centaur
Strength 3
Speed 3
Sorcery 4

Dritmar the Automaton

Home: Order of Technomancers

Morality: **Fair**

Skills

1. You may repair (*Heal*) up to your starting Health whenever you visit the Order of Technomancers.
2. You may add 4 to your defense die roll when in Strength battle.
3. You may roll a d8 for movement when traveling on land.
4. You may take any Item and discard it. If you do this, you will repair (*Heal*) 1 Health.



Construct
Strength 6
Speed 3
Sorcery 1

Batnasus the Imp

Home: Demonblood Mountains

Morality: **Vile**

Skills

1. You always have at least one Spell.
2. If you roll a 1 for your movement, you may teleport to any space in the land you are in.
3. If you defeat an Elemental in battle, you may take them as a Henchman. They will add their highest attribute to yours in battle only. You may only have one such Henchman at a time.
4. You do not roll a die at the Demonblood Mountains, but instead Heal up to your starting Health.
5. You may cast a Shrink Spell on any Items you have. This allows you to equip and carry Items as though you were a full sized humanoid. When you lose any Items, the Spell is lifted from the Item, returning it to normal size.



Planar
Strength 1
Speed 4
Sorcery 5

HERO

HERO

HERO

HERO

HERO

HERO

Engash the Priest

Home: Aldaren Ruins

Morality: **Vile**

Skills

1. You may add your Sorcery and Strength together when battling Undead Foes.
2. When you slay Undead Foes, you gain an addition 2 Experience Points each.
3. You may Heal up to your maximum Health when you visit the Djarhun Cemetery.
4. If you encounter a Kind Hero, you may convert them to Vile if you can defeat them in battle. You must do this instead of taking a Health, Gem or Item.
5. You start your journey with 1 Spell.



Human
Strength 4
Speed 2
Sorcery 4

Ashca the Mage Thief

Home: Dungeon of Barak

Morality: **Vile**

Skills

1. You may Steal any Item or Gem from any Hero you land on if you can win against them in Speed battle.
2. You may Steal 1 Item or Gem from any merchant if you can roll under your Speed on one d10. If you fail, you lose one turn from being imprisoned. Any Item stolen is taken from the Market deck (*only Items that the merchant carries may be stolen*).
3. You do not need to roll a die at the Dungeon of Barak.
4. You always have at least 1 Spell.



Elf
Strength 2
Speed 4
Sorcery 4

Salka the Angelus

Home: Enchanted Grove

Morality: **Kind**

Skills

1. You always have at least 1 Spell.
2. If you roll a 1 for your movement, you may fly to any space in the land you are in.
3. You do not need to roll a die at the Enchanted Grove.
4. You may send any of your Henchman on a Quest to the discard pile, where they will spread your word throughout the land. If you do this, you will gain 3 Experience Points.
5. You may add 2 to your battle die roll against Planar beings.



Planar
Strength 3
Speed 2
Sorcery 5

Thumel the Technomancer

Home: Order of Technomancers

Morality: **Fair**

Skills

1. You begin the game with either a Pistol, Compass or Timepiece.
2. You may build any of the following for the amount of Gems for each...

Camera – 1G	Compass – 2G
Looking Glass – 2G	Timepiece – 2G
Snorkel – 3G	Pistol – 2G
3. You may build any of the following automatons with the following things each...

Automaton Pincher	1G & 1 Item
Automaton Scorpion	2G & 1 Magic Item
Automaton Warrior	3G & 1 Magic Item

...you may only have one of these Henchmen at a time. If you lose Health in battle, the Automaton is lost as well (*discarded*).



Human
Strength 3
Speed 3
Sorcery 4

Drax the Half-Dragon Fighter

Home: Wyvern Mountains

Morality: **Vile**

Skills

1. You may avoid any battle with a Dragon.
2. If you defeat a Dragon in battle, you may choose not to slay them (*no Experience gained*). Instead, you may take them as a Henchman. They will add their highest attribute to yours for battle only. You may only have one Dragon at a time.
3. If you roll a 1 for your movement, you may fly to any space in the land you are in.
4. You may put a second weapon in your Shield slot.



Dragon - man
Strength 4
Speed 3
Sorcery 3

Garyn the Wizard

Home: Shrine of Wizardry

Morality: **Kind**

Skills

1. You always have at least 1 Spell.
2. You may add 2 to your battle die roll against Elementals and Constructs.
3. You may add 4 to your defense die roll when in Strength battle.
4. You may never use Potions.



Construct
Strength 4
Speed 1
Sorcery 5

HERO

HERO

HERO

HERO

HERO

HERO

Parduk the Archer

Home: Springvale

Morality: Fair

Skills

1. You begin your journey with a Bow. Take one from the Market Deck.
2. You may roll twice when using a ranged weapon in battle. You may then pick the higher of the two rolls.
3. If you defeat a Foe in ranged battle, you may take the appropriate Gems or Treasure.



Elf
Strength 3
Speed 5
Sorcery 2

Rusax the Lich

Home: Mujarin Crypt

Morality: Vile

Skills

1. You always have at least two Spells.
2. When you encounter an Undead Foe, you may take them as a Henchman if their Sorcery is lower than yours. You may only have one of these Henchmen at a time. They will add their highest attribute to yours. If you take another, leave the previous one on that space.
3. You may add 2 to your battle die roll against Undead.
4. You may ignore the following spaces...
Mujarin Crypt Djarhun Cemetery
Tomb of Dyvin Sharra Ruins
Catacombs Demonblood Mountains
5. You may ignore Luck cards - Lich's Spell. You may then direct them on another Hero.



Undead
Strength 2
Speed 2
Sorcery 6

Susago the Vanquisher

Home: Wyvern Mountains

Morality: Vile

Skills

1. You may avoid any battle with a Dragon.
2. You may do a ranged battle with your fiery dragon breath. Using your Speed you may only attack another Foe or Hero that is no more than 2 spaces away.
3. For every Foe you slay, that has Treasure; you may draw one extra Treasure card and discard one of your choice.
4. Due to your thick scaly hide, you may add 2 to your defense die rolls when you lose in Strength battle.



Dragon - man
Strength 5
Speed 3
Sorcery 2

Brandol the Monk

Home: Springvale

Morality: Kind

Skills

1. You may never equip anything in your Weapon or Shield slots.
2. You may roll a d10 for all of your Strength and Speed battles.
3. You may add your Speed to your defense die rolls.
4. You may roll one die higher, than your normal die, when traveling the land.
5. You may roll 2 dice when in Speed or Strength battles, choosing the higher of the two.
6. You may add a number to your Strength battle die rolls based off your current Level...
Level 2-3 +1 Level 4-5 +2
Level 6-7 +3 Level 8-10 +4



Human
Strength 3
Speed 6
Sorcery 1

Vord the Destroyer

Home: Dungeon of Barak

Morality: Vile

Skills

1. You start your journey with a Battle Axe. Take one from the Market Deck.
2. You do not roll a die at the Dungeon of Barak. You instead Heal up to your maximum Health.
3. You may roll two dice for battle, choosing the higher of the two.
4. You may eat any Beast or Animal you slay, Healing 1 Health.



Minotaur
Strength 6
Speed 3
Sorcery 1

HERO

HERO

HERO

HERO

HERO

HERO

Dredyl the Spearman

Home: Fields of Rathgar

Morality: **Fair**

Skills

1. You begin your journey with a Spear. Take one from the Market Deck.
2. You may add 1 to your battle die roll when fighting Giants and Dragons.
3. You may add or subtract 1 from your movement die roll when traveling Durach.
4. With any Foe you battle, you may choose to make the battle a Speed battle. You would only get Experience Points for the Foe's Speed score.



Elf
Strength 3
Speed 5
Sorcery 2

Elsira the Vengeful

Home: Djarhun Cemetery

Morality: **Vile**

Skills

1. For every Foe you slay (*not Undead, Elemental or Construct*), you may drink the blood, fortifying 1 Health.
2. You may turn into a vampiric mist, allowing you to avoid any face up Foe.
3. If you land on the Church of Gedwin, you lose 2 Health.
4. You may Heal up to your maximum Health at the Djarhun Cemetery or Vardah Graveyard.
5. If you have no Henchman, you may bury yourself in the Djarhun Cemetery and rest for 1,000 years. You will awaken on your next Turn in the Vardah Graveyard with your maximum Health restored.



Undead
Strength 4
Speed 4
Sorcery 2

Chakra the Rogue

Home: City of Elidor

Morality: **Fair**

Skills

1. You may Steal any Item or Gem from any Hero you land on if you can win against them in Speed battle.
2. You may choose to hide in the shadows when you encounter a Hero or Foe. To do this, you must roll under your Speed on 1d20. If successful, you may avoid the Hero or Foe.
3. You may add 2 to your movement die roll.
4. You may add 2 to your die roll when you encounter a Trap.
5. You may Steal 1 Item or Gem from any merchant if you can roll under your Speed on one d12. If you fail, you lose a Health for being caught. Any Item stolen is taken from the Market deck (*only Items that the merchant carries may be stolen*).



Khajiit
Strength 3
Speed 4
Sorcery 3

Tasara the Pure

Home: Church of Gedwin

Morality: **Kind**

Skills

1. You begin your journey with a Sword and Shield. Take them from the Market Deck.
2. You may heal up to your starting Health when you visit the Church of Gedwin.
3. If instructed to change your Morality, lose 1 Health instead.
4. For every Planar you slay in battle, you may take it to the Church of Gedwin in exchange for (*roll 1d6*)...

1 – One Gem	2 – One Health
3 – One Treasure	4 – One Spell
5 – One Strength	6 – One Sorcery
5. You may add 1 to your battle die rolls against Planar Foes.



Elf
Strength 4
Speed 4
Sorcery 2

Kara the Stormbringer

Home: Frost Giant Inn

Morality: **Fair**

Skills

1. You begin your journey with the sword called Stormbringer. Take it from the Market Deck.
2. For every Foe you slay, while using the Stormbringer, you gain one additional Experience Point.
3. You may put a second weapon in your Shield slot.
4. You may Heal up to your maximum Health when you visit the Frost Giant Inn.
5. You may add 1 to your battle die rolls against Giants and Beasts.



Human
Strength 4
Speed 3
Sorcery 3

SHIP

SHIP

SHIP

SHIP

SHIP

SHIP

The Seaside Humility

1. You may keep 1 Item and 1 Henchmen on board the ship.
2. This ship is small enough, that you may dock it at Springvale, but you cannot repair it there.
3. You may add 2 to your die roll at the Lighthouse.
4. You must subtract 1 from your die roll at the Whirlpool.



Hull 15
Speed 4
5

The Ocean Wave

1. You may keep 1 Item and 1 Henchmen on board the ship.
2. This ship is small enough, that you may dock it at Springvale, but you cannot repair it there.
3. You may add 2 to your die roll at the Lighthouse.
4. You must subtract 1 from your die roll at the Whirlpool.



Hull 15
Speed 4
5

The Savage Dragon

1. You may keep 2 Items and 2 Henchmen on board the ship.
2. You need not roll the die at the Pirate Cove.
3. You may add 1 to your Strength battle when traveling the high seas.
4. You may add 1 to your movement die roll when traveling the high seas.



Hull 20
Speed 6
7

The Wrath of Tar'ri

1. You may keep 2 Items and 2 Henchmen on board the ship.
2. You need not roll the die at the Pirate Cove.
3. You may add 1 to your Strength battle when traveling the high seas.
4. You may add 1 to your movement die roll when traveling the high seas.



Hull 20
Speed 6
7

The Mermaid's Sail

1. You may keep 4 Items and 4 Henchmen on board the ship.
2. You must subtract 1 from your die roll at Shipwreck Pass.
3. You may add 2 to your Strength battle when traveling the high seas.
4. You may evade anything on a Reef space.



Hull 25
Speed 9
9

The Wave's Eye

1. You may keep 4 Items and 4 Henchmen on board the ship.
2. You must subtract 1 from your die roll at the Stones of Peril.
3. You may add 2 to your Strength battle when traveling the high seas.
4. You may evade anything on a Straights space.



Hull 25
Speed 9
9

SHIP

SHIP

SHIP

SHIP

SHIP

SHIP

The Sea Air

1. You may keep 3 Items and 2 Henchmen on board the ship.
2. You may avoid any space on the board.
3. If you roll a 6 for movement, you may go to any space on the board (*not the Abyss*). You must stay in that land until you roll another 6 for movement. In this case, you may move to another space of your choice where you have to stay in that land (*and repeat the process*). You may only move as fast as the ship allows.
4. You may never take this ship into the Abyss.



Hull 20
Speed 7
12

The Drifting Wood

1. You may keep 1 Item on board the ship.
2. This ship is small enough, that you may dock it at Springvale. You may also repair it there as well.
3. You may avoid the Stones of Peril and Shipwreck Pass.



Hull 10
Speed 3
3

The Carved Log

1. You may keep 1 Item on board the ship.
2. This ship is small enough, that you may dock it at Springvale. You may also repair it there as well.
3. You may avoid the Stones of Peril and Shipwreck Pass.



Hull 10
Speed 3
3

The Dragon's Courage

1. You may keep 1 Item on board the ship.
2. This ship is small enough, that you may dock it at Springvale. You may also repair it there as well.
3. You may avoid the Stones of Peril and Shipwreck Pass.



Hull 10
Speed 3
3

The Windless Sail

1. You may keep 1 Item on board the ship.
2. This ship is small enough, that you may dock it at Springvale. You may also repair it there as well.
3. You may avoid the Stones of Peril and Shipwreck Pass.



Hull 10
Speed 3
3

The Hand of Tar'ri

1. You may keep 1 Item on board the ship.
2. This ship is small enough, that you may dock it at Springvale. You may also repair it there as well.
3. You may avoid the Stones of Peril and Shipwreck Pass.



Hull 10
Speed 3
3

HERO

HERO

HERO

HERO

SHIP

HERO

Dramor the Gladiator

Home: Frostburn Arena

Morality: **Fair**

Skills

1. If you are victorious at the Frostburn Arena, you gain 1 Gem along with any other rewards.
2. You may sell any of your Henchman at the Frostburn Arena for 2 Gems each.
3. You may conduct sport battles when you land on the City of Elidor, Glacial Hills or City of Aldun spaces. To do this, you must select a face up Foe off the board and battle it. If you lose, the Foe goes off to the discard pile. If you are victorious, you may take the reward from the slain Foe plus 1 Treasure Card.



Dwarf
Strength 6
Speed 3
Sorcery 1

Gillard the Hunter

Home: Sharkbite Reef

Morality: **Fair**

Skills

1. If you have no Henchman, you may travel Tar'ri as if you were traveling the land. If you are traveling Tar'ri (*without a ship*), you may have Henchman only if they have this symbol...



2. You must subtract 2 from your battle die rolls when traveling Aldun.
3. You may travel between the Oasis of Ezrabar and the Lake of Tears without aid.
4. Any space on Tar'ri that instructs you to roll dice may be ignored.
5. Instead of your normal move (*and as long as you do not have any Henchman*), you may move to an adjacent Durach or Frostburn space (*if on Tar'ri*) or an adjacent Tar'ri space (*if in Duarch or Frostburn*).
6. You start the game with a Crossbow.



Neptar
Strength 3
Speed 5
Sorcery 2

Arvela the Guardian

Home: Cylmar Lake

Morality: **Kind**

Skills

1. If you roll a 1 for your movement, you may fly to any space in the land you are in.
2. You do not need to roll a die at the Enchanted Grove.
3. You may add 2 to your battle die roll against Planar beings.
4. For any Undead or Planar Foe you defeat, you gain an additional 2 Experience Points.



Planar
Strength 4
Speed 3
Sorcery 3

Krelem the Jester

Home: Sidara's Fortress

Morality: **Vile**

Skills

1. You always have at least 1 Spell.
2. You may taunt any Foe that is no more than three spaces away from you after you have moved. When this happens, the Foe moves to your space where you may then conduct battle.
3. Any Hero you land on, you may make one of their Henchman go insane. The Henchman then goes off to the discard pile.
4. Any Trap you encounter may be moved to any space in Durach, Frostburn or Aldun.
5. When on Sidara's Fortress you roll a d8 and add 4 to your roll instead of the standard d12.



Human
Strength 2
Speed 3
Sorcery 5

Lorinda the Chaotic

Home: Frost Giant Inn

Morality: **Vile**

Skills

1. You must battle any Kind Hero you land on.
2. If you are ever instructed to change your Morality, you would instead lose 3 Experience Points.
3. You will lose 2 Experience Points whenever you land on the Church of Gedwin.
4. Whenever you land on a Ruins space, you may pray to the gods by rolling 1d6...
1-3 - Nothing 4 - Gain 1 Gem
5 - Gain 2 Gems 6 - Gain 1 Treasure
5. You may command any Planar or Undead Foe you land on. You can command them to attack another Hero, or command them to go to the discard pile.



Human
Strength 4
Speed 2
Sorcery 4

The Wave Strider

1. You may keep 3 Items and 3 Henchman on board the ship.
2. You may add 2 to your Strength battles when traveling the high seas.
3. You may get repaired at the City of Elidor for free. If you are **Vile**, you may get repaired there as well, but you must pay the 1 Gem per Hull fee.



Hull 25
Speed 16
9

HERO

HERO

HERO

HERO

SHIP

HERO

Nimgul the Shaman

Home: Dragus Swamp

Morality: **Vile**

Skills

1. You always have at least 1 Spell.
2. You may avoid battle with Animals.
3. Whenever you land on a Forest or Woods space, you may make a potion of your choice by missing 1 Turn and sacrificing 1 Gem.
4. You may ignore any Heroes or Cards when in a Swamp or Forest.
5. Every Animal you slay, you may eat it to Heal one Health.



Goblin
Strength 3
Speed 2
Sorcery 5

Evrut the Witch Doctor

Home: Kolmorn Woods

Morality: **Fair**

Skills

1. You always have at least 1 Spell.
2. You may avoid battles with Animals.
3. Whenever you are in a Woods or Forest you may lose 1 Turn to gain the Potion of your choice.
4. You may Curse any Foe or Hero you encounter. Roll a d10 to do this. If you roll a 6 or higher, the Foe or Hero is Cursed. This means you can then pick the attribute used during the battle (**Strength or Sorcery**).



Human
Strength 2
Speed 3
Sorcery 5

Raina the Enchantress

Home: Siren Rocks

Morality: **Kind**

Skills

1. If you have no Henchman, you may travel Tar'ri as if you were traveling the land. If you are traveling Tar'ri (*without a ship*), you may have Henchman only if they have this symbol...



2. You must subtract 2 from your battle die rolls when traveling Aldun.
3. You may travel between the Oasis of Ezrabar and the Lake of Tears without aid.
4. Any space on Tar'ri that instructs you to roll dice may be ignored.
5. Instead of your normal move (*and as long as you do not have any Henchman*), you may move to an adjacent Durach or Frostburn space (*if on Tar'ri*) or an adjacent Tar'ri space (*if in Duarach or Frostburn*).
6. You always have at least one Spell.



Siren
Strength 1
Speed 4
Sorcery 5

Breegal The Technomancer

Home: Dragus Swamp

Morality: **Vile**

Skills

1. Any space you land on, that currently has face-up cards, may be incinerated to the discard pile with your flame thrower. This can only be done on Strangers, Places and/or Traps. You cannot incinerate anything while on Tar'ri.
2. You may ignore any Heroes or Cards when in a Swamp or Forest.
3. Every Animal you slay, you may eat it to Heal one Health.
4. You may construct your own Items when you visit the Order of the Technomancers. This makes the Items there 1 Gem cheaper.



Goblin
Strength 3
Speed 2
Sorcery 5

Captain Blackbones

Home: Buccaneer's Den

Morality: **Vile**

Skills

1. The first time you visit the Whirlpool, you may summon the Ghostly Sail ship. Once the ship is summoned, it will remain in Djarhun for the rest of the game. You may lose or leave the ship, but it will never be destroyed.
2. You may buy Treasure Maps at the Buccaneer's Den for 3 Gems each.
3. No matter what ship you sail, you may dock it at Springvale if you wish.
4. You may add 1 to your battle die rolls when you are traveling Tar'ri.
5. You begin the game with a Pistol or Sword.



Undead
Strength 3
Speed 4
Sorcery 3

The Ghostly Sail

1. This ship may never be purchased or sold.
2. You may leave no Items or Henchman on board the ship.
3. This ship does not lose Hull points. Any instructions that this ship is to be destroyed are ignored.
4. Any Undead who command this ship may move at a Speed of 16.
5. You ignore the following spaces...

Whirlpool Shipwreck Pass
Lighthouse Stones of Peril



Hull ∞
Speed 9
0

HERO

HERO

HERO

HERO

SHIP

HERO

Furra the Minstrel

Home: Enchanted Grove

Morality: **Kind**

Skills

1. You do not need to pay for any services when you visit the Frost Giant Inn.
2. You may avoid any Beast or Animal by playing music. The music soothes them, allowing you to avoid battle.
3. You begin the game with the Harp of Mystic Ballads. Take it from the Market Deck.
4. While you have the Harp of Mystic Ballads, you may memorized a currently held Spell as a song. This allows you to take that Spell Card and put it with the Harp. That Spell will no longer count as a Spell you hold, but you may cast it as such. You may only have one such Spell Song at a time. If you lose the Harp, the Spell is discarded.



Halfling
Strength 3
Speed 3
Sorcery 4

Ursaas the War Wizard

Home: Tabor Forest

Morality: **Fair**

Skills

1. You always have at least 1 Spell.
2. You may put a second weapon in your Shield slot.
3. You may draw 2 cards at the Frostburn Acrean, discarding one of your choice.
4. For every slain Foe you bring to the Shrine of Wizardy, you gain 2 Experience Points. You may only deliver one slain Foe per turn.
5. You may meditate at the Tomb of Dyvin instead of rolling the die there. Roll a d6...
1-4 - Ignored
5 - Granted 1 Strength
6 - Granted 1 Sorcery



Elf
Strength 3
Speed 3
Sorcery 4

Darmun the Pirate

Home: City of Elidor

Morality: **Vile**

Skills

1. You may roll a d12 when traveling Tar'ri.
2. No matter the ship you sail, you may dock it at Springvale if you wish.
3. You do not need to roll a die at ...
Pirate Cove
Lighthouse
Shipwreck Pass
4. You may buy Treasure Maps at the Buccaneer's Den for 3 Gems each.
5. You may ignore your roll at the Cylmar Stronghold and roll again. You must accept the second roll.



Human
Strength 4
Speed 4
Sorcery 2

Anleen the Druid

Home: The Crystal Wood

Morality: **Kind**

Skills

1. You always have at least 1 Spell.
 2. You can *never* battle Animals, nor can you ever join the Hunters Guild.
 3. You may have one Animal Foe follow you when you encounter them. They will do nothing to aid you, but if you release them (*discard*) at the Enchanted Grove, you will gain 5 Experience Points.
 4. When you land on a Forest or Woods space, you may call upon the help of an Animal Friend (*which will join you as a Henchman*) at the expense of 1 Gem. The type of Animal you may call is determined by your Level...
Lv1 - Bird Lv3 - Dire Boar
Lv6 - Lion Lv8 - Dire Bear
- ...you may only have one of these Henchman at a time. If you lose Health in battle, the Animal is lost as well (*discarded*).



Elf
Strength 4
Speed 2
Sorcery 4

Aikido Master Nukai

Home: Glitterfall Mountains

Morality: **Kind**

Skills

1. You may never equip anything in your Weapon or Shield slots.
2. You may roll a d10 for all of your Strength and Speed battles.
3. You may add your Speed to your defense die rolls.
4. You may add 3 to your movement die rolls only if you are not using any Items, Spells or Henchman to enhance your roll already.
5. You may lose 1 turn on any Mountain to meditate. When you resume your next turn, you will have Healed 1 Health.
6. You may add a number to your Strength battle die rolls based off your current Level...
Level 2-3 +1 Level 4-5 +2
Level 6-7 +3 Level 8-10 +4



Halfling
Strength 3
Speed 6
Sorcery 1

The Wandering Dragon

1. You may never buy this ship, it must be found. If it is every bartered away, then it stays at the Port where it can then be bought.
2. You may keep 3 Items and 3 Henchman on board this ship.
3. You may avoid Dragons when traveling the Sea.
4. You may add 1 to any battle die roll.

+1 Str
+1 Spd
+1 Sor



Hull 25
Speed 9
12