

ABANDONED GNOMISH WORKSHOP



Place

The Abandoned Gnomish Workshop will remain here for the rest of the game. You search the building, roll 1 die.

- 1) A Clockwork Dog Strength 4 attacks.
- 2) Trapped - miss 1 turn.
- 3) You find nothing.
- 4) Gain 1 gold.
- 5) Gain 1 object from the Purchase Deck.
- 6) Teleported to the City.

6



GNOMISH TINKER



Stranger

You meet a travelling Gnomish Tinker. He offers to make you a potion for 2 gold. If you accept gain 1 of the following: Craft, Strength, Life or Fate. He then travels off to the discard pile.

4



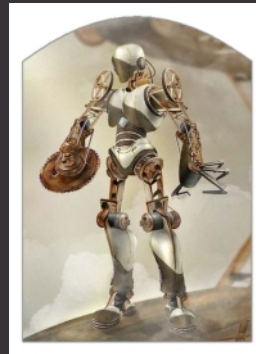
CLOCKWORK PONY



Follower

The Clockwork Pony can carry an extra three Objects for you. If you lose the Clockwork Pony, leave any surplus Objects of your choice in the space you are in.

5



CLOCKWORK WARRIOR



Special Abilities

The Clockwork Warrior is considered to be wearing armour at all times. If defeated in combat roll 1 die. If the Clockwork Warrior rolls a 4, 5 or 6, his armoured exoskeleton protects him and he does not lose a life.

The Clockwork Warrior can not cast spells. Even if his craft allows he may not gain or cast any spells although items that cast or store spells may be used.

The Clockwork Warrior may wield two weapons.

Start: City • Alignment: Neutral

Strength: 6

Craft: 1

Objects


Fate: 2

Gold

Life: 4

Followers

TELEPORTATION ORB



Magic Object

This Teleportation Orb can take you to several places instead of your normal movement. Roll 1 die to determine where you arrive.

- 1) The Black Knight
- 2) Oasis
- 3) Graveyard
- 4) Chapel
- 5) Village
- 6) City

5



PORTABLE ALCHEMY LABORATORY



Magic Object

The Alchemy Lab can convert any number of Objects you have into gold. Discard the chosen Objects and gain 1 gold for each.. The procedure can not be reversed.

7



PICK OF DIGGING



Magic Object

Weapon
Add 1 to your Strength during combat.

Instead of the listed encounter in the Chasm or Crag you may go mining, roll 1 die.

- 1) Lost for 2 turns.
- 2) Lost for 1 turn.
- 3) Gain 1 gold
- 4) Gain 2 gold
- 5) Gain 3 gold
- 6) Gain 4 gold

5



MECHANICAL TUNNELLING DEVICE



Event

You find an abandoned machine that still seems to function. Next turn instead of your normal movement you may tunnel under the river between the outer and middle regions.

2



MECHANICAL JUMPING BOOTS



Object

Instead of your normal movement for the turn you may jump over 1 place adjacent to you into the next. You may also jump over the river between the middle and outer regions.

5



MALFUNCTIONING CLOCKWORK ARACHNID



Enemy - Construct


STRENGTH: 4
A Clockwork Arachnid has been activated in this area. It will remain here until deactivated. Before combat roll 1 die for the Clockwork Arachnid.

- 1) It freezes up and doesn't roll a dice to attack.
- 2-5) It attacks normally
- 6) It exceeds parameters. Roll 2 dice to attack.

1



CLOCKWORK GUARDIAN



Enemy - Construct

STRENGTH: 7
A Clockwork Guardian has been activated in this area. It will remain here until deactivated. The Clockwork Guardian wields a shield. If it is defeated in combat roll 1 die. On a 5 or 6 the Clockwork Guardian loses the combat but survives.

1



DUST OF INCORPORATION



Magic Object

Sprinkled on a weapon the Dust of Incorporation gives you 1 extra dice against Spirits in one combat. After use roll 1 die to determine if any Dust remains.

- 1-2) The dust is all gone.
- 4-6) There is still Dust remaining.

4

