





**BLADED WARCLUB**



Object

**Weapon**  
Add 1 to your Strength in battle.  
If you roll a 1-3 in battle, you may roll a second die and add it to your result.

5

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If you roll a 1-3 in battle, you may roll a second die and add it to your result.

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**BODARC BOW**



Object

**Weapon**  
Add 1 to your Strength in battle.  
You may roll an extra die in battle and add it to your score. If you do, discard 1 gold or the Bodarc Bow.

5

**BODARC BOW**



Object

**Weapon**  
Add 1 to your Strength in battle.  
You may roll an extra die in battle and add it to your score. If you do, discard 1 gold or the Bodarc Bow.

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**CANOE**



Object

While in the Atlantean, Outer, or Middle Regions, you may add up to 2 to your movement roll.  
Instead of rolling for movement, you may cross the River or move to any Lake in the same region.

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Instead of rolling for movement, you may cross the River or move to any Lake in the same region.

5

**PIPE**



Object

**Trinket**  
You may add 1 to any roll you make at the Enchantress, the Mystic, any Stranger, or any Denizen.

5

**PIPE**



Object

**Trinket**  
You may add 1 to any roll you make at the Enchantress, the Mystic, any Stranger, or any Denizen.

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**PAINT HORSE**



Follower

**Steed**  
You may add up to 3 to your movement roll.  
If you are on the Plains, instead of rolling for movement, you may move to another Plains in the same Region.

5

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Follower

**Steed**  
You may add up to 3 to your movement roll.  
If you are on the Plains, instead of rolling for movement, you may move to another Plains in the same Region.

5

**BLESSING WAY**



Spell

Cast on any character who has at least one *Cursed* Follower or Object. They must discard one of their choice, and may discard any others they wish.

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**SUMMON STELA**



Spell

Cast on yourself at the start of your turn to summon an Atlantean Stela. Roll 1 die.  
1) It teleports you to the Temple, where you are *enslaved*.  
2-4) It teleports you to Atlantis.  
5-6) It teleports you to Atlantis and you gain a Sign.

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**TERRA STORM**



Spell

Cast when a character is instructed to place one or more Terrain cards. They draw an additional Terrain and place it wherever they wish, except the Inner Region. It may supplant the initial Terrain card placed.

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