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<i>Combat Spell</i> (individual) ELVIN GRACE change MOVE L=1, M=2 H=3, T=4 (III,GOLD)	<i>Day Spell</i> (MAGIC chits) FAERIE LIGHTS change MAGIC III to II VII to VI (III,GOLD)	<i>Day Spell</i> (character) SEE HIDDEN SIGNS extra SEARCH phase (III,GOLD)	<i>Day Spell</i> (MAGIC chits) ELEMENTAL SPIRIT change MAGIC IV to VIII VI to V (IV,PURPLE)	<i>Permanent</i> (hex/human) LOST MOVE randomly (roll for clearing) (III,GOLD)	<i>Permanent</i> (hex/human) ILLUSION add one to all SEARCH die rolls (III,GOLD)	<i>Attack Spell</i> (multiple) STONES FLY L★ MISSILE attack on each target (specify) (II,GREY)	<i>Instant Spell</i> (Demon) ASK DEMON ask question with yes/no or number answer (V,BLACK)	<i>Day Spell</i> (bats) CONTROL BATS move and fight with bats (VII,any)
<i>Attack Spell</i> (individual) LIGHTNING BOLT MISSILE M★★★ attack mountain only (IV,PURPLE)	<i>Attack Spell</i> (multiple) FIERY BLAST L★★★ MISSILE attack on each target (IV,PURPLE)	<i>Day Spell</i> (clearing) BLAZING LIGHT extra phase cave only (IV,PURPLE)	<i>Attack Spell</i> (clearing) ROOF COLLAPSES all attacked SMASH H4 cave only (IV,PURPLE)	<i>Combat Spell</i> (individual) PENTANGLE not affected by spells curses demons, imp (V,BLACK)	<i>Instant Spell</i> (character) CURSE gets one CURSE (roll) (V,GREY)	<i>Day Spell</i> (character) PHANTASM move unseen SEARCHER (PEER only) can SPELL (VI,PURPLE)	<i>Permanent</i> (individual) TRANSFORM become beast (roll for TRANSFORM) (VI,PURPLE)	<i>Permanent</i> (character) SENSE DANGER extra ALERT phase/turn (VII,PURPLE)
<i>Day Spell</i> (hex) VIOLENT STORM roll to see number of phases lost (IV,PURPLE)	<i>Move Spell</i> (individual) HURRICANE WINDS must FLY T1 one hex mountain only (IV,PURPLE)	<i>Permanent</i> (monster) ABSORB ESSENCE become monster (V,BLACK)	<i>Instant Spell</i> (individual) POWER OF THE PIT roll for POWER/PIT attack (V,BLACK)	<i>Permanent</i> (character) BAD LUCK plus one to all die rolls (VIII,any)	<i>Combat Spell</i> (weapon) POISON add one ★ to damage caused by weapon (VIII,GREY)	<i>Instant Spell</i> (spell) REMEDY cancels one spell or curse (VIII,GREY)	<i>Day Spell</i> (human group) PERSUADE group becomes 'FRIENDLY' works on giants, ogres (III,GOLD)	<i>Day Spell</i> (goblins) DEAL WITH GOBLINS group becomes 'NEUTRAL' can deal (VIII,BLACK)
<i>Day Spell</i> (MAGIC chits) UNLEASH POWER MOVE/FIGHT 2,3=L, 4=M 5=H, 6=T (VI,PURPLE)	<i>Instant Spell</i> (spell) DISSOLVE SPELL cancel spell (VI,PURPLE)	<i>Permanent</i> (individual) MELT INTO MIST can only MOVE T4 (no fight) (VI,PURPLE)	<i>Permanent</i> (character) WORLD FADES roll HIDE each round MAGIC SIGHT (VI,BLACK)	<i>Day Spell</i> (individual) BLEND INTO BACKGROUND extra HIDE phase (II,GREY)	<i>Move Spell</i> (individual) BROOMSTICK can FLY L1 in encounter combat and movement (V,BLACK)	<i>Day Spell</i> (character) PREMONITION choose when your written move is executed (VII,GREY)	<i>Phase Spell</i> (character) PROTECTION FROM MAGIC immune to spells for one phase (VII,GOLD)	<i>Permanent</i> (individual) PEACE WITH NATURE not attacked by Warning or Sound chits (VII,GOLD)

<p><i>Day Spell</i> (monster) GUIDE SPIDER OR OCTOPUS move and fight with one monster (VIII,GREY)</p>	<p><i>Instant Spell</i> (one Sound) WHISTLE FOR MONSTERS move Sound chit to or from your hex (VIII,PURPLE)</p>	<p><i>Attack Spell</i> (monster) DRAIN LIFE kill monster & rest asterisks T=4, H=3, M=2 (V,BLACK)</p>	<p><i>Combat Spell</i> (character) BODY DOUBLE use separate combat sheet until hit (VI,GREY)</p>	<p><i>Combat Spell</i> (individual) SLOW MONSTER increase attack and movement by 2 (VII,GOLD)</p>	<p><i>Combat Spell</i> (character) MAGIC SHIELD functions like a H shield - cannot damage (IV,PURPLE)</p>	<p><i>Instant Spell</i> (character) HEAL immediately heal four asterisks (II,GREY)</p>	<p><i>Attack Spell</i> (clearing) SLEEP end combat in clearing for the day (III,GOLD)</p>	<p><i>Day Spell</i> (character) FLEET FOOT movement through mountains only one action (III,GOLD)</p>
<p><i>Instant Spell</i> (clearing) RAISE DEAD roll once on raise dead table for result (V,GREY)</p>	<p><i>Permanent</i> (chits) FAMILIAR MAGIC chit becomes new player + any other chits (V,BLACK)</p>	<p><i>Attack Spell</i> (clearing) ICE STORM everything in clearing attacked by SMASH M4★ (IV,PURPLE)</p>	<p><i>Combat Spell</i> (clearing) TEMPORAL VORTEX last round of combat is replayed (VI,ALL)</p>	<p><i>Day Spell</i> (character) OPEN GATE travel to any discovered gate (VI,ANY 2)</p>	<p><i>Day Spell</i> (native group) DISGUISE treat any native group as friendly (VIII,GREY)</p>	<p><i>Attack Spell</i> (multiple) FEAR all affected will flee (VIII,PURPLE)</p>	<p><i>Day Spell</i> (character) LEVITATE targeted object has negligible weight (VII,PURPLE)</p>	<p><i>Attack Spell</i> (combat box) WALL OF FORCE one combat box is completely blocked (IV,GREY)</p>
<p><i>Combat Spell</i> (2 T monsters) DUEL monsters fight only each other until one is victorious (VIII,ANY)</p>	<p><i>Attack Spell</i> (individual) SPIDER WEB monster remains in combat box for evening (III,GOLD)</p>	<p><i>Day Spell</i> (cave clearing) ROCKS GLOW may perform daylight phases in cave (II,GOLD)</p>	<p><i>Day Spell</i> (character) MYSTIC BOOTS can MOVE M3 in combat or movement (VI,GREY)</p>	<p><i>Attack Spell</i> (individual) MAGIC ARROW MISSILE M★★★ Length=14 (VI,GOLD)</p>	<p><i>Combat Spell</i> (character) FLAME SWORD use flame sword in combat L★★ (II,PURPLE)</p>	<p><i>Instant Spell</i> (armor) REPAIR ARMOR repairs damaged armor (VII,GREY)</p>	<p><i>Combat Spell</i> (character) FIGHTING HANDS can FIGHT H3 in combat (VI,GREY)</p>	<p><i>Instant Spell</i> (character) INVISIBLE GUARDIAN cannot be undercut for one round of combat (VII,PURPLE)</p>
<p><i>Permanent</i> (dead monster) ANIMATE targeted monster is revived at MOVE/FIGHT plus one (V,BLACK)</p>	<p><i>Combat Spell</i> (clearing) BEWILDER all monsters in clearing cannot change tactics (III,GOLD)</p>	<p><i>Permanent</i> (character) PRAYER extra REST phase (I,WHITE)</p>	<p><i>Instant Spell</i> (character) HOP character transports to a random clearing in same tile (VIII,GOLD)</p>	<p><i>Instant Spell</i> (character) LUCKY BLOW one FIGHT chit inflicts T harm one round only (VII,GREY)</p>	<p><i>Combat Spell</i> (undead) TURN UNDEAD all undead in the clearing immediately cease combat (VII,GREY)</p>	<p><i>Attack Spell</i> (combat box) FIRE TRAP everything in combat box suffers L★★★ (VIII,PURPLE)</p>	<p><i>Instant Spell</i> (character) VISION immediately discover every path & passage on current tile (I,WHITE)</p>	<p><i>Day Spell</i> (one native) HYPNOTIZE targeted native becomes "hired" for one day, unless 6 is rolled (II,GREY)</p>
<p><i>Combat Spell</i> (one sword) SWORD SONG sword is alerted for entire combat and gains one ★ (II,GREY)</p>	<p><i>Attack Spell</i> (clearing) MAGIC MIRROR all attacks in clearing rebound and hit the spellcaster (IV,PURPLE)</p>	<p><i>Attack Spell</i> (all monsters) SPARKLE roll 1D6 for <u>every</u> monster 5-6 = unassigned for one round (VIII,GOLD)</p>	<p><i>Attack Spell</i> (wolves) SEND move and fight with wolves (III,any)</p>	<p><i>Phase Spell</i> (one chit) MIRACLE chit can be used once to reroll any die roll of the game (I,WHITE)</p>	<p><i>Instant Spell</i> (one MOVE chit) BLUR MOVE chit is converted to time 1 until use (VII,GOLD)</p>	<p><i>Combat Spell</i> (character) ELEMENTAL roll to see which elemental is summoned to fight for you (IV,PURPLE)</p>		

<p>SACRED STATUE (1 spell)</p> <p> I</p> <p>(Order 10F) L N:-5 10</p>	<p>EYE OF THE IDOL (1 spell)</p> <p> II</p> <p>FAME:-5 M N:10 34</p>	<p>DRAGON ESSENCE treat like SMOKE chit</p> <p> PURPLE FAME:-10 - N:20 3</p>	<p>CLOVEN HOOF plus one to all rolls</p> <p> BLACK FAME:-20 - N:40 4</p>	<p>GLOVES OF STRENGTH FIGHT T5</p> <p>(Order 5F) - N:6 8</p>	<p>POWER GAUNTLETS FIGHT H4</p> <p>FAME:3 - N:4 7</p>	<p>HANDY GLOVES FIGHT M3</p> <p>FAME:1 - N:2 6</p>	<p>POWER BOOTS MOVE H4</p> <p>- N:3 8</p>	<p>7 LEAGUE BOOTS MOVE T5 extra MOVE</p> <p>- N:2 5</p>
<p>DEFT GLOVES FIGHT L2 LOOT 1 die</p> <p>(Order 5F) - N:6 10</p>	<p>TIMELESS JEWEL don't write move</p> <p> (Soldiers 5F) L N:7 34</p>	<p>ANCIENT TELESCOPE extra PEER mountain only</p> <p>- 5</p>	<p>CLOAK OF MIST extra HIDE</p> <p>- N:2 4</p>	<p>TOADSTOOL RING extra SPELL</p> <p>- N:3 9</p>	<p>QUICK BOOTS MOVE M3</p> <p>FAME:1 - N:2 8</p>	<p>ELVEN SLIPPERS MOVE L2</p> <p>- N:2 5</p>	<p>SHOES OF STEALTH MOVE L3 HIDE 1 die</p> <p>- N:2 7</p>	<p>LOST KEYS opens CHEST CRYPT, VAULT</p> <p>- 5</p>
<p><i>Potion</i> ALCHEMIST'S MIXTURE one MISSILE attack M★★★ (discard to WARLOCK) - 4</p>	<p><i>Potion</i> POTION OF ENERGY no combat limit to EFFORT * (discard to WARLOCK) - 5</p>	<p><i>Potion</i> DRAUGHT OF SPEED *s set speed **=2, *=3, =4 (discard to WARLOCK) - 6</p>	<p><i>Potion</i> GRIPPING DUST weapon stays alerted (discard to WARLOCK) - 5</p>	<p><i>Potion</i> VIAL OF HEALING move all wounds to fatigue (discard to CHAPEL) - 2</p>	<p>BOOK OF LORE (4 spells)</p> <p>IV FAME:-5 L N:10 10</p>	<p>SCROLL OF NATURE (4 spells)</p> <p>II L N:5 10</p>	<p>GOOD BOOK (4 spells)</p> <p>I FAME:5 L N:5 10</p>	<p>BLACK BOOK (4 spells)</p> <p> V FAME:-15 L N:15 10</p>
<p><i>Potion</i> OINTMENT OF BITE FIGHT hits on tie speed (discard to CRONE) - 5</p>	<p><i>Potion</i> REFLECTING GREASE any armor stops wounds (discard to CRONE) - 3</p>	<p><i>Potion</i> OIL OF POISON add ★ to weapon (discard to CRONE) - 3</p>	<p><i>Potion</i> PENETRATING GREASE weapon ignores all armor (discard to CRONE) - 4</p>	<p>IMPERIAL TABARD</p> <p>  (Guard 20F) M N:-10 17</p>	<p>SHIELDED LANTERN extra phase in caves</p> <p>L 8</p>	<p>ROYAL SCEPTRE extra HIRE</p> <p> (Guard 20F) L N:-15 8</p>	<p>REGENT OF JEWELS extra TRADE</p> <p>  (Soldiers 10F) L N:10 67</p>	<p>ENCHANTER'S SKULL (1 spell)</p> <p>  IV FAME:-10 L N:10 17</p>
<p><i>Potion</i> POULTICE OF HEALTH REST counts double (discard to SHAMAN) - 2</p>	<p><i>Potion</i> WITHERED CLAW roll, get WISH and CURSE (discard to SHAMAN) - 3</p>	<p><i>Potion</i> AMULET cancels one spell or CURSE (discard to SHAMAN) - 5</p>	<p><i>Potion</i> OINTMENT OF STEEL counts like T armor, any blow (discard to SHAMAN) - 4</p>	<p>BLASTED JEWEL (1 spell)</p> <p>  V FAME:-15 H N:15 30</p>	<p>HIDDEN RING (1 spell)</p> <p>  VI FAME:-10 - N:10 20</p>	<p>LUCKY CHARM roll 1 die all rolls</p> <p> - 2</p>	<p>FLYING CARPET FLY M2 (in PURPLE)</p> <p> M N:12 17</p>	<p>DRAGONFANG NECKLACE control one dragon (in PURPLE)</p> <p> (Lancers 12F) - N:12 8</p>

PHANTOM GLASS use MAGIC SIGHT L N:2 8	BEAST PIPES (1 spell) VIII FAME:-5 - N:5 8	SACRED GRAIL  WHITE (Order 50F) M N:-25 12	FLOWERS OF REST lose turn rest fatigue GOLD - 2	MAP OF LOST CITY -1 to LOCATE rolls in LOST CITY - 3	MAP OF LOST CASTLE -1 to LOCATE rolls in LOST CASTLE - 3	MAP OF RUINS -1 to LOCATE rolls in any RUINS hex - 3	CRYSTAL BALL PEER or SPELL in any hex  M N:5 20	GIRTLE OF ENERGY EFFORT limit is 3*/round  FAME:2 - N:4 13
EYE OF THE MOON see/change next weather (in GREY)  M N:13 13	MAGIC WAND control red die on Spell rolls  FAME:-10 - N:10 17	GLIMMERING RING (1 spell)  III - N:10 15	GLOWING GEM (1 spell)  VII (Soldiers 5F) - N:10 15	GOLDEN ICON  GREY FAME:-10 T N:20 100	GARB OF SPEED *s determine speed, **=3 *=4, zero=5  FAME:2 - N:6 16	BELT OF STRENGTH *s determine force, **=T *=H, zero=M  FAME:3 - N:6 16	ELUSIVE CLOAK re-place MOVE (enemy over 4) - N:2 10	BATTLE BRACELETS re-place FIGHT (enemy over 4)  FAME:2 - N:4 12
CHEST must have LOST KEYS to open P1 T 0	MOULDY SKELETON get CURSE P2 discard	REMAINS OF THIEF get CURSE, treasures P3 discard	TOADSTOOL CIRCLE extra SPELL P4 BLACK CANNOT MOVE	CRYPT OF THE KNIGHT (display) P5 CANNOT MOVE	ENCHANTED MEADOW (display) P6 CANNOT MOVE	MAGIC SPECTACLES extra SEARCH - N:2 6	BEJEWELLED DWARF VEST H armor vs. THRUST  (Soldiers 10F) M N:5 27	GOLDEN CROWN M armor vs. SMASH  (Guard 20F) H N:-15 50
GOLDEN ARM BAND M armor vs. SWING  (Lancers 3F) L 15	SCROLL OF ALCHEMY (4 spells)  VI FAME:-10 L N:15 10	RING OF THE MAGE use as chit MAGIC IV 2*  L N:15 10	ELF FINGER use as chit MAGIC III 2* Woodfolk Enemy  (Lancers 10F) - N:5 1	FOOLS GOLD once sold, roll versus running to see if caught (BATTLE) L N:1 50	EVERFUL WINE CASK no cost to buy drinks  M N:4 10	<i>Potion</i> MAGIC PATH temporary path between 2 clear- ings in same hex (Discard to WARLOCK) - 20	FOUNTAIN OF HEALTH roll once on fountain table  per DRINK action CANNOT MOVE	COLOR PRISM shifts all color magic in clearing Purple ➔ Grey Grey ➔ Gold Gold ➔ Purple M N:-15 25
COLOR CAPTURE GEM gem can hold one enchanting of color magic (Magician's Guild 10F) - N:2 5	PALADIN'S AMULET unaffected by any curse  (Order 10F) H N:15 20	EBONY CLAW choose result when hit by Power of the Pit FAME -5 M N:2 15	<i>Potion</i> HOLY WATER remove one curse (Discard to CHAPEL) - 15	DRAGON BANE dragons will not attack you - N:5 12	PRETTY ROCK automatically hire one T Giant (Giant keeps rock) M 2	<i>Potion</i> BURNING OIL one combat box is flamed Add one ★ damage (Destroys Pond) - 4	BOOK OF THE DEAD use to cast Raise Dead V FAME:-20 L N:15 20	EXTRA HITPOINT fatigue, wound, and rest this treasure as if it were a chit - 14

<p>MAGIC MEAT all <u>non-active</u> monsters in hex are lured to clearing during evening M 0</p>	<p>DARK SWORD monsters are killed permanent M★ ● ● FAME: -60F H N:20 12</p>	<p><i>Potion</i> SMOKE BOMB automatically flee from ANY combat (discard to WARLOCK) - 1</p>	<p>NEEDFUL THING use to TRADE for any one item (not hire) ● FAME: -20F L N:20 -</p>	<p>KNIFE OF THE DRUID use as chit MAGIC II 2* ● - N:5 10</p>	<p>SORCEROR'S EYE additional SP phase (Magician's Guild 14F) L N:5 5</p>	<p>CURSED BELL cannot HIDE in same clearing as this item H N:1 -</p>	<p>MYSTERIOUS SCROLL learn 3 pieces of info during ● REALM SPEAKS event L N:15 5</p>	<p>LEPER CLOAK leprosy event has no effect FAME: -5 L 5</p>
<p><i>Potion</i> OINTMENT OF SLIP flip one red-side up T monster (discard to CRONE) - 1</p>	<p>SKULL STAFF add one sharpness star to any <i>Attack Spell</i> ● M N:10 12</p>	<p>BONE BRACELET undead will not attack you - N:15 20</p>	<p>SHEJOH'S RING roll on table to see effect ● - N:15 20</p>	<p>DRAGON SHIELD (H) <u>no</u> wounds or damage taken ● ● with Dragon Breath H N:15 20</p>	<p>DEMON LEASH hit demon with this item (speed 2) to control -- fatigue one magic chit/turn FAME: -8 L N:12 18</p>	<p>MAGIC CANDY CANE Children don't cost anything FAME: -10 L N:15 16</p>	<p>THIEVES DECOY nullify any steal roll Fails on roll of 6 (Thieves Guild 5F) - 5</p>	<p>TRAP BLUEPRINT use to exit TRAP without discovering it - 5</p>
<p>LOCKPICK SET subtract 1 from all steal attempts. Also opens Chest (Thieves Guild 5F) L 5</p>	<p>BAG OF WEIGHTLESS can hold two treasures ● without weight restrictions - 8</p>	<p>ARCHERS GLOVE subtract one on missile table when using bow or crossbow FAME: 5 - N:5 8</p>	<p>SPRAY PAINT SPRAY dwelling and gain N: 10 F:-5 Lose two levels friendliness - 1</p>	<p>HOUND use to lure monsters to separate combat sheet MOVE L1 VUL: LIGHT - 2</p>	<p>ANCIENT SLATE (4 random spells) ● H N:5 8</p>	<p>LOTTERY TICKET one free play of the lottery where tickets are sold - 1</p>	<p>OBSIDIAN HEART all WHITE magic in clearing becomes BLACK magic (Order -20F) M N:15 12</p>	<p><i>Potion</i> HOLY HAND GRENADE MISSILE attack H★★★0 L = 10 (Discard to ORDER) - N:15 10</p>
<p>EAR PLUGS Siren has no effect (you may attempt to capture/kill her) - 1</p>	<p>DAMNED CUP No value at all. Does absolutely nothing. - 0</p>	<p><i>Potion</i> "BEAST AWAY" all monsters in tile return to setup card (discard to SHAMAN) - 5</p>	<p>MAGIC FLUTE subtract one on all HIRE rolls ● ● FAME: 10 L N:8 12</p>	<p>BOOK OF WAR STRATEGY roll change tactics before choosing target and playing chits H 10</p>	<p>TWISTED BOOK (2+2 spells) I & V FAME: -15 L N:5 10</p>	<p>BOOK OF TRICKS (4 spells) VIII L N:2 10</p>	<p>BOOK OF THE DRUIDS (2+2 spells) II & III L N:5 10</p>	<p>SORCEROR'S TOME (2+2 spells) IV & VI FAME: -5 L N:8 10</p>
<p>CHARMED BOOK (4 spells) VII FAME:5 L N:5 10</p>	<p>ADVENTURERS CACHE (display) P7 CANNOT MOVE</p>	<p><i>Potion</i> LIQUID METAL repairs any one piece of armor (discard to SHAMAN) - 4</p>	<p>GATE DISRUPTER any gate in same clearing is rendered inactive ● T N:2 14</p>	<p>LIBRARY buys books for 25 gold ● borrow book for 1 week magically returns CANNOT MOVE</p>				

 Deliver message to random dwelling	 Kill a tremendous monster, and return with its head	 Locate both campfires 	 Visit each of the mountain tiles to verify the status of color magic there.	 Enchant the Deep Woods tile as a favor to the elves that live there 	 Kill a demon, either at the Shrine or Altar and return with its horns	 "Aquire" the topmost treasure at dwelling	 Locate the lair and return with one treasure as proof 	 Find and return with the Remains of Their 
 Visit each clearing of the Crag to verify the guild's current map	 Spend three nights with the Order at the Chapel to learn knight tactics [if none then redraw]	 Find fallen comrade in random clearing in The Caves and return to guild	 Deliver this fire gem to the center of the volcano (clearing 6) [if not in use then redraw]	 Return to guild after enchanting any three valleys 	 Locate any two gates 	 Locate <u>all</u> the paths & passages on this tile (current side) 	 Kill at least <u>one</u> of the guard as a reminder to leave this guild alone	 "Aquire" the topmost treasure at dwelling
 Hire the Guard 	 Deliver an invitation to a random traveller	 Discover the location of the Stones (minor treasure location) 	 Locate a magic flower in a random clearing of the Sweet Swamp	 Discover the location of the Runestone (minor treasure location) 	 Visit the Fighters Guild	 Discover the location of the stump (minor treasure location) 	 Visit the Wizards Guild	 Kill the two ogres that make being a woods bandit dangerous
 Visit the Thieves Guild	 Kill three bats	 Kill one of the other characters	 Kill the Imp	 Kill one of the other characters	 Locate the Enchanted Meadow or Toadstool Circle 	 Steal any item from one of the other characters	 Locate the Chest, Adventurers Cache, or the Lost Keys 	 Travel to both Mt. clearings of Ambush to verify their usefulness [if not in use, then redraw]
 Locate and kill at least one wolf	 Find and return with any of the magical swords 	 Kill a Giant	 Visit each of the special tiles so that they can be documented	 Speak with the Lair Dragon - No battle between you and this dragon may occur while holding this quest, nor can you loot the Lair	 Locate all the paths & passages on the magic side of this tile 	 Steal any one item from any native group at the Large Campfire	 Spend one night with the woodfolk	 Locate the secret passage in the caves tile (either side is fine) 