

BEGINNER'S LUCK

EACH CHECKBOX PERMITS ONE USE OF BOON IN CAMPAIGN

- ☐ ☐ ☐ REROLL ANY SINGLE DIE
- ☐ +3 TO AN ATTACK ROLL
- ☐ +3 TO A DAMAGE ROLL
- ☐ +3 TO A DEFENSE ROLL
- ☐ +3 TO A RECOVERY ROLL
- ☐ +1 AD THIS ACTIVATION
- ☐ HEAL 2 HEALTH BOXES



METEORITE CRYSTAL



A STRANGE GEM INDEED



UNWORLDLY SHARP +3*



CRYSTAL VISIONS -1 DIFFICULTY TO CONSULT SCRIVER

2

2



CALL TO ARMS

DISCARD BEFORE ROLLING INITIATIVE FOR A +2 BONUS

2

SCOFFLAWS

5
1



SPEAR
RANGE 1



+3



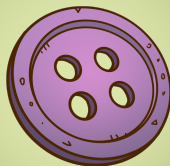
SLING & STONE
RANGE 10



+1



LUCKY BUTTON



SINGLE USE

DISCARD AFTER A ROLL TO ADD +1 TO THE RESULT



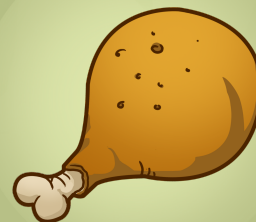
TOUCH FOR LUCK +1 TO A ROLL

2

-



TURKEY LEG



SINGLE USE

USE UPON ACTIVATION TO GAIN A BONUS AD



GOBBLE +1 AD

2

1



FAITHLESS DIVINERS OF CAPRICIOUS FATE



ROLL 3 DICE ONE-BY-ONE

THE NEXT 3 ROLLS THIS CHARACTER WOULD MAKE TAKE THOSE RESULTS INSTEAD, IN THE ORDER ROLLED



DIVINE

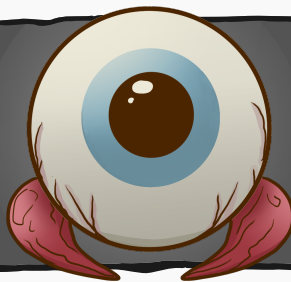
MAKE NEXT 3 ROLLS IN ADVANCE

3

1



UNDYING EYE OF JÜG



LAST REMNANT OF THE THIEF EXTRAORDINAIRE



OPPORTUNIST NO AD REQUIRED TO PICK UP TREASURES



PEERLESS VISION -1 DIFFICULTY TO PICK UP BOOK OF SHADOWS

1

3



USEFUL INTEL

DISCARD AFTER ALL DEPLOYMENT TO HAVE ONE OF YOUR CHARACTERS GAIN A DODGE TOKEN AND MAKE A MOVE ACTION, WHICH CANNOT RESULT IN A CHARGE

2

CULTISTS

3

0

UNCLEAN BLADE x2

+1 DEADLY

ANNOYING BAT

SINGLE USE
 DISCARD WHEN TARGETED BY AN ENEMY (BEFORE THEY ROLL) TO MAKE THEIR ACTION +1 DIFFICULTY

RELEASE
 +1 DIFFICULTY FOR ENEMY

1

ANGRY LIL' SPIDER

SINGLE USE
 GAAAH!!

FLING
 RANGE 3

+0 POISON STUN DIRE

1

BIG UGLY VEGETABLE

SINGLE USE
 TARGET SELF
 RECOVER 2D3 HEALTH BOXES (CANNOT EXCEED ORIGINAL) BUT SUFFER POISON

CHOKE DOWN

HEAL 2D3 POISON

1

-

CULT GATHERING SOUVENIR TOTE BAG

GAIN ONE EACH ADDITIONAL ITEM AND POTION UPGRADE SLOTS WHILE CARRYING TOTE BAG

BAG OF HOLDING
 +1

+1

1

-

BOOK OF SHADOWS

STUDY THE OTHER SIDE.

SHADOW STRIDER

PLACE SELF ANYWHERE WITHIN 6IN; FREE DISENGAGE

SHADOW LORE

IF BEARER IS WITHIN RITUAL AREA GAIN +1 TOWARD PORTAL CONTROL & WIN TIES FOR SAME

5

GIDEON

USE TO GRANT A MELEE ATTACK ACTION A BONUS DIE TO HIT (MAY BE IN ADDITION TO FOCUS) AND +2 DAMAGE

CAVALIER PRIME
 BONUS HIT DIE & +2 DAMAGE FOR A MELEE ATTACK

1

3

GUTRIPPA

RIP AND TEAR

GUT

+5 +3

ROLL DAMAGE SEPARATELY

2

2

SHADOW WARRIOR

DISCARD IN DEPLOYMENT TO CHOOSE ONE CHARACTER TO IGNORE PENALTY TO HIT AGAINST SHADOWWYR THROUGHOUT THE GAME.



RUNE BRACELET



SINGLE USE

DISCARD AFTER A DEFENSE ROLL
TO ADD A D6 TO THE ROLL
(EVEN IF DODGE TOKEN WAS USED)



WARD

DISCARD AFTER
DEFENSE ROLL
TO ADD D6

2
1



RAVEN FEATHER



SINGLE USE

DISCARD BEFORE MAKING A ROLL
TO ADD A DIE TO THE ROLL AND
DISCARD ONE DIE OF YOUR CHOICE
AFTER SEEING THE RESULT



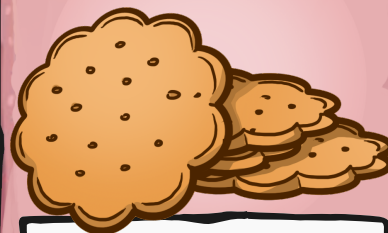
FAVOR

DISCARD TO ADD
AND REMOVE A DIE

1
1



BILLMAN'S COOKIES



THREE USES

USE TO RECOVER 1 HEALTH BOX

CANNOT BE SOLD ONCE USED



SNACK

HEAL 1

2
2



WOODEN SPOON



USE MULTIPLE TIMES AS WEAPON
DISCARD TO USE AS A
SINGLE-USE DODGE TOKEN



THWAP

+0



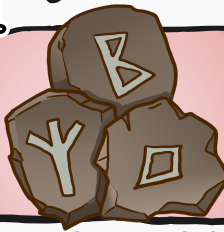
THROW
AT FACE

DISCARD TO
USE AS A
DODGE TOKEN

-
1



RUNE TOKENS



THREE SINGLE USES CANNOT BE SOLD ONCE USED



BLOOD

USE BEFORE MAKING ATTACK
IF ATTACK DEALS DAMAGE,
RECOVER 2 HEALTH



FIRE

USE BEFORE MAKING ATTACK
TO ADD +2 DAMAGE



STONE

USE UPON ACTIVATION TO
IGNORE CRITICAL WOUND
AND NOT LOSE AN AD

1
2



PSYCHOACTIVE TOAD



SINGLE USE

DISCARD UPON BEING DISABLED
USER REGAINS FULL HEALTH
BUT IS REMOVED FROM PLAY AFTER
THEIR NEXT ACTIVATION, AFTER BEING
DISABLED AGAIN, OR GAME END



LICK

DISCARD TO
IGNORE DEATH...
FOR A TIME

-
2



NASTY CLAW



SINGLE USE

DISCARD BEFORE ROLLING TO MAKE
A SCENARIO ACTION -2 DIFFICULTY



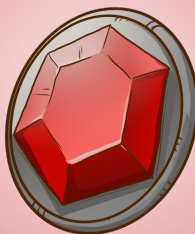
RUB
NERVOUSLY

DISCARD FOR
-2 DIFFICULTY ON
SCENARIO ACTION

1
1



RUBY PIN



2
-



GOLD COIN



1
-



MAGIC BOW



RANGED WEAPON
ACTIONS ARE -1 DIFFICULTY
AND BECOME MAGICAL



MAGIC BOW



-1 DIFFICULTY
AND GAIN

4



CHARM NECKLACE



MAGICAL ATTACKS
AND SPELLS BY ENEMY
TARGETING WEARER
ARE +1 DIFFICULTY



CHARMED

ENEMY MAGICAL
ATTACKS & SPELLS
ARE +1 DIFFICULTY

4



NEW BOOTS



ONCE PER ENEMY ACTIVATION, USE
UPON BEING TARGETED BY MELEE OR
NATURAL WEAPON ATTACK TO MOVE
3IN, ROLLING TO DISENGAGE AS
USUAL; THE ATTACK FAILS IF THE
ATTACKER IS NO LONGER ENGAGED



FANCY FEET

ESCAPE FROM
CLOSE COMBAT

3



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CLIMBING GEAR



USE BEFORE TAKING A
DIFFICULTY TEST FOR A
CLIMBING MOVEMENT TO ADD
A BONUS DIE TO THE ROLL



CLIMBING GEAR

BONUS DIE
TO CLIMB

1



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BONUS DIE
TO CLIMB

1

1

2

3

4

5

6

7

8

SCATTER

When Scatter is first used in an episode, associate this card with any of the indicated game elements and shuffle the numbered cards face down to form a Scatter deck.

On each use, draw a card from the Scatter deck and count its value clockwise over the designated game elements starting from this card. Divide by two and round up when there are only four elements.

Discard the drawn card once used.

Shuffle the discards to form a new deck when no cards remain.