

















# EQUIPMENT

When you are instructed to make an Acquire roll (e.g. scroll Acquire), roll a die to see what you gain from that list. When you are instructed to make a general Acquire roll, first roll the special die to see which list applies. Then roll a die to see what you gain from that list.









## POTIONS

-  **POTION OF FORTUNE** (2G)   
Flip a die to show any result. Then discard this potion.
-  **POTION OF HEALING** (3G)   
Discard to gain 1 . If you have the **cleric Talent**, gain an extra .
-  **FIGHTING BREW** (3G)   
Discard to add 1 or 2 to a combat die.
-  **ELIXIR OF FORTITUDE** (4G)   
Discard this at any time to revive up to 2 **party members** (3 if you have the **cleric Talent**).
-  **MOUTH BANE** (5G)   
Discard the mouth bane when fighting a humanoid hazard  to cross any 3 boxes in the current combat row.
-  **MOON WATER** (6G)   
When fighting a moon hazard , discard to cross any 3 boxes in the current combat row.



## SCROLLS

-  **SCROLL OF WEALTH** (2G)   
Discard to roll a die on a wild region, Collect that amount of **Gems** (plus 3 **Gems** if you have **scavenger Talent**).
-  **SCROLL OF BARGAIN** (3G)   
Discard when you buy 1-3 **Equipment**. Each costs half the asking price.
-  **SCROLL OF TRAVEL** (3G)   
Discard to move through a wild region without having to roll an encounter.
-  **SCROLL OF RAGE** (4G)   
Discard this to use your **party members'** abilities this combat round, without needing to exert them.
-  **SCROLL OF CHEER** (4G)   
Discard to roll 2 dice when you are in a tavern. Gain **party members** matching the numbers rolled (roll 3 dice if you have the **storyteller Talent**).
-  **ANCIENT SCROLL** (5G)   
When you Acquire this, turn to 16.








## SURVIVAL

-  **BINOCULARS** (2G)   
Discard to reroll both dice when rolling an encounter in a wild region.
-  **SKELETON KEY** (3G)   
Unlocks doors and chests. After use, unless you have the **blogger Talent**, roll a die. 1-2: Discard the key.
-  **TENTS** (3G)   
Use this to ignore the results of a bad night at a campsite . Then roll a die. 1-2: Discard the tent.
-  **MYSTERY SACK** (3G)   
Discard to roll a die 3 times. 1: Gain nothing. 2-3: Gain 2 **Gems**. 4-5: Gain 1 **Meal**. 5-6: Make 1 **general Acquire** roll.
-  **SEASONING** (4G)   
Whenever you eat a **Meal**, Roll a die. 4-6: Double its effect. If you have the **cook Talent**, double its effect by rolling 3-6.
-  **SLEEPING BAGS** (4G)   
Revive 1 extra **party member** at campsites . Then roll a die. 1-2: Discard the bags.

## WEAPONS

-  **DAGGER** (2G)   
Discard this during combat to cross any 1 white box in the current combat row.
-  **BANG BOMBS** (3G)   
Discard this during combat to cross a pair of linked boxes in the current combat row.
-  **FLAME GOBLIN** (4G)   
Discard this during combat to cross 1 red box in the current combat row.
-  **LONGBOW** (7G)   
Once per combat round, you can reroll 1 hit numbered 1 or 2.
-  **SPEAR** (7G)   
Once per combat round, you can reroll 1 hit numbered 3 or 4.
-  **WARHAMMER** (7G)   
Once per combat round, you can reroll 1 hit numbered 5 or 6.

## ARMOUR

-  **ELVEN ROBE** (2G)   
Once per combat encounter (not once per round), reroll the special die.
-  **ARMOURER'S HAMMER** (3G)   
Discard this to ignore having to discard **Equipment** after using it.
-  **GLASS HELM** (4G)   
Discard this to ignore all penalties during this round of combat.
-  **MITHRIL VEST** (4G)   
Ignore losing 1  in combat. Then roll a die. 1-4: discard the vest.
-  **WOODEN SHIELD** (5G)   
Once per combat round, use 1 hit of your choice to ignore 1 penalty. Then roll a die: 1-5: Discard the shield.
-  **IRON SHIELD** (5G)   
Once per combat round, use up to 2 hits of your choice to ignore up to 2 penalties. Then roll a die: 1-5: Discard the shield.

## STONES

-  **MERCHANT'S STONE** (2G)   
Whenever you buy **Equipment**, pay 1 less **Gem** than the asking price.
-  **WANDERER'S STONE** (3G)   
Discard this to choose your encounter in a wild region (instead of rolling).
-  **FATESTONE** (3G)   
When a **party member** is removed, discard this to revive them straight away. They are now ready again.
-  **KNIGHT'S STONE** (3G)   
Whenever you gain **Morale**, gain 2 **Gems**.
-  **SPIRIT STONE** (4G)   
Discard this when fighting an undead or magical hazard   to cross any 3 boxes in the current combat row.
-  **TEMPORAL STONE** (5G)   
Discard this to ignore 1 .

### ANCIENT SCROLL

When you acquire this, make a note of the entry you're currently on (you'll be told to return there), then turn to 16.

### ARMOURER'S HAMMER

When you would discard **Equipment** after using it, you can discard the armourer's hammer instead and keep the **Equipment** to use again.

### BANG BOMBS

Discard this during combat to cross a pair of unlinked boxes in the current combat row.

### BINOCULARS

Discard this to reroll both dice when you roll for an encounter in a wild region.

### DAGGER

Discard this during combat to cross any 1 white box in the current combat row.

### ELIXIR OF FORTITUDE

Discard this at any time (including during combat) to revive up to **2 party members** of your choice (3 if you have the **cleric Talent**).

### ELVEN ROBE

Once per combat encounter (not once per round), you can reroll the special die. You must accept the result of this second die roll.

### FATESTONE

When a **party member** is removed for any reason, either in or out of combat, discard the fatestone to revive them instead. They are ready once again.

### FIGHTING BREW

Discard this to add 1 or 2 to a combat die of your choice.

### FLAME GOBLIN

Discard the flame goblin to cross 1 red box in the current combat row.

### GLASS HELM

Discard the glass helm to ignore any penalties from the special die this round of combat (i.e. the enemy misses its attack this round).

### IRON SHIELD

Once per combat round, you can use 1 or 2 hits of your choice to ignore penalties from uncrossed red boxes. Ignore 1 penalty per hit used in this way, Then roll a die. 1-5: discard the wooden shield.

### KNIGHT'S STONE

Whenever you gain 1 or more **Morale**, also gain **2 Gems**.


### LONGBOW

Once per combat round, you can reroll 1 hit numbered 1 or 2.


### MERCHANT'S STONE

You always pay 1 less **Gem** than the asking price when buying **Equipment**.


### MITHRIL VEST

When you lose a  in combat, use the mithril vest to ignore it. Then roll a die. 1-4: discard the vest.

### MOON WATER

Discard during combat with a moon hazard  to cross 3 boxes of your choice in the current combat row.

### MOUTH BANE

Discard during combat with a humanoid hazard  to cross 3 boxes of your choice in the current combat row.

### MYSTERY SACK



Discard to roll a die 3 times. 1: Gain nothing. 2-3: Gain **2 Gems**.

4-5: Gain **1 Meal**. 5-6: Make **1 general Acquire** roll.

### POTION OF FORTUNE

Flip any die you've rolled so it shows any result between 1 and 6. Then discard the potion,

### POTION OF HEALING

Discard this at any time to gain 1  (2  if you have the **cleric Talent**).

### SCROLL OF BARGAIN

Discard this in a shop to buy up to **3 Equipment** at half the asking price (rounded up).

### SCROLL OF CHEER

Discard this when you are in a tavern: roll 2 dice and gain **party members** matching the numbers rolled (if you have the **storyteller Talent**, roll 3 dice).

### SCROLL OF TRAVEL

Discard this to move through a wild region without rolling an encounter.


### SCROLL OF WEALTH

When you move into a wild region, discard the scroll of discovery to roll a die. Collect **Gems** equal to the number rolled (plus **3 more Gems** if you have the **scavenger Talent**). Then roll for an encounter in the usual way.

### SCROLL OF RAGE

Discard this at the start of a combat round. This round, you can use any of your **party members'** abilities without having to exert them.

### SEASONING


Whenever you eat a **Meal**, roll a die. 4-6: Double its effect (i.e. gain 2  or revive **2 party members**). With the **cook Talent**, a roll of 3-6 is needed.

### SKELETON KEY



This will unlock doors and treasure chests. After you've used it, roll a die.

1-2: discard the key unless you have the **blogger Talent**.

### SLEEPING BAGS

Revive **1 extra party member** at a campsite . Then roll a die. If you roll 1-2, discard the sleeping bags.


### SPIRIT STONE

Discard during combat with an undead  or magical  hazard to cross 3 boxes of your choice in the current combat row.


### SPEAR

Once per combat round, you can reroll 1 hit numbered 3 or 4.

### TEMPORAL STONE

Discard this at any time to ignore spending **1 Time** .

### TENTS

Use this to ignore the results of a bad night at a campsite . Then roll a die. 1-2: discard the tent.

### WANDERER'S STONE

Instead of rolling, discard this to resolve an encounter of your choice in a wild region. Tick that encounter off after resolving it.

### WARHAMMER

Once per combat round, you can reroll 1 hit numbered 5 or 6.

### WOODEN SHIELD

Once per combat round, you can use 1 hit of your choice to ignore 1 penalty from an uncrossed red box Then roll a die. 1-5: discard the iron shield.