

## RUMSKORT (chamber cards)

Spindelnät

*Spider Web*

Special Location · Obstacle

Place the floor tile Spider Web.  
You are stuck and your turn is over.

On your next turn: Roll **T12** against SF to go back to previous space (if possible).  
Or, roll **T12** against SF twice in a row to pass through the Spider web.

**Failure:** All *spiders* in play move.

Jättespindel

*Giant Spider*

Monster · Animal · Spider

Place the monster figure Giant spider.

The *spider* will not attack you.  
You may not attack the *spider*.

## DÖRRKORT (door cards)

Illusion

*Illusion*

Obstacle · Spell

The door disappears in front of you eyes.

You may not attempt to open this door again, until you leave this location and return.

## SÖKNINGSKORT (corpse cards)

Skatt

*Treasure*

Find

You may draw a SKATTKORT (treasure card).

Magisk ring

*Magic Ring*

Find

You may draw a random MAGISK RING.

## RUMSLETNINGSKORT (search cards)

Dold skatt

*Hidden Treasure*

Find

You may draw a SKATTKORT (treasure card).

## KISTKORT (chest cards)

Liten skatt

*Small Treasure*

Item · Valuable

Value: 520 gm.

Skatt

*Treasure*

Find

You may draw a  
SKATTKORT (treasure card).

Nyckel

*Key*

Item · Key

You may pass through doors (without  
drawing DÖRRKORT) if you roll 4-6 on T6.

You get one attempt per door.

**Failure:** You may draw a DÖRRKORT  
in the same turn.

Nyckelknippa

*Key Chain*

Item · Key

You may pass through doors (without  
drawing DÖRRKORT) if you roll 2-6 on T6.

You get one attempt per door.

**Failure:** You may draw a DÖRRKORT  
in the same turn.

## UNDERJORDSKORT (catacomb cards)

### Återvändsgränd

#### *Dead End*

Catacombs

You must turn around.

Calculate your position and turn you direction arrow 180 degrees.

### Väg upp med dörr

#### *Barred Descent*

Catacombs · Way Up

You may attempt to ascend from the catacombs: Draw a DÖRRKORT.

**Success:** You may ascend on your next turn.  
**Failure:** You may attempt again on your next turn.

### Lucka upp med rep

#### *Hatch With Rope*

Catacombs · Way Up · Item · Rope

You may attempt to ascend from the catacombs: roll **T10** against your VF.

**Success:** You may ascend on your next turn. You may also keep the *rope*.  
**Failure:** You may attempt again on your next turn.

### Lucka i taket

#### *Hatch*

Catacombs · Way Up

You may attempt to ascend from the catacombs if you have a *rope*: roll **T12** against your VF.

**Success:** You may ascend on your next turn.  
**Failure:** You may attempt again on your next turn.

### Taket rasar

#### *Ceiling Collapses*

Catacombs · Event

Roll **T6**.

**1:** You are crushed and dead.  
**2-6:** Lose **T6 KP** due to injury.

### Tentakelbesten

#### *Tentacle Beast*

Catacombs · Monster · Immune To Magic

You have disturbed the Tentacle Beast.

You are forced to combat (fights as *skeleton*). Fleeing is impossible.

Hit it two combat rounds in a row: Tentacle Beast withdraws into the deep.  
Get hit two combat rounds in a row: Tentacle Beast strangles you to death.

### Fallen riddare

#### *Fallen Knight*

Catacombs · Corpse

To search the *corpse*, roll **T6**.

**1-3:** Draw a SÖKNINGSKORT.  
**4-6:** Draw an ARTEFAKTORT.

### Gravkammare

#### *Burial Chamber*

Catacombs

You may forfeit your next turn and instead draw two SKATTKORT (treasure cards).

On your next turn after that, you must move.

### Trollkarlens sigill

#### *Mark Of The Wizard*

Catacombs · Spell

You find the source of T'siramans power.

Select one number and roll it on **T6**. You get as many attempts as your **TF**.

**Failure:** You are enslaved, and will remain here in the catacombs forever.

## UNDERJORDSKORT (catacomb cards)

### Gravplats

#### *Burial Ground*

Catacombs · Ghouls · Undead

You find the Burial Ground of the Damned, now the home of *ghouls*.

Select one number and roll it on **T6**. You get as many attempts as your **SF**.

**Failure:** You are eaten alive.

### Trollkarlens väktare

#### *The Guardian*

Catacombs · Monster · Undead · Immune To Magic

You awake the ancient Guardian.

You are forced to combat, **8 KP** (fights as *skeleton*). Lose **3 KP** when Guardian hits. Fleeing is impossible.

Take this card out of play if Guardian is defeated.

### Trollkarlens vrede

#### *Wrath Of The Wizard*

Catacombs

The Wrath of T'siraman haunts the deep.

You are immediately disintegrated.

## MAGISK RING (magic rings)

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#### *Shriek*

Item · Ring · Magic

This *magic ring* will sound a mighty shriek that frightens all *animals*.

Ignore all *animals* you encounter.

Take card out of play after use.

### MAGISK RING

#### *Dragon*

Item · Ring · Magic

This *magic ring* emits an aura that has a soothing effect on the dragon.

If the dragon awakes while you are in the Treasure chamber, it immediately falls asleep anew. Reshuffle all DRAKKORT (dragon cards).

Take card out of play after use.

## AMULETTKORT (amulet cards)

### Lönn dörrsamulett

#### *Door Amulet*

Item · Amulet · Magic

**Triggers:** When the player draws a RUMSLETNINGSKORT that states *empty*.

**Read:** *"First you find nothing. But then, your amulet starts to glow, and you hear a loud clicking sound from the wall."*

**Effect:** all RUMSLETNINGSKORT that state *empty* count as a secret door.

### Antimagisk amulett

#### *Counter Amulet*

Item · Amulet · Magic

**Triggers:** When the hero encounters a *spell*.

**Read:** *"The powerful magic energy that builds up in the air suddenly fizzles and disintegrates. Your amulet pulsates and feels warm."*

**Effect:** Ignore all effects of a *spell* you just encountered.

### Skyddsamulett

#### *Protection Amulet*

Item · Amulet · Magic

**Triggers:** When the hero is about to lose KP due to an *event*.

**Read:** *"You brace yourself for the coming blow, but as you are about to get hurt your amulet seems to pull you back."*

**Effect:** You will not lose KP due to an *event*. Treat all other effects as normal.

### Drakamulett

#### *Dragon Amulet*

Item · Amulet · Magic

**Triggers:** When the hero enters the Treasure chamber.

**Read:** *"The dragon snarls and looks your way. Your eyes meet."*

**Effect:** The dragon immediately awakens. You have no time to draw SKATTKORT. Throw the *amulet*.

### Snabbhetsamulett

#### *Speed Amulet*

Item · Amulet · Magic

**Triggers:** When the player draws a RUMSKORT that states *empty*.

**Read:** *"It feels like time is running really slow. You move fast, as if the world cannot keep up with you."*

**Effect:** Every time you draw a RUMSKORT that states *empty*, make a new turn.

### Skymningsamulett

#### *Night Amulet*

Item · Amulet · Magic

**Triggers:** When the yellow marker reaches the skull on the sundial.

**Read:** *"The dark of the night destroys all hope. But something pulls you out!"*

**Effect:** You are *teleported* out of Drakborgen with all of your *items*.

### Kraftamulett

#### *Power Amulet*

Item · Amulet · Magic

**Triggers:** When the player rolls for the lowest attribute of the hero. If several attributes are lowest, it is the one used first.

**Read:** *"You amulet glows and fills you with power. Your weakest side is suddenly your strongest!"*

**Effect:** Increase the attribute by 4. Lower it again should you lose the *amulet*.

### Ödesamulett

#### *Fate Amulet*

Item · Amulet · Magic

**Triggers:** As soon as the player rolls **T12**.

**Read:** *"You are filled with courage, you feel you are the ruler of your destiny!"*

**Effect:** You may reroll your latest roll. You must accept the second roll.

### Känsloamulett

#### *Compassion Amulet*

Item · Amulet · Magic

**Triggers:** As soon as the hero encounters a *corpse*.

**Read:** *"You are struck by a sudden feeling of sadness as you stare at the dead eyes of the skeleton. Will this be your fate too?"*

**Effect:** Lose **1 KP** each time you encounter a *corpse*, but not if you only have **1 KP** left.