RUMSKORT
(chamber cards)

Brunn

Well

Special Location · Monster · Immune To Magic

Place the floor tile Well (see page 34).
To pass this chamber, roll **T10** against VF.

Failure: Combat the tentacles, **6 KP** (fights as *skeleton*). Fleeing is impossible.
If the tentacles have **KP** left after nine combat rounds, you are dead.
If the tentacles are defeated, turn the floor tile and take this card out of play.

Hemlig kammare

Secret Chamber

Special Location

Place the floor tile Secret Chamber.
You may search this chamber, roll **T12**.

1-5: You find nothing of value.
6-10: You may draw an ARTEFAKTKORT.
11-12: The ceiling caves in, you are dead.
Turn floor tile and take card out of play.

Bronsstaty

Bronze Statue

Special Location · Item · Treasure

Diamond, value: 2 500 gm.
Place the floor tile Bronze Statue.

To get Diamond, roll **T12**.

1-4: You succeed, keep this card.
5-10: You may reroll, but with +1.
11-12: The castle shakes, it's a *trap*!
You die among the rubble. All other players lose **T6+2 KP** due to injury. Turn floor tile and take card out of play.

Avgrund

Chasm

Special Location · Fall

Place the floor tile Chasm.
To pass this chamber, roll **T12**.

1-5: The illusion is broken, you may pass.
6-10: You hesitate, turn is over.
11-12: You fall to your death.

If the illusion is broken, turn floor tile and take this card out of play.

Fontän

Fountain

Special Location · Teleport

Place the floor tile Fountain.
To drink from the Fountain, roll **T12**.
If the other Fountain is in play, you *teleport* there instead of rolling a die.

1-4: You teleport to a Tower room of your choice. You may escape in this turn.
5-11: Roll **T12**, read from Potion Table.
12: An attribute of your choice gets +1.

Spegelsal

Mirror Hall

Special Location

Place the floor tile Mirror Hall.
Your turn is over.
On your next turn: roll **T10** to see where you exit (ignore walls and *obstacles*).

1-3: You are lost. Roll again next turn.
4: North, **5:** South, **6:** East, **7:** West.
Or, smash all mirrors: turn the floor tile, lower TF by 3, and take card out of play.

Järnstaty

Iron Statue

Special Location · Item · Treasure

Ruby, value: 2 500 gm.
Place the floor tile Iron Statue.

If you attempt to take the Ruby, the statue comes to life: combat, **4 KP** (monster/fights as skeleton/immune to magic/fleeing is impossible).

Lose **2 KP** when statue hits. If the statue is defeated, turn floor tile and keep this card.

Magisk virvel

Magic Whirlwind

Spell · Teleport

Roll **T12** and get *teleported*.

1-2: two spaces North
3-4: two spaces South
5-6: two spaces East
7-8: two spaces West
9-10: down to the catacombs
11: to the Treasure chamber
12: to a Tower room of your choice.

RUMSLETNINGSKORT
(search cards)

Spikar genom foten

Floor Spikes

Trap · Floor Trap

Lose **1 KP** due to injury.

Forfeit your next turn.

SÖKNINGSKORT
(corpse cards)

Störd vålnad

Disturbed Ghost

Curse · Undead

If this is the first Disturbed Ghost in play, you are only warned. Keep this card.

If this is the second Disturbed Ghost in play, you die in painful agony.

Artefakt

Artifact

Find

You may draw an ARTEFAKTKORT (artifact card).

KISTKORT
(chest cards)

Fallen hjälte

Fallen Hero

Corpse

To search the *corpse*, roll **T12**.

Odd number: Draw an ARTEFAKTKORT.
Even number: Draw a SÖKNINGSKORT.

Artefakt

Artifact

Find

You may draw an ARTEFAKTKORT (artifact card).

Dolda spjut

Hidden Spears

Trap · Chest Trap

Loss of KP (injury): **T12-RF**.

ARTEFAKTKORT
(artifact cards)

Xogars medaljong

Xogar's Medallion

Item · Artifact · Magic

You may sacrifice **1 KP** before a die roll.

Add or subtract 3 from the result.

Wulfgrams handskar

Wulfgram's Gauntlets

Item · Artifact · Magic

Use or throw away.

Increase SF by 4.
Increase RF by 1.
Decrease VF by 1.

You may not remove Wulfgram's Gauntlets once used, you will never get rid of them.

Farrigos formel

Farrigo's Spell

Item · Artifact · Magic

You do not lose any KP from dragon fire. You may keep all your SKATTKORT if the dragon awakes while you are in the Treasure chamber. You do have to leave the Treasure chamber as normal.

Take out of play after use.

Zimeons mask

Zimeon's Mask

Item · Artifact · Magic

Use or throw away.

Decrease TF by 2. All *monsters*, except *Undead* and those who are *Immune To Magic*, will flee when you encounter them (but only after a surprise attack).

You may not remove Zimeon's Maks once used, you will never get rid of it.

Uls osynlighetsmantel

Ul's Invisibility Cloak

Item · Artifact · Magic

You may ignore an encounter with a *monster* (except *goblin*), if you succeed in rolling higher than your total amount of *magic items* with a **T6**.

You may trigger this effect even when *caught off guard* or being victim of a *surprise attack*.

Orovars stövlar

Orovar's Boots

Item · Artifact · Magic

Increase VF by 2.

Hruuls seende klot

Hruul's Seeing Orb

Item · Artifact · Magic

You may sacrifice **1 KP** before you are about to draw a card.

If you do so, draw three cards instead, keep one and put the rest back in an order of your choice.

Agnars brynja

Agnar's Chainmail

Item · Artifact · Magic

Increase RF by 2.

Mayahs bannlysning

Mayah's Banishing

Item · Artifact · Magic

Automatically ignore all *Undead* (except the ones who are *Immune To Magic*).

After each use: Select a number on a T6 and roll that die. If you rolled the chosen number, you lose **4 KP**.

ARTEFAKTKORT
(artifact cards)

Djimmi demonen

Djimmi the Demon

Item · Artifact · Magic

You find a demon trapped in a bottle.

If you release him: Roll **T10** and read the Demon Table on page 38.

Take out of play after use.

SKATTKORT
(treasure cards)

Artefakt

Artifact

Find

You may draw an ARTEFAKTKORT (artifact card).

T’siramans hämnd

T’siraman’s Revenge

Item · Treasure · Curse

When you decide the winner: T’siraman’s Revenge immediately kills the hero with the highest amount of gold coins (gm).

The hero with the second highest amount is the winner.

T’siraman’s Revenge cannot be thrown, you will never get rid of it.

Merabas öga

Eye of Meraba

Item · Treasure

Value: 6 000 gm.

Immediately reveal this card and read:

”The dragon awakes. She does not fall asleep again until three full game rounds have passed.”

See ruling for awake dragon at page 12.