RUMSKORT
(chamber cards)

Spjutfälla

Spear Trap

Trap

The player sitting to your right selects a faceup number between **1-3** on a **T6**, but hides it from you.
You must guess the correct number.

Correct: The trap stops, you are safe.
Wrong: You must guess again.

After two wrong guesses, you are dead.

Gaddkrälare

Crawlstinger

Event · Poision

You accidentally step on a Crawlstinger.
Roll **T12** against either VF or RF.

Failure: Lose **1 KP** due to *poison* at the end of each of your turns after this one.

Väg ned

Descent

Special Location · Way Down

Place the floor tile Descent (see page 21) on top of the room tile.

You may descend into the catacombs on your next turn: Place a direction arrow on this space to show your movement.

Amulett

Amulet

Item · Amulet · Magic

Use or throw away.

Use: The player sitting to your right draws an AMULETTKORT (amulet card) and is now responsible for checking when/if the *amulet* triggers.

Förföljande skugga

Pursuing Shadow

Event · Undead

Keep this card.
Roll **T12** at the end of each of your turns after this one. If you roll **1**, the shadow will attack and kill you.

If you use a *Way Down*: Roll **T12**.
7-12: Throw this card.

If you *teleport*: Throw this card.

Likätare

Ghoul Attack

Event · Ghoul · Undead

T10+T6 *ghouls* attack from below,
but you strike down **T10** of them.
If *ghouls* remain, **-2 KP** and enter combat.

Every combat round: **T6** *ghouls* attack, and you strike down **T10** of them.
If *ghouls* remain: **-1 KP**.

Repeat until all *ghouls* are defeated.
All loss of KP counts as injury.

RUMSLETNINGSKORT
(search cards)

Väg ned

Descent

Special Location · Way Down

Place the floor tile Descent (see page 21) on top of the room tile.

You may descend into the catacombs on your next turn: Place a direction arrow on this space to show your movement.

Amulett

Amulet

Item · Amulet · Magic

Use or throw away.

Use: The player sitting to your right draws an AMULETTKORT (amulet card) and is now responsible for checking when/if the *amulet* triggers.

Överrumpling!

Caught Off Guard!

Caught Off Guard · Monster · Skeleton · Undead

You are ambushed by a *skeleton*, **T6 KP**.
Every combat round: Roll **T10** against SF.

Success: The *skeleton* loses **1 KP**.
Failure: You lose **1 KP**.

Repeat until the *skeleton* is defeated.
All loss of KP counts as injury.

Amuletthalva

Amulet Half

Item · Amulet Half · Magic

If you have a second *amulet half*, draw three AMULETTKORT (amulet cards) and keep one of them.

The two *amulet halves* and the AMULETTKORT count as one *item*.

KISTKORT
(chest cards)

Amulett

Amulet

Item · Amulet · Magic

Use or throw away.

Use: The player sitting to your right draws an AMULETTKORT (amulet card) and is now responsible for checking when/if the *amulet* triggers.

FÄLLKORT
(trap cards)

Spjutfälla

Spear Trap

Trap

The player sitting to your right selects a faceup number between **1-3** on a **T6**, but hides it from you.
You must guess the correct number.

Correct: The trap stops, you are safe.
Wrong: You must guess again.

After two wrong guesses, you are dead.

SKATTKORT
(treasure cards)

Mynt

Coins

Item · Coins · Treasure

Value: X gm.

Månstenen

The Moon Stone

Item · Treasure

Value: 700 gm.

Value together with the Sun Stone:
5 000 gm (10 000 together).

Trolldomsbok

Spellbook

Item · Treasure

If you choose to read from the spellbook, roll **T12** and read from the Spellbook Table on page 30.

Throw this card after use.

If you do not read, throw this card on your next movement.
The Spellbook cannot be brought.

Litet skrin

Small Box

Item · Treasure

Calculate the value after you have escaped: roll **T12**.

1-2: The box is cursed (throw one random *treasure* you carry).
5-12: Value equals the number you rolled x 100 gm.

Solstenen

The Sun Stone

Item · Treasure

Value: 1 100 gm.

Value together with the Moon Stone:
5 000 gm (10 000 together).

Jadefigur

Jade Idol

Item · Treasure

Value: 1 500 gm.

UNDERJORDSKORT
(catacomb cards)

Uppgång med krampor

Ladder

Catacombs · Way Up

You may ascend from the catacombs on your next turn.

Rash-Kharg

Gold Chain

Catacombs · Monster

An aggressive Rash-Kharg demands a bribe. The player sitting to the right selects a faceup single digit number on a **T10**, but hides it from you.

If your bribe matches the faceup die x 100 gm, he will let you pass, else you must combat him.

Combat: Rash-Kharg as **KP** equal to 10 minus the faceup die. He fights as a *skeleton*.

Råttor

Scepter

Catacombs · Event · Animal

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

Ödsligt

Cup

Catacombs · Empty

Your turn is over.

Galleruppgång

Grate

Catacombs · Way Up

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

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

Facklan slocknar

Torch Goes Out

Catacombs · Event

Your turn is over. You may not continue.

To light your torch on your next turn, select three numbers and roll any one of them on **T6**.

Success: You may continue.
Failure: Try again on your next turn.

Tunnelmask

Tunnel Worm

Catacombs · Event

A Gzin-Shaugh-Gzin suddenly breaks through the wall and attempts to snatch your belongings.

Throw a random *item*.

You have to turn back. Calculate your position and turn your direction arrow around 180 degrees.

Skattkista

Treasure Chest

Catacombs · Item · Treasure

Value: **T12** x 100 gm.

Calculate the value after you have escaped the castle and are safe.

Jättediamant

Pearl Necklace

Catacombs · Item · Treasure

Value: 5 000 gm.

AMULETTKORT
(amulet cards)

Giftamulett

Poision Amulet

Item · Amulet · Magic

Triggers: When the hero encounters a *spider*.

Read: *"You see the spider hesitate, and slowly turn back into the shadows. Your amulet emits some kind of poison the spiders cannot stand."*

Effect: all *spiders* automatically *flee*.

Ond amulett

Evil Amulet

Item · Amulet · Magic

Triggers: As soon as it is used.

Read: *"As you hang the amulet around your neck, you feel its chain getting tighter. The amulet tries to strangle you!"*

Effect: Roll **T12** against SF.
Success: You manage to rip off the amulet, And you throw it away.
Failure: You are dead.

Vridrumsamulett

Rotating Amulet

Item · Amulet · Magic

Triggers: When the hero steps into a Vridrum (Rotating chamber).

Read: *"As you step into the chamber, it slowly moves. You have the power to contol Rotating chambers!"*

Effect: Turn the Rotating chamber in any direction you want.

Lyckoamulett

Lucky Amulet

Item · Amulet · Magic

Triggers: When the player rolls a die against Turfaktorn, TF (Luck).

Read: *"You feel a peculiar force flowing through your body. You feel lucky!"*

Effect: Increase TF by 2. Lower it again should you lose this *amulet*.

Skräckamulett

Horror Amulet

Item · Amulet · Magic

Triggers: When the hero encounters one or two *orcs*.

Read: *"The hideous orc growls in fear and turn back to escape as they see the amulet around your neck."*

Effect: All *orcs* automatically *flee.*

Eldamulett

Fire *Amulet*

Item · Amulet · Magic

Triggers: At the beginning of the player's next turn.

Read: *"A tremendous flame shoots out of the amulet. You are engulfed by fire.*

Effect: You die a painful death.

Förflyttningsamulett

Teleport Amulet

Item · Amulet · Magic

Triggers: When the hero triggers a *trap*.

Read: *"As soon as you realize you have triggered a deadly contraption, you hear a road and your vision becomes blurry."*

Effect: Roll **T10** and *teleport*.
1-2: Three spaces North, **3-4:** Three spaces East
5-6: Three spaces South, **7-8:** Three spaces West
9: Down into the catacombs
10: Into the outer wall. You are dead.

Otursamulett

Unlucky Amulet

Item · Amulet · Magic

Triggers: As soon as it is used.

Read: *"The amulet explodes in your face. You fall unconscious to the floor."*

Effect: Lose **T6 KP** due to injury. Forfeit two turns.

Värdelös amulett

Worthless Amulet

Item · Amulet · Magic

Triggers: Never.

Effect: This *amulet* has lost its effect. Do not tell the player until the game is over.

AMULETTKORT
(amulet cards)

Flyktamulett

Escape Amulet

Item · Coins · Treasure

Triggers: As the hero tries to flee.

Read: *"As you turn around to run away, the amulet emits a black fog and hides your retreat."*

Effect: All your attempts to flee automatically succeeds, providing fleeing is possible.

Levitationsamulett

Levitation Amulet

Item · Treasure

Triggers: When the hero *falls*.

Read: *"As you fall down into the darkness, you feel an invisible hand grabbing you and lifting you back."*

Effect: Ignore all effects of *falling*. You may always cross a Bottomless well or a Bridge without danger.

MAGISK RING
(magic rings)

MAGISK RING

Teleportation

Item · Ring · Magic

This *magic ring* lets you *teleport* from the catacombs to a space above.

Use this *ring* whenever you want in your turn, even after your movement.

Take card out of play after use.

MAGISK RING

Luck

Item · Ring · Magic

This *magic ring* brings luck.

Use this *ring* to reroll your dice. You must accept the second roll.

Take card out of play after use.

MAGISK RING

Perception

Item · Ring · Magic

This *magic ring* sharpens your vision.

Use this *ring* before searching a chamber, and you may draw four RUMSLETNINGSKORT (search cards).

Keep one and resolve it. Throw the rest.

Take card out of play after use.

MAGISK RING

Room Switch

Item · Ring · Magic

This *magic ring* affects the very walls of Drakborgen.

Use this *ring* to redraw a room tile: place the old room tile back in the bag. You must accept the second draw.

Take card out of play after use.