

# The Chapel of Eternal Peace

## Item and Common Cards





<b>Medicinal Herbs</b>  <b>Medicinal Herbs</b>  <b>★ Blinding Touch</b>  <b>★ Blinding Touch</b>  <b>Blind</b> <i>Cannot see.</i> <i>All attacks Impaired.</i> <b>Clear:</b> Tears of a Faerie <b>Mellow</b> <i>Disadvantage on WIL Saves.</i> <i>Must pass WIL Save to take aggressive actions.</i> <b>Clear:</b> After long rest <b>Gold Letter Opener</b>  <b>Heavy</b>	<b>Catnip Leaf</b>  <b>Catnip Leaf</b>  <b>★ Shadow Tendrils</b>  <b>★ Shadow Tendrils</b>  <b>Blind</b> <i>Cannot see.</i> <i>All attacks Impaired.</i> <b>Clear:</b> Tears of a Faerie <b>Mellow</b> <i>Disadvantage on WIL Saves.</i> <i>Must pass WIL Save to take aggressive actions.</i> <b>Clear:</b> After long rest <b>Brass Bell</b> 	<b>Dry Wafer</b>  <b>Dry Wafer</b>  <b>★ Strength</b>  <b>★ Strength</b>  <b>Blind</b> <i>Cannot see.</i> <i>All attacks Impaired.</i> <b>Clear:</b> Tears of a Faerie <b>Mellow</b> <i>Disadvantage on WIL Saves.</i> <i>Must pass WIL Save to take aggressive actions.</i> <b>Clear:</b> After long rest <b>Cloak of Elightenment</b> 	<b>Holy Symbol</b>  <b>Emerald</b>  <b>★ Sweet Words</b>  <b>★ Sweet Words</b>  <b>Blind</b> <i>Cannot see.</i> <i>All attacks Impaired.</i> <b>Clear:</b> Tears of a Faerie <b>Mellow</b> <i>Disadvantage on WIL Saves.</i> <i>Must pass WIL Save to take aggressive actions.</i> <b>Clear:</b> After long rest <b>Spear</b>  <b>Heavy</b>	<b>Goldenfur's Staff</b>  <b>Golden Amulet</b>  <b>Letter from Murrelet</b>  <b>★</b>  <b>Blind</b> <i>Cannot see.</i> <i>All attacks Impaired.</i> <b>Clear:</b> Tears of a Faerie <b>Mellow</b> <i>Disadvantage on WIL Saves.</i> <i>Must pass WIL Save to take aggressive actions.</i> <b>Clear:</b> After long rest
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# The Ember Tree















## Item and Common Cards

Emberleaf 	Emberleaf 	Emberleaf 	Emberleaf 	Ember Gem 
Emberleaf 	Emberleaf 	Emberleaf 	Emberleaf 	Golden Leaf 
Fossilised Sap 	Fossilised Sap 	Fine Soot Powder 		Caterpillar Crown 
Fossilised Sap 	Fossilised Sap 	Fine Soot Powder 		

Clear:	Clear:	Clear:	Clear:	Clear:
Clear:	Clear:	Clear:	Clear:	Clear:

Carapace Shield  Electrical damage is Impaired  Electrical damage is Impaired	Thunder Spear  Damages DEX Heavy	Thunder Spear  Damages DEX Heavy	
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# Fruit of the Orchard

Blackberry Jam	Beeswax Candle	Silver Sickle	Spool of Twine
○○○ 	○○○ 	○○○  d6 Light	○○○ 
Blackberry Jam	Beeswax Candle	Silver Sickle	Spool of Twine
○○○ 	○○○ 	○○○  d6 Light	○○○ 
Flywheel	Pocket Watch	Lucea's Heart	★
○○○ 	○○○ 	○○○ 	○○○ 
Feasting Horn	Wheel of Brie	Golden Mask	Butterfly Brooch
○○○ 	○○○ 	○○○ 	○○○ 
Pumpkin Seeds	Pumpkin Seeds	Bottle of Cider	Bottle of Cider
○○○ 	○○○ 	○○○ 	○○○ 
Pumpkin Seeds	Pumpkin Seeds	Bottle of Cider	Silver Ring
○○○ 	○○○ 	○○○ 	○○○ 
Heavy Armour	Light Armour	Silver Chain	Silver Chain
○○○  1 def	○○○  1 def	○○○ 	○○○ 
			String of Pearls
			○○○ 

## Item and Common Cards

# Giant Snake is In the Seweres

## Item and Common Cards

<b>Pip purse</b>  <div> <div></div> <div>/ 250</div> </div>	<b>Pizza Slice</b>  <div> <div></div> <div></div> <div></div> <div></div> </div>	<b>Rusty Cleaver</b>  <div> <div>d6/d8</div> <div>Medium</div> </div>	<b>Ursula's Staff</b>  <div> <div></div> <div></div> <div></div> </div>	<b>Diseased</b> <i>HP cannot be raised above 1.</i> <b>Clear:</b> STR Save after Long Rest
<b>Ninja Robes</b>  <div> <div></div> <div></div> <div></div> </div>	<b>Lantern</b>  <div> <div></div> <div></div> <div></div> </div>	<b>Grappling Hook</b>  <div> <div></div> <div></div> <div></div> </div>	<b>Nunchaku</b>  <div> <div>d6</div> <div>Light</div> </div>	<b>Diseased</b> <i>HP cannot be raised above 1.</i> <b>Clear:</b> STR Save after Long Rest
<b>★ Snake Fang</b>  <div> <div>d6/d8</div> <div>Medium</div> </div>	<b>Rusty Key</b>  <div> <div></div> <div></div> <div></div> </div>	<b>Puzzle Piece</b>  <div> <div></div> <div></div> <div></div> </div>	<b>Nunchaku</b>  <div> <div>d6</div> <div>Light</div> </div>	<b>Diseased</b> <i>HP cannot be raised above 1.</i> <b>Clear:</b> STR Save after Long Rest
<b>Faerie's Heart</b>  <div> <div></div> <div></div> <div></div> </div>	<b>Treasure Map</b>  <div> <div></div> <div></div> <div></div> </div>	<b>Sai</b>  <div> <div>d6</div> <div>Light</div> </div>	<b>Sai</b>  <div> <div>d6</div> <div>Light</div> </div>	<b>Diseased</b> <i>HP cannot be raised above 1.</i> <b>Clear:</b> STR Save after Long Rest
<b>Blue Cheese</b>  <div> <div></div> <div></div> <div></div> </div>	<b>Chess Piece</b>  <div> <div></div> <div></div> <div></div> </div>	<b>Silver Ring</b>  <div> <div></div> <div></div> <div></div> </div>	<b>Katana</b>  <div> <div>d6/d8</div> <div>Medium</div> </div>	<b>Diseased</b> <i>HP cannot be raised above 1.</i> <b>Clear:</b> STR Save after Long Rest
<b>★ Undeath</b>  <div> <div></div> <div></div> <div></div> </div>	<b>★</b>  <div> <div></div> <div></div> <div></div> </div>	<b>Gold Brooch</b>  <div> <div></div> <div></div> <div></div> </div>	<b>Katana</b>  <div> <div>d6/d8</div> <div>Medium</div> </div>	<b>Diseased</b> <i>HP cannot be raised above 1.</i> <b>Clear:</b> STR Save after Long Rest
<b>Ladder</b>  <div> <div></div> <div></div> <div></div> </div>	<b>Bottle Cap Armour</b>  <div> <div>1 def</div> <div></div> <div></div> <div></div> <div></div> </div>	<b>Silver Spoon</b>  <div> <div></div> <div></div> <div></div> </div>	<b>Emerald Earrings</b>  <div> <div></div> <div></div> <div></div> </div>	

<b>Ceremonial Dagger</b>  <b>Light</b>	<b>Engraved Staff</b>  <b>Light</b>	<b>Tumblefolk Egg</b>  	<b>Shovel</b>  <b>Medium</b>	<b>Torches</b>  
<b>Worm Whistle</b>  	<b>Silver Ladle</b>  	<b>Tumblefolk Egg</b>  	<b>Shovel</b>  <b>Medium</b>	<b>Lantern</b>  
<b>Royal Crown</b>  			<b>Shovel</b>  <b>Medium</b>	<b>Rations</b>  
<b>Sludge Coated</b> <i>When gained, mark usage on all items in Paw/Body slots.</i>	<b>Sludge Coated</b> <i>When gained, mark usage on all items in Paw/Body slots.</i>	<b>Sludge Coated</b> <i>When gained, mark usage on all items in Paw/Body slots.</i>	<b>Sludge Coated</b> <i>When gained, mark usage on all items in Paw/Body slots.</i>	<b>Sludge Coated</b> <i>When gained, mark usage on all items in Paw/Body slots.</i>
<b>Clear:</b> A nice hot bath	<b>Clear:</b> A nice hot bath	<b>Clear:</b> A nice hot bath	<b>Clear:</b> A nice hot bath	<b>Clear:</b> A nice hot bath
<b>Sludge Coated</b> <i>When gained, mark usage on all items in Paw/Body slots.</i>	<b>Sludge Coated</b> <i>When gained, mark usage on all items in Paw/Body slots.</i>	<b>Sludge Coated</b> <i>When gained, mark usage on all items in Paw/Body slots.</i>	<b>Sludge Coated</b> <i>When gained, mark usage on all items in Paw/Body slots.</i>	<b>Sludge Coated</b> <i>When gained, mark usage on all items in Paw/Body slots.</i>
<b>Clear:</b> A nice hot bath	<b>Clear:</b> A nice hot bath	<b>Clear:</b> A nice hot bath	<b>Clear:</b> A nice hot bath	<b>Clear:</b> A nice hot bath
<b>Sludge Coated</b> <i>When gained, mark usage on all items in Paw/Body slots.</i>	<b>Sludge Coated</b> <i>When gained, mark usage on all items in Paw/Body slots.</i>	<b>Sludge Coated</b> <i>When gained, mark usage on all items in Paw/Body slots.</i>	<b>Sludge Coated</b> <i>When gained, mark usage on all items in Paw/Body slots.</i>	<b>Sludge Coated</b> <i>When gained, mark usage on all items in Paw/Body slots.</i>
<b>Clear:</b> A nice hot bath	<b>Clear:</b> A nice hot bath	<b>Clear:</b> A nice hot bath	<b>Clear:</b> A nice hot bath	<b>Clear:</b> A nice hot bath
<b>Chitin Armour</b>  3-in-6 chance of reflecting magic damage	<b>Chitin Armour</b>  3-in-6 chance of reflecting magic damage	<b>Clockwork Piece</b>  		

<b>Sparkly Marble</b>  <b>Sparkly Marble</b>  <b>Glowing Chalk</b>  <b>Book Page</b>  <b>Book Page</b>  <b>Melted</b> <i>Disadvantage on STR Saves. Can pass through narrow gaps.</i> <b>Clear:</b> Gain three Exhausted conditions <b>Pe3 Dispenser</b> 	<b>Mint Chewing Gum</b>  <b>Mint Chewing Gum</b>  <b>Glowing Tomato</b>  <b>Book Page</b>  <b>Book Page</b>  <b>Melted</b> <i>Disadvantage on STR Saves. Can pass through narrow gaps.</i> <b>Clear:</b> Gain three Exhausted conditions <b>Pe3 Dispenser</b> 	<b>Bath Bomb</b>  <b>Bath Bomb</b>  <b>Glowing Tomato</b>  <b>Book Page</b>  <b>Book Page</b>  <b>Melted</b> <i>Disadvantage on STR Saves. Can pass through narrow gaps.</i> <b>Clear:</b> Gain three Exhausted conditions <b>Moth Chrysalis</b> 	<b>Fish Bone Rapier</b>  <b>Fish Bone Rapier</b>  <b>Glowing Tomato</b>  <b>Glowing Tomato</b>  <b>Mellow</b> <i>Disadvantage on WIL Saves. Must pass WIL Save to take aggressive actions.</i> <b>Clear:</b> After long rest <b>Melted</b> <i>Disadvantage on STR Saves. Can pass through narrow gaps.</i> <b>Clear:</b> Gain three Exhausted conditions	<b>Green Vial</b>  <b>Pink Vial</b>  <b>Yellow Vial</b>  <b>Chemical Chalice</b>  <b>Mellow</b> <i>Disadvantage on WIL Saves. Must pass WIL Save to take aggressive actions.</i> <b>Clear:</b> After long rest <b>Melted</b> <i>Disadvantage on STR Saves. Can pass through narrow gaps.</i> <b>Clear:</b> Gain three Exhausted conditions
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# Song of the Frogacle



Paperboat



Steamboat



Runeboat



Rat-rocket



The Pack

Goldfish Scales



Goldfish Scales



Goldfish Scales



Golden Eye



Brass Telescope



Goldfish Scales



Goldfish Scales



Goldfish Scales



Golden Eye



Jar of Ectoplasm



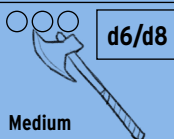
Participation Cert.



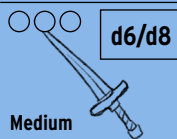
Participation Cert.



Axe



Sword



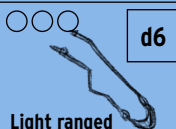
★



Winner's Trophy



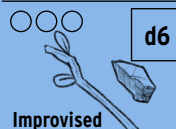
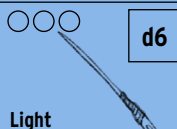
Sling



Stones



Needle



Frogacle's Curse

While in water, take d6 damage per round.

Frogacle's Curse

While in water, take d6 damage per round.

Frogacle's Curse

While in water, take d6 damage per round.

Frogacle's Curse

While in water, take d6 damage per round.

Frogacle's Curse

While in water, take d6 damage per round.

Clear: Next annual race

Clear: Next annual race

Clear: Next annual race

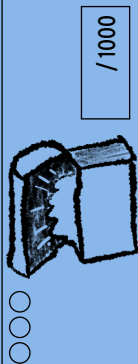
Clear: Next annual race

Clear: Next annual race

Large Chest



Large Chest



Oar



Oar



Oar





# The Ticking Tower

## Item and Common Cards

<b>Spring ladder</b> 	<b>Memory Candle</b> 	<b>Quill and Ink</b> 	<b>Spider Eyes</b> 	<b>Spider Eyes</b> 
<b>Clockmakers Tools</b> 	<b>Alarm Clock</b> 	<b>Automata Blueprints</b> 	<b>Glowing Liquid</b> 	<b>Glowing Liquid</b> 
<b>Glass Tuning Fork</b> 	<b>Silver Key</b> 	<b>Copper Scissors</b> 	<b>Golden Acorn</b> 	
<b>Sticky Web</b> <i>Must be placed over an inventory item, if able. That item cannot be used.</i>	<b>Sticky Web</b> <i>Must be placed over an inventory item, if able. That item cannot be used.</i>	<b>Sticky Web</b> <i>Must be placed over an inventory item, if able. That item cannot be used.</i>	<b>Sticky Web</b> <i>Must be placed over an inventory item, if able. That item cannot be used.</i>	<b>Sticky Web</b> <i>Must be placed over an inventory item, if able. That item cannot be used.</i>
<b>Clear:</b> Clean for a Turn	<b>Clear:</b> Clean for a Turn	<b>Clear:</b> Clean for a Turn	<b>Clear:</b> Clean for a Turn	<b>Clear:</b> Clean for a Turn
<b>Timesick (fast)</b> <i>Move very quickly, but consume rations and light sources twice as fast.</i>	<b>Timesick (fast)</b> <i>Move very quickly, but consume rations and light sources twice as fast.</i>	<b>Timesick (slow)</b> <i>Move sluggishly, but consume rations and light sources half as often.</i>	<b>Timesick (slow)</b> <i>Move sluggishly, but consume rations and light sources half as often.</i>	<b>Sticky Web</b> <i>Must be placed over an inventory item, if able. That item cannot be used.</i>
<b>Clear:</b> Next new moon (in real life, not game)	<b>Clear:</b> Next new moon (in real life, not game)	<b>Clear:</b> Next full moon (in real life, not game)	<b>Clear:</b> Next full moon (in real life, not game)	<b>Clear:</b> Clean for a Turn
<b>Timesick (fast)</b> <i>Move very quickly, but consume rations and light sources twice as fast.</i>	<b>Timesick (fast)</b> <i>Move very quickly, but consume rations and light sources twice as fast.</i>	<b>Timesick (slow)</b> <i>Move sluggishly, but consume rations and light sources half as often.</i>	<b>Timesick (slow)</b> <i>Move sluggishly, but consume rations and light sources half as often.</i>	<b>Sticky Web</b> <i>Must be placed over an inventory item, if able. That item cannot be used.</i>
<b>Clear:</b> Next new moon (in real life, not game)	<b>Clear:</b> Next new moon (in real life, not game)	<b>Clear:</b> Next full moon (in real life, not game)	<b>Clear:</b> Next full moon (in real life, not game)	<b>Clear:</b> Clean for a Turn
<b>Hour Hand</b> 	<b>Minute Hand</b> 	<b>Clockwork Effigy</b> 	<b>Gravity Hourglass</b> 	



<b>Silver Dagger</b> <div>○○○</div> <div>d6</div>  <div>Light</div>	<b>Silver Dagger</b> <div>○○○</div> <div>d6</div>  <div>Light</div>	<b>Royal Portrait</b> <div>○○○</div> 	<b>Royal Portrait</b> <div>○○○</div> 	<b>Silver Key</b> <div>○○○</div> 
<b>Peppermint Oil</b> <div>○○○</div> 	<b>Peppermint Oil</b> <div>○○○</div> 	<b>Royal Portrait</b> <div>○○○</div> 	<b>Royal Portrait</b> <div>○○○</div> 	<b>Soot King's Crown</b> <div>○○○</div> 
<b>Fossilised Bird Egg</b> <div>○○○</div> 	<b>Fossilised Bird Egg</b> <div>○○○</div> 	<b>Royal Portrait</b> <div>○○○</div> 	<b>Royal Portrait</b> <div>○○○</div> 	<b>Torches</b> <div>○○○</div> 
<b>★</b> <div>○○○</div> 	<b>★</b> <div>○○○</div> 	<b>Rations</b> <div>○○○</div> 	<b>Rations</b> <div>○○○</div> 	<b>Torches</b> <div>○○○</div> 
<b>Burned</b> <i>When gained, take 1 damage for each Burned Condition, including this one.</i> <b>Clear:</b> Take a cold bath	<b>Burned</b> <i>When gained, take 1 damage for each Burned Condition, including this one.</i> <b>Clear:</b> Take a cold bath	<b>Burned</b> <i>When gained, take 1 damage for each Burned Condition, including this one.</i> <b>Clear:</b> Take a cold bath	<b>Burned</b> <i>When gained, take 1 damage for each Burned Condition, including this one.</i> <b>Clear:</b> Take a cold bath	<b>Burned</b> <i>When gained, take 1 damage for each Burned Condition, including this one.</i> <b>Clear:</b> Take a cold bath
<b>Burned</b> <i>When gained, take 1 damage for each Burned Condition, including this one.</i> <b>Clear:</b> Take a cold bath	<b>Burned</b> <i>When gained, take 1 damage for each Burned Condition, including this one.</i> <b>Clear:</b> Take a cold bath	<b>Burned</b> <i>When gained, take 1 damage for each Burned Condition, including this one.</i> <b>Clear:</b> Take a cold bath	<b>Burned</b> <i>When gained, take 1 damage for each Burned Condition, including this one.</i> <b>Clear:</b> Take a cold bath	<b>Burned</b> <i>When gained, take 1 damage for each Burned Condition, including this one.</i> <b>Clear:</b> Take a cold bath
<b>Golden Fishhook</b> <div>○○○</div> <div>d10</div>  <div>Heavy</div>	<b>Golden Fishhook</b> <div>○○○</div> <div>d10</div>  <div>Heavy</div>	<b>Box of Skulls</b> <div>○○○</div> 		
			<b>Silver Statue</b> <div>○○○</div> 	<b>Tattered Balloon</b> <div>○○○</div> 

# The Wizard of Arms and Armour

## Item and Common Cards

<b>Carving Tools</b> 	<b>Sugar Packet</b> 	<b>Coffee Beans</b> 	<b>Gold Ring</b> 	<b>Jar of Poison</b> 
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<b>Carving Tools</b> 	<b>Sugar Packet</b> 	<b>Coffee Beans</b> 	<b>Obsidian Shards</b> 	<b>Jar of Poison</b> 
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<b>★ Animate Armour</b> 	<b>★ Cloud, Invisibility</b> 	<b>★ Enchanted Sleep</b> 	<b>★ Fireball</b> 	<b>Voice of Bat</b> 
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<b>★</b> 	<b>★</b> 	<b>★</b> 	<b>★</b> 	<b>★</b> 
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<b>Numb</b> <i>Clumsy. Make a DEX Save or perform actions at half speed.</i> <b>Clear:</b> After long rest	<b>Numb</b> <i>Clumsy. Make a DEX Save or perform actions at half speed.</i> <b>Clear:</b> After long rest	<b>Numb</b> <i>Clumsy. Make a DEX Save or perform actions at half speed.</i> <b>Clear:</b> After long rest	<b>Numb</b> <i>Clumsy. Make a DEX Save or perform actions at half speed.</i> <b>Clear:</b> After long rest	<b>★</b> 
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<b>Enchanted Sleep</b> <i>Powerful hibernation almost impossible to wake from.</i> <b>Clear:</b> Break the spell tablet that cast it	<b>Enchanted Sleep</b> <i>Powerful hibernation almost impossible to wake from.</i> <b>Clear:</b> Break the spell tablet that cast it	<b>Enchanted Sleep</b> <i>Powerful hibernation almost impossible to wake from.</i> <b>Clear:</b> Break the spell tablet that cast it	<b>Enchanted Sleep</b> <i>Powerful hibernation almost impossible to wake from.</i> <b>Clear:</b> Break the spell tablet that cast it	<b>★</b> 
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<b>Onate chest</b> 	<b>Heavy Wooden Chest</b> 	<b>★</b> 	<b>Light Armour</b> 
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<b>Pickaxe</b>  <div>d6/d8</div> Medium	<b>Pickaxe</b>  <div>d6/d8</div> Medium	<b>Pickaxe</b>  <div>d6/d8</div> Medium	<b>Bejeweled Tooth</b> 	<b>Plump Mushroom</b> 
<b>Crystal Fragments</b> 	<b>Crystal Fragments</b> 	<b>Crystal Fragments</b> 	<b>Dream-stuff</b> 	<b>Plump Mushroom</b> 
<b>Big Ears</b> <i>Advantage on Saves to hear things.</i>  Clear: Permanent?	<b>Zap Whiskers</b> <i>Can force creatures within bite range to make a WIL Save or be stunned a round.</i>  Clear: Permanent?	<b>Shroom Growth</b> <i>Produce d3 uses of rations per day.</i>  Clear: Permanent?	<b>Ember Sphere</b> 	<b>Moth Dust</b> 
<b>Spore Breath</b> <i>Once per day, fill moderately-sized room with dark, vision-obscuring spores.</i>  Clear: Permanent?	<b>Pet Shadowpod</b> <i>Summon shadowpod from ear. Follows simple commands, and loves belly rubs.</i>  Clear: Permanent?	<b>Squirming Face</b> <i>Once per day, give a creature the Frightened Condition.</i>  Clear: Permanent?	★ 	<b>Moth Dust</b> 
<b>Big Ears</b> <i>Advantage on Saves to hear things.</i>  Clear: Permanent?	<b>Zap Whiskers</b> <i>Can force creatures within bite range to make a WIL Save or be stunned for a round.</i>  Clear: Permanent?	<b>Shroom Growth</b> <i>Produce d3 uses of rations per day.</i>  Clear: Permanent?	★ 	<b>Cursed Mushroom</b> 
<b>Spore Breath</b> <i>Once per day, fill moderately-sized room with dark, vision-obscuring spores.</i>  Clear: Permanent?	<b>Pet Shadowpod</b> <i>Summon shadowpod from ear. Follows simple commands, and loves belly rubs.</i>  Clear: Permanent?	<b>Squirming Face</b> <i>Once per day, give a creature the Frightened Condition.</i>  Clear: Permanent?	<b>Glowing Opal</b> 	
<b>Skull Helmet</b>  <div>1 def</div>	<b>Skull Helmet</b>  <div>1 def</div>	<b>Moth Idol</b> 	<b>Moth Larvae</b> 	<b>Sledgehammer</b>  <div>d10</div> Heavy

