

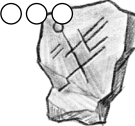




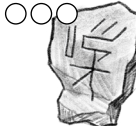


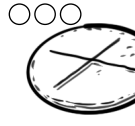
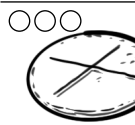








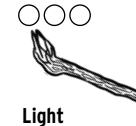
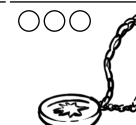





















The Chapel of Eternal Peace

Item and Common Cards





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

Item and Common Cards

















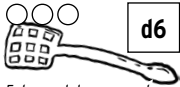


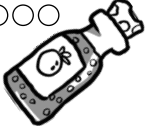
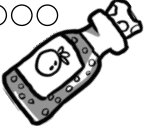



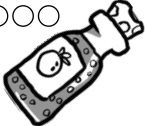
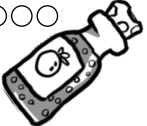



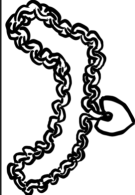


Emberleaf	Emberleaf	Emberleaf	Emberleaf	Ember Gem
				
Emberleaf	Emberleaf	Emberleaf	Emberleaf	Golden Leaf
				
Fossilised Sap	Fossilised Sap	Fine Soot Powder		Caterpillar Crown
				
Fossilised Sap	Fossilised Sap	Fine Soot Powder		
				

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


Carapace Shield	Carapace Shield	Thunder Spear	Thunder Spear	
				
1 def	1 def	d10	d10	
Electrical damage is Impaired	Electrical damage is Impaired	Damages DEX Heavy	Damages DEX Heavy	

Fruit of the Orchard

Item and Common Cards

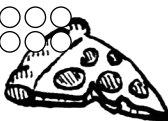
Blackberry Jam	Beeswax Candle	Silver Sickle	Spool of Twine	
○○○ 	○○○ 	○○○  <div>d6</div>	○○○ 	○○○
Blackberry Jam	Beeswax Candle	Silver Sickle	Spool of Twine	
○○○ 	○○○ 	○○○  <div>d6</div>	○○○ 	○○○
Flywheel	Pocket Watch	Lucea's Heart	★	
○○○ 	○○○ 	○○○ 	○○○ 	○○○
Feasting Horn	Wheel of Brie	Golden Mask	Butterfly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

Pip purse

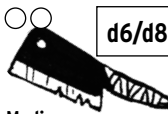


/ 250

Pizza Slice




Rusty Cleaver



d6/d8

Medium

Ursula's Staff



Diseased

HP cannot be raised above 1.

Clear: STR Save after Long Rest

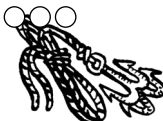
Ninja Robes



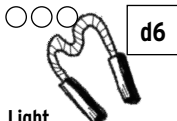
Lantern



Grappling Hook



Nunchaku



d6

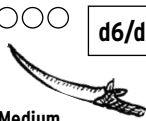
Light

Diseased

HP cannot be raised above 1.

Clear: STR Save after Long Rest

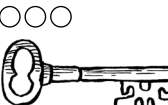
★ Snake Fang



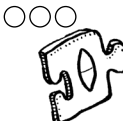
d6/d8

Medium

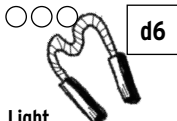
Rusty Key



Puzzle Piece



Nunchaku



d6

Light

Diseased

HP cannot be raised above 1.

Clear: STR Save after Long Rest

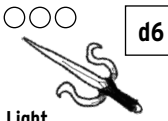
Faerie's Heart



Treasure Map



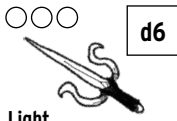
Sai



d6

Light

Sai



d6

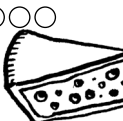
Light

Diseased

HP cannot be raised above 1.

Clear: STR Save after Long Rest

Blue Cheese



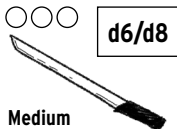
Chess Piece



Silver Ring



Katana



d6/d8


Medium

Diseased

HP cannot be raised above 1.

Clear: STR Save after Long Rest

★ Undeath



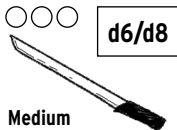
★



Gold Brooch



Katana



d6/d8

Medium

Diseased

HP cannot be raised above 1.

Clear: STR Save after Long Rest

Ladder



1 def



Bottle Cap Armour







Silver Spoon


















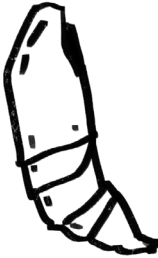










Emerald Earrings





Ceremonial Dagger <div>○○○</div> <div></div> <div>d6</div> <div>Light</div>	Engraved Staff <div>○○○</div> <div></div> <div>d6</div> <div>Light</div>	Tumblefolk Egg <div>○○○</div> <div></div> <div></div> <div></div>	Shovel <div>○○○</div> <div></div> <div>d6/d8</div> <div>Medium</div>	Torches <div>○○○</div> <div></div> <div></div> <div></div>
Worm Whistle <div>○○○</div> <div></div> <div></div> <div></div>	Silver Ladle <div>○○○</div> <div></div> <div></div> <div></div>	Tumblefolk Egg <div>○○○</div> <div></div> <div></div> <div></div>	Shovel <div>○○○</div> <div></div> <div>d6/d8</div> <div>Medium</div>	Lantern <div>○○○</div> <div></div> <div></div> <div></div>
Royal Crown <div>○○○</div> <div></div> <div></div> <div></div>			Shovel <div>○○○</div> <div></div> <div>d6/d8</div> <div>Medium</div>	Rations <div>○○○</div> <div></div> <div></div> <div></div>
Sludge Coated <i>When gained, mark usage on all items in Paw/Body slots.</i>	Sludge Coated <i>When gained, mark usage on all items in Paw/Body slots.</i>	Sludge Coated <i>When gained, mark usage on all items in Paw/Body slots.</i>	Sludge Coated <i>When gained, mark usage on all items in Paw/Body slots.</i>	Sludge Coated <i>When gained, mark usage on all items in Paw/Body slots.</i>
Clear: A nice hot bath	Clear: A nice hot bath	Clear: A nice hot bath	Clear: A nice hot bath	Clear: A nice hot bath
Sludge Coated <i>When gained, mark usage on all items in Paw/Body slots.</i>	Sludge Coated <i>When gained, mark usage on all items in Paw/Body slots.</i>	Sludge Coated <i>When gained, mark usage on all items in Paw/Body slots.</i>	Sludge Coated <i>When gained, mark usage on all items in Paw/Body slots.</i>	Sludge Coated <i>When gained, mark usage on all items in Paw/Body slots.</i>
Clear: A nice hot bath	Clear: A nice hot bath	Clear: A nice hot bath	Clear: A nice hot bath	Clear: A nice hot bath
Sludge Coated <i>When gained, mark usage on all items in Paw/Body slots.</i>	Sludge Coated <i>When gained, mark usage on all items in Paw/Body slots.</i>	Sludge Coated <i>When gained, mark usage on all items in Paw/Body slots.</i>	Sludge Coated <i>When gained, mark usage on all items in Paw/Body slots.</i>	Sludge Coated <i>When gained, mark usage on all items in Paw/Body slots.</i>
Clear: A nice hot bath	Clear: A nice hot bath	Clear: A nice hot bath	Clear: A nice hot bath	Clear: A nice hot bath
Chitin Armour <div>○○○</div> <div></div> <div>1 def</div> <div>3-in-6 chance of reflecting magic damage</div>	Chitin Armour <div>○○○</div> <div></div> <div>1 def</div> <div>3-in-6 chance of reflecting magic damage</div>	Clockwork Piece <div>○○○</div> <div></div> <div></div> <div></div>		

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



Paperboat



Steamboat



Runeboat

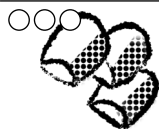


Rat-rocket

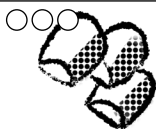


The Pack

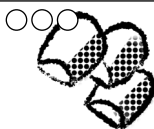
Goldfish Scales



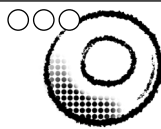
Goldfish Scales



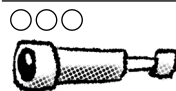
Goldfish Scales



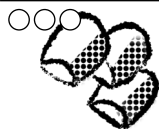
Golden Eye



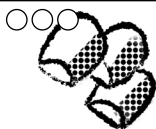
Brass Telescope



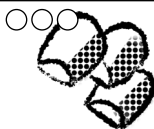
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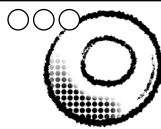
Goldfish Scales



Goldfish Scales



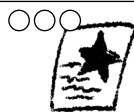
Golden Eye



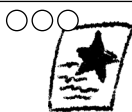
Jar of Ectoplasm



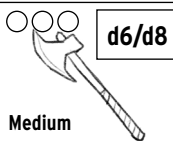
Participation Cert.



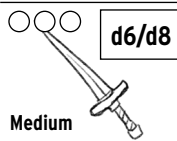
Participation Cert.



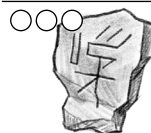
Axe



Sword



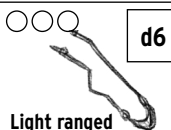
★



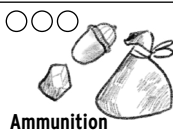
Winner's Trophy



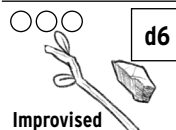
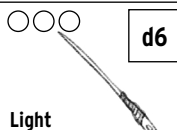
Sling



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

Oar



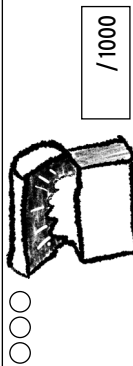
Oar



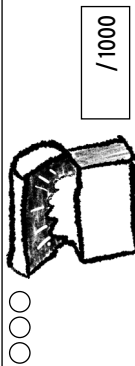
Oar



Large Chest










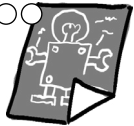


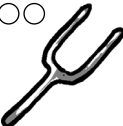
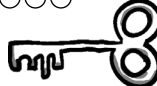






Large Chest


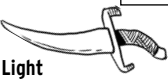





















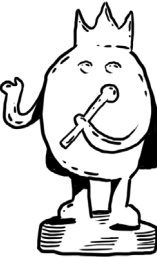



Item and Common Cards

The Ticking Tower

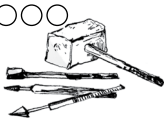




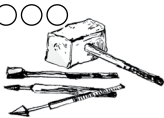





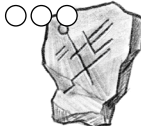
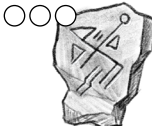



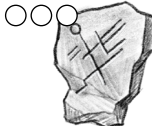
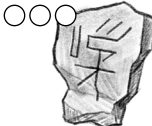
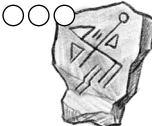
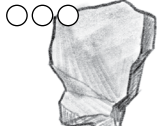
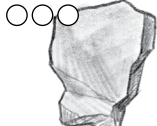
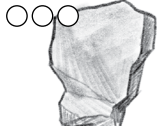
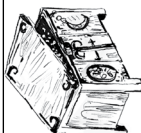



Item and Common Cards

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

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

The Wizard of Arms and Armour

Item and Common Cards

Carving Tools 	Sugar Packet 	Coffee Beans 	Gold Ring 	Jar of Poison 
Carving Tools 	Sugar Packet 	Coffee Beans 	Obsidian Shards 	Jar of Poison 
★ Animate Armour 	★ Cloud, Invisibility 	★ Enchanted Sleep 	★ Fireball 	Voice of Bat 
★ 	★ 	★ 	★ 	★ 
Numb <i>Clumsy. Make a DEX Save or perform actions at half speed.</i> Clear: After long rest	Numb <i>Clumsy. Make a DEX Save or perform actions at half speed.</i> Clear: After long rest	Numb <i>Clumsy. Make a DEX Save or perform actions at half speed.</i> Clear: After long rest	Numb <i>Clumsy. Make a DEX Save or perform actions at half speed.</i> Clear: After long rest	★ 
Enchanted Sleep <i>Powerful hibernation almost impossible to wake from.</i> Clear: Break the spell tablet that cast it	Enchanted Sleep <i>Powerful hibernation almost impossible to wake from.</i> Clear: Break the spell tablet that cast it	Enchanted Sleep <i>Powerful hibernation almost impossible to wake from.</i> Clear: Break the spell tablet that cast it	Enchanted Sleep <i>Powerful hibernation almost impossible to wake from.</i> Clear: Break the spell tablet that cast it	★ 
Onate chest 	Heavy Wooden Chest 	★ 	Light Armour 	

Pickaxe  <div>d6/d8</div> Medium	Pickaxe  <div>d6/d8</div> Medium	Pickaxe  <div>d6/d8</div> Medium	Bejeweled Tooth 	Plump Mushroom 
Crystal Fragments 	Crystal Fragments 	Crystal Fragments 	Dream-stuff 	Plump Mushroom 
Big Ears <i>Advantage on Saves to hear things.</i> Clear: Permanent?	Zap Whiskers <i>Can force creatures within bite range to make a WIL Save or be stunned a round.</i> Clear: Permanent?	Shroom Growth <i>Produce d3 uses of rations per day.</i> Clear: Permanent?	Ember Sphere 	Moth Dust 
Spore Breath <i>Once per day, fill moderately-sized room with dark, vision-obscuring spores.</i> Clear: Permanent?	Pet Shadowpod <i>Summon shadowpod from ear. Follows simple commands, and loves belly rubs.</i> Clear: Permanent?	Squirming Face <i>Once per day, give a creature the Frightened Condition.</i> Clear: Permanent?	★ 	Moth Dust 
Big Ears <i>Advantage on Saves to hear things.</i> Clear: Permanent?	Zap Whiskers <i>Can force creatures within bite range to make a WIL Save or be stunned for a round.</i> Clear: Permanent?	Shroom Growth <i>Produce d3 uses of rations per day.</i> Clear: Permanent?	★ 	Cursed Mushroom 
Spore Breath <i>Once per day, fill moderately-sized room with dark, vision-obscuring spores.</i> Clear: Permanent?	Pet Shadowpod <i>Summon shadowpod from ear. Follows simple commands, and loves belly rubs.</i> Clear: Permanent?	Squirming Face <i>Once per day, give a creature the Frightened Condition.</i> Clear: Permanent?	Glowing Opal 	
Skull Helmet  <div>1 def</div>	Skull Helmet  <div>1 def</div>	Moth Idol 	Moth Larvae 	Sledgehammer  <div>d10</div> Heavy

