

SKOLDUR



HAMMER STARTING TILE

Timing: Hero-Attack Roll

Before the roll: You may spend 1 Dwurt token to deal 1 additional Damage during the Hero Attack step.



Raw Euthium note: If mined, and you spend 1 Dwurt token, choose any 1 Gem to take, except Diamond or Demon Stone.



WOODEN SHIELD STARTING TILE

Timing: After Monster-Attack Roll

The Monster's Combat Value is reduced by 3. Also, the Hero's Combat Value is reduced by 2 during the next Hero Attack of this Combat.



4 DOUBLE AXE

Timing: Hero-Attack Roll

Before the roll: You may spend 1 Dwurt token to deal 1 additional Damage during the Hero Attack step.



0 TUNNELS

Timing: Outside of Combat on a Mining hex

Teleport to another Mining hex up to 4 hexes away.



4 MOORGOT'S FATE

Timing: Outside of Combat

Choose one of the following options:

- ◆ Spend 2 Dwurt tokens to receive 3 Move points.
- ◆ Roll the Dwurt die. Continue to add to the rolled result as normal.



0 TREASURE HUNTER

Timing: Outside of Combat on a Treasure hex that does not have your Hero token placed there.

Choose one of the following options:

- ◆ If the hex currently contains a Hero Token of another player, you may find 1 Treasure, i.e. draw the top Treasure tile from the appropriate Treasure stack. Place your Hero token on the hex. The other Hero token remains on that hex.
- ◆ If the hex currently does not contain any Hero tokens, you may find two Treasures, i.e. draw the top 2 Treasure tiles from the appropriate Treasure stack. Place your Hero token on the hex as usual.



6 MOORGOT'S DILEMMA

Choose one of the following options:

- ◆ **Outside of Combat:** Receive 1 Move point and heal by 1.
- ◆ **Before Hero-Attack Roll:** You may spend 1 Dwurt token to add 2 to the Hero's Combat Value. Also, deal 1 additional Damage after the Hero's Final Combat Value is determined.



The Threat of Mirrezil note: If a Hero invokes Defense Magic on a hex that contains two Hero tokens, only the Hero invoking gets to keep their Hero token on the hex. Remove the Hero token owned by another player and place it on the Scenario/Trade board under the Round track. It will be used during Final Scoring as usual.

6 BATTLE CRY

Timing: Anytime effect

Choose any die except the Die of Hope or Dwurt die and turn it to the opposite side.

For example: A die of value 2 is turned to show a value of 5.



2 GUMRAN'S PATH

Timing: Outside of Combat, immediately after your Combat or Mining Action ends

Receive 1 Dwurt token.



9 HIDDEN PASSAGES

Timing: Outside of Combat at a Place of Trade or on a Mining hex

Teleport to another Mining hex or Place of Trade up to 5 hexes away.



2 MINE LORD

Timing: Outside of Combat on a Mining hex

Action: Mining

In addition to the Mining Action, you may spend 1 Dwurt token to immediately take 1 Gem token of the type depicted on the tile you just mined. **For example:** You mine a Raw Ruby, then you spend 1 Dwurt token to take 1 Ruby Gem.



9 LIGHT CROSSBOW

Timing: First Strike

Before the roll: You may spend 1 Dwurt token to add 3 to your Combat Value. Also, the Monster's Combat Value is reduced by 2 during the next Monster Attack of this Combat.



12 GROMIR'S MACE

Timing: Hero-Attack Roll

Before the roll: You may spend 2 Dwurt tokens to deal 3 additional Damage during the Hero Attack step.

Additionally, according to the Hero's Final Combat Value, reduce the Monster's Combat Value by the corresponding value during the **next** Monster Attack of this Combat.



12 DWARVEN SHIELD

Timing: After Monster-Attack Roll

You may spend 1 Dwurt token to reduce the Injuries inflicted on you by 1.

The Monster's Combat Value is reduced by 4. Also, the Hero's Combat Value is reduced by 2 during the **next** Hero Attack of this Combat.



15 DOUBLE CAPACITY

Timing: Permanent effect

Each of your available Sacks can hold up to 2 Items (instead of 1).



15 REDEMPTION

Timing: Anytime effect

Choose one of the following options:

- ◆ After spending a Dwurt token for another effect, heal by 2.
For example: You spend a Dwurt token to modify a roll or to receive a benefit from another tile, then you use Redemption to heal by 2.
- ◆ Receive a Dwurt token.



18 AZZATIR'S AXE

Timing: Hero-Attack Roll

Before the roll: You may spend 1 Dwurt token to deal 2 additional Damage during the Hero Attack step.



18 FORGED POWER

Timing: Permanent effect

Spend a Dwurt token to use one of the following effects:

- ◆ **During or outside of Combat:** Add 4 to any Hero Roll.
- ◆ **After the Monster-Attack Roll:** Subtract 4 from the Monster's Combat Value.
- ◆ **Outside of Combat:** Receive 1 Move point.



21 AZZATIR'S PRAYER

Timing: Outside of Combat

Pay 2 Gold to gain 1 Reputation.



21 HEAVY CROSSBOW

Timing: First Strike

Before the roll: You may spend 1 Dwurt token to add 4 to your Combat Value.

Also, the Monster's Combat Value is reduced by 3 during the **next** Monster Attack of this Combat.



25 GUMRAN'S STANCE

Timing: Permanent effect

Subtract 2 from each Monster's Combat Value of each Combat Round.



30 BATTLE HAMMER

Timing: Hero-Attack Roll

Before the roll: You may spend 1 Dwurt token to deal 1 additional Damage during the Hero Attack step.



35 GROMIR'S SHIELD

Timing: After Monster-Attack Roll

You may spend 2 Dwurt tokens to reduce the Injuries inflicted on you by an additional 3 (for a total reduction of 4, see below).

Reduce the Injuries inflicted on you by 1. Also, subtract 2 from the Hero's Combat Value during the **next** Hero Attack of this Combat.



40 SKULL CRASHER

Timing: Hero-Attack Roll

Before the roll: You may spend 1 Dwurt token to deal 3 additional Damage during the Hero Attack step.



Additionally, according to the Hero's Final Combat Value, the Monster's Combat Value is reduced by the corresponding value during the **next** Monster Attack of this Combat.

