

The Elixir of Life



Item - Instant

Use this card when you are activating the hero with at least 1 Wound left. The hero recovers 3 Wounds.

This elixir won't make you stronger, and your eyes won't be more accurate. However, thanks to the Magic of Life contained therein, perhaps your life will be longer...

SPELLCROW® Workshop games sarasota.org

Old Pipe



Item - Permanent

Pipe

Your Leader receives a +1 bonus when issuing an order. If you used up all the orders, you can discard Old Pipe and issue one additional order without bonus.

SPELLCROW® Workshop games sarasota.org

Unlucky Counterfeit



Item - Instant

If your opponent has used any other Instant or Temporary Item Card, use this card. Your opponent's card is canceled. In addition, your opponent must choose one of his models. Chosen model loses 1 Wound. *Misfortune can not stand loneliness...*

SPELLCROW® Workshop games sarasota.org

Darklings Staff



Item - Permanent

Staff

Each of your Mage spells which cause enemy to lose Wounds have a Re-roll. *Compensate for your disadventures with redoubled stubbornness.*

SPELLCROW® Workshop games sarasota.org

The Crystal of Curses



Item - Instant

Use this card when you are activating your Leader. Enemy heroes within a radius of 10 cm from your Leader lose Action Dices.

Among the many forgotten Domains of Magic, the most mischievous seems to be the Domain of Curses. Everything is going well, when suddenly...

SPELLCROW® Workshop games sarasota.org

Swift Shoes



Item - Permanent

Boots

Any movement of your Mage can be increased by 5 cm.

At clean feet they feel light as feather. And toes can fumble at will. But as soon as sweat get to them, in ordinary boots they will change...

SPELLCROW® Workshop games sarasota.org

Dispel



Item - Instant

Use this card when enemy Mage made a successful Magic Test. Enemy spell is immediately dispelled. If you want to return Dispel to your hand, your Mage has to lose 3 Wounds.

For every mite of dark energy there is exactly the same of the light.

SPELLCROW® Workshop games sarasota.org

Long Staff



Item - Permanent

Your Mage spells range is increased by 10 cm.

"Whatever would you do, regardless how much would you try, with longer staff further you will lash."

- Shortlings mages proverb

SPELLCROW® Workshop games sarasota.org

Map of Morten



Item - Permanent

Map

Your Leader receives +1 bonus to LD test during Initiative Phase.

-Past the forest, turn left at big boulders, and then turn right again, and then....
-Scoundrel, give me the map!

SPELLCROW Workshop games and more

Black Seed Beverage



Item - Instant

Use this card when enemy made a successful Charge. The charge is considered failed. Place enemy 1 cm from charge target.

And so, with a handful of rotten seeds and a few crone warts, Osanbith made a delicious beverage for his enemies.

SPELLCROW Workshop games and more

Jar of Spoiled Patissons



Item - Temporary

Put this card on any model at the end of the Initiative Phase. Chosen model loses Action Dice and can not parry attack until end of the Cycle. If chosen model is not the Leader, next Action Dice granted to this model is immediately lost and this card is discarded.

The pain of the stomach came suddenly. Suddenly, a sudden and big winds has broken....

SPELLCROW Workshop games and more

Stray



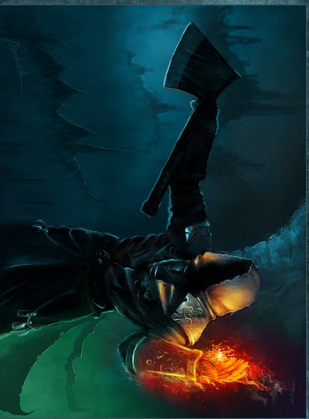
Item - Instant

At the beginning of chosen Cycle, place a Magic Spawn beside your Mage. Follow the rules of "Summoned creatures".

Were my face so noble, or my boots smelled so sweet, that it captured him? I do not know...

SPELLCROW Workshop games and more

Flaming Glove



Item - Instant

Use this card when you are activating any hero. Until the end of the Cycle, all damages dealt by the hero are increased by 2.

Suddenly his hand burst into flames. Then I saw his mocking smile...

SPELLCROW Workshop games and more

Ominous venom



Item - Instant

Use this card when shooting wounded the target. Increase the damage by 3.

"Arctourses of Darklings has no boundaries. Not only they treacherously shot me, but the arrowhead was greased with some stinking goo."
the penultimate words of Jasper, the Bard

SPELLCROW Workshop games and more

Owl of Autumn



Item - Permanent

Before the start of the first Cycle, place Owl marker anywhere on the battlefield. If your Mage is within 20 cm radius from the Owl marker, your Mage may use spells from domain of Earth or from domain of Air.

- Knowledge of the hidden forces of nature is not in the books, but in what surrounds us.

SPELLCROW Workshop games and more

Sydraxian's relic



Item - Temporary

Use this card when you are activating your Mage. Put this card on any model present on battlefield. Chosen model gets +2 WS, +2 S, +2T and -1 W. If chosen model survives to the next Cycle discard this card after it ends.

Brings the power or death. Unfortunately, sometimes both...

SPELLCROW Workshop games and more

Signet of Zerteiz



Item - Permanent

If your Mage as a result of any situation lost 2 or more Wounds roll d6. The result of 5+ means that Mage has lost only 1 Wound. If the test result is 1 discard this card from the game.

*So great power hidden in something so small? I can not buy it?
The more it is worth a steal!*

SPELLCROWD Workshop games & accessories

Mysterious Deepwoods



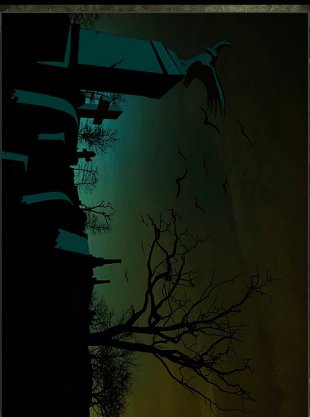
Terrain

Anarchists - start the game with two additional Rage Dices.

Lawful - Leader start the game with one order less.

SPELLCROWD Workshop games & accessories

Haunted Graveyard



Terrain

Evil - start the game with two additional Torment Dices.

Good - start the game with one Blessing Dice less.

SPELLCROWD Workshop games & accessories

Ruins of the Temple



Terrain

Good - start the game with two additional Blessing Dices.

Evil - start the game with one Torment Dice less.

SPELLCROWD Workshop games & accessories

Tarok Cards



Item - Instant

Use this card when you lost Initiative. You win the Initiative. If the first hero activated in the Cycle is a Mage, then casting spells do not cause losing any Wounds.

I always thought that all the diviners, healers and seers are depreciable liars and are not trustworthy.

Cards are telling me that you are going to die soon...

SPELLCROWD Workshop games & accessories

Ancient District



Terrain

Before the start of the game put on this card 3 Action Dices. When Leader of any party has successfully issued an order to a hero, the player can remove one Action Dice from the Ancient District. Removed Action Dice can be issued to any other hero that has no Action Dice and is within Orders range from Leader.

SPELLCROWD Workshop games & accessories

Forest Glade



Terrain

Neutral - start the game with two additional Inspiration Dices.

Lawful and Anarchists - Leader loses Heroism ability (starts the game without an additional Wound point).

SPELLCROWD Workshop games & accessories

Battle Square



Terrain

Lawful - start the game with one additional Battle Tactics Dice

Anarchists - start the game with one Rage Dice less.

SPELLCROWD Workshop games & accessories