

## THE SMITHY

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2 x Smithy Adventure cards.  
10 x Smithy Upgrade cards.  
This Information card.

### THE IDEA

A simple thought was had many moons ago about beefing up the five standard Weapon and Armour cards in the base set, but without the need for flooding the deck with fantastical new types of Sword or making them magical in any way.

### THE MECHANIC

The Smithy is skilled at enhancing the standard metalwork you find for sale in the land of Talisman.

If you have one of these items, and he has the material to carry out the work in the Smithy deck, he will take your 1 gold and present you with a shiny new version.

### OOH SHINY

The "upgrade" card is placed over the original card, making a new "enhanced" version of the original.

The two cards are classed as one, and the item counts as one Object for carrying purposes.

The enhancement cannot be removed, except when the Object is discarded, when the Upgrade card is returned to the Smithy Deck.

### FAQ

**Q.** But there are only 5 Smithy cards and 1 Adventure card?

**A.** Print the sheet twice.

**Q.** What about The Reaper entering the Inner Region?

**A.** Not you again...