

<p>ENEMY 3 ZOMBIE</p>  <p>CRAFT 4 A hideous zombie shrieks a blood-curdling scream. It sounds a bit like "Brain!"</p>		<p>FOLLOWER 5 JINX</p>  <p>Jinx is an unlucky cat, for your opponents. If they are in the same region as you and engage in combat, they must minus 3 from their die roll</p>	
<p>ENEMY 3 SILVERSMOTE</p>  <p>CRAFT 4 This ghoulish fiend can only be harm by sharp objects. If you do not have one, you lose the combat.</p>		<p>PLACE 6 UNMARKED GRAVE</p>  <p>The name of whoever stumbles across this grave appears on the headstone. In 10 Rounds you will die, unless you visit the Enchantress in the City. If another character lands here, a new name is engraved and the countdown starts again.</p>	
<p>ENEMY 3 BLOODGHAST</p>  <p>CRAFT 3 If you lose the combat against this fearsome creature, you lose one life every time you throw a 6 for movement, as blood spurts from your wound. You can be healed by any doctor for 1GP</p>		<p>ENEMY 2 SCRAPWORK MUTT</p>  <p>STRENGTH 3 The metal-loving hound is foraging for scraps in the Graveyard. If you have any metal on you, the dog attacks (or you can just give it one item of metal).</p>	

<p>ENEMY 2</p> <p>TROLL KING</p>  <p>STRENGTH 11</p> <p>The Troll King is scouring the Graveyard looking for minions for his army. If you defeat him, roll a die. 2-6 He regenerates and remains in this space.</p>		<p>STRANGER 4</p> <p>LINGERING SOUL</p>  <p>This soul cannot pass to the next life without a life of yours. If you sacrifice a life, you gain a craft. Once it has a life, it passes to the discard pile.</p>	
<p>EVENT 1</p> <p>DARK SHADOW</p>  <p>You have a creepy feeling that someone is standing over your shoulders. For the next three rounds minus 2 from your movement, as you keep checking behind you.</p>		<p>PLACE 6</p> <p>JACK O' LANTERN</p>  <p>A fiery Jack O' Lantern materialises before your eyes. Its wicked flames embolden all spirits, doubling their craft until you leave the Graveyard. Then this Jack O' Lantern burns out.</p>	
<p>STRANGER 4</p> <p>TASIGUR</p>  <p>Tasigur is amused by your presence in the Graveyard. For each Turn you stay to chat with him, he will repay by instructing the spirits not to attack you for the same number of Turns thereafter.</p>		<p>ENEMY 3</p> <p>PHANTASMAGORIAN</p>  <p>CRAFT 7</p> <p>This creation from the warped mind of some evil sorcerer crawls, slides, slithers, scuttles through the Graveyard, looking for anything to feast on. It sees you as a tasty treat.</p>	

ENEMY 3

ZOMBIE FISH



Place this monstrous beast in the Sea Realm. Do not draw another

CRAFT 12

You must fight this loathsome undead creature!



FOLLOWER 5

KNIGHT OF THE RELIQUARY



The knight has made it her holy mission to rid the world of evil spirits. While she is your follower you may add +2 to your craft. She will not join evil characters.



ENEMY 3

WOE STRIDER



CRAFT 1

You're not sure whether to feel sorry for this mournful skinny being, but when it shrieks and lashes out at you, you have little choice but to fight back.

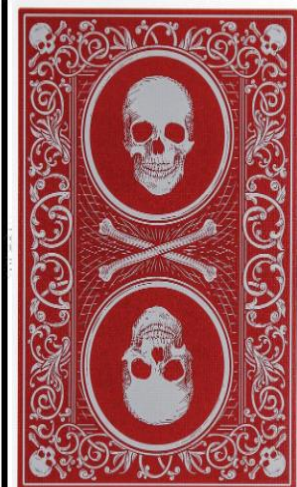


FOLLOWER 5

ARCLIGHT



Arclight brings brightness and courage wherever she flies. +1 to craft while she is your Follower.



FOLLOWER 5

SET ADRIFT



Put this card on Storm River alongside the Graveyard and move it 1 space in a clockwise direction each Turn. If any character is on an adjacent space the Orcs flee, abandoning the bound ogre. You can release the ogre and he becomes your Follower, adding +2 to Str in combat.



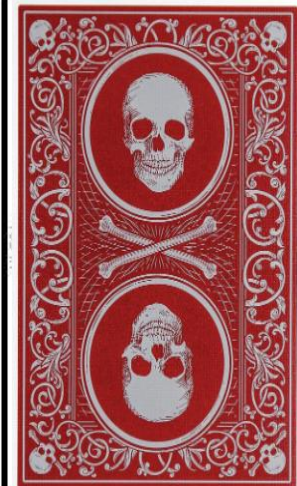
ENEMY 3

ROTTING RATS



CRAFT 2

These zombie rats leap for your neck!



STRANGER 6

FATE WEAVER



The Fate Weaver plays with Fate as you might with a board game. He stops it, he starts it, he changes the rules... If you pay him 1GP, you can have one of these new rules 1 – If you roll a 6, you get another go. 2 – You can eat Followers to gain a strength 3 – You can use a helmet, shield and armour at the same time.



EVENT 1

WEREPARTY



What looks like rampaging werewolves is in fact a fun party. You can join in, and gain a craft from all the lively banter. However, if you roll a 6, the werewolves realise you're not invited, and attack you. Lose a life. Do you want to party?



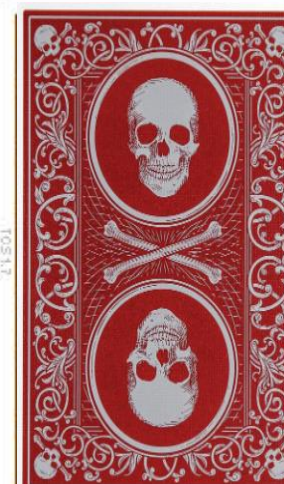
ENEMY 3

ASH PHOENIX



CRAFT 5

The Graveyard gloom is filled with a blanketing blackness. You start to choke in the gritty air. A screech penetrates the darkness, and a glowing undead phoenix swoops down to attack!

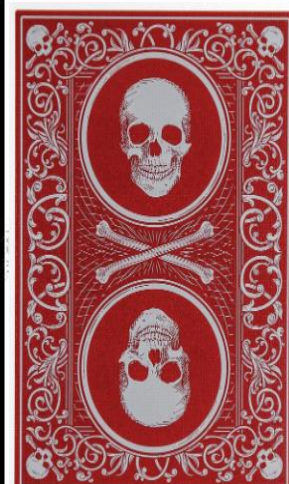


STRANGER 4

NETHER SPIRIT



The strange beast is a timid spirit, consigned to live out its miserable existence in the Graveyard. It is too scared to attack, but if you give it a dead body, it will tell you some secrets of the Temple, allowing you to add 1 to your die roll.



FOLLOWER 5

ILLUMINATOR



For the price of one dead body the illuminator will guide you through the Graveyard. You may pass both ways through the black gates, add one to all die rolls, and you may evade all spirits. Discard him when you leave the Graveyard.



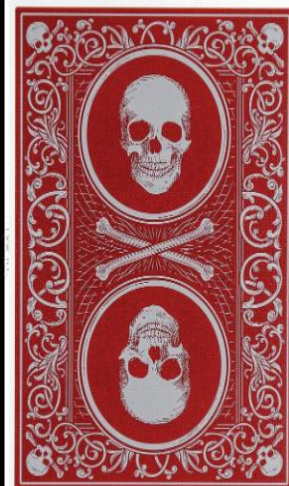
ENEMY 2

SOULFLAYER



STRENGTH 5

The four-armed demon rolls twice for combat, and takes the higher roll.



<p>ENEMY 3</p> <p>ZOMBIE JACKAL</p>  <p>CRAFT 4</p> <p>Half man, half jackal, all zombie, this creature of the undead has a taste for your blood!</p>		<p>FOLLOWER 5</p> <p>DEAD HAUNTER</p>  <p>She will not leave the Graveyard, but while she is your Follower, this haunter of the dead will add +2 in battle against spirits.</p>	
<p>MAGIC 5</p> <p>BOOK OF THE DEAD</p>  <p>The spells are difficult to read, although one is clear to you. When you cast it, you can enslave a spirit, and cause it to fight in your place. You can only have any one enslaved spirit at a time.</p>		<p>STRANGER 4</p> <p>MASTER OF DEATH</p>  <p>For one magic object, the Master of Death will turn any dead bodies into extra lives for you.</p>	
<p>OBJECT 5</p> <p>FRUIT OF EDEN</p>  <p>You find a single fruit growing on a tree. If you eat it, throw a die. 1 poisonous, lose 2 lives 2 rotten, lose 1 life 3 it's okay, no effect 4 tasty, gain 1 life 5-6 regenerative, gain 2 lives</p>		<p>STRANGER 4</p> <p>CEMETARY</p>  <p>Place this card on the Graveyard space on the main board. He will only allow evil players to enter the Graveyard. He will convert Neutral and Good characters to Evil, if they wish.</p>	

EVENT 1
PRINCESS OF DOOM



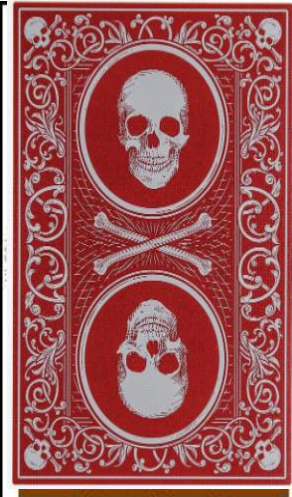
The undead princess believes you are trespassing on her land. Pay her a dead body or she will cast a spell to double the craft of any spirits you may meet in the Graveyard.



EVENT 1
VENGEFUL



Once the ruler of the Desert Kingdom, this bitter Zombie teleports you to the Pharaoh's Throne on the Desert Board, where he is convinced you will meet your doom.



FOLLOWER 5
GOLLUM



If you possess a ring of any kind, Gollum will become your Follower. His annoying chatter will deduct -1 from your craft while you have him. You can give him the ring and he will leave.

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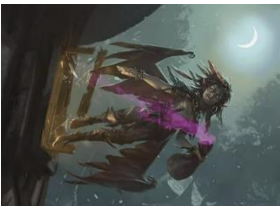
EVENT 1
ENTOMBER



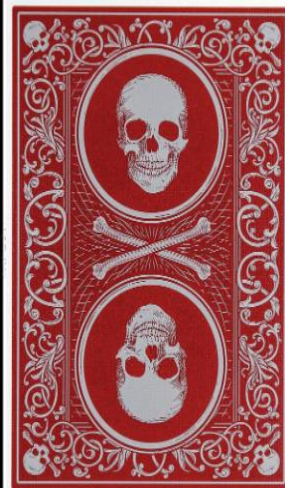
The vile magician tries to entomb you. Roll equal to or under your craft with 2 dice to evade him. If he is successful, he feeds you to his Zombies, 1 life each Round. Each Round you may try to escape



FOLLOWER 5
FAERIE WARLOCK



The chirpy faerie takes great delight in annoying the Graveyard residents. If you give him 1GP, he will help you against them. While he is your Follower, add +2 craft and he has 3 spells. He will not leave the Graveyard. Discard him.



PLACE 6
TITAN'S NEST



A Zombie Titan Beast has made its nest in the Graveyard. You may attempt to steal one of its cubs. **1-2** Success! Take Baby Titan card **3-4** She's guarding them too well, you give up. **5-6** She catches you. You must fight Str 15



<p>FOLLOWER 5 BABY TITAN</p>  <p>No dragons will attack you. Exchange him for 10GP at the Warlock's Cave</p>	<p>FOLLOWER 5 BABY TITAN</p>  <p>No dragons will attack you. Exchange him for 10GP at the Warlock's Cave</p>	<p>FOLLOWER 5 SQUEE</p>  <p>The friendly goblin wizard will only join Good characters. You may add one in any Temple. He always has one ..</p>	
<p>OBJECT 5 COMBAT COURIER</p>  <p>This useful machine will aid you in battle, adding +2 to strength. It can also carry three objects.</p>	<p>PLAIN OF PERIL</p>	<p>EVENT 1 ROTTEN REUNION</p>  <p>All spirits throughout the land decide to meet up for a party at the Graveyard entrance. For the next three Rounds, move them 1d6 toward this space. Then they forget about the invitation.</p>	
<p>EVENT 1 SACRED FIRE</p>  <p>A holy flame engulfs the Graveyard. All spirits are destroyed, and evil characters in the Graveyard must lose one life.</p>		<p>ENEMY 3 RAMPAGING</p>  <p>CRAFT 5 An out-of-control werewolf is terrorising this area. He spots you and bounds towards a fight!</p>	

<p>OBJECT 5</p> <p>NIGHT CHARGER</p>  <p>The dark stallion may only be ridden by evil characters. You can always add one to movement, fly 1-3 spaces in the Sea Realm and you can fly over Storm River (but you cannot take Followers or other animals with you).</p>		<p>EVENT 1</p> <p>SOUL STEALERS</p>  <p>Dropping from the night sky like a terrifying rainstorm, a band of soul stealers come to claim your lives. Roll for you and each Follower / Animal. On a roll of one you lose a life, and Followers / animals die.</p>	
<p>ENEMY 3</p> <p>ARMY OF THE DAMNED</p>  <p>CRAFT 6</p> <p>Lost souls start creeping out of every corner, frightening any animals in your company. On a roll of 1-3 they run away, discard them. Then you must fight the army.</p>		<p>EVENT 1</p> <p>SMOKE SHROUD</p>  <p>The inky spirit covers the lands in impenetrable fog. For the next Round, all characters apart from those in Timescape can only move one space.</p>	
<p>FOLLOWER 5</p> <p>SHROUDED SHEPHERD</p>  <p>The goodly shepherd will guide you while you are in the Graveyard. You may choose to ignore any card you draw. Discard it. Add one when searching. If you leave the Graveyard, the shepherd returns to the Underworld.</p>		<p>STRANGER 4</p> <p>LICH MASTER</p>  <p>For a dead body the Lich Master will cast the Finger of Death spell (lose two lives) at any character you wish. However, on a roll of 1-2 the evil Lich casts it on you instead.</p>	

EVENT 1
BANISH SOUL



A holy grave opens before you and sucks the soul of any spirit into it. Choose which spirit should leave the world forever.



MAGIC 5
TALISMAN RUNESTONE



You possess the fabled Talisman Runestone!



MAGIC 5
DRAGONSTONE



No dragons, including the Dragon King, will attack you if you possess this and the Talisman Runestone.



MAGIC 5
DEMONSTONE



You automatically win any combat against Demons, including the Demon Lord, if you possess this and the Talisman Runestone. You do not gain any strength or craft benefit from this victory.



MAGIC 5
PANSTONE



You may evade anything cast your way from Pandora's Box, if you possess this and the Talisman Runestone.



MAGIC 5
KINGSTONE



You are unaffected by the Crown of Command spell while you possess this and the Talisman Runestone.



