

EVENT 1
VICTIMISE



The spirits enslave one random character (highest die roll decides) and chain them up here. Each round they throw a die. **1-3** escape **4-6** lose a life. Once the character escapes, they must make their way out of the graveyard as normal.

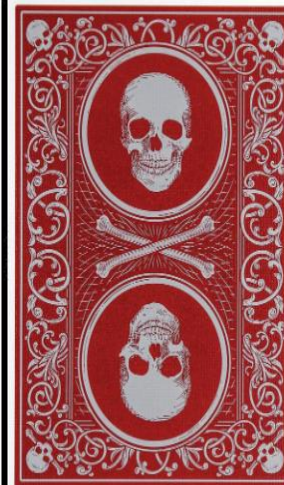


ENEMY 3
BODY SNATCHER



CRAFT 7

This terrible monster tries to take over your body. If it defeats you, it succeeds and hunts its next victim. You must attack and defeat another character in psychic combat (adding its craft to yours) before you do anything else. You may no longer encounter spaces or draw cards.



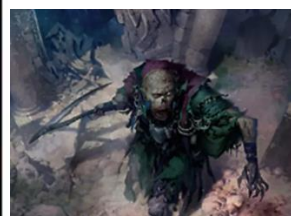
EVENT 1
RECURRING



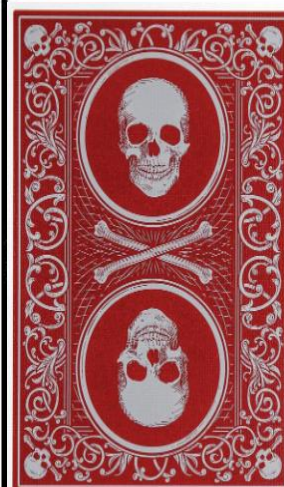
Nightmarish dreams plague your sleep. Until you leave the graveyard, your strength and craft are reduced by 1. When you leave the graveyard, you must miss a turn to recuperate and gain your strength and wits again.



ENEMY 3
DREAD RETURN



The player to your left may choose any enemy with a strength score and already placed on the discard pile to return to this space and haunt it, but it now fights a psychic combat (with the same score).



EVENT 1
DANCE OF THE DEAD



These fun-loving bony beasts invite you to join their party. If you can bring some tasty brain from a dead enemy to the festivities, they will reward you with a singing scythe.



MAGIC 5
SINGING SCYTHE



The singing scythe will charm the pants off any spirit, even if it has no pants. No spirit will attack you while you possess this item.

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<p>PLACE 6 UNEARTH</p>  <p>A creature beckons you into the depths of the earth. If you join him roll a die. 1 – trap! Lose a life 2 – it's warm down there, but boring. 3 – you find the remains of an adventurer. Take his sword and armour 4 – The creature attacks! Str. 6 5 – You find 4GP 6 – it's a one-way tunnel to the dungeon library.</p>		<p>EVENT 1 NECROMANCY</p>  <p>The spirit of a long-dead necromancer tries to invade your body. Roll under your craft with two dice. If you fail, you become the Necromancer. Discard your character card and take the Necromancer. If this character is already in play, ignore this event.</p>	
<p>ENEMY 3 ENRAGED DEMON</p>  <p>CRAFT 8 With furious anger the demon bursts through the ground. Your followers and any animals you may have scatter in fright. Move each Follower and animal one random space away. Then you must face this monstrous creature of the underworld.</p>		<p>MAGIC 5 GRAVEYARD</p>  <p>Only this old magic shovel can penetrate the magic ground of the graveyard. Instead of moving, you may dig. 1 Nothing 2 2GP 3 Ghost, Craft 4 4 Skeleton Key, roll to see which number. 5 Release putrid gases, lose a life 6 Buried treasure, the first discarded object. The shovel has 5 uses before it breaks.</p>	
<p>MAGIC 5 SOUL CAULDRON</p>  <p>With the ingredients of a dead creature and some water, you can use the Soul Cauldron to call upon the soul of any character to fight in your place. They can resist by throwing 4-6 on a die. The soul gains all the spoils, or loses a life. Whatever the outcome, the soul character misses their next go.</p>		<p>FOLLOWER 5 GISA, GLORIOUS RESURRECTER</p>  <p>Gisa loves raising the dead. If you kill a creature, she resurrects it and makes it follow you. Whenever you engage in combat, all following enemies join forces to attack you. You can get rid of them and her by visiting a church or chapel.</p>	

EVENT 1
GRAVEYARD GRABBER



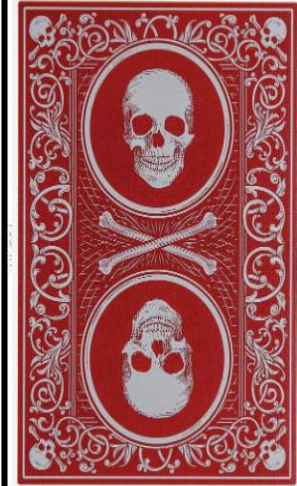
The graveyard grows a mighty, irresistible hand, reaches out into time and space and grabs one character, dragging him or her into the graveyard. Whoever throws lowest is grabbed and is released at the Crooked —



STRANGER 4
ALCHEMIST



This slightly crazy alchemist mixes his potions from the juices of the dead. If you are foolhardy enough to buy a potion for 1GP, roll a die. 1-2 Poisonous! Lose a life 3-4 No effect 5-6 A potent elixir, gain 1 strength and 1 craft.

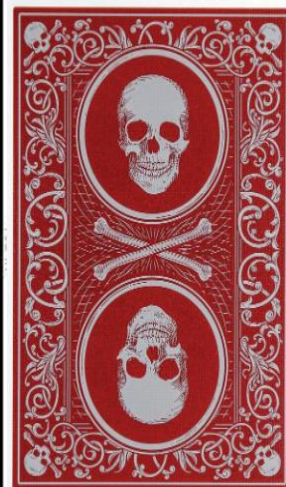


ENEMY 4
WEREWOLF PACK



STRENGTH 5, STRENGTH 8

With a piercing howl five creatures emerge from the mists. You must fight four lesser werewolves at strength 5, and their leader at strength 8. You can evade them if you throw a dead body for them to pounce on.



FOLLOWER 5
FRIGHT LIGHT LADY



If you give her any object the luminous lady will accompany you while you are in the graveyard. No enemy will attack you while the maiden carries her light beside you. She leaves for the discard pile when you exit the graveyard.



MAGIC 5
EREBUS'S WHIP



The legendary whip belongs to the God of the Dead. He dropped it here on his last visit. If you use the weapon in combat it adds +1 str, and spirits -2 from their craft as they cower in fear at the sight of the weapon.



MAGIC 5
LUMINOUS LAMP



As you walk past an old ruin it shatters, and a magnificent glowing lamp hovers before you. It glows when enemy spirits are near. If you draw an enemy spirit, you may evade it, as you knew it was coming.



STRANGER 4

RUBBLE WARRIOR



From the rubble rises a great, ancient warrior. If you pay him 3GP, he will tell you a secret which will enable you to add 1 to any die roll while searching any of the graveyard temples.

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ENEMY 3

SHEOLDRED



CRAFT 8

The abhorrent creature demands two dead bodies, otherwise she will strike you down.

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EVENT 1

LURKER OF THE



The lurker tempts you with a glowing sword. If you attempt to grab it roll a die 1-4 unsuccessful, fall in and lose a life. 5-6 Successful, take the Holy Sword.



HOLY SWORD



In combat, +2 str, +5 craft

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In combat, +2 str, +5 craft

ENEMY 3

LIVING DEAD



CRAFT 6

Two ghouls smell your blood. You must fight these fiendish fellows.



FOLLOWER 5

RAMANUP, THE LIZARD WIZARD



The powerful wizard Ramanup always has one spell. He wishes to give up life among the dead and live by the sea. Take him to the Shipyard, and you can use his spells. You may only enter the Outer or Far Outer Regions, or he grows angry and casts the next 10 spells against you.



STRANGER 4

ZOMBIE CLERIC



Mikaeus, the Zombie Cleric, demands that you give him a dead body, otherwise he will summon the nearest spirit, from any realm, to fight you.

TC517



EVENT 1

NIGHT MARES



If you are evil you and any Followers may ride the Night Mares to any space in the graveyard. If you are good they attempt to kick you with their hooves. Roll under your craft on 1 die or lose a life. They ignore you if you are



EVENT 1

REBIRTH



Any enemy slain in the graveyard is undergoes a rebirth. Put them all on this space and in Round they are fully restored.

TC517



ENEMY 3
ZOMBIE



CRAFT 2

You disturb a zombie with scary yellow eyes and a big nose. You might fight it!



ENEMY 3

EVOLVING GHOUL



CRAFT 1+

A hideous monster starts forming before your very eyes. It has a Craft of 1 now, but for each Round it is here, it gains one craft. Kill it quickly!



















EVENT 1
DELIVERANCE



This poor fellow has just been attacked by werewolves. He begs you to kill him before he turns into one himself. If you do, gain 2 strength for your bravery, but you must lose 1 craft for the mental effort this sacrifice has cost you.



<p>ENEMY 3</p> <p>WEREWOLF</p>  <p>CRAFT 3</p> <p>The gnashing creature wants to sink its teeth into you!</p>		<p>PLACE 6</p> <p>RELIC OF PROGENITUS</p>  <p>The hydra God Progenitus sleeps here. She feeds off magic. Discard one magic item or spell if you have one.</p>	
<p>PLACE 6</p> <p>BOG</p>  <p>The ground in this part of the graveyard had turned very boggy. You can only move one space next Turn as you pick your way out of it.</p>		<p>EVENT 1</p> <p>SCAVENGING OOZE</p>  <p>This hideous creature will leave you alone if you leave it an object to feast on. Otherwise, you must miss 2 Turns while you hide behind a tree until it finishes scavenging here.</p>	
<p>STRANGER 4</p> <p>DAUTHI</p>  <p>Dauthi is an undead assassin who, for a fee of one dead body, will lie in wait on any space on any board, and take the life of the next character who lands on or passes through that space. Then he vanishes in the discard pile.</p>		<p>EVENT 1</p> <p>RECLAIM</p>  <p>The creeping tendrils of the graveyard reclaim any lost space, pulling any upturned card back into the dark ether. Remove all cards from the graveyard.</p>	

<p>EVENT 1</p> <p>GRAFDIGGER'S</p>  <p>Grafdigger the Undertaker wrapped his coffin in a cage so that he couldn't escape back into the world. You may open the coffin. 1 Take Grafdigger the Follower 2-3 Poisonous dart, lose 1 life 4-5 You can't get it open 6 Throw again</p>		<p>GRAFDIGGER</p>  <p>Grafdigger's magical coffins bring creatures back from the dead. You can put any slain enemy, human-sized or smaller, in his coffin, and sell it to the Warlock for as many gold as the creature has strength or craft.</p>	<p>GRAFDIGGER</p>  <p>Grafdigger's magical coffins bring creatures back from the dead. You can put any slain enemy, human-sized or smaller, in his coffin, and sell it to the Warlock for as many gold as the creature has strength or craft.</p>
<p>MAGIC 5</p> <p>SOUL GUIDE</p>  <p>The magic lantern captures the souls of any spirits defeated in combat. It can store up to ten spirits. For each spirit captured, add +1 to your craft. If you trade in the bodies you lose their benefit.</p>		<p>MAGIC 5</p> <p>TEMPORAL HEARSE</p>  <p>An Undertaker's spacetime-travelling hearse has been parked in the graveyard. You may use it to travel between the Vortex in the Timescape world and this space on the Graveyard as you wish.</p> <p>10517</p>	
<p>FOLLOWER 5</p> <p>ASHIOK, DREAM-RENDER</p>  <p>For each dead body you give her, Ashiok will send any Follower in play into a deep sleep. The Follower can only be woken by visiting the Warlock and paying him 3GP</p>		<p>ENEMY 3</p> <p>ZOMBIE HORROR</p>  <p>CRAFT 7</p> <p>The winged terror tears down from out of the gloom with a horrifying shriek!</p> <p>10517</p>	

<p>MAGIC 5 LESSER</p>  <p>No magic objects work and no spells, including the Crown of Command spell, can be cast by anyone in the same region as you. The Lesser Runestone does not work in the Graveyard</p>		<p>ENEMY 3 CRAWLER</p>  <p>CRAFT 4</p> <p>The gruesome beast clambers over to you. You must fight it!</p> <p>10547</p>	
<p>ENEMY 3 ANGEL OF FINALITY</p>  <p>CRAFT 10</p> <p>She only attacks evil characters. She cannot be appeased by dead bodies. Each turn after this one, she flies to a random spirit and attacks it. When all spirits are gone, she does the same to all evil characters. If she is killed or there are no more enemies, she returns to heaven</p>		<p>EVENT 1 REMORSEFUL</p>  <p>The cleric wishes to make up for his sinful life by doing good in this wicked place. If you are Evil or neutral, he turns you Good. Then he gives you a spell and wishes you good luck.</p> <p>10548</p>	
<p>EVENT 1 GRAVEROBBING RODENT</p>  <p>The robbing rodent offers to give you 1GP if you don't attack him. Or he'll tell you a secret which will allow you to add 2 to your next die roll when searching a temple.</p>		<p>STRANGER 4 DEATHRITE SHAMAN</p>  <p>The Shaman will trade a body for two spells.</p>	

PLACE 6
TORMOD'S CRYPT



This extravagant crypt materialises out of the mist. You may explore. **1** – find nothing **2** – ghost, craft 2 **3** – ghoul, craft 3 **4** – wraith, craft 4 **5** – vampire, craft 5 **6** – 4GP

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PLACE 6
LEY LINE



You have discovered a ley line linking all Ruins spaces to this stone circle. Instead of rolling, characters may move from one space to another while this card is in play

TC517



STRANGER 4
THE GRAVEKEEPER

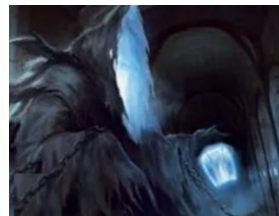


If you promise to kill three spirits in the graveyard (those already killed count), the Gravekeeper will tell you some secrets which will allow you to add 1 to your die roll when searching the temples.

TC517



PLACE 6
MIRRORHALL MIMIC



The mirrorhall creates a monster mimic of you! Your monster mimic attacks you in a psychic battle with one less craft. You may take the creepy body if you win, but you may not exchange it for

TC517



EVENT 1
DAWNHEART



Every so often this mystical being appears to support adventurers. You can send her to any space on any board. She will destroy the card(s) in that space, then disappear again for who

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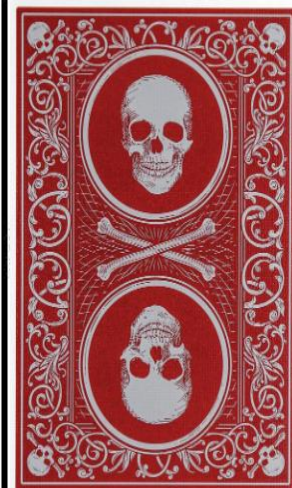


EVENT 1
CITYSCAPE



A crazy demon, hellbent on levelling cities, breaks out of the Graveyard and ravages the City. Remove all cards to the discard pile, and any characters there must lose a life.

TC517



<p>ENEMY 3</p> <p>KROXA</p>  <p>CRAFT 8</p> <p>Kroxa, otherwise known as Titan of Death's Hunger, has broken free from his underworld chains and into the Graveyard. He must be stopped!</p>		<p>ENEMY 3</p> <p>MEMORY GHOSTS</p>  <p>CRAFT ???</p> <p>Memory ghosts appear out of nowhere, one for each Turn you have had in the Graveyard. Add these together to form their combined craft.</p>	
<p>ENEMY 3</p> <p>CRUMBLER</p>  <p>CRAFT 4</p> <p>A Crumbler stomps through this part of the Graveyard. If you defeat him in battle, roll a die. 1-4 His crumbly body reforms, fight again next turn.</p>		<p>ENEMY 3</p> <p>LEAF STALKER</p>  <p>CRAFT 5</p> <p>An ill-defined monster forms from the leaves scattered about the Graveyard. It rises up to confront you.</p>	
<p>EVENT 1</p> <p>OTHERWORLDLY</p>  <p>Countless eyes appear all around you. You can suddenly see into the future. Take a peek at the mystery ending. You can reshuffle it into the pack and draw another, if you wish (but you may not look).</p>		<p>STRANGER 4</p> <p>LIFE MENDER</p>  <p>For a dead body or 1GP, the Life Mender will use her powers to restore all your lives. For a magic object she will give you two further lives.</p>	

<p>ENEMY 3</p> <p>ZOMBIE</p>  <p>CRAFT 4</p> <p>A hideous zombie shrieks a blood-curdling scream. It sounds a bit like "Brain!"</p>		<p>FOLLOWER 5</p> <p>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>	
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