

**DREAM OF AZZOTH**

*You dream of a slumbering god who, if awakened, will bring absolute calamity.*

Place 2 Sacrifice tokens on this Dream.

You may evade characters and creatures.

Once per turn, you may discard a Sacrifice token to kill all Enemies in your Region. These Enemies may be taken as trophies like normal.

**DREAM OF HY'GON**

*You dream of merfolk cowering under the shadow of a colossal beast.*

Place 3 Sacrifice tokens on this Dream.

When you would draw Adventure cards, you may draw from the Deep Sea deck instead.

You may discard a Sacrifice token to add or subtract up to 3 to any rolls you make when encountering cards from the Deep Sea deck.

**DREAM OF ITTHIQ**

*You dream of bitter cold winds and a savage creature stalking the blizzard.*

Place 4 Sacrifice tokens on this Dream.

Discard a Sacrifice token to cause a character in your Region to miss a turn.

If you end your turn on the same space as another character, roll 1 die. On a 4 or higher, take a Follower or trophy from that character.

**DREAM OF TONKYRUS**

*You dream of millions of mad cultists conjoined together to create a towering giant.*

Place all remaining Sacrifice tokens on this Dream.

When a Sacrifice token is to be placed on another card, they must take it from this Dream.

Gain 1 life, fate or Spell when a Sacrifice token is removed from this Dream. (max 3)

**DREAM OF SHUB'NI**

*You dream of a titanic black cloud raining monsters across the land.*

Place 2 Sacrifice tokens on this Dream.

Discard a Sacrifice token or **drown** a Follower to search a discard pile for 3 Enemies, these are your **spawn**. Place your **spawn** on any space without a **spawn** or character.

**Spawn** can only be taken as trophies by you and may use your bonuses against other characters.

**DREAM OF THUUL**

*You dream of a shapeless mass of flesh that whispers in your mind, "slaughter in my name."*

Place 3 Sacrifice tokens on this Dream.

Discard a Sacrifice token or **drown** a Follower to pray with the same result as the Temple.

You may discard an additional Sacrifice token to choose the result.

**DREAM OF YAHWEH**

*You dream of a ball of living flame that speaks with the wisdom of ages.*

Place 3 Sacrifice tokens on this Dream.

Discard a Sacrifice token or **drown** an Object to heal 1 life and place a firelands token in your space and each adjacent space.

Gain a Technique if you end your movement on a firelands token.

**DREAM OF YOG**

*You dream of an all seeing, all knowing eye gazing across time and space.*

Place 4 Sacrifice tokens on this Dream.

Discard a Sacrifice token or **drown** an Object to draw the top 3 cards of any deck and place them back in any order.

When an Event is drawn, gain a Spell if your Craft allows.

When a Stranger is drawn, gain a Sacrifice token (max 4).

**YOG'S WILL**

Event

Place a Sacrifice token on the City, Village, Tavern and City of Ry'lai. When a character ends their movement on a Sacrifice token, they may discard it, draw the bottom 10 cards of any Adventure deck and take a Follower. Reshuffle the rest.

**ELECTRIC EEL**

Enemy - Animal

**STRENGTH: 4**

Before you encounter the Electric Eel, if you have any **Armour**, roll 1 die. On a 4 or higher, lose 1 life.

**ANCHOR**

Object

While in the Deep Sea, you may move directly down instead of rolling for movement.

In any other Region, you may ditch the Anchor after your move. Instead of moving, you may return to your Anchor and encounter the space, you must then take the Anchor.

**DEAD MAN'S KEY**

Magic Object

**Cursed - Trinket**

When you draw a Treasure or Salvage, you may draw two and choose one.

You may pass through the Portal of Power without rolling.

**DEEP TALISMAN**

Magic Object

You may only enter the Valley of Fire with one of the fabled Talismans.

Other characters who enter the Portal of Power suffer 3 Pressure.

**GRENADE**

Object

**Weapon**

Before battle, discard the Grenade and roll 1 die:

- 1) Lose 1 life
- 2-3) Add 4 to your attack score.
- 4-5) Add 6 to your attack score.
- 6) Add 8 to your attack score.

**JONES' SKULL**

Magic Object

**Weapon**

Roll 1 die before psychic combat:

- 1) Nothing happens.
- 2-4) Add 2 to your attack score.
- 5-6) Add 4 to your attack score.

**RIFLE**

Object

**Weapon**

Roll 1 die before battle:

- 1) Nothing happens.
- 2-4) Add 2 to your attack score.
- 5-6) Add 4 to your attack score.

**RUDDER**

Object

During movement, you may stop on any space up to your die roll instead of moving the full distance. If you ever miss a turn, you must ditch the Rudder.

**SAILOR'S NET**

Object

When another character in your Region discards or **drowns** an Object or Follower, you may roll 1 die:

- 1-2) Nothing happens.
- 3-6) Take it instead.



