

<p>Magic Waters Draw 2 Cards + Heal all your life to starting quota</p> 	<p>The Cursed Bridge Draw 3 Mountain Pass Cards</p> 	<p>Exposed Ledge Miss 1 turn to find another way out Draw 2 Mountain Cards</p> 	<p>Mountain Pass Draw 3 Island Cards. All Craft Enemies have 2 lifes</p> 	<p>Ice Ravine Entrance to the World of Cthulu → Draw 3 Cards</p> 	<p>Glacier Cave Draw 3 Cards</p> 
<p>Magic waters Draw 2 Cards + Heal all your life to starting quota</p> 	<p>The Wall You lose 1 Strength + 1 Sanity while climbing up</p> 	<p>Black Skulls One of your Follower flees in peril. You lose 1 Craft</p> 	<p>The Altar of Cthulu If you pass the keepers, you can now enter the Room of the Altar of Cthulu. Look at the rulesheet</p> 	<p>The United Keepers of the ancient Altar You must fight against your fear. Make 2D6 under or equal your craft. If you pass enter the Altar room. If you fail you will be teleported to the cursed Glade in the middle Region</p> 	<p>The Werewolf Cave Fight against him with the same strength as you. If you lose, you are infected. You cannot heal up your lives. Go to the Warlock to heal normally in the future. You can't use any spells so long.</p> 
<p>Half of the Cave Troll Fight against the Troll with 4D6 Strength</p> 	<p>Hall of the Cave Troll Fight against the Troll with 4D6 Strength. No armoury help</p> 	<p>Barrow Wight Fight against the Wight with 4D6 Craft. No magic Objects help</p> 	<p>The Haunted You lose 1 live, 1 spell and 1 Follower. Fight against 4D6 Craft</p> 	<p>Soldier from Hell Draw 3 Hell Cards or fight against the Monster with 4D6 Strength</p> 	<p>Ghouls Tomb The Ghoul eats 2 of your Followers. You are infected and lose 2 lifes</p> 
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