



CHILDREN OF THE NIGHT



Event - Lunar

Nightfall

Whenever a character encounters a space with instructions to draw 1 or more Adventure Cards, they must draw 2 more cards than required.

1



HOLY DAY



Event - Lunar

Daybreak

After a character rolls the die when praying, he may add up to 2 to the score.

1



NIGHT OF THE PUMPKIN KING



Event - Lunar

Nightfall

All Fields spaces are considered to be "Draw 4 Cards" spaces. If there are already any cards in the Fields space, draw only enough to take the total to 4 cards.

1



TRIUMPHANT DAYBREAK



Event - Lunar

Daybreak

Whenever a character engages a creature in battle or psychic combat, they may add 1 to their attack score.

1



GROWING SUSPICIONS



Event

Each character must roll 1 die and subtract 1 from the score for each Lycanthrope in play (to a minimum of 1): 1) Lose 3 life, 2) Lose 2 life, 3) Lose 1 life, 4-5) Miss 1 turn, 6) No effect.

1



TWILIGHT FOREST



Place

Nightfall

If the Time card is flipped, discard this card. If it is already Night, draw 6 Adventure Cards and place 3 of your choice on this space and then discard the rest.

1



BALEFIRE DRAGON



Enemy - Dragon

STRENGTH: 11

Breath Attack

Roll 1 die. If the result is equal to or higher than your Craft you must discard all other cards in this Region.

2



CRAWLING HAND



Enemy - Spirit

STRENGTH: 3

If you do not kill the
Crawling Hand, roll 1 die
and move it that number
of spaces clockwise.

2



CRAWLING HAND



Enemy - Spirit

STRENGTH: 3

If you do not kill the Crawling Hand, roll 1 die and move it that number of spaces clockwise.

2



DIREWOLF



Enemy - Animal

STRENGTH: 5

If you are defeated, in addition to losing 1 life, you become a Lycanthrope.

2



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Enemy - Animal

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If you are defeated, in addition to losing 1 life, you become a Lycanthrope.

2



FIRE GIANT



Enemy - Monster

STRENGTH: 10

Roll 1 extra die for the Fire Giant's attack roll and use the highest result. If you do not kill the Fire Giant, roll 1 die and move him that number of spaces clockwise. For each space he moves onto, any characters there lose 1 life and any cards there are discarded.

2



FIRE SALAMANDER



Enemy - Animal

STRENGTH: 3

When revealed, discard all other cards in this Region.

2



HERALD OF THE DAWN



Enemy - Construct

STRENGTH: 16

Daybreak

Good characters may automatically evade the Herald of the Dawn instead of attacking it.

2



SCARECROW



Enemy - Construct

STRENGTH: 7

When revealed, place the Scarecrow in a Fields space of your choice in any Region.

2



WOLFEN



Enemy - Monster

STRENGTH: 3

If you are defeated, in addition to losing 1 life, you must roll 1 die on the Werewolf's chart.

2



WOLFEN



Enemy - Monster

STRENGTH: 3

If you are defeated, in addition to losing 1 life, you must roll 1 die on the Werewolf's chart.

2



CRYPT WYVERN



Enemy - Dragon

CRAFT: 7

If you are defeated, in addition to losing 1 life, the Dragon drops you in the Graveyard.

3



DUSKWOOD WRAITH



Enemy - Spirit

CRAFT: 4

If it is Night, add 2 to the Wraith's attack score.

3



DUSKWOOD WRAITH



Enemy - Spirit

CRAFT: 4

If it is Night, add 2 to the Wraith's attack score.

3



EVENTIDE INVOKER



Enemy - Cultist

CRAFT: 6

Nightfall

If you kill the Invoker,
flip the Time Card to Day.

3



HARVEST HORROR



Enemy - Elemental

CRAFT: 1

While you have this card as a trophy, your Spell limit is reduced by 1.

3



HARVEST HORROR



Enemy - Elemental

CRAFT: 1

While you have this card as a trophy, your Spell limit is reduced by 1.

3



HARVEST HORROR



Enemy - Elemental

CRAFT: 1

While you have this card as a trophy, your Spell limit is reduced by 1.

3



MUMMY KING



Enemy - Undead

CRAFT: 17

If you kill the Mummy King, you may look through the Adventure discard pile and take 1 Object of your choice.

3



NIGHT GAUNT



Enemy - Monster

CRAFT: 6

If you kill the Night Gaunt during the Night, flip the Time Card to Day and gain 1 Craft.

3



SEPULCHRE SPECTRE



Enemy - Spirit

CRAFT: 3

When revealed, move
all Spirits in every
Region to this space.

3



SEPULCHRE SPECTRE



Enemy - Spirit

CRAFT: 3

When revealed, move
all Spirits in every
Region to this space.

3



ZOMBIE DRAGON



Enemy - Dragon

CRAFT: 13

A dreadful Zombie Dragon
is terrorising this area.

3



CAULDRON CRONE



Stranger

The Crone cackles madly as she stirs her bubbling brew. Roll 1 die: 1) You are turned into a slimy little Toad for 3 turns, 2) Lose 2 life, 3-4) Lose 1 life, 5-6) Heal 1 life.

4



CORPSE COLLECTOR



Stranger

When revealed, draw 5 Adventure Cards and place any Enemies on this card as trophies, then discard the rest. Once per visit, you may take 1 trophy from this card. When all trophies have been taken, discard this card. The trophies do not count towards the number of cards on this space.

4



DAWN BRINGER



Stranger

Gain 1 fate, then all other characters in this Region may gain 1 fate. If it is Night, flip the Time Card to Day, then discard this card.

4



FALLEN ADVENTURER



Stranger

If it is Night, the corpse springs to life and attacks you with Strength 5. If it is Day, you may take 1 Object of your choice from the discard pile for free, then discard this card.

4



THE PHANTOM



Stranger

When revealed, draw 5 Adventure Cards and place any Followers on this card, then discard the rest. Once per visit, you may take 1 Follower from this card.

When all Followers have been taken, discard this card. The Followers do not count towards the number of cards on this space.

4



RED RIDING HOOD



Follower

Cursed

After you have completed your move, you must move the closest Enemy in your Region to your space.

5



WITCH FINDER



Follower

Cursed

After you have drawn the required number of cards on a space, you may draw one additional card if there are no Enemies on your space.

5



DOOMSWORD



Magic Object

Weapon • Cursed

Add 3 to your Strength during battle. If you roll a 1 for your attack roll, you are automatically defeated regardless of your attack score.

5



HUNGERING ARTEFACT



Magic Object

Cursed

At the end of your turn, you must discard all Adventure Cards on your space.

5



SELF PORTRAIT



Magic Object

When revealed, place 3 life on this card. Whenever you lose a life, you may discard 1 life from the Portrait instead. Discard this card when all its lives have been discarded.

5



PRAYER BOOK



Magic Object

After rolling the die when praying, you may add up to 2 to the score.

5



TREASURE TROVE



Place

When revealed, roll 1 die and place that much gold on this card. Once per visit, you may take up to 1 gold from this card. When all gold has been taken, discard this card.

6



TREASURE TROVE



Place

When revealed, roll 1 die and place that much gold on this card. Once per visit, you may take up to 1 gold from this card. When all gold has been taken, discard this card.

6



WEREWOLF



Alpha Lycanthrope

Werewolf Chart:

When the Werewolf lands on your character, you must roll 1 die and deduct 1 from the result (to a minimum of 1).





LYCANTHROPE



Special Ability

If it is Night, whenever you defeat another character in battle or psychic combat, in addition to claiming your normal reward, they must roll 1 die on the Werewolf's chart.





LYCANTHROPE



Special Ability

If it is Night, whenever you land on a space with another character (except in the Inner Region), you must attack them instead of encountering the space.





LYCANTHROPE



Special Ability

If it is Night, add 2 to your
attack score during battle
and psychic combat.





LYCANTHROPE



Special Ability

Cursed

You are always a Lycanthrope. If any effect would have you discard your Lycanthrope card, lose 1 life instead





LYCANTHROPE



Special Ability

Whenever Night falls,
you may heal up to
your life value.





LYCANTHROPE



Special Ability

If it is Night, whenever you encounter a space with instructions to draw 1 or more Adventure cards, you may draw 1 more card than required.

