



EARTH ELEMENTAL



Enemy - Elemental

CRAFT: 7

If you are defeated, in addition to losing 1 life, you are dragged down to the Highland Entrance.

3



ROC



Enemy - Animal

STRENGTH: 8

If you are defeated, in addition to losing 1 life, the Roc drops you in the Mountain Pass.

2



ROC



Enemy - Animal

STRENGTH: 8

If you are defeated, in addition to losing 1 life, the Roc drops you in the Mountain Pass.

2



EYRIE VANGUARD



Event

Take the top 5 cards from the Highland deck without looking at them or changing their order, and place them on top of the Adventure deck.

1



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1



WELL OF LIFE



Place

When revealed, place 1 fate token and 1 life counter here. You may take 1 token or counter from the Well per visit until it dries to the discard pile.

6



STREAM OF KNOWLEDGE



Place

When revealed, place 1 Craft counter and 1 life counter here. You may take 1 counter from the Stream per visit until it dries to the discard pile.

6



POOL OF FORTITUDE



Place

When revealed, place 1 Strength counter and 1 life counter here. You may take 1 counter from the Pool per visit until it dries to the discard pile.

6



LIGHTNING HAMMER



Magic Object

Add 1 to your Strength during battle.

Whenever you fight more than one Enemy at once, you may add 2 to your Strength instead of 1.

5



WAYFARER



Follower

You need not roll the die in the Crag unless you wish to. If you choose to roll, you may add 1 to the score.

5



CLANSMAN



Follower

Add 1 to your Strength
during battle.

Reduce your attack score by
2 during psychic combat.

5



LUCK FAIRY



Stranger

Roll 1 die: 1) Become a slimy little Toad for 3 turns, 2) Lose all of your fate, 3-4) Lose 1 fate, 5-6) Replenish 1 fate.

4



CYCLOPS



Stranger

Roll 1 die: 1-3) It kills one of your Followers at random,
4-6) It steals one of your Objects at random (discard).

4



CAULDRON CRONE



Stranger

Roll 1 die: 1) Become a slimy little Toad for 3 turns, 2) Lose 2 life, 3-4) Lose 1 life, 5-6) Heal 1 life.

4



STORMWING



Enemy - Animal

CRAFT: 15

A fearsome Stormwing
soars above this area, ready
to strike at any moment.

3



STORM CROW



Enemy - Elemental

CRAFT: 6

This ominous creature
has summoned a storm
in this area.

3



STORM CALLER



Enemy - Cultist

CRAFT: 5

Quick Attack

If you have any *Armour*
you lose 1 life.

3



SKY SEEKER



Enemy - Outlaw

CRAFT: 4

A vigilant Sky Seeker patrols this area from his winged mount.

3



REVENANT



Enemy - Spirit

CRAFT: 9

A sinister Revenant has been doomed to linger within this cursed area.

3



NIGHT GAUNT



Enemy - Monster

CRAFT: 8

The Night Gaunt fills beings who enter this area with a bone-chilling dread.

3



HARPY



Enemy - Monster

CRAFT: 6

If you are defeated, in addition to losing 1 life, the Harpy drops you in the Crag.

3



HARPY



Enemy - Monster

CRAFT: 6

If you are defeated, in addition to losing 1 life, the Harpy drops you in the Crag.

3



CRYOMANCER



Enemy - Cultist

CRAFT: 7

If you are defeated, in addition to losing 1 life, you must miss your next turn.

3



WYVERN



Enemy - Dragon

STRENGTH: 6

This foul creature has
made its lair here.

2



WIND RIDER



Enemy - Outlaw

STRENGTH: 4

A merciless Wind Rider keeps a watchful eye on this area from above.

2



WIND RIDER



Enemy - Outlaw

STRENGTH: 4

A merciless Wind Rider keeps a watchful eye on this area from above.

2



THUNDERCREST



Enemy - Animal

STRENGTH: 8

Breath Attack

If you have any *Armour*
you lose 1 life.

2



SKYFALL SENTRY



Enemy - Outlaw

STRENGTH: 6

Quick Attack

Roll 1 die. If the result is less than your Craft, you dodge the boulder he drops. Otherwise, lose 1 life.

2



MOUNTAIN DRAGON



Enemy - Dragon

STRENGTH: 16

Breath Attack

Roll 1 die. If the result is equal to or higher than your Craft you must miss your next turn.

2



MANTICORE



Enemy - Monster

STRENGTH: 5

This ferocious Manticore preys on any intruders it finds within this area.

2



HATCHLING



Enemy - Animal

STRENGTH: 3

A hungry Hatchling gazes
across the land from the
highest of perches.

2



FROST GIANT



Enemy - Monster

STRENGTH: 10

If you are defeated, in addition to losing 1 life, you must miss your next turn.

2



FROST DRAKE



Enemy - Dragon

STRENGTH: 10

Breath Attack

Roll 1 die. If the result is equal to or higher than your Strength you must miss your next turn.

2



EYRIE OUTRIDER



Enemy - Outlaw

STRENGTH: 6

A keen-eyed Eyrie Outrider
soars among the clouds
above this area.

2



CARRION CROWS



Enemy - Animal

STRENGTH: 2

If you are defeated, in addition to losing 1 life, you must discard all of your trophies.

2



AMPHIPTERE



Enemy - Dragon

STRENGTH: 7

Breath Attack

If you have any *Armour*
you lose 1 life.

2



FELCLAW



Enemy - Animal

CUNNING: 9

The terrifying creature
appears and attacks
without fear.

1



YMIR'S GLOW



Event

Clockwise starting with yourself, all characters may immediately gain 1 Spell.

1



TUMBLING BOULDER



Event

Roll 1 die: 1) Crushed; lose 1 life then discard this card.
2-6) Move the Boulder 9 spaces counter-clockwise. For each space the Boulder moves onto, any characters there lose 1 life and any cards there are discarded.

1



TUMBLING BOULDER



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Roll 1 die: 1) Crushed; lose 1 life then discard this card.
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1



RUMOUR OF RICHES



Event

A great wealth is rumoured to exist somewhere in the land. Roll 1 die and place 2 gold on the indicated space: 1) Ruined Mine, 2) Mountain Pass, 3) Lost City, 4) Oasis, 5) Crag, 6) Waterfall.

1



AVALANCHE



Event

Roll 1 die: 1) Buried; lose your turn then discard this card. 2-6) Move the Avalanche 6 spaces counter-clockwise. For each space the Avalanche moves onto, any characters there lose their next turn and any cards there are discarded.

1



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Event

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1



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1



MINER



Follower

The Miner will carry an extra 2 Objects for you if you pay him 2 gold, otherwise discard him. If you lose the Miner, leave any surplus Objects of your choice in the space you are in.

5



HIPPOGRIFF



Enemy - Monster

STRENGTH: 5

A hungry Hippogriff is
hunting in this area.

2



EYRIE OUTRIDER



Enemy - Outlaw

STRENGTH: 6

A keen-eyed Eyrie Outrider
soars among the clouds
above this area.

2



SKY SEEKER



Enemy - Outlaw

CRAFT: 4

A vigilant Sky Seeker patrols this area from his winged mount.

3



EAGLE KING



Region Guardian

STRENGTH/CRAFT: 11

*If you win, you may gain
1 Relic and move to any
space in the Outer or Middle
Region. Otherwise, move
to the Crag*





ARNKELL



Magic Object

Instead of rolling the die for movement, you may discard Arnkell to teleport to any space in the same Region, but you must ditch all of your Followers before you move.

5