



GRIM REAPER



Soul Warden

If during his move, the Grim Reaper enters a space with a character, he will end his movement in that space. The character must then roll 1 die on his chart.

Ω



WHEEL OF FATE



Place

Roll 1 die to spin the Wheel of Fate: 1) Lose all of your fate, 2-3) Lose 1 fate, 4-5) Replenish 1 fate, 6) Gain 1 fate.

6



POOL OF FORTUNE



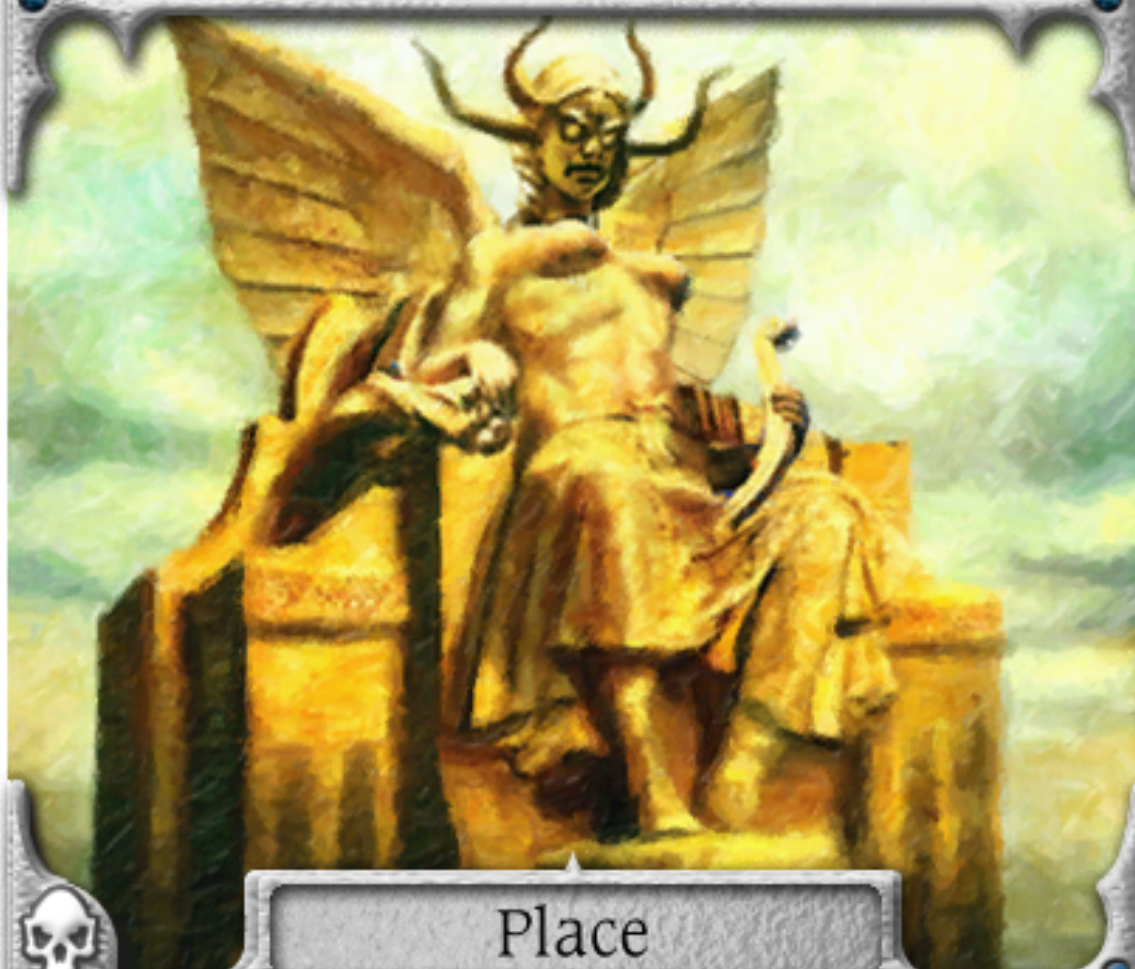
Place

When revealed, place 2 fate tokens here. You may take 1 counter from the Pool per visit until it dries to the discard pile.

6



IDOL



Place

Roll 1 die and pray here with the same results as at the Temple. If you are enslaved, remain on this space until you roll a 4, 5, or 6 for your move.

6



BANE SWORD



Magic Object

Weapon

Add 1 to your Craft
during psychic combat
against Spirits.

5



ELIXIR OF WISDOM



Magic Object

You may drink the Elixir of Wisdom at any time. When you do, roll 1 die: 1-2) Poison; lose 1 life, 3-5) Gain 1 Craft, 6) Gain 2 Craft. Then discard the empty vessel.

5



ELIXIR OF MIGHT



Magic Object

You may drink the Elixir of Might at any time.
When you do, roll 1 die:
1-2) Poison; lose 1 life, 3-5)
Gain 1 Strength, 6) Gain 2
Strength. Then discard
the empty vessel.

5



EXIXIR OF DESTINY



Magic Object

You may drink the Elixir of Destiny at any time. When you do, roll 1 die: 1-2) Poison; lose 1 life, 3-5) Gain 1 fate, 6) Gain 2 fate. Then discard the empty vessel.

5



HORSE AND CART



Follower

The Horse and Cart can carry an extra 4 Objects for you. If you lose the Horse and Cart, leave any surplus Objects of your choice in the space you are in.

5



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5



GENIE



Follower

The Genie has 2 Spells (take them from the Spell deck, look at them, and place on this card). The Genie will cast the Spells whenever you wish (treat the Spells as though you had cast them). The Genie spirits off to the discard pile when the last Spell is cast.

5



FAMILIAR



Follower

The Familiar will become your Follower if you lose 1 life.

Add 1 to your Craft.

Whenever you draw a Spell that you do not wish to keep, you may discard it and draw another one to replace it, which you must keep.

5



LEPER



Stranger

Any character on the same space as the Leper must roll 1 die. On a roll of 1, 2, or 3 they must lose either 1 life or 1 Follower, then roll 1 die and move him that many spaces clockwise.

4



SUCCUBUS



Enemy - Monster

CRAFT: 5

If you are defeated, you must lose 1 life and 1 Craft (if able).

Then place 1 Craft counter on this card, which is added to the Succubus' Craft.

3



HAUNT



Enemy - Spirit

CRAFT: 5

If you do not defeat it, the Haunt becomes a ***Cursed*** Follower. While the Haunt is your Follower, your attack rolls are reduced by 2 (to a minimum of 1). Discard the Haunt if you visit the Chapel or the Graveyard.

3



CRYPT KEEPER



Enemy - Spirit

CRAFT: 8

If you kill the Crypt Keeper you may search his tomb. Draw the top 5 Adventure Cards and take 1 Object of your choice. Discard the remaining cards.

3



CRONE



Enemy - Spirit

CRAFT: 4

A wicked Crone bewitches this area. If you are defeated, instead of losing 1 life, you are turned into a slimy little Toad for 3 turns.

3



BLACK UNICORN



Enemy - Animal

CRAFT: 9

If you defeat the Black Unicorn you may take it as a Follower, instead of a trophy, that adds 1 to your Strength and 1 to your Craft.

3



STONE GOLEM



Enemy - Construct

STRENGTH: 10

You may not use a *Weapon* during battle unless it is a Magic Object.

2



PACK OF WOLVES



Enemy - Animal

STRENGTH: 5

Roll 1 extra die for the Wolves' attack roll and use the highest result.

2



MISER DRAGON



Enemy - Dragon

STRENGTH: 11

If you kill the Miser Dragon,
you loot its hoard; roll 1 die
and gain that much gold.

2



HYDRA



Enemy - Monster

STRENGTH: 7

If you defeat the Hydra, roll 1 die. If you roll a 1 or 2, it regenerates and the attack counts as a stand-off.

2



HIPPOGRIFF



Enemy - Monster

STRENGTH: 5

A hungry Hippogriff is hunting in this area.

2



GOBLIN TRAPSMITH



Enemy - Monster

STRENGTH: 3

A Goblin Trapsmith uses his net to entangle his victims. You must roll 1 extra die for your attack roll and use the lowest result.

2



CHIMERA



Enemy - Monster

STRENGTH: 6

A terrible Chimera is
marauding around
this area.

2



CAVE TROLL



Enemy - Monster

STRENGTH: 9


If you defeat the Cave Troll, roll 1 die. If you roll a 1 or 2, the foul thing regenerates and the attack counts as a stand-off.

2



JESTER



 Follower

Cursed

Your attack rolls are reduced by 2 (to a minimum of 1). You may discard the Jester if you visit the Castle or Tavern. If you defeat another character, you may force them to take the Jester instead of your normal reward.

1



LORD OF THE PIT



Enemy - Monster

STRENGTH/CRAFT: 17

The ruler of the Pit Fiends has emerged from the Inner Region and claimed this area. If you kill the Lord of the Pit, you may teleport to the Plain of Peril.

1



CERBERUS



Enemy - Monster

STRENGTH/CRAFT: 15

Place this card on the Portal of Power. While Cerberus is on the Portal of Power, players may not cross to the Plain of Peril. Cerberus cannot be evaded.

1



WHIRLWIND



Event

A Whirlwind whips up in this space. Roll 1 die for each Object you are carrying: 1-4) It blows to a space one die roll clockwise around the board, 5-6) You hold on to the Object.

1



WEREWOLF



Event

Roll 1 die for each Follower; the one with the highest roll (reroll ties) is a Werewolf who attacks you with a Strength of 6. Whether or not you defeat the beast, the Follower is then discarded.

1



THE BOATMAN



Event

If you pay him 2 gold, the Boatman will ferry you across the Storm River, on your next turn, to a space directly opposite the one you are on.

1