



# CURSED GLADE



Region Space

## DRAW 2 CARDS

If there are any cards already in this space, draw only enough to bring the total to two. You cannot use Objects, Followers, or Spells while on this space.





# FORTUNE'S FOOL



Event

For 3 rounds (including this turn), characters cannot replenish fate, gain fate, or pay fate to reroll dice.

1





# HATE MONGER



Event

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

1



# IVORY SENTINEL



Enemy - Construct

**STRENGTH: 9**

The Sentinel cannot be evaded. Any evil or neutral character who enters this space during his move must end his movement and encounter this space.

1



# EBONY SENTINEL



Enemy - Construct

## CRAFT: 9

The Sentinel cannot be evaded. Any good or neutral character who enters this space during his move must end his movement and encounter this space.

1



# FIREMANE



Enemy - Animal

## STRENGTH: 7

If you kill the Firemane, you may take a Riding Horse from the Stables deck instead of keeping it as a trophy.

2





# INFERNAL LEGION



Enemy - Monster

**STRENGTH: 18**

Evil characters may automatically evade the Legion instead of attacking it. It cannot be evaded by good characters.

2



# PIT FIEND



Enemy - Monster

**STRENGTH: 6**

Spells cannot be cast  
on the Pit Fiend.

2



# VINDICATOR



Enemy - Cultist

## STRENGTH: ?

The Vindicator has a Strength of 5 if you are good, 8 if you are neutral, or 11 if you are evil. If you kill him, gain 1 Strength, but you must discard him instead of taking him as a trophy.

2



# WRATHBORN KNIGHT



Enemy - Cultist

## STRENGTH: 9

If the Wrathborn's attack roll is lower than 4, roll 1 die and add the result to its attack score.

2





# WRATHBORN WARRIOR



Enemy - Cultist

## STRENGTH: 5

If the Wrathborn's attack roll is lower than 3, roll 1 die and add the result to its attack score.

2



# WRETCHED



Enemy - Monster

**STRENGTH: 5**

You may not pay fate to reroll dice during battle with the Wretched.

2



# DARK FEY



Enemy - Fae

## CRAFT: 5

The Dark Fey rolls 2 dice for its attack roll and uses the highest result. If it rolls doubles, you are turned into a slimy little Toad for 3 turns.

3



# FEL STEED



Enemy - Spirit

**CRAFT: 10**

If you kill the Fel Steed, you may take a Warhorse from the Stables deck instead of keeping it as a trophy.

3





# HEAVENLY HOST



Enemy - Spirit

**CRAFT: 18**

Good characters may automatically evade the Legion instead of attacking it. It cannot be evaded by evil characters.

3



# SHADOWSOUL



Enemy - Spirit

## CRAFT: 4

You may not pay fate to reroll dice during psychic combat with the Shadowsoul.

3



## WRATHBORN ACOLYTE



Enemy - Cultist

### **CRAFT: 5**

If the Wrathborn's attack roll is lower than 3, roll 1 die and add the result to its attack score.

3



# WRATHBORN WITCH



Enemy - Cultist

## CRAFT: 9

If the Wrathborn's attack roll is lower than 4, roll 1 die and add the result to its attack score.

3





# REDEEMER



Stranger

Evil and neutral characters must lose 1 fate and place it on this card. Good characters who visit the Redeemer gain any fate placed on this card.

4



# RENEGADE



Stranger

Good and evil characters must lose 1 gold and place it on this card. Neutral characters who visit the Renegade gain any gold placed on this card.

4



# RITUAL MASTER



Stranger

Good and neutral characters must lose 1 life and place it on this card. Evil characters who visit the Ritual Master gain any life placed on this card.

4



# HOLY RELIC



Magic Object

No evil character may  
have the Holy Relic.

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Whenever you visit  
the Chapel, you may  
replenish 1 fate.

5





# PROFANE RELIC



Magic Object

No evil character may have the Profane Relic.

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Whenever you visit the Graveyard, you may heal 1 fate.

5



# LIVERY STABLE



Place

On each visit you may buy available Stables Cards at these prices: Horse and Cart 5G, Mule 4G, Riding Horse 3G, Warhorse 7G.

6



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6



# 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





# MULE



Follower

The Mule can carry an extra 2 Objects for you. If you lose the Mule, leave any surplus Objects of your choice in the space you are in.

5



# MULE



Follower

The Mule can carry an extra 2 Objects for you. If you lose the Mule, leave any surplus Objects of your choice in the space you are in.

5



# MULE



Follower

The Mule can carry an extra 2 Objects for you. If you lose the Mule, leave any surplus Objects of your choice in the space you are in.

5