





# SKY SCREECHER



Enemy - Monster

## STRENGTH: 2

If your attack roll is lower than your Craft value, you are automatically defeated.

It will remain here until it is killed.

2







# EKOR



Enemy - Monster

## STRENGTH: 2

The mysterious Ekor is sheltering in this area. When revealed, if your Strength is higher than 2, the Ekor will flee 1 space clockwise instead of fighting you. Otherwise it will remain here until it is killed.

2







# SHIVER NYMPH



Enemy - Spirit

## CRAFT: 2

The mischievous Nymph is frolicking in this area. When revealed, if your Craft is higher than 2, the Nymph will flee 1 space clockwise instead of fighting you. Otherwise it will remain here until it is killed.

3







# SHIVER NYMPH



Enemy - Spirit

## CRAFT: 2

The mischievous Nymph is frolicking in this area. When revealed, if your Craft is higher than 2, the Nymph will flee 1 space clockwise instead of fighting you. Otherwise it will remain here until it is killed.

3







# GREMLIN



Follower

You must take the Gremlin as a Follower. Whenever you gain an Object you must first roll 1 die:

- 1-2) Discard the Object and lose 1 life
- 3-4) The Object is ditched on your current space
- 5-6) You keep the Object and you may discard the Gremlin

5







# SCRIBE



Follower

If you have 2 or more Spells, you may keep a Spell after you cast it and discard 1 of your other Spells in its place. The Scribe then wanders off to the discard pile.

5







# TRADING DAY



Event

It's Trading Day across the land. Clockwise starting with yourself, characters in this Region may purchase one card from any Shop deck (if able). Then discard this card.

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