

ALTAR OF FACES



Place

You may pray at the Altar of Faces and roll 1 die.
1) Ignored.
2-3) Gain a Sign.
4-5) Take an Object with "Mask" in its title from any discard pile, if available.
6) Take a Treasure with "Mask" in its title, even if another character currently has it.

6

ASGAYADIHI



Enemy - Warrior

STRENGTH: 4
The Asgayadihi will defend the highlands of Atlantis until the very end. If he would be discarded, place him on a Hills instead.

2

BANNER LANCE



Magic Object

Weapon
Add 1 to your Strength in battle for each Trophy you have with Strength equal to or greater than your own.

5

BASKET OGRESS



Enemy - Monster

STRENGTH: 6
If you are defeated by the Basket Ogress, you must ditch a Follower here. She gains 1 Strength for each Follower on her space.

2

BAYKOK



Enemy - Undead

STRENGTH: 4
A lurking Baykok waits to ambush you when you least expect it. You do not roll a die in battle against the Baykok.

2

BEAR MASK



Magic Object

Add 1 to your Strength.
Add 1 to your Life value.

5

BISON MIGRATION



Stranger

A massive herd of bison thunders across the Plains. Move the Bison Migration to a Plains of your choice and lose your next turn as you wait for them to pass.

1

BISON



Enemy - Animal

STRENGTH: 3
The Bison adds 2 to its attack roll if it is encountered in the Plains. If you do not defeat it, move it to any Plains.

2

BLADED WARCLUB



Object

Weapon
Add 1 to your Strength in battle.
If you roll a 1-3 in battle, you may roll a second die and add it to your result.

5

BLADED WARCLUB



Object

Weapon
Add 1 to your Strength in battle.
If you roll a 1-3 in battle, you may roll a second die and add it to your result.

5

BODARC BOW



Object

Weapon
Add 1 to your Strength in battle.
You may roll an extra die in battle and add it to your score. If you do, discard 1 gold or the Bodarc Bow.

5

BODARC BOW



Object

Weapon
Add 1 to your Strength in battle.
You may roll an extra die in battle and add it to your score. If you do, discard 1 gold or the Bodarc Bow.

5

BURIAL PRIEST



Stranger

When revealed, place the Barrows Terrain in this Region. When you visit the Burial Priest, you may offer grave goods to appease the dead. Discard an Object to discard a Spirit or Undead from the board. If you discard a Magic Object, you may take that Enemy as a Trophy instead.

4

CACTUS CAT



Follower

Add 1 to your Strength in battle.
You do not lose a life in Desert or the Cactus Forest.

5

CANOE



Object

While in the Atlantean, Outer, or Middle Regions, you may add up to 2 to your movement roll.
Instead of rolling for movement, you may cross the River or move to any Lake in the same region.

5

CANOE



Object

While in the Atlantean, Outer, or Middle Regions, you may add up to 2 to your movement roll.
Instead of rolling for movement, you may cross the River or move to any Lake in the same region.

5

CANTETINZA



Enemy - Warrior

STRENGTH: 5
Whenever the Cantetinza defeats a character, he gains a Strength token. He adds 1 to his attack roll for each and discards them all if defeated.

2

CHINDI



Follower

Cursed
When you gain a new Object, lose a Life.
Whenever you encounter a space, Objects in that space are considered to have an encounter number of 1 instead of 5.
You may ditch the Chindi if you have no Objects.

5

CHUNKY



Event

Game
Some Atlanteans challenge you to Chunky. You must have an Object to play. Battle a Strength 4 Warrior. If you win, draw a card at random from a Purchase Deck of your choice. If you lose, discard an Object instead of losing a Life.

1

CHUNKY



Event

Game
Some Atlanteans challenge you to Chunky. You must have an Object to play. Battle a Strength 4 Warrior. If you win, draw a card at random from a Purchase Deck of your choice. If you lose, discard an Object instead of losing a Life.

1

CORN MAIDEN

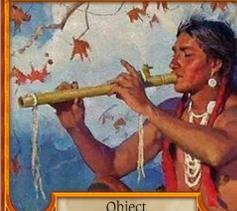


Lunar Event

Flip the Time Card to Day and place the Fields in your Region. Characters gain 1 life when they encounter the Fields. Discard this card when Night falls.

1

COURTING FLUTE

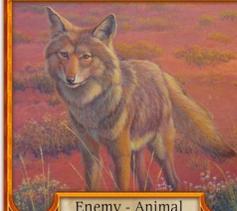


Object

When you encounter another character, you may play the Courting Flute. Roll 1 die. If your total is more than their Craft minus their Followers, you may take a Follower from them.

5

COYOTE



Enemy - Animal

CRAFT: 2
The Coyote adds 2 to its attack roll if it is encountered in the Desert or Oasis. If you do not defeat it, move it to the Desert or Oasis.

3

CREEPING TAR



Enemy - Elemental

STRENGTH: 6
When encountered, place the Tar Pit Terrain on this space. If you do not defeat the Creeping Tar, it oozes away one space.

2

DATURA GIRL



Stranger

A beautiful Datura Girl is seducing and killing whomever she meets. Roll 2 dice. If the total is less than your combined Craft and Strength, you outwit and outlast her. Discard her and take a Follower from any discard pile. Otherwise, lose 1 life as you narrowly escape her trap.

4

DEER MASK



Magic Object

You may add 1 to your movement rolls. Add 1 to your rolls in the Forest and Crag.

5

DEER WOMAN



Enemy - Fae

CRAFT: 4
The Deer Woman seduces you down dangerous paths. If you are defeated, roll 1 die. If even, move to the Crag. If odd, move to the Forest.

3

FLETCHER



Follower

While the Fletcher is your Follower, all Bows add an extra 1 to your Strength in battle and you do not need to discard a gold to use any Bow.

5

FLYING HEADS



Enemy - Spirit

CRAFT: 6
If encountered in the Woods, Cursed Glade, or Redwoods, you do not roll a die in psychic combat with the Flying Heads.

3

FOREST SPHINX



Stranger

The Sphinx asks on old hunting riddle. You may solve it by discarding five points of Animal or Monster Trophies here. When a character does so, she grants them 1 Strength and flies to the discard.

4

FUR TRADER

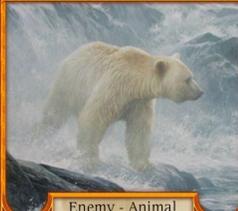


Stranger

An Atlantean Fur Trader is looking for the finest pelts and skins. You may sell him Animal and Monster Trophies for gold equal to their Craft or Strength.

4

GHOST BEAR



Enemy - Animal

CRAFT: 3
The Ghost Bear adds 2 to its attack roll if it is encountered in the Hills. If you do not defeat it, move it to any Hills.

3

GHOST RIDER



Enemy - Undead

STRENGTH: 7
When revealed, place a fireland token on this space. The Ghost Rider will remain here until defeated.

2

GRASS VILLAGE



Place

When revealed, place the Grass Village on any Plains. When you visit the Grass Village, you may purchase any of the following if available. Then move the Grass Village to another Plains.
Pipe (1G)
Bladed Warclub (2G)
Canoe (2G)
Paint Horse (2G)
Bodarc Bow (3G)

6

GRASS VILLAGE



Place

When revealed, place the Grass Village on any Plains. When you visit the Grass Village, you may purchase any of the following if available. Then move the Grass Village to another Plains.
Pipe (1G)
Bladed Warclub (2G)
Canoe (2G)
Paint Horse (2G)
Bodarc Bow (3G)

6

GREAT BISON



Lunar Event

Flip the Time Card to Day and place the Plains in your Region. Instead of drawing a card in the Plains, characters may roll 1 die to pray to the Great Bison. On a 1-4, they are ignored. On a 5+, they receive 1 Strength. Discard this card when Night falls.

1

GRIZZLY BEAR

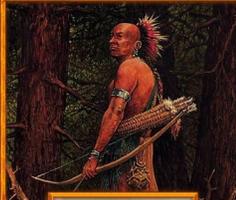


Enemy - Animal

STRENGTH: 3
The Grizzly Bear adds 2 to its attack roll if it is encountered in the Hills. If you do not defeat it, move it to any Hills.

2

HADOWAS



Enemy - Warrior

STRENGTH: 3
The forests are full of Atlantean hunters. When the Hadowas would be discarded, place him on a Woods instead.

2

HORNED SERPENT

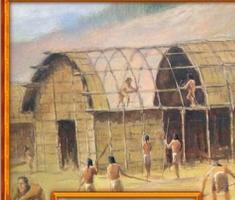


Enemy - Monster

CRAFT: 7
If you are Evil, you may evade the Serpent. If you are Good or have any Spells, you do not roll a die in psychic combat against the Horned Serpent.

3

HOUSE RAISING



Event

A new Longhouse village is being built here. Place the Longhouse Terrain on this Space. You may visit any or all of its residents rather than just one this turn.

1

JAGUAR



Enemy - Animal

STRENGTH: 3
When drawn place the Jaguar on the Forest. Roll a die for the Forest before encountering the Jaguar. Unless you are Lost, it evades you.

2

KOKOPELLI



Event

The spring rains and new life follow Kokopelli's music. Each character may discard a fireland token in their Region. If they do, they may also place discarded Stranger or Follower on the space.

1

KOSHARE



Follower

The Koshare will only follow Neutral characters.

When you defeat another character, you may change their alignment instead of the gaining the usual reward.

Add 1 to your Strength for each Evil Character and 1 to your Craft for each Good character.

5

KUSHTAKA



Stranger

A mercurial Kushtaka crosses your path. Roll a die to see how he reacts.

- 1) He attacks with Strength 6!
- 2-3) He tries to drown you. Lose your next turn.
- 4-5) He ignores you.
- 6) He gives you some of his power. Gain 1 Strength or 1 Craft.

Discard the Kushtaka if there is a fireland token here.

4

LACROSSE



Event

Game
Some Atlanteans challenge you to Lacrosse. You must have a Follower to play. Roll 1 die. If you roll below your number of Followers, you win! A discarded Follower joins your team. Otherwise, one of your Followers is injured in the game and must be discarded.

1

LACROSSE



Event

Game
Some Atlanteans challenge you to Lacrosse. You must have a Follower to play. Roll 1 die. If you roll below your number of Followers, you win! A discarded Follower joins your team. Otherwise, one of your Followers is injured in the game and must be discarded.

1

LICH SPIDER



Enemy - Undead

CRAFT: 4
The Spider has buried its heart in a secret location, where it will reform if killed. If you defeat the Spider, roll 1 die and move it accordingly.

- 1-2: Any Hills.
- 3-4: Any Woods.
- 5-6: Any Plains.

If it is already on an appropriate space, you have found its heart and may take it as a Trophy.

3

LYNX



Enemy - Animal

CRAFT: 2
The Lynx adds 2 to its attack roll if it is encountered in the Woods. If you do not defeat it, move it to any Woods.

3

MASK CARVER

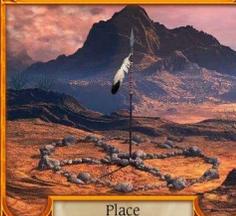


Stranger

You may pay the Mask Carver 3 gold to take an Object with "Mask" in its title from any discard pile or from anywhere on the board, if available.

4

MEDICINE WHEEL



Place

When your visit the Medicine Wheel, you may either heal up to two lives or replenish up to two Fate.

6

METEOR DRAGON



Enemy - Dragon

CRAFT: 7
When revealed, place the Crater Terrain on a space in this Region, then move the Meteor Dragon to that space.

3

MICTLAN RING



Magic Object

Cursed • Trinket
When an Atlantean Terrain is discarded, lose a Fate or a life. If Atlantis is destroyed, you win the game.

5

MIST MAIDEN



Enemy - Elemental

CRAFT: 8
When revealed, place the Waterfall Terrain on a space in this Region, then move the Mist Maiden to that space.

3

MOUND PRIEST



Stranger

When revealed, place the Mound City Terrain in this Region. When you visit the Mound Priest, he will lead you in visionary prayer. Roll 1 die.

- 1-4) Ignored.
- 5) Gain a Fate.
- 6) Gain a Sign.

4

MOUNTAIN SPIRITS



Lunar Event

Flip the Time Card to Night and place the Hills in your Region.

Instead of drawing a card in the Hills, characters may roll 1 die to pray to the Mountain Spirits. On a 1-4, they are ignored. On a 5+, they receive 1 Craft.

Discard this card when Day breaks.

1

NAKUSATI



Enemy - Cultist

CRAFT: 3

If you do not have a Mask or a Crown, you do not roll a die in psychic combat against the Nakusati.

3

OBSIDIAN RAIN



Event

A deadly Obsidian Rain blows out of Mictlan. Discard an Atlantean Terrain. Roll 1 die for each Adventure Card in the Atlantean Region and discard it unless the result is greater than the number of blank Atlantean spaces. Each character in the Atlantean Region loses a life unless they have Armour.

1

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Event

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1

PAINT HORSE



Follower

Steed

You may add up to 3 to your movement roll.

If you are on the Plains, instead of rolling for movement, you may move to another Plains in the same Region.

5

PAINT HORSE



Follower

Steed

You may add up to 3 to your movement roll.

If you are on the Plains, instead of rolling for movement, you may move to another Plains in the same Region.

5

PEACE CHIEF



Stranger

The Peace Chief rewards those who make allies in these troubled times. The first character to visit him with at least four Followers who are not *Cursed* may gain either a Strength, a Craft, or a Follower from any discard pile, then discard the Peace Chief.

4

PIASA DRAGON



Enemy - Dragon

STRENGTH: 7

When revealed, place the Canyon Terrain on a space in this Region, then move the Piasa Dragon to that space.

2

PIPE



Object

Trinket

You may add 1 to any roll you make at the Enchantress, the Mystic, any Stranger, or any Denizen.

5

PIPE



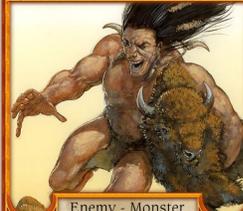
Object

Trinket

You may add 1 to any roll you make at the Enchantress, the Mystic, any Stranger, or any Denizen.

5

PRAIRIE GIANT



Enemy - Monster

STRENGTH: 6

A towering Prairie Giant roams over the grasslands. When revealed, place him on a Plains. He will remain there until killed.

2

PTE OYATE



Follower

The Pte Oyate will only follow Good characters.

You may add up to two to your prayer rolls and may evade any Spirits you wish.

5

PUCKWUDGIE



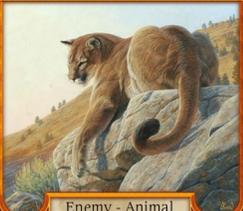
Enemy - Monster

CRAFT: 5

The Puckwudgie captures souls to fuel its magic. If you are defeated, kill one of your Followers at random.

3

PUMA



Enemy - Animal

CRAFT: 3

When drawn, place the Puma on the Crag. Roll a die for the Crag before encountering the Puma. Unless you are Lost, it evades you.

3

PUZZLE TEMPLE



Place

You stumble into an Atlantean Puzzle Temple filled with deadly traps. Place the Labyrinth Terrain on this space. When a character encounters the Puzzle Temple, they lose one life and may do one of the following: gain a Spell if their Craft allows, gain a Craft, or roll 1 die with the same results as El Dorado.

1

RAINBOW CROW

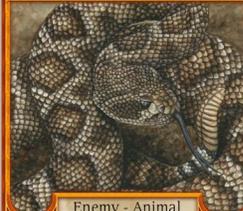


Follower

Whenever you end your turn on a space with a fireland token, you may remove the token and place it on the Rainbow Crow instead. Once it has collected four fireland tokens, the Rainbow Crow flies off to the discard.

5

RATTLESNAKE



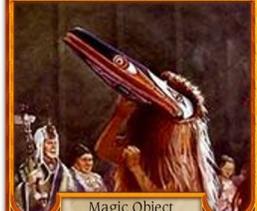
Enemy - Animal

STRENGTH: 2

The Rattlesnake adds 2 to its attack roll if it is encountered in the Desert or Oasis. If you do not defeat it, move it to the Desert or Oasis.

2

RAVEN MASK



Magic Object

Add 1 to your Craft.

Add 1 to your Fate value.

5

RAVEN MOCKER

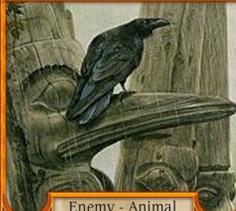


Enemy - Cultist

CRAFT: 3
A foul warlock preys upon the weak to sustain his own withering life. If you defeat him, roll 1 die. If the result is less than the number of Denizens, Followers, and Strangers on the board, discard one and move the Raven Mocker to that space instead of taking him as a Trophy.

3

RAVEN



Enemy - Animal

CRAFT: 1
If you are defeated, you may ditch an Object instead of losing a Life.

3

RIDING MOOSE



Follower

Steed
You may subtract up to 3 from your movement roll.

If you are on the Woods, instead of rolling for movement, you may move to another Woods in the same Region.

5

RIDING MOOSE



Follower

Steed
You may subtract up to 3 from your movement roll.

If you are on the Woods, instead of rolling for movement, you may move to another Woods in the same Region.

5

SAGUARO DRYAD



Enemy - Elemental

STRENGTH: 4
When revealed, place the Cactus Forest on a space in this Region, then move the Saguaro Dryad to that space.

2

SEVEN SISTERS



Lunar Event

Flip the Time Card to Night and place the Tree Rock in your Region.

Characters may evade any Enemies they encounter.

Discard this card when Day breaks.

1

SKINWALKER



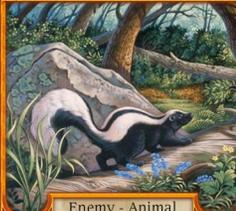
Follower

The Skinwalker will only follow Evil characters.

Add 1 to your Craft in psychic combat for each Animal or Monster Trophy you possess.

5

SKUNK

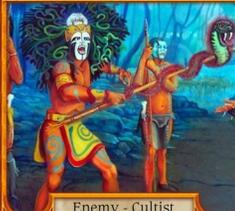


Enemy - Animal

STRENGTH: 1
If you are defeated, you may ditch a Follower instead of losing a Life.

2

SNAKE SACHEM

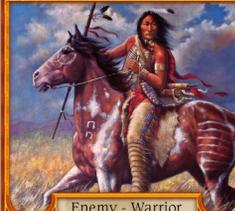


Enemy - Cultist

CRAFT: 5
Whenever the Snake Sachem defeats a character, he gains a Craft token. He adds 1 to his attack roll for each and discards them all if defeated.

3

SOTKAYUHA



Enemy - Warrior

STRENGTH: 3
There's always some young warrior looking to prove himself. When the Sotkayuha would be discarded, place him on a Plains instead.

2

SPIRIT ANIMAL



Follower

Add 1 to your Fate value.

You may have an additional Sign.

5

STEAM ELEMENTAL



Enemy - Elemental

CRAFT: 4
When revealed, place the Geysers Terrain on a space in this Region, then move the Steam Elemental to that space.

3

STONECOAT



Enemy - Monster

STRENGTH: 6
Only magic can pierce the Stonecoat's skin. You do not roll a die in battle against it unless you have a Magic Weapon or discard a Spell.

2

SUN THIEF



Enemy - Spirit

CRAFT: 6
When revealed, flip the Time Card to Night and place it under this Card. It cannot be flipped again by any effect while the Sun Thief is on the board. If a character encounters a Lunar Event that would flip the Time Card to Day, discard it and draw another card.

3

THUNDER SHIELD



Magic Object

Armour
If you lose a psychic combat by 2 or less (add 1 for each additional Enemy), it is considered a stand-off instead.

5

THUNDERBIRD



Enemy - Spirit

CRAFT: 7
If you are Good, you may evade the Thunderbird. If you are Evil or have any Spells, you do not roll a die in psychic combat against the Thunderbird.

3

TIMBER WOLF



Enemy - Animal

STRENGTH: 2
The Timber Wolf adds 2 to its attack roll if it is encountered in the Woods. If you do not defeat it, move it to any Woods.

2

TOTEM PIPE



Magic Object

When you gain the Totem Pipe, choose one and place three tokens on this card: Beaver (Green), Duck (Blue), Falcon (Red). When you are instructed to draw a card from the Adventure Deck, you may instead spend one token to encounter the top card of the Discard Pile if it is the appropriate type.

Green: Place
Blue: Follower
Red: Enemy

5

TOTEM POLE



Place

An Atlantean clan raises a new Totem Pole to bring the favor of their spiritual guardians. Roll 1 die to see which totem inspires you.

1-2) Ignored.
3-4) Wolf: Gain 1 Craft.
5-6) Bear: Gain 1 Strength.
Subtract 1 from your roll for each Wolf or Bear Trophy you have.

6

TOTEMIC GUARDIAN

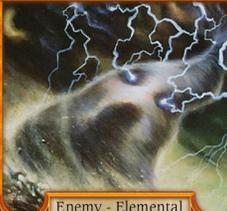


Enemy - Construct

CRAFT: 6
The Totemic Guardian defends the wildlife of the area. It adds 1 to its attack roll for each Animal in its Region.

3

TWISTER



Enemy - Elemental

CRAFT: 6
If you do not defeat the Twister, discard all Places on this space, then roll 1 die and move the Twister that many spaces in either direction.

3

UNKTEHI



Enemy - Monster

STRENGTH: 7
A monstrous Unktehi searches for its mate. If there is another Monster in this Region, move the Unktehi to the closest one of your choice.

2

WAMPUS



Enemy - Cultist

CRAFT: 4
A murderous witch transforms herself into a Wampus cat at night to attack her victims. If it is Day, she evades you.

3

WAR BISON



Follower

Steed
You may add your movement roll to your Strength in battle.

If you lose a life in battle or psychic combat, discard the War Bison.

5

WAR BISON



Follower

Steed
You may add your movement roll to your Strength in battle.

If you lose a life in battle or psychic combat, discard the War Bison.

5

WAR CHIEF



Stranger

The War Chief rewards those who have proven themselves against the Atlantean armies. The first character to visit him with at least five points of Warrior Trophies may gain either one Strength, one Craft, or a Treasure, then discard the War Chief.

4

WATER PANTHER



Enemy - Monster

STRENGTH: 5
When revealed, place a Lake Terrain in this region. While you have this card as a Trophy, you may not heal at the Lake or Waterfall.

2

WENDIGO



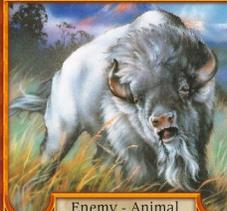
Follower

Cursed
Add 2 to your Strength in battle.

You must attack a character you land on. If you defeat them, you must claim a Life as your reward and give them the Wendigo.

5

WHITE BISON



Enemy - Animal

CRAFT: 3
The White Bison adds 2 to its attack roll if it is encountered in the Plains. If you do not defeat it, move it to any Plains.

3

WINGED BISON



Stranger

A Winged Bison offers you a ride to any space in the Atlantean Region. Whether or not your accept, move the Winged Bison to a Plains unoccupied by a character.

4

WOWONAU



Enemy - Elemental

STRENGTH: 8
When revealed, place the Redwoods Terrain on a space in this Region, then move the Wowonau to that space.

2

WRANGLER



Follower

You may treat any **Draft** and **Steed** Followers as having encounter number 1.

Discard at any time to take a random card from the Stables.

5

YASTAY



Event

Yastay, the lord of beasts, appears before you. If you have any Animal Trophies, lose a life. Otherwise, he bestows his blessing on you. You may take a Llama or Mule from the Stables Deck.

1

ZOMBIE BISON

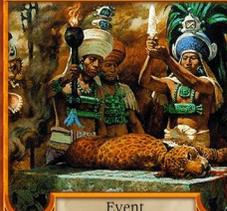


Enemy - Undead

STRENGTH: 4
The Zombie Bison adds 2 to its attack roll if it is encountered in the Plains. If you do not defeat it, move it to any Plains.

2

ANIMAL SACRIFICE



Event

To save their land, the Atlanteans offer up the blood of wild beasts. All characters in Atlantean Region must discard an Animal Trophy, a Monster Trophy, or an Atlantean Terrain.

1

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1