





**ACOMITL**



Magic Object

You do not lose a life in the Desert or from fireland tokens. You may spend a Fate to place a Bog, Floodland, or Swamp and discard all fireland tokens in your Region.

5

**AHUIZOTL**



Enemy - Monster

**STRENGTH: 5**  
An Ahuizotl lurks in the waterways, waiting to ambush travelers. It will remain here until killed.

2

**ANCIENT ATLANTÉ**



Enemy - Construct

**CRAFT: 4**  
If the Atlante defeats you, remove a Terrain from this region and place a random Terrain on a space with a Spirit.

3

**ASTROLOGERS**



Stranger

Draw 3 Atlantean Cards, place one facedown in front of you, and discard the others. You may place your facedown Atlantean Card on top of any Adventure Deck at the start of any character's turn.

4

**ATLANTEAN GALLEY**



Enemy - Warrior

**STRENGTH: 6**  
An Atlantean Galley patrols the waters here. Unless you defeat it, move it one space.

2

**ATLANTEAN GRIFFON**



Enemy - Monster

**STRENGTH: 5**  
If you are defeated, in addition to losing a Life, the Griffon carries you off to Atlantis.

2

**ATLANTEAN HARPY**



Enemy - Monster

**CRAFT: 5**  
If you are defeated, in addition to losing a Life, the Harpy carries you off to Atlantis.

3

**BAT NAGUAL**



Enemy - Cultist

**CRAFT: 2**  
A shrieking Bat Nagual swoops out of the darkness. If it is Night, you do not roll a die in psychic combat with the Bat Nagual.

3

**BOUND ATLANTÉ**



Stranger

Warriors have captured a rogue Atlante. For a sacrifice, you may make use of its powers. You may lose a Life or discard a Magic Object or a Follower to place a Terrain of your choice in this region.

4

**CACAO BEANS**



Object

**Trinket**  
You may discard the Cacao Beans for 2 Gold at the Market in Atlantis or when you visit the Pochteca, wherever they may be found.

5

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5

**CALMECAC**

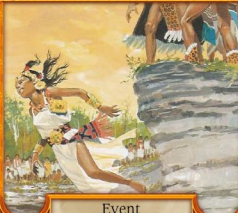


Place

Retired priests train the next generation at the Calmecac. If there is a Cultist in the discard pile, you may pay 2 gold. Shuffle a Cultist back into its deck, gain a Craft, and miss your next turn.

6

**CENOTE SACRIFICE**



Event

The Cenote gives life and the Cenote takes life. Move to the Cenote or place its Terrain here if it is not in your Region. You must make a sacrifice, if able, or lose a life.

1

**CENTAUR MUMMY**



Enemy - Undead

**STRENGTH: 4**  
A mummified Centaur is riding down all who travel here. It will remain here until destroyed.

2

**CIHUAPILLI**



Enemy - Warrior

**STRENGTH: 3**  
An Atlantean noblewoman has taken up the arms of fallen brothers. She adds 1 to her attack roll for every discarded Warrior.

2

**CIHUATEOTL**



Enemy - Undead

**STRENGTH: 5**  
A rogue Cihuateotl has abandoned the Sun to haunt the roadways. Day and Night have no effect on her or you while you fight her.

2

**CIPACTLI**



Enemy - Monster

**STRENGTH/CRAFT: 10**  
Ravenous Cipactli devours a Terrain from this Region if you do not defeat it. If you win, you place a Terrain of your choice in this Region.

1



**COYOTE NAGUAL**



Enemy - Cultist

**CRAFT: 2**  
A commoner has transformed into a Coyote Nagual and is terrorizing her neighbors here. She will remain here until killed.

3

**COYOTE NAGUAL**



Enemy - Cultist

**CRAFT: 2**  
A commoner has transformed into a Coyote Nagual and is terrorizing her neighbors here. She will remain here until killed.

3

**COYOTL**

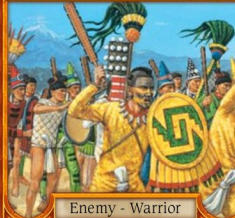


Enemy - Warrior

**STRENGTH: 4**  
A pious Coyotl fights on behalf of the Temple. He adds 2 to his attack roll if he is in the same Region as the Temple.

2

**CUACHIC**



Enemy - Warrior

**STRENGTH: 6**  
If the Cuachic defeats you, roll 1 die as if at the Crag. If you roll a 1, he attacks you again instead of the spirit.

2

**CUAUHTLI**



Enemy - Warrior

**STRENGTH: 4**  
The Cuauhtli has taken numerous captives. If the top card in the discard pile is a Follower, add 4 to his attack roll.

2

**CUETECATL**



Enemy - Warrior

**STRENGTH: 3**  
A skilled Cuetecatl has vanquished many foes. He will remain here until killed.

2

**CUETECATL**



Enemy - Warrior

**STRENGTH: 3**  
A skilled Cuetecatl has vanquished many foes. He will remain here until killed.

2

**DAWN OF THE ATLANTÉ**



Lunar Event

When revealed, flip the Time Card to Day.  
All Constructs add 3 to their attack rolls. When a character defeats a Construct, they may choose a Terrain to place in their Region.  
Discard this Card when Night falls.

1

**DAY OF THE DEAD**



Lunar Event

When revealed, flip the Time Card to Day.  
When a character encounters an Undead Enemy, they may make a prayer roll and add the result to your attack score.  
Discard this card when Night falls.

1

**DEATH BAT**



Enemy - Undead

**CRAFT: 3**  
The Bat inflicts festering wounds. If you lose a Life in psychic combat with the Bat, you must lose an additional Life.

3

**DEATH PRIEST**

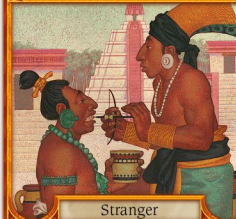


Enemy - Undead

**CRAFT: 5**  
The Death Priest adds 1 to its attack roll for every Cultist in the discard pile.

3

**DENTIST**



Stranger

The Dentist is quite concerned about the lack of care you seem to have received on your adventures. If you are not currently over your Life value, you may pay him 1 Gold to gain a Life.

4

**DOG NAGUAL**



Follower

Add 1 to your Craft in psychic combat.  
Increase your Spell Limit by 1.

5

**ECLIPSE**



Lunar Event

When revealed, flip the Time Card to Night.  
Characters must discard a Sign or lose 1 Fate at the start of their turn.  
Discard this card when Day breaks.

1

**EHECATL**



Follower

Whenever you spend a Fate, Ehecatl joins whichever character has the most Fate.  
Increase your Fate value by 2. When you gain a Strength or a Craft, you may also gain a Sign.

5

**ETCHED DESERT**



Place

When revealed, place on a Desert. The first character who visits the Etched Desert may draw three Signs and gain one, discarding the others and the Etched Desert.

6

**FEATHER MACUAHUITL**



Magic Object

**Cursed • Weapon**  
Subtract 3 from your Strength in battle.  
When you defeat an Enemy in battle, add a Strength token to this card. Lose a token when you are defeated in battle. Each token adds 1 to your Strength in battle. You may discard the Feather Macuahuitl once it has 3 tokens.

5

**FEATHER SHIELD**




Object

**Armour**  
If you lose a battle by 2 or less, it is considered a stand-off instead.

5



### FEATHER SHIELD



Object

**Armour**  
If you lose a battle by 2 or less, it is considered a stand-off instead.

5

### FLAYED MASK



Magic Object

**Cursed**  
Decrease your life value by 1. When you gain a Gold, heal a life.

5

### FLAYSOME PRIEST



Enemy - Cultist

**CRAFT: 4**  
The Priest wears the skins of the sacrificed to gain their power. If the top card in the discard pile is a Follower, add 4 to his attack roll.

3

### FLOWER WAR



Lunar Event

When revealed, flip the Time Card to Day.

If a character is defeated by a Warrior or Cultist, they are *enslaved* as if at the Temple.

When Night falls, all *enslaved* characters are *killed*! Discard this card.

1

### FUNERAL MASK



Magic Object

You do not lose a life the Chapel or Graveyard.

You may evade the Undead and Spirits.

5

### GHOST MACUAHUITL



Magic Object

**Cursed • Weapon**  
Add 1 to your attack roll for each Spirit or Undead in your Region.

Once per turn, if you encounter a Spirit or Undead, lose a life.

5

### GIANT SLAYER




Follower

The Giant Slayer will join you if you have a Trophy with Strength or Craft greater than your own.

Whenever you encounter an Enemy with Strength or Craft 6+, he adds 3 to your attack score.

5

### GLADIATOR SACRIFICE



Event

You have been captured to participate in the Gladiator Sacrifice! Move to the Temple if it is in your Region, or place the Temple Terrain here. You are *enslaved*; keep this card until you escape or are killed. Each turn you fail to escape the Temple, you must fight a Strength 5 Warrior.

When you escape, discard this card and gain a Strength.

1

### GOLDEN LORD



Follower

You may spend gold as if it were Fate.

You may discard the Golden Lord at El Dorado to gain a Treasure.

5

### GOLDEN SKELETONS



Enemy - Undead

**CRAFT: 0**  
The Skeletons roll 2 dice and adds them together for its attack roll. Instead of taking them as a Trophy, gain 3 Gold and 1 Craft.

3

### GUARDIAN ALTANTE



Enemy - Construct

**STRENGTH: 6**  
If the Atlante defeats you, remove a Terrain from this region and place a random Terrain on a space with an Monster.

2

### HERO TWINS



Lunar Event

When revealed, roll 1 die. Flip the Time Card to Day if even or Night if odd.

Characters add their Fate to their attack scores if they encounter an Enemy with Strength or Craft greater than 6.

Discard this card the next time the Time Card flips.

1

### HISTORIAN



Stranger

The Historian writes vivid accounts of the past. When you visit her, you may encounter an Event from any discard pile, then place it at the bottom of its deck.

4

### HUEHUETEOTL



Event

The ancient god of fire marks the land and speeds your days.

Each character places a fireland token on their space and all blank Atlantean spaces.

You may move again immediately.

1

### HUITZILIN



Follower

Huitzilin will follow whoever has the highest Strength whenever Day breaks.

Add 2 to your Strength while it is Day. You may trade in Warrior, Law, and Outlaw Trophies as though they were valued 1 higher.

5

### HUITZILOPOCHTLI



Lunar Event


When revealed, flip the Time Card to Day.

Warriors add 1 to their attack score for each additional Warrior in their Region.

Discard this card when Night falls.

1

### HUMAN SACRIFICE




Event

The Atlanteans offer the hearts of captives to save their home. Each character in the Atlantean Region must discard one of the following: A Cultist Trophy, a Warrior Trophy, a Follower, or an Atlantean Terrain.

1

### HUMAN SACRIFICE



Event

The Atlanteans offer the hearts of captives to save their home. Each character in the Atlantean Region must discard one of the following: A Cultist Trophy, a Warrior Trophy, a Follower, or an Atlantean Terrain.

1



**HUMMING DRAGON**



Enemy - Dragon

**CRAFT: 5**  
A tiny Humming Dragon flits off erratically once disturbed. When revealed, you must place it on another space with the same name, if able.

3

**HURACAN**



Enemy - Elemental

**STRENGTH/CRAFT: 10**  
When encountered, discard all other cards on this space and place a fireland token here. If you do not defeat Huracan, roll a die and move him accordingly.

1

**ITZPAPALOTL**



Enemy - Spirit

**STRENGTH/CRAFT: 10**  
The goddess fans the flames of war with her obsidian wings. When encountered, shuffle a discarded Warrior back into its deck.

1

**IXTAB**



Event

The Gallows Lady has claimed one of your Followers as her own! Kill a Follower at random, then fight a Craft 3 Undead Enemy. If you have no Followers, lose a Life instead.

1

**JADE**



Object

**Trinket**  
You may discard the Jade for 2 Gold at the Alchemist in the City or for 4 Gold at the Market in Atlantis or if you visit the Pochteca, wherever they may be found.

5

**JADE**



Object

**Trinket**  
You may discard the Jade for 2 Gold at the Alchemist in the City or for 4 Gold at the Market in Atlantis or if you visit the Pochteca, wherever they may be found.

5

**JAGUAR ARMOUR**



Object

**Armour**  
If you lose a battle by 3 or less (4 or less if you have any Shield), it is considered a stand-off instead.

5

**JAGUAR ARMOUR**



Object

**Armour**  
If you lose a battle by 3 or less (4 or less if you have any Shield), it is considered a stand-off instead.

5

**JAGUAR NAGUAL**



Enemy - Cultist

**CRAFT: 6**  
If the Jaguar Nagual defeats you, roll 1 die as if at the Forest. If you roll a 1, he attacks you again instead of the brigand.

3

**JUNGLE SPHINX**



Stranger

The Sphinx poses an old herbalist riddle. Roll 2 dice. If you roll over your Craft, you fail her test and lose a Life as you choose the wrong herb. Otherwise, you correctly identify the herb. Gain a Craft and place a Woods, a Forest, or a Jungle in this Region. Then the Sphinx flies off to the discard pile.

4

**LLAMA**



Follower

**Draft**  
The Llama can carry an extra four Objects for you. You do not need to roll in the Chasm or Crag, but must accept the results if you do.

5

**LLAMA**



Follower

**Draft**  
The Llama can carry an extra four Objects for you. You do not need to roll in the Chasm or Crag, but must accept the results if you do.

5

**LLORONA**



Enemy - Undead

**CRAFT: 2**  
A mourning Llorona haunts the water's edge. She will remain here until killed.

3

**LLORONA**



Enemy - Undead

**CRAFT: 2**  
A mourning Llorona haunts the water's edge. She will remain here until killed.

3

**LUNAR CROWN**



Magic Object

Add 2 to your Craft while it is Night. If you have the Solar Scepter, add 1 to your Craft while it is Day.

5

**MALLKU**

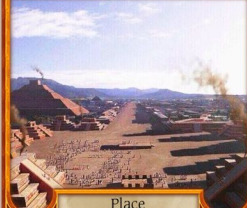


Stranger

Mallku, lord of the mountains, deigns to carry you to some lofty perch. You may place a Hills, a Crag, or a Mountain Pass in this Region. You may then move to any one of those spaces immediately. Regardless, Mallku then flies to the discard pile.

4

**MICCOATLI**



Place

The road of the dead is wide and welcoming. You must either move to another space with an Undead or Spirit or lose a life.

1

**MICTLAN AMULET**



Magic Object

**Cursed**  
At the start of your turn, lose a life if you do not a Sign. You may evade a Spirit or Undead to gain a Sign.

5



**MICTLAN COIN**



Magic Object

**Cursed • Trinket**  
If you have at least two lives, lose a life when you lose or spend any amount of gold.  
If you have only 1 life remaining, you may lose a gold instead of losing a life for any reason.

5

**MICTLAN GATE**



Place

The gates of the underworld swing open! Roll a die. On a 1-3, encounter that many Enemies from the discard pile, beginning from the top of the pile. On a 4+, rescue a Follower from the discard pile.

1

**MICTLANTECUHTLI**



Lunar Event

When revealed, flip the Time Card to Night.  
After a character has completed their move, they must move the closest Spirit or Undead in their Region to their space.  
Discard this card when Day breaks.

1

**MIXCOATL**



Lunar Event

When revealed, flip the Time Card to Night.  
When a character defeats another in battle or psychic combat, they may steal a Sign from the loser or draw a new one.  
Discard this card when Day breaks.

1

**MONARCH DRAGON**

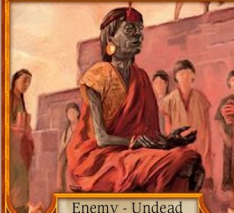


Enemy - Dragon

**STRENGTH: 7**  
When revealed, flip the Time Card to Day. The Monarch Dragon will remain here until killed.

2

**MUMMY ADVISOR**



Enemy - Undead

**CRAFT: 4**  
A mummified Advisor whispers corrupting secrets of the Underworld. It will remain here until destroyed.

3

**NAGUAL LICH**



Enemy - Undead

**CRAFT: 6**  
Unless you have a Spell, you do not roll a die in psychic combat with the Nagual Lich.

3

**NECKLACE OF EYES**



Magic Object

**Cursed**  
At the start of your turn, you may reveal the top card of any Adventure Deck and either replace it or discard it. If it is a Follower, Spirit or Undead, you must encounter immediately at your current space instead of moving.  
Your attack rolls against Spirits and Undead are reduced by 1.

5

**NEW FIRE**



Event

The Atlanteans are celebrating the New Fire Ceremony. Discard all fireland tokens in this Region, then place a fireland token on the Temple.

1

**OBSERVATORY**



Place

Careful observation of the stars reveals your destiny. If it is Night, gain a Sign. If you already have one, replenish all your Fate then discard the Observatory.

6

**OBSIDIAN DAGGER**



Object

**Weapon**  
Add 1 to your attack roll.  
Add up to 2 to a prayer roll.  
If you roll a 1 in battle, psychic combat, or during a prayer (before modifiers) lose a Fate or discard the Obsidian Dagger.

5

**OBSIDIAN DAGGER**



Object

**Weapon**  
Add 1 to your attack roll.  
Add up to 2 to a prayer roll.  
If you roll a 1 in battle, psychic combat, or during a prayer (before modifiers) lose a Fate or discard the Obsidian Dagger.

5

**OBSIDIAN DRAGON**



Enemy - Dragon

**STRENGTH/CRAFT: 7**  
You may not cast Spells for the rest of your turn after encountering the Obsidian Dragon. If it defeats you, lose a Sign.

1

**OBSIDIAN SKELETONS**



Enemy - Undead

**STRENGTH: 0**  
The Skeletons roll 2 dice and adds them together for its attack roll. Instead of taking them as a Trophy, gain 3 Fate and 1 Strength.

2

**OBSIDIAN SWORD**



Object

**Weapon**  
Add 2 to your attack roll.  
If you roll a 1 in battle or psychic combat (before modifiers), lose a Fate or discard the Obsidian Sword.

5

**OBSIDIAN SWORD**

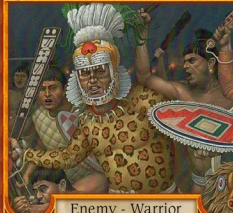


Object

**Weapon**  
Add 2 to your attack roll.  
If you roll a 1 in battle or psychic combat (before modifiers), lose a Fate or discard the Obsidian Sword.

5

**OCELOTL**



Enemy - Warrior

**STRENGTH: 5**  
You may not use Objects in battle against the Ocelotl. If you defeat him, you may claim a plundered Object from the discard pile.

2

**OTOMITL**



Enemy - Warrior

**STRENGTH: 5**  
You may not use Followers in battle against the Otomitl. If you defeat him, you may rescue a captive Follower from the discard pile.

2



**OWL NAGUAL**



Enemy - Cultist

**CRAFT: 3**  
A sinister Owl Nagual curses those who live in this region. He will remain here until killed.

3

**OWL NAGUAL**



Enemy - Cultist

**CRAFT: 3**  
A sinister Owl Nagual curses those who live in this region. He will remain here until killed.

3

**OXOMO**



Event

Oxomo, the Lady of the Calendar, ticks the days forward. All characters simultaneously pass a Sign clockwise, if able.

1

**OXOMO**



Event

Oxomo, the Lady of the Calendar, ticks the days forward. All characters simultaneously pass a Sign clockwise, if able.

1

**PAPALOTL**




Enemy - Warrior

**STRENGTH: 4**  
An honored Papalotl has fought many battles. He will remain here until killed.

2

**PAPANTLA PYRAMID**



Place

The voladores dance at the Papantla Pyramid to bring the gods' favor on the land. All characters, regardless of alignment, may pray here as if at the Chapel.

6

**PATOLLI**



Event

**Game**  
Some Atlanteans challenge you to Patolli. If you accept, wager a Craft and roll 2 dice. If you roll under your Craft, gain a Craft. Otherwise, lose a Craft.

1

**PATOLLI**



Event

**Game**  
Some Atlanteans challenge you to Patolli. If you accept, wager a Craft and roll 2 dice. If you roll under your Craft, gain a Craft. Otherwise, lose a Craft.

1

**PLUMED DRAGON**

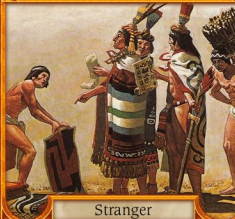


Enemy - Dragon

**STRENGTH/CRAFT: 7**  
You may not spend Fate for the rest of your turn after encountering the Plumed Dragon. If you defeat it, gain a Sign.

1

**POCHTECA**



Stranger

The Pochteca sell Atlantean wares far and wide. You may purchase from them as if visiting the Market in Atlantis. Then move them to a space in another Region, except the Inner Region.

4

**PRIESTLY ATLANTE**



Enemy - Construct

**CRAFT: 10**  
If the Atlante defeats you, remove a Terrain from this region. The Atlante adds 1 to its attack roll for every Construct on the board.

3

**PRIMAL ATLANTE**



Enemy - Construct

**STRENGTH: 4**  
If the Atlante defeats you, remove a Terrain from this region and place a random Terrain on a space with an Animal.

2

**PRIZE FIGHTER**

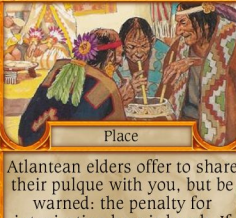


Stranger

If you can best the Fighter, a handsome prize awaits! You may roll 2 dice. If you roll less than your Strength, gain 3 Gold and discard the Fighter. Otherwise, lose your next turn as you recover.

4

**PULQUERIA**



Place

Atlantean elders offer to share their pulque with you, but be warned: the penalty for intoxication here is harsh. If you accept, roll 1 die.  
1-2) Get drunk. Lose a Life.  
3-4) Have a pleasant evening. You may roll again.  
5-6) Learn the secret of their longevity. Gain a Life.

6

**QUETZAL PRIEST**



Enemy - Cultist

**CRAFT: 5**  
You may not use Fate in psychic combat against the Quetzal Priest. If you defeat him, gain a Sign. If he defeats you, lose a Sign.

3

**QUETZAL**



Stranger

A resplendent Quetzal is worth a fortune if you can catch it. You may roll 2 dice. If you roll less than your Craft, gain 3 Gold and discard the Quetzal. Otherwise, lose your next turn as your search aimlessly.

4

**QUETZALCOATL**



Lunar Event

When revealed, flip the Time Card to Night.  
Characters gain a Fate when they defeat a Demon, Spirit or Undead.  
Discard this card when Day breaks.

1

**QUIMICHIN**



Follower

**Cursed**  
While the Quimichin is your Follower, you must move the closest Warrior in your region to your space after you finish your move. Discard her if you have 3 Warrior Trophies.

5



**RAIN PRIEST**



Enemy - Cultist

**CRAFT: 4**  
A Rain Priest receives the prayers of the drought-stricken. He adds 2 to his attack roll if he is in the same Region as the Desert.

3

**ROYAL ATLANTE**




Enemy - Construct

**STRENGTH: 10**  
If the Atlante defeats you, remove a Terrain from this region. The Atlante adds 1 to its attack roll for every Construct on the board.

2

**ROYAL CRYPT**




Place

The old king of Atlantis has been interred with his loyal guards and priests. You may either pay your respects or attempt to plunder his tomb. If you respect his grave, replenish all Fate. If you plunder his tomb you are attacked by his Undead guardians with Strength and Craft 7. If you win, gain a Treasure and discard the Royal Crypt.

6

**ROYAL RETREAT**



Place

The Atlantean king had built his estate in the mountains nearby. Roll 1 die. If you roll under your Strength, you make the arduous climb and may treat this space as either Atlantis or the Castle. Otherwise, the mountains prove too difficult and you must roll 1 die as if at the Crag.

6

**SACRIFICED ZOMBIE**



Enemy - Undead

**STRENGTH: 2**  
A sacrificial victim has risen to take his revenge. He will remain here until destroyed.

2

**SACRIFICED ZOMBIE**



Enemy - Undead

**STRENGTH: 2**  
A sacrificial victim has risen to take his revenge. He will remain here until destroyed.

2

**SERPENT NAGUAL**



Enemy - Cultist

**CRAFT: 4**  
A rapacious Serpent Nagual preys upon the area. He will remain here until killed.

3

**SKELETAL SERPENT**



Enemy - Undead

**STRENGTH: 3**  
The Serpent's fangs still hold poison. If you lose a life in battle with the Serpent, you must lose an additional life.

2

**SOLAR SCEPTER**



Magic Object

Add 2 to your Strength while it is Day.  
If you have the Lunar Crown, add 1 to your Strength while it is Night.

5

**SORCERER ATLANTE**



Enemy - Construct

**CRAFT: 8**  
If the Atlante defeats you, remove a Terrain from this region and place a random Terrain on a space with a Cultist.

3

**SORCERER PRIEST**



Enemy - Cultist

**CRAFT: 5**  
You may not use Spells in psychic combat against the Sorcerer Priest. If you defeat him, gain a Spell if your Craft allows.

3

**STORM MACUAHUITL**

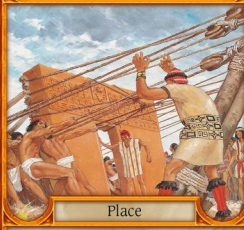


Magic Object

**Weapon**  
Add 1 to your attack roll for each Enemy on your space.  
If you defeat 2+ Enemies in a turn, you may discard a fireland token from your space.

5

**SUN GATE**

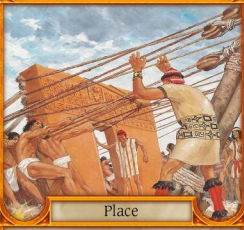


Place

The Atlanteans have erected a new Sun Gate here. On your next turn, you may move to Atlantis, the Temple, the Runes, or any other Sun Gate. If it is not Day, discard the Sun Gate after use.

6

**SUN GATE**



Place

The Atlanteans have erected a new Sun Gate here. On your next turn, you may move to Atlantis, the Temple, the Runes, or any other Sun Gate. If it is not Day, discard the Sun Gate after use.

6

**SUN MACUAHUITL**



Magic Object

**Weapon**  
Add 1 to your attack roll for each Warrior trophy you have.  
If it is Day, you may place a fireland token on your space to add 2 to your attack roll.

5

**SUN PRIEST**



Enemy - Cultist

**CRAFT: 7**  
The Sun Priest adds 1 to his attack roll for each Cultist on the board. He will remain here until killed.

3

**SUN TALISMAN**



Magic Object

You may only enter the Valley of Fire with one of the fabled Talismans.  
Whenever you lose a life to a fireland token, gain 1 Strength or 1 Craft.

5

**SUNSET INVASION**



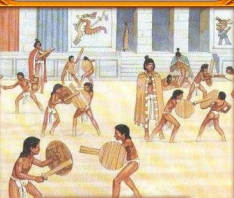
Lunar Event

When revealed, flip the Time Card to Night.  
When characters in the Outer or Middle Regions are instructed to draw cards from the Adventure Deck, they must draw from the Atlantean Deck instead.  
Discard this card when Day breaks.

1



**TELPOCHCALLI**



Place

Retired soldiers train the next generation at the Telpochcalli. If there is a Warrior in the discard pile, you may pay 2 gold. Shuffle a Warrior back into its deck, gain a Strength, and miss your next turn.

6

**TEMPLE DRAKE**



Enemy - Dragon

**STRENGTH: 9**  
Before battle, kill a Follower at random or lose a Life as a sacrifice to the Drake. It will remain here until killed.

2

**TEMPLE WYVERN**



Enemy - Dragon

**CRAFT: 9**  
Before psychic combat, discard a Magic Object or lose a Life as a sacrifice to the Wyvern. It will remain here until killed.

3

**TEPEYOLLOTL**




Follower

Tepeyloctl will follow whoever has the highest Craft whenever Night falls.

Add 2 to your Craft while it is Night. You may trade in Cultist Trophies as though they were valued 1 higher.

5

**TEQUIHUA**



Enemy - Warrior

**STRENGTH: 2**  
The Tequihua needs only a clear line of sight to strike. If it is Day, you do not roll a die in battle against the Tequihua.

2

**TEZCATLIPOCA**



Lunar Event

When revealed, flip the Time Card to Night.

Cultists add 1 to their attack score for each additional Cultist in their Region.

Discard this card when Day breaks.

1

**TLACHTLI**



Event

**Game**  
Some Atlanteans challenge you to Tlachtli. If you accept, wager a Strength and roll 2 dice. If you roll under your Strength, gain a Strength. Otherwise, lose a Strength.

1

**TLACHTLI**



Event

**Game**  
Some Atlanteans challenge you to Tlachtli. If you accept, wager a Strength and roll 2 dice. If you roll under your Strength, gain a Strength. Otherwise, lose a Strength.

1

**TLACOCHCALCATL**



Enemy - Warrior

**STRENGTH: 7**  
The Tlacoachcalcatl adds 1 to his attack roll for each Warrior on the board. He will remain here until killed.

2

**TLALOC**



Lunar Event

When revealed, flip the Time Card to Night and remove all fireland tokens.

Characters do not lose life in the Desert, and new fireland tokens cannot be placed.

Discard this card when Day breaks.

1

**TLAMANIH**



Enemy - Warrior

**STRENGTH: 2**  
A common Tlamanih fights for the glory of Atlantis. He will remain here until killed.

2

**TLAMANIH**



Enemy - Warrior

**STRENGTH: 2**  
A common Tlamanih fights for the glory of Atlantis. He will remain here until killed.

2

**TLAMEMEH**



Follower

Add 1 to your Strength in battle.

You may use an additional Weapon in battle.

5

**TLAZOLTEOTL**



Event

The goddess is both temptress and redeemer. All characters may change their alignment. Then Good characters heal all Lives; Evil characters replenish all Fate; Neutral characters gain 3 Gold.

1

**TONATIUH**



Lunar Event

When revealed, flip the time card to Day and place a fireland token on all spaces with a Spirit or Undead.

Enemies reduce their attack score by 2 if they are on a space with a fireland token.

Discard this card when Night falls.

1

**TOXCATL SACRIFICE**



Lunar Event

When revealed, flip the Time Card to Day.

When this card is discarded, each character must roll a die. Whoever rolls lowest must discard a Warrior or Cultist Trophy or be killed!

Discard this card when Night falls.

1

**TREASURE CHEST**



Object

Roll 1 die to open the Chest. If you have a Treasure Map, add up to 3 to the result.

1-2) Cursed. Lose all Fate.  
3-4) Gain 2 gold.  
5-6) Gain 3 gold.  
7+) Gain a Treasure.

Once the chest has been opened, discard it.

5

**TREASURE CHEST**



Object

Roll 1 die to open the Chest. If you have a Treasure Map, add up to 3 to the result.


1-2) Cursed. Lose all Fate.  
3-4) Gain 2 gold.  
5-6) Gain 3 gold.  
7+) Gain a Treasure.

Once the chest has been opened, discard it.

5



**TREASURE MAP**



Object

**Trinket**  
Whenever you draw an Object from the Adventure Deck, you may also gain 1 Gold.

You may discard the Treasure Map at El Dorado to add up to 2 to your roll there.

5

**TREASURE MAP**



Object

**Trinket**  
Whenever you draw an Object from the Adventure Deck, you may also gain 1 Gold.

You may discard the Treasure Map at El Dorado to add up to 2 to your roll there.

5

**TREASURE SACRIFICE**



Event

The Atlanteans are offering up their treasures to the gods. Each character in the Atlantean Region must discard one of the following: A Magic Object, three gold, or an Atlantean Terrain.

1

**TREASURE SACRIFICE**



Event

The Atlanteans are offering up their treasures to the gods. Each character in the Atlantean Region must discard one of the following: A Magic Object, three gold, or an Atlantean Terrain.

1

**TURTLE NAGUAL**



Enemy - Cultist

**CRAFT: 6**  
If you defeat the Turtle Nagual, roll 1 die. On a 1-2, his hard shell protects him and the combat becomes a stand-off instead.

3

**TZITZIMITL**

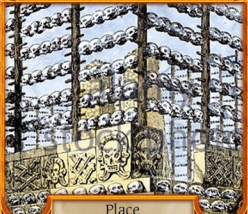


Enemy - Undead

**STRENGTH: 6**  
Only the sun's fire prevents the Tzitzimil from devouring all life. Unless there is a fireland token here, you do not roll a die in battle against her.

2

**TZOMPANTLI**



Place

The skulls of sacrificial victims adorn the Tzompantli. All characters, regardless of alignment, may pray here as if at the Graveyard.

6

**URANIA DRAGON**



Enemy - Dragon

**CRAFT: 7**  
When revealed, flip the Time Card to Night. The Urania Dragon will remain here until killed.

3

**VISION SERPENT**



Stranger

The Vision Serpent grants a glimpse of your destiny in exchange for a blood offering. You may lose a Life to gain 2 Fate or draw a Sign.

4

**WANDERING HEALER**



Stranger

A Wandering Healer takes no sides in conflict. You may heal a Life for free when you visit her. If you do, place a discarded Warrior on this space. Then roll 1 die and move the Healer that many spaces.

4

**WANDERING HEALER**



Stranger

A Wandering Healer takes no sides in conflict. You may heal a Life for free when you visit her. If you do, place a discarded Warrior on this space. Then roll 1 die and move the Healer that many spaces.

4

**WAR PRIEST**



Enemy - Cultist

**CRAFT: 3**  
The War Priest fights on behalf of those who cannot. He adds 1 to his attack roll for every discarded Warrior.

3

**WARDEN ATLANTE**



Enemy - Construct

**CRAFT: 6**  
If the Atlante defeats you, remove a Terrain from this region and place a random Terrain on a space with a Dragon.

3

**WARRIOR ATLANTE**



Enemy - Construct

**STRENGTH: 8**  
If the Atlante defeats you, remove a Terrain from this region and place a random Terrain on a space with a Warrior.

2

**XIPE TOTEC**



Lunar Event

When revealed, flip the Time Card to Day.

Whenever a character defeats an Animal, Monster, or Warrior, they gain a Gold.

Discard this Card when Night falls.

1

**XIUHCOATL**



Magic Object

**Weapon**  
Add 1 to your Strength for each fireland token in this Region.

When Day breaks, you may place a fireland token on a space with an Enemy. You may remove a fireland token when you defeat an Enemy.

5

**XOCHIPILLI**



Event

The god of delights blesses you. You may choose an event from any discard pile to encounter. If you choose a *Game* event, you may take an additional turn once this one ends.

1

**XOLOTL**



Enemy - Undead

**STRENGTH/CRAFT: 10**  
If you defeat Xolotl, you may take him as a Follower, adding 1 to your Strength and Craft and you may trade in Spirit and Undead Trophies as though they were valued 1 higher. If you have no Trophies, you must ditch Xolotl.

1