






**CROCODILE**




Gain a Fate when you encounter an Enemy with Strength or Craft 7 or more.

You may spend 1 Fate to discard a Trophy worth 7 points or more. If you do, gain a Treasure.

**DISCARD**  
if you are defeated by a Dragon or Monster.

**DEATH**



Gain a Fate whenever you lose a Life.

When a space instructs you to draw cards, you may spend a Fate to draw from the top of the discard pile.

**DISCARD**  
if you have no Trophies.

**DEER**




Gain a Fate when you defeat an Animal.

You may spend a Fate at the start of your turn to encounter your current space again instead of rolling for movement.

**DISCARD**  
if you are *lost* in the Forest, Crag, or similar spaces.

**DOG**




Gain 1 Fate whenever one of your Followers is killed.

You may spend a Fate to discard a *Cursed* Follower or Object.

**DISCARD**  
if you lose one or more lives at the Chapel, Graveyard, or Temple.

**EAGLE**



When you gain a Strength, gain 1 Fate.

When you defeat an Enemy, you may spend a Fate to take an extra turn at the end of your current one.

**DISCARD**  
if your alignment would change (even if prevented).

**EARTHQUAKE**



Gain 1 Fate whenever you roll a 5 or more for movement.

When you finish your movement, you may spend a Fate to place the Ruins on your current space.

**DISCARD**  
if an Event causes you to lose a life.

**FLINT**



Gain 1 Fate when you encounter an Object.

You may spend a Fate to add 1 to your attack score for each Object you possess.

**DISCARD**  
if you have no Objects.

**FLOWER**




Gain 1 Fate when you encounter an Event.

After your movement, you may spend a Fate to move a Stranger or Denizen in your Region to your space. If you do, discard them at the end of your turn.

**DISCARD**  
if any character is in the Inner Region.

**GRASS**




If you would heal one or more lives, gain 1 Fate.

If you just lost a battle, you may spend a Fate to battle that Enemy or character again. If you do, add your Fate to your attack score.

**DISCARD**  
if you lose a life to the Desert or a fireland token.

**HOUSE**




When you visit Atlantis, the City, or the Village, roll 1 die. On a 5-6, gain a Fate.

If you would lose a Follower for any reason (killed, charmed away, etc.), you may spend a Fate to keep that Follower.

**DISCARD**  
if you have no Followers.

**JAGUAR**




Gain 1 Fate when you would gain a Spell but are already at your Spell limit.

You may spend a Fate to use your Strength in psychic combat instead of your Craft.

**DISCARD**  
if a Spell causes you to lose a life.

**LIZARD**




Gain 1 Fate when you defeat an Enemy with Strength higher than your own.

You may spend 1 Fate to use your Craft in battle instead of your Strength.

**DISCARD**  
if you are defeated by an Enemy with Strength less than your Craft.

**MONKEY**




When you gain a Craft, gain 1 Fate.

You may spend a Fate to use the abilities of another character in play for the rest of your turn.

**DISCARD**  
if there are no other characters in your Region.

**RABBIT**




If you roll a 1 or 2 on any die at the Tavern or while praying, gain a Fate.

You may spend a Fate to regain a lost turn or to escape the Temple or the Jail.

**DISCARD**  
if you are defeated by a Cultist.

**RAIN**




Gain 1 Fate when you lose a battle or psychic combat.

If you are attacked by an Enemy or character, you may spend 1 Fate to make your Strength or Craft equal to theirs, including any bonuses.

**DISCARD**  
if you spend a Fate to reroll one of your die.

**REED**



Gain a Fate when you defeat an Outlaw or Warrior.

You may spend a Fate to discard an Outlaw or Warrior when you visit the Temple or the Castle. If you do, cast the Command Spell.

**DISCARD**  
if you have no gold.

**SNAKE**




When you would replenish one or more Fate, you gain 1 Fate instead.

You may spend a Fate to charm a Follower belonging to another character on your space and have that Follower join you.

**DISCARD**  
if you have no Fate.

**VULTURE**



Gain 1 Fate when defeat an Enemy with Craft higher than your own.

You may spend a Fate to lose any amount of Strength and gain an equal amount of Craft, or vice versa.

**DISCARD**  
if you have no Spells.







**WATER**




Whenever your alignment changes (except "at will"), gain 1 Fate.

If you would lose a life from the Desert or a fireland token, you may lose a Fate instead.

**DISCARD**  
if you miss a turn.

**WIND**



Gain a Fate when you encounter two or more Enemies on the same space.

You may spend 1 Fate to gain the effects of a Follower belonging to another character for the rest of your turn.

**DISCARD**  
if you have any Followers.

**ATLANTE**



**Follower**

Add 2 to your Strength.

When you are instructed to place a random Terrain card, draw an extra one and choose one to place.  
Discard the rest.

**CROWN OF ATLANTIS**



**Magic Object**

Add 2 to your life value.

You may take Warriors you encounter as Followers, each adding 1 to your Strength in battle. If you lose a battle, one of your Warriors is killed.

**CRYSTAL SKULL**



**Magic Object**

Add 2 to your Craft.

When you draw Adventure Cards, you may draw an extra one and discard one.

**FALSE FACE MASK**



**Magic Object**

Add 1 to your Craft.

If one of your Followers would be killed, roll 1 die and add your Craft to the result. On a 10+, the Follower is saved.

**JADE ARMOUR**



**Magic Object**

**Armour**

If you lose a battle, roll 1 die. On a 6+, the battle becomes a stand-off instead. Add 1 to your roll for each Fate you have.

**MICTLAN HELMET**



**Magic Object**

**Armour**

Add 1 to your Craft.

If you lose a battle or psychic combat and would lose a life, you may roll 1 die. Add 1 for each Spirit or Undead in your Region. On a 6+, you do not lose the life, but you still lost the encounter. If it is Night, the battle becomes a stand-off instead.

**PEACEMAKER CANOE**



**Magic Object**

While you are in the Atlantean, Outer, or Middle Regions, you may spend a Fate to move to any space in the same Region without a character or Enemy instead rolling for movement.

**ROYAL RING**



**Magic Object**

Add 1 to your Strength and 1 to your Craft.

When you defeat a Cultist or Warrior, replenish a Fate.

**SERPENT TALISMAN**



**Magic Object**

You may only enter the Valley of Fire with one of the fabled Talismans.

When you gain a Fate, heal 1 life as well.

**SLAYER MASK**



**Magic Object**

Add 2 to your attack rolls against Enemies with Strength or Craft greater than 6.

You may discard the Slayer Mask to immediately defeat an Enemy.

**SMOKING MIRROR**



**Magic Object**

Once per turn, you may spend 1 Fate to choose a discarded Magic Object. For the rest of your turn, the Smoking Mirror gains all of chosen Magic Object's effects.

**SUN ARMOUR**



**Magic Object**

**Armour**

Add 1 to your Strength.

If you lose a battle or psychic combat and would lose a life, you may roll 1 die. Add 1 for each fireland token in your Region. On a 6+, you do not lose the life, but you still lost the encounter. If it is Day, the battle becomes a stand-off instead.

**TALISMAN OF DREAMS**




**Magic Object**

You may only enter the Valley of Fire with one of the fabled Talismans.

If it is Night, you may choose to be unaffected by any Event.

**ULUNSUTI**



**Magic Object**

At the start of your turn, gain a Spell if your Craft allows.

When another character places a Spell on the discard pile, you may take it and add it to your Spells, if your Craft allows.

**WHITE BUFFALO PIPE**



**Magic Object**

You may evade any creature or character.

You must discard the White Buffalo Pipe if you attack another character.

**WIND JEWEL**



**Magic Object**

Add 2 to your Fate value.

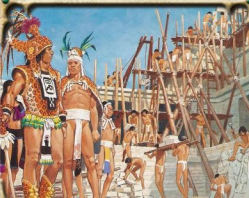
You may spend a Fate to adjust a roll by 1, instead of rolling again.







**ATLANTEAN COLONISTS**



Event

Fleeing their doomed homeland, some Atlanteans have built a new town here. Place the Temple Town Terrain on this space and encounter it. You may evade Cultists and Warriors you encounter here.

1

**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**

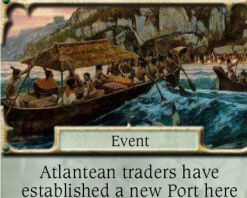


Enemy - Monster

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

3

**ATLANTEAN PORT**



Event

Atlantean traders have established a new Port here and are interested in the local goods. Place the Port Terrain on this space. If you have any objects that could be purchased from the Blacksmith, you may sell them for one gold more than the listed price.

1

**ITZAMNA**



Follower

**Cursed**  
While you are a Toad, Itzamna will not abandon you and allows you to carry Objects and gold. When you return to normal, you must ditch Itzamna and move to Atlantis.  
If another character becomes a Toad while you are normal, Itzamna immediately joins them instead.

5

**OMETOCHTLI**




Follower

**Cursed**  
You must stop at the Tavern if you would pass it.  
If you miss a turn, ditch Ometochtli and move to Atlantis.

5

**POCHTECA**

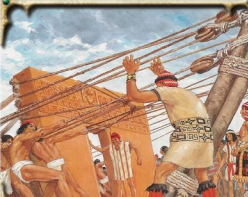


Stranger

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

**SUN GATE**

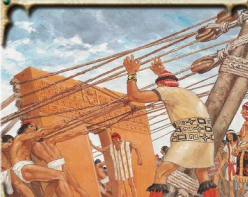


Place

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

**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

**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

**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

**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

**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