

**ADRAMMELECH**

Event

Adrammelech, the chancellor of hell, calls the infernal court to order. Shuffle this card and all Demons on the board or in the discard pile back into their decks.

1

**ALTAR GOLEM**

Enemy - Construct

**CRAFT: 6**  
If you are evil, you must lose a life when you encounter the Altar Golem. When you defeat it, place the Chapel on this space.

3

**ALTAR OF BAAL**

Place

You may lose a life to pray at the Altar of Baal. Roll 1 die. On a 1-4, place a discarded Demon on top of the Adventure deck. On a 5-6, add 3 to your Strength and Craft until the end of your next turn.

6

**ALTAR OF MOLOCH**

Place

You may sacrifice any number of Followers in the fiery Altar of Moloch. Each Follower killed gives you one die to roll as if praying at the Temple, and adds up to 1 to the result. If you are good, you do not gain a die for the first Follower you kill but become evil instead.

6

**AMULET OF SIN**

Magic Object

Only evil characters may have the Amulet of Sin.  
Add 1 to your Spell limit.  
You may evade Demons.

5

**AMULET OF VIRTUE**

Magic Object

Only good characters may have the Amulet of Virtue.  
Add 1 to your Life value.  
You may evade Angels.

5

**ANGEL KILLER**

Stranger

If you are good, lose 1 life. Otherwise you may discard an Angel trophy to look at a number of cards from the top of the Adventure deck equal to its Strength or Craft. Choose 1 Magic Object to keep and discard the rest. If there are no Magic Objects, gain 1 life instead.

4

**ANGEL OF GRACE**

Event

The Angel of Grace descends from heaven to guide you toward redemption. If you are good, gain a Talisman. If you are neutral or evil, she converts you to good.

1

**ARCHANGEL**

Event

Roll 1 die and add 1 if you are neutral, 2 if good.

1. You are killed.
2. Become good.
3. Replenish all your Fate.
4. Heal all your lives.
5. Take a discarded Follower.
6. Gain a Quest Reward.

1

**ARMOUR OF FAITH**

Magic Object

**Armour**  
Only good characters may have the Armour of Faith.  
If you lose a battle or psychic combat, make a prayer roll. Add 2 to the result if fighting a Demon or an evil character. On a 6+, the encounter becomes a stand-off.

5

**ASTAROTH'S VANITY**

Magic Object

**Cursed**  
When you gain a Strength or Craft, miss your next turn.  
When you miss a turn, replenish all your Fate.

5

**BABALON**

Lunar Event

When revealed, flip the Time Card to Night.  
All Dragons and Monsters become Demons. When a good character encounters a Demon, they must lose a life immediately.  
Discard when Day breaks.

1

**BABALON'S CUP**

Magic Object

Only evil characters may have Babalon's Cup.  
You may kill a Follower to heal a life. If you encounter a Follower that you cannot gain because you are evil, kill them to gain a life.

5

**BALAAAM'S DONKEY**

Follower

**Cursed • Steed**  
When you move through a space with an Angel or Demon, your movement ends.  
You may end your turn to evade an Angel or Demon.

5

**BAPHOMET**

Stranger

You have stumbled upon Baphomet's dark sabbat. If you are evil, gain a Spell. If you are neutral, you may become evil. If you are good, discard a Spell or lose a life.

4

**BAPHOMET SHRINE**

Place

When revealed, place the Baphomet Shrine on the Chapel. Characters encounter the Shrine as if encountering the Chapel, but evil characters are treated as if good and vice versa.

6

**BARACHIEL**

Lunar Event

When revealed, flip the Time Card to Day.  
Before a good or neutral character fights in battle or psychic combat, they heal a life.  
Discard when Night falls.

1

**BUER**

Lunar Event

When revealed, flip the Time Card to Night.  
After an evil or neutral character fights in battle or psychic combat, they gain a life.  
Discard when Day breaks.

1

**CAMBIONS**

Enemy - Demon

**STRENGTH: 2**  
Although sired by incubi, the Cambions are still children. Good characters do not roll attack dice while in battle with them.

2

**CAMBIONS**

Enemy - Demon

**STRENGTH: 2**  
Although sired by incubi, the Cambions are still children. Good characters do not roll attack dice while in battle with them.

2

**CASTLE OF LIMBO**

Place

If you are neutral, you may gain a discarded Follower. If you are good or evil, you may convert to neutral. When a neutral character is killed, after ditching their Objects and Followers, they may immediately move to this space without losing their Strength or Craft and discard Castle of Limbo.

6

**CEMETERY ANGEL**

Place

When revealed, place the Cemetery Angel on the Graveyard. Characters encounter the Angel as if encountering the Graveyard, but evil characters are treated as if good and vice versa.

6

**CHERUB**

Enemy - Angel

**CRAFT: 9**  
A Cherub guards the path to a lost sacred site. If you defeat it, you may roll as if visiting the Temple. If you would be enslaved, lose your next turn.

3

**CLERIC**

Follower

No evil character may have the Cleric.  
Add 1 to your Strength.  
Once per turn, you may spend a Fate to heal a life.

5

**COAT OF COLORS**

Magic Object

Add 3 to your Craft.  
If the Coat of Colors is ever removed from your possession, lose 1 Craft as well.

5

**COINS OF JUDAS**

Magic Object

**Cursed • Trinket**  
When a good character in your Region loses a life, gain 1 gold.  
If a good character in your Region is killed, you are also killed.  
Ditch Coins of Judas if you are good.

5

**CORRUPT BARGAIN**

Event

A demon tempts the king with a Corrupt Bargain. If you are good, you may move to the Castle to stop him; all good characters gain 2 gold as a reward. If you are evil, you may move to the Castle to encourage him; all good characters lose 1 life. If you are neutral, you may change your alignment and then decide.

1

**DEMON HUNTER**

Stranger

If you are evil, lose 1 life. Otherwise you may discard a Demon trophy to look at a number of cards from the top of the Adventure deck equal to its Strength or Craft. Choose 1 Follower to keep and discard the rest. If there are no Followers, gain 1 fate instead.

4

**DEMON PRINCE**

Event

Roll 1 die and add 1 if you are neutral, 2 if evil.  
1. You are killed.  
2. Become evil.  
3. Gain 3 gold.  
4. Gain up to 3 Spells.  
5. Take a discarded Object.  
6. Gain a Quest Reward.

1

**DEMON**

Enemy - Demon

**CRAFT: 7**  
A Demon has appeared from the Abyss to cause chaos in this area. It will remain here until killed.

3

**DEMONIC TUTOR**

Follower

No good character may have the Demonic Tutor.  
At any time, you may lose a life to gain your full compliment of Spells.

5

**DEVIL'S CONTRACT**

Magic Object

**Cursed • Trinket**  
While you have the Devil's Contract, you always have a Warlock Quest.  
When you lose one or more lives, lose an additional life.  
When you complete a Quest, you gain an additional Quest Reward and may discard the Contract.

5

**DOMINATIO**

Enemy - Angel

**STRENGTH: 6**  
A Dominatio coordinates angelic efforts throughout the land. He adds 1 to his attack score for each additional Angel on the board.

2

**ELIJAH'S CHARIOT**

Follower

**Steed**  
No evil character may have Elijah's Chariot.  
When you pray, on a 6+, you may teleport to another space in your Region.  
You may discard Elijah's Chariot at any time to teleport to the Plains of Peril.

5

**EREL**

Enemy - Angel

**STRENGTH: 7**  
A valiant Erel upholds the laws of heaven. If you have a Demon or Outlaw trophy, you may evade him.

2

**ESHIM**

Enemy - Angel

**CRAFT: 2**  
An Eshim kindles a holy flame in mortal souls. You may evade him, but unless you defeat him, he teleports you to the Chapel.

3

**ESHIM**



Enemy - Angel

**CRAFT: 2**  
An Eshim kindles a holy flame in mortal souls. You may evade him, but unless you defeat him, he teleports you to the Chapel.

3

**FERTHUR**



Follower

No good character may have Ferthur.

When a character without a Talisman in your Region rolls a 1 for movement, you choose which direction they move in. If you do, you may spend up to two fate to add 1 to their movement for each.

5

**FIENDISH REVELER**



Follower

No good character may have the Fiendish Reveler.

Add 1 to your Fate value.

You may discard the Reveler at the Tavern to gain a Quest Reward.

5

**GATE OF DIS**



Event

If you are evil, you may gain a discarded Follower. If you are good, fight a Strength 4 Demon. When an evil character is killed, after ditching their Objects and Followers, they may immediately move to this space without losing their Strength or Craft and discard the Gate of Dis.

6

**GEMATRIAN TOME**



Magic Object

Only good characters may have the Gematrian Tome.

Add 2 to your Craft.

Whenever you roll equal to your Fate value, replenish a Fate.

5

**GOLDEN FIDDLE**



Magic Object

**Instrument**  
When you defeat a Demon, you may immediately discard it to gain a Quest Reward. If a Demon defeats you, you must ditch the Golden Fiddle.

5

**GOLDEN HARP**



Magic Object

**Instrument**  
After you roll a die to pray, you may ignore the result and replenish a fate.

5

**HASHMAL**



Enemy - Angel

**STRENGTH: 5**  
The Hashmal commands the storms of heaven. If you are good, you must evade him. Before battle, lose a life if you have a Weapon.

2

**HEAVENLY ARMIGER**



Stranger

If you are evil, discard an Object. If you are neutral, you may discard an Object to become good. If you are good, take a Magic Object from any discard pile then discard the Heavenly Armiger.

4

**HEAVENLY HOST**



Enemy - Angel

**CRAFT: 10**  
Good characters may evade the Host instead of attacking it. The Host cannot be evaded by evil characters. It will remain here until killed.

3

**HELLISH ENSLAVER**



Stranger

If you are good, discard a Follower. If you are neutral, you may discard a Follower to become evil. If you are evil, take a Follower from any discard pile then discard the Hellish Enslaver.

5

**HOLY DOVE**



Enemy - Angel

**CRAFT: 2**  
A humble angel adopts the form of a dove to bestow heaven's favor. If you are good, you may take the Holy Dove as a Follower, adding 1 to your Fate value.

3

**HOLY ROBE**

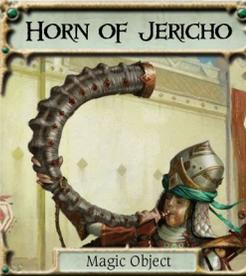


Magic Object

If you have no **Armour**, at the beginning of your turn, roll 1 die to pray. On a 5-6, heal 1 life. When another character lands on your space, they heal 1 life.

5

**HORN OF JERICO**



Magic Object

At the end of your movement, you may discard a Place from your space or discard the Horn to place the Ruins here.

5

**ICONOCLAST**



Follower

When you encounter a Place that would allow any character to make a prayer roll, you may discard it and gain a Spell if your Craft allows.

When you visit the Chapel, Graveyard or Temple, you may discard the Iconoclast to put a Ruins on your space.

5

**IMP KING**



Stranger

The Imp King wishes to usurp the throne of hell. You may recruit for him by discarding Adventure cards equal to your Craft until you reveal a Stranger or a Demon. If you reveal a Stranger, add it to this space. If you reveal a Demon, discard it, all cards on this space, and all your Objects.

4

**IMP LIQUEUR**



Magic Object

**Trinket**  
You may drink the Imp Liqueur at any time. When you do, gain 1 Strength and become evil. If you were already evil, heal all your lives.

5

**INCUBUS**



Enemy - Demon

**STRENGTH: 3**  
If the Incubus defeats you, lose 1 Craft and place a Fate token on him. Each token adds 1 to his Strength and is lost when he is defeated.

2

**INFERNAL CULT**



Stranger

Only angelic blood will satisfy the patron devils of this Cult. When you visit them, you may discard an Angel trophy to gain your full compliment of Spells.

If you are good, you must attack the Craft 7 Cultists. If you defeat them, discard them and their captive angel rewards you with one Strength and one Craft.

4

**INFERNAL LEGION**



Enemy - Demon

**STRENGTH: 10**

Evil characters may evade the Legion instead of attacking it. The Legion cannot be evaded by good characters. It will remain here until killed.

2

**INFERNAL SCROLL**



Magic Object

Only evil characters may have the Infernal Scroll.

Add 2 to your Craft.

Gain a Spell when you encounter a Demon.

5

**INFERNALIST**



Follower

No good character may have the Infernalist.

Add 1 to your Craft.

Whenever a Demon is drawn, replenish a fate.

5

**IRIN**



Enemy - Angel

**CRAFT: 4**

The Irin are sworn only to observe, never to interfere. You may move him to another space in this Region instead of attacking him.

3

**IRON CHARIOT**



Follower

**Steed**

Only neutral characters may have the Iron Chariot.

Add 1 to your Strength in battle for each **Steed** you possess.

You may discard the Iron Chariot to automatically defeat an Angel or Demon in battle or psychic combat.

5

**ITHURIEL**



Follower

No evil character may have Ithuriel.

Instead of rolling for movement, you may move to the nearest Demon.

5

**JAN'S ROOSTER**



Event

**Steed**

No good character may have Jan's Rooster.

You may add your Craft to your movement roll.

5

**KOKABIEL**



Lunar Event

When revealed, flip the Time Card to Night.

During psychic combat, neutral and evil characters may make a prayer roll and add the result to their attack score.

Discard when Day breaks.

1

**LESSER DEMON**



Enemy - Demon

**CRAFT: 7**

A minion of evil has been sent to prowl this area. It will remain here until killed.

3

**LILIN**



Enemy - Demon

**CRAFT: 5**

A Lilin seduces mortals to birth more demons. You may evade her. If you do, choose a discarded Demon and place it on top of the Adventure deck.

3

**LILITH**



Event

For the next three rounds, when a Stranger or Follower is drawn, discard it and fight a Craft 4 Demon. On their turn, evil characters may place one of their Followers on top of the Adventure deck. If they do, they gain a Quest Reward and miss their next two turns.

1

**LORD OF THE PIT**



Enemy - Demon

**STRENGTH/CRAFT: 8**

The ruler of the Pit Fiends has emerged from the Inner Region and claimed this area. If you kill the Lord of the Pit, you may teleport to the Plain of Peril. You must choose whether to attack the Lord of the Pit using Strength or Craft.

1

**LOST SISTER**



Follower

No evil character may have the Lost Sister.

Add 1 to your Life value.

You may discard the Lost Sister at the Chapel to gain a Quest Reward.

5

**MALAK**



Enemy - Angel

**CRAFT: 3**

The Malak delivers the edicts of heaven. When you encounter him, you may gain a Quest instead of engaging him in psychic combat.

3

**MAMMON**



Stranger

Mammon is a generous master to those he has corrupted. The first evil character to visit him may make a prayer roll and gain gold equal to the result. Once a character has done so, discard Mammon back to the Abyss.

4

**METATRON**



Event

Metatron, the high priest of heaven, summons the angels to worship. Shuffle this card and all Angels on the board or in the discard pile back into their decks.

1

**MOUNT MERCY**



Place

If there are any Angels in this region, you may heal up to your life value. Otherwise, heal one life instead. If you heal any lives, you may change your alignment to good.

6

**OFAN**



Enemy - Angel

**STRENGTH/CRAFT: 8**  
An vigilant Ofan tests those who approach the throne of glory. If you defeat the Ofan, gain a Talisman. If you already have a Talisman and are good, you may evade him.

1

**PEARL GATE**



Place

If you are good, you may gain a discarded Follower. If you are evil, fight a Craft 4 Angel. When a good character is killed, after ditching their Objects and Followers, they may immediately move to this space without losing their Strength or Craft and discard the Pearl Gate.

6

**PENITENT**



Follower

Add 1 to your prayer rolls. If you would become good, you may instead discard the Penitent to gain a Quest Reward.

5

**PILGRIM**



Follower

Place one of the following tokens on the Pilgrim when you visit one of the following spaces: Life for the Chapel, Fate for the Graveyard, Craft for the Village, and Strength for the City. Once the Pilgrim has one of each token, you may discard him at the Temple to draw two Quest Rewards and keep one.

5

**PIT FIEND**



Enemy - Demon

**STRENGTH: 4**  
A Pit Fiend has emerged from the Inner Region and is pillaging this area. It will remain here until it is killed.

2

**PIT FIEND SHIRKER**



Enemy - Demon

**STRENGTH: 4**  
You may move the Shirker to any other space in this Region instead of attacking it.

2

**POTESTAS**



Enemy - Angel

**STRENGTH: 3**  
When encountered, flip the Time Card. If it is Day, she rolls an additional attack die and adds it to her total. If you are good, you may evade her.

2

**QLIPPAH**



Enemy - Demon

**CRAFT: 6**  
A Qlippah drains power from this land to fill the unholy void within itself. If it defeats you, discard all your Spells as well as losing a life.

3

**RAZIEL**



Stranger

Raziel teaches the secret powers of heaven. If you are good, gain a Spell. If you are neutral, you may become good. If you are evil, discard a Spell or lose a life.

4

**SACRED WINE**



Magic Object

**Trinket**  
You may drink the Sacred Wine at any time. When you do, gain 1 Craft and become good. If you were already good, replenish all your fate.

5

**SAMSON'S JAW**



Magic Object

Add 3 to your Strength. If Samson's Jaw is ever lost from your possession, lose 1 Strength as well.

5

**SERAPH**



Enemy - Angel

**STRENGTH: 10**  
A mighty Seraph descends from heaven to purify the land. If you are good, make a prayer roll. On a 5+, you may evade the Seraph.

2

**SHEDIM**



Enemy - Demon

**STRENGTH: 6**  
A brutish Shedim coerces mortals into sin. If you are evil, you must evade him. If he defeats you, he converts you to evil.

2

**SHINANIM**



Enemy - Angel

**CRAFT: 6**  
A host of Shinanim appear, singing the glory of heaven. If you are good, you must evade them. If they defeat you, they convert you to good.

3

**STAFF OF BAPHOMET**



Magic Object

Only evil characters may have the Staff of Baphomet. When you visit the Chapel you do not lose a life and instead gain a Spell if your Craft allows.

5

**STAFF OF MOSES**



Magic Object

Only good characters may have the Staff of Moses. If your attack die in psychic combat is less than your Craft, gain a Spell.

5

**SUCCUBUS**



Enemy - Demon

**CRAFT: 3**  
If the Succubus defeats you, lose 1 Strength and place a Fate token on her. Each token adds 1 to her Craft and is lost when she is defeated.

3

**SWARMING IMPS**



Enemy - Demon

**STRENGTH: 2**  
If you are good, the Imps roll an additional die in battle and use the highest result. If you do not defeat the Imps by at least 2 or more, the battle becomes a stand-off.

2

**SWORD OF THE SPIRIT**



Magic Object

**Weapon**  
Only good characters may have the Sword of the Spirit.

Add 1 to your attack score. If fighting a Demon or an evil character, add an additional attack die instead.

5

**TARSHISH**



Enemy - Angel

**CRAFT: 4**  
Holy fire surrounds the Tarshish, searing the land. Unless you are good, you must lose a life as if in the Desert when you encounter her.

3

**TARTARUCHUS**



Enemy - Demon

**STRENGTH: 9**  
A Tartaruchus arises from the Abyss to torment mortals. If you do not defeat him, you must kill a Follower.

2

**THURIEL**



Lunar Event

When revealed, flip the Time Card to Day.

All Animals become Angels. When an evil encounters an Angel, they must lose a life immediately.

Discard when Night falls.

1

**TOMBSTONE GOLEM**



Enemy - Construct

**STRENGTH: 6**  
If you are good, you must lose a life when you encounter the Tombstone Golem. When you defeat it, place the Graveyard on this space.

2

**TORMENT ARMOUR**



Magic Object

**Armour**  
Only evil characters may have the Torment Armour.

After rolling your attack die, if you are losing a battle or psychic combat, make an Armour roll and add it to the result. Unless you are fighting an Angel or good character, you may only add enough to result in a stand-off.

5

**TORMENT TRIDENT**



Magic Object

**Weapon**  
Only evil characters may have the Torment Trident.

Add 1 to your attack score. If fighting an Angel or a good character, add an additional attack die instead.

5

**TOWER OF BABEL**



Place

A half finished Tower rises toward the heavens. You may assist its construction by discarding Adventure cards equal to your Strength until you reveal a Place or an Angel. If you reveal a Place, add it to this space. If you reveal an Angel, discard it, all cards on this space, and all your Followers..

6

**URIEL**



Lunar Event

When revealed, flip the Time Card to Day.

During battle, good and neutral characters may make a prayer roll and add the result to their attack score.

Discard when Night falls.

1

**ZADKIEL'S BLADE**



Magic Object

**Weapon**  
Add 1 to your Craft in psychic combat.

If you are required to kill a Follower, you may discard a trophy instead.

If you choose to kill a Follower when you have a trophy, ditch Zadkiel's Blade.

5

**FACE YOUR DEMONS**

When you attack a Demon in battle or psychic combat, place a fate token on this card. At the end of your turn, you may complete this quest if there is a token on it.

*"Baal Zebub has a devil set aside for you. Face it and live. Only then will I grant your request."*

**WRESTLE AN ANGEL**

When you attack an Angel in battle or psychic combat, place a fate token on this card. At the end of your turn, you may complete this quest if there is a token on it.

*"Saint or sinner, there is a plan for all of us. Seek out one of the divine emissaries and test your might against it. If it is heaven's will that you survive, you will have my favor also."*

**BIND DEMON**



Spell

Cast on a Demon on your space. Place this card on the Demon; it becomes your Follower. You may discard your Demon to add its Strength or Craft to your own for one battle or psychic combat.

**BLESS ARMOUR**



Spell

Cast at the start of your turn. Place this card on one of your Armours. It is now considered a Magic Object. You may discard this card from your Armour to heal all your lives at any time, even if you would have been killed.

**DEMON LOCUS**



Spell

Cast when any character is about to encounter a Place. It becomes a Demon instead and attacks the characters with Strength or Craft equal to your own. If the character defeats it, they may gain a Strength and Craft. After the encounter, discard the Place.

**EXORCISE DEMON**



Spell

Cast when you complete your move. Discard a Demon from your Region. If you are good, you may take it as trophy instead of discarding it.

**INVOKE ANGEL**



Spell

Cast at the end of your move to move an Angel to your space from any Region. If you are evil, the Angel attacks you immediately. Otherwise, the Angel will either grant you 1 Strength or 1 Craft, according to its own trait. If it has both Strength and Craft, you may choose.

**PURGE ANGEL**



Spell

Cast when you complete your move. Discard an Angel from your Region. If you are evil, you may take it as trophy instead of discarding it.



