

AGE OF FIRE



Lunar Event

When revealed flip the Time Card to Day.

At the end of a character's movement, they must *burn* a Place in their Region or place a Volcano on their space.

Discard this card when Night falls.

1

AGE OF ICE



Lunar Event

When revealed, flip the Time Card to Night.

Subtract 1 from all movement rolls, to a minimum of one. If a character rolls a 2 or lower, their turn ends immediately.

Discard when Day breaks.

1

ARROW CHARM



Magic Object

Trinket

When you use any Bow in battle, if you win, you do not need to discard the Bow.

If you lose a battle with a Bow, you may discard the Arrow Charm instead of the Bow.

5

AWAKENED FOSSIL



Event

The old bones of the earth have come to life! You must encounter the bottom most Enemy in the Hidden Valley discard. For this encounter, it adds 2 to its attack roll and is considered Undead. If you do not defeat it, its old bones crumble to dust and it is discarded.

1

BATTLE CAT



Follower

Steed

Add 2 to your Strength in battle.

When you battle another character, the loser must kill one of their Followers.

5

BATTLE CAT



Follower

Steed

Add 2 to your Strength in battle.

When you battle another character, the loser must kill one of their Followers.

5

BEAR GUARDIAN



Enemy - Spirit

CRAFT: 3

A Bear Guardian defeats the sleuths of the valley. It will remain here until killed.

3

BEAST SHAMAN



Follower

The Beast Shaman may imbue you with the might of the wilds. Once per turn, you may shuffle an Animal from any discard pile back into its deck. If you do so, add its Strength to your own for the rest of the turn. If you lose a life in battle or psychic combat, discard the Beast Shaman.

5

BEAST TAMER



Stranger

The Beast Tamer will teach fellow hunters how to calm even the most savage of creatures. When you visit him, you may discard an Animal trophy to take a *Steed* or *Draft* Follower from the Hidden Valley discard pile.

4

BLOOD SHAMAN



Enemy - Tribal

CRAFT: 5

When you engage the Blood Shaman in psychic combat, you must add your attack die to the lower of your Craft or current lives.

3

BONE ARMOUR



Object

Armour

You may use the Bone Armour to prevent any loss of life.

After you use the Bone Armour, discard it or discard a trophy.

5

BONE ARMOUR



Object

Armour

You may use the Bone Armour to prevent any loss of life.

After you use the Bone Armour, discard it or discard a trophy.

5

BONE SHRINE



Place

Anyone who has walked among uncanny creatures and faced their horrors may sacrifice at the Shrine. If you discard a Demon, Elemental, Spirit, or Undead trophy here, you may either gain your full compliment of Spells or a discard Object.

6

BOON SLOTH



Stranger

If you give one of your Objects to each other character, the Boon Sloth will grant you one wish then lumber off to the discard pile: gain 1 Strength, gain 1 Craft, or gain an Object from any discard pile.

4

BOW



Object

Weapon

You may roll an additional die in battle and add it to your total.

After you use the Bow, you must either discard it or a gold.

5

BRONTOTHERIUM



Enemy - Animal

STRENGTH: 4

If you are defeated, roll 1 die. The Brontotherium tosses you one space clockwise if even or one space counterclockwise if odd.

2

CANNIBALS



Follower

Cursed

A band of Cannibals is on your trail. If you miss a turn, they will find you and kill you! If you defeat another character and take a life, you may give them the Cannibals. You may ditch the Cannibals when your current lives are equal to or greater than your Life value.

5

CAVE BEAR



Enemy - Animal

STRENGTH: 4

You have woken a Cave Bear from its hibernation. If you do not defeat it, move it to any Hills and place a Sleep token on it.

2

CAVE HALFLING



Stranger

The Cave Halfling covets all shiny things and wagers one of his treasures in a game of riddles. If you have a Magic Object, you may accept his challenge and roll 2 dice. If the result is less than your Craft, gain a Talisman and discard the Cave Halfling. Otherwise, discard one of your Magic Objects.

4

CAVE PAINTER



Stranger

The Cave Painter honors all mighty hunters. Choose one of your trophies and roll 1 die. If you roll under its Strength or Craft, he deems your hunt worthy of immortalization. Gain 1 Strength or 1 Craft, then discard him and your trophy. Otherwise, he considers your prize worthless and discards it.

4

CAVE ROC



Enemy - Animal

STRENGTH: 6

If you are defeated, the Cave Roc drops you on the Crag.

2

CAVE WIGHT



Enemy - Undead

CRAFT: 2

A Cave Wight emerges from its den at sundown to stalk the land. If it is Day, it evades you.

3

DAYSHA HAND



Magic Object

When revealed, roll 1 die and place the Daysha Hand on the designated space.

1) Chasm 2) Warlock's Cave
3) Oasis 4) Cursed Glade
5) Forest 6) Crag

When a character picks up the Daysha Hand, they must discard it immediately and gain 1 Strength or Craft.

5

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When revealed, roll 1 die and place the Daysha Hand on the designated space.

1) Chasm 2) Warlock's Cave
3) Oasis 4) Cursed Glade
5) Forest 6) Crag

When a character picks up the Daysha Hand, they must discard it immediately and gain 1 Strength or Craft.

5

DEER GUARDIAN



Enemy - Spirit

CRAFT: 2

A Deer Guardian defends the herds of the valley. It will remain here until killed.

3

DEVIL SHAMAN



Follower

The Devil Shaman will not follow Good characters.

You may send Demons and Spirits you encounter to attack another character in your Region.

5

DOLMEN ELDER



Follower

When you begin your turn on the Runes or a Rune Gate, instead of your normal move, you may teleport to any space in the same Region. This does not count as using the Rune Gate.

5

DUST SINGER MASK



Magic Object

When you end your movement on a space with a Terrain card, you may spend a Fate to move the Terrain card one space in either direction.

5

SINGER VILLAGE



Place

The Dust Singers will instruct you to shape the elements if you have the skill. Roll 2 dice. If the result is less than your Craft you may either remove a Terrain from the board, or you may draw three Terrain cards and place one of your choice on another space in your Region.

6

DWARF ELEPHANT



Follower

Draft

The Dwarf Elephant will carry 4 extra Objects for you.

You may exchange the Dwarf Elephant for 5 gold at the Castle.

5

EARTH SINGER



Enemy - Tribal

CRAFT: 3

If you are defeated, instead of losing a life, you must place one of your Objects, chosen randomly, at the bottom of its deck.

3

EARTH SINGER



Enemy - Tribal

CRAFT: 3

If you are defeated, instead of losing a life, you must place one of your Objects, chosen randomly, at the bottom of its deck.

3

ELDER SHAMAN



Stranger

The Elder Shaman teaches his ways to anyone who helps defend his people from foul magic. When you visit him, you may discard a trophy with Craft. Each point of Craft it has allows you take gain an Object with "Shaman" in the title from the discard pile or to gain a Spell, if your Craft allows.

4

FIRE BOW



Magic Object

Weapon

You may roll an additional die in battle and add twice the result to your total.

After you use the Fire Bow, burn it or a trophy.

5

FIRE SINGER



Enemy - Tribal

CRAFT: 3

If you are defeated, instead of losing a life, the Fire Singer cremates one of your trophies. Burn a trophy at random.

3

FIRE SINGER



Enemy - Tribal

CRAFT: 3

If you are defeated, instead of losing a life, the Fire Singer cremates one of your trophies. Burn a trophy at random.

3

FLASH FREEZE



Event

A supernatural chill turns all it touches to ice. Discard all cards from this space, then roll 1 die.

1-2) Lose 1 life and 1 turn.
3-4) Lose 2 lives and 2 turns.
5-6) Lose 3 lives and 3 turns.

You may kill any number of Followers to reduce the number of lives and turns lost by 1 for each.

1

GIANT APE



Enemy - Animal

STRENGTH: 8

You may ditch a Follower to evade the Giant Ape; the Ape then climbs to the top of the Castle, carrying your Follower. Move them both there.

2

GIANT BEAVER



Enemy - Animal

STRENGTH: 2

A Giant Beaver has made its home here and is damming the Storm River. If you do not defeat it, place the Floodland Terrain on an adjacent space.

2

GLYPTODON



Enemy - Animal

STRENGTH: 3

If you defeat the Glyptodon, roll 1 die. On a 4+, its hard shell protects it and the battle becomes a stand-off instead.

2

GREAT ELK



Follower

Steed

Add up to 2 to your movement roll.

You may spend a fate to evade an Animal or Monster.

5

GREAT ELK



Follower

Steed

Add up to 2 to your movement roll.

You may spend a fate to evade an Animal or Monster.

5

GUARDIAN OF THE HUNT



Enemy - Spirit

CRAFT: 7

When you encounter the Guardian of the Hunt, shuffle all discarded Animals back into their decks.

3

HELL PIG



Enemy - Demon

CRAFT: 3

A gluttonous Hell Pig devours one of your Followers at random before attacking you in psychic combat.

3

HUNTER CHIEF



Enemy - Tribal

STRENGTH: 4

When encountered, move the Hunter Chief to the nearest space with an Animal, if able. Discard an Animal from this space if he defeats you.

2

HUNTING KNIFE



Object

After you defeat an Animal, you may butcher its meat. Discard the trophy and add Life tokens to this card for equal to its Strength or Craft. At the start of your turn, you may discard a token from this card to heal 1 life. Once the last token has been discarded, the knife dulls and must be discarded as well.

5

HUNTING KNIFE



Object

After you defeat an Animal, you may butcher its meat. Discard the trophy and add Life tokens to this card for equal to its Strength or Craft. At the start of your turn, you may discard a token from this card to heal 1 life. Once the last token has been discarded, the knife dulls and must be discarded as well.

5

HUNTING SCOUTS



Enemy - Tribal

STRENGTH: 3

Instead of taking the the Hunting Scouts as a trophy, you may discard them and move to a space in any region with an Animal or Monster.

2

HUNTING SCOUTS



Enemy - Tribal

STRENGTH: 3

Instead of taking the the Hunting Scouts as a trophy, you may discard them and move to a space in any region with an Animal or Monster.

2

INDRICOTHERIUM



Follower

Draft

The Indricotherium can carry an extra 8 Objects for you.

When you draw an Animal, you may discard it and draw another card to replace it.

5

INDRICOTHERIUM



Follower

Draft

The Indricotherium can carry an extra 8 Objects for you.

When you draw an Animal, you may discard it and draw another card to replace it.

5

IVORY HUNTER



Enemy - Tribal

STRENGTH: 3

If there is an Animal on this space, the Ivory Hunter adds 2 to his Strength. If you do not defeat him, discard the Animal.

2

IVORY HUNTER



Enemy - Tribal

STRENGTH: 3

If there is an Animal on this space, the Ivory Hunter adds 2 to his Strength. If you do not defeat him, discard the Animal.

2

IVORY VILLAGE



Place

Strong hunters are always welcome among the Ivory Hunters. When you visit them, you may discard Mammoth Ivory or five points of Animal or Monster trophies to gain 1 Strength.

6

JUNGLE KING



Follower

The Jungle King will not follow Evil characters.

You may send Animals you encounter to attack another character in your Region.

5

KNAPPER



Stranger

The Knapper crafts tools and weapons for hunters in exchange for food. You may discard an Animal trophy when you visit. Each point the trophy was worthy allows you to take one Object (except Magic Objects) from the Hidden Valley discard pile.

4

MAMMOTH



Enemy - Animal

STRENGTH: 5

A giant Mammoth is defending its territory. It will remain here until killed.

2

MAMMOTH ARMOUR



Magic Object

Armour

If you would lose a life in battle, roll 1 die. On a 4+ you do not lose that life though you still lost the battle, and you may discard a card from your space.

5

MAMMOTH CALF



Follower

When you visit the Castle or City, you may discard the Mammoth Calf for 3 gold.

You may discard the Mammoth Calf at any time to take a War Mammoth from the discard pile.

5

MAMMOTH GUARDIAN



Enemy - Spirit

CRAFT: 5

A Mammoth Guardian protects the herds of the valley. It will remain here until killed.

3

MAMMOTH IVORY



Object

The Mammoth Ivory counts as 2 Objects for your carrying limit. You may sell it at the Castle or City for 5 gold.

5

MAMMOTH IVORY



Object

The Mammoth Ivory counts as 2 Objects for your carrying limit. You may sell it at the Castle or City for 5 gold.

5

MAMMOTH RIDER



Enemy - Tribal

STRENGTH: 5

The Rider and his Mammoth roll two dice in battle and use the highest result.

2

MOTHER IDOL



Magic Object

Add 1 to your Life value.

Tribal Enemies will not attack you. You must discard the Mother Idol if you wish to attack them.

5

MOTHER SHRINE



Place

The Great Mother loves all her children and loathes their enemies. If you have any Tribal trophies, either lose 1 life for each or shuffle any number of them back into their deck to heal 1 life.

6

PLAGUE SHAMAN



Enemy - Tribal

CRAFT: 4

If you do not defeat the Plague Shaman, you must take her as a *Cursed* Follower. At the start of each turn, you must kill another Follower as her vile disease spreads. She may be discarded by visiting the Royal Doctor at the Castle.

3

PRIMAL DEMON



Enemy - Demon

CRAFT: 8

When you encounter the Primal Demon, shuffle all discarded Demons back into their decks.

3

RIME CLUB



Magic Object

Weapon

Add 2 to your Strength in battle.

If you defeat another character with the Rime Club, they must miss their next turn.

5

RIME MAMMOTH



Enemy - Elemental

CRAFT: 5

When revealed, place the Glacier Terrain on a Hills of your choice, then move the Rime Mammoth to that space.

3

RUNE GATE



Place

On your next turn, instead of your normal move, you may teleport to the any other faceup Rune Gate or any Runes space. Once the Rune Gate has been used, it vanishes to the discard pile.

5

RUNE TIGER



Enemy - Animal

CRAFT: 4

The Rune Tiger guards tribal land from any intruder. If you do not defeat it, it teleports you to the nearest Runes.

3

SABERTOOTH COWL



Magic Object

Add 1 to your Strength.

Animals and Monsters with Strength less than your own will not attack you, but you may attack them.

5

SABERTOOTH CUB



Follower

When you visit the Castle or City, you may discard the Sabertooth Cub for 3 gold.

You may discard the Sabertooth Cub at any time to take a Battle Cat from the discard pile.

5

SABERTOOTH GUARDIAN



Enemy - Spirit

CRAFT: 4

A Sabertooth Guardian defends the prides of the valley. It will remain here until killed.

3

SABERTOOTH SPHINX



Enemy - Monster

CRAFT: 6

An ancient Sphinx poses a deadly riddle. If your attack roll is higher than your Craft, you are defeated automatically.

3

SABERTOOTH TIGER



Enemy - Animal

STRENGTH: 4

A mighty feline hunts in this area. It will remain here until it is killed.

2

SHAMAN DRUM



Magic Object

The Drum conjures healing spirits. At any time, you may discard the Shaman Drum to prevent a Follower from being killed or to heal 2 lives.

5

SHAMAN MASK



Magic Object

Add 1 to your prayer rolls.

After you pray, you may discard the Shaman Mask to either cancel the result of the prayer or pray a second time.

5

SHAMAN RATTLE



Magic Object

When you encounter a Spirit, you may discard the Rattle to automatically defeat it. If you do, gain a Spell if your Craft allows.

5

SINGER CHIEF



Enemy - Tribal

CRAFT: 6

If you are defeated, place a random Terrain card on your starting space. If you win, you may remove a Terrain card from any space.

3

SINGER REFUGEES



Follower

A band of Dust Singers have fled the wars of the Hidden Valley and seek a new home in the Oasis. If you escort them there, they will grant you a Craft and allow you to place a Terrain of your choice anywhere on the board. Then discard the Refugees as they settle into their new home.

5

STAG-MOOSE



Enemy - Animal

STRENGTH: 2

A massive Stag-Moose browses here. If you are defeated, it tosses you with its antlers one space clockwise.

2

STONE AXE



Object

Weapon

Add 1 to your Strength in battle.

While in the Forest, Crag, or Chasm, you may discard the Stone Axe to add 1 to a roll.

5

STONE AXE



Object

Weapon

Add 1 to your Strength in battle.

While in the Forest, Crag, or Chasm, you may discard the Stone Axe to add 1 to a roll.

5

STONE SPEAR



Object

Weapon

Add 1 to your Strength in battle.

Discard the Stone Spear to add 3 to your score in battle.

5

STONE SPEAR



Object

Weapon

Add 1 to your Strength in battle.

Discard the Stone Spear to add 3 to your score in battle.

5

STONE TALISMAN



Magic Object

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

Add 2 to your Strength and Craft while you visit the Runes.

5

TERROR BIRD



Enemy - Animal

STRENGTH: 3

If you are defeated, the Terror Bird kills one of your *Steed* or *Draft* Followers.

2

TRIBAL MONOLITH



Place

The Tribal Monolith blesses the proven hunter. You may discard an Animal or Monster trophy to gain lives equal to its Strength. Once a character has done so, the power of the Monolith ebbs to the discard pile until another age.

6

TRIBAL WAR



Event

Tribal War spills out of the Hidden Valley and terrorizes the length of the Storm River. Take all Tribal Enemies, Weapons, and Armour from the Hidden Valley discard pile and shuffle them together, then place them on top of the Adventure Deck.

1

TROGLODYTE



Enemy - Tribal

STRENGTH: 3
If you are defeated, the Troglydte moves to the Runes, carrying one of your Followers at random with him.

2

TROGLODYTE



Enemy - Tribal

STRENGTH: 3
If you are defeated, the Troglydte moves to the Runes, carrying one of your Followers at random with him.

2

TROGLODYTE BRIDE



Follower

The Troglydte Bride is late for her ceremony at the Warlock's Cave! If you escort her there, she will give you one of the following rewards: 1 Strength, 1 Craft, 1 Quest Reward, or a discarded Object from the Hidden Valley. She and her new husband then honeymoon in the discard pile.

5

TROGLODYTE BRUTE



Enemy - Tribal

STRENGTH: 6
If you are defeated, he moves you to the Runes. If you defeat him, you may claim his Bone Armour from the discard pile, if able.

2

TROGLODYTE CAVE




Place

You stumble upon the home of a hidden Troglydte clan. Roll 1 die to see how they respond.
1-2) They attack! Lose 1 life.
3-4) They ignore you.
5-6) They offer medicine. Gain 1 life.

6

TUMULUS



Place

The Tumulus accepts the dead of all tribes. You may discard a Tribal trophy here to pray as if at the Chapel or Graveyard. Add 1 to your roll for each Tribal Enemy in the discard pile. If your total is 7 or higher, gain a Quest Reward and discard the Tumulus as it seals shut forever.

6

VERDANT RHINO



Enemy - Elemental

CRAFT: 4
When revealed, place the Jungle Terrain on a Woods of your choice, then move the Verdant Rhino to that space.

3

VISION QUEST



Event

A shaman offers you a noxious brew to reveal the next step in your quest. You may lose any number of lives if you accept his concoction. For each, draw 1 Warlock Quest. Choose 1 to keep and discard the rest.

1

VISION QUEST



Event

A shaman offers you a noxious brew to reveal the next step in your quest. You may lose any number of lives if you accept his concoction. For each, draw 1 Warlock Quest. Choose 1 to keep and discard the rest.

1

WAR CLUB



Object

Weapon
Add 1 to your Strength in battle.
Add an additional 1 to your Strength in battle while in the Hidden Valley or in the Runes.

5

WAR CLUB



Object

Weapon
Add 1 to your Strength in battle.
Add an additional 1 to your Strength in battle while in the Hidden Valley or in the Runes.

5

WAR MAMMOTH



Follower

Steed
2 to your Strength in battle.
You may discard a card from your space when you complete your move.

5

WAR MAMMOTH



Follower

Steed
2 to your Strength in battle.
You may discard a card from your space when you complete your move.

5

WATER SINGER



Enemy - Tribal

CRAFT: 3
If you are defeated, instead of losing a life, you are washed across the River as though you moved with a Raft.

3

WATER SINGER



Enemy - Tribal

CRAFT: 3
If you are defeated, instead of losing a life, you are washed across the River as though you moved with a Raft.

3

WHITE OUT



Lunar Event

When revealed, flip the Time Card to Night.
Instead of rolling for movement, all characters move only one space each turn. At the start of a character's turn, they must place a fireland token on their space or lose a life.
Discard when Day breaks.

1

WOOLLY CENTAUR



Stranger

When encountered, move the Woolly Centaur to a space with an Enemy that has Strength 7 or higher. He adds 4 to the Strength of any character that battles Enemies on his space. If a character is defeated on his space, he is killed. If there are no suitable Enemies, discard him.

1

WOOLLY UNICORN



Enemy - Animal

STRENGTH: 7
If you defeat the Woolly Unicorn, you may take it as a Follower instead of a Trophy. While it is your Follower, the Unicorn adds 1 to both your Strength and your Craft.

2