

BARGHEST PUP

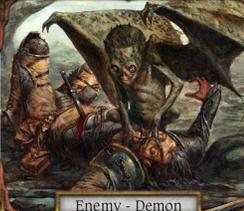


Follower

Add 1 to your attack score against Spirits and Undead. When you complete your move, you may move one Enemy on an adjacent space to your own.

5

CADAVER IMP



Enemy - Demon

CRAFT: 2
A cowardly demon loots the dead here.

3

CHAINED ZOMBIE



Follower

Place three life tokens on the Chained Zombie when drawn. You may discard a trophy at any time to add a life token here.

The Chained Zombie may battle in your place with Strength equal to its lives. If it wins, proceed as if you had won. If it loses a battle, discard a life from it or kill it.

5

DEAD HORSE



Follower

Steed
You may roll an additional die for movement and add it to your total.

The Dead Horse cannot be killed.

5

FORGOTTEN HERO



Stranger

You may discard the Forgotten Hero to roll 1 die.

1-2) Attacked by a Undead Hero with Strength and Craft 5.

3-4) Gain a **Weapon** from the Purchase deck.

5-6) Gain a Spell.

4

MANA WRAITH



Enemy - Spirit

CRAFT: 3
A parasitic spirit drains magic from your mind to sustain itself. When you encounter the Mana Wraith, you must discard 1 Spell.

3

MINOTAUR SKELETON



Enemy - Undead

STRENGTH: 5
If you roll over your Craft, you are lost in the Minotaur Skeleton's labyrinthine crypt and must miss your next turn.

2

NECRONOMICON



Magic Object

At the start of your turn, you may lose 1 Craft to roll 1 die.

2) You are killed!

3-5) Attacked by an Undead Army with Strength 8.

6-8) Gain 1 Spell.

9-11) Gain 2 Spells.

12) Gain 3 Craft and discard the this card.

5

PHYLACTERY



Magic Object

Subtract 1 from your Life value.

If you would be killed, teleport to your start space and heal all your lives, then discard the Phylactery.

5

PLASMIC BLADE



Magic Object

Weapon
Add 2 to your Craft in psychic combat.

You may discard a trophy to roll an additional die in psychic combat and add it to your score.

5

ROT AXE



Magic Object

Weapon
Add 2 to your Strength in battle.

You may discard a trophy to roll an additional die in battle and add it to your score.

5

ROYAL SKULL



Object

You may discard the Royal Skull at the Castle to gain 2 gold and 2 fate.

5

SOUL BOMB



Magic Object

Weapon
During battle or psychic combat, you may discard the Soul Bomb and any number of your trophies to add 3 to your attack score, plus 2 for each trophy discarded.

5

SOULSTEEL SWORD



Magic Object

Weapon
Add 1 to your Strength in battle and your Craft in psychic combat.

If you win a battle, heal a life.

If you win a psychic combat, replenish a fate.

5

SPECTRAL WIDOW



Enemy - Spirit

CRAFT: 1
The Spectral Widow's venom poisons the body and the mind. If it defeats you, in addition to losing a life, you must lose 1 Craft.

3

SPHINX SKELETON



Enemy - Undead

CRAFT: 5
If you roll over your Strength, you barely escape the Sphinx Skeleton's grasp and must miss your next turn to catch your breath.

3

STYGIAN WHIP



Magic Object

Cursed • Weapon
Add 3 to your Strength in battle.

Characters in your Region, including yourself, cannot heal.

5

SWARMING LEECHES



Enemy - Animal

STRENGTH: 1
Starving Leeches swarm in a fetid pool. If they defeat you, in addition to losing a life, you must lose 1 Strength.

2

