

COME BACK TOMORROW

When Day breaks, place a fate token on this card.

When you end your turn with a fate token on this card you may complete this Quest.

"Yes, yes, you will have your Talisman. But these things cannot be rushed. I'm sure you can find something to occupy your time in the meanwhile."

EXPLORE THE RUINS

To complete this Quest, you must draw at least one Adventure card at the Ruins.

"Take this map. It will lead you to a lost fortress where a hero of another age fought and died. She too had pursued the Crown of Command and kept a Talisman in here possession. If the Fates are kind, she will still have it."

KILL ONE UNDEAD

"Sadly, I have no Talisman to spare for you now. I need this one to protect myself from the minions of a fell necromancer. If you were to thin the ranks of his undead hordes, then perhaps it would be safe enough to part with it."

BLOOD TALISMAN



Magic Object

You may only enter the Valley of Fire if you have one of the fabled Talismans.

When you gain the Blood Talisman, become a Vampire. If you are no longer a Vampire, ditch the Blood Talisman.

5

HOLY TALISMAN



Magic Object

No evil character may have the Holy Talisman.

You may only enter the Valley of Fire if you have one of the fabled Talismans.

5

PROFANE TALISMAN



Magic Object

No good character can have the Profane Talisman.

You may only enter the Valley of Fire if you have one of the fabled Talismans.

5

MUZZLE



Spell

Cast on a space in your region. All Animals and Monsters there are discarded. Any Lycanthrope characters there must discard their Lycanthrope cards.

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POSSESSION



Spell

If you have a Demon or Spirit trophy, you may cast this Spell on a Follower belonging to another character. Discard a Demon or Spirit trophy and take the Follower for yourself.

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TURN UNDEAD



Spell

Cast on a space in your region. All Spirits and Undead there are discarded. Any Vampire characters there must discard their Vampire cards.

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VAMPIRE

While it is Night, add 1 to your Strength and Craft.

When Day breaks, lose 1 life.

When you kill an Enemy, heal a life.

When you defeat a character and force them to lose a life, you may heal a life. If you do, they may become a Vampire.

You interact with the Chapel and Graveyard as if evil. If you lose a life at the Chapel, you may discard this card.

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