

### 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.

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### 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.

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### PROFANE TALISMAN



Magic Object

No good character may have the Profane Talisman.

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

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### 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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