

**ALLIP**

Enemy - Spirit

**CRAFT: 1**  
Haunting madness surrounds the Allip. While it is your trophy, subtract 1 from your Craft.

3

**ALLIP**

Enemy - Spirit

**CRAFT: 1**  
Haunting madness surrounds the Allip. While it is your trophy, subtract 1 from your Craft.

3

**AMULET OF HORROR**

Magic Object

If you are a Lycanthrope, add 1 to your Life value and Strength.

If you are a Vampire, add 1 to your Fate value and Craft.

5

**AREAN VULTURE**

Stranger

The Arean Vulture feasts on the dead to safeguard the living. When you encounter the Vulture, you may move it to any space with an Undead or Spirit. Discard all Enemies there, then place one Remnant card face down on the space.

4

**BARROW WIGHT**

Enemy - Undead

**CRAFT: 1**  
A Barrow Wight will attack anyone who trespasses in this area. When revealed, place the Barrows Terrain here. It will remain here until killed.

3

**BLACK UNICORN**

Enemy - Animal

**CRAFT: 7**  
If you defeat the Black Unicorn in psychic combat, you may keep it as a Follower instead of a trophy. While the Black Unicorn is your Follower, add 1 to your Strength and 1 to your Craft. It will remain here until it is defeated.

3

**BLOOD DROP GEM**

Magic Object

**Trinket**  
If you are not a Vampire, heal 1 life when you kill an Enemy or force another character to lose a life in battle or psychic combat.

If you are a Vampire, heal 1 life when Night falls.

5

**BLOOD FOUNTAIN**

Place

You may drink from the Blood Fountain to become a Vampire. If you already are a Vampire, you may gain one life. In either case, if it is not Night, discard the Blood Fountain.

6

**BODAK**

Enemy - Undead

**CRAFT: 3**  
You do not have to roll any attack dice in psychic combat with the Bodak. If any of your attack dice match the Bodak's die, your eyes meet its deathly gaze and you are killed!

3

**BONE COLOSSUS**

Enemy - Undead

**STRENGTH: 8**  
A necrotic amalgam rises from an ancient bonefield. If you defeat it, add 1 Remnant card to this space.

2

**BONECLAW**

Enemy - Undead

**STRENGTH: 5**  
The Boneclaw's monstrous talons rend any armour. If you lose a life in battle against it, discard one of your **Armours**.

2

**BONELORD**

Enemy - Undead

**CRAFT: 4**  
If the Bonelord defeats you, in addition to losing a life, you are overburdened and must ditch an Object.

3

**BONESTORM**

Event

A roiling Bonestorm sweeps from the underworld. You must lose 1 life, then roll 1 die. The Bonestorm moves that many spaces clockwise. Any Spirits and Undead in spaces it passes through move with it. If you roll a 1, discard the Bonestorm.

1

**CHIVALROUS VAMPIRE**

Enemy - Undead

**STRENGTH: 4**  
Before battle, you may take a Sword for free from the Purchase deck. If you lose a life in battle against him, you become a Vampire.

2

**CLEANSING DAWN**

Lunar Event

When revealed, flip the Time Card to Day.

At the start of each character's turn, if they have a Lycanthrope or Vampire card, they lose 1 life and discard that card.

Discard this card when Night falls.

1

**CRAWLING HAND**

Enemy - Undead

**STRENGTH: 1**  
If you do not kill the Crawling Hand, roll 1 die and move it that number of spaces clockwise.

2

**CRAWLING HAND**

Enemy - Undead

**STRENGTH: 1**  
If you do not kill the Crawling Hand, roll 1 die and move it that number of spaces clockwise.

2

**CROSSBOW**

Object

**Weapon**  
Add 3 to your Strength in battle.

After you use the Crossbow, either discard it or discard 1 gold.

5

**CROSSBOW**



Object

**Weapon**  
Add 3 to your Strength in battle.

After you use the Crossbow, either discard it or discard 1 gold.

5

**CYCLE OF LIFE**



Event

After one harvest is reaped, another is sown. One of your Followers is killed at random. Then discard Adventure cards until you reveal a Follower and add them to your space.

1

**CYCLOPEAN ZOMBIE**



Enemy - Undead

**STRENGTH: 7**  
A rotting cyclops terrorizes this area. If it defeats you, roll 1 die. If odd, kill a Follower at random. If even, discard an Object at random.

2

**DAY WALKER**



Follower

Only Vampire characters may have the Day Walker as a Follower.

You do not lose a life when Day breaks.

5

**DEAD HAND**



Event

**Game**  
A reaper challenges you to Dead Hand. Draw 3 cards and add their encounter numbers together. You may draw extra cards at the cost of 1 fate each. Then roll 3 dice. If the result is greater than your card total, lose 2 lives. Otherwise, you may encounter 1 card drawn and discard the rest.

1

**DEAD MARSHES**



Place

This foul marsh was once an ancient battlefield. Roll 1 die.  
1) Attacked by a Warrior Spirit with Strength 5!  
2-3) Mired! Miss your next turn.  
4-5) Draw and encounter a Remnant card.  
6) Secret path. On your next turn, you may move to any space in this Region.

6

**DEATH BELL**



Magic Object

**Trinket**  
Add 1 to your Craft.

Instead of drawing an Adventure card, you may move one Spirit or Undead in your Region to your space to encounter.

5

**DEATH CHARM**



Magic Object

**Trinket**  
Add 1 to your total when you Dice with Death or roll on the Grim Reaper's chart.

You may discard the Death Charm at the Vampire's Tower or the Lich as if killing a Follower.

5

**DEATH'S HOLIDAY**



Lunar Event

When revealed, flip the Time Card to Day.

Characters and Enemies cannot be killed or lose lives.

Discard when Night falls.

1

**DEPARTED MENTOR**



Follower

You may discard 7 points of trophies in any combination to gain your choice of 1 Strength or 1 Craft.

5

**DRAGON GRAVEYARD**

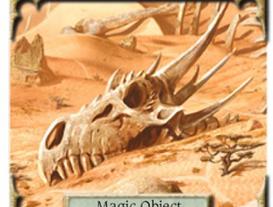


Place

Choose a card from any discard pile with "Dragon" in its title and place it on this space. If any Enemies qualify, you must choose one of those first.

1

**DRAGON SKULL**



Magic Object

Add 1 to your Life value.

You may discard the Dragon Skull at any time to gain 1 Strength or 1 Craft.

5

**DREADFORT**



Place

A vile necromancer amasses power within this lair. Roll 1 die.  
1) Attacked by a Lich with Craft 5!  
2-3) Cursed! Lose all your fate.  
4-5) Draw and encounter a Remnant card  
6) Ancient lore. Gain 1 Spell of your choice from the Spell discard pile, if able.

6

**DROWNED MAID**



Enemy - Undead

**CRAFT: 3**  
A Drowned Maid lures travelers to their deaths in the river. She will remain here until killed.

3

**ECTOPLASM**



Magic Object

**Trinket**  
You may drink the Ectoplasm at any time. Lose 1 life and 1 Strength to gain 2 Craft and 1 Spell. Then discard the Ectoplasm.

5

**EFFIGY**



Enemy - Undead

**STRENGTH: 3**  
A warrior slain by a wizard's fire has risen again as an Effigy. If it defeats you, burn one of your Spells.

2

**EXORCIST**



Follower

You may automatically destroy any Demon, Spirit or Undead you encounter. If you do, they cannot be taken as trophies. Gain 1 Spell instead if your Craft allows.

5

**EXORCIST PLATE**



Magic Object

**Armour**  
If you would lose a life in battle or psychic combat, roll 1 die. On a 5+, you do not lose that life but still lost the fight.

Once per turn, if you are defeated by a Spirit or Undead, you may fight them again, adding your Armour roll to your attack score.

5

**FACE STEALER**

Enemy - Spirit

**CRAFT: 3**  
If the Face Stealer defeats you, you must take it as a **Cursed** Follower. While it is your Follower, you have no special abilities. You may discard it when you visit the Enchantress or Mystic, even if they ignore you.

3

**FERAL VAMPIRE**

Enemy - Undead

**STRENGTH: 3**  
A Feral Vampire lashes out without any self-control. If you lose a life in battle with her, you become a Vampire.

2

**FUNERAL PROCESSION**

Follower

**Cursed**  
Instead of rolling for movement, you move 1 space per turn.

Discard the Funeral Procession at the Chapel or Graveyard to gain your bequest. Draw 4 Remnant cards. Keep one Object. Shuffle the rest back into their deck. If there are no Objects, gain 4 gold.

5

**GARLIC**

Object

You may sell the Garlic at the Village for 1 gold.

You may discard the Garlic to add 3 to your attack score against a Vampire character or Undead.

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5

**GARLIC**

Object

You may sell the Garlic at the Village for 1 gold.

You may discard the Garlic to add 3 to your attack score against a Vampire character or Undead.

5

**GHASTLY SKULL**

Enemy - Spirit

**CRAFT: 1**  
A Ghastly Skull rises from the corpse of a nearby mage. If it defeats you, you must discard one of your Spells.

3

**GHOST HUNTER**

Follower

Instead of rolling for movement, you may move to nearest space with a Spirit or Undead.

When you visit the Graveyard, you may draw an Adventure card instead of resolving its instructions as normal.

5

**GHOST TRAP**

Magic Object

When you are about to fight a Spirit or Elemental in battle or psychic combat, you may ditch the Ghost Trap. If you do, the Enemy does not roll an attack die.

5

**GHOST WOLF**

Enemy - Spirit

**CRAFT: 2**  
If there is any discarded Enemy with "Wolf" in its title, the Ghost Wolf adds 2 to its attack score.

3

**GHOST WOLF**

Enemy - Spirit

**CRAFT: 2**  
If there is any discarded Enemy with "Wolf" in its title, the Ghost Wolf adds 2 to its attack score.

3

**GHOSTLY LOVERS**

Follower

Replenish a fate when you gain a Follower.

You may discard the Ghostly Lovers at the Chapel to gain a Quest Reward or Talisman.

5

**GHOSTWOOD**

Place

If it is Day, discard a trophy to gain a Strength. If it is Night, discard a trophy to gain a Craft.

If you have a **Weapon** with "Axe" in its title, the Ghostwood attacks you instead with Craft 7. If you defeat it, discard the Ghostwood and draw a Remnant card.

6

**GILDED SKULL**

Magic Object

Gain 1 gold whenever you kill an Enemy.

You may discard the Gilded Skull at any time to roll 2 dice and gain that much gold.

5

**GOBLIN ZOMBIES**

Enemy - Undead

**STRENGTH: 2**  
The Goblin Zombies add 1 to their Strength in battle for each discarded Enemy with "Goblin" or "Hobgoblin" in its title.

2

**GOBLIN ZOMBIES**

Enemy - Undead

**STRENGTH: 2**  
The Goblin Zombies add 1 to their Strength in battle for each discarded Enemy with "Goblin" or "Hobgoblin" in its title.

2

**GRAVE SHOVEL**

Magic Object

When you are instructed to draw an Adventure card, you spend 1 fate to draw a Remnant card instead.

5

**GRIM HARVEST**

Lunar Event

When revealed, flip the Time Card to Night.

After an attack, regardless of who wins, characters must lose at least 1 life and enemies must be discarded if they are not taken as trophies.

Discard this card when Day breaks.

1

**HOLY CENSER**



Magic Object

No evil character may have the Holy Censer.

When you encounter a Demon or Undead, you may spend 1 fate to discard it, then draw a card to replace it. If you draw an Angel or Follower, replenish 1 fate.

5

**LICH**



Enemy - Undead

**CRAFT: 4**  
If you are defeated, in addition to losing 1 life, place 1 life counter on this card. If the Lich is defeated and has any life counters, it is not killed and loses 1 life counter instead. It will remain here until killed.

3

**LOST CRYPT**



Event

You hear rumors of a Lost Crypt in the wilderness. Roll 1 die and place facedown Remnant cards accordingly.

- 1) 1 card on the All Deserts.
- 2-3) 2 cards on the Oasis.
- 4-5) 2 cards on the Ruins.
- 6) 3 cards on the Oasis or Ruins.

1

**PHANTOM CHILD**



Stranger

A murdered Child seeks revenge. Either fight a Craft 3 Spirit to persuade him from this path, or fight a Strength 3 Outlaw to assist the ghostly child. Gain 3 fate if you persuade him, or 3 gold if you defeat his murderer. Once either fight has been won, discard this card.

4

**MUMMY**



Enemy - Undead

**CRAFT: 2**  
A rotting Mummy roams this area in search of his tomb. If you are defeated and lose 1 life, your wounds become infected and you must lose 1 additional life. It will remain here until killed.

3

**MUMMY**



Enemy - Undead

**CRAFT: 2**  
A rotting Mummy roams this area in search of his tomb. If you are defeated and lose 1 life, your wounds become infected and you must lose 1 additional life. It will remain here until killed.

3

**MUMMY KING**



Enemy - Undead

**CRAFT: 7**  
If you kill the Mummy King, you may look through the Adventure discard pile and take one Object of your choice. It will remain here until killed.

3

**MYSTIC WOLF**



Enemy - Monster

**CRAFT: 4**  
When revealed, flip the Time Card to Night and discard a Follower as they transform into an arcane Mystic Wolf. If you lose a life in psychic combat against it, you become a Lycanthrope.

3

**NECROMANCER**



Enemy - Cultist

**CRAFT: 4**  
When revealed, place the top Spirit or Undead from the discard pile on this space. She will remain here until killed.

3

**NECROMANCER STAFF**



Magic Object

No good character may have the Necromancer Staff.

When you encounter a Spirit or Undead, you may move it to another character's space. It attacks them immediately!

5

**NECROTIC MIND**



Enemy - Undead

**CRAFT: 5**  
Only foul necromancy sustains this Mind. If it defeats you, lose 1 Craft instead of a life. If you cannot lose a Craft, lose 1 life instead.

3

**NOSFERATU**



Enemy - Undead

**CRAFT: 6**  
A hideous Nosferatu feasts throughout this area. If you lose a life in psychic combat against it, you must either kill a Follower at random or become a Vampire.

3

**OOZING SKULL**



Enemy - Undead

**STRENGTH: 1**  
Noxious ectoplasm seeps from this Oozing Skull. If it defeats you, you must discard one of your Weapons.

2

**ORNATE SKULL**



Magic Object

Add 1 to your Spell limit. You always have at least 1 Spell. If you cast your last Spell, draw another.

5

**OVERRUN**



Event

The dead have swarmed to this area. Roll 1 die. Place that many Enemies from the discard pile here. All Enemies here are considered Undead until the start of your next turn, at which point they all wander back to their graves in the discard pile.

1

**OVERRUN**



Event

The dead have swarmed to this area. Roll 1 die. Place that many Enemies from the discard pile here. All Enemies here are considered Undead until the start of your next turn, at which point they all wander back to their graves in the discard pile.

1

**PHANTOM BANDIT**



Enemy - Spirit

**STRENGTH: 4**  
Not even the noose could stop this Bandit. You may discard a gold to evade him. If there is an Outlaw in any discard pile, he adds 2 to his attack score.

2

**PHANTOM KING**



Stranger

The Phantom King will grant his grave goods to those who serve his rightful heirs. If you have the King, Queen, Prince, or Princess as a Follower, you may search the Remnant deck and take an Object, then the Phantom King returns to his eternal slumber in the discard pile.

4

**PHANTOM KNIGHT**



Stranger

A fallen Knight cannot rest until he finds someone worthy to finish his quest. The first character to visit him with Strength 6 or more draws 3 Warlock Quests then discards this card and all but one Quest.

4

**PHANTOM MAGE**



Stranger

A ghostly Mage cannot rest until he finds a successor to inherit his knowledge. The first character to visit him with Craft 6 or more draws 3 Spells then discards this card and any Spells over their Spell limit.

4

**PHANTOM PRIEST**



Stranger

A martyred Priest haunts this area until his faith is restored. You may pray as if visiting the Temple. If you roll a 6+, you gain your reward and the Priest passes on to the discard pile.

4

**PLAGUE SKULL**



Magic Object

You may place 1 Event you draw on the Plague Skull at a time, instead of encountering it. At the start of another character's turn, you may place the Event on top of its deck.

5

**PSYCHOPOMP**



Stranger

The Psychopomp guides souls safely to the underworld. You may discard a trophy to roll 1 die. If it is a Spirit or Undead, roll two dice and choose one.

- 1-2) Gain 1 fate or 1 life.
- 3-4) Gain 1 Strength or 1 Craft.
- 5-6) Gain 1 Spell or 1 Talisman.

4

**REANIMATOR**



Stranger

When you visit the Reanimator, you may pay him up to two gold. Roll 1 die for each gold spent.

- 1-5) Botched experiment! Discard this card and fight a Cadaver with Strength 4.
- 6+) You may take a Follower from any discard pile.

4

**REAPER CHESS**



Event

**Game**  
A Reaper challenges you to a game of Chess. Roll 1 die and add your Craft for yourself, then roll 2 dice for the Reaper. If it rolls higher, you are killed. Otherwise keep this card. If you would be killed, discard it to heal all your lives instead.

1

**REAPER MINION**



Enemy - Spirit

**STRENGTH/CRAFT: 5**  
A Minion of the Grim Reaper stalks you! You must fight it with your lower trait. If you lose, in addition to losing a life, you must roll once on the Grim Reaper's chart. If you roll a 5, teleport the Reaper Minion, who immediately attacks the character.

1

**REAPER SCYTHE**



Magic Object

**Weapon**  
If you have at least two lives, you may lose 1 life to automatically win a battle or psychic combat. You may not do so when another character attacks you.

5

**SANDHUSK**



Enemy - Undead

**STRENGTH: 3**  
A desiccated Sandhusk still roams the dunes in search of water. When revealed, place it on a Desert. If you have a Water Bottle, the Sandhusk adds 2 to its attack score.

2

**SHADOWLAND**



Place

If it is Night, roll 1 die. Place the appropriate card on this space from the discard pile and encounter it.

- 1-2) The topmost Enemy
- 3-4) The topmost Stranger.
- 4-6) The topmost Follower.

If it is Day, discard all other cards here.

6

**SKELETON**



Enemy - Undead

**STRENGTH: 1**  
While you have this card as a trophy, Spirits and Undead in battle or psychic combat with you add 1 to their attack roll.

2

**SKELETON**



Enemy - Undead

**STRENGTH: 1**  
While you have this card as a trophy, Spirits and Undead in battle or psychic combat with you add 1 to their attack roll.

2

**SKELETON ARMOUR**



Magic Object

**Armour**  
If you would lose a life in battle or psychic combat, roll 1 die. If you roll less than number of trophies you have, you do not lose that life, but you still lost the fight.

5

**SKULL CENSER**



Magic Object

No good character may have the Skull Censer.

When you encounter a Stranger or Follower, you may spend 1 fate to discard them and draw a card to replace them. If you draw a Demon or Undead, replenish 1 fate.

5

**SKULL TRADER**



Stranger

If you have any cards with "Skull" in their title, you may discard it here to gain 3 gold. Alternatively, you may buy such a card from any discard pile at the cost of 3 gold.

4

**SPINE CHAIN**



Enemy - Undead

**STRENGTH: 4**  
A horrific Spine Chain attacks travelers to add more links to its number. It will remain here until killed.

2

**TREASURE GEIST**



Follower

Whenever you draw a Place from the Adventure deck, add 1 gold to the Treasure Geist.

You may discard the Treasure Geist at the Ruins to gain all its gold and draw a Remnant card.

5

**UNICORN ZOMBIE**



Enemy - Undead

**CRAFT: 7**  
If any card in the discard pile has "Unicorn" in its title, the Zombie Unicorn adds 2 to its Craft in psychic combat. If you kill it, gain 1 Strength.

3

**VAMPIRE**



Enemy - Undead

**CRAFT: 4**  
A bloodthirsty Vampire feeds on those who travel through this area. If you lose a life in psychic combat with him, lose an additional life and become a Vampire.

3

**VAMPIRE BATS**



Enemy - Animal

**CRAFT: 2**  
A swarm of Vampire Bats swoops down upon you. If you defeat them, the attack counts as a stand-off unless your attack score wins by 2 or more points. If you lose a life in psychic combat against them, you become a Vampire.

3

**VAMPIRE CASTLE**



Place

A Vampire court resides in this Castle. If you are a Vampire, you may heal up to two lives. Otherwise, if it is Night, you must roll 1 die. You must lose 1 life equal to half the roll, rounding down. You may kill any number of your Followers to prevent losing a life for each. If you lose a life, you become a Vampire.

6

**VAMPIRE CHAMPION**



Enemy - Undead

**STRENGTH: 6**  
If you lose a life in battle with the Vampire Champion, lose an additional life and become a Vampire.

2

**VAMPIRE HUNTER**



Follower

No Vampire character may have the Vampire Hunter.

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

While it is Day, you may discard the Vampire Hunter to automatically defeat any Vampire character or Undead you encounter.

5

**VAMPIRE MASQUERADE**



Lunar Event

When revealed, flip the Time Card to Night.

Unless they are a Vampire, when a character encounters a Stranger they must lose 1 life and become a Vampire. Their turn then ends immediately.

Discard when Day breaks.

1

**VAMPIRE PRINCE**



Enemy - Undead

**CRAFT: 9**  
An imperious Vampire Prince dominates this area. If you are a Vampire or choose to become one now, you may evade him. If you are defeated, in addition to losing 1 life, he kills 1 of your Followers at random. If you have none, lose 1 additional life instead.

3

**VAMPIRE RAKE**



Stranger

If you are not a Vampire, you or your Followers fall prey to the Rake's seductive charm. Either ditch a Follower and end your turn or lose 1 life and become a Vampire.

4

**VAMPIRE SKULL**



Magic Object

Add 2 to your Craft in psychic combat.

You may discard the Vampire Skull at any time to discard a Vampire card from any character.

5

**VAMPIRE WAIF**



Enemy - Undead

**CRAFT: 2**  
The Vampire Waif uses her apparent youth to waylay her victims. If you lose a life in psychic combat against her, you become a Vampire.

3

**WEREBAT**



Enemy - Monster

**STRENGTH/CRAFT: 3**  
You must decide whether to face the Werebat in battle or psychic combat. If it defeats you in battle, become a Lycanthrope. If it defeats in your psychic combat, become a Vampire.

1

**WEREWOLF**



Enemy - Monster

**STRENGTH: 4**  
When revealed, flip the Time Card to Night and discard a Follower as they transform into a savage Werewolf. If you lose a life in battle against it, you become a Lycanthrope.

2

**WIGHT**



Enemy - Undead

**CRAFT: 4**  
You enter an ancient barrow and disturb this creature's eternal rest. When revealed, place the Barrows Terrain here. It will remain here until killed.

3

**WOLF SKULL**



Magic Object

Add 2 to your Strength in battle.

You may discard the Wolf Skull at any time to discard a Lycanthrope card from any character.

5

**WORM THAT WALKS**



Enemy - Undead

**CRAFT: 8**  
A mass of worms rises from a secret crypt, carrying the mind of a wicked necromancer. If you defeat her, add 1 Remnant card to this space and encounter it.

3

**WRETCHED**



Enemy - Undead

**STRENGTH: 1**  
You may not pay fate to reroll dice during battle with the Wretched. It will remain here until killed.

2

**ZOMBIE HORSEMAN**



Enemy - Undead

**STRENGTH: 2**  
Death could not separate the horse from its rider. If there is a **Steed** in the discard pile, the Zombie Horseman rolls an additional die in battle and uses the highest result.

2

