



MAGIC KINGDOM

A refuge for sorcerers and witches, hidden by illusion and trickery. Only the wise and knowledgeable will find access to this mystic place and learn its secrets.

If you have 8 or more Craft, you may discard 3 Spells to take this card.

While you have this card, draw 1 Spell at the start of your turn and then discard down to your Spell limit.



REALM OF GIANTS

*A land of brutish power,
filled with many dangers.
Those who survive obtain
a strength of spirit that
will last eternal.*

If you have 8 or more
Strength, you may lose
3 life to take this card.

While you have this card,
add your current life to
your Strength value.



THE GNOMISH REALM

*Only those who can
prove their worth in all
the arts of craftsmanship
are allowed to enter.*

If you have 5 or more
in both Strength and
Craft, you may discard 3
Objects to take this card.

While you have this
card, you may carry any
number of Objects. Your
Objects cannot be ditched,
discarded, or taken unless
you wish them to be.



CITY OF THE DEAD

Those who bring offerings of flesh and blood to the powerful Lich Queen who rules here will be rewarded with the gifts of immortality.

If you have 5 or more in either Strength or Craft you may discard 10 points of trophies to take this card.

If you would be killed while you have this card, roll 1 die:

- 1-2) You are killed as normal.
- 3-6) You are not killed; set your life to 1.



SUNKEN CITY

Submerged beneath the waves eons ago, the citizens still live in splendour and grace, protected from the dangers of the outside world.

If you have 5 or more in either Strength or Craft you may discard 1 Talisman to take this card.

While you have this card, you may choose not to be affected by any Spell, other than the Command Spell.



ELVEN ENCLAVE

Hidden deep within the wilds, the elves wait for the hero of prophecy so that they might bestow the mantle of destiny.

If you have 6 or more in either Strength or Craft, you may spend 4 fate to take this card.

While you have this card, you may replenish 1 fate at the start of your turn.



DWARVEN FREEHOLD

*Buried in depths of
the earth for centuries,
the dwarves survive
with both strength and
cunning and will share
their secrets to anyone
who shares their ways.*

If you have 7 or more in
both Strength and Craft,
you may take this card.

While you have this
card, you may add or
subtract up to 2 from
your roll when rolling
dice in the Inner Region,
to a minimum of 1.



TIMELESS REALM

Unknown since the beginning of time, it is a land of endless marvels and fantastic creatures.

You may miss 1 turn to take this card.

While you have this card, if you encounter a space with instructions to draw one or more Adventure Cards, you may draw one more card than required.