



VAMPIRE BATS



Enemy - Animal

CRAFT: 2

A swarm of Vampire Bats swoops down on you. If you defeat them, the attack counts as a stand-off unless your attack score wins by 2 or more points.

3



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3



BLACK UNICORN



Enemy - Animal

CRAFT: 7

If you defeat it in psychic combat, you may keep it as a Follower instead of a trophy. While it is your Follower, add 1 to your Strength and 1 to your Craft.

3



CRAWLING SLIME



Enemy - Elemental

STRENGTH: 6

A Crawling Slime smothers this area. Any *Weapon* used to fight it must be discarded after the battle is resolved.

2



VAMPIRE PRINCE



Enemy - Undead

CRAFT: 9

If you are defeated, in addition to losing 1 life, he will kill 1 of your Followers at random. If you have none, you lose 1 additional life instead

3



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3



FAE WITCH



Enemy - Fae

CRAFT: 2

The Fae Witch rolls 2 dice for her attack roll and uses the highest result. If she rolls doubles, you are turned into a slimy little Toad for 3 turns.

3



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CRAFT: 2

The Fae Witch rolls 2 dice for her attack roll and uses the highest result. If she rolls doubles, you are turned into a slimy little Toad for 3 turns.

3



SHIVER NYMPH



Enemy - Fae

CRAFT: 2

When revealed, if your Craft is higher than 2, the Nymph will flee 1 space clockwise instead of fighting you.

3



SHIVER NYMPH



Enemy - Fae

CRAFT: 2

When revealed, if your Craft is higher than 2, the Nymph will flee 1 space clockwise instead of fighting you.

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.

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.

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.

3



LESSER DEMON



Enemy - Demon

CRAFT: 7

A minion of evil has been sent to prowl in this area.

3



LESSER DEMON



Enemy - Demon

CRAFT: 7

A minion of evil has been sent to prowl in this area.

3



MEDUSA



Enemy - Monster

CRAFT: 5

If you are defeated, you do not lose a life. Instead, you must miss your next 2 turns.

3



SNEAKTHIEF



Enemy - Outlaw

CRAFT: 3

If you kill the Sneakthief you may discard this card instead of keeping it as a trophy to take 1 Object from another character.

3



SNEAKTHIEF



Enemy - Outlaw

CRAFT: 3

If you kill the Sneakthief you may discard this card instead of keeping it as a trophy to take 1 Object from another character.

3



BANDIT




Enemy - Outlaw

STRENGTH: 4

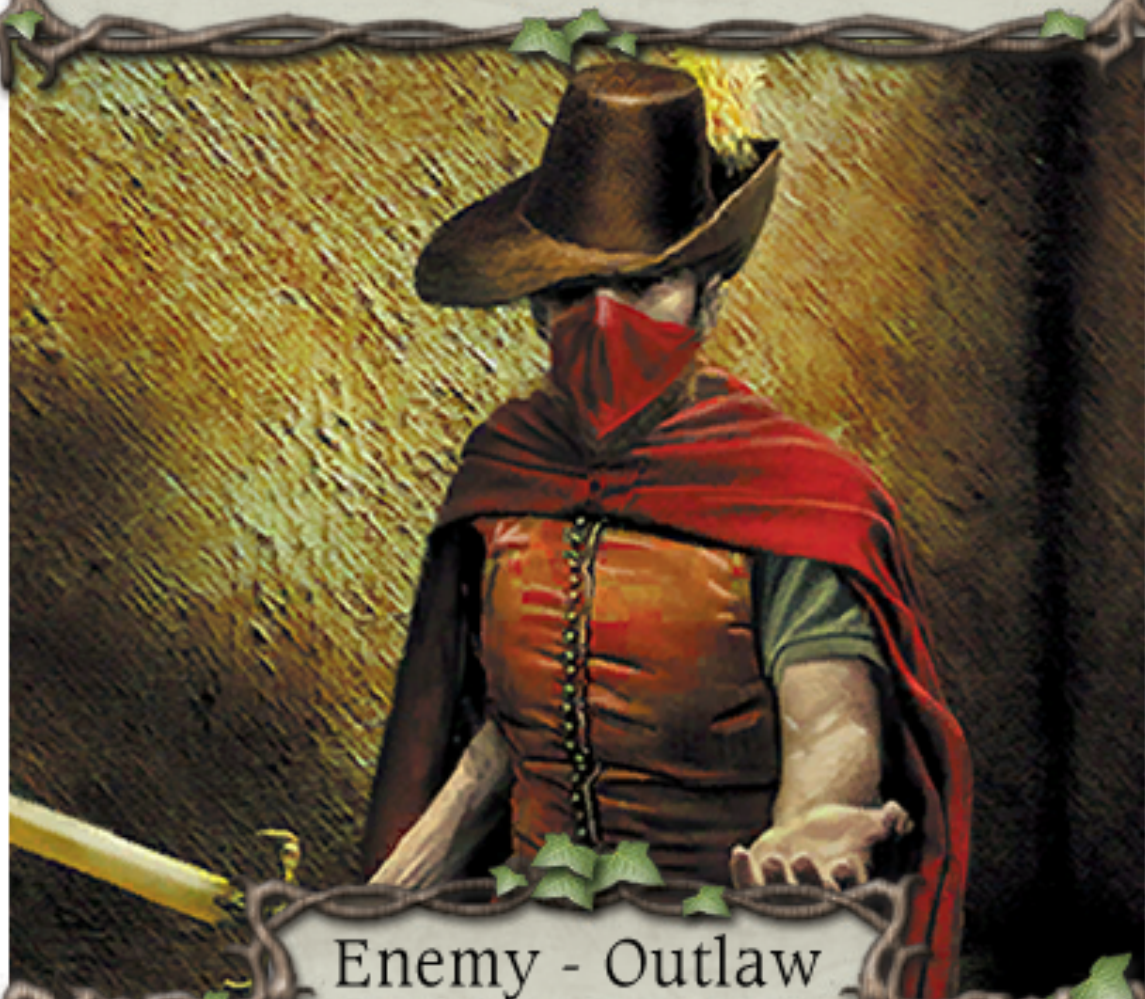
A Bandit is marauding in this area. He will not attack if you pay 1 gold

2





BANDIT



Enemy - Outlaw

STRENGTH: 4

A Bandit is marauding in this area. He will not attack if you pay 1 gold

2



BRAVO



Enemy - Outlaw

STRENGTH: 6

A Bravo challenges you to battle with a side bet on the outcome. If you are defeated, in addition to losing 1 life, you lose 1 gold. If you defeat him, gain 1 gold.

2



DEMON



Enemy - Demon

CRAFT: 10

A Demon has appeared from the underworld to cause chaos in this area.

3



FALCONER



Enemy - Outlaw

CRAFT: 3

You cannot evade
the Falconer.

3



SKY SEEKER



Enemy - Outlaw

CRAFT: 2

A vigilant Sky Seeker patrols this area from his winged mount.

3



TALON MAGE



Enemy - Outlaw

CRAFT: 3

A powerful Talon Mage commands this area.

3



GLORY SEEKER



Enemy - Outlaw

STRENGTH: 3

If you are defeated, in addition to losing 1 life, you must discard all of your quests. If you defeat the Glory Seeker, you may accept 1 Warlock Quest.

2



TRAPPER



Enemy - Outlaw

STRENGTH: 2

Roll 2 dice. If the result is equal to or less than your Craft, you may evade the Trapper. If it is higher, you must fight him, but you may not roll a die for your attack roll.

3



EYRIE OUTRIDER



Enemy - Outlaw

STRENGTH: 3

A keen-eyed Eyrie Outrider
soars among the clouds
above this area.

2



SKYFALL SENTRY



Enemy - Outlaw

STRENGTH: 3 *Quick Attack*

Roll 1 die. If the result is less than your Craft, you dodge the boulder it drops. Otherwise lose 1 life.

2



WIND RIDER



Enemy - Outlaw

STRENGTH: 2

A merciless Wind Rider keeps a watchful eye on this area from above.

2



TRICKSTER



Enemy - Outlaw

CRAFT: 2

If you are defeated, in addition to losing 1 life, you must ditch 1 Object at random. If you defeat the Trickster, you may take 1 Object of your choice from any character in the same Region.

3



FELCLAW



Enemy - Animal

STRENGTH: 6, CRAFT: 6

If your Craft is lower than your Strength, you must fight in psychic combat. Otherwise you must fight in battle.

3



STORMWING



Enemy - Animal

CRAFT: 4

A fearsome Stormwing soars above this area, ready to strike at any moment.

3



WINDLASHER



Enemy - Animal

CRAFT: 4

Spells cannot be cast
on the Windlasher.

3



WINGED STALKER



Enemy - Monster

CRAFT: 5

A Winged Stalker is silently hunting for prey in this area.

3



NIGHT GAUNT



Enemy - Monster

CRAFT: 6

If you kill the Night Gaunt during the Night, flip the Time Card to Day and gain 1 Craft.

3



NIGHT GAUNT



Enemy - Monster

CRAFT: 6

The Night Gaunt fills beings who enter this area with a bone-chilling dread.

3



BLACK ELF



Enemy - Outlaw

CRAFT: 3

A cruel Black Elf is roaming in this area.

3



LICH



Enemy - Undead

CRAFT: 4

If you are defeated, you must lose 1 life and place 1 life counter on this card which is added to the Lich's life total.

3



ZOMBIE DRAGON



Enemy - Undead / Dragon

CRAFT: 8

A dreadful Zombie Dragon
is terrorising this area.

3



ZOMBIE DRAGON



Enemy - Undead / Dragon

CRAFT: 8

A dreadful Zombie Dragon
is terrorising this area.

3



DRACOLICH



Enemy - Undead / Dragon

CRAFT: 10

If you are defeated, you must lose 1 life and place 1 life counter on this card which is added to the Dracolich's life total.

3



DRACOLICH



Enemy - Undead / Dragon

CRAFT: 10

If you are defeated, you must lose 1 life and place 1 life counter on this card which is added to the Dracolich's life total.

3



DEATH KNIGHT



Enemy - Undead

CRAFT: 8

A baneful Death Knight
is challenging everyone
in this area.

3



CHILLBANE



Enemy - Monster

CRAFT: 6

A horrifying Chillbane
is attacking everything
in this area.

3



RIMESPAWN



Enemy - Monster

CRAFT: 1

A terrible Rimespaw
is lurking in this area.

3



SHADOW STALKER



Enemy - Monster

CRAFT: 5

A Shadow Stalker is
silently hunting for
prey in this area

3



TINKER IMP



Enemy - Monster

CRAFT: 4

Before you engage the Tinker Imp in psychic combat, one of your Objects, chosen at random, is teleported to a space 1 die roll around the board clockwise.

3



CRYPT KEEPER



Enemy - Undead

CRAFT: 5

If you kill him, you may search his tomb for treasure. Draw the top 5 Adventure Cards and take 1 Object of your choice. Discard the remaining cards.

3



CRYPT KEEPER



Enemy - Undead

CRAFT: 5

If you kill him, you may search his tomb for treasure. Draw the top 5 Adventure Cards and take 1 Object of your choice. Discard the remaining cards.

3



SWAMP SIREN



Enemy - Fae

CRAFT: 3

If you are defeated, in addition to losing a life, you must encounter this space again instead of moving normally next turn.

3