

HADES'
PALACE



Use a crossroad to go back
the palace or go back to
where you were before

Go back to the
palace

ELYSIUM

ack to where
were before

A winding path through Asphodel Meadows, characterized by its grey stone blocks and vibrant colored segments (blue, yellow, orange, red, green). The path is marked with purple circular markers at various points. One such marker is labeled "Go back to the palace". The path leads from the bottom right towards the center of the image, eventually curving back towards the top left.

ASPHODEL MEADOWS

Go back to the
palace

EXIT

RIVER STYX

Pay Charon 3 tokens
to get to the other
side of the Styx

Go back to the
palace

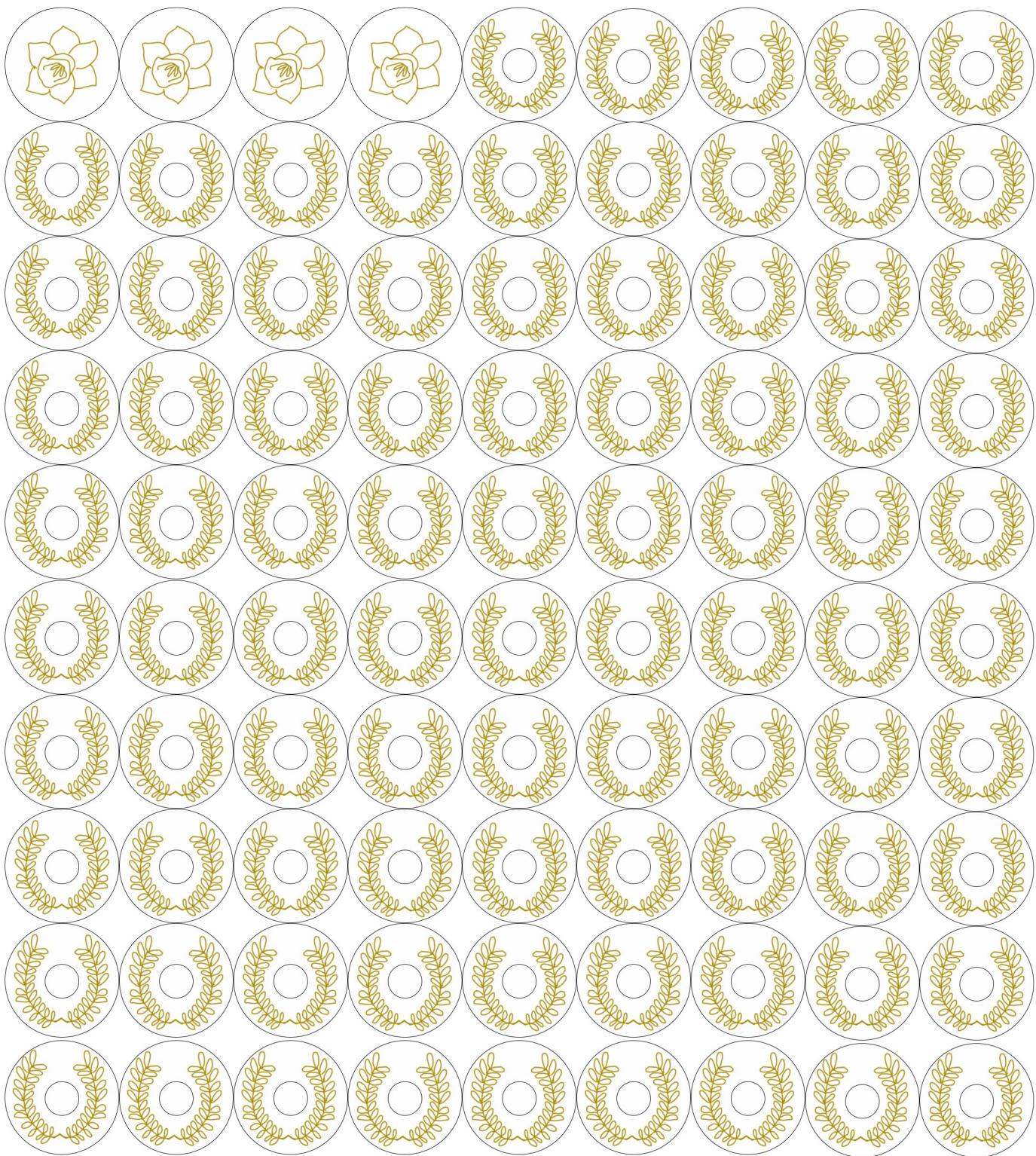


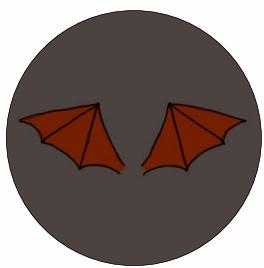
Sooth Cerberus:
Stay for the next
turn

HALL OF
JUDGEMENT



Pay 3 tokens to get
through the door or
go back to the palace





UNNATURAL

Choose a player who can take any card from you or throw the die and take that amount of tokens

Opportunity card



UNNATURAL

Choose a player who can take any card from you or throw the die and take that amount of tokens

Opportunity card



UNNATURAL

Choose a player who can take any card from you or throw the die and take that amount of tokens

Opportunity card



BEAUTIFULLY TRAGIC

Use only one die for the next 5 turns

Active card



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Use only one die for the next 5 turns

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BEAUTIFULLY TRAGIC

Use only one die for the next 5 turns

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THE GODS' LITTLE SONGBIRD

Lose 2 tokens

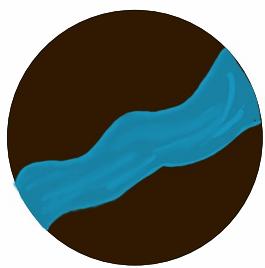
Ending card



THE GODS' LITTLE SONGBIRD

Lose 2 tokens

Ending card



A LAND OF SLEEP
You sleep for the next two turns

Active card



BLINDED BY
DESPAIR

Turn back or pay 1 token and lose a turn

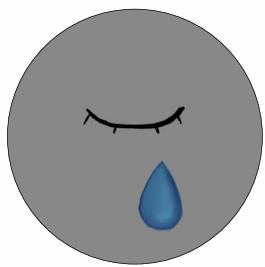
Opportunity card



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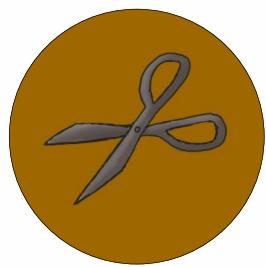
Opportunity card



BLINDED BY
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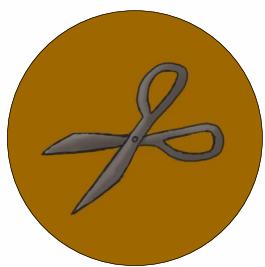
Opportunity card



AS IT'S BEEN
TOLD

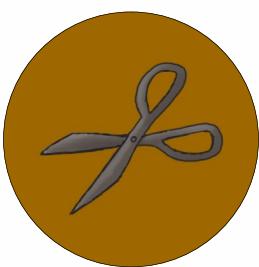
Turn back

Opportunity card



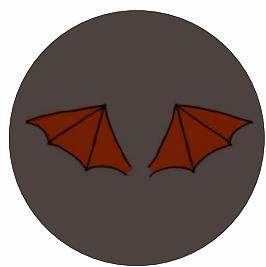
AS IT'S BEEN
TOLD
Turn back

Opportunity card



AS IT'S BEEN
TOLD
Turn back

Opportunity card



UNNATURAL

Choose a player who can take any card from you or throw the die and take that amount of tokens

Opportunity card



CYCLE OF NATURE

Get 3 tokens

If you have *Hades' Pity* lose 3 tokens instead

Opportunity card



CYCLE OF NATURE

Get 3 tokens

If you have *Hades' Pity* lose 3 tokens instead

Opportunity card



BEWARE OF THE DOG

Lose a turn to calm down Cerberus

Active card



BEWARE OF THE DOG

Lose a turn to calm down Cerberus

Active card



BEWARE OF THE DOG

Lose a turn to calm down Cerberus

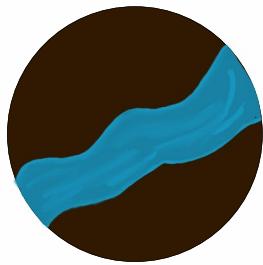
Active card



BEWARE OF THE DOG

Lose a turn to calm down Cerberus

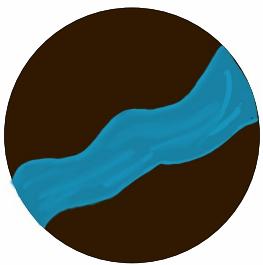
Active card



A LAND OF SLEEP

You sleep for the next two turns

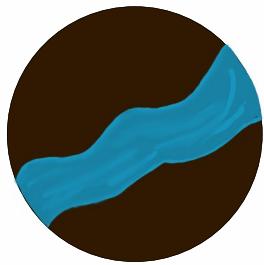
Active card



A LAND OF SLEEP

You sleep for the next two turns

Active card



A LAND OF SLEEP

You sleep for the next two turns

Active card



A LITTLE HELP FOR THE LOVERS

Use this card to counter a negative event

[Save card](#)



A LITTLE HELP FOR THE LOVERS

Use this card to counter a negative event

[Save card](#)



A LITTLE HELP FOR THE LOVERS

Use this card to counter a negative event

[Save card](#)



FINDERS KEEPERS

Take a card from another player or throw the die and take that amount of tokens

[Opportunity card](#)



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CYCLE OF NATURE

Get 3 tokens

If you have *Hades' Pity* lose 3 tokens instead

[Opportunity card](#)



CYCLE OF NATURE

Get 3 tokens

If you have *Hades' Pity* lose 3 tokens instead

[Opportunity card](#)



DESERVING OF AN ENCORE

Can be used to save you from turning back

Save card



FLOWERS OF MOURNING

Recover Persephone's Flower if already used

Opportunity card



FLOWERS OF MOURNING

Recover Persephone's Flower if already used

Opportunity card



A CROSSROAD

You can use this to pass through any gate without having to pay a fee

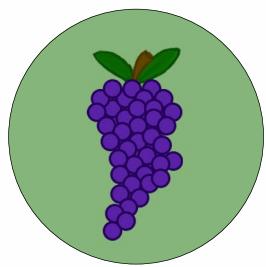
Save card



A CROSSROAD

You can use this to pass through any gate without having to pay a fee

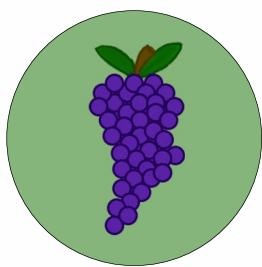
Save card



RITUAL MADNESS

Move twice the spaces for the next 3 rounds

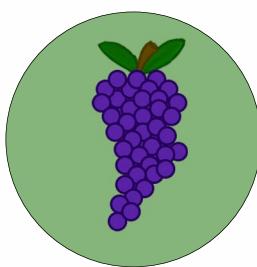
Active card



RITUAL MADNESS

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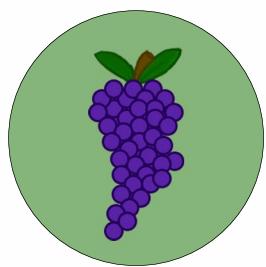
Active card



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HADES' PITY
Get 3 tokens



HADES' PITY
Get 3 tokens

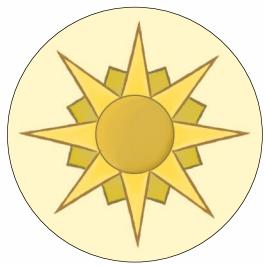


OVERDUE
ALLOWANCE
Apollo gives you 4 tokens

Ending card

Ending card

Opportunity card



OVERDUE
ALLOWANCE
Apollo gives you 4 tokens



OVERDUE
ALLOWANCE
Apollo gives you 4 tokens



OVERDUE
ALLOWANCE
Apollo gives you 4 tokens

Opportunity card

Opportunity card

Opportunity card



DESERVING OF
AN ENCORE

Can be used to save you from turning
back



DESERVING OF
AN ENCORE

Can be used to save you from turning
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DESERVING OF
AN ENCORE

Can be used to save you from turning
back

Save card

Save card

Save card