

60s Your Best Friend, Skully
Scvm - Unfortunate Undead Skeleton

2
d4
-d2
4

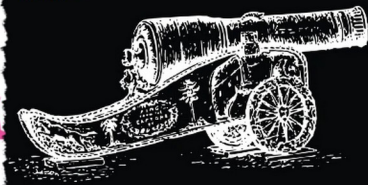


When Skully enters the battlefield roll d3+1. This is how many times Skully can be resurrected with 1 HP before he is sent to the crypt.

art: rampixel
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100s Fang Cannon
Equipment - Weapon Fangs

2
d4




When the Crusaders ran out of cannon-balls they began ripping the fangs out of the dead, human or beast it did not matter, to create a macabre weapon of death.

The FANG CANNON ignores armor and deals d4 damage to each monster.

art: public domain
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30s Blade of the Repentless
Equipment - Weapon Blade

2
d4



Carved from the bones of a Heretic Priest and soaked in the blood of his flock, the Blade of the Repentless is a SLAYER.

The BLADE OF THE REPENTLESS ignores Armor.

art: Daniel F. Walcott
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10s Rot Gut Moonshine
Equipment - Item Rot

Drinking Rot Gut Moonshine may not kill you or it may not.



d3 uses
ROT GUT MOONSHINE grants one Scvm +2 Attack and suffers 1 HP damage.

art: Aegis Studio
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120s Black Venom
Monster - Boss - Black Metal Band Venom

2
d8
-d4



Tickets are on sale now!!

The Dying Lands 7:7 Tour
1:7 Galgenbeck
2:7 Wastland
3:7 Schleswig
4:7 Valley of the Undead
5:7 Bergen Crypt w/ The Zombies
6:7 Hergus
7:7 Graven Tosh

BLACK VENOM's HP is d6 and +2 for each misery you have suffered.

art: public domain
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120s The Necromancer
Monster - Boss - Necromancer Oracular

2
d2
-d4
8




Whenever a Scvm or Monster is put into the crypt roll a die:
Odd: Create a Zombie Monster
Even: Nothing happens

Zombie
HP: 2 | Attack: d2 | No Armor

art: Aegis Studio
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30s Francis
Equipment - Item Pig

My family is upset because the family pet is missing.

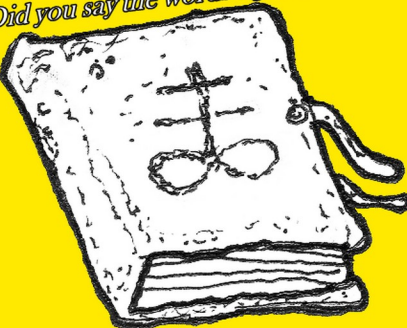


One Use
Restore all of your Scvm to max HP.

art: Public Domain
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Tome of Undoing
Omen Tome


Did you say the words right this time?



Prevent all damaged from one MONSTER.
-OR-
Prevent all damaged to one Scvm.

art: Aegis Studio
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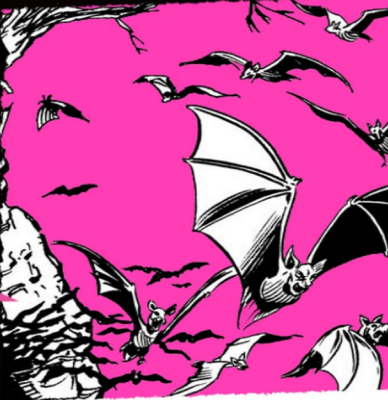
50s Veil of Random Armor
Equipment - Armor Veil



Each time that you use the Veil of Random Armor roll d4 to see what type it will be:
1 - Iron -d6
2 - Leather -d4
3 - Cloth -d2
4 - Lace -0

art: public domain
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20s Swarm of Bats
Monster - Bats Bats



2
02
-02
2

Roll d4+2 for the number of bats.
FLYING: DR14 to Hit

art public domain
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130s Misery Monster
Monster - Boss Thirteen




You brought this Misery upon yourself.

08
02
13

Ambush : Roll a d20. If the result is 13 then roll for a Misery.

art public domain
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40s Stick Serpents
Monster Serpent



That stick you just stepped on wasn't a stick.

04
-02
4

Ambush: Roll a d4.
This is how many times Stick Serpents attacks.

art Marc RadLo
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40s Demon Chains
Equipment - Item Chains



The demon screams in terror and begs for mercy as the flesh melts from its bones.

POWER: One monster is automatically hit by attacks this turn.

art Jason Moser
MÖRKBOG MÖRKTOBER 2024 13/31

Tomb of the 7 Liches
Location Tomb



You seek shelter from the worst storm in what seems like 666 years.

d6+1 All Monsters have +2 HP.

art Dean Spencer
MÖRKBOG MÖRKTOBER 2024 14/31

100s Vanquisher's Plate
Equipment - Armor Cuirass



-d6

Does this helmet make my cuirass look fat?

art shutterstock
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60s JackThe Ripper
Monster - Serial Killer Knife



06
-02
6

AMBUSH: d6 damage to one Scvm.
My knife's so nice and sharp I want to get to work right away if I get a chance.

art stock
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100s DEAD SKIN MASK
Equipment + Armor Disguise




*DANCE WITH THE DEAD IN MY DREAMS
LISTEN TO THEIR HALLOWED DREAMS
THE DEAD HAVE TAKEN MY SOUL
TEMPTATION I LOSE ALL CONTROL*

One Use
Return a Scvm from the crypt. It is now an Equipment card and you may use it as a Weapon and/or Armor.

art Agis Studio
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Seasons in the Abyss
Location ABYSS



*Close your eyes and forget your name
Step outside yourself And let your thoughts drain
As you go inside... go inside*

1LAYER
3d6

To leave this Location roll 2d20:
Success: Leave location.
Partial: You stay at this location.
Fail: **THE ABYSS IS YOUR HOME NOW AND YOU MAY NEVER LEAVE.**

art tech66
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