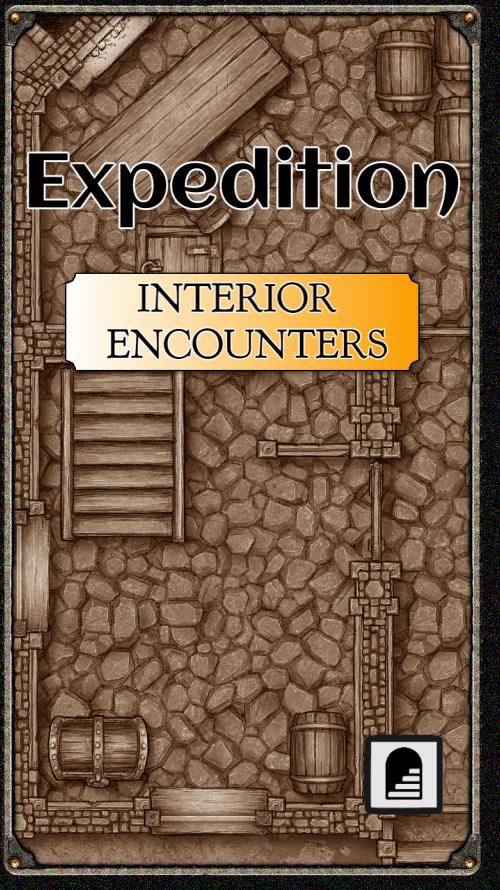
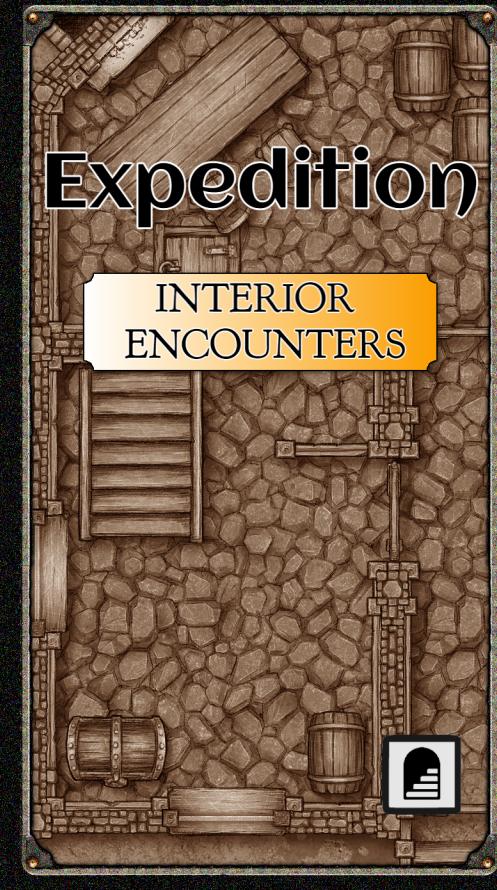
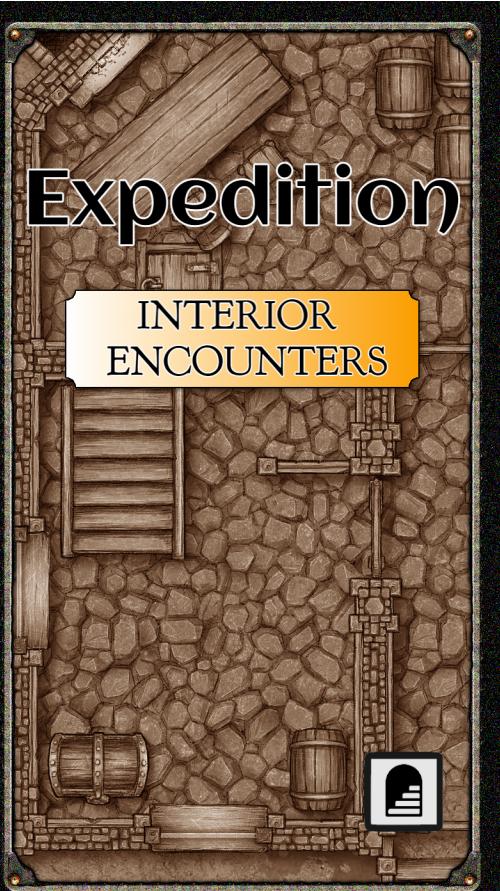
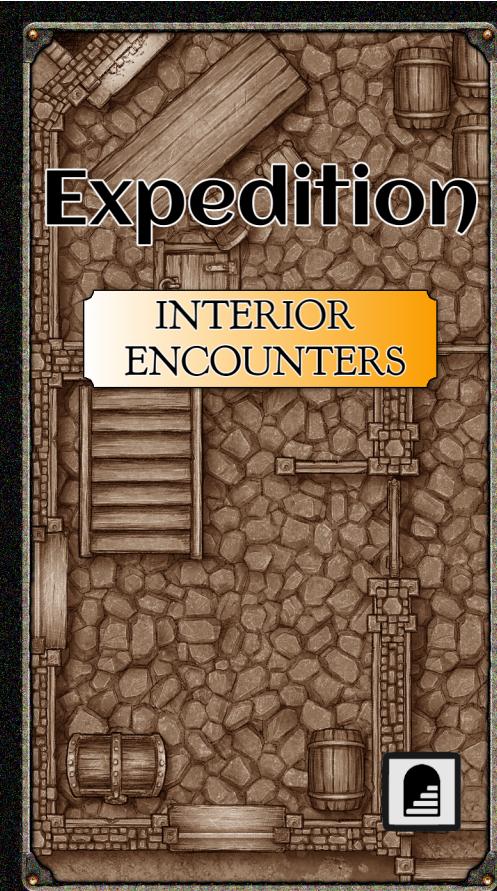


CANNIBAL POLTERGEIST		CLAMORING DEAD	
	SPECTRE		UNDEAD
ARCANE HALLWAY		ARE THEY SILENT?	
	ARCANE		UNDEAD



DIABOLICAL TRAP

6



PUZZLE

**LASH SLUG**

ENSNARED

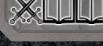
DELAY

CREATURE OF WJEN

5

**CROONING WORSHIPERS OF URSAMAO**

5

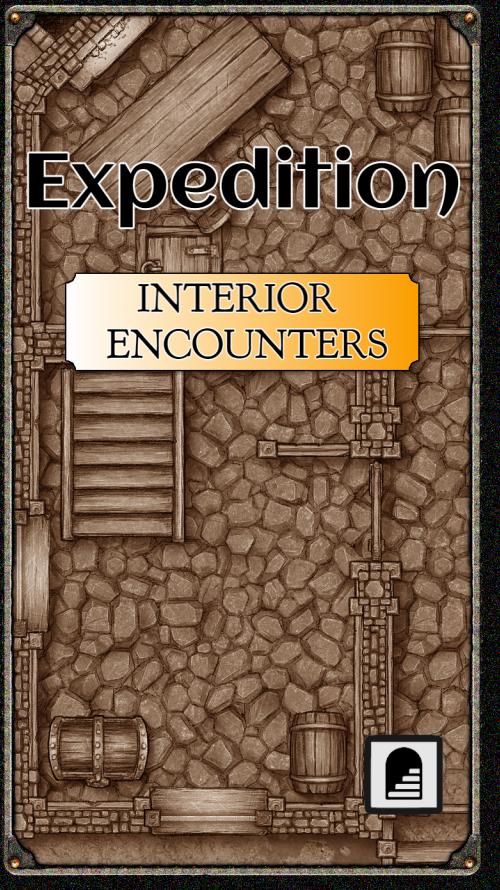
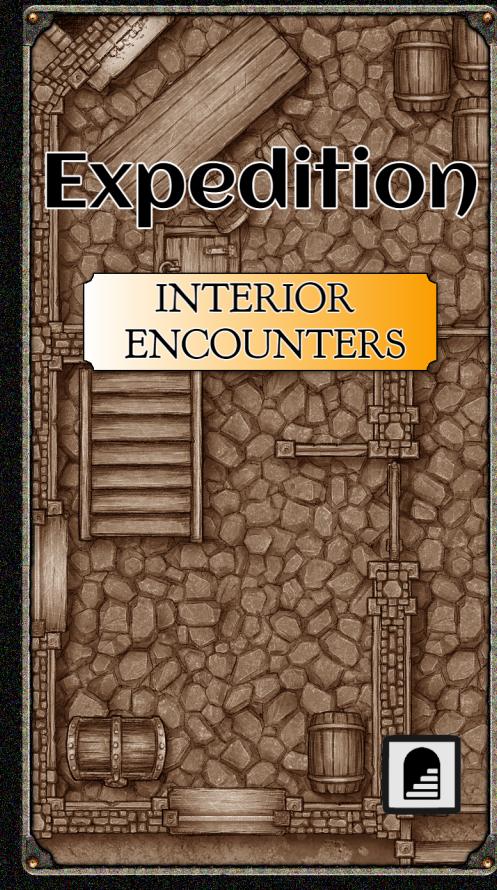
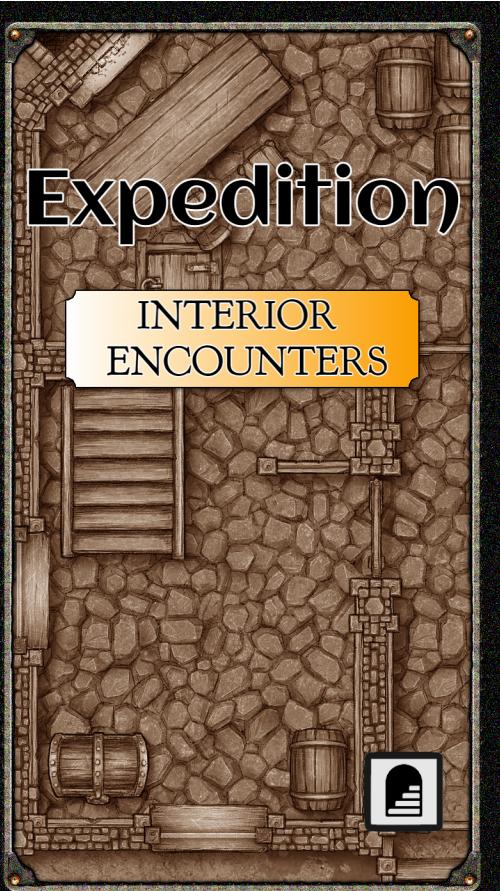
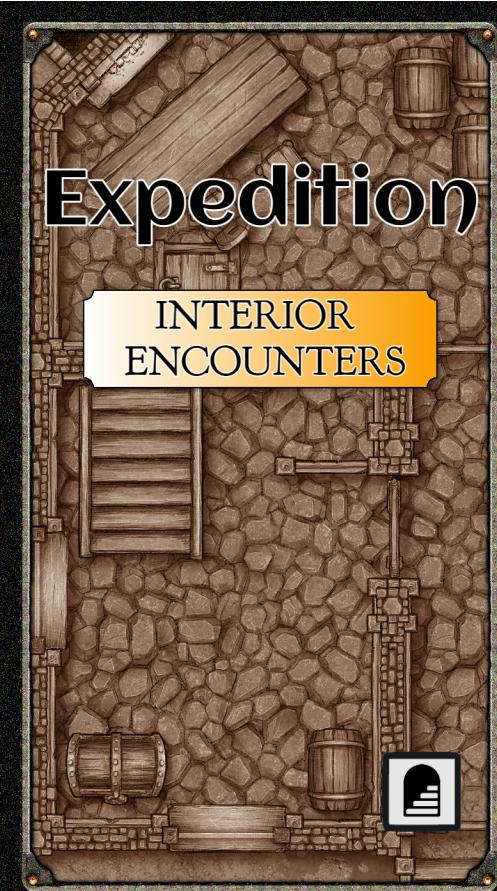


INJURED

INCAPACITATED

DISADVANTAGED

MISHAP



PIT OF THE UNBELoved

5



ABERRANT



INJURED

SHOCKED

SANCTUARY POTION



Play and to collect this card.

If you collect it, you may play it later to refresh all Play Cards for one character.
(note: to collect, one character must play the 'collect' action, and other characters may choose the play action.)

MISFIT POTION



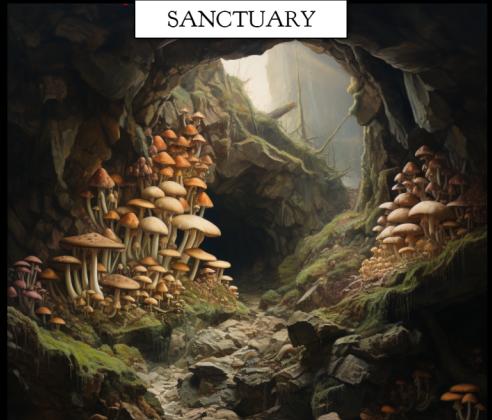
Play and to collect this card.

If you collect it, you may play it later to refresh all Play Cards for one character, and gain Affliction.

(note: to collect, one character must play the 'collect' action, and other characters may choose the play action.)

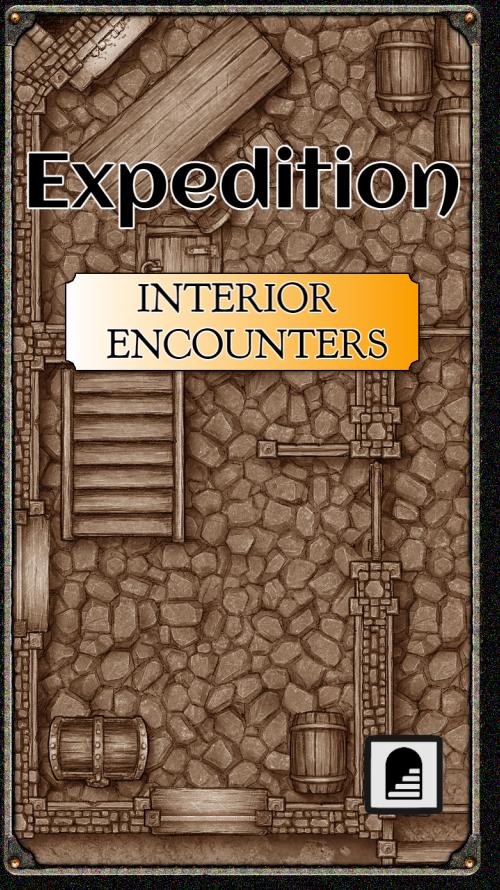
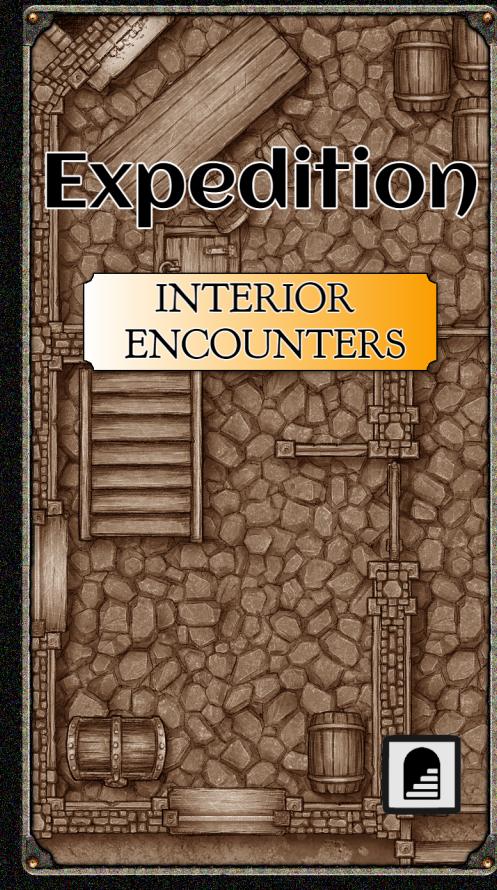
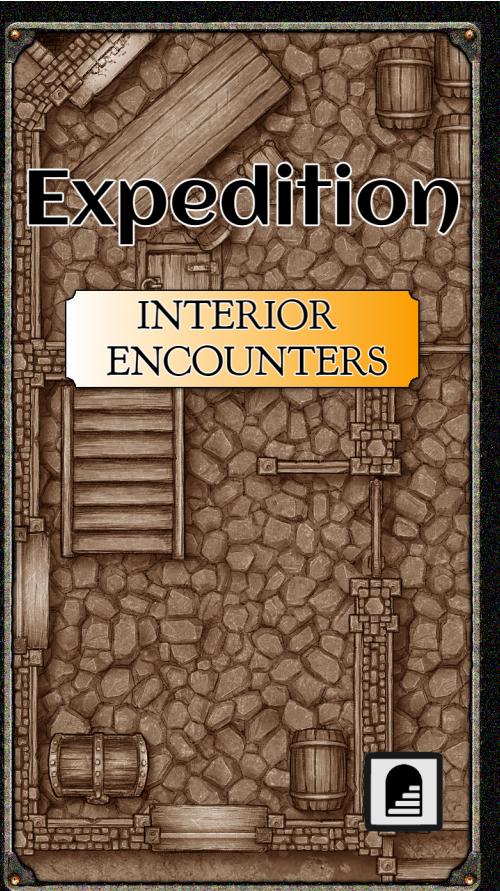
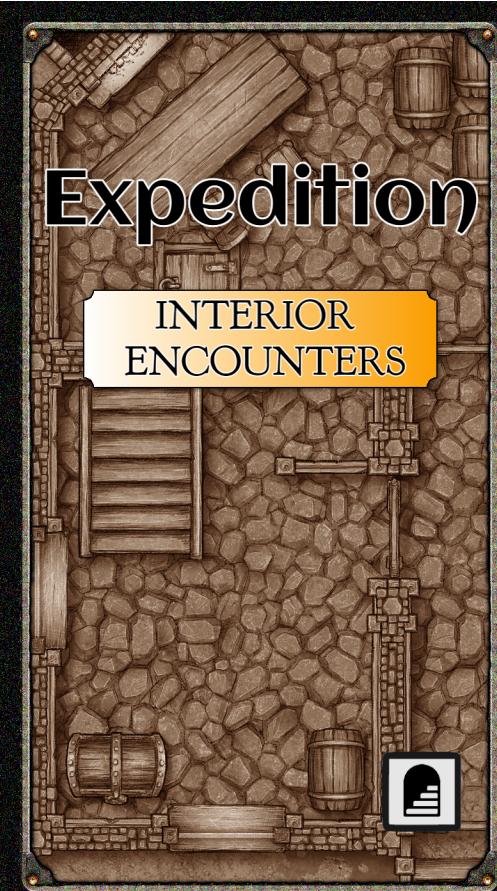
MUSHROOM BOUNTY

SANCTUARY

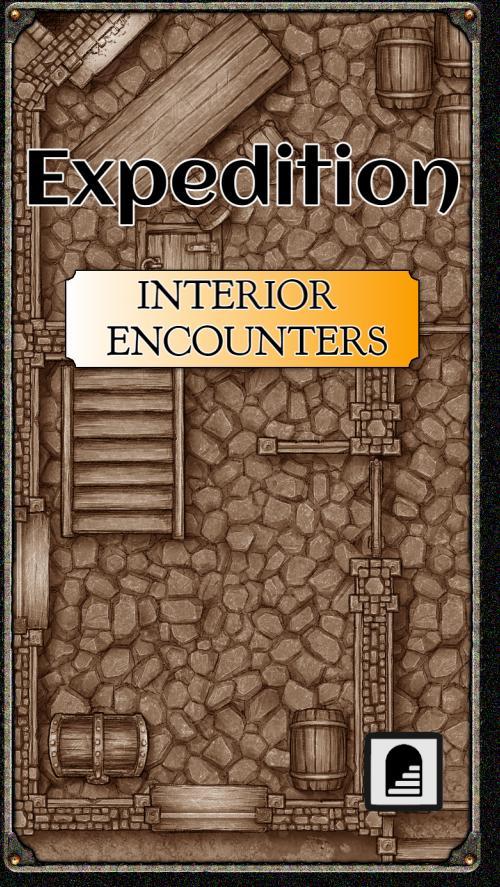
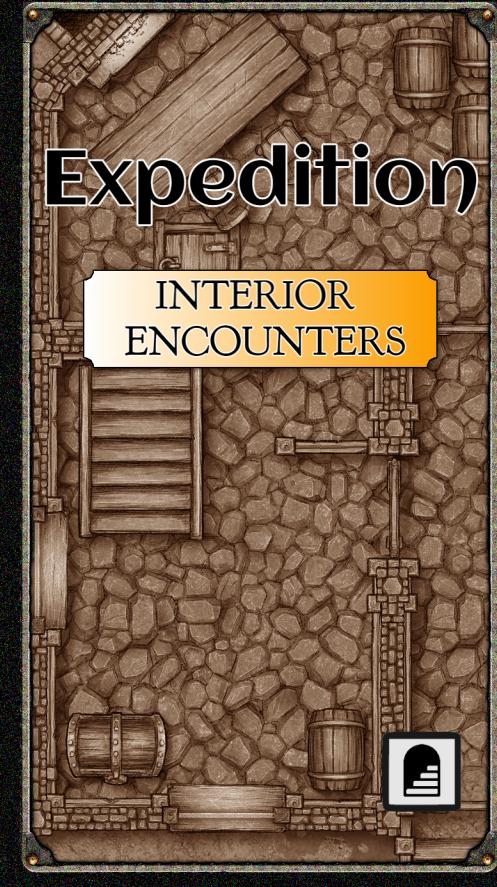
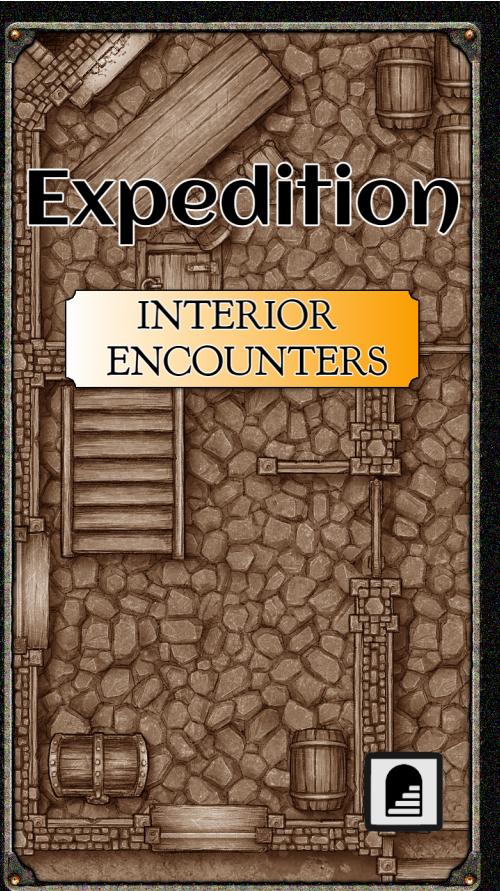
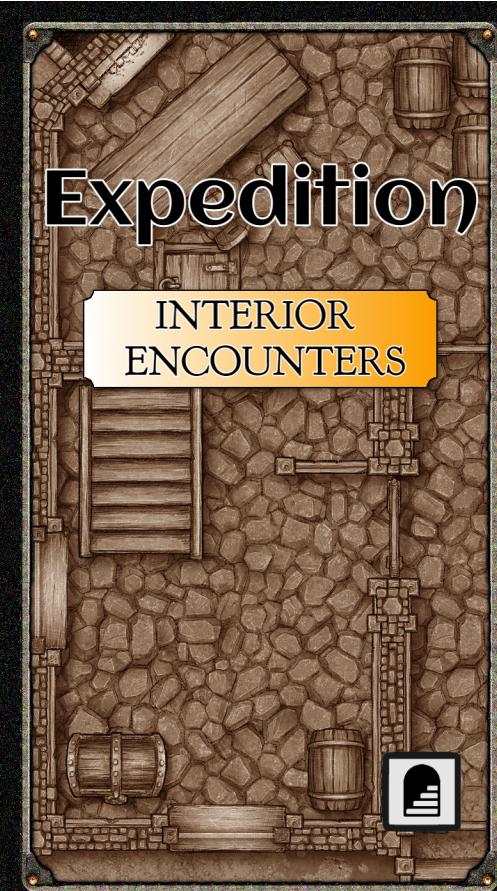


You may rest here if you know what mushrooms are edible. After resting you must play .

If you chose not to rest, you may gain .







STALWART DOOR

5

Obstacles: **0**

Skills: **0** (key), **1** (lockpick), **1** (picksack)

Perils: **0** (trap), **1** (despair)

WEARY	SHOCKED

STRANGE LIGHTS

4

Obstacles: **0**

Skills: **0** (key), **1** (lockpick), **1** (picksack)

Perils: **0** (trap), **1** (despair)

You may collect this card by taking Shocked and Despair perils. You may play this card later as

SPIRIT TRAP

3

Obstacles: **0**

Skills: **0** (key), **1** (lockpick), **1** (picksack)

Perils: **0** (trap), **1** (despair)

DESPAIR	DESPAIR

STAIRWAY OF DUBIOUS CONSTRUCTION

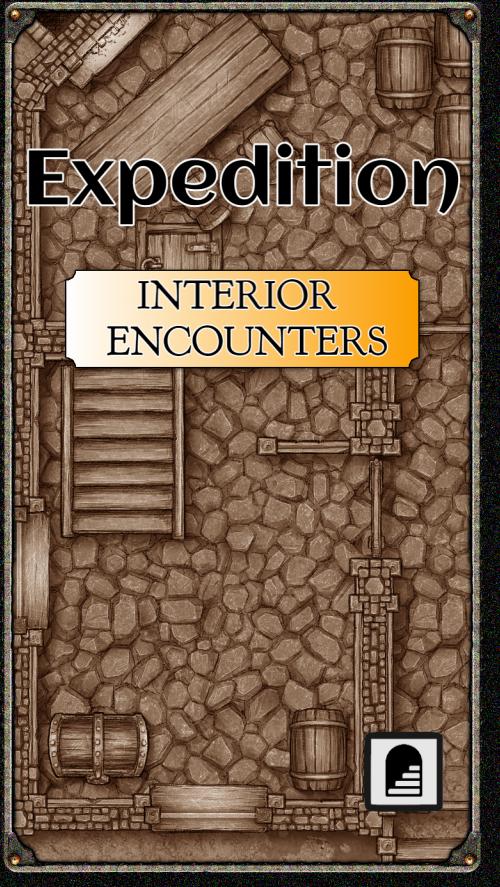
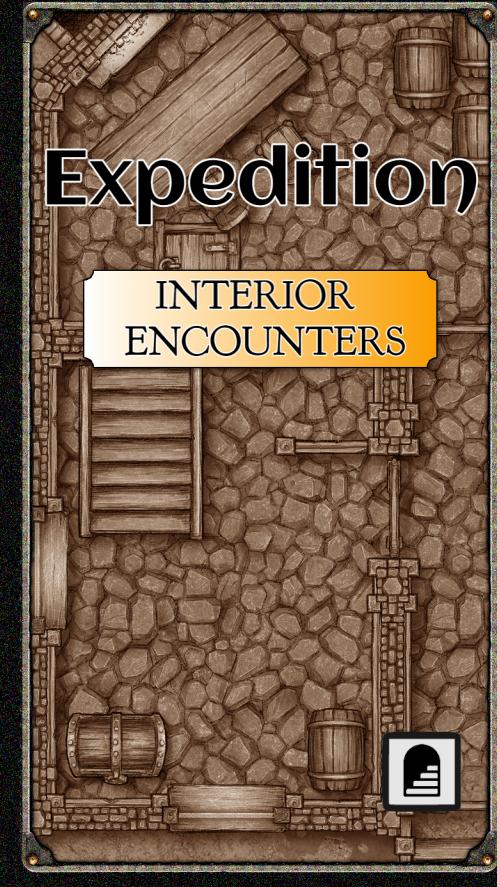
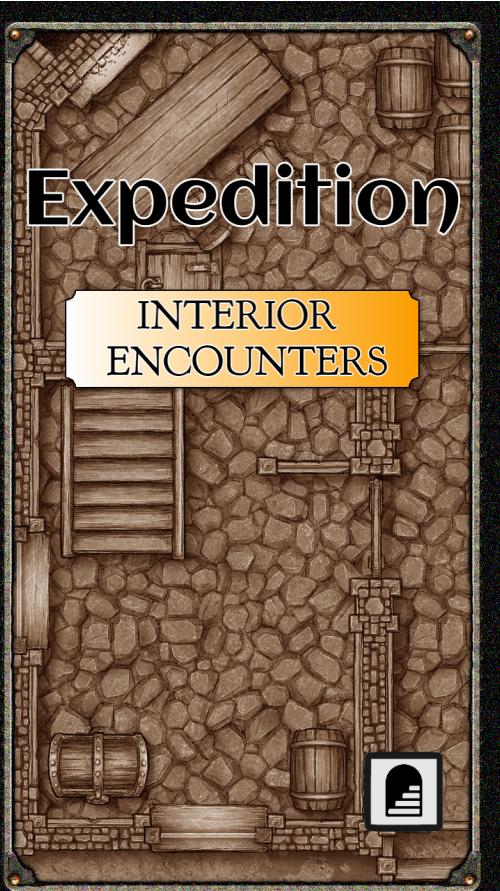
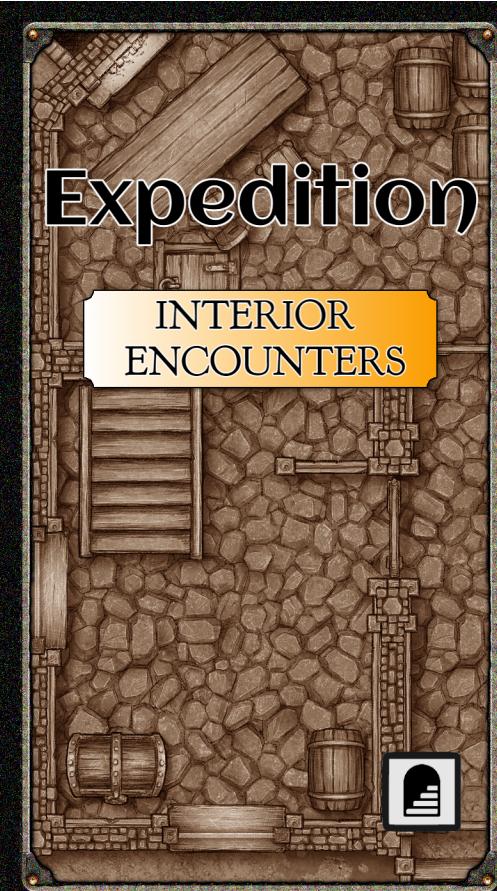
3

Obstacles: **0**

Skills: **0** (key), **1** (lockpick), **1** (picksack)

Perils: **0** (trap), **1** (despair)

Each character must pass a difficulty 3 skill test to pass this obstacle. If passed, a character may gain . If this obstacle is failed, gain the Lost peril.



THE FLOODING CHAMBER [4]**THE SUNDERING MAN** [2]

0

0

X

0

0

X



LOSS



WEARINESS



SHOCKED



DESPAIR

TENTACLE MONSTER [5]

ABERRANT

**THE BLACK AND RED GOAT** [4]

0

0

X

0

0

X



DOOM



INJURED



DOOM



DELAY

