






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|---|---|
| 4 | Confusion While a hero is in the affected location, his <i>Tactic</i> powers have no effect. <i>Confusion</i> Power: 4 Defense: Lose a turn |
| 5 | Corruption While a hero is in the affected location, his <i>Bonus</i> powers have no effect. <i>Corruption</i> Power: 5 Defense: ☠ |
| 5 | Curse A hero that enters the affected location immediately loses 1 ☹. <i>Curse</i> Power: 5 Defense: Lose 1 ☹ |
| 5 | Dark Fog The search difficulty at the affected location is increased by 2. <i>Dark Fog</i> Power: 5 Defense: Lose a turn |
| 4 | Desecration The Darkness increases one extra point at the start of each Necromancer turn. <i>This blight's location does not matter.</i> <i>Desecration</i> Power: 4 Defense: ☠ |
| 5 | Evil Presence While a hero is in the affected location, he rolls one fewer dice when eluding (to a minimum of 1). <i>Evil Presence</i> Power: 5 Defense: ☠ |
| 5 | Lich At the end of each turn in the affected location, a hero must combat the lich. 5 ♥ 5 ♠ <i>If he loses:</i> ☠ <i>Lich</i> Power: 5 Defense: ☠ |
| 5 | Shades At the end of each turn in the affected location, a hero must combat a shade. 3 ♥ 5 ♠ <i>If he loses:</i> ☠ <i>Shades</i> Power: 5 Defense: ☠ |
| 5 | Shroud Other types of blights at the location of a Shroud cannot be destroyed (the Shroud must be destroyed first). <i>Shroud</i> Power: 5 Defense: ☠ |
| 5 | Skeletons At the end of each turn in the affected location, a hero must combat a skeleton. 4 ♥ 4 ♠ <i>If he loses:</i> ☠ <i>Skeletons</i> Power: 5 Defense: ☠ |

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|---|---|
| 5 | Spies At the end of each turn in the affected location, a hero loses 1 👁. <i>Spies</i> Power: 5 Defense: Lose 1 👁 |
| 5 | Taint While a hero is in the affected location, he cannot gain ☹. Whenever he would otherwise gain ☹, there is no effect. <i>Taint</i> Power: 5 Defense: Lose 1 ☹ |
| 4 | Unholy Aura While a hero is in the affected location, he rolls one fewer dice when fighting (to a minimum of 1). <i>Unholy Aura</i> Power: 4 Defense: ☠ |
| 6 | Vampire At the end of each turn in the affected location, a hero must combat a vampire. 4 ♥ 4 ♠ <i>If he loses:</i> ☠ <i>Vampire</i> Power: 6 Defense: ☠ |
| 5 | Zombies At the end of each turn in the affected location, a hero must combat a zombie. 5 ♥ 3 ♠ <i>If he loses:</i> ☠ <i>Zombies</i> Power: 5 Defense: ☠ |




Items

May be saved and traded between heroes.

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|---|---|
|  | Key: Three of these may be discarded to retrieve a holy relic (as an action). |
|  | Chest: Discard at any time to draw a new power card. |
|  | Bottled Magic: Discard after a fight roll to add 3 dice to that roll. |
|  | Dust of Disappearance: Discard after an failed elusion roll to make it a success. |
|  | Waystone: Discard during your turn to instantly move to any location and gain 1 👁. |

Other Search Results

Take effect immediately when discovered.

| | |
|---|---|
|  | Supply Cache: Draw two power cards; keep one, place the other at the bottom of your deck. |
|  | Epiphany: Search your power deck and take the card of your choice, then shuffle that deck. |
|  | Forgotten Shrine: Gain 2 ☹. |