

Wooden Stake

- Psy
+1 Str
- Ter



Explorers Only
Claim Vampire if he is already in the room.

(c) 2000 Three Fates Gaming

Deadly Fall

- Psy
- Str
- Ter



Monsters Only
Attic Only
Claim one Explorer already in room on a roll of 4-6.

(c) 2000 Three Fates Gaming

Ambush

- Psy
- Str
- Ter

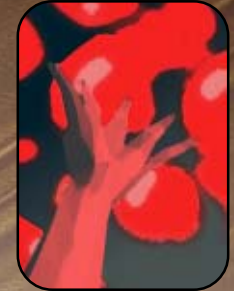


Immediately change the type of the encounter (e.g Psy, Str, Ter, or Bloodbath).

(c) 2000 Three Fates Gaming

Danse Macabre

- Psy
- Str
- Ter



Roll a die. If 4-6, the round ends immediately. Otherwise, pass this card to the next player until the round ends.

(c) 2000 Three Fates Gaming

Lantern

- Psy
- Str
+2 Ter



Explorers Only
Claim Shadow Slink and/or Darkness if they are already in the room.

(c) 2000 Three Fates Gaming

Silver Sword

- Psy
+2 Str
- Ter

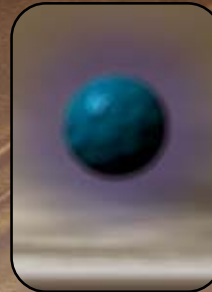


Explorers Only
Claim Werewolf if he is already in the room.

(c) 2000 Three Fates Gaming

Dark Moon

+1 Psy
+1 Str
+1 Ter



Monsters Only
Attic / Main Floor

(c) 2000 Three Fates Gaming

Circle of Protection

- Psy
- Str
- Ter



Explorers Only
After this card is played, no one may play any Monsters this round.

(c) 2000 Three Fates Gaming

Oak Peace Wand

- Psy
- Str
- Ter



Play this, then take your turn last in the round.

(c) 2000 Three Fates Gaming

Holy Water

- Psy
- Str
- Ter



Explorers Only
Discard any one Monster already in room on a roll of 4-6

(c) 2000 Three Fates Gaming

Evil Incarnate

- Psy
- Str
- Ter



Monsters Only
You may play two Monster cards on your turn.

(c) 2000 Three Fates Gaming

All That Is Good

- Psy
- Str
- Ter



Explorers Only
You may play two Explorer cards on your turn.

(c) 2000 Three Fates Gaming

Poison Candy

- Psy
- Str
- Ter



Monsters Only
Attic / Main Floor
Roll for each Child already in the room. Claim Child on a 4-6.

(c) 2000 Three Fates Gaming

Invisible Push

- Psy
- Str
- Ter



Monsters Only
If played on Stairs, claim one already-played Explorer. Otherwise, discard the Explorer on a roll of 4-6.

(c) 2000 Three Fates Gaming

Darkness

- +1 Psy
- +1 Str
- +1 Ter



Monsters Only
May play one Monster under Darkness card. Reveal at end of round.

(c) 2000 Three Fates Gaming

Torch

- Psy
- +1 Str
- +1 Ter



Explorers Only
Discard Darkness if already in room.

(c) 2000 Three Fates Gaming

Floor Collapse

■
Psy

■
Str

■
Ter



Change Attic to Main Floor or Main Floor to Basement. If a card can't go to this floor, it counts as 0 in all values.

(c) 2000 Three Fates Gaming

Cacophony

■
Psy

■
Str

■
Ter



Monsters Only
After this card is played, no one may play any Explorers this round.

(c) 2000 Three Fates Gaming