

The Graveyard  
Unknown

## 1 Places and things:

- Statues
- Tombs
- Open Graves
- Graves
- Door to the Dungeon (square on the board)
- Great Liche Tomb (square on the board)
- Catacombs (square on the board)
- Caretaker (square on the board)
- Small Chapel (square on the board)
- Ritual Circle (square on the board)
- Fountain (square on the board)
- Half the board could be evil and the other half (or one yes and one no) good.
- The idea could be having tiles to turn them around whe the Graveyard space becomes a good or evil place.

## 2 Ideas

- The Shadow set can give the wearer extra abilities, or Craft, or Strenght
- Evil Characters could gain the ability to raise Zombies. Good ones to banish Spirits.
- Poisonous Mushrooms could be used by the Druid to make potions...
- Horn to summon something.
- If the graveyard gets completely cleansed its effects are reversed.
- \*(Think of what neutral characters should do)\*
- Cards that if defeated will reduce Opponent craft or strenght.
- There could be an enemy that escapes the Graveyard and roams dangerously around the board.
- Misty character, mutational, leeching.

- There could be a place to impersonate another character.
- You might get a nobleman title at the castle if you manage to cleanse the Graveyard. Or an "Evilman" one if you decide to go evil.
- Characters must make tests when they land on a square not of their alignment, and if failed will develop phobias.
- Make phobias tokens.
- There will be a caretaker token moving clockworkwise 1 space at a time that if you have not stoppet at his square and land at the square you are present, will give you a warrant card. He cannot be killed.
- The guardian to the Inner Sanctuum will give you a Quest that you must complete in order to pass through here.
- If a Character dies, it could be placed somewhere on the Graveyard Board....
- The Caretaker could give you a quest that you must finish in exchange of the Form of Myst character..