

# CRAP GAME CHECK LIST

PLAYER NAME: \_\_\_\_\_ / DECK NUMBER: \_\_\_\_\_

*All Cards are unique! No duplicates!*

*Cards playable only with Gates of Morning and/or Doors of Night in play are not allowed!  
Each card may fulfil only one category from this list (e.g. Concealment may be either Scout or Cancel card)*

## WIZARDS, CHARACTERS & STARTING ITEMS

### Wizards:

total:   (2 different)

### Characters:

total:         (8 different)

marshalling points:     (4 from any number of characters)

*including:* Warrior:  Scout:  Ranger:  Sage:  Diplomat:

### Starting Item:

total:   (2 different)

## RESOURCE CARDS (30 TOTAL)

### Marshalling Points:

total:             (20)

*(no more than 5 from special or hoard items (grey); MP in parenthesis do not count!)*

*including:* Item:  Faction:  Ally:

## Skill Cards:

Attack Cancelers:    (3 different)

Skill Cards: Warrior:  Scout:  Ranger:  Sage:  Diplomat:

## HAZARDS CARDS (30 TOTAL)

### Creatures:

total:             (12)

thereof targeting:	Free Domain	<input type="checkbox"/>	Freehold	<input type="checkbox"/>
	Borderland	<input type="checkbox"/>	Borderhold	<input type="checkbox"/>
	Wilderness	<input type="checkbox"/>	Ruins & Lairs	<input type="checkbox"/>
	Shadowland	<input type="checkbox"/>	Shadowhold	<input type="checkbox"/>
	Dark Domain	<input type="checkbox"/>	Darkhold	<input type="checkbox"/>
	Coastal Region	<input type="checkbox"/>		

*(detainment creatures do not count!)*

### Corruption Cards:

total:   (2 different)

## ADDITIONAL NOTES

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