



THE BANK

You make take a loan of 3G; take a Loan Card. Neutral/Evil Characters: You may attempt to rob the bank. Roll a dice: 1: Become a toad; 2: Spotted. Take a Warrant Card; 3: No opportunity; 4: Steal 1G; 5: Steal 2G; 6: Steal 4G and take a Warrant Card.

GOLD LANE

DRAW 1 CARD

Do not draw a card if there is already one in this space.

Dragon-Highpriest

If you win the combat against the Highpriest (Craft 8), you will free the King, become Kings-Champion and end government of the Cultists. If you lose combat you have to take a Curse card and will be taken to judgement.

STABLES

You may stable your mule, horse or horse and cart 1G each. You may only retrieve them if you leave through the Gate. You may buy the following objects available:

Mule - 2G; Horse - 3G; Warhorse - 5G; Horse & cart - 3G

The proprietors will buy from you at the following prices: Mule - 1G; Horse - 2G; Warhorse - 3G; Horse & cart - 3G

STREET OF TEMPLES

DRAW 1 CARD

Do not draw a card if there is already one in this space.

DROPPINGS

DRAW 1 CARD

Do not draw a card if there is already one in this space.