

DESERT DESERT

LOSE 1 LIFE THEN DRAW 1 CARD
Do not draw a card if there is already one in this space.

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GRAVEYARD GRAVEYARD

BASED ON ALIGNMENT

GOOD	NEUTRAL	EVIL
Lose one life.	Replenish fate up to your fate value at the cost of one gold each.	Either replenish fate up to your fate value for free, or pray by rolling one die. 1-4) Ignored. 5) Gain 1 fate. 6) Gain 1 Spell.

VILLAGE **VISIT THE BLACKSMITH, HEALER, OR MYSTIC**

BLACKSMITH (Purchase any, if available)	HEALER
Helmet (2G) Sword (2G) Axe (3G) Shield (3G) Armour (4G)	Heal up to your life value at the cost of one gold each.

VILLAGE

Mystic (Roll 1 die)

1) Become evil.	4) Become good.
2) Ignored.	5) Gain 1 Craft.
3) Ignored.	6) Gain 1 Spell.

BASED ON ALIGNMENT **CHAPEL**

Good

Either heal up to your life value for free, or pray by rolling one die:
1-4) Ignored. 5) Gain 1 life. 6) Gain 1 Spell.

TEMPLE **PRAY: ROLL 2 DICE**

2) Lose 2 lives.	5) Enslaved; stay here until you roll a 4, 5, or a 6 for your move.
3) Lose 1 life.	
4) Lose 1 Follower.	

TEMPLE

6) Gain 1 Strength.	10) Gain a Talisman.
7) Gain 1 Craft.	11) Gain 2 fate.
8-9) Gain 1 Spell.	12) Gain 2 lives.

CHAPEL

EVIL	NEUTRAL
Lose one life.	Heal up to your life value at the cost of one gold each.

CHAPEL

Evil: Lose one life.
Neutral: Heal up to your life value at the cost of one gold each.



BASED ON ALIGNMENT

CHAPEL

GOOD
Either heal up to your life value for free, or pray by rolling one die:
1-4) Ignored. 5) Gain 1 life. 6) Gain 1 Spell.



GRAVEYARD

BASED ON ALIGNMENT

GRAVEYARD

GOOD: Lose one life.
NEUTRAL: Replenish fate up to your fate value at the cost of one gold each.
EVIL: Either replenish fate up to your fate value for free, or pray by rolling one die:
1-4) Ignored. 5) Gain 1 fate. 6) Gain 1 Spell.



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DESERT



VILLAGE

MYSTIC (Roll 1 die)
1) Become evil. 2) Ignored. 3) Ignored. 4) Become good. 5) Gain 1 Craft. 6) Gain 1 Spell.

VISIT THE BLACKSMITH, HEALER, OR MYSTIC

BLACKSMITH (Purchase any, if available)
Helmet (2G) Sword (2G) Axe (3G) Shield (3G) Armour (4G)

HEALER
Heal up to your life value at the cost of one gold each.



TEMPLE

Roll two dice for yourse your next turn. If your s
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TEMPLE

PRAY: ROLL 2 DICE
2) Lose 2 lives.
3) Lose 1 life.
4) Lose 1 Follower.
5) Enslaved: stay here until you roll a 4, 5, or a 6

6) Gain 1 Strength.
7) Gain 1 Craft.
8-9) Gain 1 Spell.

10) Gain a Talisman.
11) Gain 2 fate.
12) Gain 2 lives.