

DESERT

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

DESERT

DESERT

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

DESERT

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.

GRAVEYARD

VILLAGE

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.

VILLAGE

MYSTIC (Roll 1 die)

1) Become evil.

2) Ignored.

3) Ignored.

4) Become good.

5) Gain 1 Craft.

6) Gain 1 Spell.

BASED ON ALIGNMENT

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.

CHAPEL

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 for your move.

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.

TEMPLE

CHAPEL

EVIL

LOSE ONE LIFE.

NEUTRAL

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

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

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.



BASED ON ALIGNMENT

GRAVEYARD

DESERT

LOSE 1 LIFE THEN DRAW 1 CARD

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

DESERT



VILLAGE

Mystic (Roll 1 die)

1) Become evil. 2) Ignored. 3) Ignored.

4) Become good. 5) Gain 1 Craft. 6) Gain 1 Spell.



VILLAGE

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

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



Roll two dice for yourself your next turn. If your score is 10 or higher, you may roll again.

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.