



### THE DARKEST KNIGHT

Legend

The Black Knight (Strength 10) catches you. Pay him 3G to attack another character in your Region, or pay 1G to discard him now. If you do neither, duel him in Battle without your Followers. If you are defeated, lose a Life and discard a gold, Object, Magic Object, Follower, or another Life. If you defeat him, immediately claim the reward.

**REWARD**  
One Purchase card *Weapon* or *Armour* and roll a die for the gold you gain.

1



### MAGE'S MAP

Task

When in the Forest or Woods, you may skip a turn to roll 2 dice below your Craft. If you fail, place a clue (token) on this card; for each clue subtract -1 from future rolls. *When you succeed:* 1) draw 7 Adventure cards, 2) discard all but Magic Objects & Enemies to encounter, 3) discard cards you can't keep, 4) and draw 5 Spells and keep any upto your Spell Limit.



### BATTLE MASTERY

Special Ability

You may roll an extra die in Battle and choose one die to discard and not use.

**ACTIVATE**  
Discard 5 Strength trophy points; or *seek* the Castle and discard 2 Gold as your option of choice there.



### ORPHANS

Task - Follower

...seeking a home are presented by a monk. If you accept, you may not *choose* to discard them for any reason. Whoever has them & lands on Village, Chapel, Temple or Fields rolls a die. On 5 or 6 discard them and the monk rewards you before he leaves.

**REWARD**  
Gain 1 Life or Fate; and draw 1 Spell.

5



### PSYCHIC MASTERY

Special Ability

You may roll an extra die in Psychic Combat and choose one die to discard and not use.

**ACTIVATE**  
Discard 2 Craft trophy pts.; or *seek* the City and encounter the Enchantress.



### ANCIENT TERRACE

Fortune

Long forgotten to the world, it is the perfect place for a rest. You are hidden from all Spells, Events, and encounters while here. You may miss your next turn, roll a die, and if you roll above your current Lives, you *heal* 1 Life.



### A KNIGHT IN NEED

Task - Follower

...must save a retainer. Whoever *seeks* the Castle or Chapel to deliver him may use options on that space and claim the reward. If you can *heal* a Life for him through spell, ability, etc., you may do so and claim double the reward immediately.

**REWARD**  
Gain 1 Fate or Gold.

5



### FEARFUL

Fortune

If you were defeated in all combats this turn, then your confidence is shaken.

If you enter combat on your next turn, then you take -1 to your first combat result during that turn.









### ANOTHER HOSTAGE



**Task**

...was taken by the Black Knight (Strength 10, Craft 7). The Queen hopes you will settle this. *Seek* the Black Knight's space and pay 3G ransom or defeat him in combat, and then *seek* the Castle for your reward.

**REWARD**  
3G, *heal* all Lives, and take 1 Purchase card of choice.



### BAD TIMES, GOOD DEAL



**Fortune**

You meet an old comrade who says that lack of patrons has left everyone here anxious.

For 1G you may use any options of choice here that you did not use already. If there is only one option here, you can not pay to use it again.



### RARIFIED EARTH



**Task - Object**

...is needed by the Alchemist to pay a debt to the Enchantress. *Seek* the Mines and this card becomes the earth (*Trinket*). Whoever then *seeks* the Alchemist (City) and delivers this needed component claims the reward.

**REWARD**  
Gain 6G or 4 Lives, and a result of choice from the Enchantress. **5**



### NOT FAR OFF



**Fortune**

You may encounter one Character, Stranger, or Place in an adjacent space in your region, but you remain on your current space.



### WORD FROM HOME



**Task**

*You must accept this task.* The next player draws 5 Adventure cards, places up to 2 Enemies on your Starting Space, & discards the rest. *Discard this card if no Enemy was drawn. Seek* your home and defeat the Enemies to claim the reward. If someone else does so, you pay them a gold, Object, or Magic Object.

**REWARD**  
1G per 3 Enemy trophy points you gained.



### ODD OBJECT



**Fortune**

*Discard if you have no Objects.* Roll a die for each Object you have; the lowest is the odd one. Now, roll 2 dice without Fate: 2-3) *Cursed!* ... 11-12) *Blessed!*

If *Cursed* or *Blessed*, mark it with a *light* or *dark* Fate. *Cursed* is +1 and *Blessed* is -1 to rolls under Strength or Craft for whoever has this Object.

You must visit the Enchantress, Mystic, or a "Witch" to discard a *Cursed* Object by choice.



### DISGRUNTLED



**Fortune**

*Discard if you have no Followers.* One Follower is tired of you taking all of the gold and glory. Roll a die for each, and the lowest roll is the disgruntled one. Discard 1G or leave that Follower on your space.



### POUCH-SNATCHER



**Fortune**

*Discard if you have no gold.* Roll 2 dice below your Craft. If you fail, lose all of your gold and roll one die below your Craft for each *Trinket* you carry or you lose it as well.





### A STRANGER COMES



Fortune

...drawn by word of your reputation. *Replenish* a Fate, and move the nearest Stranger in the entire Land (by count of spaces and ignoring barriers) to your space. Immediately encounter that Stranger.



NON-DRAW SPACE

NON-DRAW SPACE

### FIELDS WILES



Special Ability

You may *evade* Enemies, Strangers, and Characters in the Fields.

— ACTIVATE —

Discard 1 trophy point of any kind or 1 Gold.



FIELDS

FIELDS

### TWO-FACED COIN



Fortune

*Discard if you have no gold, otherwise keep it and discard it when you have no gold.*


When you spend gold, at the end of the turn roll a die below the total spent. Succeed and 1G returns to your purse. Fail and you roll again; on 1-3 lose all gold, move to the City, and lose 1 turn in jail as a thief.



NON-DRAW SPACE

NON-DRAW SPACE

### WOULD-BE PAGES



Task - Follower

No farming for them; they seek their destiny. Though inexperienced, they can aid you along the way. You may roll a die after a combat roll & accept the result: 1) -1, 2-5) +0, 6) +2. *Seek* the Castle or City to deliver them for a reward.

— REWARD —

Draw 1 Spell or take a *Weapon Purchase* card. 5



FIELDS

FIELDS

### THE DRAGON TYRANT




Legend

All players roll a die; the lowest places him (Strength 9) on its Starting Space, and Characters there lose a Life. Until he is defeated: 1) all Dragons gain +1 in combat, and 2) discard Strangers, Places, & Followers placed or drawn on Fields. Whoever defeats him claims the reward or may *seek* the Castle to gain both additional rewards.

— REWARD —

A Talisman, a Strength, & choose a 1) Magic Object, or 2) Spell from the discard pile(s). 3 0



FIELDS

FIELDS

### HAY HAUL



Task - Follower

A farmer asks you to deliver hay to the Village. If you accept, treat this card as a "Mule" with 3 Objects on it. *Seek* the Village, but you must arrive within 3 more turns or you discard this card and lose the reward.

— REWARD —

Gain 1G, or purchase a "Mule" (if available) for 1G or an Object. 5



FIELDS

FIELDS

### FIELDS MAGIC



Special Ability

When you land in the Fields, you may draw Spells up to your limit by Craft at the end of your turn.

— ACTIVATE —

While in the Fields, discard 2 Craft trophy pts. or 1 Spell.



FIELDS

FIELDS

### OFF TO MARKET



Task - Follower

A farmer asks you to deliver crops to the City. If you accept, treat this card as a "Horse & Cart" with 6 Objects in it. *Seek* the City, but you must arrive within 2 turns or you discard this card and lose the reward.

— REWARD —

Gain 1G, or purchase a "Horse & Cart" (if available) for 1G or an Object. 5



FIELDS

FIELDS



### A STRANGER COMES



Fortune

...drawn by word of your reputation. *Replenish* a Fate, and move the nearest Stranger in the Land (by count of spaces and ignoring barriers) to your space. You must immediately encounter that Stranger and may not evade it.



### DAMAGES



Fortune

If you fought a Battle here this turn, you owe the local farmers for damages to their crops.  
*If you refuse or cannot pay, keep this card.* You may not use options at the Castle, Chapel, City, or Village until you discard 1G or an Object. You then discard this card.



### BACKWOODS



Fortune

On your next turn, you may move to the nearest Woods space in your current Region instead of rolling movement.



### FENCE-TALK



Fortune

Chatting up the locals might lead to useful information. Roll 2 dice below your Craft. If you succeed, then on your next turn you may move to the nearest Stranger or Place (whichever is closer) in your region instead of rolling for movement.



### BROAD FIELD



Fortune

*Characters attempting to encounter you here must first roll a die below their Craft.*  
On your next turn, you may move one space instead of rolling for movement.



### PASSING WAGON



Fortune

You spot a farmer headed to the Village by the shortest route. If you wish to take that path, keep this card until your next turn and then roll one die for movement. You may move the roll result, or add or subtract 1 from the result.



### CAUGHT IN THE OPEN



Fortune

If there are Enemies in a space next to yours in this Region, you may attack them. You remain on your current space and do not encounter other cards on the other space. If Enemies are on both spaces to either side of you, choose one side, not both.



### THE NARIHKT FAY



Legend - Follower

*Place her beside the board.* Until she is captured, any Spell fails (discard) unless the caster rolls a die below Craft (without Fate). Whoever lands in Woods may roll 2 dice below Craft to then face her in Psychic Combat (Craft 8) and capture her. Lose and you lose a turn, not a Life. Whoever *seeks* the Forest to discard her gains the reward.

REWARD  
Choose one Spell, and place this card on your Character. You add +1 to Spell Limit by your Craft.

0 7





### WOODCRAFT



Special Ability

You may make a "Raft" when you land in the Woods or Forest even if you do not have an "Axe."

— **ACTIVATE** —  
*Seek* the Village and discard 1 Gold or 2 Strength trophy points.



SDOOM

WOODS

### LOST STRONGHOLD



Task

When in Woods or Forest, roll 2 dice below Craft. If you fail, place a counter on this card. Add all counters to your Craft in future rolls until you succeed.

— **REWARD** —  
 Draw upto 10 Adventure cards face down. Reveal them and discard all but Enemies, Objects, & Magic Objects to encounter. When done, discard all cards you cannot keep.



SDOOM

WOODS

### WOODS WALK



Special Ability

When you are in the Woods, instead of rolling for movement:

- you may move to any other Woods in your current Region,
- discard 1 Spell to move to a Woods in any Region or Realm.

— **ACTIVATE** —  
*Seek* the Woods and discard 7 trophy points.



SDOOM

WOODS

### AMONG THE TREES



Fortune

You find hints of an ancient trail. On your next turn, you may accept a -2 before rolling one die for movement. If you roll less than 1, you find a lost temple to the Powers of the Alignments. For each Gold or Object you discard, *replenish* a Fate; for each Life you discard, *gain* a Fate.



SDOOM

WOODS

### A SWORD IN STONE



Task - Magic Object

Place this card on your space. You may try to draw it at your turn's end. Roll a die (+1 if you are Good); on 6+, take this card.

This +2 Sword may be used when you are *attacked*, but not when you *attack*. Whoever *seeks* the Castle to discard this card claims the reward.

— **REWARD** —  
 A Talisman, a *Weapon* Purchase card, and gain 1 Fate or 2 Lives.

7



SDOOM

WOODS

### ELVEN RECLUSE



Fortune

You stumble upon his hidden home. If you are Neutral, he will assist you. If not, you may pay him 1G or a Spell, and...

On your next turn you may move to any Woods in the Land instead of rolling for movement.



SDOOM

WOODS

### LOST STRONGHOLD



Task

When in Woods or Forest, roll 2 dice below Craft. If you fail, place a counter on this card. Add all counters to your Craft in future rolls until you succeed.


— **REWARD** —  
 Draw upto 10 Adventure cards face down. Reveal them and discard all but Enemies, Objects, & Magic Objects to encounter. When done, discard all cards you cannot keep.



SDOOM

WOODS

### FAY PIPES



Fortune

Do you dare play them? If so, roll a die and add your Craft without Objects & Followers.

For each point rolled above 10, draw an Adventure card. Then choose one card to encounter.

If you roll below 10, you fall fast asleep and miss a turn.



SDOOM

WOODS



### FOOTHILLS




Fortune

On your next turn, you may move to the nearest Hills in your Region instead of rolling movement.



WOODS

### HILL WAYS



Special Ability

When you land in the Hills, you may draw two cards instead of one. If one card is on the space, you may draw one more. You must encounter all cards present or drawn.

ACTIVATE

Discard 2 Trophy points of any kind or miss 1 Turn.



HILLS

### MISTY WOODS



Fortune

On your next turn, turn back the way you came or roll a die plus your Craft. If you did not come here by a rolled move, you must roll the die:

- 2-3) *Lost!* Miss a turn.
- 4-5) Re-encounter this space; any Enemy on this space is treated as if just drawn.
- 6-7) Move 1 space clockwise.
- 8+) Move normally.



WOODS

### HILL WILES



Special Ability

You may *evade* Enemies, Strangers, and Characters in the Hills.

ACTIVATE

*Seek* the Hills and discard 2 trophy points.



HILLS

### RESCUE



Fortune

If a Follower is on an adjacent space, your space, or on top of any discard pile, then draw an Adventure card. If you draw an Enemy, defeat it to take the Follower; fail and you place the Enemy with the Follower. If you did not draw an Enemy, discard & take the Follower.



WOODS

### ORPHANS



Task - Follower

...seeking a home are presented by a monk. If you accept, you may not discard them by choice. Whoever has them & lands on Village or Fields rolls a die. On 5 or 6 discard them and the monk rewards you before he leaves.

REWARD

Gain 1 Life or Fate; and draw 1 Spell.

5



HILLS

### SHREWD SHEPARD



Fortune

She knows the area. Roll 2 dice below Craft or pay 1G to: skip your next movement roll, move 1 space, and you may evade any Animal, Monster, Place or Stranger you encounter.



WOODS

### THANE'S BANE



Task

Place on the Hills of the Middle Region. The dwarven ruler seeks a champion to rid his halls of a baleful wurm (S6/C8) immune to all Spells. The first to defeat it claims the reward.

REWARD

Gain 1 Fate & 1 Strength, and keep this card. Miss a turn in the Hills to *heal* a Life.

0



HILLS



### TRAPPED MINERS



Task

...need help in the Hills near the City. *Seek* that space, roll 2 dice (4 times) below Strength to save upto 4 miners. On a 12, lose a Life or Follower. When all rolls are complete, claim the reward.

**REWARD**

1G & *replenish* a Fate or *heal* a Life per miner saved. Look at the next 3 Tales cards then return them in order.



STUIH

HILLS

### LOST EQUIPMENT



Fortune

You find abandoned gear near the river's edge, but is it sound? Roll 2 dice without Fate:

- 2-8) Too rotted and rusted
- 9) 1 Purchase Water Bottle
- 10) 1 Purchase Shield
- 11) 1 Purchase Sword or Axe
- 12) a Magic Object atop the Adventure discard pile or any Object Purchase card.

*If a card is not available, you find nothing of use.*



STUIH

HILLS

### ATOP THE RISE



Fortune

You find traces of a path. On your next turn, you may accept a -2 before rolling one die for movement. If you roll less than 1, you find a lost runestone. You may discard a Spell to:

- draw a new Spell, or
- move to any Runes or another Runestone throughout the Land.



STUIH

HILLS

### MISTY VALLEY



Fortune

On your next turn, move back the way you came or roll a die plus your Strength. If you did not come here by a rolled move, you must roll the die.


- 2-3) *Lost!* Miss a turn.
- 4-5) Re-encounter this space; any Enemy on this space is treated as if just drawn.
- 6-7) Move 1 space clockwise.
- 8+) Move normally.



STUIH

HILLS

### BOULDER FIELD



Fortune

On your next turn, subtract 1 from your movement roll. If you have a "Horse & Cart," discard it or subtract 2 instead. You may not use a horse or mount of any kind to modify your movement roll.

If your total result for movement is less than 1, you miss your turn.



STUIH

HILLS

### RESCUE



Fortune

If a Follower is on an adjacent space, your space, or on top of any discard pile, then draw an Adventure card. If you draw an Enemy, defeat it to take the Follower; fail and you place the Enemy with the Follower. If you did not draw an Enemy, discard & take the Follower.



STUIH

HILLS

### DALE



Fortune


On your next turn, you may move to the nearest Plains in your Region instead of rolling movement.



STUIH

HILLS

### VANTAGE POINT



Fortune

*You may evade any Character trying to encounter you here.*

On your next turn, you may move one space instead of rolling movement. If a card must be drawn on *both* spaces to either side of you, then you may look at the top Adventure card before deciding.



STUIH

HILLS



### PLAINS WAYS



Special Ability

When you land in Plains, you may draw two cards. If one card is present, you may draw one more. You must encounter all cards present or drawn.

— ACTIVATE —

Discard 3 trophy points of any kind while in Plains.



PLAINS

PLAINS

### DRAFT HORSES



Task - Follower

You may roll two dice below your Craft or Strength to capture these lost beasts. Discard them if you fail. Whoever *seeks* the Village to return them gains the reward.

— REWARD —

Gain 2 Gold or a "Mule" if available. **5**



PLAINS

PLAINS

### SPRINT



Special Ability

When you land in Plains you may roll a die below Strength without Followers to move 1 space in either direction. If you succeed and do so, you cannot use your Followers or what they carry until your next turn.

— ACTIVATE —

*Seek* the Plains and discard 2 Strength trophy points.



PLAINS

PLAINS

### CAUGHT IN THE OPEN



Fortune

If a "Dragon" of any kind is in your region, move the nearest one (by space count) to here. If two are equal distance, move the one anticlockwise from you. You cannot evade and immediately encounter it.



PLAINS

PLAINS

### HUNTING PARTY



Task

You may draw 7 Adventure cards and discard all but Animals and Places. If you defeat an Animal, the tribe rewards you.

— REWARD —

Heal 1 Life and replenish 1 Fate.



PLAINS

PLAINS

### CLEAR VIEW



Fortune

You may evade Characters who try to encounter you here by rolling two dice below Craft.

On your next turn, you may move one space instead of rolling movement. If an Adventure card must be drawn on *both* spaces to either side of you, then you may look at the top card before deciding.



PLAINS

PLAINS

### OPEN SKIRMISH



Task

If you intercede, roll a die to add to Strength *or* Craft. Then the player to your left draws & plays a random Character as your opponent (+3 Strength & Craft). You may evade/discard now. If you win, claim the reward.

— REWARD —

2G, or 1 Magic Object or Object atop any discard pile. *Lose a Fate if the opponent has your Alignment.*



PLAINS

PLAINS

### DARK HORIZON



Fortune

Thunder clouds approach. On your next turn you must reach Woods, Hills, or any non-draw space. If you cannot move to such a space, you remain here and miss your turn in waiting out the storm.



PLAINS

PLAINS



**FRINGE**



Fortune

On your next turn, you may move to the nearest Fields space in your current Region instead of rolling movement.



PLAINS

PLAINS

**TIDAL FLOOD**



Fortune

The seas surrounding the Land have risen into these low Plains. On your next move, turn back the way you came or accept -2 on your roll to move onward. If you roll less than 1, you miss your turn. *If you did not arrive here by rolled movement, you must roll with -2 for your move.*



PLAINS

PLAINS

**GRASS FIRE**



Fortune

A blaze upon the Plain has cut you off. If you *evaded* Monsters or Animals here, you must combat them now. On your next turn, you must move back the way you came. If you did not come here by rolled movement, then you must move anticlockwise.



PLAINS

PLAINS

**DESERT WILES**



Special Ability

You may *evade* Enemies, Strangers, and other characters in the Desert and Oasis.

— ACTIVATE —

**Activate:** *seek* the Desert or Oasis and discard 2 trophy points during a turn in which you lose no Lives.



DESERT

DESERT

**LOST EQUIPMENT**



Fortune

You find abandoned gear near the river's edge, but is it sound? Roll 2 dice without Fate:

- 2-8) Too rotted and rusted
- 9) 1 Purchase Water Bottle
- 10) 1 Purchase Shield
- 11) 1 Purchase Sword or Axe
- 12) a Magic Object atop the Adventure discard pile or any Object Purchase card.

*If a card is not available, you find nothing of use.*



PLAINS

PLAINS

**DESERT MERCHANT**



Fortune

Roll a die to see what is for sale.

- 1-3) Water Bottle, 4) Mule,
- 5) Weapon, 6) Shield or Helmet

You may also pay 1G to have the option to add +1 after your movement roll next turn.



DESERT

DESERT

**SIGNPOST**



Fortune

On your next turn, you may roll two dice and *seek* a non-draw space on the shortest route between your current space and the City, including the City itself. If so, state your destination now.



PLAINS

PLAINS

**BLUFFS**



Fortune

On your next turn, you may move to the nearest Hills in your Region instead of rolling movement.



DESERT

DESERT



### HIGH DUNES



Fortune

On your next turn, subtract -1 from your movement roll. If you roll 0 or less, you re-encounter this space.



DESERT

DESERT

### MAGECRAFT



Special Ability

You always have at least one Spell if your current Craft allows. If you do not have a Spell, you may draw one at the end of your turn.

— ACTIVATE —

Discard 1 Spell or 2 Craft trophy pts.



RUNES

RUNES

### IN THE DISTANCE



Fortune

On your next turn, you may move directly to the Oasis or the Temple.



DESERT

DESERT

### GATE



Fortune

Move the nearest Stranger or Enemy in the Middle Region to here. If two are equal distance, choose. If neither are present, move the nearest Character on the main board to your space. Now encounter what came through the gate.



RUNES

RUNES

### QUICKSAND



Fortune

Roll a die for yourself and each Follower. If the lowest roll is a Follower, discard it.

If the lowest roll is yours, roll two dice below your Strength; you may add +1 to Strength for each Follower. If you fail, you lose all Lives and die.



DESERT

DESERT

### LUNAR SURGE



Fortune

The runes light up. You may try to read them by rolling two dice below your Craft. If you fail, lose all Spells except those attached to Objects or Followers.

If you succeed, you may discard & redraw one or more Spells except those attached to Followers or Objects. When finished, draw 1 more Spell if your Craft allows.



RUNES

RUNES

### RUNE BURNED



Fortune

Draw & place a Spell face up on your Character card; you may not redraw. You cannot 1) be affected by a Spell of this same name or 2) cast one yourself. If you have one, discard it. If you later draw such, discard it and draw another.



RUNES

RUNES

### PORTAL



Fortune

On your next turn, and in place of any other form of movement, you must move to another Runes, Rune Stone or Gate, or any "portal" or "gate" in the Land. If you do not or cannot move to any of these, you lose 1 Life or Spell.



RUNES

RUNES



### RUNE MARKED



Fortune

Place an Alignment card for your alignment on one of your Objects. This object is immune to all Spells and may only be taken, carried, or used by a Character of matching Alignment. If discarded, discard its Alignment card.




RUNES

### ARCANE PATH




Fortune

On your next turn, instead of movement, you may follow the stones. Roll a die, add your Craft, & move to the destination indicated *or* a lesser result:  
 2-4) Chasm 5-6) Black Knight  
 7-8) any Runes 9-10) Warlock  
 11) Hidden Valley 12) Temple  
 13+) anywhere in the Region  
 16+) anywhere in the Land except the Inner Region.



CURSED GLADE

### SOLAR SURGE



Fortune

As the runes light up...  
 If you discard (or do not have) Spells that can cause a loss of Life, Fate, Strength and/or Craft in any way, you may...  
*heal* all lost Lives, *replenish* all Fate, and choose to become any Alignment you desire.




RUNES

### DEAD-CRICK PATH



Fortune

Roll two dice below Craft without Magic Objects. If you fail...  
 On your next turn roll a die plus your Craft without Followers for movement. Move clockwise around the Middle region.



CURSED GLADE


### SANGUINISM



Special Ability

When you defeat a Character in Battle and choose to take a Life, you *gain* that Life. You may do the same if you defeat a Strength Enemy with Lives.

— ACTIVATE —  
 Discard 2 Strength trophy pts.  
*If you are Good, become Neutral; if you are Neutral, become Evil.*




CURSED GLADE

### GLOOMY PATH



Fortune

On your next turn, roll two separate dice for movement; no other dice or modifiers can be used. Subtract the lower die roll from the higher one. The result is how far you can move. If both dice roll the same number, you become lost and miss your turn.



CURSED GLADE

### VAMPIRISM



Special Ability

When you defeat a Character in Psychic Combat & choose to take a Life, you *gain* that Life. You may do the same if you defeat a Craft Enemy with Lives.

— ACTIVATE —  
 Discard 2 Craft trophy pts.  
*If you are Good, become Neutral; if you are Neutral, become Evil.*



CURSED GLADE

### LOST!



Fortune

*You have lost your way!*  
 On your next turn, roll two dice below Craft or you must re-encounter the Cursed Glade. Do the same on your following turns until you succeed. Only then can you leave by rolled movement.



CURSED GLADE



TWA CORBIES

Fortune

...or two carrion crows, settle in the branches above you. Something or someone died nearby. Do you dare go to see? If so, draw 5 Adventure cards. Encounter all Monsters, Spirits, Objects, and Magic Objects, and discard the rest.

CURSED GLADE

CURSED GLADE

LAND TAX

Fortune

Choose to discard an Object or 1G. *If you do neither*, keep this card until you *seek* the Castle, an Outer Region corner space, or your "Home" (Starting Space) to pay your taxes. Until then you may not use 1) options at, 2) benefits from, or 3) Special Abilities linked to your "Home."

"HOME"

"HOME"

HEDGE MAGIC

Special Ability

When you arrive at your "Home" (Starting Space), draw Spells up to your limit by Craft at the end of your turn.

— ACTIVATE —  
*Seek* your "Home" to miss a Turn or discard 1 Spell.

"HOME"

"HOME"

LEGACY

Fortune

You uncover an ancestor's tale. You may miss your next turn to learn from it and draw 6 Tales cards. Discard all but Special Abilities; you may keep any or all of those as *unactivated*. If you later draw another S.A. and wish to keep it, discard *all* unactivated Special Abilities.

"HOME"

"HOME"

ARRANGED

Fortune

You've been married off to this?! Until you kiss your spouse (roll a die) during your turn and can discard, you may only land on a draw space or miss your turn:

- 1) Become a toad for 3 turns
- 2) *Slap!* Discard 1G or a *Trinket*.
- 3-4) *Yuck!* Try again later.
- 5) Discard and *gain* a Fate.
- 6) Discard and take the Prince or Princess if either is in play.

"HOME"

"HOME"

RELATIVELY RICH

Fortune

A wealthy relation offers you a "loan" of 4G, but you must then pay back 6G. If you accept... Take 4G to place with any gold you already have. From now on, when you acquire gold in any way, place it on this card. When this card has 6G, discard it and its gold.

"HOME"

"HOME"

INHERITANCE

Fortune

A will was left for you by a relative you never met. You may discard it now or roll two dice to see what it contains.

2-5) *Debt!* Discard 1G or keep this card; you may not spend gold until you pay the debt.

6-9) 1G 10) 2G 11) 3G 12) Roll a die for the amount of Gold you gain.

"HOME"

"HOME"

DWARVEN LODGE

Fortune

They offer you an ale. *If you refuse*, roll 2 dice below Craft. Fail, and you insulted them; move back to the space you came from and miss a turn. *If you accept*, roll 2 dice below Strength without Followers. Fail, and you pass out and miss 2 turns. But either way, roll a die above your current Lives. If you succeed, *gain* a Life.

STILL

HILLS