

# TALISMAN TAVERN



**GAMBLING DEN**  
There's always 3 Gold in the Pot. All Gold spent anywhere goes into the Pot. **ROLL 1 DIE:**  
1. Lose all Gold. 2-3: Lose 1 Gold  
4. Win 3 Gold. 5. Win D6+3 Gold  
6. Win the Pot



**TAP ROOM**  
ROLL 1 DIE FOR TAVERN LOCALS



**THE BAR**  
ROLL D6+1 FOR TAVERN LOCALS OR TAKE 2 DENIZENS & CHOOSE 1 TO ENCOUNTER



**FERRY DOCK**  
Pay the Ferryman 2 Gold and wait here to cross to the Temple next turn

**MOVEMENT.**  
*When you land on the Tavern space, move to the Tap Room OR pay 2 Gold to use the Ferry to the Temple next turn. You can move up to 2 spaces per turn inside the Tavern.*  
If you cannot pay your Tavern Debts to the Gambling Den or Tavern Maid, you get bashed (Lose 1 Life) and are thrown into the Ruins.

- 1) *Generous tip:* Give the Tavern Maid 1 of your Objects
- 2) *Another round!*: Give the Tavern Maid another gold (if able) and roll again on this chart
- 3) *One too many:* Miss your next turn
- 4) *Our Li'l Secret:* She shows you a secret passage to the Gambling Den or Storeroom next turn
- 5) *Hearty brew:* Gain 1 life
- 6) *One for the road:* Gain 1 Potion Card

**Secret Exit to Fields**  
Roll 5 or 6 to find, or try again next turn



**STOREROOM**  
Roll D6 to steal stuff:  
1: Caught! Lose 1 Life.  
2: Heavy brew! Miss 1 turn.  
3: Steal a Water Bottle.  
4: Steal 2 Potions.  
5: Steal an Object from Purchase Deck. 6: Steal a Pet.



**FIGHT PIT**  
Roll 2 dice for the Pit Fighter's Strength & fight 1 Combat.  
LOSE = Lose 1 Life.  
WIN = Gain 5 Gold or 2 Strength.



**ROGUE'S GALLERY**  
Take 5 Denizen Cards & choose 2 to encounter



**FIREPLACE**  
ROLL 1 DIE FOR TAVERN LOCALS OR TAKE 2 DENIZENS & CHOOSE 1 TO ENCOUNTER



**TAVERN MAGE**  
Swap any 1 Object for a Potion, or 2 for any item from Magic Emporium. OR take a Warlock's Quest.



**ROOM AT THE INN**  
Pay 1 Gold and Miss 1 Turn to rest and Gain 2 Lives



## ROLL 1 DIE FOR TAVERN LOCALS



**1**  
**RUM SMUGGLER**  
You get blind drunk and pass out. Miss your next turn.



**4**  
**MINSTREL**  
Sooths you with a song. Gain 1 Fate.



**2**  
**DRUNK FARMER**  
Strength 4  
Picks a fight! Lose 1 Life if defeated.



**5**  
**ROGUE CAPTAIN**  
Will take you to any Outer or Middle Region Space when you leave Tavern.



**3**  
**TAVERN MAID**  
Pay 1 Gold and roll 1 die on her table (at left)



**6**  
**BARELY**  
Move to any Tavern space & add 1 to your next die roll.