



SHRINE



Place

Roll 1 die to pray at the Shrine: 1-2) Ignored, 3) Gain 1 fate, 4) Gain 1 gold, 5) Gain 1 Spell, 6) Gain 1 life.

6



POOL OF LIFE



Place

When revealed, place 2 life counters here. You may take 1 counter from the Pool per visit until it dries to the discard pile.

6



MAZE



Place

Whenever you land here,
if your Craft is less than
7 you must miss one turn.

6



MARSH



Place

Whenever you land here,
if your Strength is less than
7 you must miss one turn.

6



MARKET



Place

On each visit you may buy available Objects at these prices: Helmet 2G, Mule 3G, Raft 4G, Shield 3G, Sword 2G, Water Bottle 2G.

6



MAGIC STREAM



Place

When revealed, place
2 Strength counters here.
You may take 1 counter from
the Stream per visit until
it dries to the discard pile.

6



FOUNTAIN OF WISDOM



Place

When revealed, place 2 Craft counters here. You may take 1 counter from the Fountain per visit until it dries to the discard pile.

6



PRINCESS



Follower

You may exchange (discard)
the Princess for 3 gold
at the Castle.

5



PRINCE



Follower

You may exchange (discard)
the Prince for 3 gold
at the Castle.

5



MULE



Follower

The Mule can carry an extra 2 Objects for you. If you lose the Mule, leave any surplus Objects of your choice in the space you are in.

5



MAIDEN



Follower

Add 1 to your Craft.

5



WITCH



Stranger

If you land here roll 1 die:
1) Become a slimy little Toad
for 3 turns, 2) Lose 1 life,
3-4) Replenish 1 fate,
5-6) Gain 1 Spell.

4



SORCERER



Stranger

The Sorcerer will sell 1 Spell per visit to characters at a price of 2 gold, but only to those whose Craft allows.

4



HEALER



Stranger

The Healer will heal 1 life per visit for any character landing here, free of charge.

4



WRAITH



Enemy - Spirit

CRAFT: 8

A Wraith is wreaking
havoc in this area.

3



WRAITH



Enemy - Spirit

CRAFT: 8

A Wraith is wreaking
havoc in this area.

3



SHADOW



Enemy - Spirit

CRAFT: 5

A Shadow is lurking in the dark corners of this area.

3



SHADOW



Enemy - Spirit

CRAFT: 5

A Shadow is lurking in the dark corners of this area.

3



LEMURE



Enemy - Spirit

CRAFT: 3

This lowly creature from the Underworld pounces at you from the shadows.

3



LEMURE



Enemy - Spirit

CRAFT: 3

This lowly creature from the Underworld pounces at you from the shadows.

3



GHOST



Enemy - Spirit

CRAFT: 7

A Ghost materialises in (roll 1 die): 1) City, 2) Village, 3) Graveyard, 4) Chapel, 5) Castle, 6) Temple. It now haunts this area.

3



GHOST



Enemy - Spirit

CRAFT: 7

A Ghost materialises in (roll 1 die): 1) City, 2) Village, 3) Graveyard, 4) Chapel, 5) Castle, 6) Temple. It now haunts this area.

3



DEMON



Enemy - Demon

CRAFT: 15

A Demon has appeared from the underworld to cause chaos in this area.

3



WOLF



Enemy - Animal

STRENGTH: 4

A vicious Wolf now dwells in this area.

2



OGRE



Enemy - Monster

STRENGTH: 8

An OGRE has decided this area is easy pickings.

2



OGRE



Enemy - Monster

STRENGTH: 8

An OGRE has decided this area is easy pickings.

2



HOBGOBLIN



Enemy - Monster

STRENGTH: 6

A brutal Hobgoblin is stalking this area.

2



HOBGOBLIN



Enemy - Monster

STRENGTH: 6

A brutal Hobgoblin is
stalking this area.

2



GOBLIN



Enemy - Monster

STRENGTH: 4

A bloodthirsty Goblin is laying waste to this area.

2



GOBLIN



Enemy - Monster

STRENGTH: 4

A bloodthirsty Goblin is laying waste to this area.

2



GIANT



Enemy - Monster

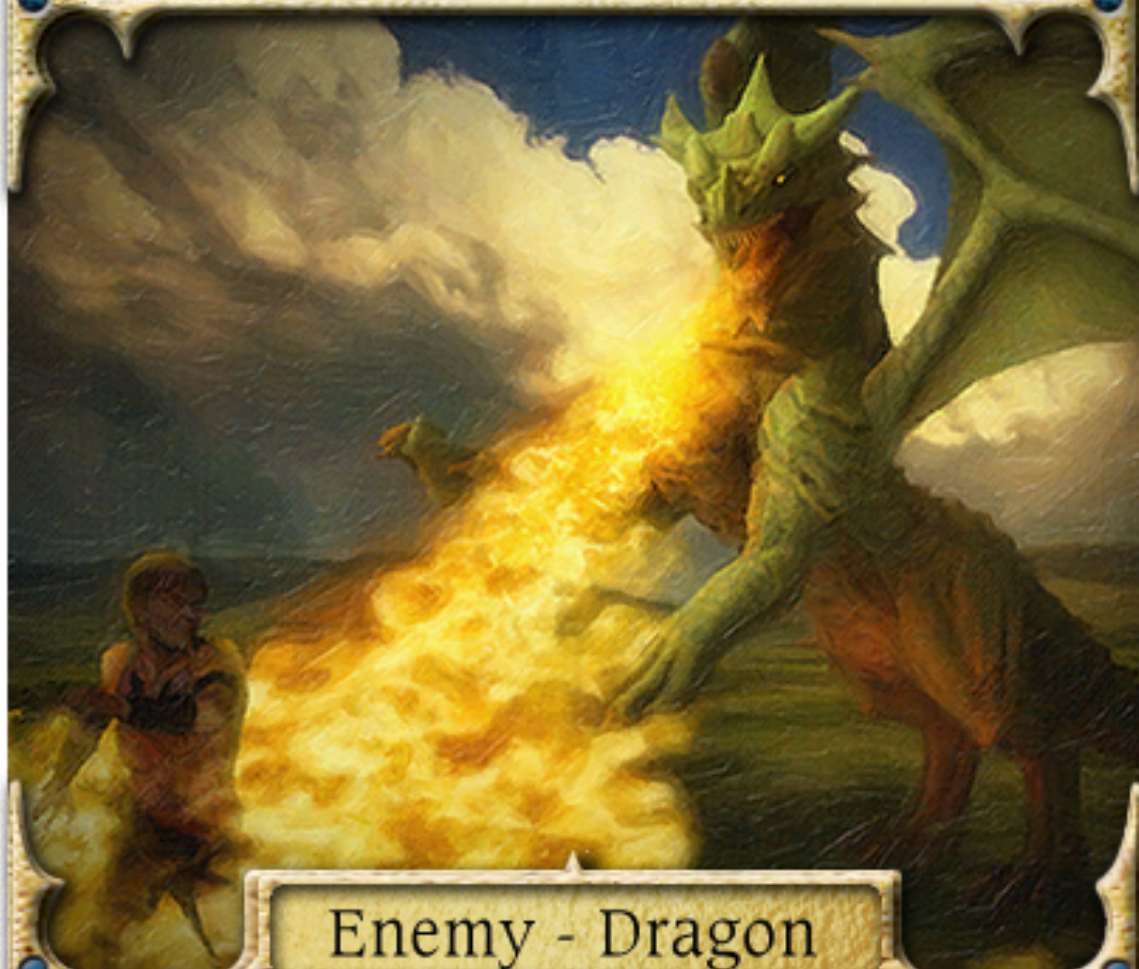
STRENGTH: 8

An immense Giant has set up residence in this area.

2



DRAGON



Enemy - Dragon

STRENGTH: 15

A fearsome dragon is terrorising this area.

2



DRAGON



Enemy - Dragon

STRENGTH: 7

Breath Attack

Roll 1 die. If the result is equal to or higher than your Strength you lose 1 Strength.

2



DRAGON



Enemy - Dragon

STRENGTH: 7

Breath Attack

Roll 1 die. If the result is equal to or higher than your Strength you lose 1 Strength.

2



BEAR



Enemy - Animal

STRENGTH: 6

A ferocious Bear is running amok in this area.

2



STORM



Event

A Storm sweeps through this Region. All characters in this Region must miss 2 turns.

1



RAIDERS



Event

A band of Raiders attacks you and steals all of your gold and Objects. They immediately stash them at the Oasis and retreat to their hide-out.

1



MARKET DAY



Event

Clockwise starting with yourself, all characters may immediately buy available Objects at these prices:
Helmet 2G, Mule 3G, Raft 4G,
Shield 3G, Sword 2G,
Water Bottle 2G.

1



EVIL DARKNESS



Event

An Evil Darkness from the nether worlds sweeps the land. All characters except those of evil alignment must miss 2 turns.

1



DEVIL



Event

You are visited by a Devil. If you are of evil alignment, you gain 1 life. If you are good, you lose 2 life. There is no effect if you are neutral.

1



BOOK OF SPELLS



Event

You have found the fabled Book of Spells. Gain 1 Spell if your Craft allows.

1



ANGEL



Event

If you are of good alignment, you gain 1 life. If you are evil, you lose 2 life. There is no effect if you are neutral.

1



ENCHANTER



Stranger

An Enchanter seeks an able adventurer. He will grant the first character landing here with a Craft of 6 or more a ***Wish*** of their choice, then vanish to the discard pile.

4



TEMPLE



Region Space

Roll 1 die to pray:
1) Enslaved, stay here until
you roll a 4, 5 or 6 for your
move, 2-3) Ignored, 4-5) Gain
a **Wish** of your choice,
6) Gain a Talisman.





MULE



Follower

The Mule can carry an extra 2 Objects for you. If you lose the Mule, leave any surplus Objects of your choice in the space you are in.

5



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