



CHARITY



Event

The character with the most gold must give 2 gold to the character with the least gold. If there is a tie, the current player chooses.

1



CORRUPT SHERIFF



Event

You may bribe the Sheriff by paying up to 2 gold. You must then roll 1 die and add 1 to the result for each gold you paid: 1-2) You are thrown in Jail, 3-4) You are safe, 5-6) Choose any character to throw in Jail.

1



CROWDED STREETS



Event

For 2 rounds, whenever characters encounter a street space, they draw 4 cards instead of only 1. If any cards are already on the space, only draw enough to take the total to 4.

1



FREE SAMPLE



Event

An alchemist is handing out free samples of his latest concoctions. Gain 1 Potion Card for free.

1



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1



TAXATION



Event

Roll 1 die to see which characters of 1 a tax of 3 gold has been levied on: 1-2) Good, 3-4) Neutral, 5-6) Evil. If a character cannot pay, they are thrown in jail.

1



BRAYO



Enemy - Outlaw

STRENGTH: 9

If you are defeated, in addition to losing 1 life, you lose 2 gold. If you defeat him, gain 2 gold.

2



CITY RAT



Enemy - Animal

STRENGTH: 3

A foul City Rat is infesting this space.

2



CITY RAT



Enemy - Animal

STRENGTH: 3

A foul City Rat is infesting this space.

2



CITY WATCH



Enemy - Law

STRENGTH: 7

The City Watch cannot be evaded. If you are defeated, instead of losing 1 life, you are thrown in jail.

2



CITY WATCH



Enemy - Law

STRENGTH: 7

The City Watch cannot be evaded. If you are defeated, instead of losing 1 life, you are thrown in jail.

2



CLOCKWORK CABINET



Enemy - Construct

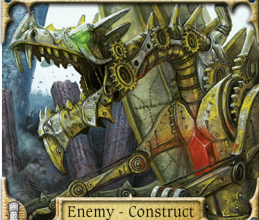
STRENGTH: 6

If you defeat the Clockwork Cabinet, you may take it as a Follower that will carry an extra 2 Objects for you, instead of keeping it as a trophy.

2



CLOCKWORK DRAGON



Enemy - Construct

STRENGTH: 14

If you kill the Clockwork Dragon, you may gain a Talisman instead of keeping it as a trophy.

2



GIANT FLY



Enemy - Animal

STRENGTH: 2

If you are defeated, the Giant Fly will move to your space at the end of your movement next turn.

2



GIANT RAT



Enemy - Animal

STRENGTH: 5

A Giant Rat lurks
in this area.

2



GIANT RAT



Enemy - Animal

STRENGTH: 5

A Giant Rat lurks
in this area.

2



FIRE ELEMENTAL



Enemy - Elemental

CRAFT: 5

When revealed, discard all other cards in this space.

3



AIR ELEMENTAL



Enemy - Elemental

CRAFT: 9

If you are defeated, in addition to losing 1 life, you are blown away 1 die roll clockwise around the board and then immediately end your turn.

3



WATER ELEMENTAL



Enemy - Elemental

CRAFT: 14

If you are defeated, in addition to losing 1 life, 1 of your Followers, chosen at random, is washed to a space 1 die roll clockwise around the board.

3



SNEAKTHIEF



Enemy - Outlaw

CRAFT: 6

If you kill the Sneakthief you may discard this card instead of keeping it as a trophy to take 1 Object from another character.

3



NIGHT GUARD



Enemy - Law

CRAFT: 8

The Night Guard cannot be evaded. If you are defeated, instead of losing 1 life, you are thrown in jail.

3



NIGHT GUARD



Enemy - Law

CRAFT: 8

The Night Guard cannot be evaded. If you are defeated, instead of losing 1 life, you are thrown in jail.

3



ASSASSIN



Stranger

You may pay up to 6 gold, then choose a character to lose 1 life for every 2 gold you paid.

4



BARTERER



Stranger

You may discard 1 of your Objects to take 1 Object of your choice from the Armoury or Magic Emporium deck. Once a character has chosen to do so, discard this card.

4



DUNG SWEEPER



Stranger

A Dung Sweeper offers you a job. If you accept, gain 5 gold, but you must miss your next 2 turns doing the dirty work. Once a character has chosen to do so, discard this card.

4



DUNG SWEEPER



Stranger

A Dung Sweeper offers you a job. If you accept, gain 5 gold, but you must miss your next 2 turns doing the dirty work. Once a character has chosen to do so, discard this card.

4



GRIFTER



Stranger

Roll 1 die (place anything you lose on this card): 1-2) Lose 1 Object at random, 3-5) Lose all of your gold, 6) Take any Objects and gold on the Grifter, then discard this card. Objects on the Grifter do not count towards the number of cards on this space.

4



SPENDTHRIFT



Stranger

When revealed, roll 1 die and place that much gold on this card. Once per visit, you may take 1 gold from this card. When all the gold has been taken, discard this card.

4



WEAPON MASTER



Stranger

You may pay 2 gold and miss 1 turn to gain 1 Strength. Once a character has chosen to do so, discard this card.

4



JAILER



Follower

Whenever you defeat another character, you may have them thrown in Jail instead of claiming your normal reward. If you are thrown in Jail, you may discard the Jailer to cancel the effect.

5



PANHANDLER



Follower

If you land on a character, that character must either give you all of their gold or 1 Object of your choice. The Panhandler then joins them as a Follower.

5



PHYSICIAN



Follower

At the start of your turn before you move, you may pay 2 gold to heal 1 life. You may do this once per turn.

5



SELLSWORD



Follower

If you pay 2 gold, the Sellsword will fight in your place with a Strength of 5. If the Sellsword wins, the creature is killed or the opposing character loses 1 life. If the Sellsword loses, he is killed and your turn immediately ends. Enemies killed may be taken as trophies.

5



ASSASSINS' CONCLAVE



Place

You may pay 3 gold to choose 1 faceup Enemy in any Region and take it as a trophy. Once a character has chosen to do so, discard this card.

6



DEN OF THIEVES



Place

You may pay 2 gold to take 1 Object of your choice from another character. Once a character has chosen to do so, discard this card.

6



WISHING WELL



Place

You may pay 1 gold to roll 1 die and add 1 to the result for each fate you have: 1-5) Nothing happens, 6-7) Gain 1 fate, 8+) Take 1 card from any shop deck for free; then discard this card.

6



ARMOURY



Region Space

BUY ANY, IF AVAILABLE

Battle Axe 5G, Bow 3G,
Flail 7G, Full Plate 6G,
Greatsword 4G, Stiletto 2G.





MENAGERIE



Region Space

BUY A PET

Pay 3 gold plus 1 additional gold for each Pet you already own, then draw 1 Pet card.

You may only buy 1 Pet per visit.





MAGIC EMPORIUM



Region Space

BUY ANY, IF AVAILABLE

Crystal Sceptre 3G, Magic
Ring 6G, Mirror Shield 4G,
Psychic Crystal 2G,
Scroll 1G, Spellbook 7G.





STABLES



Region Space

BUY ANY, IF AVAILABLE
Horse and Cart 6G.
Mule 3G, Riding Horse 2G,
Warhorse 4G.





ELIXIR OF MIGHT



Magic Object

Trinket

Roll 1 die to drink at any time: 1-2) Poison; lose 1 life, 3-5) Gain 1 Strength, 6) Gain 2 Strength. Then discard the empty vessel.

5



ELIXIR OF WISDOM



Magic Object

Trinket

Roll 1 die to drink at any time: 1-2) Poison; lose 1 life, 3-5) Gain 1 Craft, 6) Gain 2 Craft. Then discard the empty vessel.

5



EXIXIR OF DESTINY



Magic Object

Trinket

Roll 1 die to drink at any time: 1-2) Poison; lose 1 life, 3-5) Gain 1 fate, 6) Gain 2 fate. Then discard the empty vessel.

5



HORSE AND CART



Follower

The Horse and Cart can carry an extra 4 Objects for you. If you lose the Horse and Cart, leave any surplus Objects of your choice in the space you are in.

5



HORSE AND CART



Follower

The Horse and Cart can carry an extra 4 Objects for you. If you lose the Horse and Cart, leave any surplus Objects of your choice in the space you are in.

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



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