







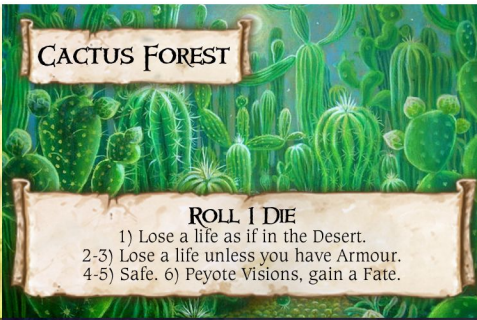
**ATLANTIS**

**VISIT ONE**  
**Astrologer:** Replenish Fate (1G each) or Gain a Sign (2G).  
**Market:** Purchase any if available: Obsidian Sword (2G), Llama (2G), Feather Shield (3G), Jaguar Armour (4G)



**BARROWS**

**DRAW 2 CARDS**  
 Only draw enough cards to take the total here to two. Any Spirits or Undead that you fight here add 2 to their attack rolls.



**CACTUS FOREST**

**ROLL 1 DIE**  
 1) Lose a life as if in the Desert.  
 2-3) Lose a life unless you have Armour.  
 4-5) Safe. 6) Peyote Visions, gain a Fate.



**CANYON**

**DRAW 3 CARDS**  
 If there are already any cards in this space, draw only enough to take the total to 3 cards.



**CASTLE**

**ROYAL DOCTOR**  
 Heal up to your Life Value at the cost of one gold each. If you have the Prince or Princess, heal up to two lives for free.



**CENOTE**

**MAKE A SACRIFICE**  
 You may discard a Follower or a Magic Object that could be ditched. If you do, choose an Event from the Discard Pile to encounter then place it at the bottom of its deck.



**CRATER**

**ROLL 1 DIE**  
 1) Fruitless search, lose 1 turn.  
 2-3) Still hot, lose 1 life. 4-5) Valuable ore, gain 1 gold.  
 6) Strange energies, gain 1 Strength or 1 Craft.



**CURSED GLADE**

**DRAW 1 CARD**  
 Do not draw a card if there is already one on this space. Strength and Craft derived from Objects and Magic Objects do not count on this space, nor may you use Magic Objects or cast Spells.



**EL DORADO**

**ROLL 1 DIE**  
 1) Attacked by a Strength 7 Warrior.  
 2) Attacked by a Craft 7 Cultist. 3) Gain 1 gold.  
 4) Gain 2 gold. 5) Gain 3 gold. 6) Gain a Treasure.



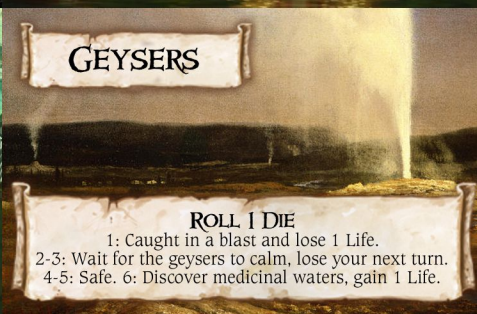
**FLOATING GARDEN**

**DRAW 1 CARD**  
 Do not draw a card if there is already one on this space. When your turn ends, move this Terrain with all cards and characters on it one space (it may cross the River). If it moves to another Terrain, they swap spaces.



**FLOODLAND**

**DRAW 1 CARD AND DITCH 1 CARD**  
 Draw a card even if there are already any cards here. Then ditch 1 of your Objects or Followers.



**GEYSERS**

**ROLL 1 DIE**  
 1: Caught in a blast and lose 1 Life.  
 2-3: Wait for the geysers to calm, lose your next turn.  
 4-5: Safe. 6: Discover medicinal waters, gain 1 Life.



**HIDDEN VALLEY**

**DRAW 3 CARDS**  
 If there are any cards already in this space, draw only enough to take the total to three cards.



**JUNGLE**

**DRAW 2 CARDS**  
 Draw only enough cards to take to total here to two. Animals and Monsters here add 2 to their attacks.



**LABYRINTH**

**DRAW 1 CARD**  
 Draw 1 card even if there are already cards on this space. On your next turn, if your movement roll is greater than your Craft, you must encounter the Labyrinth again.



**LAKE**

**HEAL 1 LIFE AND DRAW 1 CARD**  
 Do not draw a card if there is already one on this space.



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**LAKE**

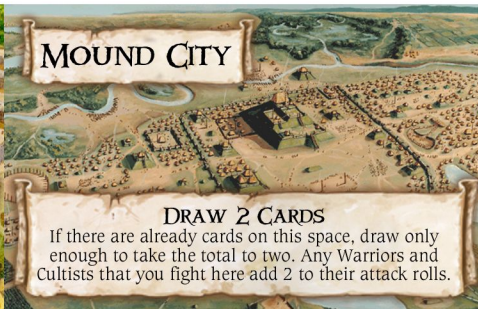
**HEAL 1 LIFE AND DRAW 1 CARD**  
 Do not draw a card if there is already one on this space.





**LONGHOUSES**

**VISIT THE MEDICINE MAN, THE CLAN MOTHER, OR THE SACHEM**  
 Medicine Man: Heal up to 2 lives for free.  
 Clan Mother: Move a Stranger in this Region to this space.  
 Sachem: Move to a Space in this Region with an Enemy.



**MOUND CITY**

**DRAW 2 CARDS**  
 If there are already cards on this space, draw only enough to take the total to two. Any Warriors and Cultists that you fight here add 2 to their attack rolls.



**MOUNTAIN PASS**

**DRAW 1 CARD**  
 Draw 1 card even if there are already cards in this space. On your next turn, instead of your normal move, roll 1 die.  
 1-3) No way across, encounter this space again.  
 4-5) Move normally. 6) Move to the Lost City or Crag.



**MYSTIC GARDEN**

**ROLL 1 DIE**  
 1) Become a Toad for 3 turns. 2) Become Evil.  
 3) Become Neutral. 4) Become Good.  
 5) Gain 1 Strength. 6) Gain 1 Craft.



**OASIS**

**DRAW 2 CARDS**  
 If there are any cards already in this space, draw only enough to take the total to two cards.



**PLAINS**

**DRAW 1 CARD**  
 Do not draw a card if there is already one on this space.



**PORT**

**VISIT HARBORMASTER OR DOCKMASTER**  
 Harbormaster: Pay 1 Gold to move to any space in the Outer or Middle Regions, Beggar's Row, or any other Port.  
 Dockmaster: Help unload cargo and gain 1 gold.



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 Dockmaster: Help unload cargo and gain 1 gold.



**REDWOODS**

**DRAW 1 CARD**  
 Do not draw a card if there is already one on this space. On your next turn, you may move to the Cursed Glade or Forest instead of rolling for movement.



**RUNES**

**DRAW 1 CARD**  
 Do not draw a card if there is already one in this space. Any creatures that you fight here add 2 to their attack rolls.



**SWAMPLAND**

**DRAW 1 CARD**  
 Draw 1 card even if there are already cards here. On your next turn, instead of your normal move, roll 1 die. On a 4+, move 1 space. Otherwise, encounter this space again.



**TAR PIT**

**DRAW 1 CARD**  
 Draw 1 card even if there are already cards on this space. On your next turn, if your movement roll is greater than your Strength, you must encounter the Tar Pit again.



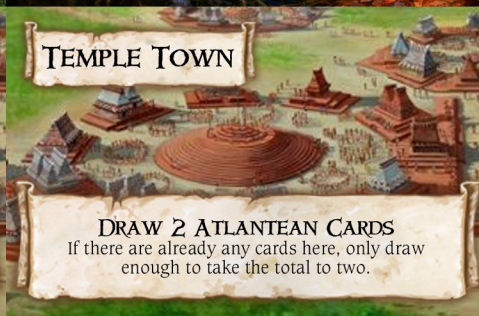
**TEMPLE**

**PRAY: ROLL 2 DICE**  
 2: Lose 2 Lives. 3: Lose 1 Life. 4: Lose a Follower.  
 5: Enslaved, stay here until you roll a 4+ 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 TOWN**

**DRAW 2 ATLANTEAN CARDS**  
 If there are already any cards here, only draw enough to take the total to two.



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**TREE ROCK**

**DRAW 1 CARD**  
 Do not draw a card if there is already one on this space. You may evade any Enemies you encounter here.



**VOLCANO**

**LOSE 1 LIFE AND DRAW 1 CARD**  
 Draw a card even if there is already one here. At the end of your turn discard all cards on this space.



**WATERFALL**

**CHOOSE ONE**  
 Either heal 1 Life, replenish a Fate, or gain 1 Spell if your Craft allows.