



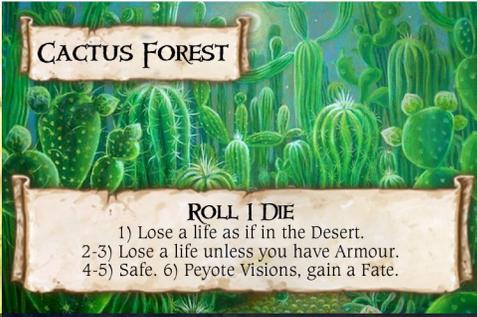
ATLANTIS

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)



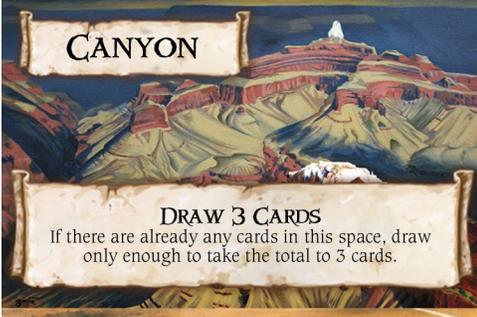
BARROWS

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.



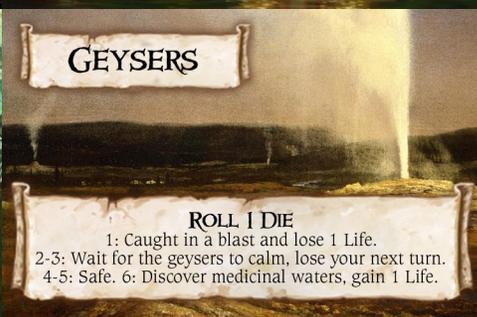
FLOATING GARDEN

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.



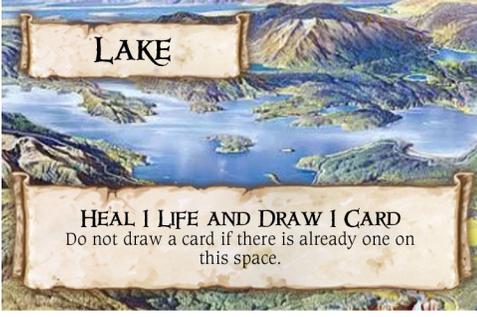
JUNGLE

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



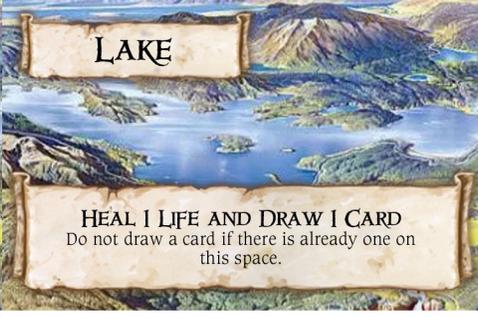
LABYRINTH

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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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 Crags.

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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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 the 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.

TEMPLE TOWN

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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.