

**WANTED:
DEMON**



Object

Trinket
When you claim this bounty, gain gold equal to the amount of trophy points you discard from Enemy Demons.

5

**WANTED:
FAE**



Object

Trinket
When you claim this bounty, gain gold equal to the amount of trophy points you discard from Enemy Fae.

5

**WANTED:
OUTLAW**



Object

Trinket
When you claim this bounty, gain gold equal to the amount of trophy points you discard from Enemy Outlaws.

5

**WANTED:
OUTLAW**



Object

Trinket
When you claim this bounty, gain gold equal to the amount of trophy points you discard from Enemy Outlaws.

5

**WANTED:
OUTLAW**



Object

Trinket
When you claim this bounty, gain gold equal to the amount of trophy points you discard from Enemy Outlaws.

5

**WANTED:
UNDEAD**



Object

Trinket
When you claim this bounty, gain gold equal to the amount of trophy points you discard from Undead Enemies.

5

FORGE KEY



Spell

Cast as needed. You may pass through the Portal of Power or to escape the Temple or Jail without rolling.

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Spell

Cast as needed. You may pass through the Portal of Power or to escape the Temple or Jail without rolling.

GOLDEN SHACKLES



Spell

Cast on a *wanted* character at the start of their turn. Their turn ends immediately and you collect their bounty.

GOLDEN SHACKLES



Spell

Cast on a *wanted* character at the start of their turn. Their turn ends immediately and you collect their bounty.

IDENTITY THEFT



Spell

Cast on another character at the start of your turn. Until the end of your turn, you use that character's Strength, Craft, special abilities, and bounty instead of your own. When this spell ends, lose 1 life.

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PHANTOM GUARD



Spell

Cast when you are about to engage in battle or psychic combat with a *wanted* opponent. The Phantom Guard fights in place with Strength and Craft of 4. If it wins, claim the bounty and the creature is killed or the opposing character must miss their next turn. If it loses, your turn ends. Enemies killed may be taken as trophies.

PHANTOM GUARD



Spell

Cast when you are about to engage in battle or psychic combat with a *wanted* opponent. The Phantom Guard fights in place with Strength and Craft of 4. If it wins, claim the bounty and the creature is killed or the opposing character must miss their next turn. If it loses, your turn ends. Enemies killed may be taken as trophies.

PERSONAL SHACKLES



Spell

Cast at the start of your turn if you are *wanted*. Gain gold equal to your bounty, then discard your bounty. Until the end of your next turn, you cannot choose to perform an action that would increase your bounty.

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Spell

Cast at the start of your turn if you are *wanted*. Gain gold equal to your bounty, then discard your bounty. Until the end of your next turn, you cannot choose to perform an action that would increase your bounty.

GAIN ONE BOUNTY

"A crown is not for the timid or the naive, nor has a clean hand ever held one. Once you have dirtied your hands, you shall have the reward you seek."

KILL ONE OUTLAW

"None should claim such power while injustice prevails in the world. Go! Bring peace to this lawless realm, and you shall have your prize."

