


APPREHENDED



Event

No one can escape the law forever. If you are *wanted*, discard your bounty then either discard an equal amount of gold or go to the Jail in the City. If you are not *wanted*, the guards apologize for their mistake and send you on your way.

1

BANDIT



Enemy - Outlaw

STRENGTH: 4
A Bandit is marauding in this area. He will not attack if you pay 1 gold. He will remain here until he is killed.

2

BANDIT



Enemy - Outlaw

STRENGTH: 4
A Bandit is marauding in this area. He will not attack if you pay 1 gold. He will remain here until he is killed.

2

BANDIT CAMP



Enemy - Outlaw

STRENGTH: 6
Nefarious criminals pillage the countryside from this Bandit Camp. Add 1 to its Strength for each Outlaw in this Region. If you defeat the Camp, you may make use of its fortifications by placing the Outpost Terrain here.

2

BOOK OF LAW



Magic Object

You may evade Law enemies.
When you land on another character, you may spend 1 fate to roll 1 die.
1-2: Discard the Book of Law
3-4: Add 1 gold to their bounty.
5-6: Move them to the Jail in the City.

5

CAMEL



Follower

Draft
The Camel can carry an extra four Objects for you.
You do not lose a life in the Desert.

5

CAMEL



Follower

Draft
The Camel can carry an extra four Objects for you.
You do not lose a life in the Desert.

5

CHAPEL WARDEN




Enemy - Law

STRENGTH: 4
The Chapel Warden defends her charge from the faithless. When revealed, place her on the Chapel. Unless you are evil, you may evade her.

2

CHEAT



Enemy - Outlaw

CRAFT: 3
A cheating gambler is swindling tavern-goers out of their coin. When revealed, place him on the Tavern. If he defeats you, instead of losing a life, lose 1 gold. If you defeat him, you may take him as a Follower and gain 1 gold whenever you visit the Tavern.

3

COURT OF THIEVES



Stranger

If you are not *wanted*, the Court of Thieves robs you of all your gold before vanishing to the discard pile.
If you are *wanted*, the Court will help you profit from your crimes and keep the law from hounding you. You may collect any amount of gold from your own bounty.

4

CRYPT GUARD



Enemy - Law

STRENGTH: 4
The Crypt Guard defends the dead from the living. When revealed, place him on the Graveyard. Before encountering him, you may discard any of your Spirit or Undead trophies. He adds 1 to his attack score for each you possess; if you have none, you may evade him.

2

DISSIDENT PRIEST



Enemy - Outlaw

CRAFT: 4
The Dissident Priest undermines the authority of the faith. When revealed, place him on the Chapel. If you are neutral, you may evade him.

3

DRUNK GUARD



Enemy - Law

STRENGTH: 3
A Drunk Guard is looking for a fight at the Tavern. Place him there when revealed. When encountered, you may place a gold on this card to buy him a drink and evade him. He adds 1 to his attack score for each gold he has.

2

ETERNAL GAOLER



Enemy - Law

CRAFT: 7
The Eternal Gaoler safeguards reality from the greatest magical threats. If your Craft is less than 4, you may evade him. He adds 1 to his attack score for each Spell and Magic Object you possess. If you lose, you must miss a number of turns equal to your Spell limit.

3

EXECUTIONER



Enemy - Law

STRENGTH: 7
By royal decree, all who pursue the Crown of Command have been declared enemies of the kingdom and sentenced to death. Unless you have a Talisman or a Quest, you may evade the Executioner. If you defeat him, gain a Talisman or a Quest Reward. If he defeats you, you are killed!

2

FALSE ACCUSATIONS



Event

You stand accused of crimes you did not commit. Roll 1 die and add gold to your bounty equal to half the result, rounding up.

1

FUGITIVE




Follower

You may roll an extra die for movement and use the highest.
When you encounter a Law Enemy, either add 1 gold to your bounty or discard the Fugitive to gain 2 gold.

5

GALLOWS



Place

Traitors and criminals hang at the Gallows. If you are *wanted*, lose lives equal to your bounty, then discard your bounty. If you are not *wanted* you may discard an Outlaw or *wanted* enemy from your Region.

6

GIBBET GOLEM



Enemy - Construct

CRAFT: 6
A dreadful Gibbet Golem enforces its crude justice on this area. If you are *wanted*, it adds your bounty to its attack score. Otherwise, you may discard an Outlaw trophy to evade it.

3

GRAVEROBBER



Enemy - Outlaw

CRAFT: 4
A Graverobber desecrates graves in search of treasures. When revealed, place him on the Graveyard. If you defeat him, the spirits bless you, and you may either heal all your lives or replenish all your fate.

3

GREY COWL



Magic Object

Whenever you add gold to your bounty, place it on the Grey Cowl instead.

When another effect references "your bounty," you may use either your own or Grey Cowl's.

5

HALFLING THIEF



Follower

When you land on a character, you may *steal* one gold or Object from them.

5

HANGED GHOST



Enemy - Spirit

CRAFT: 5
This unrepentant soul will not be judged by hypocrites. If your attack roll less than your bounty, you automatically lose against him.

3

HEADMAN'S AXE



Object

Weapon
Add 1 to your Strength in battle.

When you defeat an Outlaw or any *wanted* opponent, place 1 gold on this card. You may collect all the gold on this card when you visit the Castle.

5

HIGHWAYMAN



Enemy - Outlaw

STRENGTH: 4
When revealed, place a Highway Terrain card on your space. When a character passes through the Highwayman's space, they must stop here.

2

HIRED ASSASSIN



Enemy - Outlaw

STRENGTH/CRAFT: ?
An Assassin has been hired to kill you! Her Strength/Craft is equal to 1 die roll, plus any gold any other character wishes to spend. You must fight her with the your lower trait. If you win, discard her and gain gold equal to her Strength/Craft. If she defeats you, you are killed!

1

HORSE AND CART



Follower

Draft
The Horse and Cart can carry an additional 8 objects for you.

5

HORSE AND CART



Follower

Draft
The Horse and Cart can carry an additional 8 objects for you.

5

HORSE THIEF



Enemy - Outlaw

CRAFT: 3
A Horse Thief is sneaking off with your steed! He adds 1 to his attack roll for each *Steed* and *Draft* Follower you have. If you have none, you may evade him. If he defeats you, instead of losing a life, discard all your *Steed* and *Draft* Followers.

3

HORSE THIEF



Enemy - Outlaw

CRAFT: 3
A Horse Thief is sneaking off with your steed! He adds 1 to his attack roll for each *Steed* and *Draft* Follower you have. If you have none, you may evade him. If he defeats you, instead of losing a life, discard all your *Steed* and *Draft* Followers.

3

INDULGENT PRIEST



Stranger

All crimes may be forgiven for a small donation in support of the Faith. When you visit the Indulgent Priest, you may pay any amount of gold to remove and equal amount from your bounty.

4

INQUISITOR



Enemy - Law

CRAFT: 5
The Inquisitor tests your faith amid accusations of heresy. You may evade him by moving to the Chapel. If he defeats you, you must move the Chapel.

3

JEWEL THIEF



Enemy - Outlaw

CRAFT: 2
A cunning Jewel Thief attempts to make off with your treasures. For each *Trinket*, Amulet, Ring, or Talisman you possess, he adds 1 to his attack roll. If you have none, he evades you. If he defeats you, instead of losing a life, you must discard all such Objects.

3

JEWEL THIEF



Enemy - Outlaw

CRAFT: 2
A cunning Jewel Thief attempts to make off with your treasures. For each *Trinket*, Amulet, Ring, or Talisman you possess, he adds 1 to his attack roll. If you have none, he evades you. If he defeats you, instead of losing a life, you must discard all such Objects.

3

JUDGEMENT



Event

If you are not *wanted*, move to the Castle and end your turn. Otherwise, roll 1 die and add, then discard, your bounty.


1-4: Move to the Jail in the City.

5-8: Move to the Torture Chamber in the Dungeon.

9+: You are killed!

1

JURIS ARMOUR



Magic Object

Armour
No *wanted* character may have the Juris Armour.

If you lose a battle against a *wanted* opponent, the battle becomes a stand-off instead. Against any other opponent, roll 1 die. On a 4+, you still lose the battle but do not lose a life.

5

JURIS BLADE



Magic Object

Weapon
No *wanted* character may have the Juris Blade.

Add 1 to your Strength in battle, or 3 if battling a *wanted* opponent.

5

JURIS DESTRIER



Follower

Steed
When you move through a space that has an Outlaw or a *wanted* opponent, you may end your movement there.

When you do, add your highest movement die to your attack score for the rest of the turn.

5

JURIS SPIRIT



Follower

If you defeat an Outlaw or *wanted* opponent during your turn, you may take an extra turn.

Ditch the Juris Spirit if you are *wanted*.

5

KING



Follower

You may heal up to 2 lives for free when you visit the Castle.

If you discard the King at the Castle, he will reward you with 1 Strength for seeing him safely home.

5

KNIGHT ERRANT



Enemy - Law

STRENGTH: 4
The Knight Errant safeguards the kingdom. If you have no bounty, you may move him to any space with an Outlaw or Monster.

2

KNIGHT ERRANT



Enemy - Law

STRENGTH: 4
The Knight Errant safeguards the kingdom. If you have no bounty, you may move him to any space with an Outlaw or Monster.

2

LAVERNA'S BLESSING



Lunar Event

When revealed, flip the Time Card to Night.

When a character adds to their bounty, they may also gain 1 gold, 1 fate, or 1 life.

Discard this card when Day breaks.

1

LOOTER



Enemy - Outlaw

CRAFT: 3
A greedy Looter plunders an ancient ruin. If you defeat her, draw two Remnant cards and choose one to encounter. Shuffle the other back into the Remnant deck.

3

LOOTER AUCTION



Event

Looters are selling the treasures stolen from ruins in this region. You may spend any amount of gold to acquire one of their relics. For each gold spent, draw a Remnant card and choose one to encounter. The rest are shuffled back into the Remnant deck. If you spend any gold, add 1 gold to your bounty.

1

LORD OF THIEVES



Enemy - Outlaw

CRAFT: 7
No prize is beyond the grasp of the Lord of Thieves. If he defeats you, you do not lose a life. Instead, the character to your right chooses one of your Objects or all your gold to discard. If you have no Objects or gold, you must evade him.

3

MALEFICAR



Enemy - Outlaw

CRAFT: 5
You are either the Maleficar's accomplice or his victim. You may evade him by moving to the Graveyard and adding 1 to your bounty. If he defeats you, you must move to the Graveyard.

3

MARTIAL LAW



Lunar Event


When revealed, flip the Time Card to Day.

Characters who move through a space with a Law enemy must end their movement there. Law enemies add 2 to their attack rolls.

Discard this card when Night falls.

1

MINOS



Stranger

The great judge of the dead ensures those who escaped justice in this life do not do so in the next. Draw a Wanted Poster then encounter a discarded Enemy of that type if able. If you defeat it, keep it as a trophy and discard Minos. If you do not, discard it and shuffle the Wanted Poster back into its deck.

4

MULE



Follower

Draft
The Mule can carry an extra 4 objects for you.

5

MULE



Follower

Draft
The Mule can carry an extra 4 objects for you.

5

MURDERED ELF



Event

You find body of a Murdered Elf. You may do one of the following:

- Take her jewels. Gain 2 gold but add 1 to your bounty as her vengeful spirit curses you.
- Avenge her! Fight a Craft 5 Outlaw. If you win, her spirit is at peace and rewards you with a Craft.
- Ignore her.

1

NEMESIS



Event

Nemesis brings swift retribution to all transgressors. All *wanted* characters must lose 1 life. They may then lose any number of additional lives to reduce their bounty by 1 for each.

1

NEMESIS SANDS




Magic Object

Cursed
When you land on a *wanted* character or enemy, you must attack them and add 2 to your attack score.

If you are *wanted*, lose 1 life at the end of your turn.

5

NOTICE BOARD



Place

If you are *wanted* you may tear down the posters here to discard 2 gold from your bounty, then discard this card. Otherwise, you may either gain a Quest or immediately move to a *wanted* opponent in your Region, which you must attack.

6

PATROL




Enemy - Law

STRENGTH: 5
A Patrol of soldiers is trying to maintain law and order in this area. You may move back to your start space to evade them. If they defeat you, you must move to your start space as well as losing a life.

2

PEASANT ARMY



Enemy - Outlaw

STRENGTH: 7
A Peasant Army marches against the Castle. If you do not have the King, Queen, Prince or Princess, you may evade them. If you do not defeat them, move them up to three space closer to the Castle. If they are already at the Castle, discard them and place the Ruins Terrain on this space.

2

PEASANT MOB



Enemy - Outlaw

STRENGTH: 5
A Peasant Mob has rebelled against the crown. If you do not have the King, Queen, Prince or Princess, you may evade them. If you do, they add 1 to their attack roll for each and you must kill one at random if defeated.

2

PEASANT REBEL



Enemy - Outlaw

STRENGTH: 2
A Peasant has rebelled against the crown. If you do not have the King, Queen, Prince or Princess, you may evade them. If you do, she adds 1 to her attack roll for each and you must kill one at random if defeated.

2

PEASANT REBEL



Enemy - Outlaw

STRENGTH: 2
A Peasant has rebelled against the crown. If you do not have the King, Queen, Prince or Princess, you may evade them. If you do, she adds 1 to her attack roll for each and you must kill one at random if defeated.

2

PHANTOM MILITIA



Enemy - Spirit

STRENGTH: ?
The Phantom Militia's Strength is equal to the number of Law enemies in all discard piles. If you defeat them, discard them to gain 1 Strength.

2

PHANTOM THIEF



Enemy - Spirit

CRAFT: ?
The Phantom Thief's Craft is equal to the number of Outlaws in all discard piles. If you defeat it, discard them to gain 1 Craft.

3

PILLAGED HOMESTEAD



Place

The residents of this Homestead until the marauders have been defeated. You may fight the marauders with Strength 5. If you win, the homesteaders rebuild by placing the Settlement Terrain here which you may immediately encounter. Once the marauders have been defeated, discard this card.

1

PILLORY



Place

A crowd gathers to taunt the petty criminals locked in the pillory. If you are *wanted*, discard a gold from your bounty and miss your next turn. Otherwise, draw and encounter a Denizen.

6

POACHED UNICORN



Stranger

You may attempt to bring the poacher to justice by rolling less than your combined Strength and Craft on two dice. If you fail, the poacher eludes you and your turn ends. If you succeed, a grateful Unicorn rescued by your efforts joins you. Keep this card as a Follower, adding 1 to your Strength and Craft.

4

POACHER



Enemy - Outlaw

CRAFT: 4
A Poacher hunts on crown land. You may evade him by discarding a trophy. He will remain here until killed.

3

POACHER




Enemy - Outlaw

CRAFT: 4
A Poacher hunts on crown land. You may evade him by discarding a trophy. He will remain here until killed.

3

PRISON TOWER



Place

When you visit the you may discard Outlaw trophies to gain gold equal to their Strength or Craft. If you are *wanted*, the guards throw you in a cell, too! If you roll a 3 or less for movement on your next turn, discard 1 gold from you bounty and encounter this space again. On a 4+, you escape but gain 1 bounty.

6

QUEEN



Event

You may heal up to 2 lives for free when you visit the Castle. If you discard the Queen at the Castle, she will reward you with 1 Craft for seeing her safely home.

5

RAIDED SHIPMENT



Event

Bandits have raided merchants traveling here. You may do one of the following:

- Join the bandits. Add 1 to your bounty and draw a card from any Shop deck.
- Fight the Strength 6 bandits. If you win, gain an Object of your choice from any Shop deck.

1

RIDING HORSE



Follower

Steed
You may roll 2 dice and add them together to determine how far you can move.

5

RIDING HORSE



Follower

Steed
You may roll 2 dice and add them together to determine how far you can move.

5

ROYAL ARMY



Enemy - Law

STRENGTH: 7
The Royal Army has amassed to defend the realm from all threats. If you have the King, Queen, Prince or Princess, you may evade the Royal Army. If you do not defeat them, move them one space and discard any other Enemies there.

2

ROYAL GUARD



Enemy - Law

STRENGTH: 5
The Royal Guard adds 1 to their attack roll for each Prince, Princess, King, or Queen you have as a Follower. If you have none of these Followers or if you discard one as if at the Castle, you may evade the Royal Guard.

5

ROYAL PARDON



Object

Trinket
You may discard the Royal Pardon at any time to discard your bounty.

5

SCALES OF JUSTICE



Magic Object

No *wanted* character may have the Scales of Justice.
Whenever you collect a bounty, you may discard all the gold and gain 1 Strength or 1 Craft instead.

5

SCAPEGOAT



Enemy - Animal

STRENGTH: 3
The Scapegoat bears the crimes of whomever slays it. While it is your trophy, you may discard it to discard your bounty.

2

SCAPEGOAT



Enemy - Animal

STRENGTH: 3
The Scapegoat bears the crimes of whomever slays it. While it is your trophy, you may discard it to discard your bounty.

2

SHACKLES



Object

Trinket
You may discard an Outlaw trophy to gain gold equal to its Strength or Craft.

5

SHROUD ARMOUR



Magic Object

Armour
If you would be defeated in battle, you may roll 1 die. If you roll less than your bounty, discard one gold from your bounty and the battle the becomes a stand-off instead.

5

SHROUD DAGGERS



Magic Object

Weapon
If your any of your attack dice are less than your bounty, you may discard a gold from your bounty to roll an additional die in battle or psychic combat and add it to your total.

5

SHROUD RAVEN



Enemy - Animal

CRAFT: 3
The blood of a Shroud Raven erases all evidence of your crimes. While it is your trophy, you may discard it to discard bounty.

3

SHROUD RAVEN



Enemy - Animal

CRAFT: 3
The blood of a Shroud Raven erases all evidence of your crimes. While it is your trophy, you may discard it to discard bounty.

3

SHROUD SPIRIT



Follower

When you could purchase an Object or Follower, you may spend gold from your bounty as if it were your own.
Ditch the Shroud Spirit if you have no bounty.

5

SHROUD STALLION



Follower

Steed
Unless you are *wanted*, ditch the Shroud Stallion.
You may move up to a number of space equal to your bounty instead of rolling for movement. When you use the Shroud Stallion, discard a gold from your bounty.

5

SILVER JUDGE



Event

All are guilty before the clockwork law of the Silver Judge. Every character in this Region must roll 1 die and add gold equal to half the result to their bounty, rounding down.

1

SLAVER



Enemy - Outlaw

STRENGTH: 4
A cruel Slaver is abducting people in the area. If he defeats you, discard a Follower. If you defeat him, draw and encounter a Denizen rescued from his clutches.

2

SNEAKTHIEF



Enemy - Outlaw

CRAFT: 3
If you kill the Sneakthief you may discard this card instead of keeping it as a trophy to take 1 Object from another character. He will remain here until he is killed.

3

SPELL THIEF



Enemy - Outlaw

CRAFT: 3
The Spell Thief will evade you if you have no Spells. You may discard a Spell to evade her. If she defeats you, discard all your Spells.

3

SQUIRE



Follower

You may use a second weapon in battle.
You may send the Squire off to the discard pile at any time to fetch a **Steed** for you from there.

5

SWINDLER




Enemy - Outlaw

CRAFT: 4
If the Swindler defeats you, instead of losing a life, you buy a bottle of his snake-oil. Lose 1 gold and roll 1 die to see what effect the tonic has.
1) Become a Toad for three turns
2-3) Lose 1 life
4-5) Miss a turn.
6) Heal 1 life.

3

TAVERN BRAWL



Event

The Tavern patrons are more rowdy than normal. Place this card on the Tavern. The next time a character rolls a 3 or less at the Tavern, a Brawl breaks out. All characters at the Tavern lose 1 life and add 1 gold to their bounty. After the Brawl, discard all cards on the Tavern.

1

THIEVES' TOOLS




Object

When you encounter a space or card that allows you to purchase an Object, you may steal one available Object of your choice, then roll 1 die. On a 1-3, discard the Thieves' Tools.

5

THIRSTY PRISONER



Stranger

If you have a Water Bottle when you visit him, the Thirsty Prisoner will tell you where he hid his stolen treasures. Reveal 8 Adventure cards and keep any Objects revealed, discarding the rest. If you reveal no Objects, gain 3 gold. Once a character offers the Prisoner a drink, he is condemned to the discard pile.

4

TORTURER



Enemy - Law

CRAFT: 7
The Torturer questions you for information concerning the Crown of Command. You may discard a Talisman or Quest to evade him. If he defeats you, lose a Strength or a Craft as well as a life.

3

TRICKSTER



Enemy - Outlaw

CRAFT: 2
If you are defeated, in addition to losing 1 life, you must ditch 1 Object at random. If you defeat the Trickster, you may take 1 Object of your choice from any character in the same Region. He will remain here until killed.

3

TRICKSTER




Enemy - Outlaw

CRAFT: 2
If you are defeated, in addition to losing 1 life, you must ditch 1 Object at random. If you defeat the Trickster, you may take 1 Object of your choice from any character in the same Region. He will remain here until killed.

3

USURPER



Stranger

A Usurper has stolen the throne. Place him on the Castle when revealed. If you bring the King, Queen, Prince or Princess to the Castle, either kill them or battle the Usurper and his guards with Strength 8. If you win, discard the Usurper and gain a card of your choice from any Shop or Purchase deck for free.

4

VIGILANT



Enemy - Law

STRENGTH: 2
The Vigilant is always ready to call for aid when trouble arrives. You may evade the him. If you choose to attack him, move the nearest other Law Enemy in this Region to his space.

2

VIGILANT



Enemy - Law

STRENGTH: 2
The Vigilant is always ready to call for aid when trouble arrives. You may evade the him. If you choose to attack him, move the nearest other Law Enemy in this Region to his space.

2

WANTED POSTER



Object

Trinket
Before battle or psychic combat, you may discard the Wanted Poster to treat your opponent as if they were wanted. If you defeat them, collect a bounty of gold equal to their Strength or Craft.

5

WANTED POSTER



Object

Trinket
Before battle or psychic combat, you may discard the Wanted Poster to treat your opponent as if they were wanted. If you defeat them, collect a bounty of gold equal to their Strength or Craft.

5

WARDEN



Enemy - Law

STRENGTH: 4
The Warden collects the crown's portion of all hunts. You may discard an Animal trophy to evade her; if you have none, she evades you.

2

WARDEN



Enemy - Law

STRENGTH: 4
The Warden collects the crown's portion of all hunts. You may discard an Animal trophy to evade her; if you have none, she evades you.

2

WARHORSE



Event

Steed
Add your Craft value to your Strength during battle. If you lose a life in any battle or psychic combat, you must discard the Warhorse.

5

WARHORSE



Event

Steed
Add your Craft value to your Strength during battle. If you lose a life in any battle or psychic combat, you must discard the Warhorse.

5

WITCH HUNTER



Enemy - Law

CRAFT: 4
The Witch Hunter pursues those who abuse magic to break the law. If you have no Spells or if you discard one, you may evade him. Otherwise, he adds 1 to his attack score for each Spell you have.

3

WITCH HUNTER



Enemy - Law

CRAFT: 4
The Witch Hunter pursues those who abuse magic to break the law. If you have no Spells or if you discard one, you may evade him. Otherwise, he adds 1 to his attack score for each Spell you have.

3

