



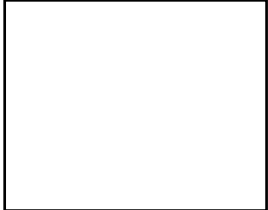
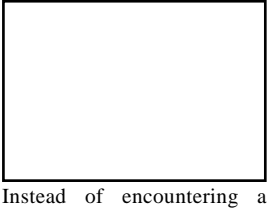
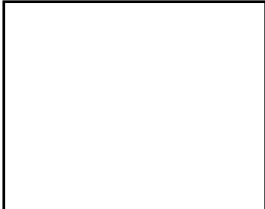


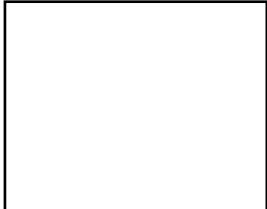
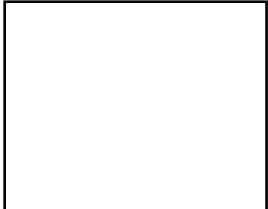
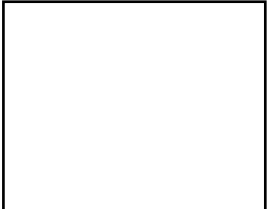

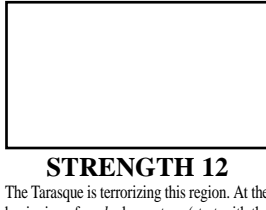
























Place 6 Place Troll Bridge  You may cross to an opposite space as if by raft for all of your gold (minimum 2). You may also sneak. To sneak, roll under Craft on 2 dice. If successful, cross for free. If not, lose 1 life and fail to cross.	Place 6 Place The Druid Ring  You may roll 1 die: 1-3: Teleport to any space in this region. 4: Gain 1 spell. 5: Teleport to Cursed Glade. 6: Fight a Demon, Craft 10.	Place 6 Place Roadside Inn  You may rest at the Inn. To do so, spend 1 gold and miss 1 turn. At the end of your <i>missed</i> turn, Heal any lost lives.	Place 6 Place Cloud Castle  You may roll 1 die: 1: Fight a Dragon, Strength 7 2: Fight a Wizard, Craft 6 3: Lose 1 turn. 4: Roll 1 die; gain that many gold. 5: Gain 1 spell. 6: Gain your choice of 1 Craft, Strength, Life, Gold, or Spell - or teleport to any space in this region.	Magic Object 5 Magic Object Torc of the Gods  No Good or Evil character can use this item. The owner of the Torc, when in battle with Monsters or Animals, always has at least an even chance. If the Enemy's Strength is greater, resolve combat as though Strengths were equal.	Object 5 Object Throwing Knife  Instead of encountering a space, the owner may attack another character in the same region within 3 spaces. If the thrower wins the combat, this Object is discarded. If the thrower loses, the winner gets the knife. The Monk may not own this Object.
Place 6 Place Fog  Roll 1 die: 1-3: Miss 1 turn 4: Lose 1 Object or gold. 5: Lose 1 Follower. 6: Draw 3 Adventure cards.	Event 1 Event Mysterious Occurence  Lose 1 Adventure card of your choice.	Event 6 Event Falling Star  All players in the Outer or Middle regions may roll 1 die: 1-3: Lose 1 turn stargazing. 4-6: Gain your choice of 1 Craft, Strength, Life, Gold, or Spell.	Enemy - Spirit 3 Enemy - Spirit DracoLich  CRAFT 7 The DracoLich will remain here until it is killed. To be killed, it must be defeated by 3 or more.	Follower 6 Follower Golden Goose  Before you move, you may roll 1 die. On a 5 or 6, the goose lays an egg; gain 1 gold. On a 1, the goose overextends itself; gain 3 gold, and discard the goose.	Enemy - Spirit 3 Enemy - Spirit Psychic Ergovore  CRAFT 5 If the Psychic Ergovore wins the combat, the character loses a life normally, and then must <i>immediately</i> fight the Ergovore again.
Event 1 Event Brigands  You are ambushed by brigands. Lose all gold, and 3 lives. For every Object you elect to lose, one of the lost lives is spared (so a character losing 2 Objects will lose only 1 life, for example).	Event 1 Event Tarasque  STRENGTH 12 The Tarasque is terrorizing this region. At the beginning of <i>each</i> players turn (start with the next to play), the Tarasque moves 1 square clockwise and destroys any cards in that space. He will continue until he reaches the City or the Castle, where the king's troops destroy him before he affects the space. This card takes precedence over any others. The Tarasque doesn't attack characters, but he may <i>be</i> attacked normally, as a Monster, when he's drawn or landed on.	Event 1 Event Quasi-Deity  Look through the discarded Adventure cards, and select one. Treat it as if you had drawn it normally.	Enemy - Monster 2 Enemy - Monster Wandering Toad  STRENGTH 1 CRAFT 1 A toad is marauding this area. It will remain here until it is killed. You must fight the toad with the <i>lower</i> of your Strength or Craft.	Follower 5 Follower Animal Trainer  When you defeat an Animal in combat, the trainer may train it to be your follower, adding 1 to your Strength in combat. If the Animal Trainer is lost, or stolen by another player, all the animals he trained go with him.	Enemy - Monster 2 Enemy - Monster Basilisk  STRENGTH 4 In addition to combat, roll 1 die for each follower. On a 1-3, the follower is turned to stone; discard it.

<div> <div>PLACE6PLACE</div> <div>Guildhall</div> <div></div> <div> <p>Any Follower drawn in this Region is immediately placed on this space. Followers encountered here may be taken for 2 gold each (in addition to fees specific to the follower, if any). Players landing here may elect to leave Followers on this space, earning 1 gold each.</p> <p>If the Guildhall is moved or destroyed, all Followers on this space go with it.</p> </div> </div>	<div> <div>EVENT1EVENT</div> <div>Trendy Religions</div> <div></div> <div> <p>A number of faddish cults gain popularity. Any player in this region may change their alignment as follows:</p> <p>Good or Evil players may become Neutral.</p> <p>Neutral players may become Good or Evil.</p> </div> </div>	<div> <div>MAGIC OBJECT5MAGIC OBJECT</div> <div>Black Sun Jewel</div> <div></div> <div> <p>No Good player may take the Black Sun Jewel. Whenever another player loses a life in the Desert, you may roll 1 die:</p> <p>1-3: Gain 2 lives.</p> <p>4-6: Gain 2 spells.</p> <p>You can sacrifice (discard) the Jewel in the Oasis in exchange for 3 Craft.</p> </div> </div>	<div> <div>PLACE6PLACE</div> <div>Black Cathedral</div> <div></div> <div> <p>While at the Black Cathedral, any Evil player can trade 2 lives for 1 point of Craft or Strength. Good or Neutral Players roll 1 die, instead:</p> <p>1-4: Fight a Haunt, Craft 3.</p> <p>5-6: Fight a Demon, Craft 10.</p> </div> </div>	<div> <div>EVENT1EVENT</div> <div>Solstice Eve</div> <div></div> <div> <p>All players must give one Magic Object to the player sitting to their left. Players with no Magic Objects must give an ordinary Object, gold, or Follower. Players with nothing to give receive 3 gold (in addition to the gift, if any, from the player to their right) and needn't give any of it away.</p> </div> </div>	<div> <div>OBJECT5OBJECT</div> <div>Portable Smithy</div> <div></div> <div> <p>Only characters with a Mule or Horse & Cart can take the Smithy. You may opt to skip any turn and roll 1 die:</p> <p>1-3: Take 1 helmet, shield, or armor from the Purchase deck.</p> <p>4-6: Take 1 sword or axe from the Purchase deck.</p> </div> </div>
<div> <div>ENEMY - Monster2Monster - ENEMY</div> <div>Blood Beagle</div> <div></div> <div> <div>STRENGTH 5</div> <p>A blood beagle is searching here for food; it will remain until it is killed.</p> <p>When the blood beagle is killed, it erupts in chaos. The player who kills it immediately draws 10 Adventure cards, and any Events take place immediately. Non-Events are discarded.</p> </div> </div>	<div> <div>ENEMY - Spirit3Spirit - ENEMY</div> <div>Ghost Maiden</div> <div></div> <div> <div>CRAFT 4</div> <p>A soul-sucking, beautiful ghost haunts this space, and will remain until killed.</p> <p>Players with a Craft of 4 or more automatically Evade the Ghost maiden.</p> <p>The character who kills the Ghost Maiden gains 1 Craft.</p> </div> </div>	<div> <div>MAGIC OBJECT5MAGIC OBJECT</div> <div>Monkey's Paw</div> <div></div> <div> <p>Provided you have at least one Object or Follower, you may at any time discard the Monkey's Paw in exchange for 2 gold, 2 Strength, 2 Craft, 2 Spells, or 2 Life.</p> <p>Immediately after discarding it, lose all your followers and Objects to the discard pile, as well.</p> </div> </div>	<div> <div>ENEMY - Animal2Animal - ENEMY</div> <div>Enraged Grizzly</div> <div></div> <div> <div>STRENGTH 5</div> <p>A huge bear, driven mad and thirsting for human blood, is marauding here. If it is not killed immediately, it calms down and wanders to the discard pile.</p> </div> </div>	<div> <div>ENEMY - Spirit3Spirit - ENEMY</div> <div>Pooka</div> <div></div> <div> <div>CRAFT 5</div> <p>Any player may Evade the pooka by discarding 1 gold.</p> </div> </div>	<div> <div>MAGIC OBJECT5MAGIC OBJECT</div> <div>Azure Crystal</div> <div></div> <div> <p>No Evil player may take the Azure Crystal.</p> <p>The Crystal adds 2 to your Craft when in combat with Spirits. For every Spirit you defeat while using the Crystal, gain 1 Strength.</p> </div> </div>
<div> <div>PLACE6PLACE</div> <div>Secret Ravine</div> <div></div> <div> <p>You may enter the ravine by rolling 1 die and adding your Craft:</p> <p>2-7: Lose 1 turn.</p> <p>8 or more: Go to the Hidden Valley. If the Secret Ravine is <i>in</i> the Hidden Valley, it leads to the Ruins, instead.</p> </div> </div>	<div> <div>EVENT1EVENT</div> <div>Feast of St. Sinless</div> <div></div> <div> <p>All Good players may roll 1 die:</p> <p>1-2: An Evil player of your choice loses 1 life. You must express regret, however.</p> <p>3-4: Gain 1 spell.</p> <p>5-6: Gain 2 gold.</p> </div> </div>	<div> <div>OBJECT5OBJECT</div> <div>Pirate's Map</div> <div></div> <div> <p>When this object is first drawn, place a cache of 6 gold on the space 8 spaces clockwise from where the Pirate's Map is found. Only the owner of the map can collect the gold, at which point the map is lost to the discard pile.</p> </div> </div>	<div> <div>PLACE6PLACE</div> <div>Country Tavern</div> <div></div> <div> <p>You may roll 1 die:</p> <p>1: Anger the locals and get in a fight with an Unruly Mob, Strength 5.</p> <p>2-4: Miss 1 turn, drinking.</p> <p>5: Gamble and win a Mule.</p> <p>6: Gamble and win 2 gold.</p> </div> </div>	<div> <div>EVENT1EVENT</div> <div>Haunted Evening</div> <div></div> <div> <p>All Spirits on the board move three spaces clockwise.</p> <p>Any spirit moving to an occupied space attacks a character there (roll randomly if there are more than one characters present). Resolve all such attacks immediately.</p> </div> </div>	<div> <div>OBJECT5OBJECT</div> <div>Flask of Oil</div> <div></div> <div> <p>The flask of oil may be used to add 2 to your Strength for the duration of one Combat, after which it is discarded.</p> </div> </div>

<p>STRANGER 4 STRANGER</p> <p>Dwarvish Blacksmith</p>  <p>You may pay to have your Armor, Shield, or Helmet <i>enchanted</i> for the price of 3 gold (1 gold for the Dwarf). Place a marker on it to indicate that it is now a Magic Object. You may roll <i>twice</i> for enchanted gear, taking the best roll.</p>	<p>EVENT 1 EVENT</p> <p>Moonburst</p>  <p>The moons align perfectly on a misty evening, and magic flows through the land. All characters in this region gain 2 spells.</p>	<p>MAGIC OBJECT 5 MAGIC OBJECT</p> <p>Amulet of Vorlax</p>  <p>Whenever anyone in your Region gains a Life, Craft or Strength from an Event, Place, Stranger, Spell or space on the board, you gain the same thing. Whenever anyone in your Region loses a Life for any reason, so do you.</p>	<p>PLACE 6 PLACE</p> <p>Oriental Cathouse</p>  <p>You may pay 2 gold and roll 1 die: 1-2: Have an enlightening experience with [1 die] new friends. Gain 1 Craft. 3-4: Exhausting! Gain 1 Strength. 5: You're so good they give you your gold back, plus 1 more. 6: You contract an unpleasant malady. Lose 1 life and 1 turn.</p>	<p>EVENT 1 EVENT</p> <p>Traveling Circus</p>  <p>All players in this region roll 1 die for each Follower they have. On a 1, 2 or 3, the Follower runs off to join the circus (in the discard pile).</p>	<p>OBJECT 5 OBJECT</p> <p>Rabbit's Foot</p>  <p>Whenever you draw an Event card you don't like, you may roll 1 die. On a 1,2, or 3, you may discard the Event as if it were never drawn (nothing is drawn to replace it).</p>
<p>ENEMY - Monster 2 Monster - ENEMY</p> <p>Carnivorous Weeds</p>  <p>STRENGTH 2</p> <p>This area is infested with carnivorous weeds. Any character unable to evade the weeds loses their next turn, even if they win the fight. When defeated, the weeds remain in this space. The Druid or Elf may automatically evade the weeds.</p>	<p>ENEMY - Spirit 3 Spirit - ENEMY</p> <p>Baba Yaga</p>  <p>STRENGTH 6 CRAFT 6</p> <p>Baba Yaga is roaming here, hungry. You must fight her with the <i>lower</i> of your Strength or Craft. If she is defeated, she is not killed. Move her 1 die spaces clockwise.</p>	<p>MAGIC OBJECT 5 MAGIC OBJECT</p> <p>Disposable Golem</p>  <p>The Disposable Golem can be animated to fight in your place. It has Strength 9. If it loses, it is automatically destroyed. If it wins, roll 1 die. On a 1, it survives intact. On a 2-5, it is destroyed. On a 6, it immediately attacks you and is <i>then</i> destroyed.</p>	<p>ENEMY - Monster 2 Monster - ENEMY</p> <p>Yeti</p>  <p>STRENGTH 5</p> <p>A Yeti is marauding this area, and will remain here until it's killed. Any character who kills the yeti in combat may devour it's heart by rolling 1 die: 1-3: Gain 1 Strength 4-6: Lose 1 Life</p>	<p>ENEMY - Spirit 3 Spirit - ENEMY</p> <p>Marley's Ghost</p>  <p>CRAFT [SPECIAL]</p> <p>Marley's Ghost is sick of being helpful and just wants to kill anyone in this space. His Craft is 1, plus <i>twice</i> the number of Gold his opponent owns. He will remain here until defeated.</p>	<p>MAGIC OBJECT 5 MAGIC OBJECT</p> <p>Sword of Mercy</p>  <p>The Sword of Mercy may be used to add 4 to the user's Strength in combat, but it cannot be used to kill. Animals and Monsters defeated with the help of the Sword remain on the board; other players may not be forced to lose lives. This sword may be used against unkillable foes like the Sentinel.</p>
<p>PLACE 6 PLACE</p> <p>Blighted Heath</p>  <p>The villagers here are starving. Good characters lose all their gold here, but provided they had at least 1 gold to give, may take any 2 objects from the Purchase deck. Neutral characters may opt to give away all their gold as above. Evil charactes must gloat and laugh wickedly.</p>	<p>EVENT 1 EVENT</p> <p>Electrical Storm</p>  <p>Any character in this region who owns a Shield, Helmet, Armor, Warhorse, or the Holy Lance loses 1 life. All other characters in this region lose 1 turn.</p>	<p>STRANGER 4 STRANGER</p> <p>Bravo</p>  <p>A burly wrestler is here, eager to show off. You may fight him if you wish (he has Strength 5). If you defeat him, gain 2 gold from side-bets and move him 2 spaces clockwise. If he defeats you, lose 1 turn. If you elect to ignore him, move him to the Tavern if he's not already there.</p>	<p>PLACE 6 PLACE</p> <p>Baba Yaga's Hut</p>  <p>You must roll 1 die: 1-2: Teleport to the Cursed Glade. 3-4: Gain any one item from the Purchase deck. 3: Lose all gold and gain 1 Life. 6: If Baba Yaga is on the board, she immediately moves to this space and attacks you. If she is not on the board, gain 2 gold.</p>	<p>EVENT 1 EVENT</p> <p>Rude God</p>  <p>You are visited by a Rude God. If your Craft is less than 4, lose 1 Life. If your Craft is 4 or more, you may pick any Event in the discard pile and have it happen to another player. Resolve the event immediately, as if they'd drawn it.</p>	<p>OBJECT 5 OBJECT</p> <p>Divining Rod</p>  <p>Whenever you land in the Desert, you may roll 1 die. Apply the result before encountering the space: 1-3: Move to the Oasis. 4-5: Gain 1 gold. 6: No effect.</p>