

A001

## Pickled Mushroom Creature

Picture this... it has little fangs and a discombobulated look. Truth be told it's just soft and bouncy enough to make a fine foot rest, if only it would hold still. But alas, this one would rather waddle up to you and chomp at your feet

As a rule Mushroom Creatures are slow-moving and even kind of cute, but this one haaaaas been Pickled!! and therefore it is totally vicious

Defeat it with an Attack roll of 7 or higher

Mushroom chases with a d6

A002

## Overly Ambitious Goblin Trainee

Picture a rather pathetic specimen of a Goblin in a frenzied state of attack

This Goblin was sent by a group of his peers on a mission of honor: to find the nearest band of adventurers and force them to submit to Feonora's new Goblin overlords... or die trying. It's possible, unbeknownst to your attacker, that the whole affair is a prank often played on gullible trainees

Defeat it with an Attack roll of 7 or higher

Goblin chases with a d6

A003

## Ferocious Blah-Boaricus

Picture this... an agile and hairy beast whose grimy, matted fur reminds you of the ultimate bad hair day. It snorts and charges relentlessly with menacing tusks

This slobbering beast feels that you have invaded its territory. Now it seems determined to drive you away

...and maybe also to trample you just for good measure

Defeat it with an Attack roll of 7 or higher

Boaricus chases with a d12

A004

## Colony of Bear Bugs

Picture vicious little (but not so little) beetles roughly the size of a turtle, each one having the fearsome head of a bear. They look especially excited to see you

Bear Bugs usually forage in small groups, content to gobble on honey and garbage. But sometimes they get desperate and agitated, and that's when they will go after more difficult meals... such as tasty adventurers

Defeat it with an Attack roll of 7 or higher

Bear Bugs chase with a d8

A005

## Swarm of Flying Leeches

Picture large Leeches with dragonfly wings and tiny little suction teeth

Swamp leeches are sometimes used for medicine or little Goblin pets. But Flying Leeches are big and slimy and hunt for their meals! This brood hasn't eaten in days and you are just the tasty snack they've been looking for

Defeat it with an Attack roll of 8 or higher

Leeches chase with a d12

A006

## Dreadful Jackalope

Picture this... a slightly bizarre, though not terribly alarming cross between a large jackrabbit and an antelope. It looks hungry and fearless and goes "Graar!"

These ferocious little critters move fast but make for a tasty meal, especially when served up in a stew

The trick is that you have to defeat it before it makes a meal out of you

Defeat it with an Attack roll of 8 or higher

Jackalope chases with a d12

A007

## Mythical Waddling Warbler

Picture a perfectly ordinary pigeon wondering what the lot of you are up to

The tales of the Waddling Warbler are the stuff of legend and nightmares. So fierce. So frightening. To even speak its name is forbidden in some remote corners of the world. And now you must face this monstrous BEAST!

Or maybe it's just a pigeon

Defeat it with an Attack roll of 5 or higher

Mythical Warbler does not chase

A008

## Avenjing Scribbles

Picture a mass of small critters made of squiggly lines and chasing after you

Scribbles are known to go into a feeding frenzy whenever someone steps on one of their ancestors, which can be difficult to see as they are very small. Unfortunately, there's no time to check the bottoms of your feet as the mob of angry feeders is already upon you

Defeat it with an Attack roll of 8 or higher

Scribbles chase with a d12

A009

## Feral Chickens

Picture a rag-tag band of chickens that have clearly gone native. They're carrying spears & tomahawks and some of them have fashioned elaborate headdresses to denote their warrior spirit

When domesticated chickens escape they go native. Unfortunately for you this fowl brood has decided to turn the tables... For one! For all! Viva La Revolucion!! "Bkaaa! bak! bak! bak!"

Defeat it with an Attack roll of 8 or higher

Chickens chase with a d8

A010

## Werekeet

Try to picture a human sized bird monster with the arms & legs of a man but the body & head of a parakeet

They say a doctor's futile obsession with saving his dying pet bird led to madness, chemistry and experiments in the dark of night (thunder sound) Now he's Half Maaan! Half Parakeet!

...and not to be trifled with

Defeat it with an Attack roll of 9 or higher

Werekeet chases with a d8

A011

## Giant Hideous Toad

Picture this... it is a Giant! Hideous! Tooaaaaad-a! that wants to eat you

It is a well known fact that toads will eat pretty much anything, including their own kind! "Grrriibit Grm grm" "Buurrrp!" (and a woosh of toad breath)

It would seem that this gluttonous beast has just found its next meal

Defeat it with an Attack roll of 9 or higher

Giant Toad chases with a d8

A012

## Group of Goblins

Picture a small group of hopelessly incompetent yet determined Goblins

This ragtag hunting party was sent out to collect a bit of food, along the lines of grubs and berries. Upon spying your group they have gotten the winning idea to take down a party of real adventurers and henceforth become living legends

...and maybe even pop stars

Defeat it with an Attack roll of 9 or higher

Goblins chase with a d8

A013

## Skeleton Fighter

Picture this... it's a rather silly looking skeleton with a sword and a few pieces of mismatched armor, that's Trying to kill you! "Clackety clackety Creeeak!"

Tireless. Relentless. The perfect addition to the most eeeevil army yet devised. Now, roaming the land in search of the living, Skeleton Fighter has but one purpose ...make more of its own kind. "Muaah! Ha Ha haaaaa!"

Defeat it with an Attack roll of 9 or higher

Skeleton chases with a d6

A014

## Marauding Gullpiper

Picture this... a piratey seagull with an eye patch and a snarl

It likes to harass and pilage for that is often the result of poor upbringing. Yes, these uncouth rascals of the sea will not only steal your coin, but pelt you with them as well. Swift and agile they are, and a right nuisance to boot

Defeat it with an Attack roll of 7 or higher

Special: Characters lose equivalent Copper Pieces alongside damage

Gullpiper chases with a d12

A015

## Goblin Riders

Picture this... a confident troop of uncharacteristically competent Goblins riding on Ferocious Blah-Boaricus. They are well armed, charging at you and it will be for honor! To the death and take no prisoners! "Rhaaaaaaaaa!"

Make ready and hold fast! You've just encountered the few, the proud, the elite of Goblindom... Goblin Riders!

Defeat it with an Attack roll of 10 or higher

Goblins chase with a d12

A016

## Sharks

Picture this... the sharks are riding heavy duty skateboards and wearing organic scuba gear hooked up to water tanks. One has a trident and the other two are ready with a big net, and pokers for tagging captured specimens

These hunters from the sea just love fresh Land Food (that includes you and your mounts). Being a superior species, they may also take one or two of you back for scientific study

Defeat it with an Attack roll of 10 or higher

Shark Hunters chase with a d8

A017

## Velociduck

Picture this... a dark green, only very large duck with purple spots and sharp teeth and it has a most unnerving high pitched vocalization that goes like, "Grraaaaaahhh!"

Cunning and vicious. You can only see the one at the moment but rest assured these dreaded creatures hunt in packs. Some would say "Don't move a muscle." Others would say "Ruuun!"

Defeat it with an Attack roll of 10 or higher

Velociduck chases with a d8

A018

## Burrowing Slugglemyte

Picture something like a huge earthworm only it moves swiftly underground and then it pops up with its big toothy mouth to feed on cattle and goblins and tasty little adventurers (or their mounts)

Slugglemytes can thrive in any type of climate where food is available, such as right now, as the ground trembles underfoot and then, like an explosion, a giant mouth bursts open to get you!

Defeat it with an Attack roll of 10 or higher

Slugglemyte chases with a d8

A019

## Heedless Horseman

Picture this... a heavily armored rider swinging a huge broadsword from atop a heavily armored black horse.  
Rumble Rumble Clopity Clopity Swoosh!

Bursting forth from the misty fog this ruthless rider has but one thing on its mind, to trample as many travelers as possible on its way to nowhere. It will even turn around to make another pass... foul and evil villain

Defeat it with an Attack roll of 11 or higher

Horseman chases with a d12

A020

## Band of Brigands

Picture this... Rabble. Riff-raff. Poor hygiene with a foul stench, sputtering despicable language and things like, "Hello what have we here hee hee hee"

This dastardly filth is up to no good. They intend to relieve you of your lives and loot... for profit and for fun

Defeat it with an Attack roll of 11 or higher

Special: If you defeat the Brigands double the result of your Loot roll

Brigands chase with a d8

A021

## Undead Pirates of the High Seas Matey

Picture this... it's a motley crew of zombie-skeleton pirates yammering on about a pearl necklace, a curse and maybe you're the treacherous curs that have stolen their ship and, "Get them!!"

Searching for their misplaced treasure these wretched sea dogs won't share with the likes of you "Arrrrgh!"

Defeat it with an Attack roll of 12 or higher

Special: If you defeat the Pirates double the result of your Loot roll

Pirates chase with a d6

A022

## Delinquent Pterodactyl

Picture a rough and tumble pterodactyl with a punk hairdo and a wild expression. It's swooping down toward you

This lowly and uncouth specimen has been frantically searching for a fresh kill, for to pay off its gambling debts. Ah! It spotted something. A group of feeble morsels have wandered into his hunting territory. Just the thing

Defeat it with an Attack roll of 12 or higher

Pterodactyl chases with a d12

A023

## Grumpy Ogre

Picture this... a big ol' grumpy Ogre with visible stink rising up from it and a few flies hanging about. He's carrying a big stubby club for to Smash You With!

Stumbling into any Ogre let alone a mean grump is a misfortune indeed. Now it's determined to pound you into mush because he is a curmudgeon and the lot of you will make yummy stew pot grub grub. Oh blimey

Defeat it with an Attack roll of 13 or higher

Grumpy Ogre chases with a d8

A024

## Band of Fiendish Orcs

Picture this... skilled warriors much larger, uglier and meaner than Goblins. This Hunting party doesn't take prisoners

The group approaches you with disturbing confidence as the leader of the pack declares, "Well boys! Looks like meat's back on the menu!"

Defeat it with an Attack roll of 13 or higher

Special: If you defeat the Orcs double the result of your Loot roll

Orcs chase with a d12

A025

## Odious Otig

Try to picture a grotesque and unsightly creature consisting mostly of mouth, feet and deadly tentacles. It is protected by a natural form of armor plating

What malevolent forces could have conjured up such a foul creature?

Legendary for their menacing disposition and repugnant stench. As if that weren't bad enough, Otigs are as dangerous as they are repulsive

**Defeat it with an Attack roll of 14 or higher**

**Otig chases with a d6**

A026

## Rogue Triceratops

Picture this... a massive Triceratops with a discombobulated disposition. It is huffing and puffing with agitated snorts and assuming an attack posture

It isn't common to run into a hostile Triceratops. But as the saying goes, every bunch has its Bad Apple, and it would appear this cantankerous fellow has it in mind to trample the lot of you, for no reason in particular

**Defeat it with an Attack roll of 14 or higher**

**Triceratops chases with a d8**

A027

## Mercenary Minotaur

Picture a hairy beast that resembles an angry bison, only it stands upright with massive arms like an Orcs. Its unique attire and sophisticated weaponry bely danger! An imposing and deadly serious creature, who now stands ready to destroy you with speed and efficiency

Minotaurs are excellent hunters, known to track their prey for miles.

The real question is why has it tracked you down? and who hired it?

**Defeat it with an Attack roll of 14 or higher**

**Minotaur chases with a d12**

A028

## Greedy Tyrant-O-Saurus

Picture this... a hideous and imposing dinosaur in a flashy business suit, carrying a briefcase bulging with loot

**Greed without limit. They hunt down tiny, tasty adventurers (their most favorite meal) to eat them and then take all their loot... but of course, are never satisfied. A most foul creature**

**Defeat it with an Attack roll of 15 or higher**

If you defeat the Tyrant-O-Saurus roll the Loot die and collect 24 CP

**Greedy Saurus chases with a d8**

A029

## Troll Bridge

Picture an old bridge spanning a swiftly moving brook. A greedy looking Troll waits inside a rickety guard shack muttering something about "Comments comments make them argue..."

The Troll announces greedily that if your party wants to cross the bridge you'll have to pay the toll. Your options are to pay 6 Copper Pieces, 1 Item, or 1 Spell per player. You might also try not paying the Troll, but that would end badly as it is temporarily immune to all weapons and magic

If a player has no Items and not enough Copper Pieces the other players will have to pitch in

A030

## Theosaurus

Try to picture a more beastly version of a Saber Tooth that is also vastly more intelligent ...and wicked. It would seem as though, somehow, it has got you cornered, perhaps with the aid of some dark magic it has come to possess

This clever, mystical beast offers you a choice: Beat him in a brief word matching game with a Persuasion roll of 8 or higher and he will spare you. Fail this and you get to be his next meal. Each Character (with help from their companions) is allowed one chance to beat the challenge

Theosaurus is immune to magic and your current stock of weapons, and chases with a d12

A031

## Two-Headed Giant

Picture this... its outfit is fashioned from animal pelts. One head looks mean while the other is wearing glasses

**Giants are known to be kind and gentle ...most of the time. To convince it that your intentions are noble the group must come up with two Persuasion rolls of 6 or higher.**

Succeed and the Giant will bestow a gift of 1 Item to the player with the highest roll (or both players if the rolls are equal). Fail and the Giant will mash and stomp the puny miscreants

Giant is immune to magic and your current stock of weapons, and chases with a d8

A032

## Wailing Banshee

Try to picture a ghostly opera singer complete with Viking helmet and busty plate mail. You know, opera. Really old opera. She's singing with gusto along the lines of "La la la la la la la LA! Laaaaa!" and "De la chi da! De la chi DAAaaaaa!!"

The songs of the Wailing Banshee are so overwhelming you have no other choice but to quickly destroy it with magic, or plug your ears and flee

**Wailing Banshee can only be defeated with Magic...**

**...and chases with a d6**



A033

## Whomping Olisaurus

Picture a colossal beast that closely resembles a pumpjack used on oil wells

Olisaurus graze endlessly on pools of strange black soup and are content to be left alone ...unless they feel their food supply is being threatened, in which case they become dangerously aggressive and (uh oh) you've just wandered right between this one and its favorite feeding spot. Regular weapons are useless against them

**Whomping Olisaurus can only be defeated with Magic...**

**...and chases with a d8**

A034

## Lorem Ipsum Merlo Mupsj

Picture this... a floating stick combined with the quirky piffle of blathering gibberish while attempting to repeatedly thwomp each and every one of you

What is it!? A bizarre creature? A cursed object? It yammers on and yet you can understand none of what is says. An ancient language? Profound philosophical musings holding the keys to life and the universe as we know it? Or, could it be that it's all just a lot of hokey dokey? (thwack! thwack!)

**Lorem Ipsum can only be defeated with Magic...**

**...and chases with a d8**

A035

## Abominable Mud Creature

Picture this... a giant walking mud creature that plods along "drip, glop, plop, sploosh!" but never gets any smaller. You can see that other, more foolhardy adventurers (or perhaps Goblins) have tried attacking it as various weapons, and something that looks very much like a bicycle are protruding from it

**Normal weapons are no good against this slogging creature of doom**

**Mud Creature can only be defeated with Magic...**

**...and chases with a d6**

A036

## Gobblidy Goop

Try to picture a semi-transparent monstrosity that is coming along toward you with a few smaller versions of itself. They sort of waddle along upright kind of like a kangaroo only not, but mostly you notice their big gaping (toothless) mouths that are ready to eat youuuu! Seriously, you can't make this up... oh wait

**Attacking a Gobblidy Goop with normal weapons only produces a bunch of smaller Gobblidy Goops**

**Gobblidy Goop can only be defeated with Magic...**

**...and chases with a d6**

A037

## Prankish Fairy

Picture a tiny mischievous fairy

As with most Fairies this one has mischief on its mind. Also, it is vain, and bored and thinks that none of you are quite fit or fab enough to ignore

Unless someone destroys it with a Magic Spell wicked fairy dust will be sprinkled upon the Group Leader... compelling them to sing one verse of their personal theme song. The group may not continue until the fairy dust has worked its magic, meaning that (oh yes) Player One must sing aloud!

**Fairies can only be defeated with Magic**

A038

## Mischievous Fairy

Picture a tiny mischievous fairy

This fairy has a devious sense of humor, and has decided it would be fun to pick on... oh... this one there

Unless someone destroys it with a Magic Spell wicked fairy dust will be sprinkled upon whomever has squandered the most Copper Pieces. (Back of Character Sheet)  
The effects will wear off only after this character has given a gift of some form or another to each of the remaining Player Characters

**Fairies can only be defeated with Magic**

A039

## Troublesome Fairy

Picture a tiny mischievous fairy

Those fairies are at it again. And now a giggling rascally thief! Oh yes, a riot and a hoot this one, especially when there are funny traveling "Oopsie daisies" to prank upon "he he he"

Unless someone destroys it with a Magic Spell each player loses one Spell or Item (of their choice). There is no time to trade before the chosen prize disappears... never to be seen again. "Say goodbye to the stuff okay buh bye stuff it's mine now he he he ha ha!"

**Fairies can only be defeated with Magic**

A040

## Frugal Fairy

Picture a tiny mischievous fairy

As with most Fairies this one is up to no good at all. It decides to play a cruel trick on you just for the fun and pleasure of seeing everyone flummoxed and helpless "Ha!"

Unless someone destroys it with a Magic Spell the fairy sends half of every player's coin purse "Aaaalllll the way back" to their Bank Deposit box in Villageton. Zap! Bling! "Toodles!"

(Round up if an odd number)

**Fairies can only be defeated with Magic**

A041

## Wildlife Traps

Picture a cluster of small bear traps haphazardly concealed under leaf litter

**These cruel and detestable traps were outlawed by Royal decree. They must have been placed here by Orcs or poachers, or abandoned ages ago**

Everyone must tread carefully, with an Agility roll of 5 or higher, starting with the Group Leader. If just one person makes a misstep it will set the whole thing off like a chain reaction and everyone takes 4 Damage (only take damage once). If the group makes it past the traps you will take a moment to set them off and bury them forever

A042

## Vine of Entanglement

Picture this...tough and thorny vines have burst out of the ground all around you, latching onto everything like a tangled web of brambles

**They got you!**

**From this moment every attempt at freeing yourself is a battle of strength and agility that you must overcome if you wish to carry on from here**

**Everyone must make an Agility roll of 5 or higher to escape. Take damage each time you roll until you manage to escape**

Vine of Entanglement has hindered the use of Weapons and Magic

A043

## Slurping Oozing Bubbling Sludge Puddle

The ground beneath your feet has suddenly turned mushy as the dark, thickening sludge oozes and bubbles to the surface. Only then does it begin to release its toxic odor

**It got you!**

**Somehow you must get free before the sludge consumes you**

**Everyone must make an Agility roll of 5 or higher to escape. Take damage each time you roll until you manage to escape**

Sludge Puddle has hindered the use of Weapons and Magic

A044

## Carnivorous Plant

Picture a huge plant that sort of resembles a mutated Venus Fly Trap with chompy teeth and, worst of all, thick grippy vines which it has managed to wrap around each party member

**It got you!**

**At the moment it seems intent on eating the Group Leader first but you may just be able to wriggle free**

**Everyone must make an Agility roll of 5 or higher to escape. Take damage each time you roll until you manage to escape**

Carnivorous Plant has hindered the use of Weapons and Magic

A045

## Orcish Archers

THHhhhhhhhp! ...Thhhhhp! Thp!Thp! Incoming arrows! Black and sticky resin. It can mean only one thing, Orcish archers! Way up over there are the distant shadows of silent death

**These cowardly Orcs have taken the high ground and ambushed you from afar. There is no other choice, you must run for cover!**

**Everyone must make an Agility roll of 6 or higher to escape the volley of arrows. Take damage each time you roll until you manage to escape**

Orcish Archers are too far away to attack with Weapons or Magic

A046

## Dodgy Suitor

Picture this... a suspiciously dapper sort of scoundrel with a small bouquet of plastic flowers and a flashy gold tooth (bling!). Also he likes to lean in close and wink a lot, especially at the "Lady folk"

**Oh, another one of these. We know the sort. He goes about making flattery with promises of courtship, followed by "down on me luck see" and "just a loan (yada yada) oh you're a sweet dear me yes you'll see (wink)"**

**Everyone who fails to make a Persuasion roll of 6 or higher will succumb to the overwhelming urge to "loan" the poor chap 10 Copper Pieces while looking forward to "big returns"**

A047

## Willow Wisps

Picture this...small sparkles of light floating in the air just out of reach. If you listen closely you can hear faint whispers

**Willow Wisps are themselves a great mystery. They are also most avid and devious Artifact collectors. Legends speak of a giant underground chamber filled with stolen artifacts**

**Before you have a chance to trade, everyone must make an Agility roll of 5 or higher. Those who fail each lose one Artifact (if you have one)**

Willow Wisps are immune to Magic and only steal Artifacts

A048

## Campfire Camaraderie

For tonight's entertainment you've decided to have a Dance Contest. Beginning with the Group Leader describe your Character's dance and then make an Agility roll

~or~

Get up and perform the dance, which automatically gives the highest possible Agility roll for your Character. The winner is determined by the highest Agility roll and gets to collect 4 Copper Pieces from every player

**In the event of a tie players will have to roll dice to determine a winner**

**Don't forget to include your Character's ability bonus**

A049

## Poor Unfortunate Souls

Picture a small clearing littered with corpses of the fallen. Scattered about are a few coins and mostly useless items

Here lie before you the remains of adventurers whose story we may never know. It is only appropriate to give them a proper burial and so you set to the task of digging nearby. But there is more to this scene than a battle fought long ago. Secrets buried and never found

Every player may collect Copper Pieces equal to their Hero Awards. Each Treasure Hunter in the group may also roll the Loot die. As usual, the Initiative Token Bonus goes to the player who pulled this card

A050

## Living Tree Creature

Try to picture a very Oooold tree, except that it has huge hands and a few barely discernible facial features

Fortunately for you the creature that towers before you is both kind and benevolent. After patiently listening to it recount the long tales of its ancestors it decides to bestow upon each of you a gift of great value... if you prove worthy to receive it, by explaining the nature of your quest and why you have chosen to join the others in completing it

Each player that is able to make a Persuasion roll of 6 or higher may collect One Item from the tree

A051

## Fearsome Dragon

Picture a not so fearsome dragon that has just landed with an earth-shaking thud right in front of you. Its eyes narrow. Smoke billows ominously from its nostrils. And then, it rears back, ready to loose the frightful doom of dragon's fire!

Except that instead it releases the loudest sneeze you have ever heard, knocking everyone to the ground. It then coughs up a small treasure chest, which lands at your feet. Oh. The dragon would like to trade this treasure for five fish

If the group is willing to make the trade then the contents are to be divided equally so that each player may collect 3 Copper Pieces and One Item Card

A052

## Hrothgar the Lost Viking

Picture a stereotypical Viking with a map. At the moment he is attempting to convey his confusion to the Group Leader using strange (and quite foreign) hand gestures, while awaiting a reply

Poor Hrothgar is trying to find his cousin's house up in the Northlands but seems to have gotten lost. The Group Leader must attempt to convey the correct direction of travel by showing us his or her hand (and body) gestures. You then wish him a safe journey, hoping he finds his way. Grateful for your kindness Hrothgar offers you a few freshly caught fish

Each player may take 1 Fish for each character they control

A053

## Pond of Replenishment

Picture a mysterious and enchanting pool of clear water with a few cattails growing out of it and little sparklies floating lazily above the surface

Not only is the water in this elusive pond refreshing but it contains regenerative properties as well. Although, the effects are limited and unpredictable, and might somehow relate to the sorts of thoughts you have toward your fellow travelers

Every player may roll a d12 and add the resulting Hit Points to their Health Tracker

This is not an ability roll and doesn't restore health if placed in a container

A054

## Hidden Waterfall

Picture a delightful waterfall cascading over a cluster of rock formations

As you pass by this pleasing feature you can't help but to appreciate its beauty. If there is a Thief or a Treasure Hunter then one of them has noticed a faint glimmer behind the water (otherwise the group continues on). A closer inspection reveals a small latch and an elaborate lock, no doubt concealing what is sure to be a forgotten stash of hidden treasure

Each Thief gets one attempt to pick the lock with a Thievery roll of 5 or higher. If successful each player gets 3 CP and the character who picked the lock may also take One Item card

A055

## Wishing Well

Picture an old well with some vines growing down into and around it

It's an old well, long neglected and no doubt all dried up. But that doesn't stop someone in the group from testing it with a small pebble (long silence and then a faint sploosh). Remarkable, there's water after all and what's this? You hadn't noticed the small sign obscured by foliage. Looking closer the inscription reads,

"Drop a coin and see what treasures you may find"

Starting with whoever pulled this card, each player may drop one Copper Piece and roll the Loot die

A056

## Lemon Verbena

Picture this... a trendy sort with a gothic flair. She's traveling with a family of Library Ducks who are helping to pull along a small wooden cart laden with a few curios and other items. Seeing your party she greets you with "Hiyaaa"

After a bit of friendly chit-chat you learn that Lemon is a Librarian up in the City and looking to trade some of these donated items for fish, to support the upcoming hackathon they are going to be hosting next month. What do you say?

She has enough time for two items, each one to the highest bidder (fish only please). Draw one item at a time, bidding starts with the Group Leader

A057

## Fish Pond

Picture this...the water is clear and inviting. It also appears that a healthy stock of fish are swimming about

What relief and good fortune. You've just stumbled upon a small hidden pond packed with fresh and delicious fish. This is a good place to stop and rest for a while

Every player may engage in one fishing session before it is time to pack up and keep moving

If Fish are running low then players should take turns, starting with whoever pulled this card. For once the fish tokens run out that is the signal that the fish have stopped biting

A058

## Friendship Day

Hold on a minute. Everyone gathers in a circle. What is it? Someone was just going over their calendar and realized that today is Friendship Day! Sing it! Dance it!

"Do da di la di heeeey. If you want to have friends, if you want to keep your friends, then don't forget about, what's not to Cheer About! oh you've got to spread the joy and Spread the Love! on Friendship daaaaaaay. Wa cha!"

Starting with whoever pulled this card, take turns giving 3 Copper Pieces or 1 Item to the player on your left. As you present your gift have your Character say one thing they like about the other Player Character. Oh, and Companions may chime in too of course

A059

## Wild Mount

Pull a Mount card until an animal or creature comes up and fill in the blank

A lone ( ) is grazing nearby in a small clearing. With the right moves someone in the group might just be able to catch it. Such an impressive feat will take nothing less than an

Agility roll of 8 or higher

Anyone may try, but the group only gets one chance. If caught the new Mount may go to any player that doesn't already have one, starting with whoever has the smallest coin purse. It may not be exchanged with any Mount (rented or owned) but can go onto the Character Sheet if the player wishes to adopt their new friend

A060

## Mistress Verity

She travels on a Raven that has landed nearby. Ravens are large enough to carry a rider and a hefty measure of supplies, if you didn't know. This one is loaded up with special money pouches that dangle from a custom fit apparatus

(Oh, a word of caution. Mistress is a designation of prestige, and nothing more)

Why look, it's Mr. Hogglebottom's most trusted associate and she's on her way back to Villageton. Seeing as how your accounts are in good standing she kindly offers to accept a traveling deposit

Each player may send as many Copper Pieces as desired back to their Bank deposit box. Deposits only please

A061

## Bendelow Trufflecake

Picture this...it looks like a huge bundle of floating wares and goods, until you realize that underneath it all a plump Hauflin with a walking stick is carrying the whole thing, and seemingly with minimal effort. This friendly fellow is quite a sight, what with his pack and all manner of strange trinkets and other things strapped to it or hanging off it

What good fortune to bump into a traveling merchant all the way out here. Seeing that you're a band of brave adventurers he offers you a bargain...

6 Copper Pieces per Item starting with whoever pulled this card. Each player is limited to 3 Items and no peeking allowed. "Quality goods. Only the best"

A062

## Blarney Hibiscus

Picture a tall lanky fellow standing next to a fully loaded pack mule

What good fortune to bump into a traveling merchant all the way out here, an opportunity to procure supplies

As you reach for your coin purses the merchant speaks up. He explains to you that these goods have already been paid for by nobles from the City. He is merely on his way to deliver them. Although, he does have one special item left, which he will gladly sell to the highest bidder...

First bid goes to the Group Leader. Keep going round till a high bidder is found (no peeking at the card)

A063

## Eponine Posh

Picture a kindly female Hauflin with a domesticated pack Mushroom creature loaded with two baskets full of fish. Holding on to a knotted rope tied to the Mushroom creature are little Hauflin children of varying ages, one of whom is wearing a small sign that reads "Mobile Fish Caravan." Another one has a sign that reads "We break for second breakfast" and, not to be left out, the littlest one has a sign that reads "Me too"

What good fortune to bump into a traveling fish merchant out here. After a bountiful fishing trip she is eager to sell her fresh, invigorating fish. Considering the trials ahead this is a happy day

5 Copper Pieces per Fish

A064

## Septimus Phlippsniffle

Picture a young, scholarly chap with a sac tied onto a stick slung over his shoulder. A briefcase with wings is flapping and floating along behind him

Well now this is a surprise. Fessiwig's Apprentice is returning from a business trip to a faraway land. Seeing that you're on an important mission he gladly offers to bargain with you for a few spells, only no time for browsing

Starting price for each Spell is 11 Copper Pieces minus your Persuasion roll. Companions may help of course

No peeking allowed, starting with the player who pulled this card



A065

## Butterfly



The King would love to add this elusive and beautiful creature to his personal collection. To collect it unharmed someone will need to make an Agility roll of 7 or higher

*Every player gets one attempt before the butterfly gets away*

A066

## Butterfly



The Queen would love to add this elusive and delicate creature to the Royal Conservatory. To collect it unharmed someone will need to make an Agility roll of 7 or higher

*Every player gets one attempt before the butterfly gets away*

A067

## Butterfly



The King would love to add this elusive and beautiful creature to his personal collection. To collect it unharmed someone will need to make an Agility roll of 7 or higher

*Every player gets one attempt before the butterfly gets away*

A068

## Butterfly



The Queen would love to add this elusive and delicate creature to the Royal Conservatory. To collect it unharmed someone will need to make an Agility roll of 7 or higher

*Every player gets one attempt before the butterfly gets away*

A069

## Butterfly



The King would love to add this elusive and beautiful creature to his personal collection. To collect it unharmed someone will need to make an Agility roll of 6 or higher

*Every player gets one attempt before the butterfly gets away*

A070

## Butterfly



The Queen would love to add this elusive and delicate creature to the Royal Conservatory. To collect it unharmed someone will need to make an Agility roll of 6 or higher

*Every player gets one attempt before the butterfly gets away*

A071

## Bank Day

It's time to see which way the Market is moving. Roll a d8 to find out how your deposit is faring

- 8 – Funds have Doubled!
- 7 – Earned Interest of 10 CP
- 6 – Earned Interest of 7 CP
- 5 – Earned Interest of 5 CP
- 4 – Earned Interest of 3 CP
- 3 – Earned Interest of 2 CP
- 2 – No Change
- 1 – Stock Slump!

If Stock Slump Lose all money higher than your Rank

A072

## Bank Day

It's time to observe the shifting whims of the Market. Roll a d8 to see how your deposit is faring

- 8 – Funds have Doubled!
- 7 – Earned Interest of 11 CP
- 6 – Earned Interest of 8 CP
- 5 – Earned Interest of 7 CP
- 4 – Earned Interest of 5 CP
- 3 – Earned Interest of 4 CP
- 2 – Earned Interest of 1 CP
- 1 – Stock Slump!

If Stock Slump Lose all money higher than your Rank

A073



## Trapped Goblin

Picture an old fashioned red telephone booth. A sad little Goblin is stuck inside with his hands and face pressed up against the glass, watching nervously as the group strolls by

Walking along you notice a poor little Goblin trapped in a very peculiar looking cage. From the looks of things you suspect it may have been placed there by a powerful Wizard

What do you do?

How do your Companions react?

Trapped Goblin has no Loot

A074



## Group Roleplaying

Thinking back to the previous event or encounter...

Does your Character or their Companions have any commentary they'd like to share?

...or, if you like, what does your Mount think about it?

Start with the player to the left of whoever pulled this card

A075



## A Close Encounter

Picture this... a Post Owl is flying along with a stack of mail clenched in its claws

The group is walking merrily along when someone detects a faint flapping sound coming in from behind. Spinning around weapon at the ready, you look up to see a Post Owl, on its way to deliver some mail. Just before it flies away a single letter (or package) falls at the feet of each party member...

What is it? Who is it from?

No Items, Spells, Hit Points or Copper Pieces may be gained from this card

A076



## Hidden Secrets

Picture a wooden sign with a Wanted poster and blurry image of someone

You're walking along when you come across a small wooden sign with a Wanted Poster. Looking more closely you notice that the picture bears a strong resemblance to the Group Leader (pause to look) and reads, "Wanted, for mischief and high treason. If you know where to find this criminal bring this poster to the nearest local authorities"

Could it be true? Is it a case of mistaken identity? A cruel trick? What does your Character and Companions think (or do)?

A077



## Group Roleplaying

Thinking back to the previous event or encounter...

From the standpoint of your Character or their Companions

What would you have done differently or what will you do differently next time?

Start with the player to the left of whoever pulled this card

A078



## Campfire Cooking

Picture a campfire with the whole cooking setup, including a big iron pot that hangs firmly over the fire and now has a little steam rising up from the boiling broth. Everyone has gathered around with their own plates, utensils and other cookware and ingredients

After a hard day's travel the group looks forward to good drink and a hearty meal. Looks like it's your turn to get things started...

What's on tonight's menu?

What does everyone else add to the meal?

A079

## Traveler for Hire

Take the next Companion card from the top of the deck and turn it over

As the figure up ahead comes into view you realize it is a fellow traveler. After the customary pleasantries and introductions you discover them to be en route to a famed tavern known as Wayfarer's Rest, where (it turns out) they had intended to hire out to a worthy cause. Starting with the Group Leader each player is allowed one attempt to hire this Companion

This traveler cannot replace another Companion and may only join someone with an available Companion slot

A080

## Roleplaying Card

Roll a d12 and refer to the list on the back of the How to Get Started booklet. Then ask the following question aloud

If your character is **Dwarf** or **Hauflin**...

The player to your left should go first

A081

## Roleplaying Card

Roll a d12 and refer to the list on the back of the How to Get Started booklet. Then ask the following question aloud

If your character is  
**Human** or **Khajathi**...

The player to your left  
should go first

A082

## Roleplaying Card

Roll a d12 and refer to the list on the back of the How to Get Started booklet. Then ask the following question aloud

If your character is  
**Elf** or **Malornian**...

The player to your left  
should go first

A083

## Roleplaying Card

Roll a d12 and refer to the list on the back of the How to Get Started booklet. Then ask the following question aloud

If your character is  
**Dwarf** or **Hauflin**...

The player to your left  
should go first

A084

## Roleplaying Card

Roll a d12 and refer to the list on the back of the How to Get Started booklet. Then ask the following question aloud

If your character is  
**Human** or **Khajathi**...

The player to your left  
should go first

A085

## Roleplaying Card

Roll a d12 and refer to the list on the back of the How to Get Started booklet. Then ask the following question aloud

If your character is  
**Elf** or **Malornian**...

The player to your left  
should go first

A086

## Roleplaying Card

Roll a d12 and refer to the list on the back of the How to Get Started booklet. Then ask the following question aloud

If your character is  
**Dwarf** or **Hauflin**...

The player to your left  
should go first

A087

## Roleplaying Card

Roll a d12 and refer to the list on the back of the How to Get Started booklet. Then ask the following question aloud

If your character is  
**Human** or **Khajathi**...

The player to your left  
should go first

A088

## Roleplaying Card

Roll a d12 and refer to the list on the back of the How to Get Started booklet. Then ask the following question aloud

If your character is  
**Elf** or **Malornian**...

The player to your left  
should go first