



<p>T001</p> <h3>The Usual Suspects</h3> <p>A lowly trickster broke into the Guards' sleeping quarters last night and stole the socks out of their footlockers. Now the guards are in a grumpy mood and determined to find the culprit</p> <p>If your Character or Companion is a Thief make a Persuasion roll of 5 or higher to offer a convincing alibi. Otherwise go directly to Jail</p> <p>If arrested the guards do not confiscate your Coin Purse</p> <p>Days Passed - 1</p>	<p>T002</p> <h3>Ode to the Tax Man</h3> <p>Those public services don't come for free you know. Think of our fine jails, well trained guards and all those lavish banquets you never get invited to...</p> <p>Everyone must pay 3 Copper Pieces to the Tax Collector</p> <p>Remember, taxes are only taken from your coin purse. Any money your character has in the Bank is safe</p> <p>Days Passed - 1</p>	<p>T003</p> <h3>Ode to the Tax Man</h3> <p>Now now. Let us all remember that taxes are the foundation of a strong civilization, not to mention an important measurement of wealth and snobbery</p> <p>Everyone must pay 5 Copper Pieces to the Tax Collector</p> <p>Remember, taxes are only taken from your coin purse. Any money your character has in the Bank is safe</p> <p>No Days Have Passed</p>	<p>T004</p> <h3>Veterans Day</h3> <p>It's Veterans Day in Villageton, the day that Feonora's heroes are honored for their service to the kingdom. Hip Hip Hooray!</p> <p>Rank of 1-6, No Bonus Rank of 7-18, Collect 1 CP Rank of 19-30, Collect 3 CP Rank of 31-52, Collect 5 CP Rank of 53-77, Collect 10 CP Rank of 78+ Collect 12 CP</p> <p>Days Passed - 1</p>
<p>T005</p> <h3>Feeble Pickpocket</h3> <p>Watch out. Someone has got their eye on your coin purse</p> <p>Everyone must make an Agility roll of 4 or higher to avoid being pickpocketed, or return 2 Copper Pieces to the Town Treasury. Those who manage an Agility roll of 6 or higher, followed by a Thievery roll of 7 or higher may «take» 5 Copper Pieces from the inexperienced Thief, who shall no doubt become the laughing stock of the guild</p> <p>Characters with Thievery or Thief Companions are immune to Pickpockets</p> <p>Days Passed - 1</p>	<p>T006</p> <h3>Novice Pickpocket</h3> <p>Rogues & Thieves abound in Villageton. Those not keeping a close eye on their coin purse had better be prepared to lose a few</p> <p>Everyone must make an Agility roll of 5 or higher to avoid being pickpocketed. Otherwise return 3 CP to the Town Treasury</p> <p>Characters with Thievery or Thief Companions are immune to Pickpockets</p> <p>Days Passed - 1</p>	<p>T007</p> <h3>Skilled Pickpocket</h3> <p>Hustle and bustle the children at play. A street corner. The gentle jingle of a coin purse. Did you feel that?</p> <p>Everyone must make an Agility roll of 8 or higher to avoid being pickpocketed. Otherwise return 4 CP to the Town Treasury</p> <p>Characters with Thievery or Thief Companions are immune to Pickpockets</p> <p>No Days Have Passed</p>	<p>T008</p> <h3>Master Pickpocket</h3> <p>Amid the sounds of village life, the shops, the people, the jangle of wares, something brushes past ...subtle as a breeze</p> <p>Everyone must make an Agility roll of 10 or higher to avoid being pickpocketed. Otherwise return 9 CP to the Town Treasury</p> <p>Characters with Thievery or Thief Companions are immune to Pickpockets</p> <p>No Days Have Passed</p>

<p style="text-align: right;">T009</p> <h3 style="text-align: center;">Fortune and Intrigue</h3> <p>This card is for all of the Treasure Hunters and Treasure Hunter companions in the group</p> <p>You glance up just in time to find a slightly frantic Post Owl swooping in to drop a package at your feet</p> <p>The note reads, "You'll never guess where I found this. Reminds me of that one adventure." Signed, "A Friend from the Past" P.S. Here's a little something extra (you know, for that special favor)</p> <p>Every Treasure Hunter you control may roll the Loot die and take one Item Card</p> <p style="text-align: center;">Days Passed - 1</p>	<p style="text-align: right;">T010</p> <h3 style="text-align: center;">A Date for the Ball</h3> <p>Some of the Nobles are in town in search of a worthy date for the upcoming Royal Ball. They've brought along a few of the Royal Guards to help round up eligible candidates...</p> <p>If your character is Male and has Charisma move your figurine to the tavern. You are each offered 3 Copper Pieces for your time and trouble... and had better start shopping for evening attire</p> <p style="text-align: center;">Candidates in Jail are also rounded up</p> <p style="text-align: center;">Days Passed - 1</p>	<p style="text-align: right;">T011</p> <h3 style="text-align: center;">Aftermath of a Tavern Brawl</h3> <p>Looks like things got a little rough down at the Tavern last night and the authorities have begun hauling folks off to Jail...</p> <p>If your Character has a d12 Fighting Ability, or you have a +3 Fighter Companion, you've just been fingered as one of the troublemakers. Make a Persuasion roll of 5 or higher to talk your way out of it or go directly to Jail</p> <p style="text-align: center;">Make only one Persuasion roll, regardless of how many characters you control</p> <p style="text-align: center;">Days Passed - 1</p>	<p style="text-align: right;">T012</p> <h3 style="text-align: center;">Incompetent Guard</h3> <p>Eager to return to a lively game of dice, one of the guards left his keys sitting near the cell...</p> <p>All characters still languishing in Jail, along with their companions, have just managed a daring escape. Immediately move your figurine to the Alleyway space</p> <p>No doubt the incompetent guard will be severely reprimanded and on the lookout for the escaped prisoners</p> <p style="text-align: center;">Days Passed - 2</p>
<p style="text-align: right;">T013</p> <h3 style="text-align: center;">A Mysterious Encounter</h3> <p>This card is for the Group Leader (But only if they are not in Jail)</p> <p>A weary stranger approaches, mortally wounded. With gasping breath they deplore you not to let "the enemy" get their hands on this. Spent and exhausted the stranger collapses at your feet.</p> <p>It isn't certain, but with help from Tynifir and Hildegard the poor soul may pull through in time. What could it be, this object of such importance and yet fraught with danger...?</p> <p style="text-align: center;">Collect One Item Card</p> <p style="text-align: center;">Days Passed - 2</p>	<p style="text-align: right;">T014</p> <h3 style="text-align: center;">Rogues & Ambushes</h3> <p>This card applies only to Characters who are outside</p> <p>You have just been ambushed by shifty uncouth Rogues!</p> <p>To send these filthy thugs running make an Attack roll of 7 or higher. Since they caught you off guard there's no time to use Magic, a Talisman of Teleportation, or a Weapon of Uberness</p> <p>If you fail your Attack roll the Rogues deliver 8 Damage and rob you of 8 Copper Pieces</p> <p style="text-align: center;">No Days Have Passed</p>	<p style="text-align: right;">T015</p> <h3 style="text-align: center;">Butterfly</h3>  <p>A Butterfly has just been spotted near the Fountain of Recovery. The King would love to add this elusive and beautiful creature to his personal collection. To collect it unharmed make an Agility roll of 6 or higher</p> <p style="text-align: center;"><i>If someone doesn't catch it on the first try the butterfly gets away</i></p>	<p style="text-align: right;">T016</p> <h3 style="text-align: center;">Butterfly</h3>  <p>A Butterfly has just been spotted near the River. The Queen would love to add this elusive and delicate creature to the Royal Conservatory. To collect it unharmed will require a careful Agility roll of 6 or higher</p> <p style="text-align: center;"><i>If someone doesn't catch it on the first try the butterfly gets away</i></p>

<p style="text-align: right;">T017</p> <h2 style="text-align: center;">Bank Day</h2> <p>Starting with the Group Leader each player with a Bank Account must roll a d8 to determine how your deposit is faring</p> <p>8 – Funds have Doubled! 7 – Earned Interest of 5 CP 6 – Earned Interest of 4 CP 5 – Earned Interest of 3 CP 4 – Earned Interest of 3 CP 3 – Earned Interest of 1 CP 2 – No Change 1 – Stock Slump!</p> <p>If Stock Slump lose all money higher than your Rank</p> <p>No Days Have Passed</p>	<p style="text-align: right;">T018</p> <h2 style="text-align: center;">Bank Day</h2> <p>Starting with the Group Leader each player with a Bank Account must roll a d8 to determine how your deposit is faring</p> <p>8 – Funds have Doubled! 7 – Earned Interest of 6 CP 6 – Earned Interest of 5 CP 5 – Earned Interest of 4 CP 4 – Earned Interest of 3 CP 3 – Earned Interest of 2 CP 2 – Earned Interest of 2 CP 1 – Stock Slump!</p> <p>If Stock Slump lose all money higher than your Rank</p> <p>Days Passed - 1</p>	<p style="text-align: right;">T019</p> <h2 style="text-align: center;">A Piglet Wrangling Derby</h2> <p>Villagetown's resident townsfolk love a good contest even when there isn't a festival on the calendar. Today's event is afoot and everyone's invited to participate... Dauber's piglets have been set loose and it will take all manner of ability to catch them. They're everywhere!</p> <p>Roll a d12 to catch your first piglet, followed by another roll of equal or higher value. Keep the streak going to catch more piglets. Everyone wins Copper Pieces equal to their streak. If one character gets the longest streak (no ties) then they also win a special item, hand-selected from Fessiwig's attic</p> <p>Days Passed - 1</p>	<p style="text-align: right;">T020</p> <h2 style="text-align: center;">Lively Performers</h2> <p>It's Performance Night at Wayfarer's Rest and you know what that means... Everyone gets a chance to show off their talent. What will it be? A Dance, a Story, a Daring Feat?</p> <p>Each player with a Character in the Tavern must first describe their performance and then collect 3 Copper Pieces from the resulting shower of coins. Characters with Charisma get 7 Copper Pieces</p> <p>Companions may join the performance, but this doesn't affect the reward</p> <p>Days Passed - 2</p>
<p style="text-align: right;">T021</p> <h2 style="text-align: center;">The Worthy Among Us</h2> <p>For a brief moment the leaves of the tree of Bellathædron sparkle... Among the blessings placed upon Villagetown by its good and noble founders is one that pays homage to bravery and sacrifice. This unique enchantment draws its energy from a display of gratitude, with a hug. Starting with the Group Leader each player may, if they choose, place their figurine next to any other figurine of higher rank... so long as the movement is accompanied by a real hug (or the enchantment won't work). Once the hugs and repositioning have concluded the sparkling gently fades, until the next arrives in its own good time</p> <p>Days Passed - 1</p>	<p style="text-align: right;">T022</p> <h2 style="text-align: center;">The Giving Tree</h2> <p style="text-align: center;">The Tree of Bellathædron has magically sprouted</p> <p style="text-align: center;">7 Copper Pieces</p> <p>Remove the Copper Pieces from the Town Treasury and place them onto the tree. The first one to arrive at the sleepy old Oak may collect these few precious coins (to be used for good)</p> <p>If your Character or Companion is a Treasure Hunter you may move your figurine 14 spaces</p> <p>Days Passed - 1</p>	<p style="text-align: right;">T023</p> <h2 style="text-align: center;">The Minions are Coming!</h2> <p>Special: This random event is intended for experienced groups of adventurers</p> <p>A dark and imposing cloud looms on the horizon. The increasing frequency of these vile incursions suggest that something sinister is afoot. As the writhing brood of foul creatures descends upon the town, windows are shuttered and the streets nervously emptied. Why even good Tyndfir must hastily wheel her cart in through the secret side entrance of Fessiwig's Emporium. Your only hope is not to be left out in the open. Make haste for the nearest indoor space! Whoever fails, in one movement action, to make it safely indoors loses their entire coin purse and one spell or item of their choice</p> <p>No Days Have Passed</p>	<p style="text-align: right;">T024</p> <h2 style="text-align: center;">The Next Big Thing</h2> <p>This card is only for d12 Fighters at the Guild, in Jail or in Washout Lane</p> <p>"Hey ho! What's this?" an exuberant fellow (with a peculiar limp) enthusiastically introduces himself as, "The Best Fight Promoter this side of Grimbald if you didn't know"</p> <p>He looks you over and declares that, "With a new look and the right manager why sure you could be the next Furious Mo" and promptly hands you 15 solid Copper Pieces</p> <p style="text-align: center;">"...just to think it over"</p> <p>Days Passed - 1</p>

<div>T025</div> <div><h2>Bounty!</h2><p>Waldo the Footpad has been spotted near the Stables. Move the Criminal to Bounty space B5</p><p>To catch Waldo make an Agility roll of 7 or higher Or, convince him to give up with a Persuasion roll of 6 or higher</p><p>You only get one chance, ...so don't mess it up</p><p>Bounty is 10 Copper Pieces</p><p>Set this card out while the Criminal is afoot</p></div>	<div>T026</div> <div><h2>Bounty!</h2><p>Bondo the Bandit has been spotted near the Tavern. Move the Criminal to Bounty space B3</p><p>To catch Bondo make an Agility roll of 7 or higher Or, convince him to give up with a Persuasion roll of 6 or higher</p><p>You only get one chance, ...so don't mess it up</p><p>Bounty is 11 Copper Pieces</p><p>Set this card out while the Criminal is afoot</p></div>	<div>T027</div> <div><h2>Bounty!</h2><p>Pliny the Poacher has been spotted near the Fish Pond. Move the Criminal to Bounty space B6</p><p>To catch Pliny make an Agility roll of 7 or higher Or, convince him to give up with a Persuasion roll of 7 or higher</p><p>You only get one chance, ...so don't mess it up</p><p>Bounty is 12 Copper Pieces</p><p>Set this card out while the Criminal is afoot</p></div>	<div>T028</div> <div><h2>Bounty!</h2><p>Farin the Thief has been spotted near the Stack of Barrels. Move the Criminal to Bounty space B1</p><p>To catch Farin make an Agility roll of 8 or higher Or, convince him to give up with a Persuasion roll of 7 or higher</p><p>You only get one chance, ...so don't mess it up</p><p>Bounty is 13 Copper Pieces</p><p>Set this card out while the Criminal is afoot</p></div>
<div>T029</div> <div><h2>Bounty!</h2><p>Wyrmwweed the Rascal has been spotted near Washout Lane. Move the Criminal to Bounty space B2</p><p>To catch Wyrmwweed make an Agility roll of 8 or higher Or, convince him to give up with a Persuasion roll of 8 or higher</p><p>You only get one chance, ...so don't mess it up</p><p>Bounty is 14 Copper Pieces</p><p>Set this card out while the Criminal is afoot</p></div>	<div>T030</div> <div><h2>Bounty!</h2><p>Smooth Drake has been spotted near the Tavern. Move the Criminal to Bounty space B4</p><p>To catch Drake make an Agility roll of 9 or higher Or, convince him to give up with a Persuasion roll of 9 or higher</p><p>You only get one chance, ...so don't mess it up</p><p>Bounty is 15 Copper Pieces</p><p>Set this card out while the Criminal is afoot</p></div>	<div>T031</div> <div><h2>Roleplaying Card</h2><p>Roll a d12 and refer to the list on the back of the How to Get Started booklet. Then ask the following question aloud</p><p>If your character is Human or Khajathi...</p><p>The player to your left should go first</p><p>No Days Have Passed</p></div>	<div>T032</div> <div><h2>Roleplaying Card</h2><p>Roll a d12 and refer to the list on the back of the How to Get Started booklet. Then ask the following question aloud</p><p>If your character is Elf or Malornian...</p><p>The player to your left should go first</p><p>No Days Have Passed</p></div>

<div>T033</div> <div>Roleplaying Card</div> <div>Roll a d12 and refer to the list on the back of the How to Get Started booklet. Then ask the following question aloud</div> <div>If your character is Dwarf or Hauflin...</div> <div>The player to your left should go first</div> <div>Days Passed - 1</div>	<div>T034</div> <div>Roleplaying Card</div> <div>Roll a d12 and refer to the list on the back of the How to Get Started booklet. Then ask the following question aloud</div> <div>If your character is Human or Khajathi...</div> <div>The player to your left should go first</div> <div>Days Passed - 1</div>	<div>T035</div> <div>Roleplaying Card</div> <div>Roll a d12 and refer to the list on the back of the How to Get Started booklet. Then ask the following question aloud</div> <div>If your character is Elf or Malornian...</div> <div>The player to your left should go first</div> <div>Days Passed - 1</div>	<div>T036</div> <div>Roleplaying Card</div> <div>Roll a d12 and refer to the list on the back of the How to Get Started booklet. Then ask the following question aloud</div> <div>If your character is Dwarf or Hauflin...</div> <div>The player to your left should go first</div> <div>Days Passed - 1</div>
<div>T037</div> <div>Roleplaying Card</div> <div>Roll a d12 and refer to the list on the back of the How to Get Started booklet. Then ask the following question aloud</div> <div>If your character is Human or Khajathi...</div> <div>The player to your left should go first</div> <div>Days Passed - 1</div>	<div>T038</div> <div>Roleplaying Card</div> <div>Roll a d12 and refer to the list on the back of the How to Get Started booklet. Then ask the following question aloud</div> <div>If your character is Elf or Malornian...</div> <div>The player to your left should go first</div> <div>Days Passed - 1</div>	<div>T039</div> <div>Roleplaying Card</div> <div>Roll a d12 and refer to the list on the back of the How to Get Started booklet. Then ask the following question aloud</div> <div>If your character is Dwarf or Hauflin...</div> <div>The player to your left should go first</div> <div>Days Passed - 1</div>	<div>T040</div> <div>Filthy Rotten Scoundrels</div> <div>The Fighter's Fighting Guild has just posted a bulletin. Bad guys, not from around here, have been mugging some of the defeated fighters out in Washout Lane. And sometimes they even kick them when they're down just for laughs</div> <div>Such dishonor, such disgrace to the Fighting Guild ethos cannot be tolerated. Go to Washout Lane and ambush them with an Attack roll of 8 or higher. Remember to take damage with each failed attack</div> <div>Also remember that multiple figurines may occupy the Washout Lane space</div> <div>Whoever can dispatch these dastardly low-life ruffians (or at least run them off) is welcome to an unofficial bounty of 6 Copper Pieces and two special items from the Guild archives</div>

<p style="text-align: right;">T041</p> <h3 style="text-align: center;">The Trouble with Scribbles</h3> <p>Oh no! Those Wretched Scribbles have moved into the storeroom and are wreaking havoc on their supplies. Who will come and deal with these pesky pests before they take over Wayfarer's Rest?</p> <p>If you think you can help go to the Tavern and make an Attack roll of 7 or higher, which ought to be just enough to drive the Scribbles away for good</p> <p>Take damage with each failed Attack</p> <p>Once the tavern is back in order a most relieved Hildegard will reward you with 5 Copper Pieces</p>	<p style="text-align: right;">T042</p> <h3 style="text-align: center;">Trouble with Drunken Rabble</h3> <p>One of the local town drunks has been giving Ned the Fish Merchant a hard time as of late. He needs a brave person willing to put a stop to the rude drunkard ...without hurting him too much of course</p> <p>If you'd like to help Ned go to the Fish Market space and make an Agility, Persuasion or Attack roll of 6 or higher</p> <p>Remember that companions can help too</p> <p>Should you succeed in running off the blubbling nincompoop (or at least setting him straight) Ned offers 3 Fish and a sigh of relief as a token of gratitude</p>	<p style="text-align: right;">T043</p> <h3 style="text-align: center;">Plumbing Troubles</h3> <p>Ugh. The plumbing at the Jail has finally given out and the guards aren't happy. Needless to say the prisoners are even more unhappy. They're looking for someone dexterous enough to fix the problem before the whole town gets wind of it</p> <p>If you think you're up to the task go to the pipe space in the Jail and make an Agility roll of 6 or higher. If you manage to fix the messy old pipes the guards will hand over last night's winnings,</p> <p style="text-align: center;">7 Copper Pieces</p>	<p style="text-align: right;">T044</p> <h3 style="text-align: center;">Rodent Trouble</h3> <p>Pennyblum has discovered a family of small, furry rodents down in the storeroom. She needs someone who can catch the cute little critters before they really become a problem</p> <p>If you think you can help go to the Bakery and make three consecutive Agility rolls of 4 or higher</p> <p>Whoever manages to catch the rodents (without harming them) may collect 10 Copper Pieces as payment for a job well done</p> <p>Even the rodents were moved by your choice to be gentle rather than violent</p>
<p style="text-align: right;">T045</p> <h3 style="text-align: center;">Fish Embargo</h3> <p>It looks like Ned and Hildegard have gotten into another one of their disagreements and now Ned's refusing to trade. With a big banquet coming up the Tavern needs a fresh supply of Fish in a hurry. Normund will gladly pay a premium to anyone who can deliver 5 Fish to the Tavern as soon as possible</p> <p>Deliver the Fish to the Tavern and Normund will reward you with...</p> <p style="text-align: center;">10 Copper Pieces and 1 Item</p>	<p style="text-align: right;">T046</p> <h3 style="text-align: center;">Trouble with the Law</h3> <p>Timin the Hauflin has been wrongfully accused of snitchery and hauled off to the local Jail, where the guards have treated him most unfairly. Timin's wife pleads for the help of a kind-hearted adventurer willing to negotiate his release</p> <p>To win Timin's release go to the Jail and persuade the guards to let him go. Or you can expedite matters by paying double the usual Fine (10 Copper Pieces) to get him out. If you succeed in this delicate task Timin's wife hands you a meager Item from the family's knick-knack drawer</p>	<p style="text-align: right;">T047</p> <h3 style="text-align: center;">A Little Push</h3> <p>It's no secret that Pennyblum and Merrick have had their eye on one another for some time now, but poor Merrick is too bashful to do anything about it. Pennyblum is tired of waiting and needs someone who can give him a little push so he'll ask her to the upcoming town festival</p> <p>If you think you can help go to the Stables and make a Persuasion roll of 6 or higher</p> <p>Should you succeed in boosting Merrick's courage Pennyblum thanks you kindly with an Item from her young helper, who had been waiting just outside and listening in on the conversation</p>	<p style="text-align: right;">T048</p> <h3 style="text-align: center;">Labor Dispute</h3> <p>The local mining guild has gone on strike and now the bosses are in a bind. With production at a halt things are sure to get bad around here</p> <p>The bosses need someone who can negotiate an end to this wretched dispute before morale hits the gutter ...and profits too</p> <p>If you think you can help go to the Tavern and make a Persuasion roll of 7 or higher</p> <p>Should you succeed sorting out this mess the bosses offer 3 Copper Pieces and 1 Item</p> <p style="text-align: center;">Nice Work</p>

<p>T049</p> <h3>There's a New Act in Town</h3> <p>Normund and Hildegard are in a tough bind. The Bard that was supposed to perform has been waylaid in the wilderness and now they haven't got an Act. Without entertainment there's sure to be a ruckus</p> <p>If you think you have what it takes to be an entertainer go to the Tavern, describe your act and roll all 3 dice. If two of the numbers match the audition was a smashing success! Normund cheerfully signs you to a two and a half night contract that pays</p> <p>12 Copper Pieces</p>	<p>T050</p> <h3>A Stolen Heirloom</h3> <p>Someone has stolen the McTavish family heirloom. Desperate to have it back Merrick the Stable Keep is offering a handsome reward for its safe return</p> <p>There's a good chance the thief is hiding out in the Tavern. If you think you can help go to the Tavern and make a Thievery roll of 7 or higher</p> <p>If you succeed in retrieving the heirloom Merrick, who rushed over as soon as he heard the news, thanks you heartily with</p> <p>11 Copper Pieces</p>	<p>T051</p> <h3>Stubborn Vault</h3> <p>The Burly Bank Manager has accidentally broken his key in the vault's lock mechanism. Without access to the vault the Bank could be in trouble</p> <p>If you think you can help go to the Bank and make a Thievery roll of 8 or higher</p> <p>If you manage to fix the lock (using skills of dubious merit) the Bank pays you 9 Copper Pieces for your (ah-hem) services</p> <p>...and will probably be keeping a watchful eye on you from now on</p>	<p>T052</p> <h3>Losing the Farm</h3> <p>Abrum the farmer and his family have fallen on hard times. Crop failures and Goblin raids on his livestock have made them unable to pay the bank note. Meanwhile, the Bankers are growing impatient and threatening to seize the land</p> <p>If you wish to help, go to the Bank and make a Persuasion roll of 9 or higher. Or, you can put the Bank at ease with a property payment of 13 Copper Pieces</p> <p>Abrum has 1 Item with which to thank you for your kindness</p>
<p>T053</p> <h3>Romance in Bloom</h3> <p>Ned has a wee crush on Tynafor and desperately wants to impress her. But alas, he's terribly shy and just can't work up the courage to make the first move. He's looking for someone to play messenger. If you're willing to help, stop over at Ned's cart and collect 3 Fish or one Item, and then deliver the gift to Tynafor</p> <p>Another choice: the fish or item may be kept instead, at which point this card is removed</p> <p>Delighted and intrigued by this romantic gesture Tynafor hands you 6 Copper Pieces (for your trouble) then softly whispers her reply into your ear</p>	<p>T054</p> <h3>An Urgent Message</h3> <p>An urgent message has just arrived for Fessiwig the Wizard. Meanwhile, the regular couriers have all been dispatched on other assignments and now the Bank is in a bind</p> <p>If you think you can help go to the Bank, pick up the message (the Initiative Token) and deliver it to Fessiwig post-haste</p> <p>In appreciation for speedy delivery, and for following the proper code of discretionary conduct, Fessiwig hands you the exact and proper payment afforded such service...</p> <p>5 Copper Pieces</p>	<p>T055</p> <h3>Pip's Screw Contraption</h3> <p>Pip the Inventor has his latest contraption set up in the Tavern in the hopes that someone can help him get it working. He needs someone with a knack for mechanical things</p> <p>If you think you can help go to the Tavern and roll a d6 twice. As long as you don't roll the same number twice in a row you've successfully helped Pip work out the problem</p> <p>He gladly offers you his thanks and an Item, which you might want to remove from the Tavern before that new contraption of his really gets going</p>	<p>T056</p> <h3>Town Beggar</h3> <p>A poor old beggar is waiting patiently near the Conspicuous Stack of Crates, watching forlornly as folks pass by...</p> <p>You may offer help by either giving him 2 Copper Pieces or 1 Fish. In return he offers you his humblest thanks and moves on to continue his search</p> <p>- Or -</p> <p>...you can call over the guards, in which case he will surely be hauled off and beaten</p> <p>Go to the Town Beggar space, choose your approach and collect this card</p>

<p>T057</p> <h3>Sewer Monster</h3> <p>Townsfolk have reporting seeing a hideous monster creeping out of the Sewers at night; and just recently some of the chickens and a shoe have gone missing</p> <p>Anyone brave enough to try may go to the Sewer space and make an Attack roll of 8 or higher, which ought to be just enough to run the gurgling steamy stinkpot out of town for good</p> <p>Remember to take damage with each failed attack</p> <p>Whoever can send the slimy chicken thief back to the depths may collect a generous reward of 1 Item and 10 Copper Pieces</p>	<p>T058</p> <h3>Pobbington's Big Idea</h3> <p>Some of the gardeners here and about have asked Pobbington to seek permission for a three day Vegetable Extravaganza. But as you know Pobbington isn't the most eloquent speaker and he's having trouble getting approval from Villagetown's town council</p> <p>If you think you can help go to the Tavern and make a Persuasion roll of 8 or higher</p> <p>Should you succeed in getting permission from those stodgy old council members, the gardeners shower you with cheers, pats on the back and a small token of their gratitude</p> <p>4 Copper Pieces and 1 Item</p>	<p>T059</p> <h3>A Poor Sick Animal</h3> <p>Merrick needs help. One of his animals has fallen ill and he needs an assistant to help with the treatment. It won't be easy</p> <p>If you think you can help go to the Stables and roll a d6. Then you must match or beat that roll with a d8. And finally, match or beat that roll with a d12</p> <p>These are not Ability rolls</p> <p>If you successfully complete the sequence, by matching or beating only the previous roll, the treatment was a success. Relieved and grateful, Merrick offers you 8 Copper Pieces</p>	<p>T060</p> <h3>Tynafir's Daily Special</h3> <p>A new item has just gone up for sale! What will it be? Replace any item currently on display with a new one from the top of the deck</p> <p>The cost of a Daily Special is the number under the Town Timer Token minus your Character's Persuasion roll</p> <p>Remember to include those ability and companion bonuses</p> <p>Traveling Merchant bylaws remind us that the minimum purchase price for wares is set at 1 Copper Piece, and the price for items on display can be re-negotiated once per turn</p> <p>Days Passed - 1</p>
<p>T061</p> <h3>Tynafir's Daily Special</h3> <p>A new item has just gone up for sale! What will it be? Replace any item currently on display with a new one from the top of the deck</p> <p>The cost of a Daily Special is the number under the Town Timer Token minus your Character's Persuasion roll</p> <p>Remember to include those ability and companion bonuses</p> <p>Traveling Merchant bylaws remind us that the minimum purchase price for wares is set at 1 Copper Piece, and the price for items on display can be re-negotiated once per turn</p> <p>No Days Have Passed</p>	<p>T062</p> <h3>Tynafir's Daily Special</h3> <p>A new item has just gone up for sale! What will it be? Replace any item currently on display with a new one from the top of the deck</p> <p>The cost of a Daily Special is the number under the Town Timer Token minus your Character's Persuasion roll</p> <p>Remember to include those ability and companion bonuses</p> <p>Traveling Merchant bylaws remind us that the minimum purchase price for wares is set at 1 Copper Piece, and the price for items on display can be re-negotiated once per turn</p> <p>No Days Have Passed</p>	<p>T063</p> <h3>Tynafir's Daily Special</h3> <p>A new item has just gone up for sale! What will it be? Replace any item currently on display with a new one from the top of the deck</p> <p>The cost of a Daily Special is the number under the Town Timer Token minus your Character's Persuasion roll</p> <p>Remember to include those ability and companion bonuses</p> <p>Traveling Merchant bylaws remind us that the minimum purchase price for wares is set at 1 Copper Piece, and the price for items on display can be re-negotiated once per turn</p> <p>Days Passed - 1</p>	<p>T064</p> <h3>No Random Events</h3> <p>All of the lowest Ranked Characters in the party may move their figurine 9 spaces</p> <p>Multiple characters should move only when they are of equal Rank</p> <p>Days Passed - 1</p>

<div>T065</div> <div>No Random Events</div> <div>If your Character is a Girl... (Companions don't count) ...you may move 6 spaces</div> <div>Days Passed - 1</div>	<div>T066</div> <div>No Random Events</div> <div>If your Character is a Boy... (Companions don't count) ...you may move 5 spaces <i>Furthermore, any character who is moderately attractive, firm and fit or rocking a crazy hairdo must hand over 29 Copper Pieces to the Tax Collector and go directly to Jail</i> <i>Just Kidding</i></div> <div>Days Passed - 1</div>	<div>T067</div> <div>No Random Events</div> <div>All of the players who are girls may move their figurine 9 spaces</div> <div>Days Passed - 1</div>	<div>T068</div> <div>No Random Events</div> <div>All of the players who are boys may move their figurine 8 spaces</div> <div>Days Passed - 1</div>
<div>T069</div> <div>No Random Events</div> <div>If your Character is a Human... (Companions don't count) ...you may move 6 spaces</div> <div>Days Passed - 1</div>	<div>T070</div> <div>No Random Events</div> <div>If your Character is an Elf... (Companions don't count) ...you may move 5 spaces</div> <div>Days Passed - 1</div>	<div>T071</div> <div>No Random Events</div> <div>If your Character is a Dwarf... (Companions don't count) ...you may move 8 spaces</div> <div>Days Passed - 1</div>	<div>T072</div> <div>No Random Events</div> <div>If your Character is a Hauflin... (Companions don't count) ...you may move 7 spaces</div> <div>Days Passed - 1</div>

<div>T073</div> <div>No Random Events</div> <div>If your Character is Khajathi... (Companions don't count) ...you may move 6 spaces</div> <div>Days Passed - 1</div>	<div>T074</div> <div>No Random Events</div> <div>If your Character is Malornian... (Companions don't count) ...you may move 8 spaces</div> <div>Days Passed - 1</div>	<div>T075</div> <div>No Random Events</div> <div>If your Character has a tendency to cheat at cards you should most definitely not move your figurine 3 spaces... ...but may do so anyway</div> <div>Days Passed - 1</div>	<div>T076</div> <div>No Random Events</div> <div>All characters suddenly overwhelmed by the urge to shout their favorite ~ or even second favorite battle cry... may move 5 spaces Oh indeed; players must do this aloud and with proper Battle Cry gusto!</div> <div>Days Passed - 1</div>
<div>T077</div> <div>No Random Events</div> <div>If your Character has a secret crush, or even a crush that is so obviously not a secret, they may move 6 spaces</div> <div>Days Passed - 1</div>	<div>T078</div> <div>No Random Events</div> <div>If your Character is feeling jealous of another party member's progress you may move 4 spaces</div> <div>Days Passed - 1</div>	<div>T079</div> <div>No Random Events</div> <div>If your Character can make a rhyme using any other character's name you may move your figurine 8 spaces Naturally, players must do this aloud. It really should be something original (never before used) and the names of both companions and townsfolk are acceptable as well</div> <div>Days Passed - 1</div>	<div>T080</div> <div>No Random Events</div> <div>If your Character is deeply worried about the progress of the party so far you may move your figurine 6 spaces</div> <div>No Days Have Passed</div>