

<p>A009</p>  <h3>Feral Chickens</h3> <p><i>(A bunch of chickens that have clearly gone native. They're carrying spears & tomahawks)</i></p> <p>When domesticated chickens escape they go native. Unfortunately for you this fowl brood has decided to turn the tables for once</p> <p>Defeat it with an Attack roll of 8 or higher</p> <p>Chickens chase with a d8</p>	<p>C002</p> <h3>Togar the Orc</h3> <p>Fighter +3 28 Health</p> <p><i>(An intimidating Orc fighter with a large War Hammer and a snarl)</i></p> <p>Togar has a reputation for getting a little carried away during a fight. It might be best to keep your distance when he starts swinging that hammer around</p> <p>Roll Persuasion for his fee 4 or lower – 30 CP 5 or higher – 25 CP</p>	<p>A064</p> <h3>Fessiwig's Apprentice</h3> <p><i>(A young, scholarly chap with a sac and stick slung over his shoulder. A briefcase with wings is floating behind him)</i></p> <p>Fessiwig's Apprentice is returning from a business trip to a faraway land. Seeing that you're on an important mission he gladly offers you a bargain at</p> <p>9 Copper Pieces per Spell</p> <p><i>No peeking allowed, starting with the player who pulled this card</i></p>	<p>A073</p>  <h3>Trapped Goblin</h3> <p><i>(Old fashioned red telephone booth sitting on a patch of grass. A sad little Goblin is inside with his hands and face pressed up against the glass)</i></p> <p>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</p> <p>What do you do?</p> <p><i>Trapped Goblin has no Loot</i></p>
<p>P034</p> <h3>Briarfig</h3> <p><i>(An adolescent Orc of medium stature. He's holding a large mace, but doesn't look too confident in his ability to use it)</i></p> <p>After accidentally knocking the Clan Leader over a cliff Briarfig was forever banished from their midst. He's here to prove his worth and regain his honor... ...or at least earn enough Copper Pieces to buy his way back into the clan</p> <p>Briarfig attacks with a d8</p>	<p>D033</p> <h3>Goblin Fish Thief</h3> <p><i>(It's a Goblin with a burglar mask who's reaching out from behind a rock to grab the tail of a fish that's sticking out of an adventurer's backpack)</i></p> <p>This hungry little thief specializes in stealing yummy Fish. Before you have a chance to trade, everyone must make an Agility roll of 5 or higher to avoid having their Fish stolen</p> <p>Those who fail lose 1 Fish</p> <p><i>Characters with Thievery or a Thief Companion are immune to the Fish Thief</i></p>	<p>C043</p> <h3>Jacque the Mole</h3> <p>Treasure Hunter 14 Health</p> <p><i>(A small and kind looking mole character with dirty medieval clothes and a miner's cap. He's standing upright)</i></p> <p>Jacque is top Artifact collector for the Grand Museum up in the City. You suspect there may be more than meets the eye with this intriguing character</p> <p>Roll Persuasion for his fee 6 or lower – 18 CP 7 or higher – 10 CP</p>	<p>I014</p> <h3>Staff of Walking</h3> <p><i>(It's a nondescript wooden walking stick that still resembles the gnarled branch from which it was carved)</i></p> <p>The only clue hinting to the origins of this Staff are the initials "GH" inscribed in the wood. It seems to put a little bounce in your step</p> <p>Town Time - 2 Extra Movement Grouping – Counts as a Mount</p> <p><i>May not be used with a Mount or other Items of Movement</i></p>



Invisible Cloak

(A confused looking adventurer holding up something that isn't there. He's looking right through it at you)

When Dorfurd the Inept tried to sneak into an Orcish compound he was sure the magical disguise he'd brought along was an **Invisibility Cloak**. Alas poor Dorfurd was never heard from again

Trade In Value - 2 CP

1073

Tiny Wooden Knight

(A cute little animated chess knight piece gazing up at you adoringly)

One day a lonely Wizard created a magical chess set so that he could play without a partner. Over time the enchanted chess pieces grew into faithful and loving companions, bringing him much joy and laughter. After the Wizard died his keep was overrun by Goblins, who looted it with glee, ensuring with near certainty that the set would never again be complete

M022

Mountain Bear

Movement – 7

(A big brown bear with a gentle look on its face, outfitted with a special saddle)

Rental Fee – 24 CP

Purchase Price – 94 CP

P020

Hobnobbin the Hobgoblin

(A smaller, hairier version of a goblin - but with a pig snout. He wears a Tiki skirt and carries a short decorative spear)

Hobgoblins come from a small, faraway island and don't usually venture far from home. You're surprised to find one all the way here in Villageton

Hobnobbin attacks with a d8

C013

Lance the Debonair

Fighter +3
20 Health

(A proud, handsome knight with a lovely hairdo. He's holding up a hand mirror and practicing his dashing smile. A long sword is sheathed in the scabbard at his side)

Lance spends most of his time down at the Fighter's Fighting Guild enjoying the attention of his adoring fans. The rest of his time is usually spent in front of a mirror

If your character is female – 9 CP
If your character is male – 32 CP

M027

Baby Swamp Rat

Movement – 8

(A very large rat, with ratty fur, some bent whiskers and a kind, confident face)

Class Restriction: Only Elves and Haulflins may ride this Mount

Rental Fee - 20 CP

Purchase Price – 91 CP

M027

Steamy Potato Soup

(A small wooden bowl with a hinged lid. The lid is open and features a clasp. The potato soup looks steamy and delicious)

Prepared with utmost care this soup contains a special ingredient that keeps it fresh and delicious

Restores 8 Hit Points

Discard after use

M027

Magic Rope

(A soft, almost white colored rope that's tied around a thick branch protruding from the side of a cliff. It is a quality knot and the rope is taut, for something heavy is hanging below)

This is no ordinary rope, for you can tie it in any knot, and when you are finished with it the slightest tug will pull it free. However, if at any point the bearer loses faith in the rope it will unravel itself. Not surprisingly, this artifact has had many owners