





<p>Quarterstaff (Tool) Long staff weapon. Can cast one use spells(+2 Dice Roll Damage)</p> <p>Cost/Sell: 3 coins</p> <p>Item Card</p>	<p>Lucky Pocket Knife (Tool/Weapon) Use to cut, pry, or manipulate something in the environment(+2 Dice Roll Damage)</p> <p>Cost/Sell: 2 coins</p> <p>Item Card</p>	<p>Smoke Bomb (Tactical) Escape or confuse in a dangerous situation(+2 Dice Roll Damage)</p> <p>Cost/Sell: 3 coins</p> <p>Item Card</p>	<p>Antique Dagger (Weapon) Said to be ceremonial—but feels powerful. For close quarter combat(+2 Dice Roll Damage)</p> <p>Cost/Sell: 3 coins</p> <p>Item Card</p>
<p>Throwing Knife Used to throw at the enemy at range. One time use(+2 Dice Roll Damage)</p> <p>Cost/Sell: 2 coins</p> <p>Item Card</p>	<p>High-Tech Radio Call for help—or pick up a strange signal(+2 Dice Roll Damage)</p> <p>Cost/Sell: 2 coins</p> <p>Item Card</p>	<p>Torch Used for seeing at night. Or lighting something on fire(+2 Dice Roll Damage)</p> <p>Cost/Sell: 3 coins</p> <p>Item Card</p>	<p>Hammer Used to strike fear into your enemies and cause significant damage(+2 Dice Roll Damage)</p> <p>Cost/Sell: 3 coins</p> <p>Item Card</p>

<p>Vanish Potion (Item) Use to safely reach or evade dangerous places. The stench is harmful to enemies(+2 Dice Roll Damage)</p> <p>Cost/Sell: 3 coins</p> <p>Item Card</p>	<p>Spiked Mace (Tool/Defense) A blunt object used for defeating enemies or striking fear.(+2 Dice Roll Damage)</p> <p>Cost/Sell: 2 coins</p> <p>Item Card</p>	<p>Great-sword (Tool) Longer then the regular sword, it is used to fend off enemies(+2 Dice Roll Damage)</p> <p>Cost/Sell: 3 coins</p> <p>Item Card</p>	<p>Flail (Gear) A chained weapon that has a steel ball at the end.(+2 Dice Roll Damage)</p> <p>Cost/Sell: 3 coins</p> <p>Item Card</p>
<p>Spear (Weapon) Use to knock enemies back. Dislodge something or signal your group(+2 Dice Roll Damage)</p> <p>Cost/Sell: 2 coins</p> <p>Item Card</p>	<p>Sword (Weapon/Tool) One handed bladed weapon capable of dealing with enemy creatures(+2 Dice Roll Damage)</p> <p>Cost/Sell: 2 coins</p> <p>Item Card</p>	<p>Talisman (Item) Make a enemy disappear or vanish with this item. One time use(+2 Dice Roll Damage)</p> <p>Cost/Sell: 3 coins</p> <p>Item Card</p>	<p>Musket (Ranged Weapon) Loud but can defeat enemies or larger creatures, or to scare off something approaching(+2 Dice Roll Damage)</p> <p>Cost/Sell: 3 coins</p> <p>Item Card</p>

Madagascar	Sudan Region	Chinese Territory	Mongolia
<p>Hidden Path Found You spot a side street or trail not on any map.</p> <p>Reward: 2 coins, 1 item card Location: Madagascar Enemy Card</p>	<p>Festival Parade Blocks the Way You can't reach your next destination—yet</p> <p>Reward: 2 coins, 1 item card Location: Sudan Region Enemy Card</p>	<p>You're Being Followed Someone or something is tracking the group.</p> <p>Reward: 2 coins, 1 item card Location: Chinese Territory Enemy Card</p>	<p>Sacred Site You're not allowed to take photos or speak aloud here.</p> <p>Reward: 2 coins, 1 item card Location: Mongolia Enemy Card</p>
<p>Bow & Arrow Use to fed off enemies from range. (+2 Dice roll damage)</p> <p>Cost/Sell: 2 coins Item Card</p>	<p>Old Cleaver Used to slay enemies from a close distance (+1 Dice Roll Damage)</p> <p>Cost/Sell: 2 coins Item Card</p>	<p>Axe (Tool) Used against enemies, or to help locals (+2 Dice Roll Damage)</p> <p>Cost/Sell: 2 coins Item Card</p>	<p>Whip (Item/Tool) Could be used to knock enemies back, or could be used to help locals(+1 Dice Roll Damage)</p> <p>Cost/Sell: 2 coins Item Card</p>

Libya Region	Ethiopia	South American Region	Algerian Region
<p>Tour Guide Vanished Your guide is nowhere to be found.</p> <p>Reward: 2 coins, 1 item card Location: Libya Region</p> <p>Enemy Card</p>	<p>Theres a Stranger that is being threatened they are clearly in trouble. How do you deal with them?</p> <p>Reward: 2 coins, 1 item card Location: Ethiopia</p> <p>Enemy Card</p>	<p>Unexpected Invitation A local family invites you to a private event.</p> <p>Reward: 2 coins, 1 item card Location: South American Region</p> <p>Enemy Card</p>	<p>A humanoid has pick pocketed one of your items is stolen in a crowd. How do you get it back?</p> <p>Reward: 2 coins, 1 item card Location: Algerian Region</p> <p>Enemy Card</p>
<p>There is a band of Raiders looking for trouble. How do you deal with them?</p> <p>Reward: 2 coins, 1 item card Location: India</p> <p>Enemy Card</p>	<p>Cultural Misunderstanding You accidentally offend someone without meaning to.</p> <p>Reward: 2 coins, 1 item card Location: Saudi Arabia</p> <p>Enemy Card</p>	<p>Group Argument Two group members strongly disagree.</p> <p>Reward: 2 coins, 1 item card Location: Kazakhstan</p> <p>Enemy Card</p>	<p>A Local Legend Someone shares a story that might be true...</p> <p>Reward: 2 coins, 1 item card Location: Australia</p> <p>Enemy Card</p>
Saudi Arabia	India	Kazakhstan	Ethiopia

Alaska	Canada	Mexico	United States
<p>Goblin</p> <p>Location: Germany Reward: 2 coins Small, sneaky raider.</p> <p>Enemy Card</p>	<p>Skeleton</p> <p>Location: Romania Reward: 2 coins Animated bones bound by dark magic.</p> <p>Enemy Card</p>	<p>Giant Rat</p> <p>Location: New York, USA Reward: 2 coins Aggressive sewer scavengers.</p> <p>Enemy Card</p>	<p>Kobold</p> <p>Location: China Reward: 2 coins Trap-loving reptilian humanoids.</p> <p>Enemy Card</p>
<p>Bandit</p> <p>Location: Spain Reward: 2 coins Human outlaw attacking roads.</p> <p>Enemy Card</p>	<p>Wolf</p> <p>Location: Canada Reward: 2 coins Fast predator of the northern forests Reward: 2 coins, 1 item card Location: Bolivia</p> <p>Enemy Card</p>	<p>There are armored skeletons from a long lost battleground are coming towards you.</p> <p>Reward: 2 coins, 1 item card Location: Argentina</p> <p>Enemy Card</p>	<p>An Owl-bear bandit threatens for your riches. How do you deal with him?</p> <p>Reward: 2 coins, 1 item card Location: Peru Region</p> <p>Enemy Card</p>
Brazil	Bolivia	Argentina	Peru Region

<p>Madagascar</p> <p>Starting Location Card</p>	<p>Sudan Region</p> <p>Starting Location Card</p>	<p>Chinese Territory</p> <p>Starting Location Card</p>	<p>Mongolia</p> <p>Starting Location Card</p>
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<p>Calm the Spirit of the Lake Location: Bolivia Objective: Reach a sacred lake and defeat (or appease) the guardian spirit. Reward: 3 coins Twist: Cleric (Purple) can complete with no enemy fight.</p> <p>Objective Card</p>	<p>Assist the Desert Outpost Location: Saudi Arabia Objective: Deliver weaponry and resources. Reward: 2 coins + 1 Item Twist: Fighter (Red) gets +1 on rolls during this objective.</p> <p>Objective Card</p>	<p>Hunt the Mountain Troll Location: Algerian Region Objective: Defeat a troll terrorizing the highland villages. Reward: 4 coins Twist: You must roll above 3 to defeat it, no bonuses from weapons.</p> <p>Objective Card</p>	<p>Find the Lost City of the Sands Location: Libya Objective: Uncover the ruins of a forgotten ancient city. Reward: 2 Items + 5 coins Twist: Requires defeating 2 enemies (Level 1 and Level 2).</p> <p>Objective Card</p>
<p>Alaska</p> <p>Starting Location Card</p>	<p>Canada</p> <p>Starting Location Card</p>	<p>Mexico</p> <p>Starting Location Card</p>	<p>United States</p> <p>Starting Location Card</p>

<p>Deliver Emergency Supplies Location: United States (Alaska) Objective: Bring supplies to a snowed-in village. Reward: 3 coins Twist: If you roll a 1, lose 1 turn due to a snowstorm.</p> <p>Objective Card</p>	<p>Retrieve the Sacred Stone Location: Australia Objective: Recover a sacred stone lost in the Outback. Reward: 1 Item Card Twist: You must defeat a Level 2 enemy upon arrival.</p> <p>Objective Card</p>	<p>Negotiate Peace Between Two Villages Location: South Africa Objective: Travel between villages and broker peace. Reward: Gain 2 coins Twist: No combat for this objective. Must travel through 2 countries.</p> <p>Objective Card</p>	<p>Investigate the Night Beast Location: Romania Objective: Unmask the creature frightening a mountain village. Reward: 4 coins Twist: Assassin (Black) can investigate without drawing a conflict card.</p> <p>Objective Card</p>
<p>Carry Magical Reagents Location: France Objective: Deliver rare magical items to a mage's tower. Reward: Draw 2 Item Cards Twist: Wizard (Blue) gets +1 bonus coin.</p> <p>Objective Card</p>	<p>Escort the Royal Merchant Location: Turkey Objective: The merchant must reach Istanbul safely. Reward: 3 coins Twist: You must fight 1 random enemy on the route.</p> <p>Objective Card</p>	<p>Stop the Smuggler Ring Location: Mexico Objective: Shut down a ring of contraband smugglers. Reward: 1 Item + 2 coins Twist: Level 3 enemy mandatory.</p> <p>Objective Card</p>	<p>Explore the Forbidden Mountains Location: Canada Objective: Explore dangerous mountain paths. Reward: +2 coins Twist: If you roll a 3 exactly, draw a bonus Item Card.</p> <p>Objective Card</p>

<p>Rescue the Lost Explorer Location: Peru Objective: Reach Machu Picchu and assist a stranded explorer. Reward: +2 coins Twist: Any Ranger (Green) gains an extra re-roll for this objective.</p> <p>Objective Card</p>	<p>Deliver a Message to the Emperor Location: Japan Objective: Travel to Kyoto Village and deliver a royal scroll. Reward: Draw 1 Item Card Twist: If you encounter an enemy on the way, you must defeat it before continuing.</p> <p>Objective Card</p>	<p>Recover the Stolen Artifact Location: Egypt Objective: Retrieve a stolen relic hidden in the deserts near Cairo. Reward: 3 coins Twist: Assassin (Black) gets +1 bonus coin.</p> <p>Objective Card</p>	<p>Heal the Plagued Village Location: India Objective: Reach a remote village and provide healing herbs. Reward: Draw 1 Item Card Twist: Cleric (Purple) automatically completes without combat.</p> <p>Objective Card</p>
<p>Protect the Caravan Location: Morocco Objective: Escort a traveling caravan across the Sahara. Reward: 4 coins Twist: Take 1 random enemy card and defeat it along the way.</p> <p>Objective Card</p>	<p>Map the Uncharted Forest Location: Brazil Objective: Explore and map part of the Amazon rainforest. Reward: +2 coins Twist: Ranger (Green) automatically avoids 1 damage this objective.</p> <p>Objective Card</p>	<p>Capture the Rogue Sorcerer Location: Russia Objective: Hunt down a runaway sorcerer near the Ural Mountains. Reward: 1 Item Card Twist: Wizard (Blue) gains +1 on the next two combat rolls.</p> <p>Objective Card</p>	<p>Help the Fishermen Location: Norway Objective: Resolve a sea monster threat disturbing the fishing routes. Reward: Level up +1 (once per game) Twist: Paladin (Yellow) takes no damage this fight.</p> <p>Objective Card</p>

