





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

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

Madagascar	Sudan Region	Chinese Territory	Mongolia
<p><b>Hidden Path</b> Found You spot a side street or trail not on any map.</p> <p><b>Reward:</b> 2 coins, 1 item card <b>Location:</b> Madagascar Enemy Card</p>	<p><b>Festival Parade</b> Blocks the Way You can't reach your next destination—yet</p> <p><b>Reward:</b> 2 coins, 1 item card <b>Location:</b> Sudan Region Enemy Card</p>	<p><b>You're Being Followed</b> Someone or something is tracking the group.</p> <p><b>Reward:</b> 2 coins, 1 item card <b>Location:</b> Chinese Territory Enemy Card</p>	<p><b>Sacred Site</b> You're not allowed to take photos or speak aloud here.</p> <p><b>Reward:</b> 2 coins, 1 item card <b>Location:</b> Mongolia Enemy Card</p>
<p><b>Bow &amp; Arrow</b> Use to fed off enemies from range. (+2 Dice roll damage)</p> <p><b>Cost/Sell:</b> 2 coins Item Card</p>	<p><b>Old Cleaver</b> Used to slay enemies from a close distance (+1 Dice Roll Damage)</p> <p><b>Cost/Sell:</b> 2 coins Item Card</p>	<p><b>Axe (Tool)</b> Used against enemies, or to help locals (+2 Dice Roll Damage)</p> <p><b>Cost/Sell:</b> 2 coins Item Card</p>	<p><b>Whip (Item/Tool)</b> Could be used to knock enemies back, or could be used to help locals(+1 Dice Roll Damage)</p> <p><b>Cost/Sell:</b> 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><b>Reward: 2 coins, 1 item card</b> <b>Location: Libya Region</b> Enemy Card</p>	<p>Theres a Stranger that is being threatened they are clearly in trouble. How do you deal with them?</p> <p><b>Reward: 2 coins, 1 item card</b> <b>Location: Ethiopia</b> Enemy Card</p>	<p>Unexpected Invitation A local family invites you to a private event.</p> <p><b>Reward: 2 coins, 1 item card</b> <b>Location: South American Region</b> 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><b>Reward: 2 coins, 1 item card</b> <b>Location: Algerian Region</b> Enemy Card</p>
<p>There is a band of Raiders looking for trouble. How do you deal with them?</p> <p><b>Reward: 2 coins, 1 item card</b> <b>Location: India</b> Enemy Card</p>	<p>Cultural Misunderstanding You accidentally offend someone without meaning to.</p> <p><b>Reward: 2 coins, 1 item card</b> <b>Location: Saudi Arabia</b> Enemy Card</p>	<p>Group Argument Two group members strongly disagree.</p> <p><b>Reward: 2 coins, 1 item card</b> <b>Location: Kazakhstan</b> Enemy Card</p>	<p>A Local Legend Someone shares a story that might be true...</p> <p><b>Reward: 2 coins, 1 item card</b> <b>Location: Australia</b> Enemy Card</p>

Saudi Arabia

India

Kazakhstan

Ethiopia

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

Brazil

Bolivia

Argentina

Peru Region

Madagascar	Sudan Region	Chinese Territory	Mongolia
Starting Location Card	Starting Location Card	Starting Location Card	Starting Location Card
Saudi Arabia	India	Kazakhstan	Ethiopia
Starting Location Card	Starting Location Card	Starting Location Card	Starting Location Card

Brazil	Bolivia	Argentina	Peru Region
Starting Location Card	Starting Location Card	Starting Location Card	Starting Location Card
Libya Region	Ethiopia	South American Region	Algerian Region
Starting Location Card	Starting Location Card	Starting Location Card	Starting Location Card

<p><b>Calm the Spirit of the Lake</b>  <b>Location:</b> Bolivia  <b>Objective:</b> Reach a sacred lake and defeat (or appease) the guardian spirit.  <b>Reward:</b> 3 coins  <b>Twist:</b> Cleric (Purple) can complete with no enemy fight.</p> <p>Objective Card</p>	<p><b>Assist the Desert Outpost</b>  <b>Location:</b> Saudi Arabia  <b>Objective:</b> Deliver weaponry and resources.  <b>Reward:</b> 2 coins + 1 Item  <b>Twist:</b> Fighter (Red) gets +1 on rolls during this objective.</p> <p>Objective Card</p>	<p><b>Hunt the Mountain Troll</b>  <b>Location:</b> Algerian Region  <b>Objective:</b> Defeat a troll terrorizing the highland villages.  <b>Reward:</b> 4 coins  <b>Twist:</b> You must roll above 3 to defeat it, no bonuses from weapons.</p> <p>Objective Card</p>	<p><b>Find the Lost City of the Sands</b>  <b>Location:</b> Libya  <b>Objective:</b> Uncover the ruins of a forgotten ancient city.  <b>Reward:</b> 2 Items + 5 coins  <b>Twist:</b> Requires defeating 2 enemies (Level 1 and Level 2).</p> <p>Objective Card</p>
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<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>
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<p><b>Deliver Emergency Supplies</b>  <b>Location:</b> United States (Alaska)  <b>Objective:</b> Bring supplies to a snowed-in village.  <b>Reward:</b> 3 coins  <b>Twist:</b> If you roll a 1, lose 1 turn due to a snowstorm.</p> <p>Objective Card</p>	<p><b>Retrieve the Sacred Stone</b>  <b>Location:</b> Australia  <b>Objective:</b> Recover a sacred stone lost in the Outback.  <b>Reward:</b> 1 Item Card  <b>Twist:</b> You must defeat a Level 2 enemy upon arrival.</p> <p>Objective Card</p>	<p><b>Negotiate Peace Between Two Villages</b>  <b>Location:</b> South Africa  <b>Objective:</b> Travel between villages and broker peace.  <b>Reward:</b> Gain 2 coins  <b>Twist:</b> No combat for this objective. Must travel through 2 countries.</p> <p>Objective Card</p>	<p><b>Investigate the Night Beast</b>  <b>Location:</b> Romania  <b>Objective:</b> Unmask the creature frightening a mountain village.  <b>Reward:</b> 4 coins  <b>Twist:</b> Assassin (Black) can investigate without drawing a conflict card.</p> <p>Objective Card</p>
<p><b>Carry Magical Reagents</b>  <b>Location:</b> France  <b>Objective:</b> Deliver rare magical items to a mage's tower.  <b>Reward:</b> Draw 2 Item Cards  <b>Twist:</b> Wizard (Blue) gets +1 bonus coin.</p> <p>Objective Card</p>	<p><b>Escort the Royal Merchant</b>  <b>Location:</b> Turkey  <b>Objective:</b> The merchant must reach Istanbul safely.  <b>Reward:</b> 3 coins  <b>Twist:</b> You must fight 1 random enemy on the route.</p> <p>Objective Card</p>	<p><b>Stop the Smuggler Ring</b>  <b>Location:</b> Mexico  <b>Objective:</b> Shut down a ring of contraband smugglers.  <b>Reward:</b> 1 Item + 2 coins  <b>Twist:</b> Level 3 enemy mandatory.</p> <p>Objective Card</p>	<p><b>Explore the Forbidden Mountains</b>  <b>Location:</b> Canada  <b>Objective:</b> Explore dangerous mountain paths.  <b>Reward:</b> +2 coins  <b>Twist:</b> If you roll a 3 exactly, draw a bonus Item Card.</p> <p>Objective Card</p>

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

