

A MIDNIGHT FLIT



A merchant in Corniton wants to escape, and he's willing to pay.

Pay 1 Gem to move from Corniton to any coastal Region.

Reward: 3 Gems or 1 Equipment.



POTION PEDDLER



Since the arrival of the Moon Towers, potions have been hard to find.

Discard 2 potions from your Inventory when you're in this City. They must be unused.

Reward: 2 Equipment.

CATACLYSM!



Every so often a Moon Tower causes mass destruction. These events must be witnessed.

Encounter a Moonstrike when exploring in a Region.

Reward: 3 Gems.



MAGIC LIGHTS



Stiltown needs monster parts to help keep the lights on.

Sell 1 magical or undead hazard when you're in Stiltown.

Reward: 1 Equipment or 1 Crescent.

EXPEDITION!



A local adventurer plans to destroy a Moon Tower. She needs tools.

Discard a caged canary, candle, compass, telescope or coil o' rope from your Inventory when you're in this City.

Reward: 4 Gems or 1 Equipment.



FAST TRAVEL



*Rumours abound of a portal that
can take you anywhere.*

**Use the portal to travel to
another Region and explore there.**

Reward: 3 Gems.



GHOST HUNTER



Spectres are haunting Brighthelm.
Discard 1 wraith or 1 spectral owl from your Trophy Room when you're in this City.

Reward: 4 Gems or 1 Equipment.



THE SNABBETS



Brighthelm is developing a nasty case of the snabbets.

Discard 1 snabbet from your Trophy Room when you're in this City.

Reward: 4 Gems or 1 Equipment.



CURSED MINES



The mines are filled with cursed pitfalls. Can you thwart them?

Explore a cursed event without your Pauper becoming Cursed.

Reward: 1 Equipment.



HAWKER



There's always someone with cash on the hip if you know where to look.

Sell 1 Equipment to the paladin, worm mage, ranger, cursed man or troubadour.

Reward: 1 Crescent.



FIVE FORTS



The city watch want to know these ancient lookouts are still in order.

Use a fort to peek at cards in a Region deck.

Reward: 3 Gems or 1 Equipment.



HONEST DAY'S TOIL



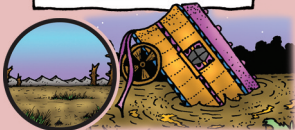
The mountain farmers are finding it tough. You should lend them a hand.

Collect 3 Gems from the farm.

Reward: 1 Equipment.



LOST SHIPMENT



*A merchant's caravan was stolen.
He needs help finding it.*

**Collect 1 Equipment from the
caravan and discard it
immediately.**

Reward: 3 Gems.



THE PALADINS



The essence of magical creatures can be a weapon against Moon Towers.

Discard 1 magical hazard from your Trophy Room when you're in this City.

Reward: Learn 1 Recipe from the Dispensary, or collect 4 Gems.



MINING TOWN



A hazardous sand mine must be brought down.

Cause the sand mine to collapse when you explore it.

Reward: 2 Gems and 1 Crescent.



MOON POWERED



These strange ethereal creatures are a new source of energy.

Discard 1 moon hazard from your Trophy Room when you're in this City.

Reward: Learn 1 Recipe from the Dispensary or collect 4 Gems.



SEA HORROR



The dangerous and hypnotic sea seer has been spotted off the coast.

Discard 1 sea seer from your Trophy Room when you're in this City.

Reward: 5 Gems.



STRAW MEN



A nearby Moon Tower is animating scarecrows. The farmer isn't happy.

Discard a scarecrow from your Trophy Room when you're in this City.

Reward: 4 Gems or 1 Equipment.



A STUDY IN LUCK



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An elderly academic is making a study into the powers of fortune.

Roll 😊 **on the lucky charm or the golden charm at any time.**

Reward: 3 Gems or 1 Equipment.

SYMPATHY SALE



A local woman wants you to buy something from her brother's idiotic shop, as it's his birthday.

**Buy 1 Equipment from the
dungeon shop.**

Reward: 1 Crescent.

THE APPRENTICE



A would-be academic is planning to take on the Moon Towers with magic.

Discard 1 scroll from your Inventory when you're in this City.

Reward: 4 Gems or 1 Equipment.



THE ARCHIVE



The City archive needs new and exotic exhibits for its collection. Discard 2 Equipment when you're in this City.  Equipment must be unused.

Reward: 5 Gems.



THE BUSKERS



A group of musicians have had their instruments stolen. Can you help?

Discard a cello, violin or lute when you're in this City.

Reward: 5 Gems.



THE COLLECTOR



A collector is interested in anything to do with these Moon Towers...

Discard 2 Crescents from your Inventory, Purse or Trophy Room when you're in this City.

Reward: 5 Gems.



THE DOGMEER



An elf scribe is keen to learn the location of the Dogmeer river.

Use the forest stream to move to any coastal Region.

Reward: 3 Gems or 1 Equipment.

THE ELEMENTALS



These dangerous creatures are the Moon Towers' eyes, ears and fists.

Discard 1 elemental from your Trophy Room when you're in this City.

Reward: 6 Gems or 2 Equipment.



TREASURES



A woman has had something stolen.
Open a supply crate or a treasure chest. Place what you collect from it in your Journal, then discard it when you're in this City.

Reward: 3 Gems.



THE MERFOLK



The water dwellers are emboldened by the arrival of the Moon Towers.

Discard 1 merman or 1 siren from your Trophy Room when you're in this City.

Reward: 5 Gems.



THE SHAPE CHANGER



A powerful demon has taken another form to escape detection.

Discard 1 humanoid hazard from your Trophy Room when you're in this City.

Reward: 5 Gems or 2 Equipment.



THE CHEF



A local chef is looking for new and unusual meats and bones.

Discard 2 vermin hazards from your Trophy Room when you're in this City.

Reward: 6 Gems or 2 Equipment.



THE SCREAMERS



The undead have started wailing from beyond the city walls.

Discard 1 undead hazard from your Trophy Room when you're in this City.

Reward: Learn 1 Recipe from the Dispensary or collect 4 Gems.



THE ORNITHOLOGIST



She needs birds for her collection.
**Discard 1 frigatebird or 1 kestrel
from your Trophy Room when
you're in this City.**

Reward: 4 Gems or 1 Equipment.



THE PRESS GANG



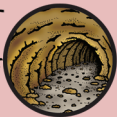
Pirates hope to profit from the chaos.

**Discard 1 pirate (or wight pirate)
from your Trophy Room when
you're in this City.**

Reward: 3 Gems or 1 Equipment.



THE RISING DEAD



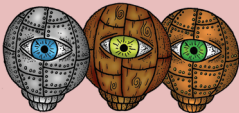
A lich is gathering the dead to assault the city. It must be slain.

Discard 1 lich from your Trophy Room when you're in this City.

Reward: 1 Rarity.



THE WATCHING ORBS



When the Moon Towers appeared, old dwarf tech came back to life.

Discard 1 eye from your Trophy Room when you're in this City.

Reward: 5 Gems or 1 Equipment.



VITAL RESEARCH



Chemists in Orreton are trying to turn Crescents into weapons.

**Discard 1 Crescent to take
1 Equipment from Orreton.**

Reward: 3 Gems.

TRADE ROUTES



The city merchants are keen to start selling their wares to some of the small towns.

Sell 1 Equipment to Purlock.

Reward: 1 Crescent.



THE CURE



*The town's doctors want to know
if these ailments can be cured.*

**Have a Curse removed when
your Pauper is in this City.**

Reward: 1 Equipment or 3 Gems.

