





+2 Move
Play up to 2 Paths
from your hand.

Ryan Laukat ("Adventurer")

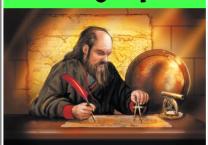
Archer



Each other player discards half of their hand (round down).

Harald Lieske ("Archer")

Cartographer



+2 Draw
Either rotate your
current Path, or rotate
a Path you're adjacent to.
Mark Poole ("Cartographer")

Druid



*1 Draw *1 Play *1 Move
This turn, when you
move off of a Path,
discard that Path.
Grant Hansen ("Druid")

Guide



+1 Play
The previous player
chooses one for you: +2
Draw; or +2 Play; or +2 Move.
Eric J Carter ("Guide")

Hermit



+3 Draw +1 Play
Ignore any further +Draw
you get this turn (including
the free draw at the end of
your turn).
Claus Stephan ("Hermit")











