

Lux

Ability - Non-transferable - Tear up after use

Augury

Obtain a single hair from your target. Show it to them along with this card, and they must show you their Secret or Clue, your choice.

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Gossip

Show to target player. Share your Clue to see their Clue, or share your Secret to see their Secret.

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Item - Transferable/tradable

Signed letter from Priestess Penelope, saying she's safely escaped to the French war camp.

Priestess Penelope

Item - Transferable/tradable

A **talisman** proving your loyalty to the Church.
Protects against any evil spells of the Cult.

Item - Transferable/tradable

Oath of French Loyalty

Even here in England, any player who signs is loyal to the French instead of the English

Signature: _____

Item - Transferable/tradable

Oath of French Loyalty

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Signature: _____

Item - Transferable/tradable

Torch

Provides fire and light

Item - Transferable/tradable

50 Gold Pieces

Yea, verily! Money indeed!

Lordyn

Ability - Non-transferable - Tear up after use

Deceptive Ritual

Get someone to chant the magic words “DASK OOH NATCHA” with you 3 times. Then, show them this card—they must reveal their Secret.

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Deceptive Teeth Ritual

Get someone to chant the magic word “TEETH” with you 3 times. Then, show them this card—they must reveal their Clue.

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Sleight of Hand

Give target player any item card, even as a part of a fair deal. Then show the Bard this card, and he'll take an item at random from them.

Item - Transferable/tradable

50 Gold Pieces

Yea, verily! Money indeed!

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Item - Transferable/tradable

Signed Ransom Note for Penelope

“It is I, Priestess Penelope. My captors have promised to keep me safe for the moment, and treat me well enough, but I’m running out of time. Please, pay the bearer of this note, that I may be spared!”

Priestess Penelope

Give 100 gold pieces to the bearer to pay the ransom.

Item - Transferable/tradable

Torch

Provides fire and light

Earl von Chandler

Ability - Non-transferable - Tear up after use

Bet Anything

Choose any item card you have. Name an item card someone else has, or let them pick. You must play stone-shears-cloth (rock-paper-scissors), and the winner gets both.

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Privilege

People know they shouldn't displease you. Show them this card—they must give you any item of their choice, or show your their Secret or their Clue.

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Item - Transferable/tradable

Horse

A beautiful black stallion named Thrush. This horse is stabled nearby. Worth 100 gold pieces.

Item - Transferable/tradable

Magic Idol

Who knows what powers lie with in, and what value this carries?

Yates

Ability - Non-transferable - Unlimited uses

Sharp Eyes

You notice any attempts to pickpocket you. Choose whether to stop it, or to find out who it was. Show to the Bard.

Ability - Non-transferable - Tear up after use

Shrewd assessment

Show target player this card. They must show you the first Goal on their character sheet.

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Shrewd assessment

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Item - Transferable/tradable

Bone Idol

A mysterious & unholy pagan relic

Item - Transferable/tradable

Scrawled Note

“Earl von Chanaman, your payment of 250 gold pieces is due. Pay this messenger before leaving the faire.”

Alexander

Ability - Non-transferable - Tear up after use

Mugging

If you have a weapon, you may challenge another player who must defend (stone-shears-cloth). You win ties unless they also have a weapon, then they do. Show them this card. If you win, look at all their items and pick one to keep. If they win, nothing happens (still tear up the card).

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Ability - Non-transferable - Unlimited uses

Assess Wealth

Show this card to another player. They must then show you all the gold pieces they have.
Unlimited uses.

Item - Transferable/tradable

Holy Talisman of the Church

Protects against any spells of the Cult.
Use combined with a torch to ritualistically destroy pagan Cult relics (tear up the torch and relic, keeping the pieces).

Item - Transferable/tradable

50 Gold Pieces

Yea, verily! Money indeed!

Item - Transferable/tradable

Magic Beans

Who can say what they do?

Item - Transferable/tradable

Longknife

A sharp weapon.

Mikael

Ability - Non-transferable - Tear up after use

Compete

Outscore any other player in archery, fencing, axe throw, javelin throw, or similar. Then get a card from the Bard.

Ability - Non-transferable - Keep after use

Indict

Write down the name of another player on this card. They will be arrested at the end of the faire.

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Item - Transferable/tradable

Trident

A three-pronged weapon.

Item - Transferable/tradable

50 Gold Pieces

Yea, verily! Money indeed!

Mikael Bonus

Ability - Non-transferable - Tear up after use

Search & Swap

Show to a player. They must show you every item they have. Then, you may swap any one of your items for any one of theirs, your choice.

Tear up this card after use.

Tonks

Ability - Non-transferable - Tear up after use

Pickpocket

Pick a target, and show this to the Bard. Take either 1 item you know your target has, or 1 random item. They will stone-shears-cloth (rock-paper-scissors) with the Bard to see if they know who stole from them.

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Pick a target, and show this to the Bard. Take either 1 item you know your target has, or 1 random item. They will stone-shears-cloth (rock-paper-scissors) with the Bard to see if they know who stole from them.

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Draw out secrets

Observe a conversation between two players from a distance while they don't know you are watching. Draw a sketch of them on the back of this card. Then show them this card: both players must show your Secret. One use only.

Item - Transferable/tradable

Logging Rights

Notarized logging rights for the nearby Wrinkled Forest. These papers are worth a great deal.

Item - Transferable/tradable

Signed Personal Letter

“Tonks, t’was wondrous having you for tea. Thine tincture has simply driven my headaches away. Do come again soon. Sincerely,”

Priestess Penolope

Daniels

Ability - Non-transferable - Single use

Bone Ritual

Obtain an actual turkey bone (not a card) and a real piece of straw—show it to the Bard in exchange for a new ability card.

Ability - Non-transferable - Unlimited uses

Master Haggler

After agreeing on a fair price in gold pieces to buy something from another player, show them this card. The deal must take place, but you pay 50 gold pieces less, even if that means you get it for free (but they never pay you due to this).

Item - Transferable/tradable

Blood Oath of Cult Loyalty

Lo, the undersigned hath willingly bound their
fate to the Cult.

Signature: _____

Item - Transferable/tradable

Blood Oath of Cult Loyalty

Lo, the undersigned hath willingly bound their
fate to the Cult.

Signature: _____

Daniels Bonus

Ability - Non-transferable - Keep after use

Compelled Conversion

Requires any object handed to you by the
target. Kiss the object before handing it back to
them, then write their name on the card. If
unprotected, they will join your cult at the end
of the fair.

Christopher

Ability - Non-transferable - Tear up after use

Backfire

If someone shows you a card in order to use an ability against you, you may use it against them instead. If the ability can't be completed in reverse, their ability succeeds as normal. Otherwise, tear up this card after use.

Ability - Non-transferable - Tear up after use

Backfire

If someone shows you a card in order to use an ability against you, you may use it against them instead. If the ability can't be completed in reverse, their ability succeeds as normal. Otherwise, tear up this card after use.

Ability - Non-transferable - Tear up after use

Insight

After talking with another player, show them this card. They must show you their Clue.

Item - Transferable/tradable

Waraxe

A fearsome weapon.

Item - Transferable/tradable

Torch

Provides fire and light

Item - Transferable/tradable

Pony

A small dun pony named Chester, stabled nearby.
Not as good as a horse. Worth 50 gold pieces.

Item - Transferable/tradable

Bodyguard Employment Contract

The undersigned have come to an agreement:

Protectee: _____

shall be protected by

Bodyguard: _____

in exchange for

Payment: _____

Jewel

Ability - Non-transferable - Tear up after use

Truth Serum

Your target must eat or drink something you hand them. Then, show them this card. They must truthfully answer one question with the most applicable of: yes/no/unknown/unclear. They know you used truth serum on them!

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Ability - Non-transferable - Keep after use

Arrest

Write down the name of any player on this card. After the faire, they will be tried for their crimes.

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Item - Transferable/tradable

Horse

A beautiful chestnut mare named Switchback. This horse is stabled nearby. Worth 100 gold pieces.

Chrysalis

Ability - Non-transferable - Single use

Forest Ritual

Using origami, fold this card into something that reminds you of home. Show to the Bard to receive a card.

Ability - Non-transferable - Tear up after use

Sniff out magic

Show to another player. They must truthfully tell you if they're holding an Idol (yes or no).

Ability - Non-transferable - Tear up after use

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Item - Transferable/tradable

French Battle Plans

The French Army is planning an attack near Dunhurst. These documents detail their troop movements and supply lines.

Chrysalis Bonus

Ability - Non-transferable - Single use

Lighten Purse

Choose a target Player and show this to the Bard. You will steal up to 150 gold pieces from your target.

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