

<p><i>Lost Sheep</i></p> <p>Grasslands Encounter</p> <p>You find a lost sheep. Gain 1 Spice.</p>	<p><i>Harvest Festival</i></p> <p>Grasslands Encounter</p> <p>You encounter a local festival. Gain 2 Gold.</p>	<p><i>Wild Animals</i></p> <p>Grasslands Encounter</p> <p>You are attacked by wild animals. Lose 1 Good.</p>
<p><i>Helpful Farmer</i></p> <p>Grasslands Encounter</p> <p>A farmer offers you supplies. Gain 1 Silk.</p>	<p><i>Trade Opportunity</i></p> <p>Grasslands Encounter</p> <p>Meet a merchant who offers a trade. Trade 1 Spice for 2 Gold.</p>	<p><i>Traveling Trader</i></p> <p>Grasslands Encounter</p> <p>A trader joins your caravan for a turn. Gain 1 Silk.</p>
<p><i>Hidden Berry Patch</i></p> <p>Grasslands Encounter</p> <p>You discover a berry patch. Gain 2 Spice.</p>	<p><i>Lost Child</i></p> <p>Grasslands Encounter</p> <p>You help a lost child find their way home. Gain 1 Gold.</p>	<p><i>Local Herbalist</i></p> <p>Grasslands Encounter</p> <p>A herbalist offers a potion. Gain 1 Silk or 1 Spice.</p>

<p><i>Animal Tracks</i></p> <p>Grasslands Encounter</p> <p>Follow animal tracks to a hidden resource. Gain 1 Spice and 1 Gold.</p>	<p><i>Sandstorm</i></p> <p>Desert Encounter</p> <p>A fierce sandstorm strikes! Lose 1 Turn.</p>	<p><i>Desert Oasis</i></p> <p>Desert Encounter</p> <p>You discover an oasis! Gain 2 Spice and 1 Gold.</p>
<p><i>Thirsty Traveler</i></p> <p>Desert Encounter</p> <p>A traveler begs for water. Give 1 Spice to gain 3 Gold.</p>	<p><i>Hidden Treasure</i></p> <p>Desert Encounter</p> <p>You find a hidden cache. Draw 2 Silks from the supply.</p>	<p><i>Scorpion Encounter</i></p> <p>Desert Encounter</p> <p>You are stung by a scorpion. Lose 1 Health.</p>
<p><i>Merchant Caravan</i></p> <p>Desert Encounter</p> <p>You meet a merchant caravan. You can trade 1 Silk for 3 Gold.</p>	<p><i>Mirage</i></p> <p>Desert Encounter</p> <p>You see a mirage and lose your way. Lose 1 Turn.</p>	<p><i>Ancient Ruins</i></p> <p>Desert Encounter</p> <p>You find ancient ruins. Draw 1 Silk and gain 2 Gold.</p>

<p><i>Sand Dunes</i></p> <p>Desert Encounter</p> <p>You navigate the dunes carefully. Gain 1 extra movement this turn.</p>	<p><i>Nomadic Tribe</i></p> <p>Desert Encounter</p> <p>You encounter a nomadic tribe. Trade 1 Good for 2 Spice.</p>	<p><i>Rockslide</i></p> <p>Mountains Encounter</p> <p>A rockslide occurs! Lose 1 Good and skip your next turn.</p>
<p><i>Mountain Guide</i></p> <p>Mountains Encounter</p> <p>A guide offers to help your journey. Gain 1 extra movement this turn.</p>	<p><i>Pure Spring</i></p> <p>Mountains Encounter</p> <p>You find a pure spring. Gain 1 Spice.</p>	<p><i>Wild Mountain Goat</i></p> <p>Mountains Encounter</p> <p>A goat leads you to a hidden path. Gain 1 extra movement.</p>
<p><i>Ancient Ruins</i></p> <p>Mountains Encounter</p> <p>Discover ancient ruins. Gain 2 Gold and draw 1 Silk.</p>	<p><i>Lost Explorer</i></p> <p>Mountains Encounter</p> <p>You find a lost explorer. Gain 2 Gold and 1 Silk.</p>	<p><i>Rocky Path</i></p> <p>Mountains Encounter</p> <p>You traverse a rocky path. Lose 1 Spice.</p>

<div><div><i>Mountain Springs</i></div><div>Mountains Encounter</div></div> <div>You find a hidden spring. Gain 2 Spice.</div>	<div><div><i>High Altitude</i></div><div>Mountains Encounter</div></div> <div>The altitude affects you. Lose 1 Silk or 2 Spice.</div>	<div><div><i>Refreshing Waters</i></div><div>Oasis Encounter</div></div> <div>You drink from the oasis. Gain 3 Spice.</div>
<div><div><i>Local Tribe</i></div><div>Oasis Encounter</div></div> <div>The local tribe offers trade. You can trade 1 Silk for 4 Spice.</div>	<div><div><i>Wildlife Encounter</i></div><div>Oasis Encounter</div></div> <div>You see beautiful wildlife. Gain 1 Spice.</div>	<div><div><i>Rest Stop</i></div><div>Oasis Encounter</div></div> <div>You rest at the oasis. Skip your next turn, but gain 3 Silk.</div>
<div><div><i>Trade Fair</i></div><div>Oasis Encounter</div></div> <div>A trade fair is happening. Gain 2 Gold and draw 1 Spice.</div>	<div><div><i>Desert Nomad</i></div><div>Oasis Encounter</div></div> <div>A nomad shares tales of the desert. Gain insight: You draw two encounter cards on your next turn.</div>	<div><div><i>Healing Waters</i></div><div>Oasis Encounter</div></div> <div>The waters have healing properties. Gain 1 movement speed on your next turn.</div>

## Fortune Teller

## Oasis Encounter

A fortune teller offers insight. Pay 1 Gold to keep this card and later use it to skip one encounter you chose to.

## Resource Bounty

## Oasis Encounter

You discover a hidden stash. Gain 1 Silk and 1 Spice.

*Festival of Colors*

## Oasis Encounter

Join a local festival. Gain 2 Gold and 1 Silk.