

Event - Translocation	Event - Translocation	Event - Translocation	Event - Helpful Minion	Event - Cursed Room	Event - Cursed Room	Event - Cursed Room
Move yourself or another player one space	Move yourself or another player one space	Move yourself or another player one space	Roll one of the room actions or gain a protective shield	Place a curse token on one of the rooms. This acts as a -2 modifier for every roll in this room. You can spend your room action to dispel the curse.	Place a curse token on one of the rooms. This acts as a -2 modifier for every roll in this room. You can spend your room action to dispel the curse.	Place a curse token on one of the rooms. This acts as a -2 modifier for every roll in this room. You can spend your room action to dispel the curse.
Event - Bloodpact	Event - Bloodpact	Event - Devotion	Event - Devotion	Event - Devotion	Event - Rapid Erosion	Event - Amnesia
Gain a protective shield	Gain a protective shield	Gain a favor point	Gain a favor point	Gain a favor point	Discard one equipment card from any player	Make another player unequip one card of your choice (if your handlimit is full, discard the card)
Event - Amnesia	Event - Looking for Trouble	Event - Looking for Trouble	Event - Persuade	Event - Persuade	Event - Persuade	Event - Rapid Erosion
Make another player unequip one card of your choice (if your handlimit is full, discard the card)	Draw cards until you draw an enemy, then fight it	Draw cards until you draw an enemy, then fight it	You can steal 1 hand card from the player of your choice.	You can steal 1 hand card from the player of your choice.	You can steal 1 hand card from the player of your choice.	Discard one equipment card from any player