

<p>Event - Translocation</p> <p>Move yourself or another player one space</p>	<p>Event - Translocation</p> <p>Move yourself or another player one space</p>	<p>Event - Translocation</p> <p>Move yourself or another player one space</p>	<p>Event - Helpful Minion</p> <p>Roll one of the room actions or gain a protective shield</p>	<p>Event - Cursed Room</p> <p>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.</p>	<p>Event - Cursed Room</p> <p>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.</p>	<p>Event - Cursed Room</p> <p>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.</p>
<p>Event - Bloodpact</p> <p>Gain a protective shield</p>	<p>Event - Bloodpact</p> <p>Gain a protective shield</p>	<p>Event - Devotion</p> <p>Gain a favor point</p>	<p>Event - Devotion</p> <p>Gain a favor point</p>	<p>Event - Devotion</p> <p>Gain a favor point</p>	<p>Event - Rapid Erosion</p> <p>Discard one equipment card from any player</p>	<p>Event - Amnesia</p> <p>Make another player unequip one card of your choice (if your handlimit is full, discard the card)</p>
<p>Event - Amnesia</p> <p>Make another player unequip one card of your choice (if your handlimit is full, discard the card)</p>	<p>Event - Looking for Trouble</p> <p>Draw cards until you draw an enemy, then fight it</p>	<p>Event - Looking for Trouble</p> <p>Draw cards until you draw an enemy, then fight it</p>	<p>Event - Persuade</p> <p>You can steal 1 hand card from the player of your choice.</p>	<p>Event - Persuade</p> <p>You can steal 1 hand card from the player of your choice.</p>	<p>Event - Persuade</p> <p>You can steal 1 hand card from the player of your choice.</p>	<p>Event - Rapid Erosion</p> <p>Discard one equipment card from any player</p>