	Events				
1	Mad Hatter	Each player takes the board positions of the player to their right	Desert	1	Forest
2	Holy Grail	Roll one die. Take that many Treasures	Mountain	1	Mountain
3	Mountain-side Perch	Reveal all adjacent tiles. If there are no adjacent tiles to reveal, draw a treasure	Mountain	2	Desert
4	Treasure Trove	The player who activated this gets 2 level 3 treasures. The player to their right get 1 level 3 treasure. Player to the right gets 2 level 2 treasures. Player to the right gets 1 level 2 treasures	Forest	1	Sea
5	Oasis	Reveal all adjacent tiles. If there are no adjacent tiles to reveal, draw a treasure	Desert	2	
6	Crow's Nest Spyglass	Reveal all adjacent tiles. If there are no adjacent tiles to reveal, draw a treasure	Sea	1	
7	Treetop Nest	Reveal all adjacent tiles. If there are no adjacent tiles to reveal, draw a treasure	Forest	2	
8	Cranberry Bog	Restore 10 HP to all players	Sea	2	
9	AVALANCHE!!!	Move your character back to the previous tile you were on. No one can move onto this tile	Mountain	3	
10	Mandatory Team Building Excersise	Each player rolls a die. Combine the results into one total. If the total is greater than 18, each player gain a level 3 treasure	Desert	3	
11	Dwarven Pirate Cache	You stumble upon a Pirate cache. They are reluctant to hand over the key. Trade 12 items or fight. HP: 30 / Dice: 12 / Armor: 5 Every Hero gains a treaure. The party gains a Key.	Sea	3	
12	The Evil Zaardan	Every hero Teleports to you, Fight Zaardan. (18 HP, 10 ATK, 4 Armor)	Mountain	4	
13	Squirrel Army	Trade any two of these items: almonds, birbseed, an indulgent delight, and a cronchy cheese. Other heroes may send you these items if they have them. You get a Key.	Forest	3	
14	Trash Pirate Island	Spend 7 HP. Gain a level 3 item	Sea	4	
15	Elven Temple of the Key	Elves are worshipping a key. Take it and Fight. HP: 30 / Dice: 18 / Armor: 5 If you leave it the Elves give you a treasure draw.	Desert	4	
16	Forest Fire	If you have cast cross coutry fireball at least once this game take 5 damage. You could have prevented this.	Forest	4	