

FATE & FORTUNE

Use a standard deck of playing cards (aces to eights only) as the Fates (black suits) and Fortune (red suits) cards and consult the table in this list.

FATE		FORTUNE	
A 	Urgent Business[†] You have urgent business in <i>Achtan</i> and must head there immediately.	A 	Minor Injury You hurt yourself and have to pay chirurgists 50F to heal you.
2 	Mercantile Fleet[†] Advance to the nearest <i>Trade Route</i> .	2 	Church Reward! The Church believes you are on a holy mission and gives you 75F.
3 	Plunder an Underworld! Advance to the <i>Plunder an Underworld</i> space and gain 200F.	3 	Plunder an Underworld! Advance to the <i>Plunder an Underworld</i> space and gain 200F.
4 	Sword of Life You find the hilt of the Sword of Life, which may be used to get out of the <i>Battlepites of Krarth</i> .	4 	Sword of Life You find the pommel stone of the Sword of Life, which may be used to get out of the <i>Battlepites</i> .
5 	Attention of the Magi Go directly to the <i>Battlepits of Krarth</i> . Do not <i>Plunder an Underworld</i> .	5 	Attention of the Magi Go directly to the <i>Battlepits of Krarth</i> . Do not <i>Plunder an Underworld</i> .
6 	Wyrd or Yggdras[†] Advance to the nearest of either <i>Wyrd</i> or <i>Yggdras</i> .	6 	Seer's Decree The Seers of <i>Wyrd</i> declare a day in your honour. Collect 10F from each player.
7 	Urgent Business[†] You have urgent business in <i>Clyster</i> and must head there immediately.	7 	Market Forces Trade increases in one of your markets and you gain 20F.
8 	Agent of the Church The Church temporarily nominate you as their agent and pay you 50F.	8 	Auric Pendulum Using an <i>Auric Pendulum</i> , you find a small cache of treasure worth 100F.

FATE & FORTUNE

FATE		FORTUNE	
A 	Lost! Go back 3 spaces.	A 	Nasty Injury You hurt yourself and have to pay chirurgists 100F to heal you.
2 	Tithe You must tithe the Church 15F.	2 	New Steward You need to hire a new steward, which costs 50F.
3 	Sea Transport[†] You must get goods from Glissom to Katorheim. Advance immediately to that <i>Trade Route</i> .	3 	Merchants' Guild The Merchants' Guild hire you as an advisor. Gain 25F.
4 	Market Repairs* Repair each market stall and market hall at a cost of 25F per stall and 100F per hall.	4 	Market Repairs* Repair each market stall and market hall at a cost of 40F per stall and 115F per hall.
5 	The Big City[†] Advance immediately to Ferromaine.	5 	Merchant of the Year You have won second prize in the Merchant of the Year competition and win a prize of 10F.
6 	Minor Noble Title You are awarded a minor noble title and gain 150F.	6 	Inheritance You inherit 100F.
7 	Misguided Purchases A series of misguided purchases means you have to pay every other player 50F.	7 	Surplus Stock You manage to sell off your surplus stock and gain 50F.
8 	Crown of Kings You find and wear the Crown of Kings and make 100F before losing it.	8 	Trade with Elves You trade with Elves for a profit of 100F.

[†] You may Plunder an Underworld, if it is on your way, and collect 200F.

* Market Stalls and Market Halls that are not repaired must be discarded, not sold.