

Sell:

Choose an item card and place it **face down** on the Guild Crest behind your screen.

Then place your die on the card set to the price you want to sell it for. Lowest bidder sells first.

If you match the item type to the hero type you get a bonus 1 Gold.

Max Prices:

Higher quality items may be sold for higher prices.



4g



6g



8g

Guild Crest



Patron:

Place your die on your Guild Crest without an item card to hire an hero to kill a monster.

You may swap one item card between your hero and your hand, and fill one empty slot. If no heroes can be strong enough to kill a monster you may pass your turn.

Restocking:

After each round players may draw or upgrade their item cards.

-  Draw up to the hand limit of 4.
-  Discard 1 Blue, get 1 Green.
 Pay 1G to Discard 2 Blue and get 2 Green.
-  Discard 1 Green, get 1 Red.
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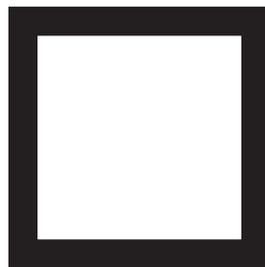
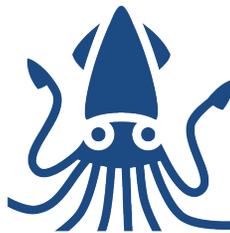


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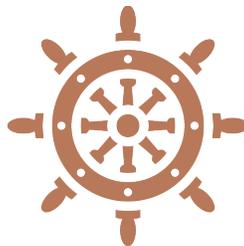


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