

City of Brass

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Food

1



Food

1



Food

1



Food

1



Food

2



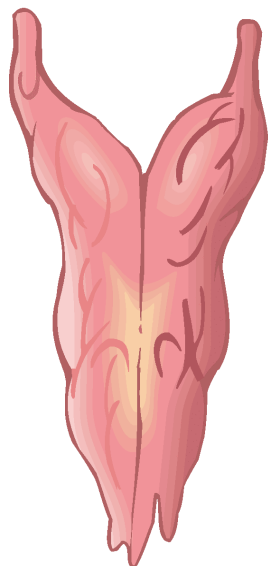
Food

2



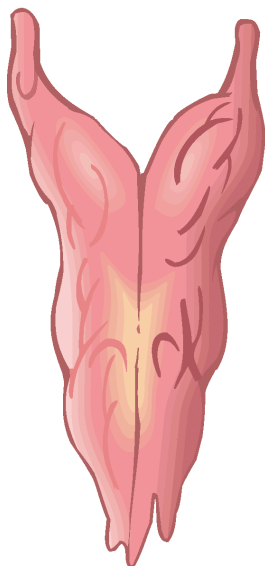
Food

3



Food

3



Water

1



Water

1



Water

1



Water

1



Water

2



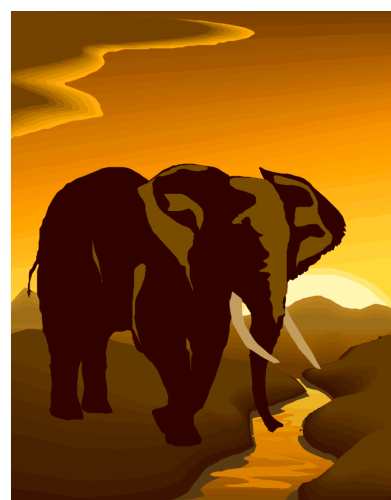
Water

2



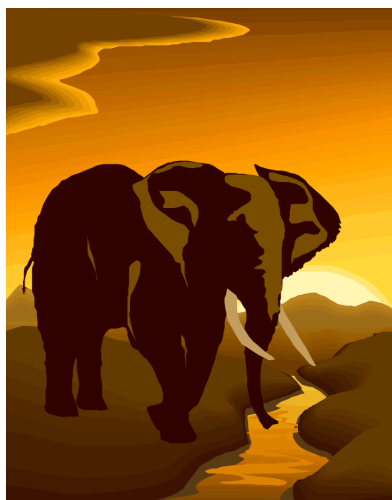
Water

3



Water

3



Safety

1



Safety

1



Safety

1



Safety

2



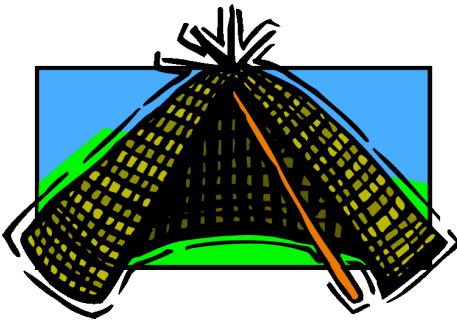
Safety

2



Safety

3



Hygiene

1



Hygiene

1



Hygiene

1



Hygiene

1



Hygiene

2



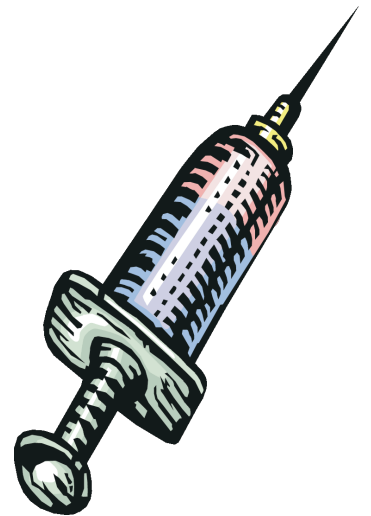
Hygiene 2



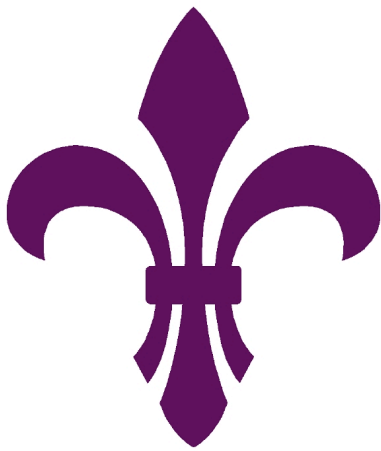
Hygiene 2



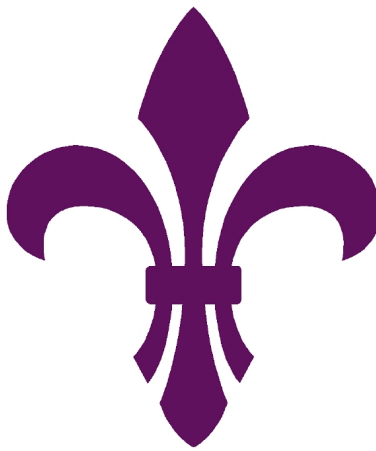
Hygiene 3



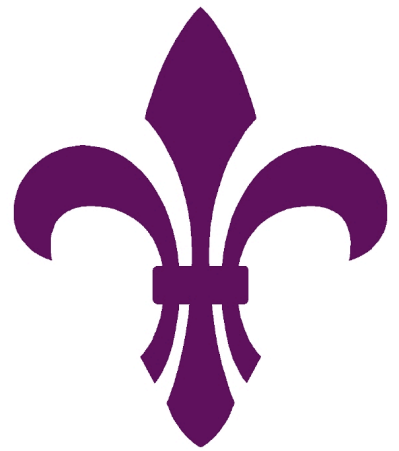
Honor 1



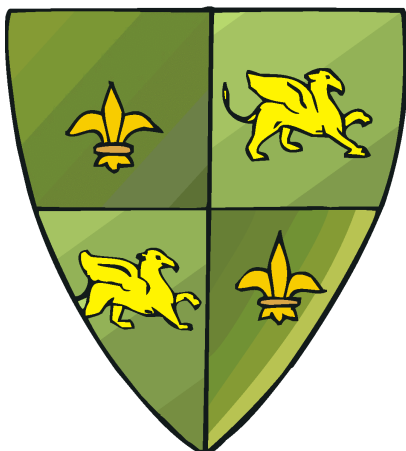
Honor 1



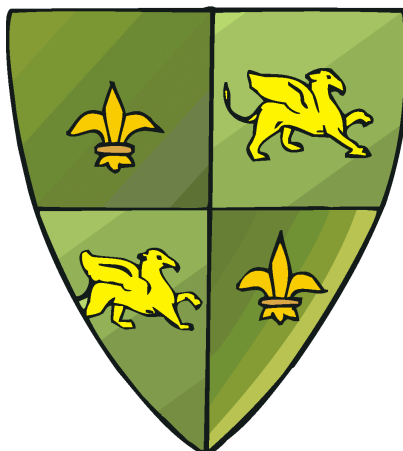
Honor 1



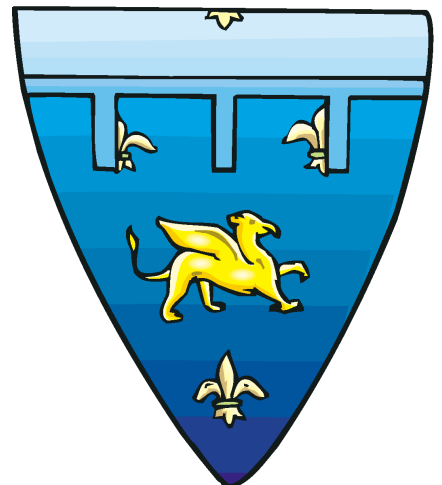
Honor 2



Honor 2



Honor 3



Wine

1



Wine

1



Wine

1



Wine

2



Wine

2



Wine

3



Betrayal!



Lay down this card after anyone's successful challenge. You gain all resources for this challenge.

Betrayal!



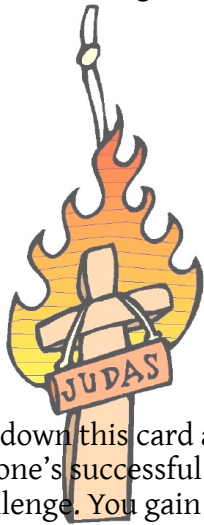
Lay down this card after anyone's successful challenge. You gain all resources for this challenge.

Betrayal!



Lay down this card after anyone's successful challenge. You gain all resources for this challenge.

Betrayal!



Lay down this card after anyone's successful challenge. You gain all resources for this challenge.

Blaze of Glory

Lay down this card after rolling in any challenge. You and all that help you can re-roll any failed dice by spending another point from the ability you are using.

You can spend a point and re-roll as much as you like for this challenge.

Creep Away

Lay down this card after failing in a challenge. The challenge has no repercussions.

A Favor

Lay down this card when making a challenge and pick another party member. (This includes the Companion.)

That person must help you, either by fighting alongside you or assisting you. Give them this card. It never goes in the discard pile.

Lion's Blood

Lay down this card when participating in a challenge. You may roll more dice for both fives and sixes.

Overthrow

Lay down this card anytime. A vote is immediately called for leadership between you and the current Leader. You tally the vote.

For purposes of this vote, you are the Leader and the current Leader can act as the companion. He can accuse you of lying.

For France!

Lay down this card before a draw of cards that would go to you.

You may keep, in addition to the normal cards you'd keep, all Honor cards.

Feed A Cold

Lay down this card before using Food resources. These resources increase both your Strength and Health.

Madness!

Lay down this card anytime.

Immediately lower your Reason to zero. All Reason points you had go to other abilities.

City of Brass

Strength

Did you take on challenges with no thought to the cost to yourself or others?

Did you ask anyone to sacrifice for you?

Did you ever think you might die?

Are you worthy to enter the City of Brass?

City of Brass

Endurance

Did you take on challenges that drove you to zero in an ability?

Did your Endurance ever run out?

Did you ever think about giving up?

Are you worthy to enter the City of Brass?

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Health

Did you catch disease?

Did you ever starve?

Did you ever give up the chance to be healthier so another would be?

Are you worthy to enter the City of Brass?

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Nobility

Were you ever the Leader?

Did you perform all actions with honor?

Did you catch anyone lying? How did you punish them?

Are you worthy to enter the City of Brass?

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Reason

Did you discover anything new about Africa?

Did you ever think that the terrors you faces were unnatural?

Do you believe in God?

Are you worthy to enter the City of Brass?

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Camaraderie

Did you help out your fellow people whenever you could?

Did you help out your fellow people when you couldn't afford to?

Were you ever the Companion?

Are you worthy to enter the City of Brass?

The above cards should not be shuffled into the deck. They stay separate and are used at the end of the game when the party reaches the City of Brass.