

**NPC
TOKEN**

Baldric Tumblewhistle

Travelling Merchant · Neutral NPC

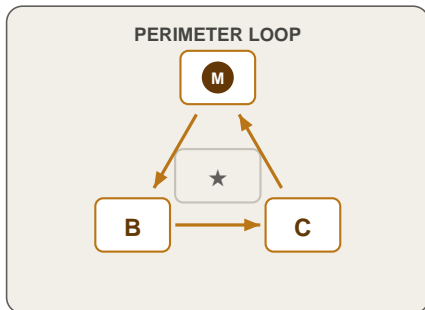
IMMUNE
Monster attacks

BLOCKED
Stays on starting tile

MOVES
1 space/round, CW

INVENTORY
Top 5 item cards

MOVEMENT



Activation

Merchant moves once during the Monster Phase, after all monsters have activated.

Direction

1 space clockwise along the perimeter. Loops his current tile's 3-space perimeter (A→B→C→A) unless the next step crosses into a neighboring tile, in which case he crosses. He never enters any center space.

Travels the map

The Merchant is not anchored to his starting tile — over a full session he circuits the entire connected map's perimeter, tile by tile. Track his current space.

Blocked

If a monster occupies the Merchant's destination space, he does not move that phase — he stays until the space is clear.

TRADING

If a monster is in the Merchant's current space, heroes cannot use the Buy action there until the monster is defeated

- BLOCKED**
If any monster occupies the Merchant's space, trading is suspended until the space is cleared.
- INVENTORY**
The top 5 cards of the shuffled Item deck are placed face-up beside the Merchant token at game start. Heroes may buy any of these 5 items. Sold items are not
- BUYING**
Spend 1 action while on the Merchant's space: pay the gold cost of any available item. Add it to your inventory. Cannot buy if a monster is in this space.
- SELLING**
Any hero on the Merchant's space may sell any item back for half its cost (rounded up), free action. Always available — no item required.

GOLD ECONOMY

MONSTER DROPS (killer chooses: gold OR Focus token per drop)

Common monster	1 gp/Focus	Wyvern Rider	2 gp/Focus
Elite monster	2 gp/Focus	Rift Lurker	2 gp/Focus
Orc Warchief	2 gp/Focus	Malachar (Boss)	5 gp/Focus
Drowned Shade	2 gp/Focus	See Bestiary for full roster	

ENCOUNTER REWARDS
Drops are awarded immediately to the killing hero upon defeat — not placed on the board. Each drop = killer's choice: 1 gold OR 1 Focus token (any attribute). Elite drops (2 total) may split: e.g. 1 gold + 1 Focus token. Encounter cards award gold only (listed on card, not a player choice).

MERCHANT INVENTORY (place face-up item cards here at game start)

1

Cross out when sold

ITEM SLOT

2

Cross out when sold

ITEM SLOT

3

Cross out when sold

ITEM SLOT

4

Cross out when sold

ITEM SLOT

5

Cross out when sold

ITEM SLOT