

# Village

## *Unknown*

### 1 Rules

- When you land on the Village space in the Outer Region, you may immediately take another turn. You may enter the Village, or continue moving around the Outer Region.
- The Mystic and Healer have moved inside the Village, and are not encountered on the space in the Outer Region.
- For movement, roll the special realm movement die (3rd edition), or roll 1 normal die and divide the result by 2 (2nd edition). You may move in any direction, but you may not double-back during your move.
- If you end your move on one of the road spaces, draw a card from the Village deck to see what (or who) you encounter.
- You may move into one of the Village buildings by following the arrows on the road. Moving into a building costs 1 point of movement. You may stop moving once you enter a building even if you have additional movement points left (i.e., you don't have to move into a building by exact count).
- The Omen card (available from the Oracle) allows you to discard any one card from any deck without encountering it. You do not draw a replacement card. Discard the Omen card after use.