

THE HORSE TRADER

INSPIRATION

This "expansion" came to life following a post made by JC Hendee over at the FFG forums. He commented that Mules should be available for purchase in the City in order to give us something to spend our hard earned (*gambled/stolen) gold on.

THE CITY

An overlay for the City space was made in order to add the Horse Trader, who is a mix of the Stables from the 2nd Edition City expansion and the Horse Market from the 3rd Edition City of Adventure.

THE ALCHEMIST

In order to add the necessary information for the Horse Trader to the City space, one of the existing options would have to be replaced. I decided to evict the unfortunate Alchemist, who I thought was little more than an excuse to avoid visiting the moody Enchantress!

ADVENTURE CARD

The poor Alchemist has been packed off in his caravan to find a new spot where he can practice his arcane arts. That way he can show up virtually anywhere and can be removed quite easily. He looks rather similar to the Follower of the same name, so perhaps they are brothers.

PURCHASE CARDS

These were made for the Horse and Horse & Cart only, as the Mule has plenty of Purchase cards already. I would suggest adding in two Purchase cards each for the Horse and Horse & Cart, so the land is not overrun with equines!

CREDITS

Created By - Jon New

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All Kinds Of Awesome - GW, FFG, Bob

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