Market Variant v2

This is our Market variant derived from "Market Step Variant v2" by Martin Knight. It makes visits to the market more effective and gives the players a level of control over the types of items they find.

Setup

Separate the market deck into 6 piles by type:

• Weapons   • Armor   • Artifacts   • Runes   • Rituals   • Allies

Place these newly formed market decks in their corresponding shops on the market board.

Rules

Any time a player would draw a card from "the market" roll 1d10 to determine which shop the card is drawn from using the following values:

  1 - 2 | Blacksmith (Weapons)

  3 - 4 | Armorer (Armor)

  5 - 6 | Archaeologist (Artifacts)

  7 | Runemaster (Runes)

  8 | Ritualist (Rituals)

  9 | Tavern (Allies)

  10 | Player's Choice [during setup - roll again]

At the beginning of a player's Market Step a card is drawn from one of the shops randomly (as described above) and placed in the town's market.

During a player's Market Step they must choose to visit one of the 6 shops *or* the town's market. The player may inspect the town's market before choosing. If the player visits the town's market, they proceed normally. If the player visits a shop, they draw 3 cards from the shop and may purchase any number of them. Any unpurchased items are shuffled back into the shop. Once chosen, a player may not visit a different shop or the town's market.

During play, any discarded market cards are shuffled back into their relevant shop.

Kelsam Tabletop

Blacksmith
(Weapons ⚄ 1-2)

Armorer
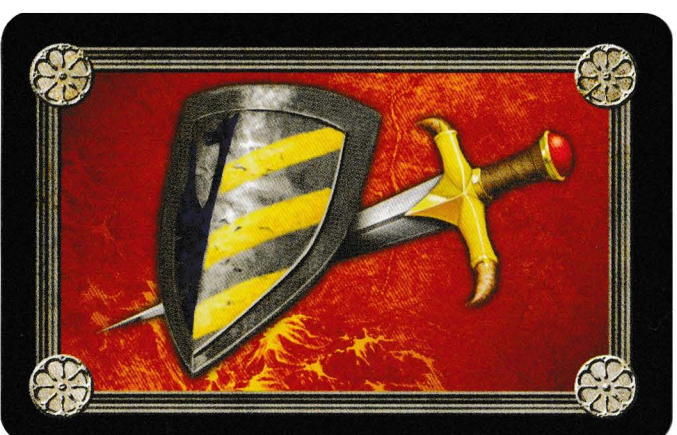(Armor ⚄ 3-4)

Archaeologist
(Artifacts ⚄ 5-6)

Runemaster
(Runes 🎲 7)

Ritualist
(Rituals 🎲 8)

Tavern
(Allies 🎲 9)