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| <p>1 Event</p> <p>Wave of Pilgrim</p>  <p>A new disease has reached the land. All your Followers and the Followers of the player to your right become pious. Roll a dice for each Follower. On a 1 or 2 they will go to:</p> <p>1 Chapel 2 Temple 3 High Temple 4 Graveyard 5 Black Temple 6 Shrine. If the place does not exist, he will try to find it on the discard pile.</p> | <p>1 Event</p> <p>Holy Procession</p>  <p>It is St. Michael's Week. Priests and pilgrims begin their pilgrimage from the High Temple to the Chapel. Move this card at the beginning of your next six turns two spaces in the direction of the Chapel. If a character meets the procession he gains one Craft.</p> | <p>2 Person-Enemy</p> <p>Dragon-Cultist</p>  <p>Strength 4</p> <p>If you lose and the Cultists are still in power, you will be dragged into court and lose a Life. If the government is free of cultists you only lose a Life. The Cultist will never attack members of the Dragon Cult.</p> | <p>2 Person-Enemy</p> <p>Dragon-Cultist</p>  <p>Strength 3</p> <p>If you lose and the Cultists are still in power, you will be dragged into court and lose a Life. If the government is free of cultists you only lose a Life. The Cultist will never attack members of the Dragon Cult.</p> |
| <p>2 Person-Enemy</p> <p>Crusader</p>  <p>Strength 2</p> <p>Crusaders plunder in this heathen area. If your alignment is Good, he becomes your Follower for one holy battle and adds his Strength to yours. If this Combat is over and he is still alive, he plunders on the discard pile.</p> | <p>3 Spirit-Enemy</p> <p>Lemure</p>  <p>Craft 3</p> <p>A wet glittery Lemure steps out of a pool of plasma. Characters of Evil alignment can take it as a Follower. It will add its Craft during your next Combat. After that it is discarded.</p> | <p>4 Stranger</p> <p>Astral Deva</p>  <p>A golden Deva is searching for a player of Good alignment. If he finds one, he will grant him one Craft. If he meets a Evil player, he will steal one Craft instead. Neutral character become Good. After he meets the first player, he will fly back into the sky.</p> | <p>4 Stranger</p> <p>Jubilex</p>  <p>Out of a big hole in the ground whirls Jubilex, the faceless Lord. If your alignment is Evil, the Lord of Hell grants you one Strenth. If he meets a Good character, he will steal one Strength instead. Neutral character become Evil. After he meets the first player, he will flow back.</p> |
| <p>5 Object</p> <p>God-Stone</p>  <p>The old Street Sage tells a story about the nameless God who dies in the Cursed Glade. His body was blown in the wind and only his heart remains. This stone looks like his forgotten heart. As you enter the Cursed Glade with this „Stone“ you will be blessed. Take a Blessing-card. You cannot have more than one Blessing card at the same time.</p> | <p>5 Object</p> <p>Rosary</p>  <p>The rosary is a tool, which will add one to your die roll when praying. Evil characters can simulate piety and will not lose a life when entering the Chapel. „Ave Maria“</p> | <p>5 Object</p> <p>Holy Icon</p>  <p>The relics of the icon of the holy St. Michael were lost a long time ago. If you give them back to the Temple, High Temple or Chapel, you get a reward of three Gold. The Priest, Pilgrim and the Clerik of Issek will gain one Craft in possession of the icon.</p> | <p>5 Object</p> <p>Pergaments</p>  <p>The old pergaments of papyrus are encrypted for all Characters. However, if you give them to the Hermit, he will decrypt them and teach you their contents. You gain two Craft.</p> |
| <p>5 Magic Object</p> <p>Tiara</p>  <p>You find the golden embroidered tiara of the high-priest Ambrosius. If you wear it, you gain one Craft, but you may not enter the Chapel, Temple or High Temple. If you donate the tiara at one of the places, you do not have to pay for any service during that round (like healing or donation), cannot lose a Life or be enslaved.</p> | <p>5 Follower</p> <p>Clerik of Issek</p>  <p>The priest of Issek will join you as a Follower. He can move every Spirit-Enemy, with a Craft of five or less, 1-6 spaces clockwise. If you enter the Graveyard, he will die in a battle against Demons or Undeads (nobody knows).</p> | <p>6 Place</p> <p>Oracle Cave</p>  <p>In the old cave lives an oracle, which will tell you its wisdom for one Object.</p> <ol style="list-style-type: none"> 1 Philosophy (miss one turn) 2 Mystery, no effect 3-4 Future (see the first five Adventure-cards) 5 Gain one Craft 6 Gain one Spell. | <p>6 Place</p> <p>Holy Pulpit</p>  <p>The pulpit is a holy Place founded by followers of the Holy Ambrosius. You may pray if you wish.</p> <ol style="list-style-type: none"> 1. Pulpit in use (miss one turn). 2. Pulpit is closed (no effect). 3-4. Pray (like Chapel). 5. Pray (like High Temple). 6. Pray (like Temple). |

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| <p>1 Event Cryptic Creature</p>  <p>A Crypt Creature is interested in you. 1 Teleport (according to Vortex-Table) 2 Teleport one of your Followers 1-6 spaces clockwise. 3 Free Teleport in your Region. 4 Eliminates one of your Followers. 5 Takes all Magic Objects from you. 6 Teleport to the Black Tower Entrance.</p> | <p>1 Event Mutiny</p>  <p>Many of your Followers are discontented and feel exploited. MUTINY! Roll for each Follower to determine his party. Odd means he is one of the mutineers and will be discarded, even means he will be loyal.</p> | <p>2 Monster-Enemy Blindheim</p>  <p>Strength 5 Suddenly there is a bright light in the darkness. A frog-like Blindheim has opened his eyelid. If you lose the combat, you lose a Life. In your next turn you must step back in the direction you came from.</p> | <p>2 Animal-Enemy Blood-Bat</p>  <p>Strength 2 Hanging at a high cliff, you see a large bat about 3 feet long. Blood drops out of its mouth. Could it be your blood?</p> |
| <p>2 Dragon-Enemy Shadow-Dragon</p>  <p>Strength 6 What you once thought to be a dark cloud is now revealed as a Shadow Dragon. If you lose the Combat, it steals all your Gold. If you have no Gold, it takes a Life instead.</p> | <p>2 Monster-Enemy Ettin</p>  <p>Strength 6 (each) This two-headed giant is arguing with itself about the last meal that escaped. It will bicker here until slain. To slay the Ettin, you must fight two Combats and be victorious in both.</p> | <p>3 Spirit-Enemy Necrophidius</p>  <p>Craft 7 A pale Deathworm is dancing in front of you. If you lose the Combat, you are fascinated by its dance and will miss one turn.</p> | <p>3 Spirit-Enemy Sheetphantom</p>  <p>Craft 3 A bedsheet is laughing at you, then tries to attack you.</p> |
| <p>4 Stranger Lich</p>  <p>In the darkened crypt lives a lich of a former magician. If you give him one Life or one Follower, he will animate all your trophies to zombies equal their former Strength. They will fight with you in only one Combat. After the battle, they crumble into dust.</p> | <p>4 Stranger Ghostride</p>  <p>A skeleton-horse stops panting in front of you. You can jump on its back and take a ride to the Graveyard. If the "Old Battleground", "Old Witch Circle" or the "Ruined Cathedral" is located on the board, you can turn the horse around and reach one of the three Places.</p> | <p>5 Magic Object Gauntlet</p>  <p>The dark gauntlet was made out of human skin. It radiates brutality and mischief. Only evil Characters can use this Object. If you touch another Character, he will be cursed (draw a Curse card). The gauntlet then crumbles into stinking dust.</p> | <p>5 Magic Object Cursed Dagger</p>  <p>The old Dagger of Adlakahn is a cursed weapon you have to take. The Dagger will not accept other weapons and will destroy them instantly. If you are fighting with the Dagger against Enemies using a weapon it will add 3 to your Strength. You cannot choose to drop the Cursed Dagger.</p> |
| <p>5 Magic Object Spiritblade</p>  <p>This sword was forged by „Lak-Caj the Immortal“. It allows you to attack other Characters with Psychic Combat. It will add 2 to your Craft in combat. You cannot carry the sword if you have another weapon. If it's been used in normal Strength-Combat, you have to change this card into a regular sword.</p> | <p>5 Follower Meazel</p>  <p>A deadful Meazel will join your party as long as you are not Good, the Orc or the Troll. If you give him two Bags of Gold at the beginning of your turn, he will assassinate an Adventure-Card or any other player. Roll one dice, to see if he is successful. If you roll 3-6 the card is discarded or the player loses one life. After the assassination the Meazel leaves you and is never seen again.</p> | <p>6 Place Old Battleground</p>  <p>Pale bones and rusty metal sign this ground as an old battlefield. You can dig if you want. 1 Wight, Craft 5 attacks you. 2 Zombie, Strength 2 attacks you. 3 You find nothing, miss one turn. 4 You find a helmet. 5 You find a sword. 6 You find an armour.</p> | <p>3 Spirit-Enemy Tomb-Wight</p>  <p>Craft 5 The wight hates the living, especially you. If you don't defeat him, you have to lose a Life.</p> |

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| <p>1 Event Murrain</p>  <p>An unknown disease crawls over the land and all horses die. The farmer called it "Murrain". Discard all Horses, Warhorses, Mules, and Horse and Carts. The Unicorn is protected against illnesses, the Centaur will lose one Life. The Stables in the City are closed for one turn.</p> | <p>1 Event Dimensional Rift</p>  <p>Draw one Timescape card. If you draw the Dimensional Rift again, replace the card with a Black Tower card. The card remains for only one round.</p> | <p>2 Animal-Enemy Ants</p>  <p>Strength 2 (each)</p> <p>You have stepped on the home of an ant colony. Two ant-warriors, each 1 foot high, attack you. If they succeed, lose a Life and get dropped into the Dungeon.</p> | <p>2 Monster-Enemy Anhkheg</p>  <p>Strength 6</p> <p>An ugly insect worm breaks through the ground. You watch acid gutter out of its mouth. If you kill the enemy, you find an entrance into the Dungeon. It only stays open for one round.</p> |
| <p>2 Plant-Enemy Blue Slime</p>  <p>Strength 5</p> <p>The blue mucilage attacks any Character who is carrying metal Objects. If you lose the Combat it eats all of them.</p> | <p>2 Monster-Enemy Giant Spider</p>  <p>Strength 4</p> <p>This horrible creature has weaved his web here. Whoever wants to pass through this space, must end their movement here and fight it.</p> | <p>3 Spirit-Enemy Band of Skeletons</p>  <p>Craft 3 (each)</p> <p>A necromancer has lost his creatures. You must fight three skeletons, one at a time. If you lose a Combat you lose a Life and the band remains in this space.</p> | <p>3 Spirit-Enemy Mummy</p>  <p>Craft 6</p> <p>A rotting mummy raises from his crypt. He attacks you on sight. If you lose the Combat, you will be infected with a rotting disease and lose one Life. Roll for each Follower: on a 1, they will also become infected and die.</p> |
| <p>4 Stranger Ghost of Adlakhan</p>  <p>The ghost of the feared bandit leader Adlakhan seaches for reparation. Every Character who reaches his grave can take one of his donations. One Strength, one Craft, one bag of Gold or one Sword. Once the grave is completely plundered, the ghost disappears in the wind.</p> | <p>4 Stranger Smite</p>  <p>The gray Smite is a known thief that lives in the underground. While you were asleep, he came and took half of your objects and bags of Gold and placed them in the Dungeon (5th space). Separate your cards into two stacks and roll a die to find out which cards were taken by the Smite.</p> | <p>5 Object Treasure Map</p>  <p>The map from the rumored bandit leader Adlakhan will tell you the place where he left his treasure. If you arrive in the Cursed Glade, you can dig up a box with three gold.</p> | <p>5 Magic Object Defender</p>  <p>The old scrimitar „El Defensor“ of the major bandit Adlakhan is a powerful weapon. It adds 1 to your Strength in Combat but, if you are defending an attack from another Character, it will add 4 to your Strength instead.</p> |
| <p>5 Follower Svirfneblin</p>  <p>A dark brown gnome joins your party. He allows you to enter the Dungeon without finding a door. If you exit the Dungeon through this entrance, you will find yourself on the Sentinel space on the main board. He will never enter the City, Village or Timescape.</p> | <p>5 Follower Mine-Worker</p>  <p>The pale worker is an excellent miner. He loves mining and digging. If you roll for movement in the Dungeon, you may add one. In addition, you can add 1 to your die roll in the Mines, the Cave, the Dragon Cave and the Valley of the Kings.</p> | <p>6 Place Valley of the Kings</p>  <p>The Valley of the dead kings is full of tombs. You can try to desecrate graves:</p> <ol style="list-style-type: none"> 1 Find a Demon Craft 8; 2 Find a Bandit Strength 4; 3 Step on a trap door, enter the Dungeon; 4 Draw one Pyramid card; 5 Find some Dragon bones; 6 Draw a Treasure card | <p>2 Person-Enemy Captain</p>  <p>Strength 6</p> <p>The captain was once an officer in the royal army. Now he wants to become as well known as Adlakhan. He attacks unless you give him one bag of Gold.</p> |

