




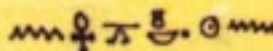









































<p>2 Monster-Enemy Carionette</p>  <p>Strength 2</p> <p>A animated puppet steps through a little hole in the bulls-eye glas. Before you can fight this monster, you have to roll under your craft. If you fail, you lose one life and miss one turn paralysed by a poisoned needle.</p>	<p>2 Dragon-Enemy Ice-Dragon</p>  <p>Strength 6</p> <p>The ice-cold breath of a white dragon touches you and your friends. Win the combat or the cold air will take a life and paralyze you in your next turn.</p>	<p>1 Event Conflagration</p>  <p>An awfully fire burns all over this region and destroys all places. Put the carbonized remains on the discard pile.</p>	<p>2 Monster-Enemy Gambado</p>  <p>Strength 4</p> <p>A cruel Gambado jumps out of a dark rock-cave. He will stay here until defeated.</p>
<p>2 Animal-Enemy Vulture</p>  <p>Strength 1</p> <p>A vulture decided to have an easy victim. Convince it to be wrong.</p>	<p>1 Event Wave of Thoughts</p>  <p>An enormous PSI-blast rolls over this region. All characters and enemies under four craft will become mad. Characters lose a live, enemies will be discarded. Plant-enemies are not affected. A character who wears the magic amulet is protected.</p>	<p>3 Spirit-Enemy Skeleton</p>  <p>Craft 3</p> <p>A skeleton breaks out of its grave. It hates all livings.</p>	<p>2 Monster-Enemy Goblin-Veteran</p>  <p>Strength 2 / Craft 2</p> <p>Schwinnak, a veteran of the goblins is sitting on the roadside. He has learned to fight, so he will attack you depending on which of your attributes is the weakest. If you bring his trophy to the noble in the village, you gain one gold.</p>
<p>2 Person-Enemy Crusader</p>  <p>Strength 2</p> <p>Crusaders plunder in this heaten 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>2 Monster-Enemy Cloaker</p>  <p>Strength 5</p> <p>A pale cloaker jumps out of the shadows. He wants to engulf you to death.</p>	<p>3 Spirit-Enemy Sheetphantom</p>  <p>Craft 3</p> <p>A bedsheet is laughing at you, then tries to attack you.</p>	<p>1 Event Swords to Plough-Shares</p>  <p>A wave of pacificism overcomes all characters in this region. They destroy all their arms and armours. Place them as pig-iron on the discard-pile. Each character who has done this act of wisdom gains one craft.</p>
<p>2 Animal-Enemy Worg</p>  <p>Strength 3</p> <p>A pale Dire-Wolf hunts in this region. You cannot use a horse (even a warhorse) against this animal. There is a legend, that Orcs are able to ride this animal.</p>	<p>1 Event Flood</p>  <p>Enormous rainfalls floods the whole land. Every card, which is not on the Craggs or the Chasm is swept in the dirty water. The same applies the City, Dungeon, Village and the Forest realm. For one round you can only draw Sea Realm cards in these Regions.</p>	<p>1 Event Foggy Castle</p>  <p>You are sure, that you have seen a castle in the misty grey fog. You lose your next two rounds in searching, searching....</p>	<p>2 Dragon-Enemy Shadow-Dragon</p>  <p>Strength 6</p> <p>What you once thought to be a dark cloud reveals 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>3 Spirit-Enemy Berbalang</p>  <p>Craft 2 A green berbalang flies in the sky searching for corpse and characters being a fair game for him.</p>	<p>2 Plant-Enemy Blue Slime</p>  <p>Strength 5 The blue mucilage attacks any character who is carrying metal objects. If you lose combat he eats all of them.</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>4 Stranger Headhunter</p>  <p>Strength 5 The headhunter will attack any character who has a warrant. If you pay him one gold, he will assault another character. If he wins, he disappears with the money on the discard pile.</p>	<p>4 Stranger Will o the Wisp</p>  <p>A Will o the Wisp tries to escort you to forgotten places. If you follow it, you find yourself at the: 1 Graveyard. 2 Ruins. 3 Lost City in the Crags. 4 Cursed Glade. 5 Entrance to the Dungeon. 6 Entrance to the Black Tower.</p>	<p>4 Stranger Grugach</p>  <p>Arafel, Mistress of the Thorns, inhabits the forest. If you enter her place, you must roll a dice. 1 You are the target of the first spell. 2-3 Lost, miss one turn. 4 No effect. 5 Gain one craft. 6 Gain one spell.</p>	<p>2 Monster-Enemy Goblin-Hero</p>  <p>Strength 3 Glitch, the feared goblin-bandit is hunting in this area. If you give him one object or gold, he will be very friendly to you, and will not attack. Otherwise you can have an extreme hard goblin-fight.</p>
<p>1 Event Mutiny</p>  <p>Many of your followers are discontent 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>3 Spirit-Enemy Mummy</p>  <p>Craft 6 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>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>1 Event Holy Prozeession</p>  <p>It is St. Michael's Week. Priests and pilgrims began their pilgrimage from the high temple to the chapel. Move this card at the beginning of your next six turns two fields in the direction of the chapel. If a character meets the procession he gains one craft.</p>
<p>1 Event Bridge of Ice-Floes</p>  <p>Frost has build some ice-floes which block the river. You can try to use the ice as a bridge to the other side. After you try to cross the bridge, it will be gone. 1-4 Bridge is save. 5 Ice is broken, swim to the other side, but lose a life. 6 Ice is broken, stay on this side and lose a life.</p>	<p>4 Plant-Stranger Treant</p>  <p>You have entered the woods of an old treant. If you have a weapon or a torch he will grab you, without followers and objects, and carry you into the forest. There he will leave you with some warnings.</p>	<p>1 Plant-Event Deathmoos</p>  <p>Grey moos and lichen coloured like greenish copper are growing on your trophies. As you try to scratch them off, the cadaver become alive. All of your trophies and this card must be placed on your field. They count as a normal plant-enemy. The first chill will kill them.</p>	<p>3 Spirit-Enemy Band of Skeletons</p>  <p>Craft 3 (each) 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>










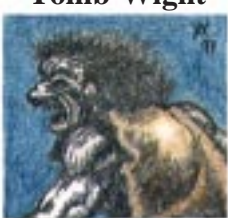

<div>4</div> <div>Stranger</div> <div>Ferryman</div> <div></div> <div>In the mist of the river stalks the mystic ferryman. He will bring you to the other side of the river, but you have to pay him one life, one follower or one magic object. After the transport he will never be seen again.</div>	<div>5</div> <div>mag. Object</div> <div>Gauntlet</div> <div></div> <div>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.</div>	<div>4</div> <div>Stranger</div> <div>Ghost of Adlakhan</div> <div></div> <div>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 gold or one sword. Once the grave is plundered, the ghost disappears in the wind.</div>	<div>4</div> <div>Stranger</div> <div>Student of the Warlock</div> <div></div> <div>One of the students of the warlock is still alive. A character in possession of a Talisman or the Staff of the Warlock will gain one spell per visit. Nobody knows the reason why he has not be the successor of the warlock. If you give the Student 2 Bags of Gold he will conjure the Black Tower.</div>								
<div>5</div> <div>mag. Object</div> <div>Wyvern Lance</div> <div></div> <div>The long polearm is forged with dragon blood. If you fight with this weapon, you gain one strength. Against wyvern the bonus will be increased to three points.</div>	<div>4</div> <div>Stranger</div> <div>Merchant</div> <div></div> <div>A friendly merchant offers you a ride to the town square, for ONLY one gold. Even if you do not accept, he will travel to the discard pile.</div>	<div>5</div> <div>mag. Object</div> <div>Ion-Stone</div> <div></div> <div>The ion-stone circles around the owners head and increase his craft by one. It won't work if you put it into a container or on a mule.</div>	<div>5</div> <div>mag. Object</div> <div>Staff of the Warlock</div> <div></div> <div>If you have the staff of the old warlock, you get a talisman without solving a mission in the warlocks cave. You may open the portal of power with no check and get +2 in the mines and the crypt.</div>								
<div>4</div> <div>Stranger</div> <div>Lich</div> <div></div> <div>In the darken 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.</div>	<div>4</div> <div>Stranger</div> <div>Quack Doctor</div> <div></div> <div>An old resident medical adviser opens his store. If the county patrol is drawn, he will close the shop immediately.<table><tr><td>Waterbottle</td><td>1 Gold</td></tr><tr><td>Herbalist Bandage</td><td>1 Gold</td></tr><tr><td>Doughnuts</td><td>2 Gold</td></tr><tr><td>Magic Brew</td><td>2 Gold</td></tr></table></div>	Waterbottle	1 Gold	Herbalist Bandage	1 Gold	Doughnuts	2 Gold	Magic Brew	2 Gold	<div>5</div> <div>mag. Object</div> <div>Ring of Spells</div> <div></div> <div>This ring made of artificial platinum is enchanted with two spells. Take the spells from the spell deck and keep them with this card. You may cast the spells as if they were your own, but you must have craft 3 or more. Discard the ring once all spells have been casted.</div>	<div>5</div> <div>Object</div> <div>Rosary</div> <div></div> <div>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“</div>
Waterbottle	1 Gold										
Herbalist Bandage	1 Gold										
Doughnuts	2 Gold										
Magic Brew	2 Gold										
<div>4</div> <div>Plant-Stranger</div> <div>Dryad</div> <div></div> <div>Without knowing, you have knocked on the door of a dryad. If you are male, the lovely girl puts a spell on you. You miss one turn, but you can add 1 to your craft. After teaching you, the dryad disappears forever.</div>	<div>5</div> <div>mag. Object</div> <div>Scroll of Spells</div> <div></div> <div>The magical scroll is enchanted with 1-6 spells. Take the spells from the spell deck and keep them with this card. You may cast the spells as if they were your own. Discard the scroll once all spells have been casted.</div>	<div>5</div> <div>mag. Object</div> <div>Farslayer</div> <div></div> <div>The sword "Farslayer" murders any uncovered living card from a far distance. This includes strangers, monsters, followers, and animals. It has to be thrown at the beginnig of your turn. The sword can only be used for one killing. Once used, it is discarded with the victim.</div>	<div>5</div> <div>mag. Object</div> <div>Scarab</div> <div></div> <div>The "Scarab of Furious Enemies" leads two enemies to attack each other instead of combining their strenght. Only the winning enemy will fight you.</div> <div></div>								









<p>6 Place River-Ferry</p>  <p>A ferry has been established at the banks of the river. For one gold it will bring you to the other side, where it will wait for a new customer.</p>	<p>5 Follower Henchman</p>  <p>A fanatic henchman seaches for a new feudal lord. He will add one to your strength.</p>	<p>5 mag. Object Heart of the Ironman</p>  <p>Whoever owns the heart of the iron guardian can evade him on the great brigde. The heart is made of steel. The dealer in the village will pay you two gold for the artifact.</p>	<p>6 Place 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 No effect 3-4 Future (see the first five adventure-cards) 5 Gain one craft 6 Gain one spell.
<p>5 Object 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 and the priest of Issek will gain one craft in possession of the icon.</p>	<p>5 Follower 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 fields clockwise. If you enter the graveyard, he will die in a battle against demons.</p>	<p>6 Place Annual fair</p>  <p>An annual fair has been established at the banks of the river. Any character landing on this space will have to draw two City-cards. They are discarded after the end of the round.</p>	<p>5 Follower Kenku</p>  <p>The birdman will join you as a follower. In his escort, you can evade all animal-enemies.</p>
<p>5 Object 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 Follower Orator</p>  <p>With this inspirational speaker in your party, you can infiltrate the followers of any other character that you land on. Roll for each follower. If you roll a one or two the follower will change owners.</p>	<p>5 Follower Sir Lancelot du Lake</p>  <p>The knight is on a quest to find the Holy Grail. He will leave you if you are (1) evil, (2) try to leave a region in which the grail resides, (3) don't attack the character who carries the grail, or (4) try to enter the graveyard. He adds two to your strength and will carry the grail for you.</p>	<p>5 Object Compass</p>  <p>If you have the compass, you can not get lost in the forrest, the crags, the labyrinth, the royal park, the cave, or the canalization.</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.</p> <ol style="list-style-type: none"> 1 Wigth, 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>6 Place Slave-Market</p>  <p>You and your followers run into a group of slave-traders, who enslave all your followers. Any character, who reaches the market, can buy one follower for one gold each. If you have no followers or once all slaves are sold, the market will be closed.</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 door, you will find yourself at the bottom of the great brigde. He will never enter the city, village or timescape.</p>	<p>5 Follower Sybyline</p>  <p>The supernatural Sibyl joins you as a follower. In her escort you can reroll your dice in psychic combat. The second result must be accepted.</p>












<p>5 Object</p> <p>Treasure Map</p>  <p>The map from the rumored bandit leader Adlakhian will tell you the place where he left his treasure. If you arrive in the cursed clearing, you can dig up a box with three gold.</p>	<p>5 Object</p> <p>Wyvern-Egg</p>  <p>The egg of a wyvern lies in an unguarded nest. If you sell it, you get:</p> <ul style="list-style-type: none"> ↑at the tavern, castle, pedlar 1 Gold ↑at the trapper, apothecary 2 Gold ↑at the herbalist or hag 3 Gold 	<p>5 Object</p> <p>Prommissory Note</p>  <p>The royal sealed promissory note allows you to take all gold from one character in the same region, at the beginning of your turn. If you use the note it will be worthless, hence it is discarded.</p>	<p>5 Object</p> <p>Battledress</p>  <p>The battledress of a city-watch lies in the roadside ditch. If you wear it, you will ignored by the patrol, you may enter the gates without wrestling the guard and you may be healed by Dr. Surgery without payment.</p>
<p>5 mag. Object</p> <p>Purse of Wealth</p>  <p>You must put all your gold into this purse. If you don't have any gold left at the end of your turn, you will get one. If the purse is stolen, you lose all your gold.</p>	<p>1 Event</p> <p>Christmas Eve</p>  <p>It is Christmas Eve. Peace and glory to all living in the land. Every player must offer a bag of gold or an object to another player. You then get something to eat and a warm rum.</p>	<p>4 Stranger</p> <p>Butcher</p>  <p>The royal butcher is a perfectionist. For every animal that you bring him, he can prepare a delicious meal that will heal one life. Take one life for each animal trophy. The first frost will cause the butcher to move to the city with better climate. Discard the card.</p>	<p>5 Follower</p> <p>Animal-Thief</p>  <p>Instead of attacking a character, you can steal one animal object or follower. If you are in the city you have to check for a law event each time. You can drop him off at royal castle for two bags of gold.</p>
<p>4 Stranger</p> <p>Astral Deva</p>  <p>A golden Deva is searching for a player with 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 charackter 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 player, he will steal one strenth instead. Neutral charackter become evil. After he meets the first player, he will flow back.</p>	<p>6 Plant-Place</p> <p>Royal Park</p>  <p>In front of you is the royal park, founded by the King Aun. If you enter roll a die. 1- Waterweird Craft 5, 2- Kampfult (Tree) Strength 3, 3- Miss one turn, 4- Find 1 sword, 5- Find 2 Gold, 6- Find one spell.</p>	<p>5 Follower</p> <p>Mine-Worker</p>  <p>The colorless worker is an excellent miner. He loves the dungeon and digging. If you roll a die 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>5 Plant-Object</p> <p>Alraun-Root</p>  <p>This old root looks like a human face. If you eat the plant, your strength is replaced by your craft +2, for one round. If you are the druid or the druid is among your followers, the bonus is increased from +2 to +4.</p>	<p>4 Stranger</p> <p>Royal Gardener</p>  <p>In a Green House next to the path, lives the King's gardener. He has dedicated his life to study plants and will buy every Plant-Object or dead Plant-Enemy for 3 Gold each.</p>	<p>5 Object</p> <p>Plant Poison</p>  <p>The old tabacco jar contains white powder. If you throw the powder over a plant enemy or plant place, it poisons it. Both cards must be discarded. You can also use it in the forest, if you don't want to roll a die</p>	<p>6 Place</p> <p>Monument</p>  <p>You may prey to the forgotten gods at this stone monument.</p> <ul style="list-style-type: none"> 1 Sacrifice one follower; 2-3 Nothing happens; 4 Gain one spell; 5 Gain one craft; 6 Teleport; same as Vortex.

















<p>6 Plant-Place Tree of King Aun</p>  <p>The old King "Aun" has sacrificed his son to the gods, in order get eternal life. The magical power is still present. For each follower, that you leave behind, you get two lives.</p>	<p>2 Plant-Enemy Shadow Blossom</p>  <p>Strength 5</p> <p>The dark blossoms of a palm-like tree open up in front of you. If you use a weapon or any kind of armor against the plant, you have to discard it after the fight.</p>	<p>2 Plant-Enemy Grasping Gras</p>  <p>Strength 3</p> <p>The high yellow grass attacks your legs. If you lose the combat, you have to stay here for 1 round. If you have the torch, you can destroy the grass immediately.</p>	<p>6 Place Army Camp</p>  <p>The royal legion has built its camp. You can buy the following items: Sword 1 gold Helm 1 gold; Shield 2 gold; Armor 4 gold; Horse 3 gold. Character with a warrant will be arrested and moved directly to the royal castle. The war will end the camp.</p>
<p>1 Law-Event Crucifixion</p>  <p>All Strangers are crucified. In addition, all players with a warrant are attacked (minus 1 life).</p>	<p>3 Spirit-Enemy Bloody Bones</p>  <p>Craft 3</p> <p>The bloody skeleton is made of bones and ragged clothes. He wants to get some meat between his rooting teeth. Will you be his victim?</p>	<p>5 Plant-Object Clove of Garlic</p>  <p>As long as you have the clove of garlic you may evade vampires and werewolves, even in the inner region. Only the space vampire is protected.</p>	<p>5 mag. Object Unicorn-Horn</p>  <p>With the horn in your hand, you can add one to your craft. You are also protected against diseases.</p>
<p>2 Animal-Enemy Crocodile</p>  <p>Strength 3</p> <p>In the water of the river flows a hungry crocodile. If you lose the combat, the crocodile takes one animal follower or object. If you don't have one, it takes a life.</p>	<p>6 Place Pentagram</p>  <p>The old pentagram on the ground has enough energy left for one teleport. Choose your target: Warp Gate, Laboratory in the Black Tower, Enchantress, or magical doorway.</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" or the "Ruined Cathedral" is located on the board, you can turn the horse around and reach one of the two places.</p>	<p>4 Stranger Phoenix</p>  <p>Fire is all over the sky. The Phoenix comes down and catches your character. It then drops you 1- at the Crag, 2- at the Ruins, 3- at the Oasis; 4- at the Plain of Peril; 5- at the Black Tower; 6- in the Realm of Chaos.</p>
<p>2 Monster-Enemy Xvart</p>  <p>Strength 2</p> <p>An ugly blue dwarf steps out of a hole in the wall. His bloody sword dances to kiss your face. Will you be his next victim ?</p>	<p>1 Event Succession</p>  <p>The old King is dead and all characters in the land have to go to the royal castle to swear allegiance to the new King. Characters that don't go to the castle are issued a warrant.</p>	<p>2 Plant-Enemy Vampire Roses</p>  <p>Strength 3</p> <p>A bush of white roses attacks you. After the first hit, the blossoms change their color into bloody red. If you lose the fight, you lose a life and the bush doubles its strength. You can use a torch to burn down the bush.</p>	<p>2 Plant-Enemy Grasping Creeper</p>  <p>Strength 2</p> <p>A tendril from a high creeper lashes around your neck. Roll a dice under your craft or lose a life. If you succeed on the die roll, fight with the creeper.</p>




<p>3 Plant-Enemy Morel</p>  <p>Craft ?</p> <p>This stinking fungus produces hallucinations. You are the victim of your own fantasies. Fight a combat against your own craft. If you lose, your mental voyage robs you 1 life.</p>	<p>3 Spirit-Enemy Lower Demons</p>  <p>Craft 5 (each)</p> <p>The essence of evil thoughts have build 2 lower Demons. They will remain here until defeated. If the demons win against good characters, they rob all spells and take one life.</p>	<p>5 Follower Druid</p>  <p>The druid becomes your follower. He can convince plants and animals not to attack you. He also adds one to your craft and animal followers or objects cannot be stolen or lost in panic. If you decide to kill a plant or animal, the druid leaves your party.</p>	<p>2 Plant-Enemy Kampfult</p>  <p>Strength 3</p> <p>A knotty oak throws its limbs against your body. If you don't have a torch, you must fight it.</p>
<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, war-horses, 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>6 Place Milestone</p>  <p>Deep in the grass there is an old milestone which will lead you to the village, city, chapel, or the castle in the middle region. If you don't roll a dice for movement you can step directly to one of these places. The milestone then sinks back into the ground.</p>	<p>1 Event Ragpicker</p>  <p>The ragpicker searches the land for unused objects. He picks up all of them and brings them to the dealer in the village. There you can buy them for 2 Gold each.</p>	<p>5 mag. Object Magic Deck</p>  <p>At the beginning of your turn you may draw a magic card. 1 Ace = Draw a curse (become a toad), 2 King = All followers turned into gold, 3 Queen = Gain one craft, 4 Jack = Gain one live, 5 Ten = Gain one spell, 6 Joker = Deck disappears.</p>
<p>1 Event Wave of Pilgrim</p>  <p>A new disease has reached the land. All your followers and the followers of the person to your right become pious. Roll a dice for each. At a 1 or 2 they will go to: 1. Chapel; 2. Temple; 3. Hightemple; 4. Graveyard; 5. Blacktemple; 6. Shrine. If the place does not exist, you have to discard the follower.</p>	<p>5 Object Bank-Book</p>  <p>The old bank-book promises a credit of two Gold. Bring it to the bank in the city and you get 2 Gold. In addition, you get interest of another 2 Gold. If the book keeper is your follower, the interest increases to 3 Gold.</p>	<p>1 Event Starrain</p>  <p>Dark clouds open their mouth and 1-6 bags of gold rain to this field. You can collect them instantly.</p>	<p>4 Law-Stranger Tax Collector</p>  <p>Strength 5</p> <p>The royal tax collector carries the tax of 6 gold bags from the village to the royal castle. At the beginning of each round the tax collector moves one field towards the city. If you land on the card, you can fight the guards; take a warrant. If you lose, they rob all your gold and the guards bring you to the justiciary in the city.</p>
<p>2 Animal-Enemy Wolf</p>  <p>Strength 2</p> <p>You hear a horrible howl from a wolf. You can not use any of your animal followers during this round. If you lose the fight, your animal followers flee 1-6 fields clockwise. Roll for each animal. You also lose a life.</p>	<p>1 Event Wild Hunt</p>  <p>The holy Wild Hunt has arrived. This year there is a new target. ...YOU. You barely manage to escape into the forest. Move your character and leave all animals and followers behind.</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>3 Plant-Enemy Dead Treant</p>  <p>Craft 6</p> <p>Black burned wood...and it is alive! The tree attacks all characters that enter its space. The torch only kills at a die roll of 1-3 (d6).</p>

<p>2 Animal-Enemy Ants</p>  <p>Strength 2 (each) You have stepped on the home of an ant colony. Two ant-warriors, each 1 feet high, attack you. If they succeed, lose a life and get dropped into the dungeon.</p>	<p>2 Animal-Enemy Giant Frog</p>  <p>Strength 4 A huge frog sits in a brown pool and waits for food. He makes a big jump and lands just in the front of you. Fight !</p>	<p>4 Stranger Cursed Frog</p>  <p>The cursed toad is a victim of the evil witch. You can kiss it and see what it turns into. 1= No result, the toad waits for a better kiss, 2= Becomes a dragon Strength 7; 3= Becomes a Goblin Strength 2; 4= Becomes a merchant, get 2 Gold; 5= Becomes a Fighter, get a shield; 6= Becomes a Wizard, gain one spell.</p>	<p>2 Person-Enemy Captain</p>  <p>Strength 6 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>
<p>2 Animal-Enemy Puma</p>  <p>Strength 2 This black cat hunts through the high grass. It wants to know how you taste ?</p>	<p>5 Follower Wizard</p>  <p>An old wizard with white long hair follows you in your journey. He will add one to your craft. In addition , any used spell can be learned by the wizard if you roll a 6.</p>	<p>5 Animal-Follower Spürhund</p>  <p>Strength 1 / Craft 1 The dog is a brave follower. It can fight for you until it is defeated. If you ask the dog to search in the Mines, Tomb, royal park, valley of the kings, or the old battleground, you can add one to your die roll.</p>	<p>6 Plant-Place Old Witch Circle</p>  <p>This magic circle seems unnatural. You may pray, roll a die: 1 Miss one turn; 2 Become evil; 3 Teleport to the graveyard; 4 Teleport to any place; 5 Gain one craft; 6 Gain one spell.</p>
<p>4 Plant-Stranger Myconid</p>  <p>The huge fungus-man speaks to all characters, that don't hold a torch. 1- Miss one turn, 2- Find yourself in the forest, 3- Gain one fungus bandage (heal one life), 4- Woodland space of your choice, 5- Gain one Craft, 6- Gain one spell.</p>	<p>2 Plant-Enemy Chaos-Root-Tree</p>  <p>Strength 5 As you rest, the roots of a tree try to pull you under the ground. Only an axe, chainsword or laser can be used in this fight. You can burn down the tree with a torch.</p>	<p>6 Place Valley of the Kings</p>  <p>Valley of the Kings; The Valley of the dead kings is full of tombs. You can try to find a unbroken one. 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= Find 3 Gold.</p>	<p>5 Mag. Object 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.</p>
<p>3 Spirit-Enemy Pit-Wight</p>  <p>Craft 5 The wight hates the living, especially you. If you don't defeat him, lose a life.</p>	<p>3 Spirit-Enemy Tomb-Wight</p>  <p>Craft 5 The wight hates the living, especially you. If you don't defeat him, lose a life.</p>	<p>5 Mag. Plant-Object Hawthorn</p>  <p>This hawthorn has been lost by a druid. If you stick it in the ground it will grow to a sharp hedge. Every character who enters the field must leave an object, which stays here until the hedge is destroyed. If you are a druid or be escorted by one, you are save in the hedge.</p>	<p>5 Plant-Object Animal-Spices</p>  <p>Chosen spices can be used on animals in the hands of other characters. Harmless animals will change their owners, while wild animals will stay with you for one combat. You can only use the spices once.</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>4 Stranger Arrhendin</p>  <p>One of the last arrhendin lives in the crags. Place the Card on this field. If you land on the field, you must roll a dice.</p> <p>1 Put the first spell on you; 2-3 Miss one turn; 4 Nothing happens; 5 Gain one strength; 6 Gain one spell.</p>	<p>4 Stranger Baron Orchidee</p>  <p>This mad old druid has built his cottage on this field. He doesn't like to see you in his garden. You have to fight all plant enemies in this region. If there are no plants, he put the first three spells on you.</p>	<p>5 Object Red Gem</p>  <p>If you are the owner of this valuable gem, you can use it instead of using bags of gold. Roll a dice to see its value, accepted by the tradesman.</p> <p>1 nothing; 2-4 1 Gold; 5 3 Gold; 6 Take an object or spell, which is for sale.</p>
<p>3 Spirit-Enemy Lemure</p>  <p>Craft 3</p> <p>A wet glitter Lemure steps out of a pool of plasma. Character 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>6 Plant-Place Cornfield Circles</p>  <p>An old farmer is unhappy with all the visitors. Roll one dice to determine the outcome. Any drawn card only remains for one round. Draw the following:</p> <p>1: Black Tower card; 2: Dungeon card; 3: Timescape card; 4: City card; 5-6: Adventure card.</p>	<p>2 Monster-Enemy Goblin</p>  <p>Strength 1</p> <p>A young Goblin wants to be a great bandit like "Adlakahn". He fights you unless you give him one gold or an object. Be careful, he is STRONG!</p>	<p>1 Event First Chill</p>  <p>The winter has come and all plants fade away. Discard all plant enemies, places, followers, objects, and strangers.</p>
<p>5 Plant-Object Mistletoe</p>  <p>If you use the old blessed mistletoe you can change your alignment. However, you can only have one alignment at a time. If your chosen alignment doesn't match the one of your followers/objects, you'll have to discard them. The mistletoe dies when the first chill or the snow storm reaches the land.</p>	<p>2 Plant-Enemy Needle Man</p>  <p>Strength 4</p> <p>A needleman throws a hail of stone pine needles at your party. He remains here until defeated. A torch can kill the needle man.</p>	<p>5 Follower Mushroom-Collector</p>  <p>The mushroom collector loves nature. Whenever you reach a woods-field, he tries to find some healing mushrooms. On a 5 and 6, he restores one life. As a follower, he also add 1 to your talk with the myconid.</p>	<p>1 Law-Event False Conviction</p>  <p>The highest royal judge has charged you; take a warrant. You do not know the source of this intrigue. If you are noble, the sheriff, the royal champion or escorted by the prince, or the princess you can turn aside this false charge.</p>
<p>5 Plant-Object Viper tongue</p>  <p>The orange blossoms of the plant can be brewed to a suds of healing. Heal one live. The Druid, treant, priest, pilger or mushroom collector can heal up to 2 lives with this plant.</p>	<p>5 Plant-Follower Young Treant</p>  <p>A young treant becomes your follower, as long as you don't have a torch. If you come across a plant, you can take it without a combat. The plant can fight one combat for you. You can only have one fighting plant-follower at a time.</p>	<p>5 Follower Ghosthunter</p>  <p>The Duke van Richten is one of the famous ghost-hunters. As a partner, he adds 2 to your combat score against spirits. However, if you enter the graveyard, he leaves you to fight for himself.</p>	<p>1 Plant-Event Run Wild</p>  <p>One place in the land has returned to savage state. The field now counts as a normal woodland. Roll a die:</p> <p>1- Tavern, 2- Ruin, 3- one of the runestones, 4- one place-card (Characters choice), 5- the graveyard, 6- the chapel.</p>

<div>2</div> <div>Monster-Enemy</div> <div>Ettin</div> <div></div> <div>Strength 6 (each)</div> <div><p>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></div>	<div>2</div> <div>Monster-Enemy</div> <div>Goblin</div> <div></div> <div>Strength 4</div> <div><p>A clumsy-looking Goblin inhabits this area. It will remain here until killed. Before your combat with the Goblin, roll one die. If you do not roll less than your current craft, you must divide your base combat score by two (rounding up) due to surprise. The Goblin cannot become your follower.</p></div>	<div>3</div> <div>Spirit-Enemy</div> <div>Mind Flayer</div> <div></div> <div>Craft 7</div> <div><p>You encounter a Mind Flayer lurking in the shadows where it will remain until killed. If you are defeated in Psychic Combat, you lose one Craft and you will be imprisoned in the Keep of the Black Tower as fresh meat for him.</p></div>	<div>2</div> <div>Monster-Enemy</div> <div>Rostmonster</div> <div></div> <div>Strength 3</div> <div><p>A friendly Rust Monster will remain here, looking for an armor casserole until it is killed. After the combat, you will lose a random object unless you beat the starving critter by at least 5. Objects that are animals, or that hold other objects are immune.</p></div>						
<div>2</div> <div>Plant-Enemy</div> <div>Gallows-Tree</div> <div></div> <div>Strength 5</div> <div><p>The gallows-tree is so full of pain and sorrow that heads of killed ones have become its fruit. Every character that does not own a torch will be attacked by one of its heads. The tree is only destroyed after four separate combats.</p></div>	<div>5</div> <div>Follower</div> <div>Caveman</div> <div></div> <div><p>The pale caveman has stayed away from the sun. It is unknown why he now decides to leave and join your crew. As long as he is your follower, he will help you locate a hidden passage to the dungeon, whenever you land on the ruins space, jail, the lost city or the temple ruins in the village. He will leave you when you enter the city or the Timescape.</p></div>	<div>5</div> <div>Object</div> <div>Dragon Mask</div> <div></div> <div><p>After the Dragon-cult was outlawed, its members started using masks to hide their faces. You just found one of those masks, which allows you to pretend being a Dragon-cult member (see card). Roll one dice, on a 4-6 the deception works.</p></div>	<div>2</div> <div>Monster-Enemy</div> <div>Xorn</div> <div></div> <div>Strength 5</div> <div><p>The Xorn is searching for metallic snacks and will remain until defeated. Upon your approach it demands a bag of gold to snack on or else it will attack. The Xorn is immune to spells. To defeat the Xorn, your final combat score must be greater by 3, otherwise the combat is a draw if you would win.</p></div>						
<div>4</div> <div>Stranger</div> <div>Duke of Prattle</div> <div></div> <div><p>The King has chosen the Duke of Prattle to end the Dragon nuisance. However, the Duke refuses to get his hands dirty. Instead, he offers royalty to the first person that brings him a Dragon trophy. After that he becomes the new minister of nuisance.</p></div>	<div>2</div> <div>Animal-Enemy</div> <div>Tarantula</div> <div></div> <div>Strength 3</div> <div><p>This small spider is often ignored, however her poison can be deadly. If you die in combat, you lose 2 lives. A tarantula trophy can be sold at the Alchemist for one gold.</p></div>	<div>2</div> <div>Monster-Enemy</div> <div>Hell-Larva</div> <div></div> <div>Strength 3</div> <div><p>A hungry larva has escaped from the stock of a night-hag. It will remain until killed.</p></div>	<div>5</div> <div>Object</div> <div>Clay-Bottle</div> <div></div> <div><p>The old Wizard personally filled this Bottle with Liquid. The Effect will last for one round only. Roll a die:</p><table><tr><td>1 Poison, -1 Life</td><td>2 Tastes well</td></tr><tr><td>3 1 Life healed</td><td>4 +2 Strength</td></tr><tr><td>5 Double Strength</td><td>6 Magic Brew</td></tr></table></div>	1 Poison, -1 Life	2 Tastes well	3 1 Life healed	4 +2 Strength	5 Double Strength	6 Magic Brew
1 Poison, -1 Life	2 Tastes well								
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<div>4</div> <div>Stranger</div> <div>Labienus-Cult</div> <div></div> <div><p>The Highpriest of the Gladiator-Cult wants to form an opinion about you.</p><ol style="list-style-type: none">1 You become a holy toad. Discard all Followers and Objects.2 Fight a Gladiator (Strength 4)3 Miss one Turn.4 Get a two-handed or regular sword.5 Get 2 Lives.6 Get one Strength.</div>	<div>1</div> <div>Event</div> <div>Brownie</div> <div></div> <div><p>A little Brownie enjoys his prank and transforms one of your Objects into:</p><ol style="list-style-type: none">1 a Helm (Purchase-Card).2 a Water-Bottle (Purchase-Card).3 a set of Dragonbones (Purch.-Card).4 a Torch (Purchase-Card).5 a Doughnut (Purchase-Card).6 a Talisman (Talisman-Card).</div>	<div>1</div> <div>Event</div> <div>Cryptic Creature</div> <div></div> <div><p>A Crypt Creature is interested in you.</p><ol style="list-style-type: none">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.</div>	<div>5</div> <div>Follower</div> <div>Meazel</div> <div></div> <div><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 victim is discarded or the player lose one life. After the assassination the Meazel leaves you and is never seen again.</p></div>						

<p>6 Place</p> <p>Pyramids</p>  <p>The Cheops tomb and its treasures has been found. Place this card on one of the desert fields. The first player to reach the field will get 3 Gold, one spell or a Talisman. Once the tomb has been plundered, it lapses into the discard pile.</p>	<p>4 Stranger</p> <p>Hannibal</p>  <p>Hannibal, the new leader of the royal legion, passes you. To impress your male followers you challenge him (Strength 6). If you win, your followers remain with you. If you lose, you lose your followers (one follower per point that you are lower).</p>	<p>5 Follower</p> <p>Pirate</p>  <p>Klaus S, the feared Pirate of the Windsbraut river, joins you on your quest. He adds one to your Strength and allows you to capture any boat (Ferryman, Boatsman, Raft etc.). The captured boat can be used once to travel to any place on the other side of the river. You can do the same in the Wharf, however you will have to pick up a warrant card.</p>	<p>1 Event</p> <p>Knights of the Cross</p>  <p>The Knights of the Cross turn the land into dark-red. Every player and stranger has to roll a die for survival. On a 4-6, Strangers are discarded and you lose a life. In addition, all places, outside the city, are closed for one round.</p>
<p>5 Follower</p> <p>Napoleon</p>  <p>Napoleon, the old leader of the legion, joins you on your quest. He adds one to your strength and one to your craft. When you reach the battle field, the army camp or the new leader of the legion, Napoleon leaves you to search for old friends.</p>	<p>5 Follower</p> <p>Scientist</p>  <p>Stanley, the old history scientist, joins your group. He adds one to your Craft and one to your die roll in the cave, tomb, battle field and dragon cave.</p>	<p>2 Monster-Enemy</p> <p>Orka</p>  <p>Strength 6 The big Orka-Behemoth takes over the Windsbraut river. Every character that crosses the river (except for using the stairs) has to fight him. This card is not bound to any place.</p>	<p>5 Follower</p> <p>Woodsmen</p>  <p>Lederstrumpf, the well known Woodsmen, joins you on your quest. As long as he is with you, you are safe in the Craggs, Chasm, and Forrest. Lederstrumpf also knows hidden ways to move from Woods space to Woods space (on your next turn). In addition, no animal will run away from you.</p>
<p>1 Event</p> <p>Revolution</p>  <p>The King has been overthrown; remove all City cards. Due to the disturbances, the Prince and Princess are discarded. Any character in the city is jailed (max. three rounds). In addition, all characters holding an office or a patent of nobility lose their rank.</p>	<p>1 Event</p> <p>Holy Night</p>  <p>All characters remember the birth of Jesus. Follow the tradition and give one object to the person sitting to your right. Gold trades are not acceptable.</p>	<p>6 Place</p> <p>Grave</p>  <p>The grave of the unknown Talisman player can be used to pray: 1. Player changes character 2. Miss one turn 3. No effect 4. Alignment Change to Good 5. Receive a Helmet, Sword or Shield 6. Gain one Craft</p>	<p>4 Stranger</p> <p>Earl Zeppelin</p>  <p>A cigar, made of metal, hovers in the air. Earl Zeppelin offers you a ride to the Warp Gate or any other place in the land. Discard the card after your turn (no matter what your decision is).</p>
<p>4 Stranger</p> <p>Herbalistin</p>  <p>The old Herbalistin wants to sell her goods to improve her scanty life. If you buy nothing, she will go 1-6 spaces clockwise to find a better place for selling. If she arrives at the Village, Castle, City or on a Law-Card, she will be burned as a hag. Mag. Brew 3 Gold; Water 1 Gold; Bandage 2 Gold; Torch 2 Gold; Mule 3 Gold; Spell 2 Gold.</p>	<p>4 Stranger</p> <p>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>4 Stranger</p> <p>The Death</p>  <p>Death has left the inner region and now forces you to roll against him. If you win twice, you gain two lives and don't have to face him again in the inner region. If you lose, he takes one of your lives. In addition, all of your trophy's are bought back to life (place them on this space). After your encounter, Death disappears to the discard pile.</p>	<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. 1. Pulpit in use (miss one turn). 2. Pulpit is closed (no effect). 3-4. Pray (like Chapel). 5. Pray (like High-Tempel). 6. Pray (like Tempel).</p>

<p>5 Follower Earl of Beck</p>  <p>The Earl of Beck is a adventurer who has traveled through many worlds. If you arrive at the Ruins, Cused Glade or Plain of Peril, the Black Tower will appear in front of you. The Earl will not enter the Tower.</p>	<p>1 Event Magic Twister</p>  <p>The Tower vibrates as the crazy Magician causes a Twister to destroy the land. All players lose their Spells. Place them in the Spellbook of Volodion Ghagnasdiak.</p>	<p>1 Event Inheritance</p>  <p>The Rag Picker in the village has earned an Inheritance of an old wizard. Put one Treasure Card on his shop. The first player who enters his shop in the Village can buy the unknown card for 3 Bags of Gold.</p>	<p>4 Stranger Blind Ferryman</p>  <p>The blind Ferryman has been sailing between the worlds. Nobody knows why he is waiting here. If you enter his ship, he will put out to sea. You arrive at the entrance of the Black Tower. The ship will never be seen again.</p>
<p>4 Stranger Duke of Prattle</p>  <p>The King has chosen the Duke of Prattle to end the Dragon nuisance. However, the Duke refuses to get his hands dirty. Instead, he offers royalty to the first person that brings him a Dragon trophy. After that he becomes the new minister of nuisance. Take a Noble-card.</p>	<p>6 Place Monument</p>  <p>The King is building a new monument and is searching for rich sponsors. If you offer Gold for this project you can roll a die. If you roll equal or lower the number of bags of gold you spend, the King ennobles you. Take a Noble card.</p>	<p>1 Event Birthday</p>  <p>Today is your birthday. Somebody has made you a present. Roll a die: 1 Stolen Goods, get a Warrant. 2 Get an ordinary Bag of Gold. 3 Get an ugly Pair of Dragon-bones. 4 Get a good Mule. 5 Get a futuristic Gyro-Compass. 6 Get an old scroll with one Spell.</p>	<p>1 Event Ambronenattack</p>  <p>You notice that the farmer of this region are running away. A horde of Ambronen invaded the whole land. They steal all Characters their Talisman-Objects. One of them were left behind at the Cursed Glade as a sacrifice for the nameless God. They will never be seen again.</p>
<p>Noble von Thundahl</p>  <p>The King ennobles you. You can pass the town gates without paying gold. You have not to pay gold for any healing in the castle. If you have to roll a dice for becoming the sheriff, for justice in the royal castle or for aid at baron in the village, you can add 1 to your roll.</p>	<p>Noble von Bretenstedt</p>  <p>The King ennobles you. You can pass the town gates without paying gold. You have not to pay gold for any healing in the castle. If you have to roll a dice for becoming the sheriff, for justice in the royal castle or for aid at baron in the village, you can add 1 to your roll.</p>	<p>Noble von Unterhampen</p>  <p>The King ennobles you. You can pass the town gates without paying gold. You have not to pay gold for any healing in the castle. If you have to roll a dice for becoming the sheriff, for justice in the royal castle or for aid at baron in the village, you can add 1 to your roll.</p>	<p>Noble von Bentzen</p>  <p>The King ennobles you. You can pass the town gates without paying gold. You have not to pay gold for any healing in the castle. If you have to roll a dice for becoming the sheriff, for justice in the royal castle or for aid at baron in the village, you can add 1 to your roll.</p>
		<p>5 Object 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 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 drop the weapon by free will.</p>