

<p>6 Place <b>Pyramids</b></p>  <p>The Cheops tomb and its treasures have been found. Place this card on one of the Desert spaces. The first player to reach that space have to draw one Pyramid card. If he overcomes any Enemy or Trap he can take 3 Gold, one Spell or a Talisman. Once the tomb has been plundered, it lapses into the discard pile.</p>	<p>4 Stranger <b>Hannibal</b></p>  <p>Hannibal, the new leader of the royal legion, passes you. To impress your Followers you challenge him (Strength 6). If you win, your Followers are impressed and remain with you. If you lose, you lose one follower for every point you were defeated by.</p>	<p>5 Follower <b>Pirate</b></p>  <p>Klaus S., the feared Pirate of the Storm River joins you on your quest. He adds one to your Strength and allows you to capture any boat (Ferryman, Blind Ferryman, River Ferry, Raft etc.). The captured boat can be used <b>once</b> to travel to any Place on the other side of the River. You can do the same at the Wharf, however you will have to take a Warrant.</p>	<p>1 Event <b>Knights of the Cross</b></p>  <p>The Knights of the Cross turn the land into dark-red. Every player and Stranger has to roll a dice 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 <b>Napoleon</b></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 Old Battleground, the Army Camp, Hanibal or Spring to Arms, Napoleon leaves you to search for old friends.</p>	<p>5 Follower <b>Scientist</b></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, Old Battlefield and Dragon Cave.</p>	<p>2 Monster-Enemy <b>Orka</b></p>  <p><b>Strength 6</b> The big Orka-Behemoth takes over the Storm River. Every character that crosses the River has to fight him, unless they use the stairs. This card is not bound to any space.</p>	<p>5 Follower <b>Woodsmen</b></p>  <p>Lederstrumpf, the well known Woodsmen, joins you on your quest. As long as he is with you, you are safe in the Crag, Chasm and Forest. Lederstrumpf also knows hidden ways to move from Woods space to Woods space (on your next turn). In addition, no Animal Follower or Animal Object will run away from you.</p>
<p>1 Event <b>Revolution</b></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 <b>Holy Night</b></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 <b>Grave</b></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 <b>Earl Zeppelin</b></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>1 Event <b>Ups, time goes on ..</b></p>  <p>The landlady is not amused about the long duration of this game. Each Character have a free wish. You can choose between a Spell, one Strength, one Craft or one Life. She has also a soft spot for Nobleman-Characters. They obtain her good wishes and take a Blessing-card.</p>	<p>1 Event <b>Fury</b></p>  <p>You become really blood thirsty! Go immediately to the nearest Character of the Region you are staying in and attack him (if there isn't any Character attack an Enemy). If you win, the opponent lose a life; if you lose the combat, you lose a life.</p>	<p>4 Stranger <b>Ice Queen</b></p>  <p>„ICY“ the Icequeen is searching for distraction. Roll a dice: 1 Disgust; take a Curse-card 2 Kidnapps one male Follower 3 Rejected; lose one turn 4 Intrested; Teleport to Karag-Doom 5 Kiss; +1 Craft &amp; lose 1 turn 6 Real Love; take a cold Talisman</p>	<p>4 Stranger <b>Will o the Wisp</b></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 Crag. 4 Cursed Glade. 5 Entrance to the Dungeon. 6 Entrance to the Black Tower.</p>

<p>1 Event</p> <p><b>Magic Twister</b></p>  <p>The Black Tower vibrates as the crazy Magician causes a Twister to destroy the land. All players lose their Spells. Place them in the Laboratory of Volodion Ghagnasdiak in the Black Tower.</p>	<p>4 Stranger</p> <p><b>Volodion</b></p>  <p>Suddenly Volodion Ghagnasdiak appears with his Black Tower. He snatches all your Spells and put them in his Laboratory. If you have no Spells in mind he will throw you in the Keep of the Black Tower. After his ambush he disappears but the Tower will remain for one round.</p>	<p>1 Event</p> <p><b>Monodrone</b></p>  <p>The shield in front on the Hunter's cottage is the last reminder of the bloody visit of one of the Modrons. The Village Trader will sell one of it's remaining Objects for 2 bags of Gold. Draw one Timescape Purchase Card and place it face down on his shop.</p>	<p>1 Law-Event</p> <p><b>Stormtroopers</b></p>  <p><b>Strength 8</b></p> <p>Imperial Stormtroopers have exited the Warp Gate. They are hunting for rebels. If you lose the Combat, they will carry you off to the Sentinel Outpost in Timescape. They will remain until they can catch the first rebel.</p>
<p>2 Monster-Enemy</p> <p><b>Hell-Larva</b></p>  <p><b>Strength 3</b></p> <p>A hungry larva has escaped from the stock of a night-hag. It will remain until killed.</p>	<p>2 Monster-Enemy</p> <p><b>Xorn</b></p>  <p><b>Strength 5</b></p> <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 it, your final Combat score must be 3 greater than the Xorn, otherwise the Combat is a Stand-off.</p>	<p>3 Spirit-Enemy</p> <p><b>Lower Demons</b></p>  <p><b>Craft 5 (each)</b></p> <p>The essence of evil thoughts has built 2 lower Demons. They will remain here until defeated. If the Demons win Combat against good characters, they rob all Spells and take one Life. Snatched Spells will be used by them in the next Combat.</p>	<p>4 Stranger</p> <p><b>Modrons</b></p>  <p>A troop of Modrons are looking for the remains of one of their brothers. Rumors were, he had been killed in the Village. Every player which has a technical Object will be caught and carried off to the Sentinel Outpost in Timescape. After finding one victim, they will be never seen again.</p>
<p>4 Stranger</p> <p><b>The Death</b></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. 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>4 Stranger</p> <p><b>Phoenix</b></p>  <p>Fire is all over the sky. The Phoenix comes down and catches your character. It then drops you</p> <ol style="list-style-type: none"> <li>1- at the Crag,</li> <li>2- at the Ruins,</li> <li>3- at the Oasis;</li> <li>4- at the Plain of Peril;</li> <li>5- at the Black Tower;</li> <li>6- in the Realm of Chaos.</li> </ol>	<p>4 Stranger</p> <p><b>Ferryman</b></p>  <p>In the mist of the Storm River stands 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.</p>	<p>5 Magic Object</p> <p><b>Scarab</b></p>  <p>The "Scarab of Furious Enemies" leads two Enemies to attack each other instead of combining their Strength. Only the winning Enemy will fight you.</p> 
<p>5 Magic Object</p> <p><b>Mask of Dreams</b></p>  <p>The Warlock will do you one service for the Mask of Dreams:</p> <ul style="list-style-type: none"> <li>- Summons the Black Tower (1 Round)</li> <li>- Teleport in your Region</li> <li>- Gives you a Talisman</li> <li>- Opens a Warp Gate (Timescape)</li> <li>- Opens a gateway in another world (only in tournament)</li> </ul>	<p>5 Follower</p> <p><b>Caveman</b></p>  <p>The pale caveman has stayed away from the sun. It is unknown why he now decides to 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>	<p>6 Place</p> <p><b>Lighthouse</b></p>  <p>The big lightfire is a sign for everyone on the river. It will also attract seafolk. Draw a Sea Realm card on the space of the lighthouse even if already one or more cards are already there.</p>	<p>4 Stranger</p> <p><b>Blind Ferryman</b></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>

