

<div>1</div> <div>Event</div> <div>Christmas Eve</div> <div></div> <div>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 Character. You then get something to eat and a warm rum.</div>	<div>1</div> <div>Event</div> <div>Fogy Castle</div> <div></div> <div>You are sure that you have seen a castle in the misty grey fog. You lose your next two rounds in searching, searching....</div>	<div>2</div> <div>Monster-Enemy</div> <div>Dwarf-Veteran</div> <div></div> <div>Strength 2 / Craft 2</div> <div>Schwiknak, a veteran of the goblin-wars 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 Baron in the Village, you gain one Gold.</div>	<div>2</div> <div>Monster-Enemy</div> <div>Goblin-Hero</div> <div></div> <div>Strength 3</div> <div>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 extremely hard goblin-fight.</div>						
<div>2</div> <div>Monster-Enemy</div> <div>Goblin</div> <div></div> <div>Strength 1</div> <div>A young Goblin wants to be a great bandit like Adlakahn. He fights you unless you give him one bag of Gold or an Object. Be careful, he believes that he is STRONG!</div>	<div>3</div> <div>Spirit-Enemy</div> <div>Skeleton</div> <div></div> <div>Craft 3</div> <div>A skeleton breaks out of its grave. It hates all livings things.</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 bag of Gold. Even if you do not accept, he will travel to the discard pile.</div>	<div>4</div> <div>Stranger</div> <div>Butcher</div> <div></div> <div>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 this card.</div>						
<div>5</div> <div>Animal-Follower</div> <div>Spürhund</div> <div></div> <div>Strength 1 / Craft 1</div> <div>The dog is a brave Follower. It can fight for you until it is defeated. If you ask the dog to search in the Tomb, Royal Park, Valley of the Kings or the Old Battleground, you can add one to your die roll. If you use the dog in the Mines you can subtract one from your roll.</div>	<div>5</div> <div>Object</div> <div>Wyvern-Egg</div> <div></div> <div>The egg of a wyvern lies in an unguarded nest. If you sell it, you get at the:</div> <div><table><tr><td>Tavern, Castle, Pedlar</td><td>1 Gold</td></tr><tr><td>Trapper, Apothecary</td><td>2 Gold</td></tr><tr><td>Herbalist or Hag</td><td>3 Gold</td></tr></table></div>	Tavern, Castle, Pedlar	1 Gold	Trapper, Apothecary	2 Gold	Herbalist or Hag	3 Gold	<div>5</div> <div>Object</div> <div>Promissory Note</div> <div></div> <div>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.</div>	<div>5</div> <div>Object</div> <div>Battledress</div> <div></div> <div>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.</div>
Tavern, Castle, Pedlar	1 Gold								
Trapper, Apothecary	2 Gold								
Herbalist or Hag	3 Gold								
<div>5</div> <div>Magic Object</div> <div>Purse of Wealth</div> <div></div> <div>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.</div>	<div>5</div> <div>Follower</div> <div>Farmer's Son</div> <div></div> <div>The son of a local farmer wants to experience some adventures. He joins you on your quest, allowing you to add one to your dice rolls in all locations in the Village and for movement in the Village. He will sacrifice himself for a female player if she loses a Life. You have to discard him in the Tavern because he's drunken.</div>	<div>6</div> <div>Place</div> <div>River-Ferry</div> <div></div> <div>A ferry has been established at the banks of the Storm River. For one bag of Gold it will bring you to the other side, where it will wait for a new customer.</div>	<div>6</div> <div>Place</div> <div>Annualfair</div> <div></div> <div>An annual fair has been established at the banks of the Storm River. Any Character landing on this space will have to draw two City-cards. They are discarded after the end of the round.</div>						

Rural Population

<div>1</div> <div>Law-Event</div> <div>Crucifixion</div> <div></div> <div>All Strangers are crucified. In addition, all Characters with a warrant are attacked and lose one Life.</div>	<div>1</div> <div>Event</div> <div>Flood</div> <div></div> <div>Enormous rainfalls flood the whole land. Every card, which is not on the Crag 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.</div>	<div>1</div> <div>Event</div> <div>Swords to Plough-Shares</div> <div></div> <div>A wave of pacifism overcomes all Characters in this region. They destroy all their arms and armour. Place them as pig-iron on the discard-pile. Each Character who has done this act of wisdom gains one Craft.</div>	<div>2</div> <div>Animal-Enemy</div> <div>Vulture</div> <div></div> <div><div>Strength 1</div><div>A vulture decided to have an easy victim. Convince it to be wrong.</div></div>
<div>2</div> <div>Monster-Enemy</div> <div>Xvart</div> <div></div> <div><div>Strength 2</div><div>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?</div></div>	<div>2</div> <div>Animal-Enemy</div> <div>Wolf</div> <div></div> <div><div>Strength 2</div><div>You hear a horrible howl from a wolf. You can not use any of your Animal Followers and Objects during this round. If you lose the Combat, your Animals flee 1-6 spaces clockwise. Roll for each Animal. You also lose a Life.</div></div>	<div>3</div> <div>Spirit-Enemy</div> <div>Berbalang</div> <div></div> <div><div>Craft 2</div><div>A green Berbalang flies in the sky searching for a corpse and Characters are fair game for him.</div></div>	<div>4</div> <div>Stranger</div> <div>Headhunter</div> <div></div> <div><div>Strength 5</div><div>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.</div></div>
<div>4</div> <div>Stranger</div> <div>Quack Doctor</div> <div></div> <div><div>An old resident medical adviser opens his store. If the county patrol is drawn, he will close the shop immediately.</div><div><div>Waterbottle</div><div>1 Gold</div></div><div><div>Herbalist Bandage</div><div>1 Gold</div></div><div><div>Doughnuts</div><div>2 Gold</div></div><div><div>Magic Brew</div><div>2 Gold</div></div></div>	<div>5</div> <div>Magic Object</div> <div>Wyvern Lance</div> <div></div> <div><div>The long polearm is forged with wyvern blood. If you fight with this weapon, you gain one Strength. Against Wyvern the bonus will be increased to three points.</div></div>	<div>5</div> <div>Follower</div> <div>Orator</div> <div></div> <div><div>With this inspirational speaker in your party, you can infiltrate the Followers of any other Character that you land on. Roll a dice for each Follower. If you roll a one or two the follower will change owners.</div></div>	<div>5</div> <div>Follower</div> <div>Animal-Thief</div> <div></div> <div><div>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.</div></div>
<div>5</div> <div>Follower</div> <div>Henchman</div> <div></div> <div><div>A fanatic henchman searches for a new feudal lord. He will add one to your Strength.</div></div>	<div>6</div> <div>Place</div> <div>Queen's Pier</div> <div></div> <div><div>The old Queen's Pier is rarely disembarred by boats. For one bag of Gold you can travel to: 1-3 Harbour (Village), 4-5 Wharf (City), 6 Castle. The Pier is very popular with Seafolk. Draw one Sea-Realm-Card if there isn't already one in this space.</div></div>	<div>6</div> <div>Place</div> <div>Slave-Market</div> <div></div> <div><div>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.</div></div>	<div>6</div> <div>Place</div> <div>Army Camp</div> <div></div> <div><div>The royal legion has built its camp. You can buy the following items:</div><div><div>Sword 1 gold</div><div>Helm 1 gold;</div></div><div><div>Shield 2 gold;</div><div>Armor 4 gold;</div></div><div><div>Horse 3 gold.</div></div><div><div>Character with a Warrant will be arrested and moved directly to the Royal Castle. The war or Spring to Arms event will end the camp.</div></div></div>

Rural Population 2

<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 Life, Enemies will be discarded. Plant-Enemies are not affected. A Character who wears the Magic Amulet is protected.</p>	<p>1 Event Mages' Duel</p>  <p>You have been involved into a Mages' Duel, roll a die: 1 You are Cursed 2-3 You lose one Spell in defence 4-5 You learn a new Spell 6 You decide to aid the winner who rewards you with a Treasure-card</p>	<p>1 Event Brownie</p>  <p>A little Brownie enjoys his prank and transforms one of your Objects into: 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)</p>	<p>2 Monster-Enemy Carionette</p>  <p>Strength 2 An animated puppet steps through a little hole in the bulls-eye glass. 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 Monster-Enemy Cloaker</p>  <p>Strength 5 A pale cloaker jumps out of the shadows. He wants to engulf you to death.</p>	<p>2 Dragon-Enemy Ice-Dragon</p>  <p>Strength 6 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>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>4 Stranger Student of the Warlock</p>  <p>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 been the successor of the Warlock. If you give the Student 2 bags of Gold he will conjure the Black Tower for one turn.</p>
<p>5 Magic Object Ring of Spells</p>  <p>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 cast.</p>	<p>5 Magic Object Ion Stone</p>  <p>The Ion Stone circles around the owners head and increases his Craft by one. It won't work if you put it into a container or on a mule.</p>	<p>5 Magic Object Staff of the Warlock</p>  <p>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.</p>	<p>5 Magic Object Scroll of Spells</p>  <p>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 cast.</p>
<p>5 Follower Wizard</p>  <p>An old wizard with long white hair follows you in your journey. He will add one to your Craft. In addition, any used Spell by the Characters can be learned by the wizard if you roll a 6.</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>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 (City) or Magical Doorway.</p>	<p>5 Object Clay-Bottle</p>  <p>The old Warlock filled this bottle himself. It can only be used once. 1 Poison! Lose one Life 2 Tastes great! But no effect 3 Heal 1 Life 4 Gain 1 Strength 5 Gain 1 Craft 6 Mmmm ... Mystic Brew</p>

Wizards and Wild Magic

