

<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>4 Plant-Stranger Dryad</p>  <p>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.</p>	<p>2 Plant-Enemy Kampfult</p>  <p>Strength 3 A knotty oak throws its limbs after your body. If you don't have a torch, you must fight it.</p>
<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 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 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>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>2 Plant-Enemy Vampire Roses</p>  <p>Strength 3 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 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 ? 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>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>5 Plant-Object 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 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 Plant Poison</p>  <p>The old tobacco 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 Plant-Place 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>3 Plant-Enemy Dead Treant</p>  <p>Craft 6 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>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>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 Plant-Enemy Myconids</p>  <p>Strength d6 Nobody knows the real Strength of both Myconids. Roll a dice. If you win in combat you can recover a Healing Bandage. If you lose in combat you lose a life. You can use a torch to frighten the Myconids and they will flee to the first field on the dungeon board.</p>	<p>4 Stranger 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>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 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>2 Plant-Enemy Gallows-Tree</p>  <p>Strength 5 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>
<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>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: 1: Black Tower card; 2: Dungeon card; 3: Timescape card; 4: City card; 5-6: Adventure card.</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: 1- Tavern, 2- Ruin, 3- one of the runestones, 4- one place-card (Characters choice), 5- the graveyard, 6- the chapel.</p>