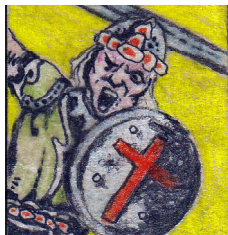
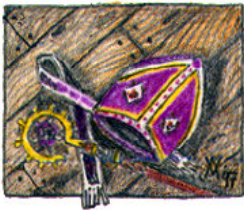
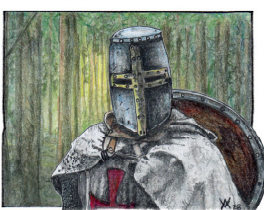
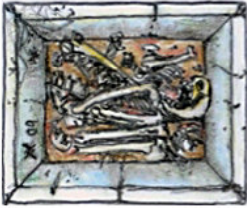
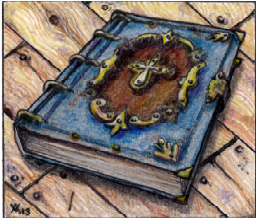
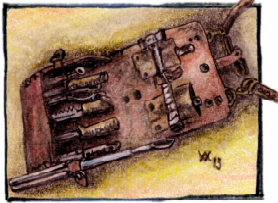
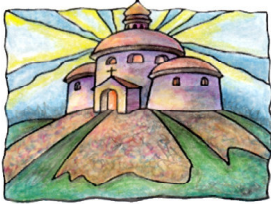
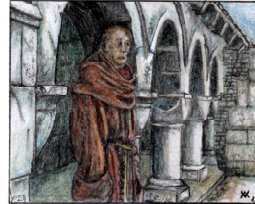
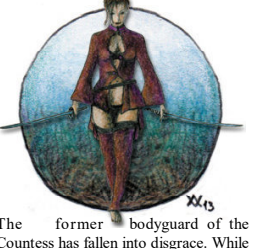
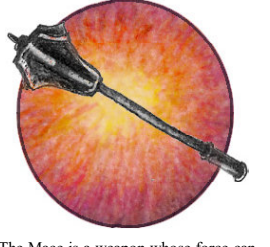
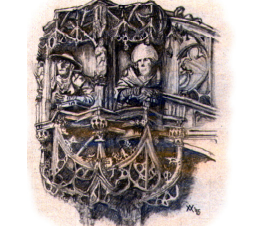
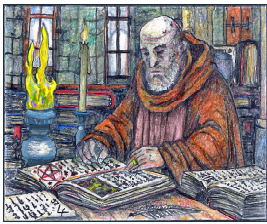
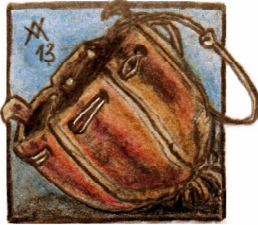
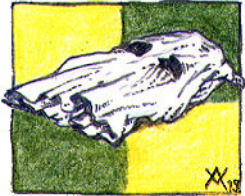


1 Event Wave of Pilgrim  A new disease has reached the land. All your Followers and the Followers of the player to your right become pious. Roll a dice for each Follower. On a 1 or 2 they will go to: 1 Chapel 2 Temple 3 High Temple 4 Graveyard 5 Black Temple 6 Shrine. If the place does not exist, he will try to find it on the discard pile.	1 Event Holy Procession  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.	2 Person-Enemy Dragon-Cultist  Strength 4 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.	2 Person-Enemy Dragon-Cultist  Strength 3 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.
2 Person-Enemy Crusader  Strength 2 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.	3 Spirit-Enemy Lemure  Craft 3 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.	4 Stranger Astral Deva  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.	4 Stranger Jubilex  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.
5 Object God-Stone  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.	5 Object Rosary  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“	5 Object Holy Icon  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.	5 Object Pergaments  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.
5 Magic Object Tiara  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.	5 Follower Clerik of Issek  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).	6 Place Oracle Cave  In the old cave lives an oracle, which will tell you its wisdom for one Object. 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.	5 Follower Templar Knight  The Templar Knight has sworn to protect you. He increases your Strength by 2 in combat. If you are about to lose a life to a breath attack, a dragon raid, or in combat, he heroically throws himself into the fray and dies in your stead, preventing all damage to you. Place him on the dead heroes discard pile afterwards.

1 Event Grave Move  While moving bones between the graves, clerics have found the remains of hallowed St. Michael. Every Good aligned character with will be blessed. Take a Blessing card if you don't have one already. Nobody knows the new location of the holy bones.	1 Law-Event Complot  A Countess of the high society is blamed to overthrow the King. But nobleman will be seldomly convicted so the highest Royal judge has charged you to take a Warrant. If you are a nobleman you can persuade the magistrate that an other player has commit this crime. He has to draw a Warrant card instead.	2 Person-Enemy Dragon-Cultists  Strength 3 (2x) Two Dragon Cultist's have found you. You have to fight them one after another. If you lose one combat you will be dragged to the Sacrificial Stone (if in play) and lose a Life. The Cultist will never attack members of the Dragon Cult.	2 Person-Enemy Dragon Armorer  Strength 4+? The Armorer of the Dragon Cult will draw power from the faith in Tiamat. He will increase his Strength for every Dragon and Cultist in the region. You may only take 4 experience points if you defeat him.
3 Person-Enemy Dragon-Muse  Craft 4 The Dragon Muse loves to torture your mind and body. If you lose the psychic combat, you will lose 1 Life and be dragged to the Sacrificial Stone (if in play). She will never attack members of the Dragon Cult.	4 Stranger Countess Basilisco  The Countess of Basilisco tries to gain more influence in the City. She invites all Noblemen and Believers of the Dragon for a drink at the Royal Castle. Players who follow the invitation can place their character in the Royal Castle and get 1 Gold or a Mystic Brew as a free gift.	4 Stranger Pardoner  The High Temple has sent its dignitary in the land to sell 4 Letters of Indulgence for a donation of 2 Gold each. He will flee the country side when he has sold all the letters or if the Events Night of Tiamat or Anarchy will be drawn.	5 Follower Lancelot du Lake  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 Holy 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.
5 Object Indulgence  Somebody has lost his Letter of Indulgence, the paper which absolves one's sins. You can use this paper to get rid of a Warrant, a Curse or change your alignment. Discard the letter after use. You can never have more than one Letter of Indulgence.	5 Object Prayer Book  This collection of prayers will help you to concentrate on your spiritual ego. By using this book all die rolls for praying are increased by 1 per dice. If you roll above the maximum when praying you must take a Blessing card instead. You may have only one Blessing card.	5 Object Healing Bag  The bag of a healer will contain bandages, hammer and different saws. You can use this material only once to heal to your starting quota. Miss one turn for this treatment and discard the bag.	5 Magic Object Holy Shroud  The Shroud of Saint Michael is a Holy Relic. It will increase your Craft by 1. If you deliver the Shroud to the Chapel or High Temple, the Archpriest will appoint you to the Templar Master Level Character.
5 Magic Object Voodoo-Doll  You can use the Voodoo Puppet to curse another Character. He has to take a Curse card. The Curse remains until broken (see Curse card) or you lose the Puppet. A Bestow Curse Spell will destroy the Puppet immediately.	6 Place Ensocelled Well  Magical water flows through this Well. Put 4 Mystic Brew cards upside down on the Well. Each visitor can drink one Brew. If all Mystic Brews have been drunk, the well runs dry and can be discarded.	4 Stranger Dragon-Archpriest  The Archpriest of the Tiamat Cult has left his hiding place. You have the choice to convert to the Dragon Cult or to be cursed. Take a „Believer of the Dragon“ or Curse card. If you are already a follower of Tiamat, you will be blessed by the Archpriest. You can only hold one Blessing card at any time.	1 Event Familiar Death  One evil Cultist has killed your Familiar to gain mental Strength by his death. Discard your Familiar. If you don't have a Familiar card, he will take one of your lives. Somebody says the Cultist is hiding in the Temple Ruin in the Village, but who knows.

1 Event Holy Convent  The Church elects its new head. Any player can immediately travel to the chapel and participate in the election. He throws a dice, adds his Craft, +2 for each Blessing card, -2 if he is not good and -2 for each Familiar. The player with the highest value wins the election and draws the "Archbishop" Master-Level-Character.	1 Event Crusade  The High Temple calls for the Holy Crusade against the infidel Norsemen. Every good player, Nobleman and every player with a royal office (Master-Level-Character) must follow this call. Others have a choice. The Crusaders bet on the „The Whraft“ space (City) and draw WAR cards in the next 2 rounds. After ending of the crusade, they can continue playing normally.	2 Monster-Enemy Talruum Minotaur  Strength 4 The bull-man from Talruum is a terrifying creature that attacks anyone in this region. He will only join the Minotaur character as a Follower and fight by his side in combat, adding his Strength to the Minotaur's combat roll. After that battle, he leaves the land (discard him).	2 Animal-Enemy Hippopotamus  Strength 4 Everyone says: "Do not approach the behemoth." When you do so anyway, it attacks you. The Hippopotamus can never be chosen or forced to become a Follower. Due to its stubbornness, it remains on this space until it is defeated. If the Drought, First Frost, or Ice Bridge Event occurs, it leaves the land (discard).
3 Spirit-Enemy Sheetphantom  Craft 3 A bedsheet is laughing at you, then tries to attack you.	4 Sranger Prior  The prior of the of St. Michael is concerned about the strengthening of the Tiamat-cult. If you give him a magical object which belongs to the cult or a trophy of a slain dragon cultist, he appoints you as a holy warrior. Take the Templar Master-Level-Character. If you give him nothing, he waits in the Chapel for the first hero who fulfils his quest.	4 Stranger Religious Extremists  Religious extremists have incited the mob and are rampaging through the land. All holy places, as well as Enemies and Strangers associated with the Dragon Cult, are destroyed. During the "Night of Tiamat", the same mob marches through the City & Village, killing or destroying everything (see above) that does not believe in the Holy Dragon (Discard).	5 Follower Bodyguard  The former bodyguard of the Countess has fallen into disgrace. While she is with you, your Strength is increased by 2 in combat. The bodyguard believes in the World Dragon. She will leave you immediately after you attack Dragon Cultists or face up Dragon Enemies (Discard).
4 Stranger Guardian of the Light  The Guardian offers you to step into the "Light" with him. Change your Alignment to Good and choose one of his sacred gifts. Gain or take one: - Blessing - 1 Mystic Brew - 1 Life - 1 Spell - Teleport to the Temple (immediately) - Teleport to the High Temple (City) After he has converted the first player, he leaves the land in a flash of lightning (discard this card).	5 Object Rosary  The rosary is a chain with a holy symbol, 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. „In NOMINI...“	5 Oject Mace  The Mace is a weapon whose force can shatter even stone. You gain +1 to your Strength during combat. This bonus increases to +2 when fighting Golems, Gargoyles, Statues, the Steel Sentinel, or any player who is carrying a Shield or Armor.	4 Stranger Young Scout  The Scout knows the best places to spend the night. You may accompany him on his "journey without a destination." You spend the night at the (roll 1 die): 1: Dungeon Entrance; 2: Tavern; 3: Harbour (Village); 4: Lost City (Crags); 5-6: Any face-up Stranger card of your choice. While there, you drink a "Chai" (draw 1 Mystic Brew card), and he cheerfully wanders off (discard).
5 Magic Object Spiritblade  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.	6 Place Holy Pulpit  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-Temple). 6. Pray (like Temple).	1 Event Heresy  The Holy Church calls upon all believers to destroy the heretical tomb of the God-King Kulkencamun. Place this card on the Oasis. While here, any character may enter the pyramid to receive the Church's Blessing (take 1 Blessing card). If the Undead Pharaoh is defeated, the Church ends the holy crusade (discard this card).	4 Stranger The King's Concubine  The King's concubine secretly works for the Crown's intelligence service. If you give her a Cultist trophy or a Cultist Object, she recruits you as an agent of the "Secret Police" (Take the alternative character card). If you give her nothing, draw 1 City card, which remains on this space for only one round. She leaves for the discard pile after she has been visited by 4 characters.

1 Event Royal Crusade  The King dispatches his holy warriors on a crusade against the infidels. All characters who possess a Warrant, have an Evil alignment, belong to the Cultists, Robin's Men, or any other non-human race, must immediately move to the nearest Woods space and miss a turn. The Templar, Knight Templar, and King's Champion must also miss a turn, but draw a Blessing card instead.	1 Law-Event Templar Patrol  Strength 7 The Knights Templar of the Church of Saint Michael have been deployed on patrol. If you have broken the law, carry a Curse, possess a Wanted Poster, or have an Object belonging to a Witch or a Cultist in your possession, they will attempt to arrest you. You are immediately moved to the City and sent to Jail.	2 Animal Enemy Puma  Strenth 2 A hungry cougar hides silently in the tall grass, its fur as black as the midnight sky. Local travelers whisper that these beasts are cursed omens, born from the shadows of evil magic. To catch a glimpse of its glowing eyes means your luck has run out, for it strikes just moments before you can even pray for protection.	2 Animal-Enemy White Lion  Strength 4 The white lion is called the 'King of Beasts' by hunters. He can never be chosen or forced to become a Follower. The Baron or the Hunter in the Village will give you 3 Gold for his rare pelt. If presented as a trophy at the Castle, the King will name you the 'Royal Hunter' (Alternative Character). Relinquish this trophy to receive your reward.
3 Spirit-Enemy Sheetphantom  Craft 3 A bedsheet is laughing at you, then tries to attack you.	4 Stranger Librarian  The Monk is obsessed with ancient writings. If you give him a Scroll or a Map, he gives you 1 Gold. If you give him a Book, you may miss 1 turn to share his knowledge (gain +1 Talent). If you give him a magical Book, he lets you partake in his secret studies (draw an Ability card).	4 Stranger Destiny  Morrigan, the goddess of battles, has chosen you as her favorite. However, you may please her further by making a sacrifice. Draw 4 Adventure Cards, plus 1 additional card for each Trophy card you sacrifice to her, and plus 2 additional cards if you sacrifice your Familiar. Choose a single card from those drawn and follow its instructions. Discard the remaining cards.	5 Follower White Monk  The white monk has renounced killing and left the Templar Order. While he is with you, you may reroll one die when Praying, but you must accept the second result. If you roll the exact same number on your second roll, he deserts you (discard). However, if you roll a 6 on both rolls, he trains you and you become the Templar Alternative Character.
5 Magic Object Feldoran's Staff  Feldoran is said to have crafted this staff from the bones of a demigod. Before you draw an Adventure Card, you may use it and draw... (Roll one die): 1: a Tower card instead. 2: a Halloween card instead. 3: a Dungeon card instead. 4: a City card instead. 5: a Timescape card instead. 6: You are moved to the Warp Gate and the staff shatters on the Discard Pile.	5 Object Carbuncle Stone  From the outside, this stone resembles a ruby, but its cloudy interior looks like blood. Any trader will accept this red garnet as payment worth 2 Gold. If you use this stone to pay, you receive no change.	5 Object Lost Offering  A traveler has lost their pouch of tithes and offerings. You may ignore it to keep your conscience clean, deliver it to the High Temple as a righteous act, or pocket the coin yourself. If you choose to yield to temptation, gain 1 Gold but carry the weight of your sin.	5 Object Dragon-Mask  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 a dice to see the effect, on a 4-6 the deception works.
4 Stranger Dragon-Missionary  This old Missionary prays about the teachings of Tiamat, Father of the Dragons. Roll two dice equal or less than your Craft. If you succeed you are not affected. If not, you will become a DragonCultist. Take the card „Believer of the Dragon.“	2 Person-Enemy Dragon-Cultist  Strength 3 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.	2 Person-Enemy Dragon-Cultist  Strength 4 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.	2 Person-Enemy Dragon-Cultist  Strength 4 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.

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